Usenet Newsgroup Archive: comp.sys.atari.8bit

1994

These Usenet messages were preserved as a plain-text archive. This PDF was generated by Kay Savetz from the source text file in 2026.

Date span: 1994-01-01 through 1994-12-31

Source text: comp.sys.atari.8bit.txt

Source item: https://archive.org/details/usenet-comp

Messages included in this PDF: 7,860

Message records with no readable body available in the source text: 10

Messages are presented chronologically by archived date.

Binary or encoded payloads are not printed as blocks of encoded text; a placeholder appears where such material was detected. The original source text is unchanged.

1. Help! PLEASE

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-01 00:25:42 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2g2fu6$n9a@gap.cco.caltech.edu>
Source record: 103631

Could someone at least send me the LENGTHS, in bytes,
of the files on the Sparta 3.2 distribution disk so
I can laboriously reconstruct what is now my only copy...

Brent

2. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-01 05:47:40 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <940101.02860.LMCCLURE@delphi.com>
Source record: 103632

"Does anyone know whether the specs were ever relaxed even
further between now and then?"

The specs for Class B *must* have been tightened up since the early
80's, as there is no way the original (the ones that used the 2-pin
power adapter) VIC-20's could pass current FCC specs. If you have
ever seen one of those early VICs in operation (especially with the
original RF modulator attached) you know what I speak of.

3. Re: Power supply for 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-01 05:48:29 UTC
From: Lonnie McClure <LMCCLURE@delphi.com>
Message-ID: <940101.02909.LMCCLURE@delphi.com>
Source record: 103633

"Q: Can I use my 800/400 9vac power supply for the 1200?
Or does it use a different voltage?"

The 9VAC power supply from an old 400/800 (or 1050 drive) works fine
with the 1200XL. I've owned all three machines (as well as a couple
of 1050's) so you can trust me on this.

4. Re: Black Box Comments!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-01 15:16:19 UTC
From: rklace@crashb.megalith.miami.fl.us
Message-ID: <rklace.02px@crashb.megalith.miami.fl.us>
Source record: 103507

b> another that used artifacting. When I went back to split
b> video the problems vanished. Strange.

What exactly needs to be done to get split-video on the XL? If I remember, it entailed adding a capacitor, and a jumper wire to the Monitor DIN. A local user did it years ago, but won't tell me (He forgot what he did, and won't open it to look.) And no one can find the dox anymore.

Thanx in advance.

--Via CUseNET v1.00 (Cnet Amiga)

```
============================================================================
==== UUCP: rklace@crashb.megalith.miami.fl.us ==== ** Artlover ** (C)(93) ====
============================================================================
========= Member of the International Association of United Poodles. =========
= "We will not be shaved to look like balloon animals covered in lintballs!" =
============================================================================
```

5. Huge modern software

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-01 20:37:58 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2g4mv7$i7I@usenet.INS.CWRU.Edu>
Source record: 103634

People have been talking about 30 meg software for their IBMs,
etc. Does anybody suspect that at least some of the reason for
the huge code is software protection? I guess I'm suspicious
by nature, but I just don't see that much to a word processor
or game that takes that much space.

6. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-01 21:09:11 UTC
From: jharris@cup.portal.com
Message-ID: <99706@cup.portal.com>
Source record: 103635

```
>: Does anyone remember a little gadget called the R-Verter? Back in the
>: mid 80s when 850 interfaces sold for over $100, these little buggers
>
>Not only do I remember them, but I have one! That is probably what I will
>be using for my TW523 -> Atari interface. Unfortunately, the company went
>belly-up (I think) shortly after I bought the gadget. I tried calling their
>number once, and got a Wal Mart! (sigh).

The company I worked with at the time, bought the rights to the R-Verter
when A.I.D. stopped production. We used them for our character generator
products, but eventually ran out of stock, and didn't make more of them.

Sadly, I found them not very reliable, and not flexible enough for
commercial applications. That's the reason we never made more of them.

John Harris - jharris@cup.portal.com
```

7. Re: Code Optimization: 8-bits needed it!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-01 21:09:18 UTC
From: jharris@cup.portal.com
Message-ID: <99707@cup.portal.com>
Source record: 103637

```
>Back to the main point: To quote the director of development for a rather
>large PC software firm who shall remain nameless, "Speed and size of code
>is the compiler's job" in the PC world. <sigh>

Oh heavens. I hope nobody really believes that.

John Harris - jharris@cup.portal.com
```

8. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-01 21:09:25 UTC
From: jharris@cup.portal.com
Message-ID: <99708@cup.portal.com>
Source record: 103636

>I don't think this is really bashing the big boys anymore then they bash
>themselves. They had the annual "West Coast vs East Coast" computer trivia
>contest & when Bill Gates posed the question, "There is a contest on Internet
>to write the most obsc, arcane
> progam in C that still actually does something. Nae that contest!" Philipe
>Gasse <sp?> responded "Microsoft Windows!"

Yeeehaaa!

I heard that someone was 'removed' from some kind of meeting chaired by Mr. Gates, in which some Windows derogatory comment was made. Buggers, I can't remember the quote, only that it was funny. Anyone else know what I'm talking about?

Here's one I do remember. I was showing a friend a software IBM emulator than runs on my Amiga computer. I made some kind of comment that it takes a high end Amiga just to get the thing to run at like 'XT' speed. He instantly replied, "Oh yeah, we have the same thing in the IBM world. It's called Windows." :-)

One More:

Is Windows a Virus? (Note: Would make a great T-Shirt) :-)

Q. Is Windows a virus?

A. No, Windows is not a virus. Here's what viruses do:

1) They replicate quickly -- okay, Windows does that.

2) Viruses use up valuable system resources, slowing down the system as they do so -- okay, Windows does that.

3) Viruses will, from time to time, trash your hard disk -- okay, Windows does that too.

4) Viruses are usually carried, unknown to the user, along with valuable programs and systems. -- Sigh.. Windows does that, too.

5) Viruses will occasionally make the user suspect their system is too slow (see 2) and the user will buy new hardware. Yup, that's Windows, too.

Maybe Windows is a virus.

Nope! There is a difference!

Viruses are well supported by their authors, are frequently updated, and tend to become more sophisticated as they mature.

So there! Windows is NOT a virus.

(source for the above unknown)

John Harris - jharris@cup.portal.com

9. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-01 21:09:32 UTC
From: jharris@cup.portal.com
Message-ID: <99709@cup.portal.com>
Source record: 103638

I really hope this doesn't offend anyone, but that West vs. East programming question reminded me of something interesting.

Most of you are probably aware of the Atari Assembler/Editor cartridge, and its almost legendary speed problem. I mean, it assembles barely in excess one 1 line per second. That's like 1,000,000 machine cycles to assemble one instruction. Another 6502 programmer and I talked about it for awhile, and we came to the conclusion that it would be very difficult to write such an application to run so slow, without using delay loops and other wasteful structures. To be legitimate, one would have to keep in mind that the original author did not have a specific goal to slow things down, and to try and duplicate it without including code that was obviously intended solely to waste time.

Now it's not that I consider this a particulaly useful exersize, but it is a difficult one, and I realistically don't think I could do it.

Again, no insults are expressly intended by quoting this example.

Strangely, in one of my early Newsletter articles entitled, "The Quest for the Perfect Assembler", I actually reviewed Atari AMAC as being slower than the ASM/ED cart. While many people laughed at that, I did include my timing tests, and I thought I was completely justified. You see, I timed the test assuming I had just found a program bug, and needed to fix and reassemble the code. With ASM/ED, I jumped back to the editor, where my source was still resident, made the change and assembled the program. Then comes the customary trip to get something to eat, or whatever. Anyway, when it was done, it's back to the debugger and test. With AMAC, you quit to DOS, load the editor from disk, load the source code, edit and save the source code, quit to DOS, load the assembler, load the source code again, assemble the object to disk, back to DOS again, load the debugger (*), load the object code again, and you're ready. Needless to say, I didn't use my high speed LE Systems drives for this test, since most people wouldn't have these, and timing using the 810 came out significantly longer than with ASM/ED. The test was even worse when I used Atari DOS instead of CP/A, (or maybe OS/A+ by that time), and had to deal with DUP.SYS loading time. Plus, the delay was split up between many smaller delays that required continuous attention and user input. Anyway, with a nice hard drive, AMAC obviously gets much better, but it was still not one of my favorites.

(*) This step assumes that you've gone out and bought a debugger elsewhere, since AMAC inexcusably did not provide one with the package.

John Harris - jharris@cup.portal.com

10. Atari 8-Bit Computers Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-02 00:30:32 UTC
From: MCURRENT@carleton.edu
Message-ID: <01H76F4Y3O768ZE43Q@carleton.edu>
Source record: 103639

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Atari Archive: 8bit/faq.txt

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 27-Dec-93

Additions/suggestions/comments/corrections having to do with this
FAQ List are welcomed by its creator and maintainer, Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

The Atari 8-Bit Computers FAQ List is posted on or about the first of the
month to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group.

What is this FAQ List for?
The Atari 8-Bit Computers FAQ List was created to provide answers to many
commonly asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest
discussion group. At this time the FAQ List is heavily geared toward
describing the various resources for the 8-bit Atari user available, with
relatively little information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. (There's no particular
reason for this, I just haven't taken the time to figure out the process yet.)
Hence no automatic archiving of this FAQ List occurs, though there's usually
a fairly recent copy on the Atari Archive (see below) as the file
8bit/faq.txt.

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.binaries.atari.st (ST/TT/Falcon software, object code)
comp.sources.atari.st (ST/TT/Falcon software, source code)
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
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rec.games.video.arcade (includes products by Atari Games)
rec.games.video.atari (Lynx, Jaguar)
rec.games.video.classic (includes 2600, 5200, 7800)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the Internet side of this discussion group. All contributions to the Info-Atari8 Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be cross-posted to the Usenet side. John Dunning would like this fixed, but needs help; if you are an accomplished UNIX programmer please contact him.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
The Atari Archive is that section of the University of Michigan/Merit Software Archives that holds a huge number of files covering all Atari products, including the 8-bit computers. Our 8-bit Atari Archivist is Jody Lenn, lenn@atari.archive.umich.edu; the Atari Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP (Try the site nearest you first.)

a) FTP to atari.archive.umich.edu (141.211.165.41) <--United States
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4) <--United States
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.1) <--Great Britain
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

d) FTP to archie.au (139.130.4.6) <--Australia
User: anonymous
Password: [your e-mail address]
cd alex/edu/umich/archive/atari/atari/8bit

e) FTP to info2.rus.uni-stuttgart.de (129.69.8.13) <--Germany
User: anonymous
Password: [your e-mail address]
cd /afs/umich.edu/group/itd/archive/atari/8bit

f) FTP to mirror.archive.umich.edu
This address takes you to a "randomly chosen" University of Michigan/Merit Software Archives mirror site, but there's no guarantee the site you're taken to mirrors the Atari directories.

Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to: atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your system has a Gopher client, try the command "gopher gopher.archive.merit.net 70" to connect directly to the Merit Gopher server, and choose Merit Software Archives.

4. AFS
If your system has AFS capability, this is the easiest way to access the Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files (.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file

describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to lenn@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any other 8-bit Atari FTP sites?
Here's another, maintained by Adam Bryant, adb@albert.bu.edu:
FTP to cs.bu.edu (128.197.2.1)
User: anonymous
Password: [your e-mail address]
cd PC/ATARI

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of
your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of
your message says:
help

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and
it is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Cleveland Free-Net via modem at (216) 368-3888. Those
persons with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.51). Applications for free accounts are
handled online, or you may browse the system as a visitor. Once logged-in,
type "go atari" to reach the Atari SIG. Those who add their names to the Atari
SIG user directories are automatically members of the official Atari user group
C.A.I.N. - Central Atari Information Network. Send correspondence and press
releases to xx004@cleveland.freenet.edu.

What print magazines support the 8-bit Atari?

Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA
U.S.A. 19355-1958
$25/1 yr (6 issues)
Canada: $30/1 yr
foreign: $32/1 yr
Europe/Mediterranean air: $38/1 yr
Asia/Pacific air: $40/1 yr
magazine + disk (global): add $9/1 yr (3 disks)
Net: poehland%phvax.dnet@smithkline.com

Atari Magazyn
Poland

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-75006 Bretten
Germany
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Boot!
LACE (London Atari Computer Enthusiasts)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
75p / issue (quarterly)
Net: trew@sna.co.umist.ac.uk

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$27/1 yr (10 issues)
foreign: $36/1 yr
Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr
Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down

Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
L12.00/1 yr (6 issues)
Europe: L15.00/1 yr
elsewhere surface: L15.00/1 yr
elsewhere air: L21.00/1 yr
magazine + disk: L25.00/1 yr (6 mags., 6 disks)
Europe: L32.00/1 yr
elsewhere surface: L32.00/1 yr
elsewhere air: L42.00/1 yr

News-Paper
DGS
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10AM to 7PM GMT/BST only)
U.K.: 6 pounds / 4 issues
Europe: 8 pounds / 4 issues
U.S.A.: 10.50 pounds ($21) / 4 issues
Far East & Rest Of World: 13 pounds / 4 issues
Net: dx107@cleveland.freenet.edu

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat Atari
Poland

Tajemnice Atari
Poland

T.W.A.U.G.
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ

England
UK: #1.95 1 issue
UK: #11.00 6 issues (bimonthly)
includes either disk or cassette

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

What disk magazines support the 8-bit Atari?

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
fl10.00/disk

Strange Invasion
Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart

Germany
tel: (0)711/45 51 71
single issue 5DM
6 issues (1/2 year) 25DM

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
bi-monthly

What product developers or vendors support the 8-bit Atari?
There are two files available:
1) "All Known World-Wide 8-Bit Atari Vendors and Developers" is part two of the Atari 8-Bit Computers FAQ List, and is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on or about the 15th of the month. There's also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.txt, or you may contact the maintainer at mcurrent@carleton.edu.

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar, r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

What's this UUEncoding stuff (.uu, .uue files) all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
8bit/Cc65/dumasuu.arc - contains uud.com, uue.com, CC65 sources.

What is an .arc file?
A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The Atari Archive contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

Okay, how about a .dcm file?
A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note
that most require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari
users should treat themselves to either MYDOS or SpartaDOS to appreciate the
power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides
subdirectory and hard-drive support. SpartaDOS is a completely different
command-line DOS modelled after MS-DOS, though it is perfectly capable of
reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS
X is cartridge-based and includes many additional features. While it's hard to
argue that SpartaDOS X is not the most advanced DOS available, it is a
commercial product that is no longer manufactured. MYDOS, on the other hand,

is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for
complete compatibility with existing software, and then choose either SpartaDOS
or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
Here are some of the more popular PD/shareware terminal programs
available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

What hardware has Atari created in the 8-bit computer line?
Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS
800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
800XLF (????) ?????, a U.K. variety...
65XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
800XE (1987?)same as 130XE but only 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7- or 9-pin??? dot matrix)
1030 Modem (300 baud, with 1030 Express!)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari BBS?
The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained
by Lawrence Estep, AC's Telecommunications Editor, 71450.1050@compuserve.com.

Where is my nearest 8-bit Atari user group?
An 8-bit Atari user group listing is maintained by Atari Classics
magazine's Exchange Editor, James King. [e-mail address needed]

What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12

1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6

3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(from _Mapping the Atari, Revised Edition_ by Ian Chadwick)
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out

47. NC (+5v dc?) 48. NC (+5v dc?)
49. Audio input 50. GND

--850 R1-4 pinouts from: generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3

6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

End of 8bit/faq.txt

11. Re: Huge modern software

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-02 04:53:35 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CIzK9C.Dt9@cbfsb.cb.att.com>
Source record: 103641

In article <2g4mv7$i7l@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>People have been talking about 30 meg software for their IBMs,
>etc. Does anybody suspect that at least some of the reason for
>the huge code is software protection? I guess I'm suspicious
>by nature, but I just don't see that much to a word processor
>or game that takes that much space.

What kind of protection? Most PC software is not copy protected at all these days, other than perhaps some of the games.

I know that for Word Perfect 5.1, which take anywhere from 1.5 to 4 megs, a large part of the supplied stuff (like a meg or more) is graphics images and things you can import into your documents. The dictionary takes up about 1/2 meg, and the thesaurus the same (as I recall) and both files are stored in compressed form, as Stacker and PKZIP have little effect at shrinking them. The actual word processor takes up a total of about half a meg (I think) ... its hard to tell for sure cause they uses overlays for all kinds of modules to minimize memory usage. WP5.1 is the only one I am closely familiar with cause I run it on a floppy only system with 720K floppies .. a real treat.

--
Richard Dell
(wondering if this is getting a bit astray from Ataris)

12. Re: Code Optimization: 8-bits needed it!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-02 04:59:59 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CIzKK1.EDv@cbfsb.cb.att.com>
Source record: 103640

In article <99707@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>Back to the main point: To quote the director of development for a rather
>>large PC software firm who shall remain nameless, "Speed and size of code
>>is the compiler's job" in the PC world. <sigh>
>
>Oh heavens. I hope nobody really believes that.
>

Believe it .. the job of the compiler, and perhaps the hardware, to speed
things up. Step one .. compilers .. which expand code by a factor of 3 or
more, and reduce performance by a factor of 2 or so. Step two, RISC
processors, to get back the speed, but they expand the code another
factor of two or more. ANd compilers almost never optimize for size,
they seem to be sold by how fast their code is, not how tight.

Thing is ... think how fast RISC chips might be .. if programmed in
Assembly! Mindboggling.

--
RIchard Dell

13. Re: Weekly Posting of New

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-02 05:01:13 UTC
From: ScottM@cup.portal.com
Message-ID: <99727@cup.portal.com>
Source record: 103642

```
>FINALLY had the 810 blow on me I received back in 1982 or so... cost about $36
8
>at the time! Now, you want to talk about getting ripped off! Ouch! It sold
>in other computer stores in a couple months for about $270... man was I mad!
>
> Remember when 800xl's ran somewhere around $79-$119 new also?
>
Last year there was a thread about the prices of the Ataris when they first
came out. Since the price subject has come up again I figured I'd repost it.

Atari Personal Computer Systems
A Warner Communications Company

Suggested Retail Price List
Effective May 1, 1981
(Supercedes Jan. 1, 1981 Price list)
(duh)

Base Units
Atari 400 "The Basic Computer" (16K RAM)..............$ 399.00
Atari 800 "Personal Computer System" (with 16K ram)....$1080.00

Peripherals
410 Program recorder..................................$ 89.95
810 disk drive........................................$ 599.95
815 dual disk drive (double density)...................$1499.95
(WOW!!!)
820 40-column printer (impact)........................$ 299.95
830 MODEM.............................................$ 199.95
850 INTERFACE.........................................$ 219.95

ACCESSORIES
16K RAM...............................................$ 99.95
810 MASTER DISKETTE...................................$ 25.00
810 BLANK DISKETTES (5 PER BOX).......................$ 25.00
810/815 BLANK DISKETTES (5/BOX, CERTIFIED FOR DD)......$ 32.95

ENTERTAINMENT
ASTEROIDS.............................................$ 39.95
MISSILE COMMAND.......................................$ 39.95
STAR RAIDERS..........................................$ 39.95
Special Price --Star Raiders
Effective through Sept. 1, 1981

Programming Languages and Aids
Assembler editor......................................$ 59.95
```

```
Atari Basic.....................................$ 59.95
Microsoft Basic (1 cart, 1 tape).....................$ 89.95
PILOT (with "Turtle Graphics").....................$ 89.95

/============================================================\
|Scott Maxwell * Has anyone noticed that CBS anchor |
|scottm@cup.portal.com * Jim Jenson is starting to sound like |
|Amiga 1000, 2000, 1200 * WJM anchor Ted Baxter? |
|Pet, SuperPET, Vic, 64 *-------------------------------------|
|128D, 800XL, TI, //e * Good nighs and good newt - Ted Baxter |
\============================================================/
```

14. Re: Code Optimization: 8-bits needed it!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-02 08:17:19 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CIztow.GnM@utnetw.utoledo.edu>
Source record: 103643

John D Harris (jharris@cup.portal.com) wrote:
: >Back to the main point: To quote the director of development for a rather
: >large PC software firm who shall remain nameless, "Speed and size of code
: >is the compiler's job" in the PC world. <sigh>

: Oh heavens. I hope nobody really believes that.

Way too many people do... I've heard this in several places. Programming
on Sun systems, I've been told/taught pretty much the same thing as well.
Dumb, really dumb. I rarely rely on the compilers tho... I prefer squashing
the code myself THEN having the compilers try to optimize it even further!

Oh-yeah! I've finally figured it out! I was wondering why program size
has so exploded over the years...

Many of the packages I've seen from the Golden age of computers used so
many "tricks" of each system to get every ounce of performance, maximum
graphics, sound, you name it... it could only mean one thing - HACKERS!
Sure, most software companies of the time used moderate programmers also,
but I've read some articles pertaining to older software productions...
wow... lots of hacking here and there to get the silly thing to work. Many
times, a programmer would take over to "finish" the program. I consider
myself a hacker and I conform to the notion that hackers don't write
programs, they just plug away at something until it works. I've written
some programs, but I don't think I could ever say I'm done with any of them.
I don't think any hacker is ever satisfied with his work completely...
there's always one more thing that "could've been done better".

Now-a-days, I think the programmers have taken control. The machines are
so darn powerful with memory and storage capabilties so huge and cheap,
unless the program's taking the machine to the point of breaking/melting,
"why bother hacking" a simple shoot-em-up, word processor, etc. Today is
the day of "patchwork programming". A windows-based interface for this, a
3d graphics engine for that, sound drivers, card drivers, etc. It's already
done, just piece together what's needed, and poof! Out comes your product!
A company writing for the IBM-world would be crazy to optimize their code
for a single graphics card with a certain sound card and machine type and
speed combination. Each system has so many potential variables, you need
mega-bits of information in each program just to stay compatible!

Wow, this reply was supposed to be short,
hmm, guess I could go back and chop some...
and that last paragraph was a bit... nahh!
-Tim

15. *** Atari Sky Writer NEW for sale ***

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-02 15:24:16 UTC
From: zbytes@interaccess.com
Message-ID: <2g6ov0$2ja@mailhost.interaccess.com>
Source record: 103644
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

I ran across a few of these. They are new in the box. I will sell them
for $6 including postage!

Send me e-mail if there is any interest!
Thanks, Bill 1-708-386-2308

16. Re: Huge modern software

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-02 16:33:11 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2g6t07$emr@usenet.INS.CWRU.Edu>
Source record: 103645

(We're talking about huge IBM/Mac programs.)
The question was what protection.
I have Chess Master 3000. It has an exe file over 1/2 meg. It does do a lot, but I don't think it really requires 1/2 meg. If someone wanted to mess with the code with a disassembler, it would be impossible with a file that size. CM3000 makes (made) me think it wasn't copy protected. But when I re-format the hd and restore the hd with a backup, CM3000 says 'new configuration, re-install.' That means it has recorded the volume # or other info about my hd and won't run on a re-format. Huge code could be explained with the inclusion of a lot of graphics in the code. But even so, it makes dis-assembly/reverse engineering practically imposible.

17. Re: Huge modern software

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-02 17:37:55 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CJ0Jn7.BL7@cbfsb.cb.att.com>
Source record: 103646

In article <2g6t07$emr@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>(We're talking about huge IBM/Mac programs.)
>The question was what protection.
>I have Chess Master 3000. It has an exe file over 1/2 meg. It
>does do a lot, but I don't think it really requires 1/2 meg.
>If someone wanted to mess with the code with a disassembler,
>it would be impossible with a file that size. CM3000 makes

Ah yes .. the huge EXE file syndrome.

I have never delved into the details of EXE file structure, but I strongly suspect that sometime or other over the last few years a number of compilers have moved from using separate overlay files to having the overlays included as part of the EXE file. We have one network analyzer program at work which is over 700K. Now the program runs on a plain XT clone with probably 512 K of free memory, so you know most of that code is overlays.

What would be needed would be a disassembler which did not treat the whole EXE file as one chunk, but was smart enough to separate out the overlay structure. I am not terribly familiar with disassemblers (current) but have run into the kind of problem with the one I have used, Sourcer. An old version though, maybe the new one is smarter. ANother disassembler I have looked at, but never used, sort of take a toolbox approach, with the disassembly proceding a step at a time. I think it was called Masterkey?

As far as code expansion and compilers goes, as an example, as soon as you include one printf statement in a C program, all of a sudden the compiler stuffs in the entire STDIO subroutine package, expanding the size of the program a great deal. Similarly for the math routines and such, one call to a math function (say a sine or cosine) and pow .. your program grows by the size of the whole math library.

SUch is life. I ended up going back to Multiplan as a spreadsheet for my floppy only laptop, as it took up about 90K total, versus Lotus 123 at 500K plus. Now Lotus does have more functionality .. say maybe double that of Multiplan, but that would only grow it to 180K. The rest is all because it was written in C rather than assembler.

--
Richard Dell

18. 360K(DS/DD) full-height floppy drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-02 19:53:20 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00977F07.941AEC00@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103647
Cross-posted to: misc.forsale.computers.other,misc.forsale,misc.forsale.computers.pc-clone,comp.sys.atari.8bit,comp.sys.tandy

I have a couple of Double sided/Double Density 360K (IBM compatible)
full height floppy drives. These were used in IBM PC&XT, also usable
in other computers such as Radio Shack/Tandy, Atari with the right
disk interface, Texas Instruments, CP/M systems, etc. These are the standard
Tandon TM-100-2A drives.

If interested, and can use these, please make offer. I am hoping to
get more than $10 each. All are in good working condition.
Please e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU
Thanks!

19. Atari, Intellivision, other games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-02 21:30:13 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00977F15.1CA93100@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103648
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.atari.8bit

```
Game cartridges for sale, for Atari, Intellivision, and other.
I'll sell to reasonable (good :-) offers. Please make offer by the piece,
no need to buy everything.

Please e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973.
Thanks!

Atari 2600 items for sale:
High quality game joysticks (various types).
Atari paddles
2 Atari catalogs from different dates.
CARTRIDGES-

Q*Bert
Phoenix
Jungle Hunt
Epyx California Games
Epyx Winter Games
Absolute Entertainment Skate Boarding
Spectravision Gangster Alley
RealSports Football
U.S. Games Towering Inferno
Coleco Donkey Kong
Mattel Space Attack
Indy 500
Activision freeway
Video Pinball
Apollo Shark Attack
Moon Patrol
Solaris
Pole Position
Astroids
**************************************************************************

Intellivision cartridges-
All except BurgerTime have original boxes, some have manuals and overlays-

Las Vegas Poker and Blackjack
The Official Carnival by SEGA
TRON MAZE-A-TRON
Snafu
Reversi
Donkey Kong
BurgerTime
**************************************************************************
```

Other cartridges-

Odyssey2- Casino Slot Machine!
Atari 7800- One-On-One
Atari 5200- Pac-Man

I also have a lot of games for the TI-99/4A, as well as the machine itself, joysticks, speech synthesizer, etc. List available upon request. thanks!

20. 1994 UPLOADS to umich

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-03 06:13:55 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ1In9.FoJ@utnetw.utoledo.edu>
Source record: 103650

Just (FINALLY) made it into the umich 8bit archive and left a few new year's presents for all the good little 8-bit'rs still hacking away on their faithful machines! I sent this msg to Jody Lenn just a while ago, and with any luck, the files should be available within a couple days from the /Adventure and (most likely) the /Demos subdirectories.

-Tim

PS: Oh-yeah! Forgot to bring this up last time when I batch-u/l'd a load of adventures to umich - if anyone out there has trouble running one or needs some help getting through, just ask! I think I've solved all of them! Remember, too, all these mini-adventures will have a LIMITED VOCABULARY. Those spoiled by Infocom, all I can say is, "GOOD LUCK!"

-=-=-=

List of Adventure games sent 01/03/94
to atari.archive.umich.edu
from timuszyn@jupiter.cse.utoledo.edu
- - - - - - - - - - - - - - - - - - -

Filename.: CASTLHEX.ARC
Title....: Castle Hexagon
Author...: Stan Ockers
Date.....: 10/82
Sponser..: Ace Newsletter
Language.: Basic
Category.: Adventure
Breakdown: CASTLEHE.X
General Description:
Graphical maze adventure. Short,
random, Stan Ockers... need I say more?

Filename.: BLKBEARD.ARC
Title....: Blackbeard's Treasure
Author...: Jack Hardy
Date.....:
Sponser..:
Language.: Pilot
Category.: Adventure
Breakdown: BLKBEARD.PLT
General Description:
Yes, written in PILOT. Keyed in by
"me" many years ago. Don't remember
much about this one, if you have the
old PILOT cartridge, now you have a
simple game to use it for! Simple text
adventure.

Filename.: ADVENKIT.ARC
Title....: Adventure Creator
Author...:
Date.....:
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: CREATOR (design program)
INTERPRE.TER ("player")
ADVEN.DAT (sample adv)
ADVENAME, ROOM1, ROOM2,
ROOM3, ROOM4, ROOM5, ROOM6,
ROOM7, ROOM8, ROOM9, ROOM10,
ROOM11, SPNORTH.DAT,
SPWEST.DAT, CREATURE.DAT
General Description:
Text adventure game creator and
player. Minimal "combat" option,
special items to pass through areas,

etc. Very simple. Sample adventure
input from me YEARS ago.

Filename.: GOLDRUSH.ARC
Title....: California Gold Rush
Author...: Charles Evans
Date.....:
Sponser..: CodeWriter Corporation
Language.: M/L
Category.: Adventure
Breakdown: GOLDRUSH.OBJ
General Description:
Text adventure written through a
program called AdventureWriter.

Filename.: VANDAFB.ARC
Title....: Adventure at Vandenburg AFB
Author...: Tom Hudson
Date.....: 1984
Sponser..: ANALOG Computing
Language.: Basic
Category.: Adventure
Breakdown: VANDAFB.ADV (main)
VANFIX.LST (bug fix)
General Description:
Followup to Tom Hudson's famous
Adventure in the 5th Dimension. Fast,
simple text adventure.

Filename.: MENAGERI.ARC
Title....: menagerie
Author...:
Date.....:
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: MENAGERI.E
General Description:
Text adventure. U.F.O. captures
you - try to escape from the menagerie!

Filename.: ATARIADV.ARC
Title....:
Author...:
Date.....:
Sponser..:
Language.: M/L
Category.: Adventure
Breakdown: ATARIADV
General Description:
Short text adventure. Escape from

inside your Atari computer. Don't
have any history on this one!

Filename.: TIMEADV.ARC
Title....:
Author...:
Date.....:
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: TIMEADV.BAS
General Description:
Text adventure. Travel through time
in your time machine to save the world
from a madman's bomb.

Filename.: KISMET.ARC
Title....: Kismet
Author...: Carl H. Arendt, Jr.
Date.....: 10/14/84
Sponser..:
Language.: Basic
Category.: Adventure
Breakdown: KISMET
General Description:
Good text adventure. "Arabian
Nightmare" - Djinni assisted adventure.

- -
lookwhat.txt:

Sample audio/digital demo sent
01/03/94 to atari.archive.umich.edu
from timuszyn@jupiter.cse.utoledo.edu
- - - - - - - - - - - - - - - - - - -

Filename.: LOOKWHAT.ARC
Title....: Audio samples and players
Author...: Tim Muszynski
Date.....: 04/08/88
Sponser..:
Language.: M/L
Category.: Demo - sound/audio sample
Breakdown: LOOK.OBJ, WHATDONE.OBJ
General Description:
These are two audio samples I took
and set to executable form years ago.
Back then, no one was really interested
in digitizing audio for computer
playback. The actual program code is
mine. What I've included here is a
simple M/L playback routine strapped to

an audio sample. True, they are both crude, but what can you expect from the raw 1.79 MHz of a stock Atari. NOTE: Although there are only two options (play and boot) from the menu, I did NOT trap reset so if you're running some sort of ramdisk, you can just "reset back to DOS". The samples I've included DO NOT intrude on ANY extended memory... just make sure you have basic disabled!

21. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-03 13:17:09 UTC
From: cba@atl.hp.com
Message-ID: <2g95sl$a9t@hpuerca.atl.hp.com>
Source record: 103651

John D Harris (jharris@cup.portal.com) wrote:

: The company I worked with at the time, bought the rights to the R-Verter
: when A.I.D. stopped production. We used them for our character generator
: products, but eventually ran out of stock, and didn't make more of them.

: Sadly, I found them not very reliable, and not flexible enough for
: commercial applications. That's the reason we never made more of them.

: John Harris - jharris@cup.portal.com

Well, if they aren't reliable, anyone got a REAL RS-232 adapter for sale?

Brian Abernathy
Hewlett-Packard Company
Atlanta Response Center
Internet: cba@hpuerca.hp.com
CIS: 70223,167

22. I played Atari Tempest on a PC this weekend!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-03 15:53:58 UTC
From: miskinis@korg.enet.dec.com
Message-ID: <CJ29oI.K7x@ryn.mro4.dec.com>
Source record: 103654
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

Hi Folks,

I must say that I was "blown away" this weekend. My friend
invited me over, the day after New Years, and mentioned that
he had some new Atari games.

Well, I expected to see them on his ST, but he said that they
were Atari games, available on the PC. I expected some lousy
translations, but NO WAY...

My eyes popped out as I witnessed what must be a PORT of the
old(er) vector graphic games, TEMPEST, BATTLEZONE, and ASTEROIDS
running under MS-Windows. THEY MUST BE A PORT AS THEY PERFORMED
EXACTLY AS THE ORIGINALS.

I am syill amazed... He bought all 4 (Centupide included) for
$24, under the title Microsoft Arcade...

Jaw still open to floor,

John Miskinis

23. Re: Looking for speech program written in basic

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-03 16:00:25 UTC
From: bparsons@nyx10.cs.du.edu
Message-ID: <1994Jan3.160025.2848@mnemosyne.cs.du.edu>
Source record: 103653

In article <CIut0M.KxG@cbnewsm.cb.att.com>,
jeffrey.n.jones <jeffj@cbnewsm.cb.att.com> wrote:
>I am looking for a program that is written in basic that will let my
>800 talk. It doesn't have to be great just enough so that I can understand
>it. I want to send DTMF tones over the air to my 800 and have it talk back
>to me verifing the commands I sent. Thanks for any and all help!
>
>Jeff
>--
> Jeff Jones AB6MB | Vote out those who voted for the North American
> jeffj@seeker.mystic.com | Free Trade Agreement!
> Infolinc BBS 510-778-5929 |

I had a package called "S.A.M." the Software Automated Mouth by Don't Ask
Software. There was a terminal program that talked and a game "Poker SAM"
spawned out of the same package.

Brian

24. Re: 1994 UPLOADS to umich

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-03 16:02:45 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2g9fj5$an4@news.belwue.de>
Source record: 103652

Hi!

I have a very very very very very silly question:

How do I upload stuff to umich? Which directory should I use?
(I couldn't find 'incoming' or something like that)

Bye,
Jochen

Please use: jscharrl@ba-stuttgart.de

25. Next to Last Word on the ICD Buyout

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-03 16:27:37 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Jan3.162737.20563@newshub.ists.ca>
Source record: 103505

Once again, rampant rumour and half-truths abound in the discussion of the ICD buyout. I have done a little investigation, and here's what I've discovered so far:

1) Bob Puff and CSS *DID NOT* buy out the ICD 8-bit line. It was bought out by an individual named Michael Hohman, who has set up a company called Fine-Tooned Engineering located in California (apparently not too far from B&C).

2) The confusion regarding the FTE/CSS connection may be due to the fact that Mike and Bob are working together. CSS has contracted with FTE to produce plastic cases for the R-Time 8 clone recently developed by CSS (which is, I believe, scheduled for a March release). As some of you have already reported, CSS has sent out a mass mailing (which I haven't received yet - argh!) mentioning some of this and also announcing their R:P: Interface, a replacement for the long-departed P:R: Connection.

3) All the ballyhoo about SpartaDOS-X not being included in the new releases is utter rubbish. Apparently FTE will be offering much (maybe all?) of the old OSS line *AS WELL AND THE RT-8 AND SDX*. Personally, I would love to get my hands on another copy of SDX and I will wait until FTE releases it rather than send off my money to the thieves who recently announced pirate copies for sale.

I obtained most of this information from Ben Poehland. FTE has placed an ad in the February 1994 issue of Atari Classics which hopefully will make all this clear.

Assuming we can wait that long.

- Mike Jewison
"The Fitting Room"
Atari Classics Magazine

mjewison@nereid.sal.ists.ca

26. 80 collumn cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-03 17:28:18 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1994Jan3.122818.13733@gw.wmich.edu>
Source record: 103506

Hi,
I need to get a 80 collumn cartridge for a friends 800xl. Does anyone
have one for sale or know where I can get one?

Thanks,
Bernard

27. Re: Code Optimization: 8-bits needed it!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-03 20:08:02 UTC
From: zds@netsys.com
Message-ID: <1994Jan3.200802.29017@netsys.com>
Source record: 103508

richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
:> more, and reduce performance by a factor of 2 or so. Step two, RISC
:> processors, to get back the speed, but they expand the code another
:> factor of two or more. ANd compilers almost never optimize for size,
:> they seem to be sold by how fast their code is, not how tight.

:> Thing is ... think how fast RISC chips might be .. if programmed in
:> Assembly! Mindboggling.

This is so true it is scary. From what I've seen, most applications tend to migrate from older systems to newer systems by running on an emulator for the RISC box. And the scary part is, it is usually still much faster than on the original systems. I would like to see more of the new compilers take at least some advantage of the RISC-type features besides cacheing... Optimizations for pipelining, and RISC-type registers, etc. would make all the difference, in much the same way that Atari programmers took advantage of every possible feature they could to get more speed, more colors, smoother movement, and finer sound quality from their 8-bit machines.

Apologies for any straying from topic.

Daniel Hoff
Zoller Data Systems
zds@netsys.com

28. Re: I played Atari Tempest on a PC this weekend!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-03 22:13:47 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2ga5ar$9qg@charm.magnus.acs.ohio-state.edu>
Source record: 103509
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article <CJ29oI.K7x@ryn.mro4.dec.com> miskinis@korg.enet.dec.com (John Miskinis) writes:
> My eyes popped out as I witnessed what must be a PORT of the
> old(er) vector graphic games, TEMPEST, BATTLEZONE, and ASTEROIDS
> running under MS-Windows. THEY MUST BE A PORT AS THEY PERFORMED
> EXACTLY AS THE ORIGINALS.
>
> I am syill amazed... He bought all 4 (Centupide included) for
> $24, under the title Microsoft Arcade...

Doesn't it also include Missile Command?

I was amazed when I saw that set up a local store. Using the mouse for Centipede sure beats the old Atari joysticks. When I get that package (maybe tomorrow), it'll be just one more step the 486 takes toward completely replacing the old 1200XL. <sigh>

I haven't seen a PC version of Joust that's as good as Atari's, yet, though. And I haven't seen ANY PC version of Ballblazer, one of the all-time greatest Atari games-- stunning graphics!

Anybody remember "AtariSoft", Atari's venture to sell versions of its games for IBMs, Apples, Commodores, and TRS-80s? Are any of those still around? It might be kinda fun to play a simple game of Frogger on the 486. At least I wouldn't need a CD ROM drive for it!

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

29. Re: 1994 UPLOADS to umich

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 00:05:47 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ2w9o.5J@utnetw.utoledo.edu>
Source record: 103510

Jochen Scharrlach (jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:
: How do I upload stuff to umich? Which directory should I use?
: (I couldn't find 'incoming' or something like that)

Thought it best to reply to the general group... this way if anyone else wasn't quite sure... well, thanks for asking!

All the Atari 8-bit stuff is kept in /atari/8bit of course... from here it gets confusing. Most ftp sites have a "New" or "new" directory you can d/l from, usually letting users get EXTREMELY recent u/l's that the sysadm hasn't had time to check validity on, scan for viruses, see if it's really shareware or PD, etc. On umich, the "New" directory is u/l only. Just send you're files up in here and either leave a quick .txt file describing what you've sent - for instance:

```
Filename.:
Title....:
Author...:
Date.....:
Sponser..:
Language.:
Category.:
Breakdown:
General Description:
```

or let lenn@mentor.cc.purdue.edu know what you've sent. It gets "sorted" to the proper directory a bit faster that way (I hope!). I've been hoping to get some type of system going here to give users browsing through the 8bit archives some type of descriptor-file or index (see my .idx files in the Adventure subdirectory)... hard to tell what some of those old files do! If you can, it's best to .ARC the file also. Heck, if you think of it, tell us here in the 8-bit group what you've sent, too - you can get some free "promotion" for your u/l.

Happy U/l'ing!
-Tim

PS: For those wondering what my "system" is, I guess I should describe in a little better detail:

```
Filename.: Name of the file (BIGDEMO.ARC)
Title....: Title of the program (Big Boomer ver 1.1)
Author...: Author of the program (George Arning)
Date.....: Release date (10/14/86)
Sponser..: Software company, magazine or newsletter (M.A.C.E.)
Language.: Basic, Pilot, Assembler (if source code), C (if source), M/L,
```

Action!, Pascal, Logo, Microsoft Basic (shudder!), Text, etc.
Category.: Adventure, Demo - sound/graphics, Strategy, Arcade, Disk
Utility, Graphics (data/image file), Utility (general -
database/filing/recipe/book keeping), Game (general), Printer
- utility/driver/graphics dump, Doc - text record/descriptor
(usually .ARC'd with the software, but some Doc files are
just records of bug reports, email logs of encountered
problems, etc.)
Breakdown: What files are IN the .ARC file (BIGBOOMR.EXE, BIGBOOMR.DOC)
General Description: Go wild... anything goes, but try to keep it semi-
brief, this should be just a simple attention grabber!

(Remember, do whatever you want when u/l'ing, but it is nice to let everyone
else know what it is you're sending... and this way a descriptor/record is
left IN the archive directory so that anyone coming across your file months
from now can quickly see if it's "just what he/she's looking for"!)

30. Re: Next to Last Word on the ICD Buyout

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 00:08:55 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ2wEw.Ho@utnetw.utoledo.edu>
Source record: 103511

Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
: 3) All the ballyhoo about SpartaDOS-X not being included in the new
: releases is utter rubbish. Apparently FTE will be offering much (maybe
: all?) of the old OSS line *AS WELL AND THE RT-8 AND SDX*. Personally, I
: would love to get my hands on another copy of SDX and I will wait until FTE
: releases it rather than send off my money to the thieves who recently
: announced pirate copies for sale.

Ok, this is all I needed to know... almost... how much will he be selling
the SDX cartridge for? And, is it a new revision chip??? Glad to be proven
wrong this time!

-Tim

31. Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 00:44:31 UTC
From: holmanji@ohsu.edu
Message-ID: <1994Jan4.004431.26302@ohsu.edu>
Source record: 103512

My neighbor has an Atari 130XE, two disk drives, and two printers. He has a dot matrix printer hooked up through an RS232 interface, and one of the Atari daisy wheel printers. He would like to have both printers hooked up at the same time and printer to either one merely by turning off the other. However, so far it looks like he can only have one printer at a time connected. He thought about hooking both printers up to some kind of A/B box, but the Atari printer only has the standard Atari serial port, and probably wouldn't plug into anything else.

Also, the Atari printer (the daisy wheel) has what looks like a telephone jack on the back. This jack is not documented anywhere in the manual, but there must be some use for it--otherwise why install it?

By the way, I'm an IBM clone user now, but I had an Atari system for a number of years. I still haven't found a game I enjoyed as much as Conflict in Vietnam, which, I believe, only came out in Atari format. To this day I'm amazed at everything the Atari could do so well.

Thanks for your help.

Jim Holman holmanji@ohsu.edu

32. Atari for sale :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 01:44:18 UTC
From: dwright@apollo.stevens-tech.edu
Message-ID: <1994Jan4.014418.13673@dmi.stevens-tech.edu>
Source record: 103513

Posting for a friend, please reply to ehall@monmth-c3tmp.army.mil

Hi y'all! Although I've been holding on to my Atari for the past
few years mostly out of nostalgia, my recent move is forcing me to
sell off my equipment. (Besides, I figure you guys could make much
better use out of the ol' workhorses, than my closet can)
Anyway, I'm selling the following items:

Atari 800XL - Free to anyone who'll give her a good home (and
pay shipping)
Atari 130XE w/ 576K RAM installed $75
(an external switch switches the machine from 576K no BASIC
to 192K with BASIC)
works great as a RAMdisk with SpartaDOS
Happy 1050 drive (FAST, true double density) $75
Happy 1050 drive with Happy Controller $85
(external read/write and speed switches)
Ape-Face printer interface $25
(automatically prints Atari graphics chars on an Epson
printer, requires that you have a 1050 or other 9vAC Atari
device - it daisy chains power from the drive)
P:R: connection $10
(no built in SIO cable, must use separate cable and use at
end of chain, or solder in a new SIO cable - something that
I just never got to after I got my MIO)
R-Time8 $10
(probably needs a new battery by now)
Action! and Action! Toolkit $10
SpartaDOS Construction Set v3.2 $10
De Re Atari $5
(which you old timers will recognize as the programmer's
bible for the Atari...)

manuals for everything (and a manual for OSS DOS XL, which I never
actually bought, but somehow aquired the manual)

manual for the XM301 - free for the taking (I'll even pay shipping!)
(which was my first modem, but passed on to someone else
as their first modem when I bought an Adaptec 2400 for
$200 back in '87...)

like telling a good friend good-bye....

-Erik
ehall@monmth-c3tmp.army.mil

33. Re: Matt Rattcliff (and other old timers)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 02:37:15 UTC
From: combee@prism.gatech.EDU
Message-ID: <129256@hydra.gatech.EDU>
Source record: 103514

In article <CIE7w6.psL@quotron.com>, greg@duke.quotron.com (Greg Knauss)
wrote:
> I'd be curious to find out where a lot of the old-time 8-bit
> magazine folk went. Tom Hudson, Charles Bachand, Kyle Peacock,
> Mat*Rat, Brian Moriarty, Steve Panak, BBC, all them folk.
> I heard Hudson was working for Autodesk, after doing Degas
> and big pieces of CyberStudio for the ST. Brian Moriarty went on to
> work for Infocom and then Lucas film, writing Trinity and Loom (among
> others) in the process. James Hague is writing console games in
> Seattle, the lucky bastard.
> Anybody know about any others?

I just got done reading the Microsoft Press book _Writing Solid Code_.
It's a great book about C programming such that your code finds its own
bugs and it a lot more reliable. I was reading the author information
in the back of the book, and it had these sentences.

Since then, Steve has been responsible for numerous projects,
including _valFORTH_ in 1982, an award-winning FORTH development
system that allowed Atari programmers to write high-quality
graphics applications and video games.

The author, Steve Maguire, joined Microsoft in 1986 and has been working
on cross-platform development (getting Microsoft Excel to use the same
code base for both Windows and Macintosh versions).
--
Benjamin L. Combee (forceful newtons) | Missing 4th line of signature.
Internet: combee@prism.gatech.edu | If found please return to ~combee
1993 junior, gatech.edu ACM chair | on the gatech prism filesystem.

34. Efficiency doesn't sell (was Re: Weekly Posting of New)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 03:06:22 UTC
From: dln4300@TAMUTS.TAMU.EDU
Message-ID: <2gamfe$m5s@TAMUTS.TAMU.EDU>
Source record: 103515

In article <CIs3Mu.GJx@cbfsb.cb.att.com>,
richard.b.dell <rdell@cbnewsf.cb.att.com> wrote:
>In article <99463@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>>Trouble is .. someone can afford it ... and so it sells. And efficency
>>>without the bells and whistles doesn't .. at least not sell as widely
>>>or as profitably.
>>
>>I really wish more people would write efficiently and with bells and
>>whistles, if for no other reason, to prove it can be done (without having
>>to bring up examples from the early 80's).
>>
>
>Speaking purely from heresay, and not from actual hands on experience,
>I suspect (from a PC world point of view) that GEOS is what Windows
>would be if it was written efficently .. much smaller, much quicker,
>runnning well on machines with much less in the way of resources.
>

I know this is off topic (but not totally), but as a GEOS user I can vouch
for everything you say. The present version is a nice set of applications
running under an efficient multitasking/multithreading OS which runs well
on a 286 and blazes on my 486. The Write and Draw programs have 80-90% of
the bells and whistles on any major Windows apps. Plus a few new tricks
that "the other guys" don't have.

Sounds too good to be true? It probably is. The company is small and they
want to play in the PDA market. No matter how good GEOS is, Windows has
already sewn up the desktop market. Geoworks has suspended development of
their desktop software in order to concentrate their limited resources on
the PDA market. The current PC software version may never hit the stores.
As it is now, the company will sell "version 2.0" directly but have no
plans to go any further at this time. It is a very nice package but, since
development was suspended before they were ready to release it, it has
a few "unfinished" features.

This all goes back to what a previous poster said about "selling as well or
as profitably". Followups to comp.os.geos.

--
....
David Northcliffe
dln4300@rigel.tamu.edu
dln4300@tamuts.tamu.edu

35. Re: Code Optimization: 8-bits needed it!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 03:23:08 UTC
From: jharris@cup.portal.com
Message-ID: <99871@cup.portal.com>
Source record: 103516

>>>Back to the main point: To quote the director of development for a rather
>>>large PC software firm who shall remain nameless, "Speed and size of code
>>>is the compiler's job" in the PC world. <sigh>
>>
>>Oh heavens. I hope nobody really believes that.
>>
>
>
>Believe it .. the job of the compiler, and perhaps the hardware, to speed
>things up.

The hardware point, I regretably have to agree with. Most programmers of
today feel this way.

>Step one .. compilers .. which expand code by a factor of 3 or
>more, and reduce performance by a factor of 2 or so.

These figures need to be padded quite a bit. They are much too low.

>Step two, RISC
>processors, to get back the speed, but they expand the code another
>factor of two or more.

This is really the compiler's fault. Good assembly RISC would probably
be within 25%, depending on the chip.

>Thing is ... think how fast RISC chips might be .. if programmed in
>Assembly! Mindboggling.

Atari Jaguar. We'll get to find out. :-)

John Harris - jharris@cup.portal.com

36. Atari package deal

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 05:12:04 UTC
From: prefect@bigwpi.WPI.EDU
Message-ID: <PREFECT.94Jan4001204@bigwpi.WPI.EDU>
Source record: 103517

Hello Atarians of old (and new?) ...

I've been sitting around the past day or so wondering what to do with my piles (and piles) of 8 bit stuff... It came down to whether I should keep it all because of the strong sentimental ties, or sell it to appease my parents, and pick up some much-needed money... I was a heavy Atarian from 1983 until some time in 1990, when I got my first PC... I still have that want to go back to Atari stuff for some reasons.. But I know it'll never work out for me.. So, I figured the best thing to do would be to save a few tidbits for myself here and there.. Enough to bring back the fond memories.. And sell the rest of my stuff to a worthy Atarian.. I've got a bunch of neat toys that have basically sat in my closet for 4 years ... Among the catchiest: SpartaDOS X, XF551, and a ComputerEyes digitizer, as well as piles and piles of other stuff.. Books, disks, carts, etc.. I'd like for it to all find a good home... :) (Sounds drippy, but it's my life from 4th grade until 9th grade.. :))
While I don't recognize any faces in this group, I'm sure I can relate to many of you... I programmed my Atari for a few years before discovering that it was time to play with hardware on the thing.. My coolest Atari setup was: modified Atari 800XL base unit, with the following specs: PC-style desktop case, internally mounted 1050, internally mounted 850 interface, internally mounted SX212, somewhere around a meg of RAM.. (I forgot how much), external XF551, 1027 LQ printer, Amdek color monitor, detached keyboard (custom hack), internal cooling fans, internal uninterruptable power supply, special hookup for a Nintendo Advantage joystick, and a robotic arm interface. (*whew*..)
Unfortunately, this system got toasted (except for the external stuff, and the 1050).... hate it when that happens! :)
Now that you've got a bit of my history just for posterity, here's my list of stuff that's for sale... I'd *absolutely* like to sell this as a single bundle, for $350 (I'll talk).. It'd be a real pain to split up the components. If you're an avid Atarian, or a someone wanting to become one, pick up this bundle.. It'll keep your system running, it'll add on to your existing system, or it'll BE your new system. So.. here's my list... Prices can be flexible, but like I said, I really want to sell the whole thing as a package.

Thanks!
Steve Richardson (prefect@wpi.edu)
(please respond via email, probably the best way to reach me)

==========

Condition Key:

N - Basically as new as it gets.. :) .. Has almost everything with it, works.
E - Excellent.. Very new condition, works, probably has manuals
G - Good.. Still works great, but might have surface flaws (scratches, etc)
F - Fair.. Works, but might have other weird problems, or is just old.

P - Parts.. Most likely is dead, but chock full of useful parts.

Manual Key:
Y - Yes, includes original manual
N - No, doesn't include manual
P - Yes, includes <cough> photocopied manual.
- - Not Applicable

```
=====================================================================
Item Condition Manual?
=====================================================================
130XE (stock) (power supply, etc) G Y
1027 Letter Quality Printer E Y
1050 Disk Drive (stock) F Y
XF551 360K Disk Drive (stock) N Y
830 modem (acoustic coupler 300, RS232) E Y
1030 modem (300 baud) G N
SX212 modem (1200 baud, RS232 & SIO) G Y
(plus homebrew vertical stand)
SX212 modem (DOA) P N
850 Interface (tan plastic) P Y
850 Interface (tan plastic) F N
Digital Vision "Computereyes" + GR.9 Soft N Y
- NTSC Video digitizer!
800XL motherboard (case is trashed) (stock) G Y
65XE motherboard (no RF modulator) P Y
130XE case P -
Various bits of an 810 drive P -
Various bits of a RANA systems drive P -
Bunches of misc. Atari connectors (SIO, P -
Joystick, monitor, switchbox, etc.)
Archer airplane-style Atari-compat. joystick G -
Suncom "disk notcher" E -
SpartaDOS X Cartridge, Version 4.19 N Y
Flight Simulator II (disks, box, maps, etc) E Y
COMMBAT 2-Atari Tank Game G Y
Manual for XM301 Modem G -
Manual for 410 Tape Recorder P -
Book: "Games for your Atari Computer" G -
Book: "Compute's 2nd book of Atari Graphics" G -
Book: "Atari Fun & Games" G -
Book: "The Blue Book for Atari Computers" G -
Book: "The Best Atari Software" G -
Book&Disk: "Your Atari Comes Alive!" G -
Pamphlet: "Atari Home Computers: TNG" F -
BBS Express! Printed manual G -
Bulletin Board Construction Set notes F -
Approx. 20 Misc. ANALOG/Antic/Atari Age G -
Manual: "Atari 1025 Dot Matrix Printer" G -
Manual: "Atari SCRAM" G -
Manual: "Ninja" game G -
```

Manual: "Qix" cartridge G -
Manual: "Globe Master" G P
Manual: "The New 1030 Modem Software Package" G -
Manual: "AtariWriter+" G P
Manual: "Mercenary" G P
Clippings: Computer Shopper 8-bit columns F -
MicroProse "Top Gunner" Collection (disk) G Y
Epyx "Temple of Apshai" Trilogy (disk) G Y
Buck Rogers (cart) G Y
Star Raiders (cart) G Y
Jumpman Junior! (disk) G N
Birth of the Phoenix (disk) G N
Serpentine (disk) G Y
Brown Baggin' It With Time Bomb (disk) G N
Masters of Time G N
Ulysses and the Golden Fleece G N
ANTIC (Vol.7 #9, jan 1989) disk G (mag)
ANTIC (Vol.7 #3, jul 1989) disk G (mag)
ANALOG (Issue #73, jun 1989) disk G (mag)
MagnaPrint II+ Printing Software (for CEyes) G Y
NiteLite BBS for 1030 modem F Y
5.25" head cleaner diskette G -
==========

Again, I'm looking for about $350, and you can contact me via
email at: prefect@wpi.edu.
Thanks.
--
==========
Stephen S. Richardson - Worcester Polytechnic Institute (Elect & Comp Eng)
E-mail: prefect@wpi.edu (preferred) or ford@hotblack.schunix.dmc.com
==========
"O mighty brontosaurus, don't you have a lesson for us?" --Sting

37. Re: I played Atari Tempest on a PC this weekend!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 10:53:55 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <CJ3q9v.Gnz@barclays.co.uk>
Source record: 103518
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

```
In article <2ga5ar$9qg@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu
|> Anybody remember "AtariSoft", Atari's venture to sell versions of its
|> games for IBMs, Apples, Commodores, and TRS-80s? Are any of those
|> still around? It might be kinda fun to play a simple game of Frogger
|> on the 486. At least I wouldn't need a CD ROM drive for it!
I think they also did the TI99 as well. A local shop was selling off a whole
crate load of the PC ones last year for 3GBP each!

--
+---------------+-----------------------------------------------------------+
| Iain R Laskey | Atari Falcon - The best upgrade I ever made! |
| | Laserdisc & Pro-Logic - The only way to watch movies |
| | Replies to ilaskey@cix.compulink.co.uk |
+---------------+-----------------------------------------------------------+
```

38. Re: Black Box Comments!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 13:31:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940104083125MIS0160@MVS.UDEL.EDU>
Source record: 103519

In article <rklace.02px@crashb.megalith.miami.fl.us>,
rklace@crashb.megalith.miami.fl.us (Robert Klace) writes:

>b> another that used artifacting. When I went back to split
>b> video the problems vanished. Strange.
>
>What exactly needs to be done to get split-video on the XL? If I remember, it
>entailed adding a capacitor, and a jumper wire to the Monitor DIN. A local
>user did it years ago, but won't tell me (He forgot what he did, and won't
>open it to look.) And no one can find the dox anymore.
>
>Thanx in advance.
>
>--Via CUseNET v1.00 (Cnet Amiga)
>
>==
>==== UUCP: rklace@crashb.megalith.miami.fl.us ==== ** Artlover ** (C)(93) ====
>==
>========= Member of the International Association of United Poodles. =========
>= "We will not be shaved to look like balloon animals covered in lintballs!" =
>==
There is an excellent article in the latest ATARI CLASSICS (FEB?) on
video. Chroma output is missing in the XL series. There were also a
couple of articles in ANTIC describing how to fix this shortcoming
(They are also referenced in the ATARI CLASSICS article). If you're
interested in the 8-bit Ataris, ATARI CLASSICS is must reading.

P.S. No, I have no connection with the magazine other than being a
very satisfied reader.

39. Re: Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 13:35:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940104083557MIS0160@MVS.UDEL.EDU>
Source record: 103520

In article <1994Jan4.004431.26302@ohsu.edu>,
holmanji@ohsu.edu (Jim Holman) writes:

>My neighbor has an Atari 130XE, two disk drives, and two printers. He has
>a dot matrix printer hooked up through an RS232 interface, and one of the
>Atari daisy wheel printers. He would like to have both printers hooked
>up at the same time and printer to either one merely by turning off the
>other. However, so far it looks like he can only have one printer
>at a time connected. He thought about hooking both printers up to some
>kind of A/B box, but the Atari printer only has the standard Atari serial
>port, and probably wouldn't plug into anything else.
>
>Also, the Atari printer (the daisy wheel) has what looks like a telephone
>jack on the back. This jack is not documented anywhere in the manual, but
>there must be some use for it--otherwise why install it?
>
>By the way, I'm an IBM clone user now, but I had an Atari system for a number of years. I
still haven't found a game I enjoyed as much as Conflict in
>Vietnam, which, I believe, only came out in Atari format. To this day I'm
>amazed at everything the Atari could do so well.
>
>Thanks for your help.
>
>Jim Holman holmanji@ohsu.edu
>
You're in luck. CSS has a device known as the Deluxe Quintopus, which
gives you extra SIO connections as well as 2 switchable ports for
those with 2 printers. It's on sale till 1/31/94 for $44.95. Their
number is (716) 429-5639 (10-5 EST).

40. Hello?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 16:50:05 UTC
From: theclub!conklin@egr.msu.edu
Message-ID: <9401041745.AA08367@theclub.mi.org>
Source record: 103521

What happened to everyone all of the sudden?

Terry Conklin conklin@theclub.mi.org

41. Re: Atari for sale :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 20:39:52 UTC
From: zds@netsys.com
Message-ID: <1994Jan4.203952.9811@netsys.com>
Source record: 103522

D Wright (dwright@apollo.stevens-tech.edu) wrote:
:> Posting for a friend, please reply to ehall@monmth-c3tmp.army.mil

:> Hi y'all! Although I've been holding on to my Atari for the past
:> few years mostly out of nostalgia, my recent move is forcing me to
:> sell off my equipment. (Besides, I figure you guys could make much
:> better use out of the ol' workhorses, than my closet can)
:> Anyway, I'm selling the following items:

:> Atari 800XL - Free to anyone who'll give her a good home (and
:> pay shipping)
:> Action! and Action! Toolkit $10
:> SpartaDOS Construction Set v3.2 $10
:> De Re Atari $5
:> (which you old timers will recognize as the programmer's
:> bible for the Atari...)

I'd be very happy to give your ol' pride and joy a loving home... My old
800XL recently died and I've kept it as a momento. All of those disks
and drives are crying out for a new computer :-)

I'll gladly pay shipping on the 800XL, as well as buy the other items
I quoted above...

Let me know if you haven't committed it yet... :)

Daniel Hoff
Zoller Data Systems
zds@netsys.com

42. Re: 80 collumn cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-04 23:23:21 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2gctp9$1ni@usenet.INS.CWRU.Edu>
Source record: 103523

In a previous article, x91mikowski@gw.wmich.edu () says:

>Hi,
> I need to get a 80 collumn cartridge for a friends 800xl. Does anyone
>have one for sale or know where I can get one?

Contact NEWELL INDUSTRYS in Wiley, TX, they still sell the OmniView80 operating system, as well as many other upgrades for the 8bit.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving, Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

43. 3rd party 80 column adapters...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 00:38:03 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2gd25c$mal@gap.caltech.edu>
Source record: 103524

I remember seeing ads for a couple different 80 column adapters
for the 800 bus way back when (hell, there were companies
making 80 column cards for the VIC-20...) Whatever happened to this
approach? Was there anything resembling a standard? I guess it
never caught on, especially since I think you also had to replace a memory
card with a 32K card for the one I remember seeing an ad for...
Does anybody actually have one of these critters and use it?

Brent

44. FOR SALE: ROM Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 02:00:49 UTC
From: a9355@mindlink.bc.ca
Message-ID: <35798@mindlink.bc.ca>
Source record: 103525

FOR SALE: The Rom Magazine Collector's Series
Canada's first Atari only Magazine (1983-1985)

- the series includes:

* numerous technical articles about Atari 8-bit systems
* reviews of many original 8-bit products
* interviews with 8-bit Software developers

PRICES: (all prices in U.S. dollars)
- the complete set of 10 - $40 (US)

Issue 1 $14.00 (US) Issue 6 $5.00
2 6.00 7 5.00
3 6.00 8 6.00
4 4.00 9 7.00
5 4.00 10 4.00

- plus $4.00 mailing and handling

Send To: R.H.
11469 256st RR#1
Maple Ridge, BC, Canada
V2X 7E6

or E-Mail any questions or orders to RH at a9355@Mindlink.bc.ca

45. 130XE system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 02:43:42 UTC
From: sguthri@andy.bgsu.edu
Message-ID: <CJ4y8v.465@andy.bgsu.edu>
Source record: 103526

```
Full system 130XE, indus drive, 1050 drive, hybrid arts midi, 825(?) interface, numerous
programs, 1025 printer. Make offer. It's worked great. I've just run
out of space.
```

46. 130xe and 1050 for sale cheap

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 03:06:15 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CJ4zAF.EHJ@freenet.carleton.ca>
Source record: 103527

like the subject sais 130xe and 1050 stock with manuals

first $60 takes it! You pay shipping

--
Andrew Cochran |Atari user 1040ST
Ottawa Ontario |Wants a Falcon but is waiting
Canada |for a 68040 or higher.
Email- ai187@freenet.carleton.ca|

47. Re: Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 03:07:27 UTC
From: hoosier@rider.cactus.org
Message-ID: <5073@rider.UUCP>
Source record: 103530

holmanji@ohsu.edu (Jim Holman) writes:
]
]My neighbor has an Atari 130XE, two disk drives, and two printers. He has
]a dot matrix printer hooked up through an RS232 interface, and one of the
]Atari daisy wheel printers. He would like to have both printers hooked
]up at the same time and printer to either one merely by turning off the
]other. However, so far it looks like he can only have one printer
]at a time connected. He thought about hooking both printers up to some
]kind of A/B box, but the Atari printer only has the standard Atari serial
]port, and probably wouldn't plug into anything else.

While you can address the first disk drive on an 8-bit system as D:, you
can also use D1: through D8: (where only the first four are normally
real drives). By the same token, you are not limited to addressing the
printer as P:, although that always works as long as you only have one
printer connected. I found with some experimentation that I could have
my regular printer AND my 1020 connected to my 8-bit, and just addressed
them by the number that was apparently built in. For instance, the 1020
can be addressed as P4:. Experiment and see if this helps.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

48. Re: 80 collumn cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 03:45:46 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ514B.EEI@utnetw.utoledo.edu>
Source record: 103528

Steven J Tucker (dh395@cleveland.Freenet.Edu) wrote:
: In a previous article, x91mikowski@gw.wmich.edu () says:
: Contact NEWELL INDUSTRYS in Wiley, TX, they still sell the OmniView80 operating
: system, as well as many other upgrades for the 8bit.

Ah-HA! Since you seem to know a bit about Newell, maybe you can help me out?
I'm trying to find what chip/OS setup/??? I need to be able to do the following:

Set up my ramdisk as one (or two) 90k drives, one configured as D1:, hit a
switch or couple of combination keys and BOOT from the ramdisk(s). I've seen
this done on a 1200xl in or around 1985 with a 256k expansion. I don't know
what ever happened to the guy who had it, and I don't recall what system mods
he had made to the computer... Newell sticks in my mind though! Any ideas?
Worked great for recovering bad disks, etc. since you could just copy the whole
disk to a ram partition, re"boot" the system and load up a disk analyzer, fix
the disk stored in ram, and then hit a couple combination keys, changing the
ram drive to D1: and then booting it to make sure the temporary mod actually
fixed the "disk"! I've seen this done, and it's pretty slick... but with the
passage of time, I have no idea what ever happened to the guy or his old 8-bit
machine.

If Newell has something like this, is there someone I can contact DIRECTLY
to check in about this? I've called Newell before, and the people I've talked
with HAVE NO IDEA WHAT THEY'RE SELLING - must be a answering/ordering service!

-Tim

49. Re: Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 03:52:47 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ51Fz.Evx@utnetw.utoledo.edu>
Source record: 103529

Jim Holman (holmanji@ohsu.edu) wrote:
: Atari daisy wheel printers. He would like to have both printers hooked
: up at the same time and printer to either one merely by turning off the
: other. However, so far it looks like he can only have one printer
: at a time connected. He thought about hooking both printers up to some

Argh, I was hoping someone would reply by now, but so far nothing... shoot!
Well, hold on, I know there's a way... should only cost you $5 or $10 max.
I knew someone back in 1983 or so - he had two printers connected full time.
He could select which one to print to by turning one off, etc. just like you
were thinking. I'm sure (I HOPE!) someone will post some type of description
how. I've never needed to check into it myself, so I never delved into the
technical means. I know there was a universal printer interface that also
did the same job around 1982 or 1983... Gorilla? Or... something... you'd
hook the printers into it and it had a switch or special wiring or... yiee
- I'm lost now. Can't adequately describe it. I think I'll let someone
who knows a BIT more about it come forward and help you out... (PLEASE!?!)

-Tim

50. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 04:57:03 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ54F4.Jo4@utnetw.utoledo.edu>
Source record: 103531

Brent Buescher (buescher@ugcs.caltech.edu) wrote:
: Philip Price posted here a while back and volunteered to put some
: Alternate Reality source code on the archive. Haven't checked to
: see if it's there or not.

For those curious, I've checked the archive a couple times... unluckily,
I can't find any trace of the Alternate Reality sources, demos, lists, or
anything EXCEPT in the MASSIVE scrolling root /8bit directory, ALTREAL.ARC.
Warning: this is only a general email capture of several users learning to
play Alternate Reality: the City. If you need some hints, grab it.

Does anyone have any of the old:
- potion lists (odor, taste, color, -=> what it is)
- level/experience correlation
- helpful hints of the game
- worst to best weapons, armor, clothes, whatever
- player "resurrector" (I think I have one for the City... also opens up
the small area South of the Arena for exploration (nothing major) and
can modify your player's stats (I particularly don't like this feature))
(I'd love to get one for the Dungeon though! Their lose-ability-stat
resurrector is nasty... and I hate to keep backing up the whole disk!)
- any "printable" maps for an Epson-compatible or OTHER printer? I know
straight ASCII or Atascii can't work - too much detail for each square
of the 64x64 grid (it was 64x64, right?)...

Anyone up to getting a copy and going through parts again (with me)? I'd be
willing to start a fresh character and help anyone through it... it's been ages
since I've played either the City or the Dungeon. I tinkered with the Dungeon
a couple years back, but the City... wow, long, long time, no see/play/
experience. I have the computer hooked through my stereo currently. Never
had a chance to hear a rainstorm or thunderclap through my speakers yet.

BTW: yes, thanks to one user, I've have been able to email Philip, but I've
had no replies as of yet... :(Maybe next week?!?

-Tim

51. Re: 130xe and 1050 for sale cheap

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 05:55:48 UTC
From: jharris@cup.portal.com
Message-ID: <99975@cup.portal.com>
Source record: 103532

>like the subject sais 130xe and 1050 stock with manuals
>
>first $60 takes it! You pay shipping

If I'm first, I'll take it. I'm assuming both are fully operational.
Please let me know if there are any defects, and how you want payment.

Thanks,
John Harris - jharris@cup.portal.com

52. 96 vs 97 antic

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 08:59:43 UTC
From: kspear@ss0.eng.wayne.edu
Message-ID: <2gdvhv$fa7@oak.oakland.edu>
Source record: 103533

What's the difference between a "96" and a "97" antic? In what years were the 97s made, and for which machines?

53. Re: 80 collumn cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 13:19:15 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CJ5ro4.EyH@sunblossom.ge.com>
Source record: 103535

In article <CJ514B.EEI@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|> I'm trying to find what chip/OS setup/??? I need to be able to do the following:
|>
|> Set up my ramdisk as one (or two) 90k drives, one configured as D1:, hit a
|> switch or couple of combination keys and BOOT from the ramdisk(s). I've seen

What you describe can be done with CSS's Ultra Speed + Operating System (US+ OS). Contact Bob Puff at 76702.1076@compuserve.com for details. I have one and highly recommend it. It's on sale this month for $54.95.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

54. Re: Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 13:20:36 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1994Jan5.132036.54210@austin.onu.edu>
Source record: 103534

Jim Holman (holmanji@ohsu.edu) wrote:
: My neighbor has an Atari 130XE, two disk drives, and two printers. He has
: a dot matrix printer hooked up through an RS232 interface, and one of the
: Atari daisy wheel printers. He would like to have both printers hooked
: up at the same time and printer to either one merely by turning off the
: other. However, so far it looks like he can only have one printer
: at a time connected. He thought about hooking both printers up to some
: kind of A/B box, but the Atari printer only has the standard Atari serial
: port, and probably wouldn't plug into anything else.

: Also, the Atari printer (the daisy wheel) has what looks like a telephone
: jack on the back. This jack is not documented anywhere in the manual, but
: there must be some use for it--otherwise why install it?

: By the way, I'm an IBM clone user now, but I had an Atari system for a number of years. I still haven't found a game I enjoyed as much as Conflict in
: Vietnam, which, I believe, only came out in Atari format. To this day I'm
: amazed at everything the Atari could do so well.

: Thanks for your help.

: Jim Holman holmanji@ohsu.edu

I have an A/B Box for my system that has 3 serial connectors. An input,
an A and a B. Really simple to build one yourself if you wanted too.
The only tricky part would be to get the multiple throw switch. This
box was originally used to switch between printers, but now I use it to
switch between drives (which are both designated drive 1). I will
someday start using it again for printers, once I can manage to get
a ribbon for my Integral Data Systems 460 (ancient!).

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior EE Student
Ohio Northern University

55. Bouncing ball game by epyx?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-05 22:16:48 UTC
From: wexler@gibbs.oit.unc.edu
Message-ID: <2gfe8g$gsn@bigblue.oit.unc.edu>
Source record: 103536

Epyx had a game (2 player) strategy/action where you shot balls into a field like a bumper pool table with paddles that rotated 90 degrees. I remember that it used a modified character set to create the board, and it was in basic. I loved that game to death, and in a dream, I saw it again.

What was the name? Does anyone remember this, or better yet, have a copy? I still hve it, but no floppy drive anymore. I would love the source code (if I could provide my manual page as proof I would) or aport to the pc, but whatever...

Even the name would be great. Ok, the name and a floppy drive, but who's asking?

Send here or to me by email...

Thanks!

Michael Wexler
Wexler@gibbs.oit.unc.edu

8bit forever! Gotta love those 6502 opcodes...

56. Re: Bouncing ball game by epyx?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 00:53:21 UTC
From: killer@jhunix.hcf.jhu.edu
Message-ID: <2gfne1INNbed@jhunix.hcf.jhu.edu>
Source record: 103537

In article <2gfe8g$gsn@bigblue.oit.unc.edu> wexler@gibbs.oit.unc.edu (Michael Wexler) writes:
>Epyx had a game (2 player) strategy/action where you shot balls into a
>field like a bumper pool table with paddles that rotated 90 degrees. I
>remember that it used a modified character set to create the board, and it
>was in basic. I loved that game to death, and in a dream, I saw it again.

The game was called Ricochet, I think the copyright date was 1982.

I don't think it was very popular; I do remember seeing a review of the game in Byte when it still covered home computers.

It was a long way back, I think sometime around November 1982. There was some Games issue which lasted two or three years, then died out as the focus of the magazine changed.

Ah well. I feel old, even if I was only 10 when I read the review...

--
Francis Park The Johns Hopkins University, Department of Military Science
---
"How long do you have to pull your reserve if your main fails?" - BAC student
"THE REST OF YOUR AIRBORNE LIFE!" (about 6 seconds.) - instructor, 1/507 PIR

57. this is to pingn@sfu.ca

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 01:18:12 UTC
From: dwright@apollo.stevens-tech.edu
Message-ID: <1994Jan6.011812.14330@dmi.stevens-tech.edu>
Source record: 103538

Hello Albert! I already got replies about Action! and the toolkit, but
if I don't hear from them in the next couple days, then they're yours...
About the Happy dives, they've got many advantages over stock 1050s:
They're faster (MUCH), you'll notice it the first time you boot up
and hear the beeps. If you use SpartaDOS, then they run even faster
Happy drives support true double density, meaning you get 180k on a single
sided disk
They can also duplicate any disk. Using the included software, you can
make backups (copies) of even the most heavily protected disks. It doesn't
break the protection, the copies are still protected, it just makes exact
duplicates.

Please let me know if you are still interested!

-Erik

--
Erik M. Hall - N2NRP ehall@monmth-c3tmp.army.mil
US Army CECOM (908) 544-4968
AMSEL-RD-ST-WA-N DSN 995-4968
Ft. Monmouth, NJ 07703 "Its all about soul..." -BJ

58. Software Titles HELP! (info)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 01:34:27 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ6ppG.FHG@utnetw.utoledo.edu>
Source record: 103539

I am currently planning on buying some "new" software from American Techna-Vision, BUT I need some quick reviews! If anyone out there has seen or played these games or used these packages, PLEASE respond (a followup to this post is fine, it'll get some play strategy comments and software chatter, etc. going again!)

Atari:
Battlezone (cart) - $12.50 - is it a respectable adaption of the arcade?

Red Rat Software:
Technicolor Dream (disk) - $4.95 - 256 color drawing/printing program. (Epson printers only? Easy to use? Can it load any other format?)
(The old catalog I have actually reads $4.95... must be a misprint - most likely corrected in the new catalog I fear!)

Mindscape:
Gauntlet (disk) - $12.50 - I've seen a cracked version of this, but it looked pretty sorry if you ask me. Hard to see anything... must be insane to play it!?!

Adventure International:
Adventures of Buckaroo Banzai (disk) - $12.50 - is this a graphical adventure? Decent Infocom-like vocabulary/parsing interface?

Datasoft:
Theatre Europe (disk) - $12.50 - war simulation stategy game - decent graphics? I've played only a couple Datasoft games, and they seem renouned for their graphical interfaces! How's their strategy interpretation???
Bismarck (disk) - $9.95 - North Sea chase - be the Bismarck or the Royal Navy - it says real-time action... sounded originally like a longer-term game... is it similar to Silent Service?
* Tomahawk (disk) - $12.50 - I MUST HAVE INFO ON THIS - SOUNDS EXCELLENT! 3-d state-of-the-art (circa 1986 or so) helicopter simulation. A full-fledged day and night combat simulator of a AH-64A Apache... multiple missions... hmmmmm. Looks like one of their last products before the company closed shop!
Zorro (disk) - $9.95 - screen to screen combat, sounds an awful lot like Bruce Lee - anyone know if it is? If so, heck it's definitely worth ten bucks!

Electronic Arts:
Racing Destruction Set (disk) - $9.95 - customize your vehicle to survive racing the course and to survive the other players! Split screen for two players. Cars/bikes/etc. Sounds intriguing, but as I recall, was very poorly written or something. Didn't play too

well?? It's selling for $9.95, doesn't sound like much, but I was hoping to order a couple of other titles... even some not mentioned here in this list (such as Scott Adams adventures and another copy of Alternate Reality the Dungeon... plus I/O cables (3 for $10) - I can always use spare cables. Another $10 might hurt, A LOT!

Newell:
FASTCHIP - $15.50 - ok, it's not software, but... - replacement floating point ROM package for the 800 or 400. Up to 3 1/2 times faster. Umm... sounds like something everyone should have. Does ANYONE have it? Does it overpower the typical arcade-style games though? Is it toggleable on/off for times you definitely don't want it (games)? Any known big incompatibilities? This sounds weird, but I CAN'T FIND IT IN THE LATEST MAILING FROM NEWELL! Was it discontinued? Does it only work as PART of an OS upgrade? As I've said previously, I've asked a few questions when calling Newell's number (not toll-free BTW), but they never seem to know what it is they're selling. I need someone I can refer to DIRECTLY for help with their products.

A N Y O N E ???

-Tim

PS: ok, ok, before I get flooded with requests again, the name and address:
American Techna-Vision
15338 Inverness St.
San Leandro, CA 94579 (U.S.A.)
Customer Service or Info # 1-510-352-3787
(Whoever maintains the vendor FAQ, PLEASE append this poor vendor to the list - they've only specialized in Atari 8-bit stuff for, oh, 15 years now... they've actually been around since 1973... scary thought, eh? What all was around back then computer-wise? Commodore PET's, HeathKit, hmm... IBM PC?)

PPS: Yes, they have a 1-800 number for orders ONLY also... they really can't answer many questions on this line though except in regards to their current inventory (whether or not the item is in stock).

59. Re: Software Titles HELP! (info)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 08:06:16 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <2gggpo$6ah@usenet.mcs.kent.edu>
Source record: 103540

In article <CJ6ppG.FHG@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
> Mindscape:
> Gauntlet (disk) - $12.50 - I've seen a cracked version of this, but it
> looked pretty sorry if you ask me. Hard to see anything... must be
> insane to play it!?!

Well it all depends on what version you saw. The first crack version of this to come out was from US_GOLD and was out and floating about for atleast 15 months before Mindscape ever came into the picture for the United States Distribution. The PAL version flickered alot and crashed a little while after 2 people were playing at the same time on NTSC systems. The Mindscape NTSC version has the same graphics but the flickering is not there and you can play with 2 players w/o crashing.

> * Tomahawk (disk) - $12.50 - I MUST HAVE INFO ON THIS - SOUNDS EXCELLENT!
> 3-d state-of-the-art (circa 1986 or so) helicopter simulation. A
> full-fledged day and night combat simulator of a AH-64A Apache...
> multiple missions... hmmmmm. Looks like one of their last products
> before the company closed shop!

From what I remember, this was a pretty hot simulator for its time and for the 8bit. I'm not much into simulators, but this was the best helicoptor simulator I've seen yet for the 8bit.

> Zorro (disk) - $9.95 - screen to screen combat, sounds an awful lot like
> Bruce Lee - anyone know if it is? If so, heck it's definitely worth
> ten bucks!

The Zorro I remembered was from DataSoft (?) and was a sort of puzzle solving game. You do fight some bad guys, but its mostly getting this object from here and placing it there. Graphics are of simular tastes to Goonies or Bruce Lee.

Hope this helps,
BRiT (clisowsk@mcs.kent.edu)

60. Re: Software Titles HELP! (info)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 13:37:58 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CJ7n7A.AK0@sunblossom.ge.com>
Source record: 103541

In article <CJ6ppG.FHG@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|>
|> I am currently planning on buying some "new" software from American Techna-
|> Vision, BUT I need some quick reviews! If anyone out there has seen or played
|> these games or used these packages, PLEASE respond (a followup to this post is
|> fine, it'll get some play strategy comments and software chatter, etc. going
|> again!)
|>
|> Red Rat Software:
|> Technicolor Dream (disk) - $4.95 - 256 color drawing/printing program.
|> (Epson printers only? Easy to use? Can it load any other format?)
|> (The old catalog I have actually reads $4.95... must be a misprint
|> - most likely corrected in the new catalog I fear!)
|>

I got this from them some time ago, before the price was raised from $4.95 to $10 (now cut in half for their 1/2 off sale :^). It appeared to be written for PAL systems, but works fine on a US NTSC system. Their 256-color mode is identical to APAC, and so may not work on certain monitors (you'll still get pale colors). It may have been able to load some other formats, but uses their own custom DOS (groan) to save files (they do give you some code to let you load their files). The drawing program isn't particularly powerful, but does have some unique features (brighten/darken entire picture with a single command). I didn't try their printing routines.

I apologize to the vendor if I am misquoting its capabilities, as I am recalling this from memory. It has been sitting on my shelf gathering dust for a few years...

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

61. Zombies and crosses game

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 15:33:51 UTC
From: khockenb@vaxc.stevens-tech.edu
Message-ID: <1994Jan6.103351.1@vaxc.stevens-tech.edu>
Source record: 103542

Hi, I'm trying to remember the name of the 8bit game that had one or two players running around on a 3d board, avoiding zombies and dropping crosses to block them. If you were playing two-player, one player could resurect his dead buddy by touching him, which gave him 5 hit points.

It had seven levels, I think, like "Hades" and "Gen(mumble)" (different levels of hell?) (Gates of Hell? Was that the name??)

Thanks for helping me remember. If anyone knows where to find a copy, let me know. :-)

-Kurt Hockenbury

62. Re: Zombies and crosses game

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 16:07:58 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CJ7u5E.Arz@cbnews.cb.att.com>
Source record: 103543

In article <1994Jan6.103351.1@vaxc.stevens-tech.edu> khockenb@vaxc.stevens-tech.edu writes:
>Hi, I'm trying to remember the name of the 8bit game that had one or
>two players running around on a 3d board, avoiding zombies and dropping
>crosses to block them. If you were playing two-player, one player could
>resurect his dead buddy by touching him, which gave him 5 hit points.
>
>It had seven levels, I think, like "Hades" and "Gen(mumble)" (different
>levels of hell?) (Gates of Hell? Was that the name??)
>
>Thanks for helping me remember. If anyone knows where to find a copy,
>let me know. :-)

Zombies!!!! And the sequel, Realm of Impossibility...

>
> -Kurt Hockenbury

Tom

And you can't have them!!!! Back back back mine mine mine down down down!!!!

I'm a happy miser... B-)

--
+---+
|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+---+

63. Re: Zombies and crosses game

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 16:14:35 UTC
From: bparsons@nyx10.cs.du.edu
Message-ID: <1994Jan6.161435.733@mnemosyne.cs.du.edu>
Source record: 103544

In article <1994Jan6.103351.1@vaxc.stevens-tech.edu>,
<khockenb@vaxc.stevens-tech.edu> wrote:
>Hi, I'm trying to remember the name of the 8bit game that had one or
>two players running around on a 3d board, avoiding zombies and dropping
>crosses to block them. If you were playing two-player, one player could
>resurect his dead buddy by touching him, which gave him 5 hit points.
>
>It had seven levels, I think, like "Hades" and "Gen(mumble)" (different
>levels of hell?) (Gates of Hell? Was that the name??)
>
>Thanks for helping me remember. If anyone knows where to find a copy,
>let me know. :-)
>
> -Kurt Hockenbury

The game was called Zombies and it was a blast! Especially for 2 players.
I keep thinking Activision....but I'm not sure. could be Synapse. I'll
run through my floppies and see if I can find it.

O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O
Brian C. Parsons	"Mr. Worf, what did you think of command?"
Systems Administrator	-Capt. Picard
MSO, Inc. Cincinnati, Ohio	"Comfortable Chair."
bparsons@nox.cs.du.edu	-Lt. Worf
O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O-O

64. Re: Software Titles HELP! (info)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 16:19:39 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Jan6.161939.16984@newshub.ists.ca>
Source record: 103553

In article FHG@utnetw.utoledo.edu, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>

[much deleted]

>PS: ok, ok, before I get flooded with requests again, the name and address:
> American Techna-Vision
> 15338 Inverness St.
> San Leandro, CA 94579 (U.S.A.)
> Customer Service or Info # 1-510-352-3787
>(Whoever maintains the vendor FAQ, PLEASE append this poor vendor to the list
>- they've only specialized in Atari 8-bit stuff for, oh, 15 years now...
>they've actually been around since 1973... scary thought, eh? What all was
>around back then computer-wise? Commodore PET's, HeathKit, hmm... IBM PC?)
>

Actually, ATV has been in the FAQ vendor list for, oh, as long as Michael
has been compiling it. It's certainly in the 16-Oct-93 version on the
archive site. Makes me wonder if anyone actually ever *READS* these things.

- Mike

65. The R:Verter

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 17:14:03 UTC
From: combee@prism.gatech.EDU
Message-ID: <129601@hydra.gatech.EDU>
Source record: 103545

```
>: Does anyone remember a little gadget called the R-Verter? Back in the
>: mid 80s when 850 interfaces sold for over $100, these little buggers
>
>Not only do I remember them, but I have one! That is probably what I will
>be using for my TW523 -> Atari interface. Unfortunately, the company went
>belly-up (I think) shortly after I bought the gadget. I tried calling their
>number once, and got a Wal Mart! (sigh).

From what I could tell via the software drivers, I think the Atari SX212
modem basically was a standard 1200 bps modem with a R:Verter added to
the circuit board. I'm thinking the drivers for it were either identical
to the R:Verter drivers, or a simple modification from them.
--
Benjamin L. Combee (Smalltalk new.) | Nouveau signature imported from France
Internet: combee@prism.gatech.edu | by top designers features slimline style
1994 senior, gatech.edu ACM chair | with only three lines of content.
```

66. 1450 XLD

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 17:34:18 UTC
From: s1014097@cedarville.edu
Message-ID: <s1014097.19.2D2C4B9A@cedarville.edu>
Source record: 103546

I was wondering if anyone out there had a 1450 XLD computer. I remember seeing one years ago at a computer show and the guy wanted too much for the machine (about 300.00) which was in pieces. I would like to know the specs on the machine..
Bill

67. Re: Software Titles HELP! (info)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 17:42:28 UTC
From: mcurrent@news.weeg.uiowa.edu
Message-ID: <1994Jan6.174228.7581@news.weeg.uiowa.edu>
Source record: 103547

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> Mindscape:
> Gauntlet (disk) - $12.50 - I've seen a cracked version of this, but it
> looked pretty sorry if you ask me. Hard to see anything... must be
> insane to play it!?!

It's a lot more fun with two players, but still you wish they would
have done better, considering it requires 64K.

> Electronic Arts:
> Racing Destruction Set (disk) - $9.95 - customize your vehicle to
> survive racing the course and to survive the other players! Split
> screen for two players. Cars/bikes/etc. Sounds intriguing, but as
> I recall, was very poorly written or something. Didn't play too
> well?? It's selling for $9.95, doesn't sound like much, but I was
> hoping to order a couple of other titles... even some not mentioned
> here in this list (such as Scott Adams adventures and another copy
> of Alternate Reality the Dungeon... plus I/O cables (3 for $10) - I
> can always use spare cables. Another $10 might hurt, A LOT!

It's not that pretty to look at, but I find it quite playable. Again,
most fun with two players.

>PS: ok, ok, before I get flooded with requests again, the name and address:
> American Techna-Vision
> 15338 Inverness St.
> San Leandro, CA 94579 (U.S.A.)
> Customer Service or Info # 1-510-352-3787
>(Whoever maintains the vendor FAQ, PLEASE append this poor vendor to the list
>- they've only specialized in Atari 8-bit stuff for, oh, 15 years now...

Maybe you should mail your complaining to the person that maintains
the list, eh Tim? His address is right at the top of the list. Or
don't you have a copy?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

68. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 17:54:08 UTC
From: pprice@nid.csc.com
Message-ID: <CJ7z28.3Gv@nid.csc.com>
Source record: 103548

pprice@nid.csc.com (Phil Price) writes:

>Test Message to see if our(CSC) news reply works. If someone sees
>this message please reply via email(Sorry to take up news bandwidth
>with this message, but if this works I can resume posting after a
>Long Hiatus)

> -Phil Price (phil@nid.csc.com)
>P.S.
> The reason it was so hard for third parties to create character
>editors was that the characters are encrypted and also have an
>embedded checksum. I had a city editor program I used to create
>the city map, but it used C.Itoh 1550 printer codes(Guess what
>type of printer I had back then:).
Our outgoing news at our site works (As of a few minutes ago)
Hurray! (P.S.S. That means no email ack of message is necessary
but I did want to post this message anyways[cause I sure have tried
to in the past :)]

69. Re: Zombies and crosses game

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 19:00:24 UTC
From: khockenb@vaxc.stevens-tech.edu
Message-ID: <1994Jan6.140024.1@vaxc.stevens-tech.edu>
Source record: 103549

In article <CJ7u5E.Arz@cbnews.cb.att.com>, tpp@cbnews.cb.att.com (Grue) writes:
> In article <1994Jan6.103351.1@vaxc.stevens-tech.edu> khockenb@vaxc.stevens-tech.edu writes:
>
> Zombies!!!! And the sequel, Realm of Impossibility...

THAT was the name: Realm of Impossibility! Thanks!

I recall seeing an interview with the author, who said that the whole thing started off as a football game he was writing, but then he added these zombies...

Thanks again. I'll have to dust off my disks and see if I still have a copy that loads.
-Kurt Hockenbury

70. Re: Software Titles HELP! (info)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 19:10:31 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ82LK.Lyx@utnetw.utoledo.edu>
Source record: 103551

Michael Current (mcurrent@news.weeg.uiowa.edu) wrote:
: Maybe you should mail your complaining to the person that maintains
: the list, eh Tim? His address is right at the top of the list. Or
: don't you have a copy?

Ah-ha! This could help! Nope... saw the list a while ago, and I ACTUALLY have the FAQ saved in my account somewhere, but I haven't seen the Vendor file since about Sept. or Oct. We had a few scattered down times for our NNTP server... ended up dedicating a new machine for that... WOW - FAST!

Thanks for the review comments, too!

-Tim

PS: Could someone please post the latest Vendor Faq/list or email it to me?

71. Re: Software Titles HELP! (info)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 19:15:15 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ82tG.M2w@utnetw.utoledo.edu>
Source record: 103554

Just wanted to post a quick "thank you" to all who have commented on the games/products list thus far! I do appreciate this! I'm surprised to here someone out there has Technicolor Dream!!! Now I know I'll be picking this up - how long is this "half off" sale going on? I think I'll be calling them today or tomorrow anyhow...

-Tim

PS: kudos to British also... now I know it wasn't just me with the Gauntlet 2-player mode crash problem!!! I could move a bit, then suddenly, lockup! Lots of flicker too... (lockup - 2 player mode, flicker - both 1 and 2 player)

72. WANTED: XEP80 or 80 Collumn Cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 19:17:33 UTC
From: x91mikowski@gw.wmich.edu
Message-ID: <1994Jan6.141733.13804@gw.wmich.edu>
Source record: 103550

```
Hi,
Wanted: Used 80 collumn adapter for Atari 8 bit computer.
Price: $50.

Later,
Bernard
```

73. Re: Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 20:13:38 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2ghrdi$kvm@charm.magnus.acs.ohio-state.edu>
Source record: 103552

In article <5073@rider.UUCP> hoosier@rider.cactus.org writes:
>holmanji@ohsu.edu (Jim Holman) writes:
>]My neighbor has an Atari 130XE, two disk drives, and two printers. He has
>]a dot matrix printer hooked up through an RS232 interface, and one of the
>]Atari daisy wheel printers. He would like to have both printers hooked
[...]

Are you sure it's the RS232 (serial) interface? That's a little rare
for the dot matrix printer. If it is serial, you talk to that one as
R: (or maybe R2:).

>real drives). By the same token, you are not limited to addressing the
>printer as P:, although that always works as long as you only have one
>printer connected. I found with some experimentation that I could have
>my regular printer AND my 1020 connected to my 8-bit, and just addressed
>them by the number that was apparently built in. For instance, the 1020
>can be addressed as P4:. Experiment and see if this helps.

I found that parallel interfaces usually respond as P2:. Also, the
old 820 (?) thermal printer didn't respond to anything but P:. I
don't know if that was the only one limited that way, or if it was
common to others of the era.

If this approach is workable for you, you do need to be aware of
programs that only address P: -- they can cause problems.

--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

74. Color monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 22:40:28 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00978243.968AAF40@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103556

For sale-

BMC color monitor, 13", composite video + audio via RCA jacks (industry standard). Excellent picture and sound.

Asking $85 or make reasonable offer.

Also for sale-

BMC green monochrome monitor, 10" or 11" (not sure exactly), composite video input via RCA jack, no audio. Excellent for text-intensive applications such as word processing, data base, spreadsheet, BBS'ing etc. Resolution on a monochrome monitor is MANY MANY times better than a TV!
Asking- best offer, prefer more that $30.

Thanks!

75. 5.25" 720K (quad density) drives for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 22:42:58 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00978243.F03DA2E0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103557

For sale-

5.25" drives DS/Quad Density (80-tracks). Made for AT&T by CDC (USA).
I ahve a pair that I'd like to sell for $45 or make offer.

Also have a couple of regular full height 5.25" DS/DD (IBM 360K) standard
drives, model Tandon TM-100-2A, asking $10 each.

Thanks!

76. Re: Zombies and crosses game

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-06 22:53:44 UTC
From: ind00052@pegasus
Message-ID: <2gi4po$eok@pegasus.cc.ucf.edu>
Source record: 103555

khockenb@vaxc.stevens-tech.edu wrote:
: In article <CJ7u5E.Arz@cbnews.cb.att.com>, tpp@cbnews.cb.att.com (Grue) writes:
: > In article <1994Jan6.103351.1@vaxc.stevens-tech.edu> khockenb@vaxc.stevens-tech.edu writes:
: >
: > Zombies!!!! And the sequel, Realm of Impossibility...

: THAT was the name: Realm of Impossibility! Thanks!

: I recall seeing an interview with the author, who said that the whole
: thing started off as a football game he was writing, but then he added
: these zombies...

: Thanks again. I'll have to dust off my disks and see if I still have a
: copy that loads.

I remember this game - pretty good for the time. I also remember it being too hard for me at the time so I used the trusty David Young sector editor to changethe "life points" or whatever they were called - made it easier, of course I guess it took some of the fun out of it since I was able to complete all of the levels. Anyway look into it if you're still playing it.

Sen
ind00052@pegasus.cc.ucf.edu

77. Early Lucasfilm Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 03:38:40 UTC
From: alfonso@salk.cs.ucdavis.edu
Message-ID: <CJ8q4H.9qD@ucdavis.edu>
Source record: 103558

[No readable article body recovered]

78. Re: Software Titles HELP! (info)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 04:13:00 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ8rpo.F4w@utnetw.utoledo.edu>
Source record: 103559

Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
: Actually, ATV has been in the FAQ vendor list for, oh, as long as Michael
: has been compiling it. It's certainly in the 16-Oct-93 version on the
: archive site. Makes me wonder if anyone actually ever *READS* these things.

Not correct... I had captured an old Vendor FAQ posted here and checked the whole thing a couple months back. American Techna-Vision wasn't there. Odd, maybe it was a cutoff post? I've seen that happen more with uuencoded binaries tho... weird.

Ever wonder why so many users kept asking on this group why it wasn't in the vendor FAQ when I'd reference it in my msgs? Sigh... makes me wonder if anyone actually reads their posts in this group after they send 'em.

-Tim

79. Re: Early Lucasfilm Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 04:33:38 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ8so2.GMo@utnetw.utoledo.edu>
Source record: 103560

born against (alfonso@salk.cs.ucdavis.edu) wrote:

Speechless, eh? Yeah, they really had some jaw-droppers, didn't they?
Bought all of 'em... what did you need to know? (AND acquired the old hacked
versions also... no big differences play-wise from the legit copies. They
sell pretty cheaply now, it's worth the cost to buy it "new"!)

-Tim

80. VENDOR Listing! (at last)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 05:45:00 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJ8vz0.L6o@utnetw.utoledo.edu>
Source record: 103562

Finally managed to get a .txt copy of this darn thing... seems unix doesn't generally have an "arc" program pre-installed! (argh)

You've heard of it! You've seen excerpts from it! But, if you're like me, you may have never had a chance to get a FULL copy of the VENDOR FAQ... <everyone bows>... that is, until NOW! I saved a post of it from this newsgroup months ago, but it was apparently cutoff near the last couple pages (I've seen this more often with uuencoded binaries than text files). It's been ages since we've had a sighting here (October), though we did have a smattering of down time in Dec.). I made reference to it a couple times in the last two weeks as did another... wish I would've had a copy then, I would've fixed it and posted. I had hoped ANYONE would post it... patiently waiting, all I'd get are things like yup, yup, I've got it right here - A.T.V.'s been in the listing since it began, uhuh. But never the long-awaited post. I figured enough's enough and painstakingly grabbed the .arc version, transferred it, un-arc'd and sent it. My next mission: run archie to find a good version of arc for this darn unix monster. (I can't believe arc isn't supported!!! the sysadm installed unzip even, but no ARC!!!) BTW: I still love unix tho. Any Atari versions of Unix? :) (I think I'll hide before the rocks hit me.)

A quickie question: I can ymodem-u/l fine with Bobterm ver 1.20 (I have ver. 1.21 stashed here somewhere too... NOTE: 1.21 not on the archive), but I have been unable to d/l with it! Any ideas? I have to soft-boot, load another package, receive via kermit (shudder...sputter...wheeze), then go back. We use the simple (sx/rx, sb/rb, sz/rz for send/receive xmodem, ymodem, and zmodem respectively) on our mainframe - has anyone else had trouble with ymodem and mainframe file transfers?

One last warning: the list is fairly complete BUT many of the vendors listed are defunct as of several years ago. I remember someone posting that a "Michael Current" keeping a current (no pun intended), updated list. Does anyone have his email address? Anyhow, thanks to Ben Poehland for the original!

-Tim

- -

From: poehland%phvax.dnet@SMITHKLINE.COM

Benjamin L. Poehland

August 1991

NOTE: The following list was compiled from information furnished by various publications, vendors, and the 8-bit archives of Current Notes. No representation is made as to the validity, completeness or accuracy of

this list. Entries are in random order.

Innovative Concepts (developer/vendor)
Mark Elliott
Ron Florka
31172 Shawn Drive
Warren, MI 48093
313-293-0730

Palette Imaging, Inc. (developer)
Marv Seaman
47 South Street
Norwood NJ 07648
201-767-3913
201-767-1491

Electronical Software (developer)
Mike Clayton
P.O. Box 1106
Taylor MI 48180

No Frills Software (developer)
Ed Kielbazinski
800 East 23rd St.
Kearney, NE 68847

Hi-Tech Creations, Inc. (developer)
Sean Puckett
Jeff Jones
584 Broadway
New York, NY 10012

DataQue Software (developer)
Chuck Steinman
P.O. Box 134
Ontario, OH 44862
GEnie: DATAQUE.1
419-529-2478

ICD, Inc. (developer)
Tom Harker
1220 Rock St.
Rockford, IL 61101-1437
815-968-2228

Orion Micro Systems (developer)
Keith Ledbetter
2211 Planters Row Drive
Midlothian, VA 23113

Alpha Systems (developer/vendor)
George Morrison
1012 Skyland Drive

Macedonia, OH 44056
216-467-5665

XLent Software (developer)
Dennis Young
Len Dorfman
P.O. Box 5228
Springfield VA 22150
703-644-8881

Computer Software Services (developer/vendor)
Bob Puff
P.O. Box 17660
Rochester, NY 14617
716-429-5639

MicroMiser Software (developer)
31413 Westward Ho
Sorrento, FL 32776
904-383-0745

LJK Enterprises, Inc. (developer)
Leo Leonhardi
1351 Yves Drive
Manchester, MO 63011-3669
314-527-6909

Supra Corporation (developer)
1133 Commercial Way
Albany OR 97321
503-967-9075

Digital Vision, Inc. (developer)
66 Eastern Ave.
Dedham, MA 02026
617-329-5400

Black Moon Systems (vendor/developer)
Ben Martnick
P.O. Box 152
Wind Gap, PA 18091

Elfin Magic Software (developer)
Randy Constan
23 Brook Place
E. Islip, NY 11730

Springboard Software, Inc. (developer)
7808 Creekridge Circle
Minneapolis, MN 55435
612-944-3912

Home Computer (vendor)
12008 Bustleton Ave.
Philadelphia, PA 19116
215-934-6999

BaPAUG Publishing (publisher)
Colin Hunt
248 Wimborne Road
Oakdale, Poole
Dorset BH15 3EF England

Current Notes, Inc. (publisher)
Joe Waters
122 N. Johnson Rd.
Sterling, VA 22170
703-450-4761

Best Electronics (vendor/developer)
Brad Koda
2021 The Alameda
Suite 290
San Jose CA 95126
408-243-6950

The Software Toolworks (developer)
One Toolworks Plaza
13557 Ventura Blvd.
Sherman Oaks, CA 91423
818-907-6789

Unicorn Publications (publisher)
Bill Rayl
3487 Breaburn Circle
Ann Arbor MI 48108
313-973-8825

Software Infinity (vendor)
Greg Brown
642 East Waring Ave.
State College, PA 16801

Toad Computers (vendor)
Dave Troy
556 Baltimore Annapolis Blvd.
Severna Park MD 21146-3818
301-544-6943

Twenty-Fifth Century Software (developer)
P.O. Box 8042
Long Island NY 11802

Happy Computers, Inc. (developer)
12001 Mathis Way
Grass Valley, CA 95949

916-268-3595

B&C ComputerVisions (vendor)
3257 Kifer Road
Santa Clara CA 95051
408-749-1003

American TechnaVision (vendor)
2098 Pike Ave.
San Leandro CA 94577
414-352-3787

San Jose Computer (vendor)
640 Blossom Hill Road
San Jose CA 95123
408-224-8575

The Electronic Clinic (vendor)
4916 Del-Ray Ave.
Bethesda, MD 20814
301-656-7983

Bacmun Software (vendor)
1671 E. Sixteenth St.
Suite 607
Brooklyn NY 11229

BRE Software (vendor)
352 W. Bedford
Suite 104
Fresno CA 93711
800-347-6760

C&T ComputerActive (vendor)
Rusty Cryer
P.O. Box 893
Clinton OK 73601
405-323-5890

Chameleon Software (vendor)
Scott Liddick
1013 Marvern Drive East
Chambersburg PA 17201
412-824-9016
717-267-0904

KaKe Software (vendor)
Kevin Laufer
9 Smith Ct.
Vincentown NJ 08088

MWPD Software (vendor)
M. Wallace

890 N. Huntington St.
Medina OH 44256

Phantom's Atari 8-Bit PDS (vendor)
Box 331 Levisa Rd.
Mouthcard KY 41548

Vulcan Software (vendor)
Paul Todd
P.O. Box 692
Manassas VA 22111-0692

BellCom (vendor)
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5

CompSult (vendor)
Brent Dill
P.O. Box 5160
San Luis Obispo Ca 93403-5160
805-544-6616

Bresnik Software (developer/vendor)
Bart Bresnik
555 Ware St.
Mansfield MA 02048

Edwards Software (vendor)
138 South Main St.
Travelers Rest, SC 29690

Sabo Software (developer/vendor)
Ed Sabo
10 East 10th St.
Bloomsburg PA 17815
717-784-4545

NERDS Software (vendor)
Don Loeffler
18 Wendy Drive
Farmingville NY 11738

DynaComp, Inc. (vendor)
178 Phillips Road
Webster Ny 14580
716-265-4040

Glenn Software (vendor)
James Glenn
8252 The Midway
Annandale Va 22003

Sagamore Software (vendor)
Roger McClannen
2104 Arapahoe Drive
Layfayette, IN 47905

MAPDA-USA Branch (vendor)
Steve Hoffee
333 Peninsula Drive
Lake Almanor Ca 96137

CDY Consulting (developer)
David Young
421 Hanbee
Richardson TX 75080
214-235-2146

Newell Industries (developer)
Wes Newell
P.O. Box 253
Wylie TX 75098
214-442-6612

Change in Heat (developer)
12 Bella Vista Place
Iowa City, Iowa 52245

Entertainment Excellence (vendor)
1805 Princeton Place
Merrick, NY 11566

East Hartford Computer (vendor)
202 Robert St.
East Hartford, CT 06108

Aerion Software (developer)
P.O. Box 1222 Riverdale Station
New York NY 10471-1222

81. Re: Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 07:26:14 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <FDTKB5WT@math.fu-berlin.de>
Source record: 103561

In article <2ghrdi$kvm@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes:
>In article <5073@rider.UUCP> hoosier@rider.cactus.org writes:
>>real drives). By the same token, you are not limited to addressing the
>>printer as P:, although that always works as long as you only have one
>>printer connected. I found with some experimentation that I could have
>>my regular printer AND my 1020 connected to my 8-bit, and just addressed
>>them by the number that was apparently built in. For instance, the 1020
>>can be addressed as P4:. Experiment and see if this helps.
>
>I found that parallel interfaces usually respond as P2:. Also, the
>old 820 (?) thermal printer didn't respond to anything but P:. I
>don't know if that was the only one limited that way, or if it was
>common to others of the era.

That is a possible solution. I remember reading somewhere that all of Atari's printers had a secondary id that was unique. This article even listed the secondary ID's. The trouble is that I can't remember where I read it! <ARGH!> The 820 may have been designed before they decided to do that sec. ID stuff.

Hmm, the P:R: Connection manual doesn't mention a secondary ID. Maybe someone else can shed some light on this...

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

82. Re: VENDOR Listing! (at last)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 10:02:28 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <RHTKBWU@math.fu-berlin.de>
Source record: 103563

In article <CJ8vz0.L6o@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
> A quickie question: I can ymodem-u/l fine with Bobterm ver 1.20 (I have ver. >1.21 stashed here somewhere too... NOTE: 1.21 not on the archive), but I have >been unable to d/l with it! Any ideas? I have to soft-boot, load another >package, receive via kermit (shudder...sputter...wheeze), then go back. We >use the simple (sx/rx, sb/rb, sz/rz for send/receive xmodem, ymodem, and >zmodem respectively) on our mainframe - has anyone else had trouble with >ymodem and mainframe file transfers?

Funny you should ask that. I have had problems with x-modem in its many flavors on our VAX/VMS system and another Ultrix system I use. On the VAX, our X-Modem program seems to truncate files when downloading. On a 20k file, I will get 8k, and the X-Modem program will end "successfully" as if it has transferred the entire file. I had this problem with an 8-bit (BobTerm) and an ST (Flash). Kermit-65 (8-bit) gave me no problems, and Z-Modem on my ST gives me no problems. I just tried X and Y-modem on the Ultrix system last week with an Apple //c. With X-modem, the transfer would get a couple of k (no more than 6 or so) and then just time out. With Y-Modem, I could get a little more (16k max), but same situation. I was only able to get one file successfully with that setup (a 9k file). Finally what I did was used Z-Modem on my ST to d/l a Kermit program for the Apple // and then null-modem it to the Apple (X-Modem worked fine between the ST and Apple!). I don't know what the problem with the X/Y-Modem programs on the mainframe are.
Hiram

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

83. Elite

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 11:39:36 UTC
From: cs90gct@brunel.ac.uk
Message-ID: <CJ9CE1.9Ks@brunel.ac.uk>
Source record: 103564

Does anyone know the whereabouts of the game Elite for the 8-bit Atari?

As far as I know it was never released officially but I met someone from
Atari UK at a show a few years back and he confirmed (strictly off the record)
that it did exist as he had seen a bootleg copy.

Apparently the game is excellent, better than the Acorn original.

Any help much appreciated.

Thanks.

Graham.

84. Re: Bouncing ball game by epyx?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 12:46:14 UTC
From: farren@netcom.com
Message-ID: <farrenCJ9FH2.GBq@netcom.com>
Source record: 103565

wexler@gibbs.oit.unc.edu (Michael Wexler) writes:

>Epyx had a game (2 player) strategy/action where you shot balls into a
>field like a bumper pool table with paddles that rotated 90 degrees. I
>remember that it used a modified character set to create the board, and it
>was in basic. I loved that game to death, and in a dream, I saw it again.

RICOCHET. I did the Apple II version of it. Weird game, but kind of fun.
The best version, however, was the HP150 version, since the HP150 had that
built-in touchscreen. Just tap the screen where you wanted to change
a bumper - K00L.

--
Michael J. Farren farren@netcom.com

"Remember that good diction reflects so well on you, so practice all
your vowel sounds by saying "AAAEEEEIIIIOOOOUUUUU!" - Animaniacs

85. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 15:04:10 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.757955050@ilces>
Source record: 103566

jharris@cup.portal.com (John D Harris) writes:

>>: Does anyone remember a little gadget called the R-Verter? Back in the
>>: mid 80s when 850 interfaces sold for over $100, these little buggers
>>
>>Not only do I remember them, but I have one!

>The company I worked with at the time, bought the rights to the R-Verter
>when A.I.D. stopped production. We used them for our character generator
>products, but eventually ran out of stock, and didn't make more of them.

>Sadly, I found them not very reliable, and not flexible enough for
>commercial applications. That's the reason we never made more of them.

Unreliable in what way?

My first modem was connected to my 600XL using an R-Verter, and worked
reliably for a couple years (still works, as a matter of fact, although
I don't use it regularly anymore).

--

86. Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 16:51:41 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1994Jan7.165141.79907@austin.onu.edu>
Source record: 103567

Is there any way to make a BASIC program re-locatable? If there is, does anyone have any ideas on the following? I would like to make a small basic script that would act as a screen saver. I already have the script ready, but I don't know if it is possible to make a TSR (terminate and stay resident) program on the Atari.
I would like to have my program kick in rather than the built in 'attract' mode.

Thanks
Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior EE Student
Ohio Northern University

87. Help with 130XE and Atariwriter+

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 17:00:26 UTC
From: trent@cs.dal.ca
Message-ID: <CJ9r8r.5sF@cs.dal.ca>
Source record: 103568

A friend of mine has a 130XE with Atari Dos 2.5 (maybe 2.0) and AtariWriter+ with 5 1/4" floppies containing info. I am not familiar with the machine and have not even tried it myself (since we are a fair distance away).

Can these disks be read by a PC? My friend wants to move the files to a PC to finish working them. Is there an AtariWriter+ to WordPerfect filter or something similar?

I would appreciate any help you can give me. Thanks.

PS. Is there anything like AtariWriter+ for the PC under Windows or DOS? My friend really like AtariWriter+.
--
Trent MacDougall @ Dalhousie University, MSCS Dept.
trent@cs.dal.ca

88. Re: Help with 130XE and Atariwriter+

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 20:32:52 UTC
From: frankh@sr.hp.com
Message-ID: <CJA12t.8GK@srgenprp.sr.hp.com>
Source record: 103569

Trent MacDougall (trent@cs.dal.ca) wrote:
: A friend of mine has a 130XE with Atari Dos 2.5 (maybe 2.0) and AtariWriter+
: with 5 1/4" floppies containing info. I am not familiar with the machine and
: have not even tried it myself (since we are a fair distance away).

: Can these disks be read by a PC? My friend wants to move the files to a PC
: to finish working them. Is there an AtariWriter+ to WordPerfect filter or
: something similar?

: I would appreciate any help you can give me. Thanks.

: PS. Is there anything like AtariWriter+ for the PC under Windows or DOS?
: My friend really like AtariWriter+.
: --
: Trent MacDougall @ Dalhousie University, MSCS Dept.
: trent@cs.dal.ca

PC's cannot read DOS 2 or DOS 2.5 disks. PC's can read double density
MYDOS disks which your friend probable cannot write. (The standard
ATARI disk drive needs to be modified to do this). If he has a disk
drive that can write double density, then get a copy of MYDOS on the
Atari, and UTIL for the PC. The docs you need are included with UTIL.

If you cannot do disk transfers, try using a modem.

The best way to transfer files, is to print then using Atariwriter to a
disk file. Use a really stupid printer which cannot handle any escape
codes, and the result is formatted ASCII. This can then be read into
the PC with no problems.
--

Frank Hamlin, Santa Rosa Systems, Hewlett Packard __@ __@
1400 Fountaingrove Pkwy, Santa Rosa, Calif _-\<,-\<,
frankh@sr.hp.com (*)/---/(*)

89. Re: Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 21:57:07 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2gklrj$ool@charm.magnus.acs.ohio-state.edu>
Source record: 103570

In article <FDTKB5WT@math.fu-berlin.de> hwl0978@tntech.edu writes:
>In article <2ghrdi$kvm@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu
(Robert M Funk) writes:
>>I found that parallel interfaces usually respond as P2:. Also, the
[...]
>
>Hmm, the P:R: Connection manual doesn't mention a secondary ID. Maybe someone
>else can shed some light on this...

I actually determined what I said above by testing the Xetec Graphics
AT and the P:R: Connection. I suppose two samples may not be enough
to say "usually", but I can say that those two both responded as P2:,
and since the P:R: was a close copy of the 850, I would guess that the
850 responded as P2: as well.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

90. Re: Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 22:07:54 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <X2TKBNIT@math.fu-berlin.de>
Source record: 103572

In article <2gklrj$ool@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes:
>I actually determined what I said above by testing the Xetec Graphics
>AT and the P:R: Connection. I suppose two samples may not be enough
>to say "usually", but I can say that those two both responded as P2:,
>and since the P:R: was a close copy of the 850, I would guess that the
>850 responded as P2: as well.

That sounds correct. All external interfaces designed to Atari's standards should respond to the primary id of P: or P1: and the secondary id of P2:. What I can't seen to find is the list of secondary id's for Atari direct connect printers. They each had a unique secondary id from what I remember reading.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

91. Re: Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 22:10:21 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2gkmkd$opm@charm.magnus.acs.ohio-state.edu>
Source record: 103571

In article <1994Jan7.165141.79907@austin.onu.edu> lmurdock@austin.onu.edu (L. R. Murdock) writes:
>Is there any way to make a BASIC program re-locatable? If there is,
>does anyone have any ideas on the following? I would like to make
>a small basic script that would act as a screen saver. I already
>have the script ready, but I don't know if it is possible to make a
>TSR (terminate and stay resident) program on the Atari.
>I would like to have my program kick in rather than the built in
>'attract' mode.

Some Atari guru might prove me wrong, and I hate to be a pessimist, but I don't think this is possible, especially in BASIC. I'll leave it to someone else to explain why not in BASIC (I can't thinkof a good way to explain it), but I have looked into doing it in assembly. I wanted to use the "Stars 3D" program from ANALOG #16 as a screen saver.

Assembly would allow a sort of "TSR" routine using vertical blank interrupts, but the attract mode seems to be designed deeply into the OS, not as an add-on. My memory on it is a little fuzzy, but I do remember that it looked difficult to put my own routine in. It could probably still be done, but I don't think it could be much more complicated than what's there - flipping screen colors periodically.

And I am certain it can't be done as a pure BASIC routine. Maybe a BASIC loader for the ML routine, though.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

92. Re: Help with 130XE and Atariwriter+

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 22:23:02 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2gknc6$oqr@charm.magnus.acs.ohio-state.edu>
Source record: 103573

In article <CJ9r8r.5sF@cs.dal.ca> trent@cs.dal.ca (Trent MacDougall) writes:
[...]
>Can these disks be read by a PC? My friend wants to move the files to a PC
>to finish working them. Is there an AtariWriter+ to WordPerfect filter or
>something similar?
Somebody else already mentioned the disk solution. You can also use a
null modem cable (or modem over phone lines, of course).

I think I saw something somewhere recently about a macro for
WordPerfect to translate AtariWriter files. I think it was in Atari
Classics.

>PS. Is there anything like AtariWriter+ for the PC under Windows or DOS?
> My friend really like AtariWriter+.
No- most of the PC word processors are better. (Yes, I have moved to
a PC for word processing.)
You could probably set up WordPerfect to use equivalents of
Atariwriter+ keystrokes, but I'm not sure if versions earlier than 5.2
can do this. For a look slightly closer to Atariwriter in
WordPerfect, tell it not to hide codes.
I prefer Lotus Ami Pro (for Windows), but that's a bit off-topic.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

93. Re: Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 23:37:15 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2gkrnc$dc1@gap.cco.caltech.edu>
Source record: 103574

lmurdock@austin.onu.edu (L. R. Murdock) writes:

>Is there any way to make a BASIC program re-locatable? If there is,
>does anyone have any ideas on the following? I would like to make
>a small basic script that would act as a screen saver. I already
>have the script ready, but I don't know if it is possible to make a
>TSR (terminate and stay resident) program on the Atari.
>I would like to have my program kick in rather than the built in
>'attract' mode.

I think there was a program around a while ago that would
multitask BASIC by swapping stuff in and out of expanded
memory. You could probably do the same sort of thing but
simpler for your screen saver.

Brent

94. Re: Help with 130XE and Atariwriter+

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-07 23:40:08 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2gkrsp$del@gap.cco.caltech.edu>
Source record: 103575

trent@cs.dal.ca (Trent MacDougall) writes:

>PS. Is there anything like AtariWriter+ for the PC under Windows or DOS?
> My friend really like AtariWriter+.
>--

I suppose he could get a GEMulator and run ST-Writer...

Brent

95. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 05:13:39 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2glfe3$hd8@terminator.rs.itd.umich.edu>
Source record: 103576
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 115486 Jan 1 14:36 ./8bit/Demos/top9311a.arc
-rw-r--r-- lenn 93562 Jan 1 14:36 ./8bit/Demos/top9311b.arc
-rw-r--r-- lenn 52352 Jan 4 17:38 ./8bit/Demos/lookwhat.arc
-rw-r--r-- lenn 1027 Jan 4 17:38 ./8bit/Demos/lookwhat.txt
-rw-r--r-- lenn 7296 Jan 4 17:34 ./8bit/Adventure/castlhex.arc
-rw-r--r-- lenn 3712 Jan 4 17:34 ./8bit/Adventure/blkbeard.arc
-rw-r--r-- lenn 3027 Jan 4 17:34 ./8bit/Adventure/advent2.idx
-rw-r--r-- lenn 18048 Jan 4 17:35 ./8bit/Adventure/goldrush.arc
-rw-r--r-- lenn 12800 Jan 4 17:35 ./8bit/Adventure/advenkit.arc
-rw-r--r-- lenn 14848 Jan 4 17:36 ./8bit/Adventure/menageri.arc
-rw-r--r-- lenn 7936 Jan 4 17:36 ./8bit/Adventure/atariadv.arc
-rw-r--r-- lenn 15104 Jan 4 17:37 ./8bit/Adventure/kismet.arc
-rw-r--r-- lenn 18176 Jan 4 17:38 ./8bit/Adventure/timeadv.arc
-rw-r--r-- lenn 10368 Jan 4 17:38 ./8bit/Adventure/vandafb.arc
-rw-r--r-- lenn 15488 Jan 4 17:40 ./8bit/argsos3.arc
-rw-r--r-- lenn 5257 Jan 4 17:40 ./8bit/argsos3.doc
-rw-r--r-- lenn 316 Jan 4 17:40 ./8bit/argsos3.txt
-rw-r--r-- lenn 47374 Jan 5 11:26 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

96. 800XL Computers for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 05:51:37 UTC
From: JG58@delphi.com
Message-ID: <940108.03097.JG58@delphi.com>
Source record: 103577

I have a number or 800XL computers I need to sell. I'd like to get $20.00 + shipping. Some of the units are like new. All work. I also have several without power supplies I would sell for $10.00 each + shipping. Also I have 2 1050 Drives I will sell for $40.00 each + shipping.
Thanks, Jim Graham

97. 360K(DS/DD) full-height floppy drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 06:13:00 UTC
From: Tim.Gearin@f47.n282.z1.fidonet.org
Message-ID: <758133733.AA04757@rochgte.fidonet.org>
Source record: 103597

I Could use them. Ive got an ATR8000 and 2 Tandon drives. Only one of them is 360K but I seem to be getting some bad sectors on the disks I write to in it. It dos'nt always happen but once in awhile I find some program on a disk that i've recently been writting to haveing a bad sector. I this the drive? Should I be waiting for the drive LED to turn off? I dont mean I take disks out while its reading or writing but, like Atari drives, the motor has got to keep spinning for two seconds afterward. I dont know why. Apple drives dont do that. Another odd thing is both drive motors spin when im only using one. Could I have the jumpers set wrong?
Seeing that im talking about computer problems, consider this message to all. If anyone knows whats going on, tell me.
Ok, as for the drives your selling, I do want to try getting at least one more 360K but id rather not mail in for it. Too much hassle. then again since I dont have a car to go anywhere, Its just as much trouble trying to buy one locally. how 'bout $10 for a drive and S/H?
I mean the shipping & handling would come out of the $10.

98. Re: Zombies and crosses g

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 06:51:00 UTC
From: IND00052@PEGASUS
Message-ID: <60.10316.4513.0N1908EF@PEGASUS>
Source record: 103668

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
darwin.sura.net!pegasus.cc.ucf.edu!pegasus!ind00052
From: ind00052@pegasus (Sen)
Newsgroups: comp.sys.atari.8bit
Subject: Re: Zombies and crosses game
Date: 6 Jan 1994 22:53:44 GMT
Organization: University of Central Florida
Lines: 23
Distribution: usa
Message-ID: <2gi4po$eok@pegasus.cc.ucf.edu>
References: <1994Jan6.103351.1@vaxc.stevens-tech.edu>
<CJ7u5E.Arz@cbnews.cb.att.com> <1994Jan6.140024.1@vaxc.stevens-tech.edu>
NNTP-Posting-Host: pegasus.cc.ucf.edu
X-Newsreader: TIN [version 1.2 PL0]

khockenb@vaxc.stevens-tech.edu wrote:
: In article <CJ7u5E.Arz@cbnews.cb.att.com>, tpp@cbnews.cb.att.com (Grue)
writes:
: > In article <1994Jan6.103351.1@vaxc.stevens-tech.edu>
khockenb@vaxc.stevens-tech.edu writes:
: >
: > Zombies!!!! And the sequel, Realm of Impossibility...

: THAT was the name: Realm of Impossibility! Thanks!

: I recall seeing an interview with the author, who said that the whole
: thing started off as a football game he was writing, but then he added
: these zombies...

: Thanks again. I'll have to dust off my disks and see if I still have a
: copy that loads.

I remember this game - pretty good for the time. I also remember it being too
hard for me at the time so I used the trusty David Young sector editor to
changethe "life points" or whatever they were called - made it easier, of
course I
guess it took some of the fun out of it since I was able to complete all of the
levels. Anyway look into it if you're still playing it.

Sen
ind00052@pegasus.cc.ucf.edu
---
* RoseMail 2.10b:
```

99. 5.25" 720K (quad density)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 07:08:00 UTC
From: <>
Message-ID: <60.10318.4513.0N1908F1@canrem.com>
Source record: 103671

Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!ukma!darwin.sura.net!howland.reston.ans.net
cs.utexas.edu!uunet!hearst.acc.Virginia.EDU!murdoch
COHEN@GOMEZ.PHYS.VIRGINIA.EDU
From: cohen@GOMEZ.phys.virginia.edu
Subject: 5.25" 720K (quad density) drives for sale
Message-ID: <00978243.F03DA2E0@GOMEZ.PHYS.VIRGINIA.EDU>
Sender: usenet@murdoch.acc.Virginia.EDU
Reply-To: cohen@GOMEZ.phys.virginia.edu
Organization: Dept. of Physics, University of Virginia
Date: Thu, 6 Jan 1994 22:42:58 GMT
Lines: 10

For sale-

5.25" drives DS/Quad Density (80-tracks). Made for AT&T by CDC (USA).
I ahve a pair that I'd like to sell for $45 or make offer.

Also have a couple of regular full height 5.25" DS/DD (IBM 360K) standard
drives, model Tandon TM-100-2A, asking $10 each.

Thanks!
---
* RoseMail 2.10b:

100. Color monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 07:08:00 UTC
From: <>
Message-ID: <60.10317.4513.0N1908F0@canrem.com>
Source record: 103675

```
Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!ukma!gatech!howland.reston.ans.net!cs.utexas.edu
uunet!hearst.acc.Virginia.EDU!murdoch!COHEN@GOMEZ.PHYS.VIRGINIA.EDU
From: cohen@GOMEZ.phys.virginia.edu
Subject: Color monitor for sale
Message-ID: <00978243.968AAF40@GOMEZ.PHYS.VIRGINIA.EDU>
Sender: usenet@murdoch.acc.Virginia.EDU
Reply-To: cohen@GOMEZ.phys.virginia.edu
Organization: Dept. of Physics, University of Virginia
Date: Thu, 6 Jan 1994 22:40:28 GMT
Lines: 17

For sale-

BMC color monitor, 13", composite video + audio via RCA jacks (industry
standard). Excellent picture and sound.

Asking $85 or make reasonable offer.

Also for sale-

BMC green monochrome monitor, 10" or 11" (not sure exactly), composite video
input via RCA jack, no audio. Excellent for text-intensive applications
such as word processing, data base, spreadsheet, BBS'ing etc. Resolution
on a monochrome monitor is MANY MANY times better than a TV!
Asking- best offer, prefer more that $30.

Thanks!
---
* RoseMail 2.10b:
```

101. ARGS-OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 07:29:39 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2glnd3$adr@news.belwue.de>
Source record: 103578

```
Hi!

Someone asked me about the ARGS-OS (sorry, I lost your address) - so
here it is (or better it is on the archive). If you find any bugs,
don't hesitate to flame me.

Bye,
Jochen

--
-----------------------------------

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de
```

102. Re: Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 07:39:12 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2glnv0$adr@news.belwue.de>
Source record: 103579

L. R. Murdock (lmurdock@austin.onu.edu) wrote:
> Is there any way to make a BASIC program re-locatable? If there is,
> does anyone have any ideas on the following? I would like to make
> a small basic script that would act as a screen saver. I already
> have the script ready, but I don't know if it is possible to make a
> TSR (terminate and stay resident) program on the Atari.
> I would like to have my program kick in rather than the built in
> 'attract' mode.

I don't think this would be possible in pure BASIC - you'll need at
least a routine (in assembler) to look every 1/50 second if the atract
mode is switched on (i.e. Peek(77) > 127). But a screen-saver
shouldn't stop the normal program... try with assembler, it's much
easier as you think!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

103. VENDOR Listing! (at last)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 07:57:46 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2glp1q$obo@news.cs.tulane.edu>
Source record: 103580

t > Finally managed to get a .txt copy of this darn thing... seems unix doesn'
t >generally have an "arc" program pre-installed! (argh)

As far as ARC goes, you can get the C sources via ftp... just do and Archie
arc. Also, the last version of xmodem/ymodem for unix, prior to the release
of SZ/RZ, supports a good ymodem that works well with Bobterm. Again, you
can ftp the C sources and compile 'em in your own directory...that's what I
had to do to get Arc, Ymodem, Zmodem, and UQwk support...

Mike

--- * PabQwk 2.0 *

104. Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 07:57:50 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2glp1u$obp@news.cs.tulane.edu>
Source record: 103581

l >Is there any way to make a BASIC program re-locatable? If there is,
l >does anyone have any ideas on the following? I would like to make
l >a small basic script that would act as a screen saver. I already

A while ago, I'd written a small program in Mac/65 that loaded itself into page 5 as I recall and used one of the VBI's to monitor ATRACT ($4D). When ATRACT reached some value (not enough to set off the OS's attract mode) it would reset ATRACT, turn off DMA, and wait for a key press. True, it wasn't much to look at, but it did work. I'll have to go through my old disk and see if I can dig it up.

I really don't think it'll be possible to do as just basic code unless you're using basic to install the ML code...or maybe compiled basic... something like the MMG or ABC basic compiler might work if you can find one. You might also think of Action!, new Action! carts should be out in March...

Mike

---
* PabQwk 2.0 *

105. Help with 130XE and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 07:57:54 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2glp22$obq@news.cs.tulane.edu>
Source record: 103582

t >A friend of mine has a 130XE with Atari Dos 2.5 (maybe 2.0) and AtariWriter+
t >with 5 1/4" floppies containing info. I am not familiar with the machine and
t >have not even tried it myself (since we are a fair distance away).

From what you've said about the system, the best bet would be to build or
acquire a null modem cable and use your fav. telecom program to transfer
the files. There is a program that I've used that was written by
Marek Tomczyk in Germany called "Show.exe" that does a great job of converting
ATASCII files to ASCII, Show runs on MsDos machines, not 8bits. You may want
to look into getting this program, though, using the null modem method you
shouldn't have any troubles with ATASCII/ASCII conversions.

Mike

---
* PabQwk 2.0 *

106. Re: Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 07:57:58 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2glp26$obv@news.cs.tulane.edu>
Source record: 103583

r >I wanted to use the "Stars 3D" program from ANALOG #16 as a screen
r >saver.

I'd not thought of using that program, though, finding a place for screen memory might be a bit of a pain...I wouldn't want to lose anything I was working on at the time. I'll have to get that issue and take a look at the source...could be real interesting.

Mike

---
* PabQwk 2.0 *

107. Early Lucasfilm Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 10:49:00 UTC
From: born.against@canrem.com
Message-ID: <60.10319.4513.0N1908F2@canrem.com>
Source record: 103663

```
Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!uunet
europa.eng.gtefsd.com!library.ucla.edu!news.ucdavis.edu!salk!alfonso
From: alfonso@salk.cs.ucdavis.edu (born against)
Subject: Early Lucasfilm Games
Message-ID: <CJ8q4H.9qD@ucdavis.edu>
Sender: usenet@ucdavis.edu (News Administrator)
Organization: University of California, Davis
X-Newsreader: TIN [version 1.2 PL1]
Date: Fri, 7 Jan 1994 03:38:40 GMT
Lines: 1
---
* RoseMail 2.10b:
```

108. Re: Software Titles HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 11:18:00 UTC
From: mr#d#.fixit@canrem.com
Message-ID: <60.10320.4513.0N1908F3@canrem.com>
Source record: 103679

Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!caen!malgudi.oar.net
utnetw.utoledo.edu!jupiter!timuszyn
From: timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit)
Subject: Re: Software Titles HELP! (info)
Message-ID: <CJ8rpo.F4w@utnetw.utoledo.edu>
Sender: news@utnetw.utoledo.edu (News Manager)
Organization: University of Toledo
X-Newsreader: TIN [version 1.2 PL0]
References: <CJ6ppG.FHG@utnetw.utoledo.edu>
<1994Jan6.161939.16984@newshub.ists.ca>
Date: Fri, 7 Jan 1994 04:13:00 GMT
Lines: 18

Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
: Actually, ATV has been in the FAQ vendor list for, oh, as long as Michael
: has been compiling it. It's certainly in the 16-Oct-93 version on the
: archive site. Makes me wonder if anyone actually ever *READS* these things.

Not correct... I had captured an old Vendor FAQ posted here and checked the
whole thing a couple months back. American Techna-Vision wasn't there. Odd,
maybe it was a cutoff post? I've seen that happen more with uuencoded binaries
tho... weird.

Ever wonder why so many users kept asking on this group why it wasn't in the
vendor FAQ when I'd reference it in my msgs? Sigh... makes me wonder if
anyone actually reads their posts in this group after they send 'em.

-Tim
---
* RoseMail 2.10b:

109. Re: Early Lucasfilm Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 12:49:00 UTC
From: mr#d#.fixit@canrem.com
Message-ID: <60.10321.4513.0N1908F4@canrem.com>
Source record: 103669

Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!sdd.hp.com!caen
malgudi.oar.net!utnetw.utoledo.edu!jupiter!timuszyn
From: timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit)
Subject: Re: Early Lucasfilm Games
Message-ID: <CJ8so2.GMo@utnetw.utoledo.edu>
Sender: news@utnetw.utoledo.edu (News Manager)
Organization: University of Toledo
X-Newsreader: TIN [version 1.2 PL0]
References: <CJ8q4H.9qD@ucdavis.edu>
Date: Fri, 7 Jan 1994 04:33:38 GMT
Lines: 10

born against (alfonso@salk.cs.ucdavis.edu) wrote:

Speechless, eh? Yeah, they really had some jaw-droppers, didn't they?
Bought all of 'em... what did you need to know? (AND acquired the old hacked
versions also... no big differences play-wise from the legit copies. They
sell pretty cheaply now, it's worth the cost to buy it "new"!)

-Tim
---
* RoseMail 2.10b:

110. [--- UNIX SZ/RZ ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 13:18:18 UTC
From: winston@merk.com
Message-ID: <CJBBMI.D2y@merk.com>
Source record: 103585

On Saturday, January 8, 1994 at 07:57:46 GMT (2:57am EST ?)
snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:

MT> Also, the last version of xmodem/ymodem for unix, prior to the
MT> release of SZ/RZ, supports a good ymodem that works well with
MT> Bobterm.

I have run "SX -OK" and "RX -C" from the SZ/RZ package of UNIX
X/Y/ZMODEM and have never had a problem using it with Bobterm. (Of
course, I never had a seven-bit data path or an EBCDIC mainframe to
contend with....) It seems to emulate XMODEM-1K packets just fine.

111. Re: Help with 130XE and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 14:06:59 UTC
From: cjw@world.std.com
Message-ID: <CJBDvn.9Cr@world.std.com>
Source record: 103584

snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:

>t >A friend of mine has a 130XE with Atari Dos 2.5 (maybe 2.0) and AtariWriter+
>t >with 5 1/4" floppies containing info. I am not familiar with the machine and
>t >have not even tried it myself (since we are a fair distance away).

>From what you've said about the system, the best bet would be to build or
>acquire a null modem cable and use your fav. telecom program to transfer
>the files. There is a program that I've used that was written by
>Marek Tomczyk in Germany called "Show.exe" that does a great job of converting
>ATASCII files to ASCII, Show runs on MsDos machines, not 8bits. You may want
>to look into getting this program, though, using the null modem method you
>shouldn't have any troubles with ATASCII/ASCII conversions.

>Mike

>---
> * PabQwk 2.0 *
>

Of course, there's always "the old standby", T:EDIT; this will convert
ATASCII--->ASCII and vice versa, and also strips ATASCII's carriage
returns as an option. I use this sometimes if I save a text file that I
may have D/Led from, say, an Internet host; I will convert it to ATASCII
and reformat the output to 40 columns.

--
-Chris

Christopher J. Woods | "I yam Popeye of Borg. Prepares
Sales Manager, Nagahara Flutes | to be askimilgrated!"

112. Re: Two printers connecte

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 14:13:00 UTC
From: HWL0978@TNTECH.EDU
Message-ID: <60.10322.4513.0N1908F5@TNTECH.EDU>
Source record: 103672

```
Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
usenet.ins.cwru.edu!nigel.msen.com!math.fu-berlin.de!gemini.tntech.edu!HWL0978
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: Re: Two printers connected?
Message-ID: <FDTKB5WT@math.fu-berlin.de>
Sender: news@math.fu-berlin.de (Math Department)
Nntp-Posting-Host: gemini.tntech.edu
Reply-To: hwl0978@tntech.edu
Organization: Tennessee Technological University
References: <5073@rider.UUCP>,<2ghrdi$kvm@charm.magnus.acs.ohio-state.edu>
Distribution: na
Date: Fri, 7 Jan 1994 07:26:14 GMT
Lines: 29

In article <2ghrdi$kvm@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes:
>In article <5073@rider.UUCP> hoosier@rider.cactus.org writes:
>>real drives). By the same token, you are not limited to addressing the
>>printer as P:, although that always works as long as you only have one
>>printer connected. I found with some experimentation that I could have
>>my regular printer AND my 1020 connected to my 8-bit, and just addressed
>>them by the number that was apparently built in. For instance, the 1020
>>can be addressed as P4:. Experiment and see if this helps.
>
>I found that parallel interfaces usually respond as P2:. Also, the
>old 820 (?) thermal printer didn't respond to anything but P:. I
>don't know if that was the only one limited that way, or if it was
>common to others of the era.

That is a possible solution. I remember reading somewhere that all of Atari's
printers had a secondary id that was unique. This article even listed the
secondary ID's. The trouble is that I can't remember where I read it! <ARGH!>
The 820 may have been designed before they decided to do that sec. ID stuff.

Hmm, the P:R: Connection manual doesn't mention a secondary ID. Maybe someone
else can shed some light on this...

+------------------------+---------------------+--------------------------+
| Hiram W. Lester, Jr. | School: | Home: |
| Electrical Engineering | TTU P.O. Box 14587 | 1903 E. Main St. |
| Tennessee Technological | Cookeville, TN 38505 | Murfreesboro, TN 37130 |
| University | hwl0978@tntech.edu | h.lester1@genie.geis.com |
+------------------------+---------------------+--------------------------+
---
```

* RoseMail 2.10b:

113. VENDOR Listing! (at last)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 14:45:00 UTC
From: mr#d#.fixit@canrem.com
Message-ID: <60.10323.4513.0N1908F6@canrem.com>
Source record: 103664

Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!sdd.hp.com!caen
malgudi.oar.net!utnetw.utoledo.edu!jupiter!timuszyn
From: timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit)
Subject: VENDOR Listing! (at last)
Message-ID: <CJ8vz0.L6o@utnetw.utoledo.edu>
Sender: news@utnetw.utoledo.edu (News Manager)
Organization: University of Toledo
X-Newsreader: TIN [version 1.2 PL0]
Date: Fri, 7 Jan 1994 05:45:00 GMT
Lines: 358

Finally managed to get a .txt copy of this darn thing... seems unix doesn't
generally have an "arc" program pre-installed! (argh)

You've heard of it! You've seen excerpts from it! But, if you're like me,
you may have never had a chance to get a FULL copy of the VENDOR FAQ...
<everyone bows>... that is, until NOW! I saved a post of it from this
newsgroup months ago, but it was apparently cutoff near the last couple pages
(I've seen this more often with uuencoded binaries than text files). It's
been ages since we've had a sighting here (October), though we did have a
smattering of down time in Dec.). I made reference to it a couple times in
the last two weeks as did another... wish I would've had a copy then, I
would've fixed it and posted. I had hoped ANYONE would post it... patiently
waiting, all I'd get are things like yup, yup, I've got it right here -
A.T.V.'s
been in the listing since it began, uhuh. But never the long-awaited post. I
figured enough's enough and painstakingly grabbed the .arc version, transferred
it, un-arc'd and sent it. My next mission: run archie to find a good version
of arc for this darn unix monster. (I can't believe arc isn't supported!!!
the sysadm installed unzip even, but no ARC!!!) BTW: I still love unix tho.
Any Atari versions of Unix? :) (I think I'll hide before the rocks hit me.)

A quickie question: I can ymodem-u/l fine with Bobterm ver 1.20 (I have ver.
1.21 stashed here somewhere too... NOTE: 1.21 not on the archive), but I have
been unable to d/l with it! Any ideas? I have to soft-boot, load another
package, receive via kermit (shudder...sputter...wheeze), then go back. We
use the simple (sx/rx, sb/rb, sz/rz for send/receive xmodem, ymodem, and
zmodem respectively) on our mainframe - has anyone else had trouble with
ymodem and mainframe file transfers?

One last warning: the list is fairly complete BUT many of the vendors
listed are defunct as of several years ago. I remember someone posting that
a "Michael Current" keeping a current (no pun intended), updated list. Does
anyone have his email address? Anyhow, thanks to Ben Poehland for the

original!

-Tim

- -

From: poehland%phvax.dnet@SMITHKLINE.COM

Benjamin L. Poehland

August 1991

NOTE: The following list was compiled from information furnished by various publications, vendors, and the 8-bit archives of Current Notes. No representation is made as to the validity, completeness or accuracy of this list. Entries are in random order.

Innovative Concepts (developer/vendor)
Mark Elliott
Ron Florka
31172 Shawn Drive
Warren, MI 48093
313-293-0730

Palette Imaging, Inc. (developer)
Marv Seaman
47 South Street
Norwood NJ 07648
201-767-3913
201-767-1491

Electronical Software (developer)
Mike Clayton
P.O. Box 1106
Taylor MI 48180

No Frills Software (developer)
Ed Kielbazinski
800 East 23rd St.
Kearney, NE 68847

Hi-Tech Creations, Inc. (developer)
Sean Puckett
Jeff Jones
584 Broadway
New York, NY 10012

DataQue Software (developer)
Chuck Steinman
P.O. Box 134
Ontario, OH 44862
GEnie: DATAQUE.1
419-529-2478

ICD, Inc. (developer)
Tom Harker
1220 Rock St.
Rockford, IL 61101-1437
815-968-2228

Orion Micro Systems (developer)
Keith Ledbetter
2211 Planters Row Drive
Midlothian, VA 23113

Alpha Systems (developer/vendor)
George Morrison
1012 Skyland Drive
Macedonia, OH 44056
216-467-5665

XLent Software (developer)
Dennis Young
Len Dorfman
P.O. Box 5228
Springfield VA 22150
703-644-8881

Computer Software Services (developer/vendor)
Bob Puff
P.O. Box 17660
Rochester, NY 14617
716-429-5639

MicroMiser Software (developer)
31413 Westward Ho
Sorrento, FL 32776
904-383-0745

LJK Enterprises, Inc. (developer)
Leo Leonhardi
1351 Yves Drive
Manchester, MO 63011-3669
314-527-6909

Supra Corporation (developer)
1133 Commercial Way
Albany OR 97321
503-967-9075

Digital Vision, Inc. (developer)
66 Eastern Ave.
Dedham, MA 02026
617-329-5400

Black Moon Systems (vendor/developer)
Ben Martnick
P.O. Box 152

Wind Gap, PA 18091

Elfin Magic Software (developer)
Randy Constan
23 Brook Place
E. Islip, NY 11730

Springboard Software, Inc. (developer)
7808 Creekridge Circle
Minneapolis, MN 55435
612-944-3912

Home Computer (vendor)
12008 Bustleton Ave.
Philadelphia, PA 19116
215-934-6999

BaPAUG Publishing (publisher)
Colin Hunt
248 Wimborne Road
Oakdale, Poole
Dorset BH15 3EF England

Current Notes, Inc. (publisher)
Joe Waters
122 N. Johnson Rd.
Sterling, VA 22170
703-450-4761

Best Electronics (vendor/developer)
Brad Koda
2021 The Alameda
Suite 290
San Jose CA 95126
408-243-6950

The Software Toolworks (developer)
One Toolworks Plaza
13557 Ventura Blvd.
Sherman Oaks, CA 91423
818-907-6789

Unicorn Publications (publisher)
Bill Rayl
3487 Breaburn Circle
Ann Arbor MI 48108
313-973-8825

Software Infinity (vendor)
Greg Brown
642 East Waring Ave.
State College, PA 16801

Toad Computers (vendor)
Dave Troy
556 Baltimore Annapolis Blvd.
Severna Park MD 21146-3818
301-544-6943

Twenty-Fifth Century Software (developer)
P.O. Box 8042
Long Island NY 11802

Happy Computers, Inc. (developer)
12001 Mathis Way
Grass Valley, CA 95949
916-268-3595

B&C ComputerVisions (vendor)
3257 Kifer Road
Santa Clara CA 95051
408-749-1003

American TechnaVision (vendor)
2098 Pike Ave.
San Leandro CA 94577
414-352-3787

San Jose Computer (vendor)
640 Blossom Hill Road
San Jose CA 95123
408-224-8575

The Electronic Clinic (vendor)
4916 Del-Ray Ave.
Bethesda, MD 20814
301-656-7983

Bacmun Software (vendor)
1671 E. Sixteenth St.
Suite 607
Brooklyn NY 11229

BRE Software (vendor)
352 W. Bedford
Suite 104
Fresno CA 93711
800-347-6760

C&T ComputerActive (vendor)
Rusty Cryer
P.O. Box 893
Clinton OK 73601
405-323-5890

Chameleon Software (vendor)
Scott Liddick

1013 Marvern Drive East
Chambersburg PA 17201
412-824-9016
717-267-0904

KaKe Software (vendor)
Kevin Laufer
9 Smith Ct.
Vincentown NJ 08088

MWPD Software (vendor)
M. Wallace
890 N. Huntington St.
Medina OH 44256

Phantom's Atari 8-Bit PDS (vendor)
Box 331 Levisa Rd.
Mouthcard KY 41548

Vulcan Software (vendor)
Paul Todd
P.O. Box 692
Manassas VA 22111-0692

BellCom (vendor)
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5

CompSult (vendor)
Brent Dill
P.O. Box 5160
San Luis Obispo Ca 93403-5160
805-544-6616

Bresnik Software (developer/vendor)
Bart Bresnik
555 Ware St.
Mansfield MA 02048

Edwards Software (vendor)
138 South Main St.
Travelers Rest, SC 29690

Sabo Software (developer/vendor)
Ed Sabo
10 East 10th St.
Bloomsburg PA 17815
717-784-4545

NERDS Software (vendor)
Don Loeffler
18 Wendy Drive

Farmingville NY 11738

DynaComp, Inc. (vendor)
178 Phillips Road
Webster Ny 14580
716-265-4040

Glenn Software (vendor)
James Glenn
8252 The Midway
Annandale Va 22003

Sagamore Software (vendor)
Roger McClannen
2104 Arapahoe Drive
Layfayette, IN 47905

MAPDA-USA Branch (vendor)
Steve Hoffee
333 Peninsula Drive
Lake Almanor Ca 96137

CDY Consulting (developer)
David Young
421 Hanbee
Richardson TX 75080
214-235-2146

Newell Industries (developer)
Wes Newell
P.O. Box 253

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(continued next message)
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* RoseMail 2.10b:

114. VENDOR Listing! (at last)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 14:45:00 UTC
From: mr#d#.fixit@canrem.com
Message-ID: <60.10324.4513.0N1908F7@canrem.com>
Source record: 103670

. (Continued from last message)
Wylie TX 75098
214-442-6612

Change in Heat (developer)
12 Bella Vista Place
Iowa City, Iowa 52245

Entertainment Excellence (vendor)
1805 Princeton Place
Merrick, NY 11566

East Hartford Computer (vendor)
202 Robert St.
East Hartford, CT 06108

Aerion Software (developer)
P.O. Box 1222 Riverdale Station
New York NY 10471-1222
---
* RoseMail 2.10b:

115. Re: VENDOR Listing! (at l

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 15:48:00 UTC
From: HWL0978@TNTECH.EDU
Message-ID: <60.10325.4513.0N1908F8@TNTECH.EDU>
Source record: 103661

Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
europa.eng.gtefsd.com!uunet!zib-berlin.de!news.th-darmstadt.de
math.fu-berlin.de!gemini.tntech.edu!HWL0978
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: Re: VENDOR Listing! (at last)
Message-ID: <RHTKBWU@math.fu-berlin.de>
Sender: news@math.fu-berlin.de (Math Department)
Nntp-Posting-Host: gemini.tntech.edu
Reply-To: hwl0978@tntech.edu
Organization: Tennessee Technological University
References: <CJ8vz0.L6o@utnetw.utoledo.edu>
Date: Fri, 7 Jan 1994 10:02:28 GMT
Lines: 31

In article <CJ8vz0.L6o@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu
(Mr. Fixit) writes:
> A quickie question: I can ymodem-u/l fine with Bobterm ver 1.20 (I have
ver.
>1.21 stashed here somewhere too... NOTE: 1.21 not on the archive), but I have
>been unable to d/l with it! Any ideas? I have to soft-boot, load another
>package, receive via kermit (shudder...sputter...wheeze), then go back. We
>use the simple (sx/rx, sb/rb, sz/rz for send/receive xmodem, ymodem, and
>zmodem respectively) on our mainframe - has anyone else had trouble with
>ymodem and mainframe file transfers?

Funny you should ask that. I have had problems with x-modem in its many
flavors on our VAX/VMS system and another Ultrix system I use. On the VAX, our
X-Modem program seems to truncate files when downloading. On a 20k file, I
will get 8k, and the X-Modem program will end "successfully" as if it has
transferred the entire file. I had this problem with an 8-bit (BobTerm) and an
ST (Flash). Kermit-65 (8-bit) gave me no problems, and Z-Modem on my ST gives
me no problems. I just tried X and Y-modem on the Ultrix system last week with
an Apple //c. With X-modem, the transfer would get a couple of k (no more than
6 or so) and then just time out. With Y-Modem, I could get a little more (16k
max), but same situation. I was only able to get one file successfully with
that setup (a 9k file). Finally what I did was used Z-Modem on my ST to d/l a
Kermit program for the Apple // and then null-modem it to the Apple (X-Modem
worked fine between the ST and Apple!). I don't know what the problem with the
X/Y-Modem programs on the mainframe are.
Hiram

+------------------------+----------------------+--------------------------+
| Hiram W. Lester, Jr. | School: | Home: |
| Electrical Engineering | TTU P.O. Box 14587 | 1903 E. Main St. |

| Tennessee Technological | Cookeville, TN 38505 | Murfreesboro, TN 37130 |
| University | hwl0978@tntech.edu | h.lester1@genie.geis.com |
+-------------------------+----------------------+--------------------------+
---
* RoseMail 2.10b:

116. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 16:46:17 UTC
From: RICORTES@delphi.com
Message-ID: <940108.42377.RICORTES@delphi.com>
Source record: 103586
Body handling: HTML body converted to readable text

I've still got some maps/info on AR City & Dungeon. Let me know if you still need a copy. .

117. Elite

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 16:57:00 UTC
From: CS90GCT@BRUNEL.AC.UK
Message-ID: <60.10326.4513.0N1908F9@BRUNEL.AC.UK>
Source record: 103658

```
Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!ukma!usenet.ins.cwru.edu!howland.reston.ans.net
EU.net!uknet!brunel!cs90gct
From: cs90gct@brunel.ac.uk (Graham C Thornton)
Subject: Elite
Message-ID: <CJ9CE1.9Ks@brunel.ac.uk>
Organization: Brunel University, Uxbridge, UK
X-Newsreader: TIN [version 1.2 PL2]
Date: Fri, 7 Jan 1994 11:39:36 GMT
Lines: 16

Does anyone know the whereabouts of the game Elite for the 8-bit Atari?

As far as I know it was never released officially but I met someone from
Atari UK at a show a few years back and he confirmed (strictly off the record)
that it did exist as he had seen a bootleg copy.

Apparently the game is excellent, better than the Acorn original.

Any help much appreciated.

Thanks.

Graham.
---
* RoseMail 2.10b:
```

118. Re: Bouncing ball game by

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 17:18:00 UTC
From: FARREN@NETCOM.COM
Message-ID: <60.10327.4513.0N1908FA@NETCOM.COM>
Source record: 103667

Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
usenet.ins.cwru.edu!eff!news.kei.com!world!decwrl!netcomsv!netcom.com!farren
From: farren@netcom.com (Mike Farren)
Subject: Re: Bouncing ball game by epyx?
Message-ID: <farrenCJ9FH2.GBq@netcom.com>
Organization: NETCOM On-line Communication Services (408 241-9760 guest)
References: <2gfe8g$gsn@bigblue.oit.unc.edu>
Date: Fri, 7 Jan 1994 12:46:14 GMT
Lines: 18

wexler@gibbs.oit.unc.edu (Michael Wexler) writes:

>Epyx had a game (2 player) strategy/action where you shot balls into a
>field like a bumper pool table with paddles that rotated 90 degrees. I
>remember that it used a modified character set to create the board, and it
>was in basic. I loved that game to death, and in a dream, I saw it again.

RICOCHET. I did the Apple II version of it. Weird game, but kind of fun.
The best version, however, was the HP150 version, since the HP150 had that
built-in touchscreen. Just tap the screen where you wanted to change
a bumper - K00L.

--
Michael J. Farren farren@netcom.com

"Remember that good diction reflects so well on you, so practice all
your vowel sounds by saying "AAAEEEEIIIIOOOOUUUUU!" - Animaniacs
---
* RoseMail 2.10b:

119. Re: Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 17:59:26 UTC
From: jomcgow@eis.calstate.edu
Message-ID: <2gms9u$kin@eis.calstate.edu>
Source record: 103587

> Assembly would allow a sort of "TSR" routine using vertical blank
> interrupts, but the attract mode seems to be designed deeply into the
> OS, not as an add-on. My memory on it is a little fuzzy, but I do
> remember that it looked difficult to put my own routine in. It could
> probably still be done, but I don't think it could be much more
> complicated than what's there - flipping screen colors periodically.
>
> ---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
> "I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
> are good... Please don't let me | funk@cis.ohio-state.edu
> be misunderstood." | funkr@camelot.eng.ohio-state.edu

Shouldn't be hard to replace the attract mode.... all that does is check
a timing register and run a ML routine.... all you would have to do (if
the routine is short enough to run in the vertical blank with the OS) is
check the clock register yourself... and just before the OS would do
something, do your stuff and reset the clock... then jump on to the
current VBI routines (thus the register gets reset before the OS tries to
do attract mode)... if you want something that cannot be put in the VBI
interval, be careful in writing it as a simple interrupt... but it could
just poke some flag register, and if your basic routine is running in a
loop, you can have (in the loop) IF PEEK(FLAG)=FLAVALUE THEN GOSUB
ATTRACTBASIC

John McGowan | jomcgow@eis.calstate.edu [CORE]
| jmcgowan@bigcat.missouri.edu [COIN] (preferred)
| j.mcgowan15@genie.geis.com [GEnie]
----------------+---

120. Re: Atari as X10 controll

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 18:48:00 UTC
From: GENGHIS@ILCES.AG.UIUC.EDU
Message-ID: <60.10328.4513.0N1908FB@ILCES.AG.UIUC.EDU>
Source record: 103660

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
vixen.cso.uiuc.edu!ilces!genghis
From: genghis@ilces.ag.uiuc.edu (Scott Coleman)
Newsgroups: comp.sys.atari.8bit
Subject: Re: Atari as X10 controller
Date: 7 Jan 94 15:04:10 GMT
Organization: University of Illinois at Urbana
Lines: 22
Message-ID: <genghis.757955050@ilces>
References: <2epoq9$6t4@hpuerca.atl.hp.com> <CIE1t0.C2I@edsdrd.eds.com>
<genghis.757040827@ilces> <2g1l9r$6d1@hpuerca.atl.hp.com>
<99706@cup.portal.com>
NNTP-Posting-Host: ilces.ag.uiuc.edu

jharris@cup.portal.com (John D Harris) writes:

>>: Does anyone remember a little gadget called the R-Verter? Back in the
>>: mid 80s when 850 interfaces sold for over $100, these little buggers
>>
>>Not only do I remember them, but I have one!

>The company I worked with at the time, bought the rights to the R-Verter
>when A.I.D. stopped production. We used them for our character generator
>products, but eventually ran out of stock, and didn't make more of them.

>Sadly, I found them not very reliable, and not flexible enough for
>commercial applications. That's the reason we never made more of them.

Unreliable in what way?

My first modem was connected to my 600XL using an R-Verter, and worked
reliably for a couple years (still works, as a matter of fact, although
I don't use it regularly anymore).

--
---
* RoseMail 2.10b:

121. Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 20:58:00 UTC
From: LMURDOCK@AUSTIN.ONU.EDU
Message-ID: <60.10329.4513.0N1908FC@AUSTIN.ONU.EDU>
Source record: 103676

Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!magnus.acs.ohio-state.edu
cis.ohio-state.edu!pacific.mps.ohio-state.edu!austin.onu.edu!lmurdock
From: lmurdock@austin.onu.edu (L. R. Murdock)
Subject: Locatable Basic?
Message-ID: <1994Jan7.165141.79907@austin.onu.edu>
Date: Fri, 7 Jan 1994 16:51:41 GMT
Organization: Ohio Northern University
X-Newsreader: TIN [version 1.2 PL2]
Lines: 14

Is there any way to make a BASIC program re-locatable? If there is,
does anyone have any ideas on the following? I would like to make
a small basic script that would act as a screen saver. I already
have the script ready, but I don't know if it is possible to make a
TSR (terminate and stay resident) program on the Atari.
I would like to have my program kick in rather than the built in
'attract' mode.

Thanks
Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior EE Student
Ohio Northern University
---
* RoseMail 2.10b:

122. Help with 130XE and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 21:16:00 UTC
From: TRENT@CS.DAL.CA
Message-ID: <60.10330.4513.0N1908FD@CS.DAL.CA>
Source record: 103674

```
Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!sdd.hp.com!news.cs.indiana.edu
nstn.ns.ca!cs.dal.ca!trent
From: trent@cs.dal.ca (Trent MacDougall)
Subject: Help with 130XE and Atariwriter+
Message-ID: <CJ9r8r.5sF@cs.dal.ca>
Sender: usenet@cs.dal.ca (USENET News)
Nntp-Posting-Host: cs.dal.ca
Organization: Math, Stats & CS, Dalhousie University, Halifax, NS, Canada
X-Newsreader: TIN [version 1.2 PL2]
Date: Fri, 7 Jan 1994 17:00:26 GMT
Lines: 15

A friend of mine has a 130XE with Atari Dos 2.5 (maybe 2.0) and AtariWriter+
with 5 1/4" floppies containing info. I am not familiar with the machine and
have not even tried it myself (since we are a fair distance away).

Can these disks be read by a PC? My friend wants to move the files to a PC
to finish working them. Is there an AtariWriter+ to WordPerfect filter or
something similar?

I would appreciate any help you can give me. Thanks.

PS. Is there anything like AtariWriter+ for the PC under Windows or DOS?
My friend really like AtariWriter+.
--
Trent MacDougall @ Dalhousie University, MSCS Dept.
trent@cs.dal.ca
---
* RoseMail 2.10b:
```

123. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-08 21:42:50 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJByzF.2Mw@utnetw.utoledo.edu>
Source record: 103588

I posted this just over a week ago... since then I have heard from Philip
and had quite a few good comments on it... at least one mentioning I should
repost again after the holidays, SOooo:

(Any comments? Anyone see the code reputed to be on "the archive"??? Etc.)

- -

Subject: DATASOFT -=> Alternate Reality
Newsgroups: comp.sys.atari.8bit
Summary:
Keywords:

I was just over a friend's place as he was playing Blakestone, another of
Apogee's newest releases for the IBM-compatible world, and started thinking...
these guys really have the 3-d perspective engine running quite well, with the
new release of Doom1.1 and Blakestone and all... hmm, I recall Datasoft and
Philip Price kind of pioneering that work back in the heyday of Alternate
Reality, Mercenary, Wayout, etc... wonder if ID/Apogee would be interested in
a new twist to their shoot-em-all-till-everything's-dead-hahaha-games and try
to resurrect not just the old Alternate Reality: The City and Dungeon for the
PC, but to actually bring back to life the old FULL idea of the game...
6 main sections starting with the City, branches to the Dungeon, Wilderness,
Palace, Arena, and the "final confrontation/escape home". They've released
6-parters before: Keen and Wolfenstein for instance... they could release a
WEAK demo of the City version for sharware... they have the 3-d view already
working perfectly... some old work WAS already done for the IBM PC versions
by Datasoft YEARS ago on the City and the Dungeon...

Anyone know how to contact ANYONE from the defunct Datasoft company?
Anyone know Philip Price? Gary Gilbertson did most of the musical composition
for the work if I recall correctly. How about good old Gary? I believe I can
make a strong sell to the guys at ID/Apogee, in fact, I think I went to school
with one of the main programmers a few years back (college). I assume they'd
have to get the rights from Philip Price since Datasoft's long gone... he'd be
my best contact. Also, he had the entire story-line laid out... specifics, no,
but concept, a BIG yes!

Heck even with 320x200 graphics, it would look wonderful... the Atari version
used a full 128 color palette, could switch EASILY to 256 color VGA on an IBM
compatible... would work even on the old 256k VGA cards! A sound card would be
mandatory... well, maybe not. But sounds WERE VERY IMPORTANT to game play,
remember trying to triangulate a smithy's banging off hidden corridors?
Some sounds announced the amount of "EVIL" in your foe. Other sounds were
just entertaining: walking near the arena, you could hear the fighting; by the
palace, the "royal serenades"; the lightning and rains out in the open areas of

the city. Man, that game had some really nice touches to it! The rising and setting sun, weird multi-color pools after toasting a baby dragon, etc. AS LONG AS THEY KEPT TO THE ORIGINAL GAME CONCEPT, little combat menus, banks, inns, taverns, guilds... wow, what a progressive step for ID/Apogee to make! They have some phenominal shoot-em-up combat games, this would add more of a real-life or thinking aspect in one of their games... it'd throw most of their followers for a loop! I'd pressure all the people I know that had the old 8-bit Atari's to register for an IBM ID/Apogee release of it!!! I'm sure it'd make some profits for them! Heck, Philip Price might even agree to work on it with them!??!??!

ID/Apogee's typical games last 20 minutes to a couple hours start-to-finish, even full-length registered versions. This was more of a several day, 24 hour straight type of venture... you could keep going MUCH longer if you wanted. This game had a couple tricky puzzles, but more of a "building" game... you just don't start out with a mega-powerful character and go through the maze-like streets (sewers for the dungeon) blasting everything you encounter. Had a huge randomness factor I liked too! Some stats kept on your character could be seen, many more were kept as the computer/game monitored your character play and adjusted encounters accordingly... nice touch! I know this might sound more in the line of an established strategy/RPG company such as Origin, SSI, or the like, but with their continued good showing in the 3-d viewport arena and their proven soundcard support in the games, ID/Apogee may be the best place to start my quest! I figure they'd love a chance to expand their field of expertise into a new realm. The City could be a trial run, with the Dungeon being worked on at the time of release... if it goes well and they get a lot of positive feedback (and registrations), I bet they'd go for it! As long as it's not a rush job on the 4 unfinished parts (are they? Philip Price thought a LOT of this out in advance, I wonder...), I'd bet it would make a dent into the big RPG market!

Any leads would be appreciated! I don't know why this urge to see this game played around the globe again has come over me... maybe that's just it. I remember years back when most people in the city were working together to get through the game... Atari, Commodore, Apple, IBM PC and PCjr... weird... maybe I just need more sleep. But I AM serious about trying to acquire some info on the author and the company. Can I make a difference? Can I help bring that time-killer Alternate Reality back from the grave? Who knows! But I'm certainly going to give it one heck of a try!!!!!

-Tim
(timuszyn@jupiter.cse.utoledo.edu)

PS: I have the following outdated info already:
Datasoft (also IntelliCreations, Inc.)
19808 Nordhoff Place
Chatsworth, CA 91311-9969
(818-886-5922)
Author: Philip Price, Music: Gary Gilbertson
(work by Paradise Programming, Inc.)
Guidebook: Kathi B. Tremblay

Also, the Dungeon weilds a load of names:
Programmed by: Dan Pinal, Ken Jordan, Jim Ratcliff, Rick Mirsky
Original concept by: Philip Price
Music composed by: Gary Gilbertson
Graphical art by: Benita Long-Hemsath, Steve Hofmann

(for all the good it'll do me)

124. Re: Help with 130XE and A

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 01:27:00 UTC
From: FRANKH@SR.HP.COM
Message-ID: <60.10331.4513.0N1908FE@SR.HP.COM>
Source record: 103666

```
Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!sdd.hp.com!col.hp.com!srgenprp
frankh
From: frankh@sr.hp.com (Frank Hamlin)
Subject: Re: Help with 130XE and Atariwriter+
Sender: news@srgenprp.sr.hp.com (News Administrator)
Message-ID: <CJA12t.8GK@srgenprp.sr.hp.com>
Date: Fri, 7 Jan 1994 20:32:52 GMT
References: <CJ9r8r.5sF@cs.dal.ca>
Organization: HP Sonoma County (SRSD/MWTD/MID)
X-Newsreader: TIN [version 1.1 PL9.4]
Lines: 35

Trent MacDougall (trent@cs.dal.ca) wrote:
: A friend of mine has a 130XE with Atari Dos 2.5 (maybe 2.0) and AtariWriter+
: with 5 1/4" floppies containing info. I am not familiar with the machine and
: have not even tried it myself (since we are a fair distance away).

: Can these disks be read by a PC? My friend wants to move the files to a PC
: to finish working them. Is there an AtariWriter+ to WordPerfect filter or
: something similar?

: I would appreciate any help you can give me. Thanks.

: PS. Is there anything like AtariWriter+ for the PC under Windows or DOS?
: My friend really like AtariWriter+.
: --
: Trent MacDougall @ Dalhousie University, MSCS Dept.
: trent@cs.dal.ca

PC's cannot read DOS 2 or DOS 2.5 disks. PC's can read double density
MYDOS disks which your friend probable cannot write. (The standard
ATARI disk drive needs to be modified to do this). If he has a disk
drive that can write double density, then get a copy of MYDOS on the
Atari, and UTIL for the PC. The docs you need are included with UTIL.

If you cannot do disk transfers, try using a modem.

The best way to transfer files, is to print then using Atariwriter to a
disk file. Use a really stupid printer which cannot handle any escape
codes, and the result is formatted ASCII. This can then be read into
the PC with no problems.
--

Frank Hamlin, Santa Rosa Systems, Hewlett Packard __@ __@
1400 Fountaingrove Pkwy, Santa Rosa, Calif _-\<,-\<,
frankh@sr.hp.com (*)/---/(*)
```

---
* RoseMail 2.10b:

125. Asked for a maze game, found the name...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 02:34:32 UTC
From: demoydk@iitmax.iit.edu
Message-ID: <1994Jan9.023432.2265@iitmax.iit.edu>
Source record: 103589

Hi again! A while ago, I asked if anyone knew a game that was basically a maze, but had enemies, shifting walls, and was only on tape media (at least that's the format I saw it in).

I bought some old disks (originals, and from a potpourri (?sp) bag at a garage sale), and there it is...Labrynth! It was for the Apple][computers, but at the program's release date, it was ported for other computers like Atari.

Does this ring a bell? If so, I just want to know if its obtainable via Freeware, "I buy from your originals," or if its unobtainable.

Anyways, this game is NOT the same as any Pac-Man variants, Jawbreaker, or the other game from Sierra On-line (you shoot enemies to go to the next level).

In any case, drop a line...

Thanks for the inspiration and advise!

Yung Kim
Illinois Institute of Technology
Computer Science/Management

126. Re: Two printers connecte

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 03:00:00 UTC
From: robert.m.funk@canrem.com
Message-ID: <60.10332.4513.0N1908FF@canrem.com>
Source record: 103659

Path: portnoy!news2.uunet.ca!ukma!gatech!howland.reston.ans.net
usenet.ins.cwru.edu!magnus.acs.ohio-state.edu!rfunk
From: rfunk@magnus.acs.ohio-state.edu (Robert M Funk)
Newsgroups: comp.sys.atari.8bit
Subject: Re: Two printers connected?
Date: 7 Jan 1994 21:57:07 GMT
Organization: The Ohio State University
Lines: 19
Distribution: na
Message-ID: <2gklrj$ool@charm.magnus.acs.ohio-state.edu>
References: <5073@rider.UUCP> <2ghrdi$kvm@charm.magnus.acs.ohio-state.edu>
<FDTKB5WT@math.fu-berlin.de>
NNTP-Posting-Host: magnusug.magnus.acs.ohio-state.edu

In article <FDTKB5WT@math.fu-berlin.de> hwl0978@tntech.edu writes:
>In article <2ghrdi$kvm@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes:
>>I found that parallel interfaces usually respond as P2:. Also, the
[...]
>
>Hmm, the P:R: Connection manual doesn't mention a secondary ID. Maybe someone
>else can shed some light on this...

I actually determined what I said above by testing the Xetec Graphics
AT and the P:R: Connection. I suppose two samples may not be enough
to say "usually", but I can say that those two both responded as P2:,
and since the P:R: was a close copy of the 850, I would guess that the
850 responded as P2: as well.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu
---
* RoseMail 2.10b:

127. Re: Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 03:00:00 UTC
From: robert.m.funk@canrem.com
Message-ID: <60.10333.4513.0N190900@canrem.com>
Source record: 103662

Path: portnoy!news2.uunet.ca!math.ohio-state.edu!magnus.acs.ohio-state.edu
rfunk
From: rfunk@magnus.acs.ohio-state.edu (Robert M Funk)
Newsgroups: comp.sys.atari.8bit
Subject: Re: Locatable Basic?
Date: 7 Jan 1994 22:10:21 GMT
Organization: The Ohio State University
Lines: 31
Message-ID: <2gkmkd$opm@charm.magnus.acs.ohio-state.edu>
References: <1994Jan7.165141.79907@austin.onu.edu>
NNTP-Posting-Host: magnusug.magnus.acs.ohio-state.edu

In article <1994Jan7.165141.79907@austin.onu.edu> lmurdock@austin.onu.edu (L.
R. Murdock) writes:
>Is there any way to make a BASIC program re-locatable? If there is,
>does anyone have any ideas on the following? I would like to make
>a small basic script that would act as a screen saver. I already
>have the script ready, but I don't know if it is possible to make a
>TSR (terminate and stay resident) program on the Atari.
>I would like to have my program kick in rather than the built in
>'attract' mode.

Some Atari guru might prove me wrong, and I hate to be a pessimist,
but I don't think this is possible, especially in BASIC. I'll leave
it to someone else to explain why not in BASIC (I can't thinkof a good
way to explain it), but I have looked into doing it in assembly.
I wanted to use the "Stars 3D" program from ANALOG #16 as a screen
saver.

Assembly would allow a sort of "TSR" routine using vertical blank
interrupts, but the attract mode seems to be designed deeply into the
OS, not as an add-on. My memory on it is a little fuzzy, but I do
remember that it looked difficult to put my own routine in. It could
probably still be done, but I don't think it could be much more
complicated than what's there - flipping screen colors periodically.

And I am certain it can't be done as a pure BASIC routine. Maybe a
BASIC loader for the ML routine, though.

--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu
---
* RoseMail 2.10b:

128. Re: Two printers connecte

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 03:01:00 UTC
From: HWL0978@TNTECH.EDU
Message-ID: <60.10334.4513.0N190901@TNTECH.EDU>
Source record: 103677

Newsgroups: comp.sys.atari.8bit
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!cs.utexas.edu!uunet
zib-berlin.de!math.fu-berlin.de!gemini.tntech.edu!HWL0978
From: hwl0978@gemini.tntech.edu (Hiram Lester, Jr.)
Subject: Re: Two printers connected?
Message-ID: <X2TKBNIT@math.fu-berlin.de>
Sender: news@math.fu-berlin.de (Math Department)
Nntp-Posting-Host: gemini.tntech.edu
Reply-To: hwl0978@tntech.edu
Organization: Tennessee Technological University
References: <5073@rider.UUCP> <2ghrdi$kvm@charm.magnus.acs.ohio-state.edu>
<FDTKB5WT@math.fu-berlin.de>,<2gklrj$ool@charm.magnus.acs.ohio-state.edu>
Distribution: na
Date: Fri, 7 Jan 1994 22:07:54 GMT
Lines: 19

In article <2gklrj$ool@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes:
>I actually determined what I said above by testing the Xetec Graphics
>AT and the P:R: Connection. I suppose two samples may not be enough
>to say "usually", but I can say that those two both responded as P2:,
>and since the P:R: was a close copy of the 850, I would guess that the
>850 responded as P2: as well.

That sounds correct. All external interfaces designed to Atari's standards
should respond to the primary id of P: or P1: and the secondary id of P2:.
What I can't seen to find is the list of secondary id's for Atari direct
connect printers. They each had a unique secondary id from what I remember
reading.

+------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+------------------------+----------------------+--------------------------+
---
* RoseMail 2.10b:

129. Re: Help with 130XE and A

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 03:27:00 UTC
From: robert.m.funk@canrem.com
Message-ID: <60.10335.4513.0N190902@canrem.com>
Source record: 103678

Path: portnoy!news2.uunet.ca!ukma!usenet.ins.cwru.edu!magnus.acs.ohio-state.edu
rfunk
From: rfunk@magnus.acs.ohio-state.edu (Robert M Funk)
Newsgroups: comp.sys.atari.8bit
Subject: Re: Help with 130XE and Atariwriter+
Date: 7 Jan 1994 22:23:02 GMT
Organization: The Ohio State University
Lines: 28
Message-ID: <2gknc6$oqr@charm.magnus.acs.ohio-state.edu>
References: <CJ9r8r.5sF@cs.dal.ca>
NNTP-Posting-Host: magnusug.magnus.acs.ohio-state.edu

In article <CJ9r8r.5sF@cs.dal.ca> trent@cs.dal.ca (Trent MacDougall) writes:
[...]
>Can these disks be read by a PC? My friend wants to move the files to a PC
>to finish working them. Is there an AtariWriter+ to WordPerfect filter or
>something similar?
Somebody else already mentioned the disk solution. You can also use a
null modem cable (or modem over phone lines, of course).

I think I saw something somewhere recently about a macro for
WordPerfect to translate AtariWriter files. I think it was in Atari
Classics.

>PS. Is there anything like AtariWriter+ for the PC under Windows or DOS?
> My friend really like AtariWriter+.
No- most of the PC word processors are better. (Yes, I have moved to
a PC for word processing.)
You could probably set up WordPerfect to use equivalents of
Atariwriter+ keystrokes, but I'm not sure if versions earlier than 5.2
can do this. For a look slightly closer to Atariwriter in
WordPerfect, tell it not to hide codes.
I prefer Lotus Ami Pro (for Windows), but that's a bit off-topic.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu
---
* RoseMail 2.10b:

130. Re: Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 04:25:00 UTC
From: BUESCHER@UGCS.CALTECH.EDU
Message-ID: <60.10336.4513.0N190903@UGCS.CALTECH.EDU>
Source record: 103665

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
vixen.cso.uiuc.edu!mp.cs.niu.edu!fnnews.fnal.gov!nntp-server.caltech.edu
buescher
From: buescher@ugcs.caltech.edu (Brent Buescher)
Newsgroups: comp.sys.atari.8bit
Subject: Re: Locatable Basic?
Date: 7 Jan 1994 23:37:15 GMT
Organization: California Institute of Technology, Pasadena
Lines: 16
Message-ID: <2gkrnc$dc1@gap.cco.caltech.edu>
References: <1994Jan7.165141.79907@austin.onu.edu>
NNTP-Posting-Host: pride.ugcs.caltech.edu

lmurdock@austin.onu.edu (L. R. Murdock) writes:

>Is there any way to make a BASIC program re-locatable? If there is,
>does anyone have any ideas on the following? I would like to make
>a small basic script that would act as a screen saver. I already
>have the script ready, but I don't know if it is possible to make a
>TSR (terminate and stay resident) program on the Atari.
>I would like to have my program kick in rather than the built in
>'attract' mode.

I think there was a program around a while ago that would
multitask BASIC by swapping stuff in and out of expanded
memory. You could probably do the same sort of thing but
simpler for your screen saver.

Brent
---
* RoseMail 2.10b:
```

131. Re: Help with 130XE and A

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 04:25:00 UTC
From: BUESCHER@UGCS.CALTECH.EDU
Message-ID: <60.10337.4513.0N190904@UGCS.CALTECH.EDU>
Source record: 103673

```
Path: portnoy!news2.uunet.ca!math.ohio-state.edu!howland.reston.ans.net
europa.eng.gtefsd.com!library.ucla.edu!csulb.edu!paris.ics.uci.edu
news.claremont.edu!nntp-server.caltech.edu!buescher
From: buescher@ugcs.caltech.edu (Brent Buescher)
Newsgroups: comp.sys.atari.8bit
Subject: Re: Help with 130XE and Atariwriter+
Date: 7 Jan 1994 23:40:08 GMT
Organization: California Institute of Technology, Pasadena
Lines: 11
Message-ID: <2gkrsp$del@gap.cco.caltech.edu>
References: <CJ9r8r.5sF@cs.dal.ca>
NNTP-Posting-Host: pride.ugcs.caltech.edu

trent@cs.dal.ca (Trent MacDougall) writes:

>PS. Is there anything like AtariWriter+ for the PC under Windows or DOS?
> My friend really like AtariWriter+.
>--

I suppose he could get a GEMulator and run ST-Writer...

Brent
---
* RoseMail 2.10b:
```

132. Re: Help with 130XE and A

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 04:30:19 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2go18r$2hs@news.cs.tulane.edu>
Source record: 103590

```
c >Of course, there's always "the old standby", T:EDIT; this will convert
c >ATASCII--->ASCII and vice versa, and also strips ATASCII's carriage
c >returns as an option. I use this sometimes if I save a text file that I

This is true, there is also TextPro. Still, if you've just null modemed
several arc packets of text files to your IBM, Show.exe makes short work
of converting the files.

Mike

---
* PabQwk 2.0 *
```

133. [--- UNIX SZ/RZ ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 04:30:21 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2go18t$2ht@news.cs.tulane.edu>
Source record: 103591

w > I have run "SX -OK" and "RX -C" from the SZ/RZ package of UNIX
w >X/Y/ZMODEM and have never had a problem using it with Bobterm. (Of
w >course, I never had a seven-bit data path or an EBCDIC mainframe to
w >contend with....) It seems to emulate XMODEM-1K packets just fine.

Hmmm, when I've use the ymodem setup I've had several file stop
early. Got to be more of a pain than it was worth, that's why I
went back to the older Xmodem/Ymodem program...Never have had a
problem with it and Bobterm.

Mike
---
* PabQwk 2.0 *

134. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 06:56:57 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJCoMy.7s3@utnetw.utoledo.edu>
Source record: 103593

I was answering a few questions for one valiant adventurer in Alternate Reality overseas and thought I'd post a clipping from my reply. Yes, I tend to get long-winded sometimes... on this topic though, I'd love to hear more from the rest of you as well!!! Any Potion Lists out there for instance? Sample maps (probably not ascii since the detail would be too great, maybe split into quadrants though)? ???

- -

Wow, can't quite reach your site by normal means... hope email gets through!

Well, I haven't REALLY played Alternate Reality: The City (for SEVERAL hours on end) in years now, but I do remember most of it. Some game... wow. Anyhow, I've got some good news and some bad news:

1. Jobs in the city? Well, supposedly when the Palace came out, you could get a job doing various tasks in and about the city and palace... Datasoft's been out of business for some years now so no further "modules" will be released. They did come out with the Dungeon, though.

2. Joining guilds... This is only possible in the City version for the Atari ST. I can join guild(s) in the 8-bit version of the Dungeon also!

3. Immortal? Huh? Hahaha...heh..humpf? You aren't serious, are you?

4. Magical weapons can only be found after battles. In the Dungeon, you can buy normal weapons from the weaponsmith and get them enchanted though!

5. Spells? Only by first joining a guild and becoming practiced in the arts... and as long as you have some power left in your guild ring!

6. Alternate Reality: the City and the Dungeon have been out of production for many years now. No other additions ever made production. The BEST place I can recommend to still buy NEW and UNOPENED versions of either episode is through American Techna-Vision here in the U.S. They have a good-sized catalog of NEW Atari 8-bit merchandise for low american prices. I don't know how the prices would translate for other countries though.
American Techna-Vision
15338 Inverness Street
San Leandro, California, U.S.A. 94579
"for technical info or to place an order from outside the U.S. phone:"
1-510-352-3787
"to reach regular store personnel, phone 7:30 am to 8:30 pm Pacific Time or 10:30 am to 11:30 pm Eastern Standard Time" (U.S. time zones)
They sell the City for $12.50 and the Dungeon for $12.50. Each are "stand-alone" versions. You can just start playing the Dungeon without first building your character up from the City.

7. A map of the city? Hmm... well, it's kind of rough. If you can post to the comp.sys.atari.8bit newsgroup, I'd ask around in there. Someone may have it all mapped out. (???)
- other hints... umm, stay near the floating gate when you first start out. A cheaper inn can be found by walking straight north MANY blocks - it'll be on the left as you approach the end of the long wall full of doors. I'm sure I had a general potion list somewhere, but seeing as I can't locate it, I've already asked in the atari group, but have had no replies yet. Not sure what else to tell you.

One more thing, the city and dungeon really didn't let you settle down and rest. The first few additions would just allow for further exploration, combat, new items, etc. The Arena was to be the ultimate battle proving grounds. When the Palace came out, it was to change the mood of the game a bit - you'd actually have a chance to own a tavern, work as a courier, or whatever... and watch the "newcomers" to the City battle it out, see the months go by, whatever. You could even buy your own "house" in the City! This would've been a big non-hostile addition to the game... maybe drawing in a larger following of game-playing types out there. I'd love to try it if it ever... oh-well. Not much hope of that now. (Unless, of course, I can talk Philip into briefing a new software production company on the specifics of the old and yet-to-come versions. Might be a legal contract with Datasoft still binding, but with their being bankrupt for SEVERAL years, I doubt they'd have any hold on the old products.)

-Cheers to great exploration!
-Tim

PS: The main Atari 8-bit archive for the world is at the ftp site:
atari.archive.umich.edu
log in as anonymous, give your email address, and you're in!
cd to atari for the general Atari area, then cd to 8bit for the 8-bit section!
As long as you can transfer by modem on your Atari, you'll have no problem getting access to a bunch of new (yes - some actually NEW) files and demos for the old Atari 8-bit computers!! All you need to do is ftp the files you'd like to try (binary mode on) to the system/mainframe you're using, then use kermit/xmodem/ymodem to transfer the file to your own Atari via modem. Can you FTP? If not, there's a way to get the files be email also. Do you have a Double Density Atari disk drive? You could write the files using a standard IBM computer to an Atari-format disk, then work with them at home.

Let me know what you decide!

135. Re: MyDOS-Bug

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 07:02:56 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJCowx.817@utnetw.utoledo.edu>
Source record: 103592

Jochen Scharrlach (jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:
: In the 'SpartaDOS-X'-article someone wanted to know the known bugs
: from MyDOS. I mentioned it before but I found a very nasty one when
: using subdirectories (I use MyDOS 4.50). Sometimes it happened that
: two different files used the same sectors!

Thanks for the input. This is a version of the same bug I've heard of.
You don't encounter it much unless you use a hard drive with large partitions
(and multiple sub-dirs of course).

From the incredible lack of response on this topic, I assume this really is
the only bug of MY-DOS! All right! I was worried a few more might pop-up
when I least expected, but sounds like I had nothing to fear! I wonder when
the new release will come out? (I'm expecting it around the time CSS and the
California software firm start selling the old ICD products in March) ???

-Tim

136. for sale: Mac 65, Action, Action Tool Kit

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 14:20:39 UTC
From: _sheaferd@merrimack.edu
Message-ID: <1994Jan9.092039.3959@hubdub>
Source record: 103594

I have the following for sale:

- MAC/65 with all original documentation
- Action with all original documentation
- Action Toolkit

If you are interested in any of the above please reply by email with your
offer for any of the above including shipping, I will send out U.S.P.S COD.

David E. Sheafer

internet: __sheaferd@merrimack.edu
^^
thats 2 _ in the net address

GEnie: D.SHEAFER

137. Re: Asked for a maze game, found the name...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 16:36:42 UTC
From: KAMARO_KID@delphi.com
Message-ID: <940109.41802.KAMARO_KID@delphi.com>
Source record: 103595

I too have been looking for LABYRINTH - but have only known it on the old Apple II computers. I have NEVER seen it for the Atari! (sigh)

That has to be the GREATEST D&D style 3d game I've ever played.

Wish I could find it also.

138. 8bit Atari Hardware for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 16:47:16 UTC
From: KAMARO_KID@delphi.com
Message-ID: <940109.42436.KAMARO_KID@delphi.com>
Source record: 103596

I have the following excellent condition hardware for sale or trade:

(2) Atari 800xl (stock) w/power supply & one IO cable
(1) Atari 130xe (stock) w/power supply & one IO cable
(1) Atari 130xe (320k) w/Freezer switch, AC audio & video upgrades
(1) Atari 800xl (256k) w/Freezer switch, AC audio & video upgrades
(1) Indus GT disk drive
(1) Percomm data disk drive (green controller card, upgrade to 1.22mg)
(1) Okimate 10 color printer w/4 rolls paper & 4 ribbons
(1) Atari 1027 printer
(2) Color Composite Monitors (heavy duty, great color)
(1) SeaGate 20meg MFM (ST-225) half height hard drive (formatted on MIO)
(1) Atari TrakBall
(1) BEST TrakBall (switch between joystick or TrakBall mode)
(1) SpartaDos X cart w/docs
(1) Hayes V-Series v.42 9600 modem
(1) ADC 1200baud smartmodem

I will consider best offers on any listed items. I prefer trades though!

I seek:

Action! cart
Mac/65 cart
ComputerEyes
Happy 1050
US Doubled 1050
Printer buffer device (I have an MIO, but need something else also)
SIO2PC cable w/software (already built)
TransKey upgrade
OS ROM upgrades (all my machines, even those listed above are socketed)

Contact me via any of the following internet accessible email
addresses:

jking@uxscosv1.asit.utah.gov
kamaro_kid@delphi.com
j.king73@genie.geis.com
jking@email.us.ut.state

Or via my BBS at:

801-969-9554 (300-19.2k), The Korner BBS, 250meg of 8bit Atari files!

Or via voice at:

801-969-9782

-James King

139. 800XL Computers for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-09 18:06:02 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <758233100.AA04890@rochgte.fidonet.org>
Source record: 103686

I am interested in one of the 800XL computers with power supply. This would aid me greatly since I run a bbs.

If at all possible, please call my bbs and leave the info as to where I need to send the $$$. Please also try to include the shipping costs.

Warp 10 BBS
612-489-9166
300-14,400 baud
[Mr. Data]*SysOp

Amos Jackson

140. Re: Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 03:00:50 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <100444@cup.portal.com>
Source record: 103598

Seems to me this "multiple printers at a time" question came up here a couple of years ago, and some one of the "old-timers" posted the new-to-me fact that, although all printers respond to I/O directed to device "P:", each model of Atari printer -- those which plugged directly into the SIO daisy-chain and passed the daisy-chain along -- would also uniquely respond to a device specification of "Pn:" where "n" is a number. A list of model numbers corresponding to "P1:", "P2:", "P3:" etc. was posted. The upshot was that if you were using Atari printers, you could connect several different models at the same time and select among them by what value of "n" you used in your OPEN command. Note that little if any commercial software ever made use of this capability; note also that it is not clear how an Atari 850 Interface Module :-) would respond to device specifications of type "Pn:" -- I suspect that a non-Atari printer connected to an 850 would always respond no matter WHAT value of "n" you used...

Chris
Chris_F_Chiesa@cup.portal.com

141. Re: Atari as X10 controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 03:09:41 UTC
From: jharris@cup.portal.com
Message-ID: <100446@cup.portal.com>
Source record: 103599

>Question about why I thought the R-Verter was unreliable for commercial
>applications.

We had some device failures in the field, but that in itself wasn't the
biggest problem.

The carrier detect function is only triggered on the rising edge of the
CD signal. This causes two big problems. It sometimes misses that pulse
edge, and thus doesn't know the carrier is present. It is also impossible
to tell whether a carrier has been dropped with that device.

I also really disliked the fact that the DTR signal would drop, which can
hang up the modem, whenever disk I/O needs to be done. You have to turn
off the device before you can do any other SIO accesses.

John Harris - jharris@cup.portal.com

142. Re: VENDOR Listing! (at last)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 03:19:48 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <100450@cup.portal.com>
Source record: 103600

For what it's worth, X/Y/Zmodem file-transfer protocols require an 8-bit data path between computers; if you have only a 7-bit path, these protocols may not work. They also don't want flow-control, which tends to "eat" certain characters instead of passing them down the line, thus dropping them from the file. Kermit uses a "quoting" mechanism to send 8-bit data through a 7-bit data path. In its default form, Kermit is slower than X/Y/Zmodem because it uses a smaller packet size, but some of the newer incarnations of Kermit support a LONGER packet size that makes Kermit MORE efficient than X/Y/Zmodem. Unfortunately, I do not believe any of these new Kermit features have been ported to the Atari 8bit.

Chris
Chris_F_Chiesa@cup.portal.com

143. Re: Asked for a maze game, found the name...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 03:34:39 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <100454@cup.portal.com>
Source record: 103601

You guys' description of this LABYRINTH game sounds REEEEEEAL familiar. Tell me if THIS is the game you're talking about: you're INSIDE a 3D maze, not unlike "Wolfenstein 3D" on the PC, in structure anyway. You see walls coming at you as you walk around, and a map slowly forms at the bottom of the screen as you explore. There's a travelling enemy called "the Thief," which if it catches/touches you, STEALS your "mapper," so that the map DOESN'T continue to form as you travel, until YOU chase down and capture the Thief and steal the mapper BACK.

I know the above-described game as "WAY OUT," and I have it on my Atari.

Chris
Chris_F_Chiesa@cup.portal.com

144. Re: VENDOR Listing! (at last)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 05:28:51 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJEF83.EL@utnetw.utoledo.edu>
Source record: 103656

Chris_F_Chiesa@cup.portal.com wrote:
: For what it's worth, X/Y/Zmodem file-transfer protocols require an 8-bit
: data path between computers; if you have only a 7-bit path, these proto-
: cols may not work. They also don't want flow-control, which tends to "eat"
: certain characters instead of passing them down the line, thus dropping

Yep, in my original article I mentioned I can send fine, receiving is the problem. No flow-control, and definitely an 8-bit channel (of this I'm especially sure since send works beautifully). From what I'd heard, it may be some type of y-modem inconsistency between sb and Bobterm. Anyone recall if Amodem 8.0 supported y-modem? I've got to dig that poor old program out of retirement again it looks like!

: them from the file. Kermit uses a "quoting" mechanism to send 8-bit data
: through a 7-bit data path. In its default form, Kermit is slower than
: X/Y/Zmodem because it uses a smaller packet size, but some of the newer
: incarnations of Kermit support a LONGER packet size that makes Kermit
: MORE efficient than X/Y/Zmodem. Unfortunately, I do not believe any of
: these new Kermit features have been ported to the Atari 8bit.

Well, actually, the Kermit program I have for my Atari DOES include the optional larger packet sizing, etc. And, unfortunately, KERMIT with longer packets still can't beat y-modem. Too much overhead. It's in the code routines, Kermit will always be slower (unless of course you send packets of ERROR-ATTRACTING-MEGA sizes - a 4-k packet might be asking for trouble!). Zmodem is pretty much your best bet all-around. I just wish we had a program on the Atari 8-bits which supported zmodem. Heck, I'd even settle for a standalone zmodem verson with a talk session, and VERY limited features!

Key words: ZMODEM, 8BIT - anyone tinkering around with a zmodem package for our oldtimers? I'd be willing to put a bit of $ towards an upgraded 80-column OMNITERM with ZMODEM capabilities!!! Anyone ever talk to the guy who produced the package? Sure, some of the features would have to be generic or ignored (no date or time stamps on files for non-Sparta users for instance)...

-Tim

145. for sale: Mac 65, Action,

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 06:21:35 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2gqs5f$dja@news.cs.tulane.edu>
Source record: 103602

Quoting David Sheafer

_ >- MAC/65 with all original documentation

Is this the orig Mac/65 with the 9" yellow OSS binder?
if so, I'd be interested. Let me know if its
still around.

Mike

snyder10@convex1.tcs.tulane.edu
S.SNYDER10 (GEnie)
7(and a whole bunch of other numbers) CIS

---
* PabQwk 2.0 *

146. 360K(DS/DD) full-height f

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 06:21:37 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2gqs5h$djb@news.cs.tulane.edu>
Source record: 103603

T >drives dont do that. Another odd thing is both drive motors spin when im onl
T >using one. Could I have the jumpers set wrong?
T > Seeing that im talking about computer problems, consider this message to

You shouldn't have both drive spinning when you access only one, check the
jumper settings...when I first hooked up my 2 360k disk, both would spin
at the same time when I'd call d1:, and I did have trouble with saves (both
drives were hard wired as d1...couple of new drives fixed the problem...)

its kinda nice to hook two high denz 5.25 up to you ATR and get 720k
per disk storage...only thing better is the BB/FB combo with a 3.5
1.44meg drive...

disconnect one of the drives hooked up to your ATR and see if you still
get errors on the disk.

Mike
---
* PabQwk 2.0 *

147. Re: Two printers connecte

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 06:21:40 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2gqs5k$djc@news.cs.tulane.edu>
Source record: 103604

C >the SIO daisy-chain and passed the daisy-chain along -- would also uniquely
C >respond to a device specification of "Pn:" where "n" is a number. A
C >list of model numbers corresponding to "P1:", "P2:", "P3:" etc. was

Ya know, I recall doing this way back when I had a 1027 and 1025 hooked
up at the end of the chain...and you know, I can't remember the numbers.

Guess I'll just have to hook 'em up once again and try it a few times.

Mike

---
* PabQwk 2.0 *

148. Re: Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 06:30:56 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <WNWKBTNM@math.fu-berlin.de>
Source record: 103655

In article <100444@cup.portal.com>, Chris_F_Chiesa@cup.portal.com writes:
>to-me fact that, although all printers respond to I/O directed to device
>"P:", each model of Atari printer -- those which plugged directly into
>the SIO daisy-chain and passed the daisy-chain along -- would also uniquely
>respond to a device specification of "Pn:" where "n" is a number. A
>list of model numbers corresponding to "P1:", "P2:", "P3:" etc. was
>posted. The upshot was that if you were using Atari printers, you could

This is exactly what we were looking for (the model listing with numbers). P1:
is the same as P: BTW.

>that it is not clear how an Atari 850 Interface Module :-) would respond
>to device specifications of type "Pn:" -- I suspect that a non-Atari
>printer connected to an 850 would always respond no matter WHAT value
>of "n" you used...

The 850 and P:R: connection and any other compatible device used P2: as the
secondary ID. This leaves P3:-P8: for Atari SIO printers.

Anybody got the list of printers and secondary id's?

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

149. Atari 8-bit emulation for the PC (MSDOS or Unix?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 08:50:18 UTC
From: natasha@zwicky.unm.edu
Message-ID: <2gr4salNN1k0@lynx.unm.edu>
Source record: 103657

I currently have an AMD 486DX/40 with MSDOS 6.0 and Linux OS's.
And from my more memorable computing days an Atari 1050 disk drive with
lots of old programs. All of which are unusable since I traded in my
130XE for a PC.

I have recently heard that there is an atari 8bit emulator that can load
programs off the 1050 drive through the joystick port, for MSDOS.

Does anybody know where this can be found and/or purchased?
I also would like to know where a cable that would adapt an atari serial into
the joystick port could be found or how it could be made?

I remember hearing a couple of years ago that someone was writing an
atari emulator for Unix on the net; has anybody heard anything about this
lately?

I appreciate any comments and help! I have so far run into several dead-ends..

Thanks,
Marc Bluefire
via Natasha Winfield

150. Cribbage via TRANSDISK IV

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 10:30:40 UTC
From: dlg2@cck.coventry.ac.uk
Message-ID: <2graog$7tm@cc_sysk.coventry.ac.uk>
Source record: 103680

I have recently got a copy of TRANSDISK IV and would like to copy Cribbage from Thorn EMI onto disk. I have the original game which loads OK on a 400 but if you load it on a 130XE you must press reset halfway through loading. I suspect that it is something to do with a changed address or something with the different chips but I am not certain. This seems to be the main problem with loading. Can anyone help Please.

THANX

--

```
================================================================================
Denver Leonard Giles | |
| \\\\\ ///// | Restore Insanity
E-Mail dlg2@cck.cov.ac.uk | O O | To the masses.
| / |
124 Mulliner Street | /_ | Sanity is for the mad
Coventry | \_____/ |
CV6 5EU | |
================================================================================
```

151. Using the joystick ports for data transfers..?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 11:02:28 UTC
From: Frank.Neumann@arbi.informatik.uni-oldenburg.de
Message-ID: <1994Jan10.111318.25361@arbi.Informatik.Uni-Oldenburg.DE>
Source record: 103681

Hi there,
I have this problem: I need to transfer some old files from my beloved 800XL to an Amiga (and also vice-versa - I believe there are some demos flying around on the net that I have not seen yet..). I suppose using the Atari's peripheral connector would be close to impossible - I don't know where I could get a connector plug nowadays, neither do I know any more how to program that thing. So I thought of the joystick port(s).
I have found out that on the Amiga it's possible to use pins 5 and 9 (usually those where paddle data is read in) can be used for reading and writing. I'm pretty sure this also works on the Atari, but my 'Mapping the Atari' is buried somewhere under a huge pile of paper, 200 km away from where I am right now. So I hope someone can tell me what bits of what registers I need to tweak to make the Atari write out bits on its joystick port.
Once this is clear, I think it would not be too hard to write a very simple data transfer protocol, using one bit as data and another as a 'data valid' indicator. I would then write the Amiga side's program in C, and the Atari program in something like TurboBasic XL (I forgot how to use Action! - it's too long ago :-).
Does this all sound reasonable ? Is it possible at all the way I want to ? Has anyone else already tried something like this before ? And what happens if on both machines the ports are set to either 'in' or 'out' ? So many questions..

If I should manage to get such programs written, I'd be willing to share them with the community.

Thanks in advance, and bye for now,
Frank

152. Re: Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 13:39:36 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1994Jan10.133936.34330@austin.onu.edu>
Source record: 103682

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: l >Is there any way to make a BASIC program re-locatable? If there is,
: l >does anyone have any ideas on the following? I would like to make
: l >a small basic script that would act as a screen saver. I already

: A while ago, I'd written a small program in Mac/65 that loaded itself
: into page 5 as I recall and used one of the VBI's to monitor
: ATRACT ($4D). When ATRACT reached some value (not enough to set off
: the OS's attract mode) it would reset ATRACT, turn off DMA, and
: wait for a key press. True, it wasn't much to look at, but it did work.
: I'll have to go through my old disk and see if I can dig it up.

Did your program still allow other programs to operate at the same time?
This is also a problem with using BASIC. Locating the value of PEEK(77)
was no problem, but implementing it is a bit harder.
One solution is this
2 IF PEEK(77)<>126 THEN 2
However, this means that no other programs can run at the same time.
With M/L it is probably possible to have the program only run at
VBLANKS and check location 77. Not possible with BASIC.

: I really don't think it'll be possible to do as just basic code unless
: you're using basic to install the ML code...or maybe compiled basic...
: something like the MMG or ABC basic compiler might work if you can
: find one. You might also think of Action!, new Action! carts should
: be out in March...

: Mike

: ---
: * PabQwk 2.0 *
:
Thanks for all the responses.
Lance "Ate_bit" Murdock
Senior EE Student
Ohio Northern University

153. Re: Two printers connected?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 13:41:59 UTC
From: hoosier@rider.cactus.org
Message-ID: <5156@rider.UUCP>
Source record: 103683

hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:
]
]Anybody got the list of printers and secondary id's?

As I stated in an earlier message, the Atari 1020 responds to P4:. The
others may be easily established with a little experimentation. If you
have the printer, run the experiment; if you don't, it doesn't matter.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

154. _fast_ software 80-col. display handler wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 18:00:59 UTC
From: aramos@cgrg.ohio-state.edu
Message-ID: <2gs54r$774@fac1.cgrg.ohio-state.edu>
Source record: 103684

As the subject says...has anyone written one of these?
I remember Itay Chamiel used a custom high-speed scrolling display for his 'col80' file viewer.

Some time ago I disassembled COL80HND.COM and tried optimizing the scrolling routine by adding an extra 'hidden' text line and using a dynamic display list for scrolling. My terminal program (Term80) wouldn't even start with it though, probably because of the new handler's add'l memory requirements.

I've set many of my friends up with 8-bit systems for use as terminals, using COL80HND.COM for 80 columns in software. Problem is, it only keeps up with 1200 baud.

Some of them have 2400 baud modems and I'd love to get them up to speed. Thanks for any help.

Tony

p.s. a mouse driver would be great too, so I can add mouse support to a Degas/.IMG/MacPaint image viewer/converter I've been developing.

--
Tony Ramos : inter/active
384 E.17th Ave : ramos.15@osu.edu, aramos@cgrg.ohio-state.edu
Columbus, OH 43201 : ** computer-mediated environment design **
(614)299-9529 : ** indigo group ** A C E C ** vintage video **

155. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 19:09:34 UTC
From: pprice@nid.csc.com
Message-ID: <CJFH7y.BEG@nid.csc.com>
Source record: 103685

The source is not yet posted. On my list of things to do are the
following in order of priority:

Mission Control Room development(40+hours a week)
School(20+hours a week)
New game initial proof of concept work(39+hours a week)
ANSI C++ Committee work/papers (? hours)
Getting old Atari up and seeing if source disks are working
and/or releasing the add-on/interface/bootup structure of AR.

As you can see the getting the source from the disks has not
perculated to the top yet, but fortunantly the crating a new game
has. Though creating a new game on the side is MUCH harder for
me than doing it full(read 80+hours a week) time, and therefore
has by my own estimates a 50% chance of not coming to fruition.
I tried once before to do a game on the side(for GEnie) and found
that the time for my mind to swap from day programming fortran to
night programming in C++ and pascal was to much(ie. it effected my
work performance). Nowadays we are using C++ at work so I hope my mind
requires less swap time(Of course there would be no swap time if
I was doing this full-time, but sadly that is not my current situation)

Take Care,
Phil

156. look for: Tempest, starwars, gyruss, mr do!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 22:14:24 UTC
From: pingn@malibu.sfu.ca
Message-ID: <pingn.758240064@sfu.ca>
Source record: 103687

Anyone got these games ? I will paid up to $20 each, I can be reach
in here or you can email to pingn@sfu.ca

--
Regards, albert.

157. ********** OLD ATARI COMPUTERS WANTED **********

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-10 23:40:18 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2gsp12$i4k@usenet.INS.CWRU.Edu>
Source record: 103688
Cross-posted to: misc.wanted,comp.sys.atari.8bit

Id like to buy some old Atari computers (Atari 800, 800xl, 1200xl, etc),
software, and any periferials you might have laying around collecting dust.

Please e-mail me with a list of equiptment you have and ill mail you
back an offer.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

158. VENDOR listing...thanks again

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 01:10:23 UTC
From: csbdb@news.cts.eiu.edu
Message-ID: <CJFxxB.IFw@news.cts.eiu.edu>
Source record: 103689

All I can say is thanks again. Your wonderful VENDOR listing was
incomplete. My firm, Bensley Consulting, has been left out again. Though
we may not have created AtariWriter, or Turbo Basic, Centipede, we have
created a number of educational, utility, and application programs.
It is so wonderful to see the outstanding support we have gotten
from the Atari community. Well, again I say thank you and this time for the
indication that our efforts in writing reasonable, functional programs for
the 8-bits are worthless. We are very glad to drop our wasted time, now
since we truely know it is wasted.
Good luck to you all!

Brett Bensley
Bensley Consulting
P.O. Box 301
Westfield, IL 62474-0301

159. Re: Asked for a maze game, found the name.

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 01:51:15 UTC
From: jim@octopus.jpl.nasa.gov
Message-ID: <1994Jan11.015115.1246@jpl-devvax.jpl.nasa.gov>
Source record: 103690

In article 100454@cup.portal.com, Chris_F_Chiesa@cup.portal.com writes:
> Tell me if THIS is the game you're talking about: you're INSIDE a 3D
> maze, ... You
> see walls coming at you as you walk around, and a map slowly forms at
> the bottom of the screen as you explore. There's a travelling enemy
> called "the Thief," which if it catches/touches you, STEALS your "mapper,"
> so that the map DOESN'T continue to form as you travel, until YOU chase
> down and capture the Thief and steal the mapper BACK.
> I know the above-described game as "WAY OUT," and I have it on my Atari.

I have seen two similar things. One is called "Capture the Flag". I don't think it steals the mapper though. You just lose if the opponent reaches the target spot before you do. There is another one where you "die" if the opponent touches you. I forget the name.

160. 2600/7800 carts FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 04:42:53 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <940111043922_71450.1050_EHB32-3@CompuServe.COM>
Source record: 103691

Atari 2600/7800 cartridges FOR SALE:
(All cartridges are BRAND NEW in factory boxes w/manuals unless otherwise noted. Multiple quantities available unless indicated with a (1).)

2600 Video Game Cartridges-

$1 EACH titles:

Crystal Castles *No manual* (1)

$2 EACH titles:

Asteroids (1), Battlezone (1), Crystal Castles (1), Ms. Pac Man (1), Realsports Football, Solaris (1), Space Invaders (1), Venture (1)

7800 Video Game Cartridges-

$1.25 EACH titles:

Dark Chambers *No manual or box* (1)
Karateka *No manual or box* (1)

$2.50 EACH titles:

Asteroids, Ballblazer, Choplifter!, Crossbow, Dig Dug (1), Food Fight, Jinks, Joust (1), Karateka, One-On-One Basketball, Pole Position II, Robotron:2084, Xevious

If interested in any of these cartridges, contact Lawrence Estep by CompuServe Mail at 71450,1050 or Internet at 71450.1050@COMPUSERVE.COM.

Prices include shipping & handling. All orders will be shipped via USPS. This list was updated on 1/10/94.

161. Atari 8-bit Software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 04:42:57 UTC
From: 71450.1050@CompuServe.COM
Message-ID: <940111043948_71450.1050_EHB32-4@CompuServe.COM>
Source record: 103692

8-bit Software FOR SALE (All are brand new in original boxes. Prices include shipping):

Microprose titles:

F-15 Strike Eagle $6.00
Silent Service $6.00

SSI titles:

Computer Ambush $5.00
Panzer Grenadier $5.00
Reforger '88 $5.00
3 for only $12.50

Various titles:

Get Rich! Insurance Planning (Arrays Software) $5.00
Megafont II/II+/Font Downloader package (XLent) $5.00
Winter Challenge (Thunder Mountain) $6.00

If interested in any of these titles contact Lawrence Estep on CompuServe at 71450,1050 or Internet at 71450.1050@COMPUSERVE.COM.

162. Re: VENDOR listing...thanks again

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 05:53:59 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <100551@cup.portal.com>
Source record: 103696

csbsb@ux1.cts.eiu.edu (Brett D. Bensley) posts;
> All I can say is thanks again. Your wonderful VENDOR
> listing was incomplete. My firm, Bensley Consulting, has been
> left out again. Though we may not have created AtariWriter,
> or Turbo Basic, Centipede, we have created a number of
> educational, utility, and application programs.
> It is so wonderful to see the outstanding support we
> have gotten from the Atari community. Well, again I say thank
> you and this time for the indication that our efforts in
> writing reasonable, functional programs for the 8-bits are
> worthless. We are very glad to drop our wasted time, now
> since we truely know it is wasted. Good luck to you all!

YOU, sir, need an attitude adjustment. I'm not sure why whoever
it was posted that very old (1991, I think) vendor list. The
latest was 10/30/93.

It has ATV and even your firm! It would seem it is Mr. Current
who is 'wasting' his time...

Honey, vinegar, you decide.

Jeff_M_Lodoen@cup.portal.com

> All Known World-Wide 8-Bit Atari Vendors and Developers
>
> A Companion to the 8-bit Atari FAQ List
>
> Revised 30-Oct-93
..
> American Techna-Vision
> Mail Address:
> 15338 Inverness St.
> San Leandro, CA
> U.S.A. 94579-2016
> tel: 1-800-551-9995
> Business Address:
> 1903 Fairway Dr.
> San Leandro, CA
> U.S.A. 94577
> tel: (510) 352-3787
> Vendor: new hardware, commercial software
...
> Bensley Consulting
> 115 E. State St.
> P.O. Box 301

> Westfield, IL
> U.S.A. 62474-0301
> tel: (217) 967-5465
> Developer: various software

163. VENDOR listing...thanks a

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 05:58:35 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2gtf6b$o63@news.cs.tulane.edu>
Source record: 103693

c > All I can say is thanks again. Your wonderful VENDOR listing was
c >incomplete. My firm, Bensley Consulting, has been left out again. Though
c >we may not have created AtariWriter, or Turbo Basic, Centipede, we have
c >created a number of educational, utility, and application programs.

I hate to be a pain here but, the vender list that was just posted was an
old (very) and out of date list. I just took a look through my files
and, from the vendor list as updated 30 Aug, 1993,

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, Il.
U.S.A. 62474-0301
tel: (217) 967-5465

If you'd like, I'll send you a copy of all the vendor list I have,
there is like 5 of them (each an update of the other).

I hope this helps correct the problem.

Take care

Mike
---
* PabQwk 2.0 *

164. Re: Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 05:58:38 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2gtf6e$o64@news.cs.tulane.edu>
Source record: 103694

```
l >Did your program still allow other programs to operate at the same time?
l >This is also a problem with using BASIC. Locating the value of PEEK(77)
l >was no problem, but implementing it is a bit harder.

Yeah, it would work with any program that didn't steel the critic VBI
vector. There were a few Games and such that did this, but for the
most part, everything work okay.

Mike

---
* PabQwk 2.0 *
```

165. Vendor list (not so out of date)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 06:08:16 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2gtfog$oa5@news.cs.tulane.edu>
Source record: 103695

Here is a copy of the last Vendor list posted to the news lead...Hope I'm
not steping on any toes here. If you can not get this list or it does not
come through to your system intact, let me know and I7ll see that you
get a copy.

Mike Todd

****

Atari Archive: 8bit/faq2.txt

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the 8-bit Atari FAQ List

Revised 30-Oct-93

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group on the 15th of the month. There is also usually a fairly recent copy
available on the Atari Archive as the file 8bit/faq2.txt.

The main portion of the FAQ List is posted to this discussion group on the 1st
of the month.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden

Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???Hydraulik???, other software

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050

tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/shareware

Bellcom (Plans to drop 8-bit support December 31, 1993)
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
Developer: GEMulator
CIS: 73657,2714

GEn: BRASOFT
Del: DAREKM

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
208 SW 319th Lane, Suite G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, Iowa 52245
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,

SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

DataQue Software
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel: (419) 529-2478
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges
GEn: DATAQUE.1

DGS
62 Thomson Ave.
Balby, Doncaster
England DN4 0NU
Vendor: used hardware, commercial/PD/shareware
Developer: Digi-Studio
Net: djg0@aber.ac.uk

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871
FAX: (805) 484-3327
Developer: Educational Master Cartridge, approx. 1000 educational programs

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
c/o Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Excel
c/o Robert Stuart
21 Stronsay Way
Broomlands, Irvine, Strathclyde
Scotland KA11 1HZ
tel: 0294-212352
Vendor: commercial/PD/shareware

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, N.Y. 11566
?????: ?????

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Frankenstrasse 24

D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/shareware

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: new hardware, commercial/PD/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD

tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/shareware
Developer: various utilities, hardware projects

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/shareware

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
Vendor: PD/shareware

Page 6 Publishing
P.O. Box 54
Stafford

England ST16 1DR
tel: 0785-213928
FAX: 0785-54335
Vendor: commercial/PD/shareware

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

Klaus Peters
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Phantoms Atari 8-bit
Box 331 Levisa Road
MouthCard, KY
U.S.A. 41548
???what???: ???what???

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny0.dab.ge.com
CIS: 74030,2020
Shareware developer: APAC, Colrview

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412

Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/shareware

San Jose Computer
640 1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967
Vendor: commercial/PD/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: products by DGS

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454

Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus And The Crystal of Fear,
Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom
(Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial software
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

End of 8bit/faq2.txt

166. Need Action! Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 06:59:09 UTC
From: rlcollins@miavx1.acs.muohio.edu
Message-ID: <1994Jan11.015909.21314@miavx1.acs.muohio.edu>
Source record: 103697

I am in desperate need of some manuals for Action!. I bought my
copy off the net some time ago, and I have played with it a lot, but I
would really like some sort of manual so I know all the commands and the
exact way they are supposed to work. (My copy didn't some with anything,
just the cart.)

Thanks!

Later.......

----------=======}}}}}}}}((((((Ryan 'Gozar' Collins))))))))}}}}}}}}=======--------
(On whether abstinance is a Religious term, and\rlcollins@miavx1.acs.muohio.edu
should or should not be in the schools:) \RC1DSANU@miamiu.acs.muohio.edu
"What if you're an Atheist who hates sex?" \rcollins@apsvax.aps.muohio.edu
- Andy from my EDL 304 class \ R.COLLINS1 on GEnie
----------=======}}}}}}}}(((((()))))))))}}}}}}}}=======----- 11-JAN-1994

167. Re: Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 19:41:59 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Jan11.194159.21249@cs.nott.ac.uk>
Source record: 103455

>Is there any way to make a BASIC program re-locatable? If there is,
>does anyone have any ideas on the following? I would like to make
>a small basic script that would act as a screen saver. I already
>have the script ready, but I don't know if it is possible to make a
>TSR (terminate and stay resident) program on the Atari.
>I would like to have my program kick in rather than the built in
>'attract' mode.
Well it would probably be easier to do the whole thing in M/C. but I can
think of 2 ways of doing it, both of which need to use some M/C. either
(on a 64K machine), copy the OS to RAM find the OS's atract mode code,
and replace the first 3 bytes with a JMP to your M/C code. Your code would
then jump out of the VBI and into your BASIC code. Otherwise write a little
VBI routine to check location 77, and get it to jump out of the VBI and into
you BASIC code just before the OS atract code gets called (reseting the
register while you're at it). The only thing I'm not sure about is how to
jump to your BASIC code from M/C. It should be possible to do by setting
the BASIC pointers in page zero (locs 128 to 1??) to point to your BASIC code
and then JMP to (somewhere in) the BASIC cart to execute the code
rather complicated... And then you've still got the problem of loading your
BASIC program into high memory, and working out where the first statement is.
Still it CAN be done, I'm sure of it, but it would be a LOT easier in M/C.
--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - Tiger Developments ***
** "This thing has crashed more times than a ZX81" - quote - Red Drawf VI! **
* No longer such a sad person - thanks Eira *

168. $$$ Atari 8-Bit Software/Hardware For Sale (Lots!) $$$

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 19:42:45 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CJHDF9.3uH@cs.uiuc.edu>
Source record: 103698
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I unfortunately need to sell off my classic Atari collection. I started my collection around 1982, when I got my first Atari 800. Some of the games I'm selling still have the original receipts from this time! Most still have the original boxes and documentation!

There are many happy memories here, and I hate to see them go. But, I just don't have the time or space for them anymore. They've gotta go soon, since I will be relocating. I'm hoping I can find a good home for them with collectors on the net. There are some real treasures here. Some of the software is now very hard to find.

I think the prices are fair, but feel free to suggest offers if you think the price is out of line. And, if you buy a lot, I'll be very happy to give discounts. Price does not include shipping. Items marked 'offer' mean I plan on holding onto them unless I receive a good enough offer. Condition of boxes and docs are rated: E (excellent), G (good), F (fair), P (poor), - (none), n/a (not applicable). Reply by email to 'totty@cs.uiuc.edu'.

Take Care,

--- Brian

Classic Atari Collection Sale
Brian Totty
totty@cs.uiuc.edu

+----------------------+
| Atari 8 Bit Software |
+----------------------+

title	company	box	doc	media	notes	price
Adventure Master	CBS	G	-	??K D		$3
Ali Baba & Forty Thieves	Quality	G	G	32K D	very rare	offer
Alternate Reality: City	Datasoft	F	-	48K D		$3
Archon	E.A./Atari	E	E	Cart	XE sys box	$6
Assembler Editor	Atari	-	-	Cart		$3
B.C.'s Quest for Tires	Sierra O-L	-	-	Cart		$3
Basic XL	OSS	-	-	Cart		offer
Broadsides	SSI	G	F	48K D		$5
Bruce Lee	Datasoft	G	E	32K D	classic!	$8
Chessmaster 2000	S. Country	E	G	??K D	+ commodore	$5
Colonial Conquest	SSI	G	E	48K D		$6
Computer Quarterback	SSI	E	E	48K D	2nd ed.	$6
Conan	Datasoft	G	G	48K D	gd graphics	$6

Dark Crystal | Sierra O-L | n/a | E | 48K D | adv #6 | $6
Donkey Kong | Nint./Atari | - | - | Cart | | $3
Erving & Bird: 1 on 1 | Elect. Arts | G | E | 48K D | | $5
Fight Night | Accolade | E | E | 48K D | | $6
Hitchhiker's Guide | Infocom | G | E | 48K D | + fun stuff| $7
Koronis Rift | Epyx | E | E | ??K D | + commodore| $4
Leader Board (plus | Access | G | E | 48K D | with key | $6
tournament disk) | | | | | |
Mail Order Monsters | Elect. Arts | E | - | 48K D | | $6
Mask of the Sun | Broderbund | F | F | 48K D | | $5
Micro League Baseball | M.L. Sports | E | F | ??K D | + stat disk| $10
Micro League Gen. Mgr. | M.L. Sports | E | E | ??K D | for above | $5
Movie Maker | Reston | P | G | 48K D | cool | $7
Murder on the Zinderneuf| Elect. Arts | G | E | 48K D | | $5
Never-Ending Story | Datasoft | F | G | ??K D | + commodore| $4
Operation Whirlwind | Broderbund | F | E | 48K D | | $4
Pinball Construction Set| Elect. Arts | G | E | 48K D | | $5
Pitfall II | Activision | G | E | Cart | | $6
Pitstop | Epyx | G | E | Cart | | $4
Pitstop II | Epyx | F | E | 48K D | | $5
Questron | SSI | G | E | 40K D | fun RPG | $7
Real Sports Football | Atari | P | G | Cart | - playcard | $4
Realm of Impossibility | Elect. Arts | E | - | 48K D | zombies++ | $7
River Rescue | Thorn EMI | - | - | Cart | | $2
Sands of Egypt | Datasoft | E | G | 16K D | | $4
Shamus | Synapse | - | G | Cart | classic | $5
Shattered Alliance | SSI | G | E | 48K D | | $8
Silicon Warrior | Epyx | E | E | Cart | | $4
Six Gun Shootout | SSI | E | G | 48K D | | $7
Sorceror of Claymorgue | Adv. Intl. | F | E | 48K D | sc. adams | $5
Castle (SAGA #13) | | | | | |
Speedway Blast | IDSI | - | - | Cart | | $4
Super Breakout | Atari | - | F | Cart | | $2
Tennis | Atari | P | - | Cart | | $2
Title Bout | Avalon Hill | G | F | 48K D | | $4
Touchdown Football | Elect. Arts | E | - | 48K D | | $4
Ultima I | Sierra O-L | F | G | 48K D | rare | $6
Ultima III: Exodus | Origin Sys. | G | F | 48K D | no map | $10
Ulysses & Golden Fleece | Sierra O-L | n/a | G | 40K D | adv #4 | $5
Universe | Omnitrend | F | G | 48K D | + binder | $25
Whistler's Brother | Broderbund | G | E | | | $6
Wizard & the Princess | Sierra O-L | n/a | E | 40K D | rare adv #2| $8

+----------------------+
| Atari 8 Bit Hardware |
+----------------------+

title | notes price
------------------+---+-------
800 Computer | 48K GTIA with cables, power supply | $25
800 Computer | 48K GTIA with rare Fullview-80 80 column board | $60

Monochrome Monitor| Monitor with cables for Fullview-80 board | $30
800XL Computer | with cables, power supply | $30
850 Interface | with cables, power supply, docs | $45
830 Acoustic Modem| with power supply & cables | $15
810 Disk Drive | with power supply & cables | $30
Koala Pad | with Koalapainter cartridge | $20
Monkey Wrench Cart| just board, no case (for cartridge port B) | $7

+------------------+
| Atari ST Software |
+------------------+

title | company | box | doc | media | notes | price
----------------------+-------------+-----+-----+-------+------------+-------
Balance of Power | Mindscape | E | E | 512K | | $7
Captain Blood | Mindscape | - | E | 512K | | $4
Chaos Strikes Back | FTL | F | E | 512K | | $7
DEGAS | Batt. Incl. | - | E | 512K | | $5
Defender of the Crown | Mindscape | - | E | 512K | doc incomp.| $3
Deja Vu | Mindscape | G | E | 512K | | $10
Dungeon Master | FTL | - | G | 512K | +hint books| $7
Falcon | S. Holobyte | G | E | 512K | | offer
Falcon Mission Disk | S. Holobyte | G | E | 512K | | offer
(counterstrike) | | | | | |
Flight Simulator II | SubLogic | - | F | 512K | | $4
Jewels of Darkness | Rainbird | - | G | 512K | -decryptor | $3
Music Studio | Activision | - | E | 512K | | $5
OMEGA | Origin | E | E | 512K D| DS disk | $10
Populous | Elect. Arts | G | G | 512K | | offer
Space Quest II | Sierra O-L | E | E | 512K | | $10
Space Quest III | Sierra O-L | - | G | 512K | | $8
TV Sports Football | Cinemaware | G | E | 512K | | $5
Temple of Apshai Trilogy| Epyx | G | G | 512K | | $4
Transylvania | Polarware | G | E | 512K | | $4
Uninvited | Mindscape | E | E | 512K | | $10

--
/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

169. Atari 8-bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 19:58:07 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097861A.BCE4EC20@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103699
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other,misc.forsale

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Computer- Atari 600XL, with power supply and video cable; no manuals.
Works fine!

Printer- Star-Micronics SG-10
(Centronics parallel standard interface, for use with Atari
850 unit and parallel cable sold below or equivalent)
Monitor-
1. Monochrome monitor, composite video, no sound, excellent for
80-column work, text-intensive applications and BBS. Picture on
this monitor is MUCH sharper than any color monitor will provide.
Made by BMC (japan), green monochrome; I am asking for offers
(prefer more than $29.99 :-)

2. Color monitor, BMC 13" with composite color and audio inputs
via standard RCA jacks. Excellent picture and sound quality.
asking $85.

Atari CX853 16K RAM memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
Atari 1027 Letter Quality printer almost new, in original box, with manual,
but does not work properly
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool, or use it for parts.
Atari paddles
Joysticks- various types and shapes, all tested and working well.
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)
Atari 410 Program Recorder (the original one).

Hardware for sale as-is:
Atari 1010 Program Recorder - belt of mechanism inside came off.
Atari 1010 Program Recorder - save: ok, load: no.
Main units only, without cables.

Atari 400 computer- sold as-is, gives no picture on the TV screen.

***** SOFTWARE *****

Cartridges-
==========
BASIC (CXL4002) with manual.
BASIC (CXL4002) with manual and original box.

Disks- (All are original disks)
======
TimeWise with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Pinball Construction set with original binder and manual
Atari Translator
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 50 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
apx Eastern Front 1941 (with manual and original box)
Thorn EMI Compute 4 and Reversi (in original box with instructions)
Atari Statistics I (with manual and original box)
Atari States and Capitals (CX4112)
Atari Hangman (CX4108)

Books-
======

Bill Carris- Inside Atari BASIC
ICD SpartaDOS Construction Set
Your Atari Computer
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition
COMPUTE!/Richard Mansfield- Machine Language for Beginners
Atari BASIC Reference Card for Experienced Programmers (Atari, 1983)
An Introduction to the Atari DOS 3 (Atari, 1983)

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

170. Re: Locatable Basic?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-11 23:57:43 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2gvedn$29c@charm.magnus.acs.ohio-state.edu>
Source record: 103700

In article <2gkrnc$dc1@gap.cco.caltech.edu>,
Brent Buescher <buescher@ugcs.caltech.edu> wrote:
>I think there was a program around a while ago that would
>multitask BASIC by swapping stuff in and out of expanded
>memory. You could probably do the same sort of thing but
>simpler for your screen saver.

That approach wouldn't work because when you swap something from main
to expanded memory, that process stops, and only starts again when it
is switched back. There is nothing that allows the Atari to do true
multitasking beyond VBIs.

--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

171. Why duplicate messages from canrem.com?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-12 00:03:58 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2gvepe$29m@charm.magnus.acs.ohio-state.edu>
Source record: 103701

```
In article <60.10332.4513.0N1908FF@canrem.com>,
Robert M Funk <robert.m.funk@canrem.com> wrote:
>Path: portnoy!news2.uunet.ca!ukma!gatech!howland.reston.ans.net
>usenet.ins.cwru.edu!magnus.acs.ohio-state.edu!rfunk
[more headers deleted]
>
[message body and my signature deleted]
> * RoseMail 2.10b:

WHAT IS THIS ROSEMAIL THING AND WHY IS IS REPOSTING EVERYTHING?????
I'm not at canrem.com! Who there is doing this?!?!

--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu
```

172. Sdx...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-12 00:36:02 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <758386252.AA05124@rochgte.fidonet.org>
Source record: 103458

Quoting from MR. FIXIT to ALL

> : all?) of the old OSS line *AS WELL AND THE RT-8 AND SDX*. Personally,
I
> : would love to get my hands on another copy of SDX and I will wait until

> FTE
> : releases it rather than send off my money to the thieves who recently
> : announced pirate copies for sale.
>
> Ok, this is all I needed to know... almost... how much will he be
selling
> the SDX cartridge for? And, is it a new revision chip??? Glad to be
proven
Sure is nice to see that there is now a possibility of updates to
SDX, esp. FTE in association w/ CSS.

-Dag- -->dag.hugdahl@rochgte.fidonet.org

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "The next tagline will be TRUE --> <-- That last tagline was FALSE" *

173. Looking for a couple of games here...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-12 05:48:09 UTC
From: tim@rider.cactus.org
Message-ID: <5228@rider.UUCP>
Source record: 103704

```
Hello,
I am looking for two games by the names of "The Pawn" and "Mindshadow."
If anybody is willing to part with these, please let me know through email
(I'm posting this for a friend who doesn't have Usenet access). Thanks.

--
Tim Wilson
tim@rider.cactus.org
Hello, this is me. Who the hell are you?
```

174. help with 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-12 06:02:29 UTC
From: ad717@yfn.ysu.edu
Message-ID: <2h03pl$oe1@news.ysu.edu>
Source record: 103702

My drive write protect sys quit working says all disk are write protected.
Question can write protect be bypassed?

Thanks in advance

Please reply by email to ecunning@heartland.bradley.edu
or 3cunningham@delphi.com (the 3 is not a typo)
also post if you think it would be of uses to community.
--
Edward Cunningham

175. Re: Zombies and crosses g

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-12 08:03:03 UTC
From: lordthan@news.delphi.com
Message-ID: <2h0arn$7c8@news.delphi.com>
Source record: 103703

For the record, "Realm of Impossability" wasn't the sequel to "Zombies". It was the reincarnation of it. Zombies was produced by a small software house which went out of business like some many other companies producing software for the Atari back in those days. When they went under, the rights to the software reverted back to the author - who quickly relicensed the game to Electronic Arts and renamed it to Realm (adding a bunch of levels in the process).

176. More support for your Atari 8-bit.

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-12 11:36:02 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9401121135.AA15121@cs.utexas.edu>
Source record: 103456

MORE SUPPORT FOR YOUR 8-BIT FROM RICHARD GORE

HARDWARE.

The Yorky 256k plug in memory upgrade for the Atari 800/600XL computers.
This memory upgrade simply plugs into the PBI port on the back of your XL
and gives you 256k of bank switched XE compatible memory. It is supplied with
a printed manual and a disk of support software.

Current price is #50 (UK pounds) plus #2 shipping.
#5 shipping if outside UK

(Current price in US dollars including worldwide shipping = $85)

We are currently working on several additions to the standard Yorky unit,
these include
i) Battery backup facility
ii) Ability to be connected to an XE computer
iii) In built printer interface
iv) PBI feed through port for addition of other PBI peripherals

You will be advised if/when any/all of these add-ons become available.

SOFTWARE

The two games available now are:

1) JAWBREAKER Guide a pair of chomping teeth around a maze eating as much
candy as you can, but don't forget that important dental
hygiene. This package includes two separate mazes originally
sold as individual games as well as a pause function.

2) MOUSEKATTACK Plumb all the levels of Rat Alley but watch out for those
giant rats. Classic arcade action for one ot two players
(on screen at once) with improved joystick control and a
pause function.

Both of the games are available NOW on disk, tape or Rambit Turbo tape!

PRICES: UK (inluding p&p) #4.50 each

Worldwide (including shipping) #6.50 or $9.00 per game

SPECIAL JANUARY OFFER
Buy both Jawbreaker and Mousekattack for only #6.95 in the UK,
or #10, $15 overseas.

We also hope to start an e-mail software service. What will happen (hopefully) is you will order your software and pay in advance, upon receipt of your payment I will then e-mail you your chosen software and documentation. It will then be upto you to uudecode it and transfer it onto an Atari 8-bit disk and finally unDiskcomm it. This of course requires less work and materials on my part and so the prices will be reduced provisionally to #3 ($5) per game title. It is hoped this service will start late in January.

We also have several more games in the pipeline - more details will be released when we are closer to their completion.

* *
If there are any software authors out there with products finished or nearly finished we would be very happy to consider marketing them. This applies to new software and old games so long as you have the rights to them.
* *

For more details or to order write to:

Richard Gore, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

or e-mail RG9@UK.AC.YORK.VAX or RG9@UK.AC.YORK.TOWER

(for those outside the UK you may have to invert the uk.ac.york.xxxx)
(part to xxxx.york.ac.uk)

Telephone enquiries can also be accepted over the weekend period from 7pm on friday evening to 4pm on sunday afternoon.

In the UK phone (0302) 784642, outside the UK refer to your phone book on how to dial internationally, and ask for Richard.

177. Free Scanner for your Atari (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-12 11:58:02 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2h0oka$m6s@dux.dundee.ac.uk>
Source record: 103459

I seem to remember reading something a few weeks ago about a project in a magazine which used a special interface and an infra red sensitive component (resistor?) attached to a print head to make a scanner, which set me thinking...
Why the interface? The Atari can read a resistance through the joystick port (this is how paddles work after all). If it was possible to get a light sensitive resistor which gave the
correct resistances, it should be possible to built a scanner with just this, and some wire (assuming you have a printer).
Has anyone tried this- i've been thinking about looking for a suitable component, and i'd love
to know if it works. Or is there any reason why not?

"Time flies like an arrow, but fruit flies like a banana"

Graeme Fenwick gfenwick@uk.ac.dund.mcs
---

178. Re: help with 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-12 14:43:22 UTC
From: cotton@vms.ucc.okstate.edu
Message-ID: <cotton.218.0008B94F@vms.ucc.okstate.edu>
Source record: 103457

In article <2h03pl$oe1@news.ysu.edu> ad717@yfn.ysu.edu (Edward Cunningham) writes:
>My drive write protect sys quit working says all disk are write protected.
> Question can write protect be bypassed?

Yes. The write protect sensor is merely an optical switch that is operated by
the existence/non-existence of the disk/write-protect tab. I have seen
several drives with three position switches: always write-protect, use sensor,
never write-protect. I never actually installed one, but I believe a VOM and
a few minutes will reveal how to connect the switch.

L8r.
Greg

179. Re: Zombies and crosses g

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-12 15:36:42 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <CJIwp8.uM@cbnews.cb.att.com>
Source record: 103470

In article <2h0arn$7c8@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>For the record, "Realm of Impossability" wasn't the sequel to "Zombies".
>It was the reincarnation of it. Zombies was produced by a small software
>house which went out of business like some many other companies producing
>software for the Atari back in those days. When they went under, the
>rights to the software reverted back to the author - who quickly
>relicensed the game to Electronic Arts and renamed it to Realm (adding a
>bunch of levels in the process).
>
>

Ah, no. Realm of Impossibility is ALL new levels. It is a sequel.

Tom

--
+---+
|Tom Pschar | "Let me 'splain. No, there is too much. Let me sum up." |
|Goodbye Benny. Thanks for making me laugh.| Atari Jaguar: The cat is here! |
+---+

180. Atari 8bit or ST emulators for MSDOS or Unix ??

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-12 20:46:53 UTC
From: natasha@zwicky.unm.edu
Message-ID: <2h1njtINNcp7@lynx.unm.edu>
Source record: 103460
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I currently have an AMD 486DX/40 with MSDOS 6.0 and Linux OS's.
And from my more memorable computing days an Atari 1050 disk drive with
lots of old programs. All of which are unusable since I traded in my
130XE a couple of years ago....

I have recently heard that there is an atari 8bit emulator that can load
programs off the 1050 drive through the PC joystick port.

Does anybody know where this can be found and/or purchased?

I also would like to know where a cable that would adapt an atari serial into
the joystick port could be found or how it could be made?

I remember hearing a couple of years ago that someone was writing an
atari emulator for Unix on the net; has anybody heard anything about this
lately?

I appreciate any comments and help! I have so far run into several dead-ends..
Please reply via e-mail.

Thank You

Marc Bluefire
via Natasha Winfield

181. M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-12 22:41:36 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2h1ub0$dsq@news.cs.tulane.edu>
Source record: 103461

From mtm@walsh.dme.battelle.org Wed Jan 12 08:09:53 1994
Subject: M.U.L.E.
To: snyder10@convex1.tcs.tulane.edu (Mike Todd)

I am having trouble posting; could you post this article for me with the subject as M.U.L.E.?

Thanks in advance
matt
mtm@walsh.dme.battelle.org
==========

Recently I have taken up a renewed interest in the old favorite 'MULE'. I've figured out the basics, of course, but am curious if I am missing any nuances or special rules not obvious in the game. Would also love to get a copy of the DOCS to see the cover art again.

So does anyone have a copy they would like to sell? I'm more interested in the manual than the game itself; my friend already has a C-64 (blecch!!) version.

...and any neat MULE tips to share? I'll start:

**always leave one surplus food and/or energy unit; it won't spoil.
**come in through the bottom of the house to get closer to the bar upon entry.
**if there is a shortage of MULE's you can let them all go and screw the other players
**the Crystite assessor is full of it. The amount of crystite you get on a piece of land is only occasionally proportional to the 'fertility' dots.

BTW...the computer cheats. I've seen him change 3 land units when he had no food at all!! I have a hard time changing 2 when I'm short just one unit of food!

And finally...has anyone ever figured out if the different aliens truly are different in their abilities?

MTM 'Matt the Mentat' Walsh ^^ mtm@walsh.dme.battelle.org

Visualize Impeachment.

Not speaking for Battelle.

182. Re: help with 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-13 01:43:45 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CJJosx.ECu@cbfsb.cb.att.com>
Source record: 103462

In article <2h03pl$oe1@news.ysu.edu> ad717@yfn.ysu.edu (Edward Cunningham) writes:
>
>My drive write protect sys quit working says all disk are write protected.
> Question can write protect be bypassed?

>

If you tear the drive out to put a switch in to bypass the write
protect sensor, check for dirt or something blocking the light
path for the sensor. Perhaps a little cautious use of a hankerchief
passed thru the sensor gap may clean it .. with perhaps a touch of
alcohol or tape head cleaner.

I have often seen pieces of write protect tabs torn off in this
location.

--
Richard Dell

183. 360K(DS/DD) full-height f

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-13 06:51:01 UTC
From: Tim.Gearin@f47.n282.z1.fidonet.org
Message-ID: <758557917.AA05454@rochgte.fidonet.org>
Source record: 103478

One of the drives I know has been tested and found to be bad but they
both seem to work fine. I only get errors when theres a bad sector (Error
140) or at least it seems to be a bad sector; im sure it is.
I thought of getting 5 1/4, 720K drives but I've heard that the ATR8000
dos'nt work with them right so 8" drives are what im more interested in
getting now. My neighbor used to have up to the ceiling. you can store a meg
on one of them, there probably cheaper than anything since no-one wants them
anymore, I could easily use both 2, encased 8" drives along with what I
currently have, and heck, the size of them dos'nt matter since no one else is
gonna read them anyways. Only problem is where to store them and I can find a
box or something for that.
Im curious how you hard-wired a standard drive as D1: could you boot off
it then? It must have had to been a ss/sd disk unless your using a different
OS ROM.

184. Re: help with 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-13 07:50:13 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <42ZKB5AJ@math.fu-berlin.de>
Source record: 103463

In article <CJJosx.ECu@cbfsb.cb.att.com>, rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>path for the sensor. Perhaps a little cautious use of a hankerchief
>passed thru the sensor gap may clean it .. with perhaps a touch of
>alcohol or tape head cleaner.

Be sure not to use rubbing alcohol as it has an additive that leaves a gummy residue. The best type of alcohol I have found to clean tape heads and such is PGA <g>.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

185. Re: More support for your Atari 8-bit.

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-13 08:01:37 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <E3ZKBHOJ@math.fu-berlin.de>
Source record: 103464

In article <9401121135.AA15121@cs.utexas.edu>, RG9@VAX.YORK.AC.UK writes:
> The Yorky 256k plug in memory upgrade for the Atari 800/600XL computers.
>This memory upgrade simply plugs into the PBI port on the back of your XL
>and gives you 256k of bank switched XE compatible memory. It is supplied with

This sounds quite interesting. Is it COMPLETELY XE compatible? One of the
things mentioned in the docs to the Claus Bucholtz 256k upgrade (RAMBO) was
that the upgrade had to be done internally since the PBI did not contain all of
the necessary signals. Does this upgrade require any internal mods? How did
you get around the above mentioned fact.

The only other cart based upgrade like this just plugged into the cart port and
was nothing more than a battery backed-up removable ramdisk (not XE compatible,
and EXPENSIVE. Canoe computers?).

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

186. AC Renewals

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-13 18:41:01 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9401131814.AA09643@phinet.smithkline.com>
Source record: 103465

[Lawrence, please post to all nets, thanks! -Ben]

There seems confusion over renewal dates for charter subscribers to AC. The Premier Issue (December 1992) was distributed for free as a result of the promise made by the Mail Campaign Committee in 1992 to give people who participated in the Campaign a chance to "sample the goods" before they plunked down their money for a sub. The mass mailing of the Premier Issue in November of 1992 went out to about 700 people who were Campaign Respondents & who were informed about what to expect.

My Editorial in the December 1992 issue explained the context of the Premier Issue relative to subscriptions. Those of you in doubt should pull out that issue & read my editorial. In addition, the subscription form printed in the December 1992 issue clearly states that the Premier Issue is the first issue of your subscription.

Free magazines were also distributed to an additional 1100 people who may, or may not, have been informed as to the status of that issue relative to a subscription. However, no one can plead ignorance, as they should have both the subscription. However, no one can plead ignorance, as they should have read both the subscription form & my Editorial before they subscribed.

Subscribers in effect subsidized the deadbeats who took the free issue but who subsequently failed to subscribe. I recently conducted a rough stat check of the Mail Campaign data compared to AC's active October subscriber list. What I discovered was that 60% of the people who signed Campaign pledge cards never ultimately subscribed in 1993. The additonal 200-odd people who signed up for AC during our early days came from the additional 1100 distributions that were made above & beyond the Campaign respondents. An extraordinary effort, for rather poor response.

I apologize for failing to include a cutoff date in the notices. The notices were prepared last July, & I regret to say I simply could not see this far ahead. Too many people are taking AC for granted, as a kind of institution. It isn't; it's an experiment conducted entirely by amateurs. The failure of the community to keep that in constantly in mind is destabilizing the publication.

I recommend people should re-read my articles in the April, June, and August issues of AC to reacquaint themselves with the true nature of this enterprise & to recall details pertaining to subscription policies. This ground has been covered previously.

- Ben Poehland
Circulation Editor
ATARI CLASSICS Magazine

****

187. Re: M.U.L.E

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-13 20:24:01 UTC
From: nhaas@iac.net
Message-ID: <2h4al1$22e@great-miami.iac.net>
Source record: 103466

: ...and any neat MULE tips to share? I'll start:

If you are playing 2 or more players and you want to trade between just the two of you without anyone else's intervention, you can 'collude'.. THis is done by one of you on the selling side; the other on the buying side.. You must both press the joystick buttons at the same time, ie: 1 2 3 NOW!

The screen will turn pink (i think) and the words 'collusion' will appear at the bottom of the screen.. Then the seller can set his price for whatever he wants and the other guy can go up there and trade with him... The timer runs out, then the regular trading begins...

Also, when you have 2 of the same sorts of plots next to eachother, you automatically produce one more unit.. Also for every three of the same sorts of plots you have (dont have to touch) you produce an extra unit..

Also it helps to rotat your production around.. move food and energy around or else the plots stop producing so much (mostly this applies to food).. And always play in tournament mode.. Crystite is Great!!

Oh, one more thing.. If you are holding crystite (or smithore in regular mode) and waiting for a good price to come up, be sure you sell before the 9th round if the pirates havent come yet.. They will come by the 9th round usually...

Oh yea (I keep thinking of more things (this is a great game!)) Mules require 8 units of smithore to be built.. Dont allow the computer to sell smithore to the store early on.. Buy it yourself... As the store runs low the price of it goes way up.. THen of course when its up past 100 and you have been buying it all from the computer, turn around and sell it to the store.. You will rake it in!! I have had games of over 30000 credits!!

Good luck!

188. $$$ Classic Atari Sale (Jan. 13 Update) $$$

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-13 20:33:46 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CJL54C.9GG@cs.uiuc.edu>
Source record: 103467
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

January 13 Update

Classic Atari Collection Sale
Brian Totty
totty@cs.uiuc.edu

I was very (pleasantly) surprised by the demand for the classic Atari stuff I am selling. Hopefully this means they are going to good homes. Here is what remains, including some items that are pending sale.

Many people have asked about Atari 800's and disk drives. I have a Rana and Indus drives and one other 800 that I might put up for sale if there is sufficient interest (I was going to keep them myself, but if someone can make active use of them, I might let 'em go). Send me email (totty@cs.uiuc.edu) if you want any of this.

There's still some great software down there (including my personal favorites: Conan, Hitchhiker's Guide, Six Gun Shootout, Universe, Whistler's Brother, Wizard & the Princess, Mail Order Monsters, and Micro League Baseball). If you have questions about the software, I'll be glad to answer them.

Since this is long, unless requested otherwise, I'll post updates just once or twice more, and then email to people I have heard from, so send me email if you want to receive these updates.

+----------------------+
| Atari 8 Bit Software |
+----------------------+

title	company	box	doc	media	notes	price
Adventure Master	CBS	G	-	??K D		$3
Ali Baba & Forty Thieves	Quality	G	G	32K D	very rare	offer
Basic XL	OSS	-	-	Cart		offer
Chessmaster 2000	S. Country	E	G	??K D	+ commodore	$5
Computer Quarterback	SSI	E	E	48K D	2nd ed.	$6
Conan	Datasoft	G	G	48K D	gd graphics	$6
Hitchhiker's Guide	Infocom	G	E	48K D	+ fun stuff	$7
Leader Board (plus tournament disk)	Access	G	E	48K D	with key	$6
Mail Order Monsters	Elect. Arts	E	-	48K D		$6
Mask of the Sun	Broderbund	F	F	48K D		$5
Micro League Baseball	M.L. Sports	E	F	??K D	+ stat disk	$10
Micro League Gen. Mgr.	M.L. Sports	E	E	??K D	for above	$5

Never-Ending Story | Datasoft | F | G | ??K D | + commodore| $4
Operation Whirlwind | Broderbund | F | E | 48K D | | $4
Sands of Egypt | Datasoft | E | G | 16K D | | $4
Shattered Alliance | SSI | G | E | 48K D | | $8
Six Gun Shootout | SSI | E | G | 48K D | | $7
Sorceror of Claymorgue | Adv. Intl. | F | E | 48K D | sc. adams | $5
Castle (SAGA #13) | | | | | |
Speedway Blast | IDSI | - | - | Cart | | $4
Title Bout | Avalon Hill | G | F | 48K D | | $4
Touchdown Football | Elect. Arts | E | - | 48K D | | $4
Ultima I | Sierra O-L | F | G | 48K D | rare | $6
Ultima III: Exodus | Origin Sys. | G | F | 48K D | no map | $10
Ulysses & Golden Fleece | Sierra O-L | n/a | G | 40K D | adv #4 | $5
Universe | Omnitrend | F | G | 48K D | + binder | $25
Whistler's Brother | Broderbund | G | E | | | $6
Wizard & the Princess | Sierra O-L | n/a | E | 40K D | rare adv #2| $8

+----------------------+
| Atari 8 Bit Hardware |
+----------------------+

title | notes price
------------------+---+-------
800 Computer | 48K GTIA with rare Fullview-80 80 column board | $60
Monochrome Monitor| Monitor with cables for Fullview-80 board | $30
800XL Computer | with cables, power supply | $30
830 Acoustic Modem| with power supply & cables | $15
Koala Pad | with Koalapainter cartridge and original packaging | $20
Monkey Wrench Cart| just board, no case (for cartridge port B) | $7

/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

189. SNES games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-13 20:46:34 UTC
From: toddlehr@jhunix.hcf.jhu.edu
Message-ID: <2h4bvaINNhh7@jhunix.hcf.jhu.edu>
Source record: 103468

```
For sale:
Super Star Wars
Street Fighter II

Both have instructions and manuals.
```

190. Switch boxes; print buffers (parallel & serial) for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-13 22:19:00 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <009787C0.BFDCD3A0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103469
Cross-posted to: comp.sys.tandy,comp.sys.cbm,comp.sys.atari.8bit

Switch boxs, print buffers for sale-

1. Quadram Microfazer Serial/Serial 64K buffer; has reset and copy buttons, ready, error and copy LED indicator lights; comes with a power cable with an external little transformer that plus into the AC wall outlet.

2. Quadram Microfazer Serial/Parallel converter + 64K buffer. The rest is similar to the description in #1 above, except that this model is also capable of drawing power from the printer itself (but you will get the power cable, too).

3. QVC parallel print buffer, 64K, practically new (used only once, to test it!) in original box with manual. Has a lot of buttons and lights, for copy/stop/ bypass/resume/test (etc.). This print buffer has Centronics connectors, and I can send a Centronics/Centronics cable (to be used to connect the buffer to the parallel printer) if needed.

4. Black Box A/B/Switch box for parallel printer, with 3 Centronics connectors on the back. Supports 2 printers connected to the same computer (e.g., one printer for drafts and another for letter quality, or one loaded with computer forms and the other with single-sheet letterhead paper). I can supply the pair of centronics/centronics cables used to connect the box to the printers, if needed.

5. MP-401B AUTO DATA Switch parallel printer automatic sharing device.
Four computers to one printer (parallel) auto-switch:
Supports 4 computers INPUT - one printer OUTPUT. DB-25 (IBM PC style) female connectors on back, for use with parallel computer printer interface. Comes with a power cable with a 9V small wall transformer that plugs into the AC outlet.

I would like to sell to best reasonable offer. Please respond via e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973 . Thanks!

191. Stuff for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-14 04:06:39 UTC
From: U54136@uicvm.uic.edu
Message-ID: <94013.220639U54136@uicvm.uic.edu>
Source record: 103471

XE System, 1010 Recorder, 1020 Printer/Plotter, XM301 Modem

I don't want much, make an offer.

192. VENDOR listing...thanks again

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-14 04:51:37 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJLs62.BMn@utnetw.utoledo.edu>
Source record: 103477

[Article crossposted from comp.sys.atari.8bit]
[Author was Brett D. Bensley]
[Posted on Tue, 11 Jan 1994 01:10:23 GMT]

All I can say is thanks again. Your wonderful VENDOR listing was
incomplete. My firm, Bensley Consulting, has been left out again. Though
we may not have created AtariWriter, or Turbo Basic, Centipede, we have
created a number of educational, utility, and application programs.
It is so wonderful to see the outstanding support we have gotten
from the Atari community. Well, again I say thank you and this time for the
indication that our efforts in writing reasonable, functional programs for
the 8-bits are worthless. We are very glad to drop our wasted time, now
since we truely know it is wasted.
Good luck to you all!

Brett Bensley
Bensley Consulting
P.O. Box 301
Westfield, IL 62474-0301

193. Re: Matt Rattcliff (and other old timers)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-14 04:54:36 UTC
From: RICORTES@delphi.com
Message-ID: <940113.86076.RICORTES@delphi.com>
Source record: 103472

```
Message : 677 [Open] 6-16-93 12:58am
From : Bill Wilkinson
To : All
Subject : Hello again...and good-bye...
Sig(s) : 1 (General Information Files)

Well, it has been quite some time since I have been signed on here.
For which I apologize, but I plead the exigencies of overwork and
overstress. Anyway, here I am, and that's the "Hello again" part
of my "subject."

But the "good-bye" is because I will soon be leaving the Bay Area.
I am heading off to the great Northwest...otherwise known as Seattle.
Well, Bellevue, actually, to those of you who know the difference.
Yes, that is Microsoft country. But no, I am not going to Microsoft.
However, I am going to a Windows-oriented company (you know, PC, 80486,
Messy-DOS, etc., etc.); to wit, Asymetrix, Inc., a purveyor of multi-
media tools and applications for Windows ("Toolbook" is their first
and still base product).

I will be leaving in less than two weeks, so now is your last chance
to sling arrows, etc., at me. For those of you who play internet
games, I will have an internet address. (And if you don't use internet
yet, you can do so by modeming to 408-736-8849...The Stainless Steel
Rat BBS and internet connection..."TheRat.Kludge.Com" on internet/uunet.
I can be reached there via "wfw@TheRat.Kludge.Com", again for the next
couple of weeks. "bill@Objy.Com" will get a faster reply for the next
few days, and I will leave a "forwarding address" there if possible.)

One question (which I could probably find the answer to by scanning
recent mail): Why did Atari's stock take off last week? Why is
dropping just as rapidly this week?

Thanks for all the good Atari times; I probably won't make another
meeting, unfortunately. Oh, yes, and I guess you can take me off
the newsletter mailing list. Sorry about that.

Bill Wilkinson

Just an old post I picked off of BAAUG.
```

194. Updated VENDOR list! (1994)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-14 05:07:15 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJLsw3.C45@utnetw.utoledo.edu>
Source record: 103474

(Thought "Brett D. Bensley at Eastern Illinois University" - AKA flaming-w/o-thinking or advertising moron-boy would want a copy!)

Damn guy - at least let us know you're still producing 8-bit software once in a while! What has this "Bensley Consulting" produced in the past year or two for the Atari 8-bit line? Your msg was out of line and rather uncalled for. If you'd like additional business, it is essential to advertise! If someone from the company has net/email access, even better! Just post here letting us know what you're working on / what you're currently selling / pricing / whatever! I'm sure you could muster some business by curtiously asking out here in "net-land". This is the first I've heard anything about this company. I'd even venture to say that some users would still like to know more... please enlighten us as to what "reasonable, functional programs for the 8-bits" you produce!

Received via email from Mike Current (thanks!):

Atari Archive: 8bit/faq2.txt

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the Atari 8-Bit Computers FAQ List

Revised 6-Jan-94

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on the 15th of the month. There is also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.txt.

The main portion of the FAQ List is posted to this discussion group on the 1st of the month.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

8-Bit Gold
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/freeware/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland

Vendor: ???software
Developer: ???Hydraulik???, other software

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/freeware/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/freeware/shareware

Bellcom (Plans to drop 8-bit support January 31, 1994)
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel (before 2pm Eastern Time)/FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
208 SW 319th Lane, Suite G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Software / Lex-Tronics
1623 West Fourth Street

Mansfield, OH
U.S.A. 44906-1701
tel/FAX: (419) 529-9797 1pm-5pm M-F
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges
GEn: DATAQUE.1

Dean Garraghty Software
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, NY
U.S.A. 11566
?????: ?????

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy

Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy

Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/freeware/shareware

Lex-Tronics
see: DataQue Software

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

Klaus Peters
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny0.dab.ge.com
CIS: 74030,2020
Developer: APAC, Colrview

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,

Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
Developer: Print-Filer, Taskmaster

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/freeware/shareware

Lance Tatman
844 Kern Street
Richmond, CA

U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Speed Fox, Kult, Miecze Valdgira
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/sharware

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/freeware/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

End of 8bit/faq2.txt

195. Re: Using the joystick ports for data transfers..?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-14 05:15:30 UTC
From: RICORTES@delphi.com
Message-ID: <940114.00930.RICORTES@delphi.com>
Source record: 103473

It's been done on the ST,. but you can only transfer about 16 characters/sec. I did a couple of hacks to convert a Joystick to run transfers like the old MPP modem, if you need info let me know & we can take it to E-mail. BTW: if all you're doing is going
text from Atari to joystick serial, you can get it to go up to 19,200.

196. Re: Free Scanner for your Atari (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-14 05:16:07 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJLtAw.C5p@utnetw.utoledo.edu>
Source record: 103475

Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:
: I seem to remember reading something a few weeks ago about a project in a magazine
: which used a special interface and an infra red sensitive component (resistor?) attached
to
: a print head to make a scanner, which set me thinking...

Nope, it was a simple photo-transistor(?name?) connected by wire directly to
the joystick port. Check the old ANALOG Computing mags... I don't remember
much about it. Although I did build it, and it worked ok for me. When my one
printer died, I didn't feel up to retiming the program for the new print head
speed (went from a Gemini 10X to a Star SG10)... like I said, it worked "ok".
Nothing fantastic about it - limited grayscale, but for it's time - NICE!

-Tim

197. Parts computer sacrifice

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-14 05:22:20 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Jan14.052220.62921@acs.ucalgary.ca>
Source record: 103483

I've got a 600xl which was the runt in a two computer transplant
of best parts which I'd like to get rid of for a nominal amount,
say $5 plus shipping. The computer has an escape key that keeps
pressing endlessly, and one of the keyboard decoder chips is
missing. Good for parts though. Also included is a power supply
with the DIN plug part (what the heck does DIN stand for?)
missing, the end that plugs into the computer. Please don't make
me throw this stuff out!
--
dbstrutt@acs.ucalgary.ca | <-- Pick one --> | am023@freenet.carleton.ca
Sing the bisexual anthem: "Sometimes you feel like a nut,
sometimes you don't..."
"...Or use your credit card." Happy Engineering Week!

198. 8-bit Emulator for a 486

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-14 10:25:54 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Jan14.052554.1@csusys.ctstateu.edu>
Source record: 103476

I just recently ftp'd a Commodore 64 emulator that runs great on a
386-40 or faster with VGA. It runs whatever I throw at it, but my 8-bit days
were with the Atari 800XL/400/130XE. I'd like to see an Atari 8-bit emulator
that properly emulated sprites and sound. The only one I know of so far is
the Xformer for the Gemulator. And since the Xformer pretty much didn't run
any of the game discs I used (even with the cable I bought) on my ST I gave
up on it. My latest gadget is the SIO2PC interface cable between the
8bit and 486 PC. I'd rather see a software emulator running. I know the
hardest things to emulate would be the Interrupt Lists and sprites, but hell,
it's got to be possible. I already have the majority of my 8-bit software
sitting in a 10 pack of HD 3.5" (you can store 12 atari SSSD discs on one PC
disc). The rest are protected.
Please e-mail me with any responses as I don't read this newsgroup (I just
registered it on my newsreader, and I have alot of back reading to do).
Eric

199. Classic Atari 8-bit stuff (lower prices)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-14 22:29:28 UTC
From: potter@sunny.dab.ge.com
Message-ID: <CJn555.n4n@sunblossom.ge.com>
Source record: 103479

Here's a re-post of used 8-bit equipment I have for sale.
In this case, the first poster who offers the listed amount
gets the item. Feel free to bid less than the listed amount,
but I will wait about a week after your posting for higher
amounts to trickle in. Postage to be paid by buyer; package
deals have preference. All prices listed in $US:

Hardware, all in working condition:

Atari 800 $25 (now Qty 2)
48K, stock, with power supply

Indus GT Disk Drive $50
includes P/S and cable, all manuals
and Indus software (word proc., data
manager, spread sheet, DOS XL with
synchromesh II)

Atari 850 Interface $40
power supply, serial cable, printer
cable

Hybrid Arts MIDITRACK II $70
interface with manual and software

Cartridges, with box and docs, full working condition.

Atari BASIC cartridge $10
(includes BASIC reference manual)

Cartridges (all w/o docs or box, but in working condition):

Atari BASIC $5
Atari Centipede $5
Atari Star Raiders $5
AtariWriter $5

Books (all reduced):

Compute!'s First Book of Atari $5
Compute!'s Second Book of Atari $5
Compute!'s First Book of Atari Graphics $5
The ATARI Assembler (Reston) $5
ATARI Games & Recreations (Reward Books) $5

(for collectors of Atari arcana)

Computers for people (1982 dilithium press) $4
DOS 3 (Atari) $1

Disks (originals, working condition, but no docs or box):

Mr. Robot & His Robot Factory (Datamost) $5
Rescue on Fractalus (Epyx/Lucas Games) $5

All the above are in working condition. On request, I can throw in
the following non-working (but classic) hardware with any other
purchase:

410 Program Recorder

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

200. Re: Zombies and crosses g

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-15 00:33:57 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <100940@cup.portal.com>
Source record: 103481

> >For the record, "Realm of Impossability" wasn't the sequel to
> >It was the reincarnation of it. Zombies was produced by a smal
> >house which went out of business like some many other companie
> >software for the Atari back in those days. When they went unde
> >rights to the software reverted back to the author - who quick
> >relicensed the game to Electronic Arts and renamed it to Realm
> >bunch of levels in the process).
> >
> >
>
> Ah, no. Realm of Impossibility is ALL new levels. It is a
> sequel. Tom

"Realm" added only 6 new levels. There are still only seven
crowns, but some dungeons are locked so you also must find
keys.

Zombies needed a translator on the XL/XE, and I think it scrolled
more smoothly. Realm has a built-in cheat; during play, hold
OPTION and everything but your player freezes.

from Zombies:

THE SEVEN DUNGEONS OF WISTRIK THE EVIL
1. CANKAYA KEEP
2. TARTARUS
3. ERGAZI SHEOL
4. STYGIAN CRYPTS
5. EREBIAN VAULT
6. THE ABYSS
7. REALM OF IMPOSSIBILITY

from Realm of Impossibility:

THE THIRTEEN DUNGEONS OF WISTRIK THE EVIL
CANKAYA KEEP TARTARUS
THE ABYSS ERGAZI SHEOL
STYGIAN CRYPTS *PHLEGETHON
EREBIAN VAULTS *PITS OF GEHENNA
*ETHEREAL PLANE *ABADDON
*CHARON'S KEEP *MINES OF MINOS
REALM OF IMPOSSIBILITY

201. The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-15 01:33:21 UTC
From: NOLRAM@delphi.com
Message-ID: <940114.74001.NOLRAM@delphi.com>
Source record: 103480

Does anyone have icons for the Newsroom program? a good converter program? or any other font or clip art?

202. Wiring d5-d8: anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-15 03:48:27 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJnJwr.313@utnetw.utoledo.edu>
Source record: 103482

I recently starting wiring up a few extra drives to run off my Astra drive controller. They seem to work fine BUT, I recall several old Atari BBS's pre-1988 or so that had disk drives configured as d5 through d8. No, it wasn't a ram or hard drive partition... this was accomplished through a minor cabling change - anyone know what needs to be "twisted/interchanged/hot-wired"?

For now, I just want to stash two extra 360k drives up around d7: and d8:... later, I may just add a couple 720k's or who knows - if I get crazy enough, I'll try out some of these 8" drive monsters people just started chatting about here! (One drawback to adding 8" drives though... well, two: they always spin, and they draw a LOT of power!) Wow! Thought the 8" whizzer was nearly forgotten!

-Tim

203. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-15 05:49:52 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2h8060$pt@terminator.rs.itd.umich.edu>
Source record: 103484
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 26157 Jan 12 14:15 ./8bit/faq.txt
-rw-r--r-- lenn 14938 Jan 12 14:15 ./8bit/faq2.txt
-rw-r--r-- lenn 47317 Jan 13 15:24 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

204. XEGS backwards compatability question

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-15 06:28:54 UTC
From: dbstrutt@acs.ucalgary.ca
Message-ID: <Jan15.062854.24822@acs.ucalgary.ca>
Source record: 103487

I've been trying the XEGS I picked up yesterday with cassette
games for the 400/800 with nada success. What I'd like to know
is, does it have similar problems with older disk games? And I
thought I'd hit the big time after limping along with a 16K 400
for so long.
--
dbstrutt@acs.ucalgary.ca | <-- Pick one --> | am023@freenet.carleton.ca
Sing the bisexual anthem: "Sometimes you feel like a nut,
sometimes you don't..."
"...Or use your credit card." Happy Engineering Week!

205. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-15 13:56:37 UTC
From: mcurrent@news.weeg.uiowa.edu
Message-ID: <1994Jan15.135637.5907@news.weeg.uiowa.edu>
Source record: 103485

```
Atari Archive: 8bit/faq2.txt

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the Atari 8-Bit Computers FAQ List

Revised 12-Jan-94

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group on the 15th of the month. There is also usually a fairly recent copy
available on the Atari Archive as the file 8bit/faq2.txt, but the most recent
copy may always be requested from mcurrent@carleton.edu.

The main portion of the FAQ List is posted to this discussion group on the 1st
of the month, is called 8bit/faq.txt on the Archive, and is also available from
mcurrent@carleton.edu.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

8-Bit Gold
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack

AEL 8-Bit PD Library
C/O Bill Marcum
P.O. Box 34183
Louisville, KY
U.S.A. 40232
Vendor: PD/freeware/shareware

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu
```

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???Hydraulik???, other software

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/freeware/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/freeware/shareware

Bellcom (Plans to drop 8-bit support January 31, 1994)
P.O. Box 1043
Peterborough, Ontario
Canada K9J 7A5
Vendor: PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel (before 2pm Eastern Time)/FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
208 SW 319th Lane, Suite G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place

Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Software / Lex-Tronics
1623 West Fourth Street
Mansfield, OH
U.S.A. 44906-1701
tel/FAX: (419) 529-9797 1pm-5pm M-F
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges
GEn: DATAQUE.1

Dean Garraghty Software
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)

Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, NY
U.S.A. 11566
?????: ?????

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159

Vendor: commercial/PD/freeware/shareware

Lex-Tronics
see: DataQue Software

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware

Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928

FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

Klaus Peters
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny0.dab.ge.com
CIS: 74030,2020
Developer: APAC, Colrview

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
Developer: Print-Filer, Taskmaster

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/freeware/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146

Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Speed Fox, Kult, Miecze Valdgira
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/sharware

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/freeware/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

End of 8bit/faq2.txt
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

206. Re: Free Scanner for your Atari (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-15 14:14:59 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <CJoCwz.3GH@noose.ecn.purdue.edu>
Source record: 103486

In article <CJLtAw.C5p@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:
>: I seem to remember reading something a few weeks ago about a project in a magazine
>: which used a special interface and an infra red sensitive component (resistor?) attached to
>: a print head to make a scanner, which set me thinking...
>
> Nope, it was a simple photo-transistor(?name?) connected by wire directly to
>the joystick port. Check the old ANALOG Computing mags... I don't remember
>

The project is from the April 1985 (Vol. 3 No. 12) issue of Antic Magazine.

--
Ryan Osborn
rosborn@en.ecn.purdue.edu

207. Re: Free Scanner for your Atari (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-15 20:11:23 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2h9ilb$5jn@news.belwue.de>
Source record: 103488

Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:

> Has anyone tried this- i've been thinking about looking for a suitable component, and i'd love
> to know if it works. Or is there any reason why not?

In Germany it was called Scantronic and it was sold for about 50DM.

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

208. 1 MEG M/IO or equiv.

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-15 20:45:55 UTC
From: kmjones@iac.net
Message-ID: <2h9km3$t6t@great-miami.iac.net>
Source record: 103489

am looking for an old ICD Multi I/O box or equivalent. Something that
will allow me hook up a hard drive, printer, modem and et to my 800xl.
any info would be great!!! thanks!

kmjones@great-miami.iac.net

209. AC magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-15 23:02:59 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2h9sn3$91q@usenet.INS.CWRU.Edu>
Source record: 103490

I've thouroughly enjoyed my AC subscription. I particularly liked the December, 1993 issue on video hardware hacks. Now, I'm sure the editor has plenty to write about, but I would particularly like to see some very basic information about how the 6502 works. Just basic electronics about computers that might not be specific to the 8-bit.

210. Re: XEGS backwards compatability question

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-16 00:00:23 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <101053@cup.portal.com>
Source record: 103491

> I've been trying the XEGS I picked up yesterday with cassette
> games for the 400/800 with nada success. What I'd like to know
> is, does it have similar problems with older disk games? And I
> thought I'd hit the big time after limping along with a 16K
> 400 for so long.

Which games in particular? Many titles made before the XL used
some 'undocumented' memory locations that changed on later
models.

If you have a disk drive, all is not lost. You can load a
'translator' which replaces the XL/XE OS with the 400/800
one. _Most_ programs will then work.

I have a large-ish collection of games and I keep track of those
which require it (and the 400/800 ONLY games). Lots of Synapse
games needed it.

Jeff_M_Lodoen@cup.portal.com

211. Re: Wiring d5-d8: anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-16 13:32:42 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1994Jan16.133242.13531@coplex.com>
Source record: 103492

I'm not sure if it was just a wiring change. ICD used to sell a special version of the US Doubler ROM that would let the drive be used as D5-D8. It could probably also be done by copying the original Atari ROMs and changing a few bytes.

212. Re: XEGS backwards compatability question

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-16 19:12:08 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CJqLC9.DKE@freenet.carleton.ca>
Source record: 103493

In a previous article, Jeff_M_Lodoen@cup.portal.com () says:

>> I've been trying the XEGS I picked up yesterday with cassette
>> games for the 400/800 with nada success. What I'd like to know
>> is, does it have similar problems with older disk games? And I
>> thought I'd hit the big time after limping along with a 16K
>> 400 for so long.
>
>Which games in particular? Many titles made before the XL used
>some 'undocumented' memory locations that changed on later
>models.

Actually it looks like the problem is not as bad as I first thought. The
problem seems to be limited to my copies of Frogger and Zaxxon (my best
cassette games 8-(. Thankfully my Epyx cassettes work.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
Sing the bisexual anthem: "Sometimes you feel like a nut,
sometimes you don't"
"...Or use your credit card." Happy Engineering Week!

213. Re: Wiring d5-d8: anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-16 22:37:31 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CJquuJ.LtF@cbfsb.cb.att.com>
Source record: 103494

In article <CJnJwr.313@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>
>later, I may just add a couple 720k's or who knows - if I get crazy enough, I'll
>try out some of these 8" drive monsters people just started chatting about here!
>(One drawback to adding 8" drives though... well, two: they always spin, and
>they draw a LOT of power!) Wow! Thought the 8" whizzer was nearly forgotten!
>
>

They don't have to spin all the time ... it just takes a bit of hacking to add a optoisolator solid state relay for the motor circuit. The drive motors on a lot (most) of the 8 inch drive ran on 60 cycle AC, hence the need for a solid state relay rather than a simple trnasistor switch, and the reason a lot of designs just spun the motor continuously.

--
Richard Dell

214. Stuff for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-16 23:40:45 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <101145@cup.portal.com>
Source record: 103495

Updated 1-13-94 (some stuff sold, some stuff about to be sold, and more stuff added)

BIG NOTE: The prices listed below are automatic-sale prices, if you offer that price, I'll sell you the item. The prices are close to list price in many cases, mainly because I haven't been 'in' the Atari scene for several years. Feel free to make any offer on anything I won't be nasty if I don't like it, I'll just say no. And who knows, if the item doesn't sell, I may send you mail and accept your offer. However, some items have a value beyond what they originally sold for - notably the ICD items, some of the books, and upgraded items. These special items will not be sold cheaply, though you might be able to buy them from me for less than what is listed below.

Price Hardware Item
SOLD 150 Magnavox RGB Display 80 Monitor
100 XEP 80 Column Interface

100 Panasonic KXP 1091i Printer (parallel printer interface)
100 XDM121 Atari Daisy Wheel Printer (direct connect - uses SIO cables)
25 Seikosha Printer (Atari direct connect)

100 Indus GT Disk Drive with Write Protect Modification
100 XF551 Disk Drive with 3.5" switchable EPROM. (with addition of 3.5" mechanism, you can use 3.5" diskettes at the flick of switch)
85 XF551 Disk Drive
SOLD 65 1050 Disk Drive

70 Atari 800xl
50 Atari 800 (Axlon 32k ramboard, 65C02 CPU)
SOLD 40 Atari 800 (48k)
30 Atari 800 (Rev 1, no right cart slot)
20 Atari 1200 Motherboards (4, price is for 1)
15 Atari 400 (2, price is for 1)

25 Sega Light Gun with Atari Cable Converter (home made, works great)
15 CX85 Keypad
15 CX22 Trackball (2, price is for 1)
15 Voice Box (photocopied docs & software)
10 XM301 Modem
SOLD 10 1030 Modem
5 1010 Cass. Drive
5 410 Cass. Drive

5 Track and Field controllers (2, price is for 1)
5 Driving Paddle Controller

Cassette Software Item
10 Tanktics

Disk Software Item
20 Mail Order Monsters
20 Ghostbusters
20 Seven Cities of Gold
20 Ultima II (no cloth map)
20 Spy vs Spy I & II
15 Archon
10 Murder on the Zinderneuf
10 Antic Mapware
10 Antic Rambrandt
10 Visicalc
10 File Manager+
5 Lepus Revenge
5 Superman the Game
5 Timeworks Data Manager
5 Timeworks Electronic Checkbook
5 Timeworks Money Manager

Cartridge Software Item
SOLD SpartaDOS X 4.20
25 Rtime8 (needs new battery, has battery holder,
battery not SOLDERED in!)

Following Cartridges have no documentation unless specified
20 Action
20 Basic XL (photocopied docs)
10 Atari Assembler/Editor
5 Atari Basic (4, price is for 1, docs not included)

20 Ace of Aces (docs & box)
20 Ms. Pacman
20 Star Raiders (docs & box)
20 Miner 2049er
15 Adventure Creator (docs & box)
15 Defender
15 Qbert
15 Return of the Jedi
15 Donkey Kong
10 Pacman
10 Asteroids
10 Star Trek
10 Serpentine
10 Centipede
10 Mountain King (short docs)
5 Computer Chess (2, price is for 1)
5 Jumpman Jr.
5 Gridrunner
5 Submarine Commander
5 Demon Attack

5 Atari Artist
5 Educational System

Books
20 Inside Atari DOS (2, price is for 1)
20 Atari Basic Source Book
20 SAMs Programmers Reference Guide for the Atari 400/800
15 The Atari Assembler
15 Hackerbook (EPROM Burner docs, DCB usage instructions)
15 Program Descriptions (for Hofacker software - EPROM burner, joystick
serial port, joystick printer port)
15 Compute's Second Book of Atari (Forced Read Mode, Display List
interrupts, Fun with scrolling)
15 The Musical Atari
10 Basic Exercises for the Atari
10 101 Basic Programming Tips & Tricks
10 Atari Programming with 55 programs (2, price is for 1)
5 Understanding Atari Graphics (small booklet)
5 How to use Atari Computers (small booklet)
5 The book of Atari Software 1983

20 Second Book of Machine Language
15 Machine Language for Beginners (2, price is for 1)

[Next 4 books are sold]
20 6502 applications (Rodnay Zaks - hardware programming oriented,
includes info on 6520,6522,6530,6532, and MC1408 (DAC))
20 6502 assembly language subroutines (includes 6522 reference,
subroutines for interrupts, multipliation, division, etc)
20 6502 Assembly Language Programming (includes info on 6520,6522,6530,
6532, 6850, and 6800 (CPU))
20 Top-Down assembly language programming for the 6502 (including Atari)

Texts
SOLD Original 400/800 notes (2 inches thick, includes schematic of Pokey.)
SOLD 130XE Reference Manual
15 Atari XL Addendum

Antic Magazines ($1 unless noted otherwise)
Nov 88 (Dr. Brilliant "All about 8-bit memory upgrades),
Aug 88 (X-10 Control), Jun 88,
May 88 (6th Anniversary issue, Antic Spooler),
Apr 88, Mar 88, Jan 88, Nov 87, Oct 87, Sep 87, May 87,
Jan 87 (Your Atari Speaks - how to build a speech synthesizer using
the SP0256 chip. I have a few of these chips :).
Sep 86 (Wefax decoder), Aug 86, Jul 86 (2), May 86.
Mar 86 (Build your own lie detector), Feb 86, Jan 86,
Nov 85, Oct 85, Aug 85 (1030 Modem commands), Jul 85,
Jun 85, May 85,
Mar 85 (Parallel bus revealed part 3)
Feb 85 (Parallel bus revealed part 2)
Jan 85 (Parallel bus revealed part 1)

Dec 84, Nov 84 (2), Oct 84, Sep 84, Aug 84, Jul 84,
Apr 84, Mar 84, Feb 84 (410 Hi-Reliability modification) (2),

SOLD Dec 83, Nov 83, Oct 83, Aug 83, Jul 83 (Upgrade your 400)

5 Dec 85 (Build your own eprom burner)

SOLD Jan, Feb, Mar, Apr 85 (Parallel bus revealed 1-4)
(sold as set for $20)

Analog Magazines
Feb 89 (Build a UPS for the Atari) (2), Nov 88 (POPs device),
Sep 88, Aug 88, May 87, Feb 87 (6th Anniversary Issue),
Aug 86 (Arm your atari part 2),
Jul 86 (Arm Your Atari part 1, Build a parallel interface)
May 86, Jan 86,

5 Apr 85 (Cheap Talk - build a speech synthesizer using the SP0256
chip)
15 Apr, May, Jul 88 (Zucchini interface for multiple atari's)
(Sold as set for $15)

10 SoftSide Magazines (All 8bit computers represented, $1 each or $10
for the lot) [Format is: month year.volume-number]
Aug 80.2-11, Sep 80.2-12, Oct 80.3-1, Nov 80.3-2, Dec 80.3-3 (2),
Jan 81.3-4, Feb 81.3-5, Mar 81.3-6, Apr 81.3-7, May 81.4-8,
Jun 81.4-9, Jul 81.4-10, Aug 81.4-11, Sep 81.4-12, Oct 81.5-1,
Nov 81.5-2, Dec 81.5-3, Jan 82.5-4, Feb 82.5-5, Mar 82.5-6,
Apr 82.5-7, May 82.5-8, Jun 82.5-9 (also called #30),
Jun 83.6-9 (also called #42)

Compute Magazines
Dec 87, Oct 86, Jun 86, May 86, Mar 86, Jan 86, Dec 84, Nov 84

Creative Computing Magazines
1985 - Jan, Apr, May, Jun, Jul
1984 - Feb, Mar, Apr, May, Jul, Aug, Sep, Oct, Dec
1983 - Feb, Mar (Build a lightpen part 1), Apr,
May (Build a lightpen part 2), Jun, Jul, Aug, Sep, Dec
1982 - Jan, May, Jun, Sep, Oct (2), Nov,
Dec (Build a real keyboard for your atari 400) (2)
1981 - Jan, Feb, Mar, Apr, May, Jun, Jul, Oct, Not, Dec (2)
1980 - Mar, May, Jun, Jul, Sep, Oct, Nov, Dec

Byte Computer Magazines (before they became an IBM-only mag)
Dec 81, Sep 82, Mar 84,
Sep 85 (Quarter-Meg 800xl upgrade by Claus Bucholtz),
Dec 85, Feb 86, Apr 86, Mar 89

Computer Shopper Feb 1987 (800 Memory mod by D.G. Byrd)

Atari Explorer Magazine May/June 1988 issue

Current Notes
Dec 87, Oct 87, Jul-Aug 87, Mar 87

Prices do not include shipping. Shipping costs are rounded up to the nearest dollar. All items are for sale to the highest bidder, any offer will be considered, but any order must be sufficient to make me want to wrap it all up and bring it to the post office. Minimum order is $20.

Feel free to contact me through one of the following:
Home phone: (203) 567-3082
Internet: OrdaniaDM@cup.portal.com
US Mail: Chuck Hughes
239 Brush Hill Rd
Litchfield, CT 06759

My home phone is the quickest way to reach me, but I do check my email about every other day.

Here's another section of stuff that someone may be interested in, I guess you could call it the "Where'd THAT come from?" section.

MAO Apple II with monitor, cpm card, and 80 column card, AND
Applesoft basic programming reference manual, AND
Applesoft tutorial, AND
Micro on the Apple volume 2 (no diskette), AND
Apple II programmers handbook

MAO Gemini printer USER's MANUAL (not the printer)

MAO MC6809 Cookbook

MAO Commodore 64 Users Encyclopedia

MAO stands for MAKE AN OFFER. I hate throwing stuff out, but I'll do it...I swear I will... :) [If nothing else, the Apple II is worth the chips. :)]

Chuck Hughes

215. Hmm...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-17 00:49:03 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <758830788.AA05884@rochgte.fidonet.org>
Source record: 103499

Quoting from AMOS JACKSON to JG58

> to send the $$$. Please also try to include the shipping costs.
>
> Warp 10 BBS
> 300-14,400 baud
> [Mr. Data]*SysOp
>
Did you change the name of the board? I guess I haven't been
calling recently...must do.

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *

216. Kermit...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-17 01:08:04 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <758830788.AA05885@rochgte.fidonet.org>
Source record: 103500

Quoting from CHRIS_F_CHIESA to ALL

> them from the file. Kermit uses a "quoting" mechanism to send 8-bit data
> through a 7-bit data path. In its default form, Kermit is slower than
> X/Y/Zmodem because it uses a smaller packet size, but some of the newer
> incarnations of Kermit support a LONGER packet size that makes Kermit
> MORE efficient than X/Y/Zmodem. Unfortunately, I do not believe any of
> these new Kermit features have been ported to the Atari 8bit.
It would be nice if someone would take over the modifications for
Kermit v. 3.7 (I think it's the latest) and make it compatible w/ the
new packet sizes, etc. I like Kermit, but when I really want some
d/l speed, I have to get out of Kermit and boot up Bobterm. Works,
but not an elegant solution.

-Dag- -->dag.hugdahl@rochgte.fidonet.org

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "I was born tired and had an early relapse." *

217. Bug Hunt for trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-17 07:57:59 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CJrKsn.HDM@freenet.carleton.ca>
Source record: 103496

I've got an extra copy of Bug Hunt I'd like to trade, for anything I don't have. The game requires 32K, and uses the light gun. Please send me your offers. Thanks.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
Sing the bisexual anthem: "Sometimes you feel like a nut,
sometimes you don't"
"...Or use your credit card." Happy Engineering Week!

218. Need ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-17 09:30:49 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Jan17.043049.1@csusys.ctstateu.edu>
Source record: 103497

I'm looking for a replacement ATR-8000. The one I have now just spins the floppies for a second, and doesn't get recognized by the Atari. It's a pity though as it had a 256K co-power 88. I have a ton of CP/M discs that I got with it, that I can't access now, unless I get it fixed (I doubt the repair bill would be worth it), or replaced with another.
Does anyone know where I can get one in good condition for a good price?
I onlu paid $50 for mine at last years Trenton show, with the co-power 88 and 3 drives, 2 360K and 1 80 track 720K.
Eric

219. Atari system forsale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-17 11:25:17 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2hdsit$l3e@usenet.INS.CWRU.Edu>
Source record: 103498
Cross-posted to: comp.sys.atari.8bit,misc.forsale

Atari 800 w/ original box, power supply, and tv/computer switchbox

Indus GT disk drive (single / double / 1050 density) w/ digital track
display, power supply and SIO cable.

Includes Atari BASIC cartridge.

$90 + shipping

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

220. Hmm...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-17 18:15:01 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <758904517.AA05996@rochgte.fidonet.org>
Source record: 103410

Yep, the name and the format of the system has changed, but the phone number is still the same.

Amos Jackson

221. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 02:37:08 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJt0Lw.JvM@utnetw.utoledo.edu>
Source record: 103406

Therefore, we must all go back to using the systems we most enjoyed gaming/ hacking/telecom'ing with - the Atari 8-bit - before this quake shifts to a global tour and visits YOUR hometown! See! You're all going to be punished for moving away from your faithful 8-bit! I knew it! I knew it all along! (Glad I kept my vigil going all these years... had that Atari still wired up and ready to be used on an old desk for a reason!) Hurry, there's still time! Fire up your old 300 baud modems and let's all go for a massive "revitalize the Atari 8-bit sig" on Compuserve! Support your local 8-bit dealers before it's too late! Call them now! Get them back in business! Wake 'em up, I don't care if it's the middle of the night! A catastrophe is coming unless we all work together as one happy Atari family! All right, let's sing now...

```
%#Y(X V . $$@ 1sdgz l23FG dg
dfdfg
g/g.//
/
```

.. as Tim is ambushed by other terminal users, yanking him away from helping to save the 8-bit community, nay, the WORLD!...

222. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 05:10:13 UTC
From: tim@rider.UUCP
Message-ID: <5336@rider.UUCP>
Source record: 103504

In article <2hfanc$6b1@orion.cc.andrews.edu> clarence@orion.cc.andrews.edu (Clarence L. Thomas IV) writes:
>The earthquake in Los Angeles, California, the flood in Europe, the seemingly
>unstoppable war in the former Yugoslavia, the devastating fires in Australia,
<most of article deleted>-------
>Clarence L. Thomas IV
>Phone: 616-471-6116
>E-mail: thomas@redwood.cc.andrews.edu

This is all very nice and all, and I personally agree with 95% of what you said here, but this is NOT the place to be posting this! You are wasting a LOT of bandwidth with this article and also pissing a lot of people off, especially those who don't agree with you and dzn't give a flip about it. PLEASE do not waste your and my time by responding to this post. You may mean well, and you certainly have the right to state your beliefs, but do it in the proper place.

--

Tim Wilson
tim@rider.cactus.org

Due to popular demand, the normally scheduled .signature has been replaced by another .signature which is just as boring as the first one.

223. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 05:55:17 UTC
From: dgb@owlnet.rice.edu
Message-ID: <CJt9s6.Au4@rice.edu>
Source record: 103407

Cool, but will it run on 48K? I hate those programs I can't run on
a good ol' 800.

224. ZMODEM anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 06:38:27 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJtBs4.H2I@utnetw.utoledo.edu>
Source record: 103405

Ok, yet another plea: Anyone heard of or working on a zmodem project for the Atari 8-bit? I recall most of the coding involved for xmodem and ymodem, would zmodem be so much different? I know it has a plethora of new, lengthy features... but would zmodem be possible in a stripped-down term program? Would you need extended memory for... something?

I recall some projects in the works months to YEARS ago, but no new versions have made their way to the archive at umich. Even one of the largest Atari BBS's left doesn't seem to have anything... ugh... not looking promising:
extended Bobterm - 1992 (memory enhanced machines only)
Ansiterm > ver. 1.0! - 1992/1993 (Robert Sinclair was working on new updates, a "finished-looking" main menu, etc.)
Omniterm/Omnicom - 1993... no changes in a long time... any personal mods?
Amodem - 1988 is about the last year for updates on this monster. IT REALLY IS AN INCREDIBLE PIECE OF WORK FOR BEING WRITTEN IN BASIC!
EXPRESS! - Keith Ledbetter - the old versions had some bugs in the file transfers... been waiting for a few fixes or a new release since about 1988! The BBS program is great, the term programs just didn't work "right".

Also, whatever happened to the game-oriented term programs? I had one (or so I THOUGHT) that let you play tetris while you transferred files... lost it apparently! There was a GTERM or somthing that allowed for FULL graphics capabilities on-line. All you had to do was add a few characters here and there in your bbs text files, and the term-program upon seeing them would draw just about anything on your end... sound too! The BBS never had to send much more than simple "engage"/"drawpoints"/etc., since the term-program took care of the major overhead. How about the old... ARGH, forgot that famous old #&("(!&... it was written around 1982 or so, allowing you to transfer files while typing back and forth to each other. At the time, only 300 baud was available, and it could take an hour for some of the transfers. If you decided not to type much, it would run a little faster, but at least it gave you the option!

-Tim

PS: I think it's time I started back into the "do-it-yourself" term programs. I came out with the first official full disk sector-by-sector transfer option for amodem in the VERY early 80's LONG before Shrink and DisComm were ever considered. Heck, I even beat old "Crider's Compression System" or CCS for short. Anyone remember EITHER? Who knows? Maybe you'll see my name up in the credits for a new zmodem package soon! (Any partial work done with zmodem by ANYONE out there yet? I'd be willing to help someone finish up!)

225. Re: XEGS backwards compatability question

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 06:49:50 UTC
From: jharris@cup.portal.com
Message-ID: <101316@cup.portal.com>
Source record: 103501

>I have a large-ish collection of games and I keep track of those
>which require it (and the 400/800 ONLY games). Lots of Synapse
>games needed it.

Do you know the cause for games running only on the 400/800? Other than the OS, which the Translator takes care of, I can't think of what other differences would cause a program to fail.

Yeah, the Synapse programs were notorious for using the absolute ROM locations for keyboard and screen I/O. Even their SynAssembler and other development tools did this. It's a shame. I also recently found out the original Jawbreaker did this. :-(

Personally, I feel that it is Atari's fault that so many programmers cheated like this. Providing OS vectors with the address -1, that had to be called by PHA'ing and RTS, was a cumbersome process IMHO. While JMP vectors would have been best, that would have taken more space. At the very least, Atari should have used the actual address in the vector table, so that they could be called with a simple JMP (indirect).

One time, Bill Wilkinson had said Atari chose the best approach, and only short-sighted individuals would think that the approach was clumsy. Except that he neglected to mention why he felt this way, and so I still wonder whether it is valid. Unless I've missed something, I certainly know JMP or JMP () vectors would come out faster and smaller in any program I've done. Regardless of this, I still maintain that Atari used the wrong approach, for the simple reason that programmers felt they had to bypass it. It's a little blemish on what was otherwise the best OS of its time by several orders of magnitude.

It brings up what I would call the definition of the 'perfect' OS. While most would agree that this is impossible, the perfect OS could be defined simply as an OS that every programmer would be content to use, and not feel they have to bypass it.

John Harris - jharris@cup.portal.com

226. Re: XEGS backwards compatability question

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 06:50:07 UTC
From: jharris@cup.portal.com
Message-ID: <101317@cup.portal.com>
Source record: 103502

>Actually it looks like the problem is not as bad as I first thought. The
>problem seems to be limited to my copies of Frogger and Zaxxon (my best
>cassette games 8-(. Thankfully my Epyx cassettes work.

What problem does Frogger have? I wrote it, and it should work fine on the newer machines, as it does for me here. That is, as long as you have my version. They did replace my program with someone else's, which has two player simultaneous play and I'm not sure what else. (Probably not as many colors) :-)

John Harris - jharris@cup.portal.com

227. Re: Matt Rattcliff (and other old timers)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 06:50:18 UTC
From: jharris@cup.portal.com
Message-ID: <101318@cup.portal.com>
Source record: 103503

>Message : 677 [Open] 6-16-93 12:58am
>From : Bill Wilkinson
>To : All
>Subject : Hello again...and good-bye...
>Sig(s) : 1 (General Information Files)

Really bizarre timing, seeing this just after writing a post about him. I'll probably try the internet addresses listed in the post, to see if I can get that other question answered. If anyone else succeeds in reaching him, or knows a current EMail address for Bill Wilkinson, please post it here.

Thanks,

John Harris - jharris@cup.portal.com

228. Re: XEGS backwards compatability question

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 14:09:57 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2hgqjl$3c6@usenet.INS.CWRU.Edu>
Source record: 103408

(Mr. Harris laments the way the Atari8 os is written.)
Now, I said something once about someone providing Mr. Harris
with some intelligent comments. I certainly didn't intend
to be the person to do it. But, since Mr. Harris states it is
his HUMBLE opinion that the Atari8 os should have been done
differently I'll state my opinion as I see other programmers
stating it. Those programmers that made direct jumps into
the OS were not playing by the rules. Essentiall the way
the os was written was to allow updates to the os while making
backwards compatibility. I have done a little programming
and never found the need to make direct jumps into the os.
Jmp or jsr ciov or sio have worked fine and I appreciate
that it works on all machines.

229. Re: Global Alert For All: Jesus is Coming Soon

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 14:32:14 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2hgrte$sj7@charm.magnus.acs.ohio-state.edu>
Source record: 103409

Wonder if there are any parallelisms between Jesus and Jack Tramiel. Both seem to be weaving some sort of miracles.

...creating home computers for many from two chips...
...only heard from the few, though seen by many...

;) Michael Steve jr.
The Sequel

230. *** Atari system forsale ***

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 17:02:16 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2hh4mo$jos@usenet.INS.CWRU.Edu>
Source record: 103413
Cross-posted to: comp.sys.atari.8bit,misc.forsale,rec.games.video.classic

Atari 800 w/ original box, power supply, and tv/computer switchbox

Indus GT disk drive (single / double / 1050 density) w/ digital track
display, power supply and SIO cable.

Includes Atari BASIC cartridge.

$90 + shipping

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

231. Re: XEGS backwards compatability question

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 18:09:05 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CJu7r6.JFt@freenet.carleton.ca>
Source record: 103416

In a previous article, jharris@cup.portal.com (John D Harris) says:

>What problem does Frogger have? I wrote it, and it should work fine on the
>newer machines, as it does for me here. That is, as long as you have my
>version.

You wrote it?!?!!! Yep, there it is, right on the side of the cassette,
John Harris. Holy! [fawning mode off] Well the problem is just that when
the program finishes loading, the screen just returns to the blue BASIC
screen with the READY prompt. The game never actually runs.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
Sing the bisexual anthem: "Sometimes you feel like a nut,
sometimes you don't"
"...Or use your credit card." Happy Engineering Week!

232. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 18:40:53 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <2hhafl$kp7@email.tuwien.ac.at>
Source record: 103411

In <CJFH7y.BEG@nid.csc.com> pprice@nid.csc.com (Phil Price) writes:

> The source is not yet posted. On my list of things to do are the
> following in order of priority:
> [stuff deleted]
> New game initial proof of concept work(39+hours a week)

For the good old 8-bit Ataris? If that's true, has anyone got one to
sell me? (1200XL or 130XE and 1050 or better disk drive). :-) Or should
I trade my Sparc for one? :-)

> [stuff deleted]

-Marinos
--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

233. Atari,Intellivision,other games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 19:49:47 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00978B99.BB586A60@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103414

```
Atari 2600 items for sale:
High quality game joysticks (various types).
Atari paddles
2 Atari catalogs from different dates.
CARTRIDGES-

Q*Bert
Epyx California Games
Epyx Winter Games
Spectravision Gangster Alley
RealSports Football
U.S. Games Towering Inferno
Coleco Donkey Kong
Mattel Space Attack
Activision freeway
Video Pinball
Apollo Shark Attack
Moon Patrol
Astroids
**************************************************************************

Intellivision cartridges-
All except BurgerTime have original boxes, some have manuals and overlays-

Las Vegas Poker and Blackjack
The Official Carnival by SEGA
TRON MAZE-A-TRON
Snafu
Reversi
Donkey Kong
BurgerTime
**************************************************************************

Other cartridges-

Atari 7800- One-On-One
Atari 5200- Pac-Man

I also have a collection of TI-99/4A cartridges (games, including ones from
Atari as well as original TI cartridges, education, utilities, etc.)
and some hardware. If interested in something specific or if interested in
receiving a list, please e-mail me at the address COHEN@GOMEZ.PHYS.VIRGINIA.EDU

Thanks!
```

234. Re: XEGS backwards compatability question

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 20:43:36 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2hhhlo$97d@usenet.INS.CWRU.Edu>
Source record: 103412

(Guy says 'Frogger' returns to READY prompt when he loads it.)
You gotta disable BASIC by holding down the OPTION when booting.
Or get Basic Off or such.

235. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-18 21:26:12 UTC
From: pprice@nid.csc.com
Message-ID: <CJuGvo.LBw@nid.csc.com>
Source record: 103415

nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:

>In <CJFH7y.BEG@nid.csc.com> pprice@nid.csc.com (Phil Price) writes:

>> The source is not yet posted. On my list of things to do are the
>> following in order of priority:
>> [stuff deleted]
>> New game initial proof of concept work(39+hours a week)

>For the good old 8-bit Ataris? If that's true, has anyone got one to
>sell me? (1200XL or 130XE and 1050 or better disk drive). :-) Or should
>I trade my Sparc for one? :-)
>

The first system it will be out for is PCs. Expect to need a
cd-rom, sound card(with midi, though not required), a couple of
megs of memory and '386 or better. Super vga is preferred. It
still is a long long way from completion, and because I am doing it
on the side it takes longer to complete(ie. it will be more than a year
before I have a final version done). I can't describe the game design
since it is early (I have it, it's just confidential at this point
because time to market is so far down the road). And of course
since it takes second priority to my day job, there is always the
chance that it may interfere with day work and would therefore have
to be abandoned.(Though I think I have learned how to mentally avoid
this from happening).

- Phil

P.S.
One of the main causes for me to revive interest in doing a game
is not only my own primitive urge to create real neat games, but
the fact that many of you remembered my old games much to my
surprise.

236. Re: XEGS backwards compatability question

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-19 07:52:22 UTC
From: jharris@cup.portal.com
Message-ID: <101432@cup.portal.com>
Source record: 103417

>(Mr. Harris laments the way the Atari8 os is written.)

A minor blemish, as I put it, is hardly lamenting what I also called the best OS by far of any machine at the time. Especially since I'm talking about only one vector set out of the whole OS.

>Now, I said something once about someone providing Mr. Harris
>with some intelligent comments. I certainly didn't intend
>to be the person to do it. But, since Mr. Harris states it is
>his HUMBLE opinion that the Atari8 os should have been done
>differently I'll state my opinion as I see other programmers
>stating it. Those programmers that made direct jumps into
>the OS were not playing by the rules. Essentiall the way
>the os was written was to allow updates to the os while making
>backwards compatibility. I have done a little programming
>and never found the need to make direct jumps into the os.
>Jmp or jsr ciov or sio have worked fine and I appreciate
>that it works on all machines.

You may have misunderstood the intent of the post. The vectors I'm talking about are the ones at $E400, not CIO or SIO which are fine. The $E400 vectors need to be called by having a routine like:

```
LDA $E405
PHA
LDA $E404
PHA
RTS
```

Then you JSR to that routine. If Atari had used the absolute address, instead of using the address -1, then the above routine could be replaced by:

```
JMP ($E404)
```

If they could have used JMP tables, as they did use for CIO and SIO, then you could JSR directly to a supported OS vector, and have no overhead at all.

That doesn't change the ability for updates to the OS, it just makes the vectors easier for the programmer to use.

My point is, that since the $E400 vectors are more clumsy to use than they should be, some programmers were lazy and bypassed them. Even though most people use the vectors correctly, and that's obviously the way it should be done, the fact that some bypassed them is a direct indication that they felt, at the time, that the vectors were too much trouble. This motivation

to bypass them would not even exist, if Atari had chosen one of the latter mentioned schemes. Get rid of the extra trouble, and there would not be any reason to go around the supplied vectors.

I was surprised at myself when I found that the original Jawbreaker used one of the $E400 addresses directly. The newer version of the maze had fixed that code, and of course, the newly rereleased disk has it fixed on both versions.

John Harris - jharris@cup.portal.com

237. Re: ZMODEM anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-19 10:44:53 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1994Jan19.104453.21469@coplex.com>
Source record: 103418

I think DeTerm was the program that could play a game while downloading.
As I recall, the game was Breakout, but I could be mistaken.

238. ICD buyout

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-19 16:40:49 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <CJvyC1.899@mentor.cc.purdue.edu>
Source record: 103419

This is regarding Mike Jewison's post about the ICD buyout. Did
Fine-Tooned Engineering buy all of the ICD stock or just part of it?
I was just wondering about the Multi I/O's, whether or not it will be released
again. Any Info will be appreciated. thanks...

Mike
talmage@mentor.cc.purdue.edu

239. Any good copy programs on the net?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-19 19:37:18 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Jan19193719@lise3.lise.unit.no>
Source record: 103420

...and I'm talking about GOOD copy programs, that will copy my ageing originals. The reason I ask is because some of my old games are unreliable after years of lying in a closet (Spelunker only loads one time in ten :( ), and of course DOS copy just can't cut it.

On a similar note, does anyone have a spare copy of Dan Strikes Back? Mine seems to be completely dead.
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
\X/-| Finger me for my PGP key | Save the whalers!

240. Re: Help with 130XE and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-19 20:22:41 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Jan19.152241.1@csusys.ctstateu.edu>
Source record: 103423

> From what you've said about the system, the best bet would be to build or
> acquire a null modem cable and use your fav. telecom program to transfer
> the files. There is a program that I've used that was written by
> Marek Tomczyk in Germany called "Show.exe" that does a great job of converting
> ATASCII files to ASCII, Show runs on MsDos machines, not 8bits. You may want
> to look into getting this program, though, using the null modem method you
> shouldn't have any troubles with ATASCII/ASCII conversions.
>
> Mike
>
> ---
> * PabQwk 2.0 *
>
There is also another way to transfer files to the PC. I routinely use the
SIO2PC program to copy Atari files directly to my c:/uue directory where I
then uuencode them and send to friends. The transfer is at 19.2K, faster
than with the 850 interface. I also have the option to use my PC's 5 1/4 with
the UTIL program, but that is somewhat flaky. You can have an SIOPC cable
made for about $50. It comes in handy if you have a spare PC with hard drive.
Make a 16 meg virtual hard drive with SpartaDOS. Create your directories and
there you are. The SIO2PC cable also has a print-thru, so you can print from
AtariWriter to your PC's printer without having to disconnect anything.
Eric

241. Free: Mapping the Atari (you pay postage)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-19 20:41:43 UTC
From: atilghma@sdcc10.ucsd.edu
Message-ID: <2hk5u7INN5lq@network.ucsd.edu>
Source record: 103421

I found my old copy of Mapping the Atari while
I was home over winter break, and I figure it should
go to a good home. So the first person to send $2.90
(send e-mail first please) to me will have it whisked
to them via 2nd-day air (in the US). If you're not
in the US, we can probably work something out.

-- adam (atilghma@ucsd.edu)

ps: this is the revised edition (it covers the XE's).
--
Adam G. Tilghman | email: | voice: | Rng FCNZ naq yvir.
| atilghma@ucsd.edu | +1 619 658 0743 | Cyhf PurrmJvm?

242. Re: XEGS backwards compatability question

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-19 22:56:56 UTC
From: ken@cup.hp.com
Message-ID: <CJwFqw.H2L@cup.hp.com>
Source record: 103422

>John D Harris (jharris@cup.portal.com) wrote:
>>I have a large-ish collection of games and I keep track of those
>>which require it (and the 400/800 ONLY games). Lots of Synapse
>>games needed it.
>
>Do you know the cause for games running only on the 400/800? Other than
>the OS, which the Translator takes care of, I can't think of what other
>differences would cause a program to fail.
>
I actually ran across one hardware difference. Some games, (Berzerk and
Star Raiders, for example) would run through an init loop in which they
wrote 0 into every location in the $D000, $D200, $D300 and $D400 pages.

I had copies on disk, and when they wrote 0 into $D301, they turned off the OS
ROM, and turned on the Self Test and BASIC ROM. (I think). Either way, it
wreaked havoc, and the system locked up. When the original cartridge was used,
it worked, since the BASIC ROM couldn't be turned on and overlay the game ROM.
I just turned the STA $D300,X instruction into 3 NOP's using DiskWhiz, and
bingo, they started working.

Also, the orignal 800 Space Invaders emits a high pitch whine after you lose
the first missile launcher. This happens with or without the translator. I
never did find out why. I even scoured 4K of dis-assembled code. Oh well.
Deluxe Invaders is better anyway. (IMHO).

Just my two cents...

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

243. Address for 256K YORKY PLUG?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-20 04:34:17 UTC
From: drake@booz.bah.com
Message-ID: <2hl1k9$f0r@booz.bah.com>
Source record: 103424

I have heard about a 256K plug-in RAM expansion for the 800XL. Anybody know anything about this hardware upgrade, and what the address (both mail and e-mail) is?

Thanks.

Tom Drake

244. Re: XEGS backwards compatability question

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-20 04:45:15 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <YO8KBY3R@math.fu-berlin.de>
Source record: 103425

In article <101316@cup.portal.com>, jharris@cup.portal.com (John D Harris) writes:
>Personally, I feel that it is Atari's fault that so many programmers
>cheated like this.

What is interesting to note is that the writers of the software never seem to learn (not all of them <g>). The same thing happened with the ST. Some few companies wrote software that assumed TOS 1.00 would be the only version of the OS <g>. When Atari came out with later TOS's, those apps refused to run. It seems that games are usually worse about this though.

I had a friend who worked for IBM selling and servicing mainframes. He said the same thing happened even there! Programmers would write programs that used "reserved" memory locations, and when IBM upgraded the OS using those memory locations, the old versions refused to work.

It seems that programmers would learn that this doesn't work, but I guess some people just never learn! <g>

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

245. Re: The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-20 05:24:51 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <2P8KBIQB@math.fu-berlin.de>
Source record: 103426

In article <940114.74001.NOLRAM@delphi.com>, NOLRAM@delphi.com writes:
> Does anyone have icons for the Newsroom program? a good converter program? or
>any other font or clip art?

There were several graphics converters that were written that can handle
Newsroom stuff. Probably one of the ones I used the most was one that
converted Print Shop icons to Newsroom photos. I don't think I ever saw
anything that would actually make clip art though. I never did send in my
registration and get the extra clip art disks. I never use it anymore, though.
<pout>

Those conversion programs are probably on the umich archive...

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

246. Re: ZMODEM anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-20 06:03:25 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <5Q8KBT6F@math.fu-berlin.de>
Source record: 103427

In article <CJtBs4.H2I@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
> Ok, yet another plea: Anyone heard of or working on a zmodem project for
>the Atari 8-bit? I recall most of the coding involved for xmodem and ymodem,
>would zmodem be so much different? I know it has a plethora of new, lengthy
>features... but would zmodem be possible in a stripped-down term program?
>Would you need extended memory for... something?

It might be possible, and I have made a couple of queries about it, and noone seemed to know the answer to my question. One of the major setbacks to Z-Modem has nothing to do with memory. Here's the situation.

The 850 took a shortcut to add R: ports. It uses the POKEY chip as a UART. What this means is that while modem activity is going, the SIO port is tied up and can't be used for disk access. Since Z-Modem is streaming (sending data in a continuous stream), the computer needs to be capable of reading/writing to the disk and communicating with the modem at the same time. This just isn't possible with an SIO modem interface and SIO disk drives.

It MIGHT (and here's where I can't seem to get an answer) be possible with a modem port hooked up to the parallel port (MIO and Black Box) and any drive (SIO or hard or floppy through MIO or BB or other parallel int.) to talk to the modem and disk at the same time. The same possibility would exist for SIO modem users if sending the file to a hard drive (or floppy via parallel port) or RAMdisk. This would probably require modified R: drivers and/or software that would take advantage of the capability. The data from the modem would only need to be buffered while disk access was going on.

If you tried Z-Modem with a stock setup (SIO R: and SIO drives), you would have to pause the transfer for saves, or request that Z-Modem resend from a certain point after the save. Either method slows down Z-Modem to the point that the advantages of Z-Modem are minimal (recovery from botched xfers is all I can think of).

If someone knows if this is possible, I would be most interested. I was considering trying to do some of this stuff when I ran a BBS on my 8-bit. I don't really have the time now, but I would still like to know...

> extended Bobterm - 1992 (memory enhanced machines only)

This never did come out, right? I think that's what you were saying. I think Puff gave up on the software side of things. He hasn't updated SuperArc/Unarc, DiskComm, or BobTerm is some time. He was working on the BobTerm XE you mentioned and an UnLZH for the 8-bit, and I don't think either was released. Bob told me the UnLZH was in beta the last time I spoke to him. He also said he had considered ZIP (this was before PKZIP 1.9 came out with Imploding), but

that some of the methods used so much memory that an expanded machine would be required, and he didn't want to field questions like "Why won't this archive extract on my machine?".

> Also, whatever happened to the game-oriented term programs? I had one (or
>so I THOUGHT) that let you play tetris while you transferred files... lost it
>apparently!

That was DeTerm. The game was breakout, and it offered some nice functionality with modular design. Never did use it much though.

>There was a GTERM or somthing that allowed for FULL graphics capabilities
>on-line. All you had to do was add a few characters here and there in your
>bbs text files, and the term-program upon seeing them would draw just about
>anything on your end... sound too! The BBS never had to send much more than
>simple "engage"/"drawpoints"/etc., since the term-program took care of the
>major overhead.

GrafTerm. I have a copy of this, and played around with it some. I was considering adding support for it on my bbs while I was running it, but I really didn't have but one or two atari callers.

>How about the old... ARGH, forgot that famous old #&("(!&... it was written
>around 1982 or so, allowing you to transfer files while typing back and forth
>to each other. At the time, only 300 baud was available, and it could take an
>hour for some of the transfers. If you decided not to type much, it would run
>a little faster, but at least it gave you the option!

Tlink, Rlink, and Mlink? I have a disk of 1030 programs that has Tscope, Tlink (?) and Amodem on it.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

247. Bobterm ymodem bug?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-20 08:23:50 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJx5zq.KCI@utnetw.utoledo.edu>
Source record: 103428

Just noticed something unnerving... ymodem transfers the size of the original file along with the name, and other handshaking bytes. By the DEFINITION of ymodem, it "trims the extraneous bytes" from the transfer once complete. Bobterm ymodem isn't ymodem. No wonder why I had some incompatibility problems a couple weeks back!!! If you transfer a file that isn't EXACTLY divisible by 128, bobterm will save the padding bytes along with the file! Xmodem did this. Ymodem was designed to correct this AND allow for larger 1k packet sizes (with 128-byte blocks once the remaining "chunk" is less than 1k). Xmodem-1k ONLY allows for the 1k packet sizes. Soon after it's creation, ymodem offered batch transfers, too!

Anyone know of a working ymodem program for the 8bit's? Does Express! have a ymodem option? Amodem does, right? Anything else?

(BTW: kermit for the 8bit's DOES keep the file sizes intact! If you transfer a 375 byte file using kermit from another system to yours, it will REMAIN 375 bytes. If you use xmodem, it will be 384 bytes. If you use "ymodem" on bobterm, it is 384 bytes also... #%@"%!@!' I've just finished testing this one last time to prove to myself that the "ymodem" routine was flawed. Darn it! That was a good program too... I stopped using Express! long ago for incompatibilities in xmodem, now bobterm doesn't have proper ymodem... help!!! Am I doomed to return to Amodem AGAIN! Please, someone suggest a decent term program with ymodem as a bare minimum! If I have to register a crippleware program to get a legit ymodem, I have no complaints! I just NEED a good term that follows the standardized protocal rules and doesn't cut corners!!!)

... umm... Omnicom? I recall users saying they've used Omnicom... I have Omniterm (the old shareware version) with kermit and xmodem. Is ymodem in the registered version?

... maybe I can get by with kermit... anyone have a working copy of the GR.0 scrolling-screen kermit that came out around 1987/88? It would display 80 columns fine, you just had to scroll left and right (which was BLINDINGLY fast) by pressing option keys (or holding to "flip" right and left sides completely)! I think there's another version of kermit (v37?) on the umich archive, but as I recall, it uses the simulated 80-col screens which quickly gets a bit hard on the eyes! I don't mind it much, but the old readable right-left scrolling capability was better. Can you force this v37 kermit into this mode??? Somehow?

-Tim

248. Re: ICD buyout

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-20 13:42:17 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Jan20.134217.27017@newshub.ists.ca>
Source record: 103429

In article 899@mentor.cc.purdue.edu, talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:
>This is regarding Mike Jewison's post about the ICD buyout. Did
>Fine-Tooned Engineering buy all of the ICD stock or just part of it?
>I was just wondering about the Multi I/O's, whether or not it will be released
>again. Any Info will be appreciated. thanks...
>

To be honest, I don't know but I'll check and see what I can find out.
FTE is running an ad in the February AC which will likely clear all this
up. I'll let you know what I discover.

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

249. Re: The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-20 14:26:03 UTC
From: potter@sunny.dab.ge.com
Message-ID: <CJxMrF.64q@sunblossom.ge.com>
Source record: 103430

In article <2P8KBIQB@math.fu-berlin.de>, hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:
|>
|> There were several graphics converters that were written that can handle
|> Newsroom stuff. Probably one of the ones I used the most was one that
|> converted Print Shop icons to Newsroom photos. I don't think I ever saw

Does anyone out there have any descriptions of the Newsroom photo formats?
I've written a bunch of graphics converters (GIF, Amiga IFF, ST Degas,
TIFF), and it may not be too difficult to integrate a tail-end converter
to Newsroom (or other graphics) format.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

250. Intellivision and Atari games items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-20 20:00:43 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00978D2D.972F1900@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103431
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.atari.8bit

```
For sale- Atari 2600, intellivision (plus a few others) items will be sold
to best reasonable offer. Please e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU
Thanks!
------------------------------------------------------------------------

Atari 2600 items for sale:
High quality game joysticks (various types).
Atari paddles
Atari track ball- Atari 2600 Pro-Line Trak-Ball
2 Atari catalogs from different dates.
CARTRIDGES-

Q*Bert
Epyx California Games
Epyx Winter Games
Spectravision Gangster Alley
RealSports Football
U.S. Games Towering Inferno
Coleco Donkey Kong
Mattel Space Attack
Activision freeway
Video Pinball
Apollo Shark Attack
Moon Patrol
Astroids
************************************************************************

Intellivision cartridges-
All except BurgerTime have original boxes, some have manuals and overlays-

Las Vegas Poker and Blackjack
The Official Carnival by SEGA
TRON MAZE-A-TRON
Snafu
Reversi
Donkey Kong
BurgerTime
************************************************************************

Other cartridges-

Atari 7800- One-On-One
Atari 5200- Pac-Man
```

251. WANTED 1400XLD

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-20 21:15:21 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <2hms99$7o9@monk.rsip.lsu.edu>
Source record: 103433

I am looking for an Atari 1400XLD. I have know idea if there are any out
there or who has them or what. If anyone has any ideas or can point me
in the right direction, please let me know.
--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of
the Remote Sensing Lab or Lousisiana State University, just this mine.
---

252. Archives for NewsGroup?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-20 23:08:16 UTC
From: drake@booz.bah.com
Message-ID: <2hn2t0$2jj@booz.bah.com>
Source record: 103432

Is there an archival site for all of the comp.sys.atari.8bit newsgroup articles? If so, where?

Thanks.

Tom Drake

253. Re: Address for 256K YORKY PLUG?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 02:37:24 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJyKMD.AtD@utnetw.utoledo.edu>
Source record: 103436

Tom Drake (drake@booz.bah.com) wrote:
: I have heard about a 256K plug-in RAM expansion for the 800XL. Anybody
: know anything about this hardware upgrade, and what the address (both
: mail and e-mail) is?

I've spoken with Rich about the Yorky UG... sounds great! The main thing
that's stopped me from buying one is: PBI. I have an 800 and 1200xl screaming
for some memory enhancements. The Yorky sounds like a fine piece of equipment,
AND is XE-compatible, but works on the 800xl only. I assume you could get it
to work on the 600xl and 65xe also... anything with a Parallel Bus Interface.
The old 800 and 1200xl don't have one. :(

Email him, he's on pretty frequently, and can answer any specific questions
you might come up with! (I've gone through the vax.york.ac.uk address):

8-Bit Gold
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack

Glad to help,
-Tim

PS: If you have a bit of time after the purchase, let us know here in the
newsgroup how it works out for you... kind of a informal, non-magazine-biased
type of review!

254. Re: Wiring d5-d8: anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 02:46:44 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CJyL1x.Bx6@utnetw.utoledo.edu>
Source record: 103437

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:

: I recently starting wiring up a few extra drives to run off my Astra drive
: controller. They seem to work fine BUT, I recall several old Atari BBS's pre-
: 1988 or so that had disk drives configured as d5 through d8. No, it wasn't a
: ram or hard drive partition... this was accomplished through a minor cabling
: change - anyone know what needs to be "twisted/interchanged/hot-wired"?

Had a little response, but thought I'd "repost" a clip of the original to
see if any of our more infrequent viewers to the group missed it... if you have
any info on the wiring change, please POST or EMAIL me!!! I'm trying to find
some 34-wire-pinouts of the "standard IBM" drive controller ribbon cable.
Basically need to know what wire carries what signal, etc... what purpose...
I saw a diagram somewhere, but can't find it again. I'll be scouring the
library tomorrow I think. (Never knew how hard it was to get info on the old
drive controller ribbon technology! It's only been used as is for, oh, 12-15
years now... from the IBM PC-XT-AT-386-486, 180k Single-sided to 1.44M HD 3.5"
- it's been nearly impossible to get the ribbon cable itself!!!!!!!!!!!!!!!!)

-Tim

255. Re: The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 02:55:29 UTC
From: KAMARO_KID@delphi.com
Message-ID: <940120.78929.KAMARO_KID@delphi.com>
Source record: 103434

<NOLRAM@delphi.com> writes:

> Does anyone have icons for the Newsroom program? a good converter program? or
>any other font or clip art?

I have a couple of ICON disks for use with the newsroom. I'll upload to UMICH
and to the 8bit section on Delphi.

256. Re: ICD buyout

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 03:12:44 UTC
From: KAMARO_KID@delphi.com
Message-ID: <940120.79964.KAMARO_KID@delphi.com>
Source record: 103435

Mike of Fine Tooned Engineering called me at home the other day
and we discussed the buyout of ICD's products.

Fine Tooned has purchased ALL of ICD's 8bit rights, including the MIO.

I was also told that a hardware service center will open right here in
Utah for repairing MIO's, etc.. and that the long-awaited 80 column MIO
card would be released, better than ever.

257. Re: The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 08:04:31 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <HY9KBF4D@math.fu-berlin.de>
Source record: 103438

In article <CJxMrF.64q@sunblossom.ge.com>, potter@sunny.dab.ge.com (Jeff Potter) writes:
>Does anyone out there have any descriptions of the Newsroom photo formats?
>I've written a bunch of graphics converters (GIF, Amiga IFF, ST Degas,
>TIFF), and it may not be too difficult to integrate a tail-end converter
>to Newsroom (or other graphics) format.

Jeff, you could try to get a copy of on of the converter programs I mentioned.
One was published in Antic I think (Newsroom Converter?), and the other was
probably in Analog (had MANY graphic formats).

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

258. Re: Bobterm ymodem bug?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 08:12:15 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <PY9KBHBE@math.fu-berlin.de>
Source record: 103439

In article <CJx5zq.KCI@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
> ... maybe I can get by with kermit... anyone have a working copy of the
>GR.0 scrolling-screen kermit that came out around 1987/88? It would display
>80 columns fine, you just had to scroll left and right (which was BLINDINGLY
>fast) by pressing option keys (or holding to "flip" right and left sides
>completely)! I think there's another version of kermit (v37?) on the umich
>archive, but as I recall, it uses the simulated 80-col screens which quickly
>gets a bit hard on the eyes! I don't mind it much, but the old readable
>right-left scrolling capability was better. Can you force this v37 kermit
>into this mode??? Somehow?

Yes, the Kermit-65 has three screen modes. One is a bare 40 column atari screen, the second is an 80 column split screen like you mention, and the third is a full simulated 80 column screen. The command is:

```
SET SCREEN-DRIVER
ATARI 24x40 standard E: device
40-COLUMN 24x80 with 40 columns visible
80-COLUMN 24x80 simulated
```

Look at the docs for more info.


```
+------------------------+----------------------+--------------------------+
| Hiram W. Lester, Jr. | School: | Home: |
| Electrical Engineering | TTU P.O. Box 14587 | 1903 E. Main St. |
| Tennessee Technological | Cookeville, TN 38505 | Murfreesboro, TN 37130 |
| University | hwl0978@tntech.edu | h.lester1@genie.geis.com |
+------------------------+----------------------+--------------------------+
```

259. Atari,Intellivision,other games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 12:34:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.fidonet.org
Message-ID: <759246323.AA06590@rochgte.fidonet.org>
Source record: 103449

I'm interested in the TI cartridges. Please leave a phone # I can contact you
by or write me:
Michael Fitzpatrick
c/o Books Plus
213 Central
Osseo, MN
55369

260. Re: Bobterm ymodem bug?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 13:59:45 UTC
From: winston@merk.com
Message-ID: <CJzG7M.87r@merk.com>
Source record: 103440

That is true... the "YMODEM" in BOBTERM does not refer to the actual transfer protocol, but rather, to the packet type. YMODEM is -- in reality -- XMODEM-1K and XMODEM-1K Batch, and not true YMODEM. The packet type called FMODEM in BOBTERM, is -- in reality -- XMODEM-4K. Bob wrote a letter on the nets a while after the release of BOBTERM apologising for his poor choice of terms and trying to correct the misconception. I don't remember whether or not the doc.s were updated to reflect the fact that whenevr YMODEM is mentioned, the YMODEM protocol should --NOT-- be inferred.

As to your question about the scrolling KERMIT. That version of KERMIT is referred to as "ACTION! KERMIT" or sometimes "KERMIT-11" I have the ACTION! source code on disk somewhere, but as I found the program unusable, and I didn't own and ACTION! cartridge, I just archived it and tossed it aside since KERMIT-65 was so clearly superior to it. I'm sure that one of the ACTION! gurus on the network can probably help you out with this one. Anyone?

261. Re: The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 14:06:59 UTC
From: winston@merk.com
Message-ID: <CJzGJo.8CD@merk.com>
Source record: 103441

I don't have the details to the Newsroom "photo" icon format. However, the ICON converter program is written in ATARI BASIC and consists of a "FOR" loop that is about twenty lines long. If someone can find it, they could easily post the code segment in a message. I think that the program is called something like, "ICONVERT.BAS".

P.S. Do your picture viewers also handle ".RLE" format and "MACPAINT" format? (I'm curious....)

262. Digest gone forever?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 16:23:58 UTC
From: helper@english.as.ua.edu
Message-ID: <helper.35@english.as.ua.edu>
Source record: 103442

Hello all,

I used to faithfully read the Internet digest version of this newsgroup, but sometime before Christmas it just stopped coming, with no warning. What happened? I only recently gained access to a newsreader, so now I can check in on c.s.a.8 that way--but it was a long dry spell!

What have I missed? Did the Unix Atari emulator ever get done? Did John Harris upload that new game? Did anyone ever find Bill Wilkinson? Help me catch up!

-Raph Koster
rkoster3@ua1vm.ua.edu
rkoster@english.as.ua.edu

263. Kola Pads For Atari (MANY)

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 17:36:46 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.19.00119D0B@smail.srl.ford.com>
Source record: 103444

Hi,

A small computer dealer in my area has 25+ Kola pads, still in the the shrink wrap, with Micro-Illustrator (some disk, some cart.) all for Atari. That is the good news. The bad news is; I bought one in Dec., and it doesn't work on a 800 or a 65XE that I have tried. The dealer let me try 2 others, same story. The buttons work, but the pad doesn't move the cursor. The dealer will not give me my money back, but what I really want to know is, does anyone know how to get one fixed. I think the pad is supposed to change the resistance to the normal paddle inputs, but I don't know how it could be "Both joystick and paddle compatible" like the book says.
Also, the owner wants $15 each for a Kola with disc Micro-Illustrator, or $20 each for one on cart. If anyone else would like a few, let me know. At the moment, I could not reccomend them to anyone. But, if I get mine to work...

Larry Elie
lelie@smail.srl.ford.com

264. 2600 & 7800 stuff for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 19:45:04 UTC
From: breit@ks25.chi.il.us
Message-ID: <2704@ks25.chi.il.us>
Source record: 103443
Cross-posted to: chi.forsale,misc.forsale.computers,comp.sys.atari.8bit

Hello Atarians,

I have a load of used 2600 and 7800 systems and cartridges for sale.
Make me an offer on any of it. All price and shipping fees will be part
of the negotiations.

Here is a list of the stuff:

7800 PROsystem with 2 controllers, 1 Star Raider controller

7800 Cartridges: Asteriods, Hot Trick, Food Fight, Pole Position, Centipede,
Donkey Kong Jr., Ballblazer, Galaga, Joist, Volleyball, Karateka, Choplifter,
One on One, Commando, Pole Position II, California Games, Mrs. Pac-Man,
Xevious, Star Raider.

2-Atari 2600 systems with 2 controllers, and 2 pong controllers

2600 Cartridges: Pac-Man, Pele's Soccer, Pitfall, Jr. Pac-Man, ET,
Battlezone, Volleyball.

I would prefer to get rid of all this together.

Give me a call if you want any of this stuff: 708-358-4315 after 6:00 on
any week night.

Thanks

Bob

265. Parts computer sacrifice

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-21 23:27:24 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CK06Ho.GrC@freenet.carleton.ca>
Source record: 103445

I've got a 600xl which was the runt in a two computer transplant
of best parts which I'd like to get rid of for a nominal amount,
say $5 plus shipping. The computer has an escape key that keeps
pressing endlessly, and one of the keyboard decoder chips is
defective. Good for parts though. Also included is a power supply
with the DIN plug part (what the heck does DIN stand for?)
missing, the end that plugs into the computer. Please don't make
me throw this stuff out!
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
Sing the bisexual anthem: "Sometimes you feel like a nut,
sometimes you don't"
"...Or use your credit card." Happy Engineering Week!

266. Re: Archives for NewsGroup?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-22 00:54:46 UTC
From: mcurrent@news.weeg.uiowa.edu
Message-ID: <1994Jan22.005446.16155@news.weeg.uiowa.edu>
Source record: 103446

drake@booz.bah.com (Tom Drake) writes:

>Is there an archival site for all of the comp.sys.atari.8bit newsgroup
>articles? If so, where?

Nothing official. There are some places that keep Info-Atari8
Digests, which are the Internet mail-list versions of
comp.sys.atari.8bit. The Cleveland Free-Net Atari SIG, for example,
keeps Info-Atari8 Digests for 6 months.

Problem is, the Info-Atari8 Digest has been broken for a couple months
now.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

267. Re: Archives for NewsGroup?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-22 01:22:04 UTC
From: NOLRAM@delphi.com
Message-ID: <940121.73324.NOLRAM@delphi.com>
Source record: 103319

Tom Drake <drake@booz.bah.com> writes:

>Is there an archival site for all of the comp.sys.atari.8bit newsgroup
>articles? If so, where?

Well if you have Gopher access you can reach it by popular FTP sites
goto mirrors and there it is if not, ftp to mirrors.umich.8bit,
I think thats the correct address, at least the one that can connect you.

268. Re: Bobterm ymodem bug?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-22 02:18:35 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CK0EF0.JEE@utnetw.utoledo.edu>
Source record: 103447

Winston Smith (winston@merk.com) wrote:

: That is true... the "YMODEM" in BOBTERM does not refer to the actual
: transfer protocol, but rather, to the packet type. YMODEM is -- in reality
: -- XMODEM-1K and XMODEM-1K Batch, and not true YMODEM. The packet type

I knew it... everytime I think I find the "best" all-around term program
(like Express!, and now Bobterm), it always turns around to smite me. Any idea
if Express! has been updated with new protocals? Amodem's ymodem - is this
actual ymodem? I think Amodem is on the umich archive, but it's an older copy
if I recall - not even sure if that version had ymodem.

thanks for the input though,
:(- Tim :(

269. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-22 11:09:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5HNsvkQNrfB@doom.toppoint.de>
Source record: 103448

TO: PHIL PRICE

>The source is not yet posted. On my list of things to do are the
>following in order of priority:
>
> Mission Control Room development(40+hours a week)
> School(20+hours a week)
> New game initial proof of concept work(39+hours a week)
> ANSI C++ Committee work/papers (? hours)
> Getting old Atari up and seeing if source disks are working
----
> and/or releasing the add-on/interface/bootup structure of AR.

Sounds great !!! When can we expect to get these source codes ? I mean, in
the first or the second quarter of this year ?

Have a nice day !

Ulf

```
=============================================================================
= Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de =
= FAX/MAILBOX/BBS: 04381/4739 SevenNet: BEAVIS@POLARIS =
= UUCP: uunet!mersys!ulf.petersen FIDO-Classic: 2:242/257.26 =
= MHS: upeterse@merlin (via cserve) Z-Netz: ULF PETERSEN@1ST-TRAC.ZER =
=---------------------------------------------------------------------------=
= "One should eat to live, not live to eat" (Benjamin Franklin) =
=============================================================================
```

CrossPoint v2.93

270. Atari 800XL Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-22 16:29:59 UTC
From: drake@booz.bah.com
Message-ID: <2hrka7$bs4@booz.bah.com>
Source record: 103450

I have an 800XL but have noticed that the video output is somewhat fuzzy. It is even fuzzier when using it in 80-column mode even on a monochrome composite monitor. Compared to the 130XE or the 800, the 800XL video leaves a lot to be desired and I usually operate in 80-column mode most of the time.

Both the 130XE and the old 800 put out very good video. Sharp, no edges, etc.

As I understand it (and all you hardware/video experts say otherwise), the stock 800XL did not have separate luma and chroma, just a combined composite color signal.

So.... How do I "upgrade" my 800XL video so it looks similar to the 130XE? I am looking for the "best" solution. I want the same clean video on my 800 as I have on my 130XE.

Is there a way of obtaining the separate luma and chroma signals???

In addition, can the new Jaguar RF TV/switchbox work with the Atari 8-bit and if so, would it make any difference in the output on a modulated TV signal?? Does it in any way boost the color saturation of the modulated signal? If not, is there a simple way of boosting the saturation, but still maintain the stability of the modulated composite signal?

Thanks!

Tom

--
-=-=-=

271. ICD Buyout

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-22 16:35:11 UTC
From: drake@booz.bah.com
Message-ID: <2hrkjv$btm@booz.bah.com>
Source record: 103451

Anybody got an address and phone number for the ICD 8-bit rights buyer?

Thanks.

Tom
--
-=-
Thomas Drake drake@bah.com Booz Allen & Hamilton, Inc.

272. ICD buyout

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-22 17:58:00 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <759341909.AA06762@rochgte.fidonet.org>
Source record: 103310

From what I understand, all of the rights on 8-bit product were bought.

This comes from someone who will help market items for fine tooned. He has a team of engineers that have joined forces with him, and they will be taking a look at some items in existence, looking to make inprovements on them.

As I stated on a previous message, start looking for the nearest PRO bbs that networks, for fine tooned will have it's own PRO node, and will have direct contact will all other networking PRO systems. This will allow users to be able to submit ideas, and ask any questions over their local PRO bbs to fine tooned.

Amos Jackson

273. Re: Atari 800XL Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-22 18:35:41 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2hrrlt$dpj@news.belwue.de>
Source record: 103452

Tom Drake (drake@booz.bah.com) wrote:

> So.... How do I "upgrade" my 800XL video so it looks similar to the 130XE?
> I am looking for the "best" solution. I want the same clean video on my
> 800 as I have on my 130XE.

Are you able to read a bit German? I have an old diskmagazine called
CSM (it is now PD), where you can find the schematics for a video
amplifier. I tried to build it myself, but it never worked. If you
want to try it, I could mail you a 'DCM'-file of this issue.

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

274. Re: Atari 800XL Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-22 18:56:41 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CK1oMH.HuL@freenet.carleton.ca>
Source record: 103453

In a previous article, drake@booz.bah.com (Tom Drake) says:

>
>So.... How do I "upgrade" my 800XL video so it looks similar to the 130XE?
>I am looking for the "best" solution. I want the same clean video on my
>800 as I have on my 130XE.
>
>Is there a way of obtaining the separate luma and chroma signals???
>

Check out the latest issue of Atari Classics (Dec 93). There's an article
which covers exactly this sort of an upgrade in nauseating detail. I
think what you wind up with is a 5 pin DIN monitor jack on the back of
your machine.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
Sing the bisexual anthem: "Sometimes you feel like a nut,
sometimes you don't"
"...Or use your credit card." Happy Engineering Week!

275. 1050 repair/upgrade Q

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-22 19:49:06 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2hrvvi$3hl@samba.oit.unc.edu>
Source record: 103454

A few months ago, my USD-upgraded 1050 drive crapped out. Specifically, it refused to believe the drive door was down for some internal reason. (My friend tried to patch together the door mechanism, to no avail.) We just kept getting total boot errors, that scratchy sound a US-Doubled 1050 (at least mine) makes when the drive door is open. It did send that fart sound to the TV when I closed the door, though... weird.

anyway, I now have in my posession a plain vanilla 1050 drive with which I cannot read any of my old disks... well, a few... but none of the important ones (i.e. terminal programs, etc, and without the terminal programs I can't send any software to the atari)

is there a way I can transplant the US-Doubler upgrade to the working 1050? The drive units are identical, I figure I just need to swap some chips. Which ones to I need to switch? or is it even simpler than that?

Even if I just get double density without ultraspeed... I'll be OK.

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

276. Re: Atari 800XL Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-22 20:09:40 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <CK1s04.2nr@noose.ecn.purdue.edu>
Source record: 103305

In article <2hrka7$bs4@booz.bah.com> drake@booz.bah.com (Tom Drake) writes:
>I have an 800XL but have noticed that the video output is somewhat fuzzy.
>
>So.... How do I "upgrade" my 800XL video so it looks similar to the 130XE?
>I am looking for the "best" solution. I want the same clean video on my
>800 as I have on my 130XE.

The following was taken from ZMag issue 133. It's very easy to perform
and provides very nice output once completed (at least it did for me).

Z-Mods

Atari 800XL Split Chroma ModificatAan
by Charles D. Koantz

This easy modification to the 800XL provides a true chroma output to the
800XL monitor jack. It allows the use of "split video" monitors for
sharper images and truer color.

This modification involves installation of one wire to the foil side of
the the 800XL main circuit board (motherboard).

The following warnings are necessary for my peace of mind and your safety.

Modificatian is installed at the risk of the user. Any warranty on the
800XL will be invalidated. The author assumes no responsibility for
damage done during, or by, the modification.

EQUIPMENT REQUIRED:

(1) Screwdriver - Phillips head
(1) Soldering iron & solder
(1) Wire cutters or knife

1. Disconnect all power, TV, stick, paddle, drive, MIO, or other
accessories from the 800XL.

2. Turn the 800XL upside down an your work surface.

3. Remove the six Phillips head screws securing the bottom of the 800XL
to its top.

4. Carefully holding top and bottom together, turn the unit upright.
Position it to the left side of your work surface with the keyboard
facing you normally.

5. Loosen the top, lifting it slightly above the bottom. Flip the top
over to the right of your work surface without disturbing the Plastic

ribbon cable connecting from the right side of the motherboard to the top/keyboard assembly.

6. Grasp the sides of the ribbon cable and gently lift it free from the black connector on the motherboard.

7. Set the top/keyboard assembly aside.

8. Remove the two Phillips head screws which attach the motherboard to the plastic bottom shell. They are located at the rear of the metal shield.

9. Work a finger under the left forward edge of the motherboard and lift it slightly while pressing outward an the right side of the bottom shell near the joystick ports. With a little jimmying, you should be able to work the motherboard free of the plastic bottom shell.

10. Set the bottom shell aside and position the motherboard upside down an your work surface.

11. Carefully note the positions of the ten Phillips head screws securing the top and bottom metal shields to the motherboard. It is important to mark their positions with magic marker or small pieces of tape since one hole is used for another purpose.

12. After marking their positions on the bottom shield, remove the ten Phillips head screws holding the shields, expansion slot clips, and motherboard together. REMEMBER - THOSE SHIELD EDGES ARE SHARP.

13. Remove the expansion slot clip, metal shields, and bottom insulating sheet from the motherboard.

14. Set the motherboard, component side up, an your work surface. The joystick ports should be an the right; the metal R.F. module should be at the rear.

15. Locate transistor Q5. It is the leftmost of three transistors in a row, about two inches in front of the metal R.F. module.

16. The left lead of Q5, viewed from the component side of the motherboard, is where the chroma signal is available. Put a finger over Q5, turn the motherboard upside down, and locate the corresponding connection an the foil side. Verify your choice by holding the motherboard in front of a stong lamp and viewing the connections with the shadow of Q5 visible through the motherboard.

17. Cut a piece of hookup wire to ten inches. Strip one end and solder it to the connector you identified in the last step (an the foil side of the board). Again, make sure this connector corresponds to the left lead from Q5 when viewed from the component side of the board with the joystick ports to your right.

18. Route the free end of the hookup wire straight toward the edge of the motherboard occupied by the R.F. module.

19. About 1/2 inch from the edge of the motherboard, bend the hookup wAre at a right angle toward the five board connections of the monitor jack.

20. The free end of the wire will connect to the monitor jack connector for pin 5. Of the five circuit board connectors, it is the second nearest to the expansion slot. It has no foil lead. (The middle connector of the five also has no foil lead so be careful not to pick it.)

21. Cut off the excess length of hookup wire, strip the free end and solder it to the connector for pin 5 of the monitor jack. Verify the pin by examining the monitor jack pin identifiers printed on the component side of the motherboard.

22. Reposition the top and bottom metal shields on the motherboard. Make sure the insulating sheet is placed between the motherboard and the bottom shield. Check to make sure the new wire exits the bottom shield through the slight elevation in the shield edge near the R.F. module.

23. Slide the metal extender slot clip into place and fasten it and the two shields to the motherboard with two Phillips head screws.

24. Secure the shields to the motherboard with the remaining eight Phillips head screws. These go in the holes you marked earlier (step 11).

25. Retrieve the plastic bottom shell and position the motherboard assembly in it. It's helpful to start the joystick ports into their holes first, then gently sliding the motherboard into place. You may have to bend the plastic shell in the area of the power switch to get everything seated.

26. Once the motherboard is seated in the bottom shell, secure it with the two slim screws you removed earlier. One goes near the power jack, the other goes near the peripheral (SIO port) connector.

27. Lay the top assembly to the right of the bottom assembly with the keyboard ribbon cable near its long black connector on the motherboard. Grasp the sides of the ribbon cable and gently insert it into the connector.

28. Fold the top/keyboard assembly back over the bottom/motherboard. Check to make sure the ribbon cable is not folded sharply or pinched between the top and bottom.

29. Holding top and bottom together, turn the 800XL upside down and replace the six Phillips head screws that hold it together. Do not overtighten the screws. They are anchored in plastic that strips easily.

30. You're done!!! Find a monitor cable terminated with four phono plugs and you're in business.

Radio Shack has such a cable. (If its the same as mine, the plugs are:
BLACK - audio, RED - luminance, YELLOW - chrominance, WHITE -
composite video (unused) with a split video monitor like the Commodore
1702.))

On the chance your cable is wired differently, some experimenting will be
necessary to find the right hookup. Plug the DIN connector end into the
800XL monitor jack. Turn on the 800XL and run a disk or cartridge program
that uses sound and color. (A nice AMS selection?)

a. Find the audio plug by sequentially plugging each plug into your
monitor's audio input jack. When one plug yields the right sound,
MARK IT!

b. Find the luminance plug by sequentially plugging the remaining three
plugs into your monitor's COMPOSITE VIDEO jack (the one an the front
of the Commodore 1702). The jack may be marked simply "video". You'll
know you have the right plug when you get a good picture, but
monochrome (black-and-white). MARK THIS PLUG as the luminance or
"luma" plug.

c. Find the composite video plug by sequentially plugging the remaining
two plugs into your monitor's COMPOSITE VIDEO jack. When you get a
fine color picture, that is NOT washed out, MARK THE PLUG. This
composite video plug is not used with split video monitors like the
Commodore 1702.

d. The remaining plug car!Aes the chrominance signal. When plugged into
your monitor's COMPOSITE VIDEO jack, you should get either no picture
or a very washed-out color image. MARK THIS PLUG as the chrominance
or "chroma" plug.

e. Connect the audio, luma, and chroma plugs to the corresponding input
jacks of your split video monitor.

f. Why are you still reading? The modificatAan is done and your computer
is correctly connected to a monitor. Play DONKEY KONG.

'!Aavsly, if you have trouble, leave electronic mail for me at:
GEnie - CHARLEKOONTZ CompuServe - 74206,3444

==*=

277. Re: Wiring d5-d8: anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-23 05:35:03 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CK2I6F.GDG@utnetw.utoledo.edu>
Source record: 103306

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:

:: I recently starting wiring up a few extra drives to run off my Astra drive
::controller. They seem to work fine BUT, I recall several old Atari BBS's pre-
::1988 or so that had disk drives configured as d5 through d8. No, it wasn't a
::ram or hard drive partition... this was accomplished through a minor cabling
::change - anyone know what needs to be "twisted/interchanged/hot-wired"?

: Had a little response, but thought I'd "repost" a clip of the original to
:see if any of our more infrequent viewers to the group missed it... if you have
:any info on the wiring change, please POST or EMAIL me!!! I'm trying to find
:some 34-wire-pinouts of the "standard IBM" drive controller ribbon cable.
: Basically need to know what wire carries what signal, etc... what purpose...

Well, if anyone's actually interested: (for those using an old floppy
drive controller or Black Box and would like to know what signals that old
34 pin monster ribbon cable is carrying to the IBM-type floppies)

Floppy Disk Controller
pin assignment pin incorrect assignment CORRECTION

1 GND 2 Density Select LOW DENS

3 GND 4 (reserved) HL

5 GND 6 (reserved) DS-3

_____
7 GND 8 Index INDEX

9 GND 10 Motor Enable A DS-0

11 GND 12 Drive Sel B DS-1

13 GND 14 Drive Sel A DS-2

15 GND 16 Motor Enable B MOTR ON

17 GND 18 Direction DIR

19 GND 20 Step STEP

21 GND 22 Write Data WRT DATA

23 GND 24 Floppy Write Enable WRT EN

_____
25 GND 26 Track 0 TRK 0

____
27 GND 28 Write Protect WRIT PROT

29 GND 30 Read Data READ DATA

31 GND 32 Head Select HS 1

----
33 GND 34 Disk Change DISK CHG

Unfortunately, what this means is that the wiring change ISN'T on the 34-pin ribbon, it's on the signal OUT of the drive... Something needs to be jumpered on the drive controller, not on the drive's board or circuits and not in the I/O cable (whether 13-pin Atari or 34-pin monster ribbon)... wish someone who ran an old-era BBS frequented this newsgroup!!!

-Tim

278. Re: Atari 800XL Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-23 05:44:35 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CK2IMC.GqB@utnetw.utoledo.edu>
Source record: 103307

Ryan H Osborn (rosborn@en.ecn.purdue.edu) wrote:
:... lots deleted...
: Modificatian is installed at the risk of the user. Any warranty on the
: 800XL will be invalidated. The author assumes no responsibility for
: damage done during, or by, the modification.
:... end deleted...

No! Say it isn't so! Heck, if it's going to void my warranty... err...
uhh... hmmm... wait a minute. :)

Thanks for posting the modification though! I may try it myself!

(Although it doesn't appear that any of the replies thus far will help the
original poster... he appears to be connecting his computer to a TELEVISION
- note the reference to the improved Jaguar RF box!)

-Tim

279. More bundles at DGS!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-23 10:59:44 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <9401231059.AA24083@nextsun.INS.CWRU.Edu>
Source record: 103308

DGS Clearance bundles and special offer bundles

==========

We are having a clearout at DGS HQ, and HAVE to get some stuff out of the way because we keep tripping over it! In order to get the stuff out of the way as fast as possible, we have decided to sell it in bundles and as cheap as possible. We now have *2* of the following bundles to dispose of (we found some more of them - it's amazing what turns up when you have a clear out!):

BUNDLE #1 (2 AVAILABLE):

****

ATARI MACRO ASSEMBLER, EASY PROGRAMMING FOR THE ATARI MICRO BOOK, DIGI-STUDIO (OLD PACKAGES 1&1.5. ALL SOFTWARE EXCEPT THE NEW LIDS SYSTEM - 2 DS/SD DISKS AND 2 MANUALS), ONE BACK ISSUE OF EITHER PAGE 6 MAGAZINE OR ATARI USER (THE BRITISH MAG.) OF OUR CHOICE.

All the software is BRAND NEW, except the mags which are used.

PRICE: JUST $20 PER BUNDLE

===

THIS PRICE INCLUDES SURFACE MAIL SHIPPING FROM THE UK! (THE PARCELS WEIGH IN AT 1.2 KILOS SO AIR MAIL IS NOT REALLY A VIABLE OPTION. IF YOU WANT YOUR BUNDLE SENT BY AIR MAIL THEN ADD $15 TO THE PRICE).

****

BUNDLE #2 (1 AVAILABLE):

****

AS ABOVE BUT WITH "ATARI 600XL PROGRAM BOOK" IN PLACE OF THE EASY PROGRAMMING BOOK.

PRICE: JUST $20 PER BUNDLE

===

SHIPPING ARRANGEMENTS AS FOR BUNDLE #1

****

BUNDLE #3 (1 AVAILABLE):

****

DIGI-STUDIO (OLD PACKAGES 1&1.5 - ALL SOFTWARE EXCEPT THE NEW LIDS SYSTEM.
2 DISKS AND 2 MANUALS), ATARI 600XL PROGRAM BOOK, A BACK ISSUE OF PAGE 6
MAGAZINE.

PRICE: JUST $15 PER BUNDLE

===

SHIPPING ARRANGMENTS AS BUNDLE #1, EXCEPT ADD $10 FOR AIR MAIL.

****

BUNDLE #4 (10 AVAILABLE):

****

THIS BUNDLE WILL GET YOU SOME CURRENT DGS PRODUCTS AT BARGAIN PRICES!

THIS BUNDLE WILL GET YOU THE FOLLOWING:

* A COMPLETE SET OF NEWS-DISK BACK ISSUES (1-14) ON 7 DOUBLE SIDED DISKS!
* THE RAMBIT/DGS PRODUCT "PRINT-FILER"
* THE "DEMO MAKER" SOFTWARE (COMPLETE WITH 14 PAGE MANUAL)
* THE RAMBIT/DGS PRODUCT "TASKMASTER" (TAPE TO DISK UTILITY)
* THE FULL CURRENT VERSION OF DIGI-STUDIO, WITH 2 DS/SD DISKS AND A 44 PAGE
MANUAL. COMPLETE VERSION 1.2 LIDS SOFTWARE.

THE USUAL COMPLETE SELLING PRICE FOR ALL THIS SOFTWARE IS $75, BUT AS A
SPECIAL OFFER YOU CAN GET ALL THE SOFTWARE LISTED ABOVE FOR JUST
$55 INCLUDING *AIR MAIL* SHIPPING!

===

(THAT'S A SAVING OF $20 ON THE USUAL SELLING PRICES!)

NOTE: WE WOULD RECOMMEND THAT YOU SEND THE CASH BY REGISTERED MAIL, OR BY
USING AN I.M.O (FOR 30 UK POUNDS).

NOTE 2: THERE'S NO NEED TO RESERVE ONE OF THESE BUNDLES. JUST SEND THE CASH
OR IMO WITH YOUR NAME&ADDRESS (AND E-MAIL ADDRESS) STRAIGHT TO US.

****

Ordering info:

First reserve a bundle by email: dx107@cleveland.freenet.edu. I only read and send messages from here once a week at weekends. I'm not ignoring you if I don't reply straight away!

Then send the cash direct to us at DGS. Paying in cash is the easiest way to pay. You can pay by IMO if you prefer but these cost a fortune to arrange.

If paying by IMO, then make it payable in UK pounds, for half the dollar price (slightly different arrangement for bundle #4 - see the bundle 4 info).

Our address is:

DGS

62 THOMSON AVE

BALBY

DONCASTER

DN4 0NU

ENGLAND

Note: It is important that you send your money as soon as we confirm that a bundle is still in stock. We need a rapid turn-around on this stock. Only reserve one if you REALLY want one. We have had problems in the past with people reserving stock and then never paying for it.

Note 2: please note our address now. We won't give it again when we confirm your reservation by email.

We will put your bundle in the post the same day your money arrives. Delivery by surface mail should take about 6 weeks to the US. Delivery by air mail takes about 1 week. We will also throw in a copy of the latest DGS catalogue of PD and commercial software.

Dean Garraghty.

08 January 1994.

(23 JAN. 1994)

--

Dean Garraghty Software (D.G.S.) - dx107@cleveland.freenet.edu
D.G.S., 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND.
Phone (in UK): (0302) 855026 / International: +44-302-855-026

D.G.S -- Supporting the Atari 8-bit!!

280. Re: Wiring d5-d8: anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-23 15:50:05 UTC
From: RICORTES@delphi.com
Message-ID: <940123.39005.RICORTES@delphi.com>
Source record: 103325

The only way I know of getting drives 5-8 is by reburning the Eprom. I don't recall the locations off hand, but I only knew them for 810 & xf551s anyway. I do have a burner so if you find the some suitable drives I'll burn the Eproms for you. As far as I k
now, it would have to be in the controller though.

281. Brent Bruescher ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-23 18:26:19 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2hufgb$5qt@usenet.INS.CWRU.Edu>
Source record: 103309

There was this post by Brent (Bruescher?) a while back who has
a trashed SpartDOS 3.2d disk. I told him I couldn't email him
a arced dcmed copy of the disk. I figured a way to send him
just the trashed sectors, 3 to 5 of them. If he still is around
and wants me to do this, get back to me.

282. AC Versus The Deep Freeze of '94

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-23 21:12:27 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9401231917.AA20316@phinet.smithkline.com>
Source record: 103311

[Lawrence, please post to all nets, thanks!]

ATTENTION: please download this message & re-post freely to all networks & BBS systems. Thanks!

AC Versus The Winter of '94 (sheesh!)

Hello Peoples,

Today is the first time since last Tuesday I am able to once again send outgoing email coms without them bouncing back to me. Just a small measure of what's been going on here the past couple weeks.

I reserved the period of Jan. 3-10 to put together the February issue of AC & to edit material for the February AC Software Disk. On January 7 we had a nasty ice storm here in southeastern Pennsylvania that wiped out power to over a million homes. Although power to most people was restored within 2 days, I didn't get back my power until late in the evening of January 11. As of Jan. 7 when the outage began, production on the Feb. AC was half-completed & on schedule. I'm sorry to say I've made essentially no progress on the magazine since then.

Living for the better part of a week with no heat/lights/electricity in the middle of the most severe Pennsylvania winter this century was not fun. I didn't shave, wash, or change my clothes for 5 days. I moved into the den & camped out in front of the fireplace, & slept with my shoes on. Precious editing time (part of which was also vacation time from my job) got spent hauling firewood & on long searches for lamp oil, wood & kerosene which were in short supply since I had to compete with a million other people in the same situation as me. I thought I was prepared as I had half a cord of seasoned hardwood on hand, but on the 3rd day the wood ran out (it goes up like tinder in an open fireplace), & panic set in. I got thru the final 36 hours with the help of a friend who gave me some old ratty wood & loaned me a kerosene heater. Were it not for that, my plumbing would have froze & I would have been forced to abandon my home & go to one of the emergency shelters that were hastily set up by the local municipal authorities. I've been living here 13 years & never saw anything like this.

After the power was finally restored (it took until the 12th for the house to warm up agan, my bathroom fell to 35 degrees & the toothpaste froze in the tube), it took me another 3 days to clean up all the mess & begin to resume work on the February AC.

On the evening of January 15, as I was reviewing material for the AC February Disk, an earthquake trashed my office (24 hours before the Big One hit L.A.). I don't know if the Pennsylvania quake made the national news, but I can tell you it scared the dickens outta me. It was only a 4.6 quake, small potatoes

by California standards, but with the floor rolling under my feet, windows rattling, & papers fluttering down all over the place it was plenty scary. I had a whole bunch of manuscripts, subscription forms, advertising copy, checks, disks, notes, computer manuals,& a ton of other paraphernalia related to the magazine spread out all over as I usually do; it all ended up in jumbled heaps on the floor. A freakin' mess! I again gave up work on the magazine to pick up stuff & restore some order, it took several days. A few items seem to have gotten lost in the shuffle of papers. * sigh *

While I was preoccupied with the 2nd cleanup we got hit with the Deep Freeze & another ice storm. Temperature on my back porch: -9 degrees F. Wind chill: -40. On the 16th there was a sound like a cannon shot from my neighbor's yard. Incredible, the trunk of a huge tree in his yard had "exploded"; the sap froze & expanded and blew up the wood. Since then I've been nervously keeping watch on the 40-odd trees growing on my property. I already have quite a bit of minor storm damage accumulating on my property: tree branches down everywhere, damage to the doors & roof of my toolshed, & a 24-foot section of 6-foot high fence that went down in the 'quake.

The Deep Freeze has persisted for the past week, resulting in a big drain of electrical power on the entire Eastern Power Grid. Southeast Pennsylvania, being densely populated, was among the hardest hit. On the 17th the power companies here commenced a series of "rolling blackouts", a phenomenon new to my experience, in an effort to prevent total collapse of the Eastern Pennsylvania Grid. I pushed ahead with work on the Febrauary AC, figuring they wouldn't dare black out my area since we'd suffered so badly during the outage of the previous week. It was sorta like playing Russian Roulette with the power company.

Well, I lost the game. Big-time. On Jan. 18 I was smack in the middle of an editing session & got hit by a rolling blackout. It only lasted 90 minutes, but I lost all the work I'd managed to do since Jan. 7. I'll leave to your imagination what expletives I emitted when the lights went out for the 2nd time in as many weeks.

In the meanatime the 2nd ice storm coupled with the record-low temperatures & a shortage of road salt turned all the roads around here into automobile skating rinks. It's aparadise for car thieves, there are wrecked & abandoned cars everywhere. It also turned my usual 25-minute commute into 2 hours each way. Result: instead of getting home from work at a decent hour & resuming work on the magazine, for the past week I get home late/exhausted/half-frozen due to sitting in monster traffic jams for several hours watching people slide sideways & backwards down overpasses & stuff. The whole past week has been like this, I've made no progress on the magazine at all, I'm still stuck where I was on Jan. 7.

On January 19 the Governor of Pennsylvania declared a state of emergency due to the power crisis & also major problems with broken water mains (due to the combination of severe cold plus the earthquake), in consequence of which all commercial operations curtailed their business activities to reduce power consumption. For me, this caused disruptions in computer systems & telecommunications. As most of you know, the AC Staff relies heavily on these

systems for its existence, as we are scattered all over the North American continent. I've been unable to send messages to GEnie or Internet since the 19th, today is the first day I've been able to get messages through.

This past weekend I've once again resumed work on the February AC, but I've given up all hope of adhering to any sort of schedule. I'm just going to plow along until it's done, however long that takes. The February issue will almost certainly be late. How late, I don't know. I can't afford to take any more vacation time from work for awhile, so I'm pretty well confined to whatever I can accomplish on weeknights when the roads aren't clogged (yeah, right) & weekends. I still have at least four full days of work to do on the mag, which means probably 2 more weeks before I'll have it ready to send to our Publisher for typesetting & proofs.

Assuming the weather doesn't get any worse.
And also assuming our Publisher isn't having the same sort of problems I am.

Please bear with me, everyone, the temperature got up to 36F today & I feel confident enough to guarantee the Feb. AC will get mailed out before July :).

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

PS: Postal mail deliveries have been very erratic the past 2 weeks. Yesterday I noticed several mail items frozen in the ice around the base of my mailbox (the mailman couldn't get the door closed & the wind blew the mail out). If I take a pickaxe to the ice these mail items will get wrecked. I've decided to let them remain there until we get enough of a thaw so I can retrieve them without damage. One item is a Letter To The Editor, I could read the address through the ice. The ice is over 3 inches thick.

283. New 2000 thimble wheel;mono composite monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-23 21:26:27 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00978F95.10734D40@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103312
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

For sale-
NEC series 2000/2050 wide-carriage letter quality thimble wheel printer.
Equipped with the parallel (PC compatible) interface, instructions included.
Note: This is the personal computer model, which is the lighter and smaller
one (NOT the heavy monster model used in big offices).

Also have a BMC (made in Japan) monochrome monitor- accepts composite video
via RCA jack. Very sharp picture, good for 80-column applications,
BBS-ing, text processing, data base or spread sheet applications.
Not recommended for games (except text-based ones like Scot Adams adv.
or Infocom) because it has no color.

I'll sell to a reasonable offer, so please feel free to send your offer to
the e-mail address COHEN@GOMEZ.PHYS.VIRGINIA.EDU.

Thanks!

284. Re: Atari,Intellivision,other games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-23 21:33:50 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00978F96.18DB4A40@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103313

In article <759246323.AA06590@rochgte.fidonet.org>,
Michael.Fitzpatrick@f47.n282.z1.fidonet.org (Michael Fitzpatrick) writes:
>I'm interested in the TI cartridges. Please leave a phone # I can contact you
>by or write me:
>Michael Fitzpatrick
>c/o Books Plus
>213 Central
>Osseo, MN
>55369

You can call me at (804) 293-8973. I have a lot of TI-99/4A items (games,
education, programming, hardware, books, etc.

I appologize for posting this in the Atari Newsgroup, but this is where the
original question was posted and the logical place to post the reply.
Hopefully no more followups in this group will be required.

Thanks!

285. Re: New 2000 thimble wheel;mono composite monitor for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-23 21:41:25 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00978F97.27C71060@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103314
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

In article <00978F95.10734D40@GOMEZ.PHYS.VIRGINIA.EDU>, cohen@GOMEZ.phys.virginia.edu writes:
>
>For sale-

[stuff deleted]

Sorry for the typo in the title! "New" should have been "Nec" (the manufacturer).

Wishful thinking (if it makes a difference) ...

286. Re: AC Versus The Deep Freeze of '94

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-24 01:51:54 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CK42IJ.CI2@utnetw.utoledo.edu>
Source record: 103315

```
... wow ...

That's dedication...

-Tim
```

287. RE: WIRING D5-D8: ANYONE?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-24 04:26:36 UTC
From: kaj.de.vos@bbsw.wlink.nl
Message-ID: <9401240426.A7636wk@bbsw.wlink.nl>
Source record: 103316

The pinouts for the drive select signals on the 34-wire Shugart cable are:

drive 0: pin 10
drive 1: pin 12
drive 2: pin 14
drive 3: pin 6, repeat 6!

However, this is drive numbering from the controller to the drives. What you want to change is numbering from the computer to the controller (D1:-D4: -> D5:-D8:). This is a function of the controller firmware and may or may not be influenced by dip switches on the controller board.

Kaj

288. For Sale: books + software

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-24 11:45:22 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2i0cci$puo@dux.dundee.ac.uk>
Source record: 103321

I have some books and software for sale, including Mini Office II and programming lacnguages.
I also have a quantity of games.

Interested.

Then Email

rmccall@mcs.dund.ac.uk

289. Re: The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-24 13:21:45 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CK4yG9.MKu@sunblossom.ge.com>
Source record: 103317

In article <CJzGJo.8CD@merk.com>, winston@merk.com (Winston Smith) writes:
|>
|> P.S. Do your picture viewers also handle ".RLE" format and "MACPAINT"
|> format? (I'm curious....)
|>

No, but I have seen some (old) .RLE viewers, and two or three MacPaint
viewer programs. I think they all decoded to graphics 8, since both of
these formats are monochrome.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

290. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-24 14:17:23 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <2i0l9j$r2b@email.tuwien.ac.at>
Source record: 103318

In <CJuGvo.LBw@nid.csc.com> pprice@nid.csc.com (Phil Price) writes:
>[about Phil's new game]
> The first system it will be out for is PCs. Expect to need a
> cd-rom, sound card(with midi, though not required), a couple of
> megs of memory and '386 or better. Super vga is preferred. It
WAAAHHH :'-O And I swore I'd never buy a PC...

> still is a long long way from completion, and because I am doing it
> on the side it takes longer to complete(ie. it will be more than a year
> before I have a final version done). I can't describe the game design
> since it is early (I have it, it's just confidential at this point
> because time to market is so far down the road). And of course
> since it takes second priority to my day job, there is always the
> chance that it may interfere with day work and would therefore have
> to be abandoned.(Though I think I have learned how to mentally avoid
> this from happening).

> - Phil

> P.S.
> One of the main causes for me to revive interest in doing a game
> is not only my own primitive urge to create real neat games, but
> the fact that many of you remembered my old games much to my
> surprise.

As a matter of fact, I grew up with games like AR, Spelunker, Eidolon,
Koronis Rift etc., and don't think there's anything out today that comes
even close to those as far as gameplay is concerned. I haven't touched
computer games for over 2 years now, because I got fed up with looking
at the dull, over-hyped games produced today (with very few exceptions,
like Lemmings). I wonder what happened to all the people who wrote the
`classics' on the 8-bit... Perhaps, if computers were still limited to
64K RAM, and disk drives to 128K, game programmers would still
concentrate on gameplay rather than graphics and (digitized) sound.
(btw., how did you manage to make the sound effects so convincing in
AR - The City??? I've never heard anything like that on the 8-bit
before!)
Anyway, in my opinion, piracy is a result of the policy of game
companies to produce as many games as quickly and cheaply as possible,
with their efforts concentrating on marketing rather than the quality
of the games. Many people who used to buy games will nowdays not want
to pay more money than they used to for much less than they used to get
years ago. OK, perhaps simulations are a bit fancier looking now, but I
enjoyed "Mig Alley Ace" too, without getting (and paying for) a 100 page
booklet about airplanes... The strange thing is, some people must be

buying these dull games, otherwise the game companies would produce them! Probably some 14-year-olds who don't know what else to do with their pocket money and can't resist the advertising and propaganda by game magazines!

Any Comments?

Just my $0 worth (didn't cost me anything :-))...

-MY (wondering what would happen if computer game ads and reviews were forbidden...)

PS: Remember when you could still get interesting games (written in BASIC!!) by typing in lots of pages with DATA-lines from a magazine? (there were a lot of german computer mags around which used to publish games this way - I even got Turbo Basic XL this way...)

--

____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~
~~~~~~

291. Re: AC Versus The Deep Freeze of '94

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-24 15:27:43 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CK54A7.3o7@cbfsb.cb.att.com>
Source record: 103320

In article <9401231917.AA20316@phinet.smithkline.com> poehland%phvax.dnet@sb.com writes:
>[Lawrence, please post to all nets, thanks!]
>
>ATTENTION: please download this message & re-post freely to all networks &
> BBS systems. Thanks!
>
>AC Versus The Winter of '94 (sheesh!)
>
>Hello Peoples,
>
<very heartbreaking story of Ben's problem mostly deleted>

>While I was preoccupied with the 2nd cleanup we got hit with the Deep Freeze
>& another ice storm. Temperature on my back porch: -9 degrees F. Wind chill:
>-40. On the 16th there was a sound like a cannon shot from my neighbor's yard.
>Incredible, the trunk of a huge tree in his yard had "exploded"; the sap froze
>& expanded and blew up the wood. Since then I've been nervously keeping
>watch on the 40-odd trees growing on my property. I already have quite a bit
>of minor storm damage accumulating on my property: tree branches down every-
>where, damage to the doors & roof of my toolshed, & a 24-foot section of 6-foot
>high fence that went down in the 'quake.
>

Luckily , we survived at my place with no major inconvenience, other than walking out of work on Thursday to a flat snow tire (found out on the entrance ramp) which was unrepariable, and _nobody_ has snows left, or is willing to order them for me <sigh>.

How cold was it? Well ... you know that windshield wiper antifreeze that is good to -20 degrees F? I had five jugs in the back of my car, three were froze solid, the other two (different manufacturor) were ok. -22 degrees when I got up at 8 am .. car thermometer had a MIN of -26.2 degrees _inside_ the car ... I figure we might have hit -30 degrees at my house .. wish the kitchen thermometer had MAX/MIN.

The birds are happy though, I've been filling the feeders since Christmas.

A friend at work says we can blame him .. this is his first year to own a snow blower, and a backup generator .. bought this past fall. So he was without power other than the generator for five hours when they couldn't bring them back online after the rolling blackout. And we had 8 inches then 12 inches of snow the last two weeks, 26 inches left on the ground per the NWS. He is glad he hasn't bought a hurricane windsock as yet.

--
Richard Dell

292. Re: Archives for NewsGroup?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-24 17:53:36 UTC
From: mcurrent@news.weeg.uiowa.edu
Message-ID: <1994Jan24.175336.13759@news.weeg.uiowa.edu>
Source record: 103322

NOLRAM@delphi.com writes:

>Tom Drake <drake@booz.bah.com> writes:
>
>>Is there an archival site for all of the comp.sys.atari.8bit newsgroup
>>articles? If so, where?
>
>Well if you have Gopher access you can reach it by popular FTP sites
>goto mirrors and there it is if not, ftp to mirrors.umich.8bit,
>I think thats the correct address, at least the one that can connect you.

But Tom was asking about archival of these messages themselves, and as
far as I know atari.archive.umich.edu (the correct name for the Atari
Archive) doesn't archive newsgroup articles.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

293. Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-24 18:15:48 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Jan24.181548.17474@cs.nott.ac.uk>
Source record: 103323

In article <2i0l9j$r2b@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
[snip]
>like Lemmings). I wonder what happened to all the people who wrote the
>`classics' on the 8-bit... Perhaps, if computers were still limited to
>64K RAM, and disk drives to 128K, game programmers would still
>concentrate on gameplay rather than graphics and (digitized) sound.

perhaps if people bought the software instead of pirating it the 8-bits would still be very well supported, and then you would have all your playable games.

> Anyway, in my opinion, piracy is a result of the policy of game
>companies to produce as many games as quickly and cheaply as possible,
>with their efforts concentrating on marketing rather than the quality
>of the games. Many people who used to buy games will nowdays not want
>to pay more money than they used to for much less than they used to get
>years ago.
So it is the companies fault people pirate games?????????????
I could understand if you said that the games were too expensive, companies were just interested in making megabucks, and people had to pirate them 'cos they couldn't aford to buy them.
Look people who pirate games tend to be thick headed morons who don't realise what they are doing. For every game pirated the company loses money, pirate enough games and the company will not make any money, if it doesn't make money by selling games for the 8-bit then they can't pay the programmers, etc. End result is that they stop making games.... the computer loses support... not good!
Yeah! you may think that one pirated game doesn't make a diference, but it isn't just one game is it? not if everybody thinks that way...
There are still games being produced for the 8-bit today, but in today's market even pirating just one copy can make a diference... the games are of decent quality and the price is low, and yet people STILL pirate them...

>enjoyed "Mig Alley Ace" too, without getting (and paying for) a 100 page
>booklet about airplanes...
my point exactly! you enjoyed it, but you didn't want to pay the price of developing it... something for nothing... things just don't work that way.

Look I'm not trying to have a go at you personaly, but you can't just say that pirating games is all the companies fault, the pirate plays a very big part in it too. Sorry if I ofended you, it was not my intention, I just wanted to point out that pirating is a BIG problem...

All of the above opinions are my own, and just my own... I take full responsibility for them, if you want to flame anybody then flame me!

Raphael Espino, rje@cs.nott.ac.uk

294. Re: Archives for NewsGroup?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-24 18:59:07 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2i15pr$s99@nz12.rz.uni-karlsruhe.de>
Source record: 103324

In article <1994Jan22.005446.16155@news.weeg.uiowa.edu>,
Michael Current <mcurrent@carleton.edu> wrote:
>
>Problem is, the Info-Atari8 Digest has been broken for a couple months
>now.

What is the problem with the Digest? Can it be fixed? If not maybe someone
else could set up an arbitrary Info-Atari8 Digest.

If noone can be found, I'd be willing to set something up on my Unix-account,
i.e. if someone will tell me how to do it, as I don't have very much of an
idea on how it works. Maybe I could get the mailing software from the
original Info-A8 site?

Any assistance welcome.

-Marek

---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

295. atari, 1400xld WANTED!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-24 20:13:00 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <2i1a4c$f2h@monk.rsip.lsu.edu>
Source record: 103326

I'm looking for an atari 1400xld. If you have any idea where I
might find one, please let me know. Thanks.

--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
----
The mindless data of the above message does not express the opinion of
the Remote Sensing Lab or Lousisiana State University, just this mine.
----

296. $$$ Atari 8-Bit Sale (January 24 Update) $$$

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-24 22:19:48 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CK5nD1.3n9@cs.uiuc.edu>
Source record: 103327
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace,rec.games.video.classic

January 24 Update

Classic Atari Collection Sale
Brian Totty
totty@cs.uiuc.edu

Here is *yet more* classic Atari stuff (mainly games) that I have to sell.
I'm moving in the summer, and I need to find good homes for this stuff.

There are some real classics down there! Many still have original boxes and
documentation! I can describe most of these, if you aren't sure about the
programs. I put a '*' beside my personal favorites.

I think the prices are fair, but if you think the prices are too high, make
an offer. Buyer pays shipping. Send email to 'totty@cs.uiuc.edu' if you are
interested.

```
+----------------------+
| Atari 8 Bit Software |
+----------------------+

title | company | box | doc | media | notes | price
-----------------------+-------------+-----+-----+-------+------------+-------
Adventure Master | CBS | G | - | ??K D | | $3
Basic XL | OSS | - | - | Cart | | $10 *
Chameleon Term. Emulator| ANTIC/APX | - | - | ??K D | | $8 *
Chessmaster 2000 | S. Country | E | G | ??K D | + commodore| $5
Computer Quarterback | SSI | E | E | 48K D | 2nd ed. | $5
Conan | Datasoft | G | G | 48K D | excellent! | $5 *
Deep Blue C Compiler | ANTIC/APX | - | - | ??K D | | $4
Deep Blue Secrets | ANTIC/APX | - | - | ??K D | | $3
Fig-FORTH | APX | - | - | ??K D | | $4
Ghost Encounters | JV Software | - | - | ??K D | classic! | $7 *
Gulf Strike | Avalon Hill | - | - | 48K D | + commodore| $3
Hitchhiker's Guide | Infocom | G | E | 48K D | + fun stuff| $7 *
Leader Board (plus | Access | G | E | 48K D | with key | $5
tournament disk) | | | | | |
Mail Order Monsters | Elect. Arts | E | - | 48K D | fun! | $6 *
Maniac Miner | Gentry | - | - | ??K D | | $3
Mask of the Sun | Broderbund | F | F | 48K D | | $4 *
Micro League Baseball | M.L. Sports | E | F | ??K D | + stat disk| $8
Micro League Gen. Mgr. | M.L. Sports | E | E | ??K D | for above | $5
Never-Ending Story | Datasoft | F | G | ??K D | + commodore| $4
On-Track Racing | GameStar | - | - | ??K D | | $5 *
Operation Whirlwind | Broderbund | F | E | 48K D | war game | $5
```

Real Sports Football | Atari | P | G | Cart | - playcard | $4
Seastalker | Infocom | - | - | ??K D | | $5 *
Shattered Alliance | SSI | G | E | 48K D | | $7
Six Gun Shootout | SSI | E | G | 48K D | i like this| $7 *
Sorceror of Claymorgue | Adv. Intl. | F | E | 48K D | sc. adams | $5
Castle (SAGA #13) | | | | | |
Speedway Blast | IDSI | - | - | Cart | | $4 *
Spider-Man | Green Valley| - | - | ??K D | | $3
Star Bowl Football | GameStar | - | - | ??K D | fun! | $5 *
Star League Baseball | GameStar | - | - | ??K D | excellent! | $6 *
Super Bunny | Datamost | - | - | ??K D | | $2
Suspended | Infocom | - | - | ??K D | fun, - map | $5 *
Tennis | Atari | P | - | Cart | | $2 *
The Factory | HesWare | - | - | ??K D | educational| $3
Title Bout | Avalon Hill | G | F | 48K D | | $4
Touchdown Football | Elect. Arts | E | - | 48K D | | $4
Ulysses & Golden Fleece | Sierra O-L | n/a | G | 40K D | adv #4 | $5 *
Whistler's Brother | Broderbund | G | E | | | $5 *
Grab Bag (1 per person) | Assorted Random Disks of Fun & Useful Stuff | $2

+----------------------+
| Atari 8 Bit Hardware |
+----------------------+

title | notes price
------------------+---+-------
Fullview-80 Board | excellent plug&play 80 column board for Atari 800 | $45 *
Monochrome Monitor| Monitor with cables for Fullview-80 board | $30
Monkey Wrench Cart| no case, for cartridge port B | $7

/ Brian Totty o o
/__ __ o Department of Computer Science o
/ / / / 1304 W. Springfield Ave _/ "We have corn in
/__/ / / Urbana, IL 61801 Massachusetts too!"
Gradual Student totty@cs.uiuc.edu

297. The Info-Atari8 Digest

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 01:12:57 UTC
From: mcurrent@news.weeg.uiowa.edu
Message-ID: <1994Jan25.011257.7053@news.weeg.uiowa.edu>
Source record: 103328

uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes:

>What is the problem with the Digest? Can it be fixed? If not maybe someone
>else could set up an arbitrary Info-Atari8 Digest.

John Dunning, jrd@stony-brook.scrc.symbolics.com, who maintains the
Digest, told those of us who asked that the problem is with the news
server at the host machine. I believe this is at Northern Arizona
University given the address naucse.cse.nau.edu. That was last month,
and there have been no regular Digests since October or November.

Who knows, it may restart any time, but Dunning has made no announcements.

>If noone can be found, I'd be willing to set something up on my Unix-account,
>i.e. if someone will tell me how to do it, as I don't have very much of an
>idea on how it works. Maybe I could get the mailing software from the
>original Info-A8 site?

The Info-A8 Digest has only worked in one direction, Usenet->Internet,
since its last move in 1989, so I'm not sure we really want that
particular digest software. My guess is that software that performs
Usenet<->Internet crossposting exists out there on the Net somewhere,
but I haven't made a serious search yet.

We would probably need a friendly system administrator to set up a new site
for the Digest. This may be the biggest limitation.

>Any assistance welcome.

I'll ask around for freeware digest-type software, and let everyone
know what if anything I find out.

If anyone here is a system administrator, or can possibly help in any
other way, please speak up!

P.S. Do note, there also exists the Info-Atari16 Digest, which we
might want to deal with as well...

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

298. Thijs Aaten Please contact me.

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 02:56:56 UTC
From: KAMARO_KID@delphi.com
Message-ID: <940124.79016.KAMARO_KID@delphi.com>
Source record: 103329

Sorry about this message.. lost the internet mail address:

Thijs Aaten of Amsterdam please contact me via internet mail at:

jking@email.state.ut.us or kamaro_kid@delphi.com

It's regarding the shipment of Atari 8bit items to you.

299. Re: Atari 800XL Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 03:21:27 UTC
From: cjw@world.std.com
Message-ID: <CK61Bs.6zz@world.std.com>
Source record: 103330

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> (Although it doesn't appear that any of the replies thus far will help the
>original poster... he appears to be connecting his computer to a TELEVISION
>- note the reference to the improved Jaguar RF box!)

> -Tim

He DID mention a monochrome composite monitor, too...
--
-Chris

Christopher J. Woods | cwoods@genesis.nred.ma.us
Sales Manager, Nagahara Flutes | cjw@world.std.com

300. Re: The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 04:15:03 UTC
From: NOLRAM@delphi.com
Message-ID: <940124.83703.NOLRAM@delphi.com>
Source record: 103331

The macpaint viewers,are they like finished products or
projects that never finished? are they out in the PD?

301. Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 05:21:29 UTC
From: drake@booz.bah.com
Message-ID: <2i2a8p$alb@booz.bah.com>
Source record: 103332

Subject: Survey!
Newsgroups: comp.sys.atari.8bit
Summary:
Keywords: Atari 8-bit

Question --

How many of you actually use an 8-bit Atari to access this newsgroup and/or use the full Internet from your 8-bit? No cheating! Let's hear from the REAL 8-bitters! If not, (shame on you!), what system do you use as your terminal/window to the wonderful world of comp.sys.atari.8bit??

As for me, I have a 320K 130XE + (the plus indicating an OMNI ROM with 80-columns, with old OS, new OS and more plus! other stuff!), running two 180K 1050s, a 2000+ sector D8: ramdrive, and the SX212 1200 (Ok, Ok!, I should move up to faster) baud modem in direct connect mode, using the absolutely amazing Kermit65 version 3.7 telecommunications software in full 80-column VT100 terminal emulation mode with the R-Handler supplied by the Bob Puff RVerter program.

(NOTE: If I wanted to, I could still do everything with a 90K 810 or single-density drive, and a 48K Atari 400/800!!!!). Top that!! The Kermit program comes with a software driven 80-column screen, 40-column or scrolling screen, so it can also be used on the venerable 800!).

I access the network from my home and have the Sun Server at work set up so my terminal type is vt100. I have found that the Kermit65 3.7 program works extremely well with the Omnicom running about as well. (If there is better out there, tell us!!!). Or even just a better way..... still tell us!

For downloading or transferring I use the full power of the network to the Sun and then offload or upload via Xmodem (or Kermit!!) to my beloved Atari!

I am running pine as my mailtool, pico as my default editor, and lynx as the insanely cool killer World Wide Web VT100/ANSI Internet network browser with hyperlinking, ALL FROM MY ATARI!!!!!!! Plus more +++++!! I can even do tildas ``````!!!!!!

As my OS, I am using SpartaDos 3.2d and have set up a startup batch file which boots it all automatically with a few other options to include having a dynamically updating date and time which is visible. Then all I do is make a phone call!!

So ALL you 8-bitters out there - come on! - and tell us what you are really using to communicate with the rest of us!

Looking for all setups to access here and the Internet -- the most unusual, the most exotic, the most imaginative, best use of 8-bit technology, the most minimal system (anybody using a 400??!!), the most daring, the most innovative, the funniest, the cheapest, the craziest setup, the most unique, ...

Let's find out how you REALLY access the network to communicate with your fellow Atarians from around the world and share the common, albeit unique experience of the 8-bit domain.

-- Tom

--
-=-
Thomas Drake drake@bah.com Booz Allen & Hamilton, Inc.

302. ATARI 130XE on CABLE TV!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 05:52:10 UTC
From: ind00052@pegasus
Message-ID: <2i2c2a$o85@pegasus.cc.ucf.edu>
Source record: 103340

Just a tid-bit of interesting stuff:

I was channel surfing through cable television last night and all of a sudden saw a green screen with the "SELF TEST" of the Atari 130XE. I thought maybe someone was playing a joke on me - I checked my Atari - NO, still off - Hmm.... Seems the public access channel uses the Atari to do it's information messages. Nice to see it still being used productively. Now... if they would only just play old classic games 24 hours a day, it might be able to tune in every once in a while.

Sen
ind00052@pegasus.cc.ucf.edu

303. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 08:36:48 UTC
From: jomcgow@eis.calstate.edu
Message-ID: <2i2ln0$qq6@eis.calstate.edu>
Source record: 103333

I use a Rambo'd 800XL/ sparta 3.2d/ OmniCom (edited to kill XON/XOFF with parameters set for 2400bps) through a Supra 2400 off an P:R:Connection (I prefer omnicom to kermit since I can set macros to do the dialing and sending the password, etc.)... I access the net via a freenet in MO (with telenetting to an account here in CA wherein I have access to USENET). So, I too do all my home computing on an Atari 8 bit.

--
John McGowan | jomcgow@eis.calstate.edu [CORE]
| jmcgowan@bigcat.missouri.edu [COIN] (preferred)
| j.mcgowan15@genie.geis.com [GEnie]
----------------+---

304. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 09:01:07 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2i2n4j$f76@news.belwue.de>
Source record: 103334

Tom Drake (drake@booz.bah.com) wrote:
> Subject: Survey!
> Newsgroups: comp.sys.atari.8bit
> Summary:
> Keywords: Atari 8-bit

> Question --

> How many of you actually use an 8-bit Atari to access this newsgroup and/or
> use the full Internet from your 8-bit? No cheating! Let's hear from the
> REAL 8-bitters! If not, (shame on you!), what system do you use as your
> terminal/window to the wonderful world of comp.sys.atari.8bit??

I have:
800 XL with 1 MB (MegaRam)
RomDisk
2 * 1050 with Speedy
2 * 3 1/2 inch floppies (HDI)
ARGS-RS232
14400 Bit/s Modem (I use it mainly with my Archimedes - shame on me!)
HP Deskjet 500C
XEP 80 (only used with Bobterm)

My window to the Internet is a HP 9000/730 - it's not my own, of
course!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

305. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 12:14:36 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2i32fc$evq@news.belwue.de>
Source record: 103335

Raphael J Espino (rje@cs.nott.ac.uk) wrote:

> Look I'm not trying to have a go at you personaly, but you can't just say
> that pirating games is all the companies fault, the pirate plays a very big
> part in it too. Sorry if I ofended you, it was not my intention, I just wanted
> to point out that pirating is a BIG problem...

> All of the above opinions are my own, and just my own... I take full
> responsibility for them, if you want to flame anybody then flame me!

The main problem is in the head of those pirates: "Why should I pay
for something which I could have for free?"

I buy software, but I can't say this to other (not Atari-)freaks,
because they normally regard me as insane for this...

The Polish programmers consider this: Polish games are "heavily
protected"!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

306. Atari Videos

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 13:22:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940125082234MIS0160@MVS.UDEL.EDU>
Source record: 103352

I just received a catalog from a company called Video Yesteryear. They have quite a few specialty videos for only $2.99 each. Two of them may be of interest to this newsgroup.

Stock # Title Description
13204 The Amazing Atari ST The home computer is demonstrated
13303 My Computer Shop-Part 3 Nintendo, Atari and Commodore 64 reviewed.

Their toll-free order line is 1-800-243-0987. They charge a flat $3.95 shipping and handling per order.

307. 1200XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 15:36:16 UTC
From: burzynas@ctrvax.vanderbilt.edu
Message-ID: <1994Jan25.153616.15494@news.vanderbilt.edu>
Source record: 103336

```
1200XL with power supply and TV cable,
1010 casette with power supply
1050 disk drive - without ps, busy light not going on.
$30+S&H for all.

Artur Burzynski
Burzynas@ctrvax.vanderbilt.edu
Nashville, TN
```

308. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 16:53:19 UTC
From: mcurrent@news.weeg.uiowa.edu
Message-ID: <1994Jan25.165319.10011@news.weeg.uiowa.edu>
Source record: 103338

Very briefly, when I'm at home I use the following ordinary hardware:
130XE (w/ "XE" Touch upgrade)
XF551
XEP80
SX212
P:R: Connection
Magnovox 80-col. mono. monitor

To connect to the local mainframe at the University of Iowa I use
VT850 by Curtis Laser most ofthe time. When I need to upload or
download I use Kermit-65 by John Dunning. I run both programs under
SpardaDOS X 4.20.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

309. Re: The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 17:52:30 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CK75nI.7tG@sunblossom.ge.com>
Source record: 103337

In article <940124.83703.NOLRAM@delphi.com>, NOLRAM@delphi.com writes:
|> The macpaint viewers,are they like finished products or
|> projects that never finished? are they out in the PD?

The MacPaint viewers I have seen were mostly PD, and I believe all were available on GEnie. Tony Ramos wrote one, and he also had working a printer utility for 9-pin Epson-compatible printers (to print the MacPaint files). You want filenames? If I can find my copies I'll email to the umich archive.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

310. Wanted 8-bit Assembler

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 22:17:06 UTC
From: ap748@cleveland.Freenet.Edu
Message-ID: <2i45p2$1fh@usenet.INS.CWRU.Edu>
Source record: 103339

Hi,

I'm looking for an Atari 8-bit Assembler. Please E-mail me if you
have one that you are interested in getting rid of.
--
Fred Horvat

311. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-25 23:52:47 UTC
From: Gumby@tiac.net
Message-ID: <2i4bcf$atg@sundog.tiac.net>
Source record: 103341

I use my Atari 800 to access this news group an many others, alos IRC and I do some UNIX shell programming. I am using kermit 65 in 80 column more. The only complaint i have with K65 is the screaming "Q's" when the 'break key' is hit by acciedent.

--

***-->->>> Gumby@max.TIAC.net
Richard D. Hopkins

312. collecting carts

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 00:19:43 UTC
From: jearney@tuba.aix.calpoly.edu
Message-ID: <1994Jan26.001943.187642@zeus.aix.calpoly.edu>
Source record: 103344

is anyone out there into collecting rare cartridges for the atari
400/800 computers? I have a couple that are hard to find.

John Earney
jearney@tuba.calpoly.edu

313. Re: Archives for NewsGroup?

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 00:33:36 UTC
From: kingb@rebecca.its.rpi.edu
Message-ID: <2i4dp0$4ap@usenet.rpi.edu>
Source record: 103345

For Sale: Atari Equipment and Software.

For anyone who might be interested in any of the Atari components I have,
please make an offer by replying to: kingb@rpi.edu. I will be moving so I
need to sell and will accept ANY reasonable offer. Please include S+H.

*Atari 400 Computer - 48K upgraded from 16K Memory, Pressure sensitive
keyboard, Power Adaptor. This computer comes in original box with
all original documentation. It has been In storage for years.
- This computer should be bought only by someone looking for parts
or has experience with Atari repair. Since the computer was sent to be
upgraded to 48K, it has had problems with many software and I never
had it fixed or repaired. Otherwise computer in excellent condition.

*Atari 410 Program Recorder - Comes in original box with all documentation.
*Atari 1010 Program Recorder - Power Adaptor and Cable. Original box & info.

*Atari "The Programmer" - Package including Atari Basic Cartridge, Reference
Manual and Basic Self teaching Guide.

*Atari Cartridges (with all documentation)
- Video Easel (Atari)
- ET Phone Home (Atari)
- Congo Bongo (Sega)
- Spy Hunter (Sega)
- Soccer (Thorn EMI)
- Submarine Commander (Thorn EMI)

*Atari 5.25" Disks (with all documentation)
- Movie Maker (Electronic Arts)
- Murder on the Zinderneuf (Electronic Arts)
- Spy vs. Spy & Spy Vs. Spy Vol. II (Advantage)
- Silent Service (Microprose)
- Gauntlet (Mindscape)
- Silicon Dreams (Firebird)
- A.E. (Broderbund)
- Spelunker (Broderbund)
- Beach Head & Beach Head II (Access)
- Raid Over Moscow (Access)

If interested, email me at kingb@rpi.edu
Thanks...

314. yo

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 00:38:16 UTC
From: billt@sugar.NeoSoft.COM
Message-ID: <2i4e1o$q5e@sugar.NeoSoft.COM>
Source record: 103342

```
Hello
```

315. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 00:59:27 UTC
From: NOLRAM@delphi.com
Message-ID: <19940125.19592754.nolram@delphi.com>
Source record: 103343

I use a 65xe with two 1050 drives a 1200 bd modem(well the sx212{)
I also have a useless 800xl(need replacement parts), I connect to the
net by delphi and a school account.

316. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 03:53:22 UTC
From: cjw@world.std.com
Message-ID: <CK7xH0.Hw@world.std.com>
Source record: 103346

OK, here goes:
I am currently using a 256k 130XE, Indus GT (only drive I have!), Avatex 300/1200 modem (using 1200, of course) tied in thru an 850 interface. I use an older version of K65 (I don't remember which one) in the UGLY bitmapped graphics "80 column" mode. I haven't done any file xfers using kermit, because I am hesitant to xfer any files at 1200 baud to a floppy drive. I connect thru The World Public Access UNIX, and thru The Village of Cambridge (MA), and I have a FREE email/usenet account on a local, 3-line 386-based UNIX system. This is ALMOST the minimal system... the 130xe I am using is a loaner. I WAS (and will be again) using an 800 with Axlon-type 1Meg ramdisk (flaky, doesn't let me use the R: handler, so I don't use the ramdisk) with 48k of RAM, and all the other items I mentioned previously. I DO have a 400, but it is closeted...

I wouldn't mind some pointers on how the HECK to set up Omnicom! It says I'm supposed to append the R: handler to the Omnicom.obj file, but i can't do it, for some weird reason...
BTW, I am using MyDOS 4.2 and 4.5 (my K65 is on a 4.2 disk, and everything else is on MyDOS 4.5).
OK, I guess I qualify as a REAL 8-bitter, huh? (g)

--
-Chris

Christopher J. Woods | cwoods@genesis.nred.ma.us
Sales Manager, Nagahara Flutes | cjw@world.std.com

317. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 07:03:08 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <SGELBFOT@math.fu-berlin.de>
Source record: 103347

In article <2i2a8p$alb@booz.bah.com>, drake@booz.bah.com (Tom Drake) writes:
>How many of you actually use an 8-bit Atari to access this newsgroup and/or
>use the full Internet from your 8-bit? No cheating! Let's hear from the
>REAL 8-bitters! If not, (shame on you!), what system do you use as your
>terminal/window to the wonderful world of comp.sys.atari.8bit??

This summer, I needed a small system (spacewise) to access the VAX here at school. I used my 192k 130XE, Indus GT drive, P:R:Connection, Kermit-65 v.3.7, and my color TV. This setup worked very well. I am using my ST now with a Supra 2400 Plus. <g>

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

318. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 07:36:58 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2i56iq$nm1@news.cs.tulane.edu>
Source record: 103348

Currently I'm using a stock 130xe hooked up to a 10 meg hd through
a 256k MIO running under SpartaDos 4.21. For the most part I use
OmniCom, K65 and Bobterm (flip between all of 'em) the handel the
various systems I log onto. I've got a 14.4 Intel modem hooked up to
the system for ld calling. The system is connected to 2 usd 1050's, 1
Indus and 2 360k drives through an ATR8000. There is a second 130xe that
I use from time to time that has one meg on board and is hooked up to
a BB/FB with 1 usd 1050, 1.4meg 3.5" and 10 meg hard drive... Have to
move the modem between the two system, else one is limited to 2400
using a Prac. Perph. Fax modem.

I've got about 4 other systems just setting around, mostly 130's and 800xl's.
though I did just pick up a 1025 printer, i dont think I'll get rid of
the Seikosha...

And yeah, I use the Atari all the time... I've got 2 386's and a Mac +
that havn't seen power in a month...

Mike

319. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 09:28:27 UTC
From: jomcgow@eis.calstate.edu
Message-ID: <2i5d3r$h22@eis.calstate.edu>
Source record: 103349

```
Gumby@tiac.net (Rick H.) writes:
> I use my Atari 800 to access this news group an many others, alos IRC and
> I do some UNIX shell programming. I am using kermit 65 in 80 column more.
> The only complaint i have with K65 is the screaming "Q's" when the 'break
> key' is hit by acciedent.
>
I simply wrote a short ML programme to kill the break key, and used
SpartaDos batch file to run that before Kermit to kill the "screaming Qs"
problem
--
John McGowan | jomcgow@eis.calstate.edu [CORE]
| jmcgowan@bigcat.missouri.edu [COIN] (preferred)
| j.mcgowan15@genie.geis.com [GEnie]
----------------+-----------------------------------------------------
```

320. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 10:45:10 UTC
From: jomcgow@eis.calstate.edu
Message-ID: <2i5hjm$m4f@eis.calstate.edu>
Source record: 103350
Body handling: Inline uuencoded payload not displayed: D:BRKOFF.COM

For those who use Kermit 3.7 and hate the "screaming Qs" that occur when you accidentally hit the break key, the following UUEncoded data is for a short (trivial programme) called BRKOFF.COM:

----cut here and UUDecode the following----

```
table
!"#$%&'()*+,-./0123456789:;<=>?
@ABCDEFGHIJKLMNOPQRSTUVWXYZ[\]^_
```

[Inline uuencoded payload not displayed: D:BRKOFF.COM]

----cut here----

The following is the assembly code (in case you do not have UUDecode, you can just assemble this):

```
10 *= $6000
20 LDA 16
30 AND #127
40 STA 16 ;kill BRK interrupt
50 STA 53774
60 DUM RTS
70 *= 738
80 .WORD $6000
90 *= 736
0100 .WORD DUM
```

(the use of the dummy start address means that this code can be run either from a batch file in spartados OR can have another file appended to its end, say for MyDos)

When I use Kermit (sometimes I use it instead of OmniCom) I use a batch file for sparta with the lines "BRKOFF" before loading my RS232 handler and then KERMITNR (NR=version without the built in handler).

As the file is designed to work under the INITAD (with a dummy STARTAD), one can use it with other DOS (or even sparta) by appending other files to its end (in case you do not use Sparta... the problem with Sparta is that it always sets a RUNAD... first address of the load if you do not set it yourself... so generally folks do not run stuff under INITAD only, which means one does not have programmes permitting append... using INITAD to run and killing RUNAD with a DUMMY RTS makes the programme useable in both Sparta batch and append for MyDos or AtariDos).

This programme can be used to kill the break key on other programmes
which do not do so.

With regards to OmniCom... could never get it to work right under any
but SpartaDos for some reason! And, as most systems I call do NOT
accept XON/XOFF I had to disassemble it and NOP out the XON/XOFF code
(if anyone is interested I will post the patch for this... a small set
of bytes to be appended to the OmniCom code which simply enter NOP
bytes over the XON/XOFF code before running).

--
John McGowan | jomcgow@eis.calstate.edu [CORE]
| jmcgowan@bigcat.missouri.edu [COIN] (preferred)
| j.mcgowan15@genie.geis.com [GEnie]
----------------+---

321. Atari Videos

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 13:24:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940126082406MIS0160@MVS.UDEL.EDU>
Source record: 103212

I just received a catalog from a company called Video Yesteryear. They have quite a few specialty videos for only $2.99 each. Two of them may be of interest to this newsgroup.

Stock # Title Description
13204 The Amazing Atari ST The home computer is demonstrated
13303 My Computer Shop-Part 3 Nintendo, Atari and Commodore 64 reviewed.

Their toll-free order line is 1-800-243-0987. They charge a flat $3.95 shipping and handling per order.

322. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 14:56:49 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <2i60bh$l86@email.tuwien.ac.at>
Source record: 103351

In <1994Jan24.181548.17474@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino) writes:

> In article <2i0l9j$r2b@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos)
writes:
> [snip]
> > [snap]
> perhaps if people bought the software instead of pirating it the 8-bits would
> still be very well supported, and then you would have all your playable games.
> > [snap]
> So it is the companies fault people pirate games?????????????
> I could understand if you said that the games were too expensive, companies
> were just interested in making megabucks, and people had to pirate them 'cos
> they couldn't aford to buy them.
> Look people who pirate games tend to be thick headed morons who don't realise
> what they are doing. For every game pirated the company loses money,
> pirate enough games and the company will not make any money, if it doesn't make
> money by selling games for the 8-bit then they can't pay the programmers, etc.
> End result is that they stop making games.... the computer loses support...
> not good!
> Yeah! you may think that one pirated game doesn't make a diference, but it
> isn't just one game is it? not if everybody thinks that way...
> There are still games being produced for the 8-bit today, but in today's market
> even pirating just one copy can make a diference... the games are of decent
> quality and the price is low, and yet people STILL pirate them...

> >enjoyed "Mig Alley Ace" too, without getting (and paying for) a 100 page
> >booklet about airplanes...
> my point exactly! you enjoyed it, but you didn't want to pay the price of
> developing it... something for nothing... things just don't work that way.
FYI, I *did* pay for Mig Alley Ace... Don't know where you got the impression
I didn't. I have dozens of original games for the 8-bit (unfortunately I can't
play them, since my 130XE is dead), but not nearly as many for the ST. (which
doesn't imply that I have pirated games - remember, I haven't played any
games for a long time...)

> Look I'm not trying to have a go at you personaly, but you can't just say
> that pirating games is all the companies fault, the pirate plays a very big
> part in it too. Sorry if I ofended you, it was not my intention, I just wanted
> to point out that pirating is a BIG problem...

I insist, that in the good old times people weren't as motivated to pirate
games as they are now - Look at the crap you're getting for your money today!
Agressive marketing and advertising - and of course the exaggarated reviews
in magazines - are very convincing, but once you buy a game you find out that
after 5 minutes it's starting to get boring. The logical consequence is that,

since you can't believe neither the magazines nor the advertising, next time you'll want to try a game out before you pay for it. Unfortunately, this can become a habit, and that's where piracy starts.

Here's an example: I bought "Maxon Pascal" for the Atari ST, for what seemed a lot of money at the time (it's not a game, but a Pascal compiler). It was advertised as being able to compile "most Turbo Pascal 5.0 programs", and since we used TP for some courses at the University and I didn't have a PC, I decided to buy it. To my surprise, it couldn't even compile things like

```
const A = 1;
B = A + 1;
```

Which hardly any Pascal compiler can't. It also couldn't compile some of the examples shown in the on-line help system (like in TP, if you know what I mean). So it turned out to be a waste of money. If I had had the opportunity to try it out before, I could have saved a lot of money.

So, in my opinion, the only way to fight piracy (if any) is, to give away demo versions of programs for free - companies shouldn't expect users to be honest if they aren't. It doesn't work.

-MY

--

_____
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~
~~~~~

323. SOFTWARE NEEDED!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-26 20:29:04 UTC
From: csaddler@unlinfo.unl.edu
Message-ID: <csaddler-260194143034@129.93.55.132>
Source record: 103353

I'm looking for a word processing software by Sierra-On-Line called
HomeWord. Any reply would be appreciated!!!

--
--Charline

324. SIO2PC Help

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-27 00:31:30 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Jan26.193130.1@csusys.ctstateu.edu>
Source record: 103207

I'm looking for people who have the SIO2PC interface. I bought mine from the author about 2 months ago. I wanted to know how much success people are having with with large disc images, like 2 megs or more. I'm having problems with timing out after long sector jumps. I'd like to be able to get SpartaDos 3.2 (which I have to get, as my copy is dead) to format a 16 meg file and have all my utilities, word processor files, etc in it. Right now, all I've done is copy most of my discs to images. Even though MyDos is not as fun to use as SpartaDos, it's free. Does anyone have SpartaDos for sale? I'd like to get the full set of disc utilities for initializing large partitions, etc.
Eric

325. Powering 8bit peripherals by using hard drive power supply

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-27 02:10:55 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940126.21105576.kamaro_kid@delphi.com>
Source record: 103354

Help! I have TOO much 8bit stuff plugged into my wall outlets, and I want to get rid of some of these powerpacks..

How do I go about wiring an 800xl, 130xe, 850 interface and a 1050 disk drive - so they can all be powered by a DEC Rainbow 100 power supply (hard drive [switchable] power supply)?

Any docs or assistance GREATLY appreciated.

326. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-27 02:20:24 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940126.21202439.kamaro_kid@delphi.com>
Source record: 103205

I use my 8bit Atari to read these newsgroups (via Delphi).

I use the following 8bit Atari hardware:

1meg Newell upgraded 130xe (with AC Super Video&Audio and FREEZER)
275meg hard drive via 256k MIO
Hayes Ultra 9600 v.32 modem
XEP80 (with Bobterm)
XF551 disk drive
Indus GT disk drive
Commodore 1702 monitor (split chroma/luma)
Goldstar 12" monochrome monitor (for use with XEP80)
4 slave multiplexor

Makes my NCR 386 look like crap! [grin]

327. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-27 02:41:23 UTC
From: jrl8@bonjour.cc.columbia.edu
Message-ID: <2i79kj$jpe@apakabar.cc.columbia.edu>
Source record: 103206

I just started reading this thread... I haven't used my Atari 8-bit computers for anything useful in the past seven years or so. I'm REAL intrigued by what I've been reading in the Survey posts...

In article <19940126.21202439.kamaro_kid@delphi.com>, <KAMARO_KID@delphi.com> wrote:
>I use the following 8bit Atari hardware:
>
>1meg Newell upgraded 130xe (with AC Super Video&Audio and FREEZER)
>275meg hard drive via 256k MIO

How did you get this setup, and what exactly does it entail? And what software do you run?! I can't conceive of 275 MB on an Atari 8-bit...

Also how costly was it?

>Hayes Ultra 9600 v.32 modem
>XEP80 (with Bobterm)

Is this an 80-column setup? Does it look good?

>XF551 disk drive
>Indus GT disk drive
>Commodore 1702 monitor (split chroma/luma)

I always used this monitor (2, actually, on separate machines). What do you mean by split chroma/luma?

>Goldstar 12" monochrome monitor (for use with XEP80)

Is this necessary or does the 1702 suffice?

>4 slave multiplexor
>
>Makes my NCR 386 look like crap! [grin]

Makes me jealous, and I just bought a DX2-66 with a 2x CD-ROM, two soundboards, and a 513 MB hard disk! :)

Best regards,
-JRL

_____
James R. Lendino | |
Computer Science | i486 | Phone: (212)-853-6359
Columbia S.E.A.S. |_____| Internet: jrl8@columbia.edu

328. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-27 08:43:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5HdL6b9NrfB@doom.toppoint.de>
Source record: 103216

Jochen Scharrlach wrote ...

>The main problem is in the head of those pirates: "Why should I pay
>for something which I could have for free?"
>
>I buy software, but I can't say this to other (not Atari-)freaks,
>because they normally regard me as insane for this...
Why do you care about what they say ? Just wait until they get busted!
Then, you will be the lucky guy :^))) !

>The Polish programmers consider this: Polish games are "heavily
>protected"!
Programmers in the *entire* *world* have considered this problem again and
again :^) ! Also, I wouldn't say that the Polish games for the Atari 8-bit
are heavily protected :(. Some of them don't even check if there is a
TURBO FREEZER (a hardware freezer) connected to the 8-bit ! BIG MISTAKE !
I *guess* that about 90% of these games are already available as copies
:((((!

Let's face the facts: a copy protection will be removed by pirates within
a few days time or maybe just in a few hours, depending on the quality of
the protection. Companies invest a lot of time and money in creating nice
protections - but why ? Just to be a few days ahead ! Is it really worth
it ? Well, that's something the companies have to decide for themselfes!
Anyways, have a look at the PC market where you won't find any disk
protections AT ALL and this market is still growing ! To say it in just
one sentence: Those who buy software will buy it with or without a
protection and those who copy software will copy it as soon as somebody
removes the protection. Maybe one should stop using copy protections
then??? Anyway, for the ATARI 8-bit it is too late !

Ulf


```
================================================================================
= Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de =
= FAX/MAILBOX/BBS: 04381/4739 SevenNet: BEAVIS@POLARIS =
= UUCP: uunet!mersys!ulf.petersen FIDO-Classic: 2:242/257.26 =
= MHS: upeterse@merlin (via cserve) Z-Netz: ULF PETERSEN@1ST-TRAC.ZER =
=------------------------------------------------------------------------=
= "One should eat to live, not live to eat" (Benjamin Franklin) =
================================================================================
```


CrossPoint v2.93

329. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-27 09:37:03 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Jan27.093703.1053@cs.nott.ac.uk>
Source record: 103209

In article <2i60bh$l86@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos) writes:
>I insist, that in the good old times people weren't as motivated to pirate
>games as they are now - Look at the crap you're getting for your money today!
>Agressive marketing and advertising - and of course the exaggarated reviews
>in magazines - are very convincing, but once you buy a game you find out that
>after 5 minutes it's starting to get boring. The logical consequence is that,
>since you can't believe neither the magazines nor the advertising, next
>time you'll want to try a game out before you pay for it. Unfortunately,
>this can become a habit, and that's where piracy starts.
erm... we ARE talking about the 8-bit aren't we? I mean I am in the c.s.a.8 newgroup aren't I?
There have always been pirates, there always will be, no excuse... some people actualy ENJOY ripping off other people's work. Copy Protection for example, companies put copy protection on their games, and then pirates go and crack it and distribute pirate copies...
I agree with you in that there is a lot of hype in today's market for the more 'popular' machines, but I'm talking mainly about the 8-bit Atari here. I can't remember the last time I saw a game in the 8-bit world get a lot of underserved hype...

>So, in my opinion, the only way to fight piracy (if any) is, to give away
>demo versions of programs for free - companies shouldn't expect users
>to be honest if they aren't. It doesn't work.
again, not very practical for the 8-bits... you give away demo copies and people STILL don't buy the games, so what's the point? There are people who play the demo version of the game, and then go out and get a PIRATED copy so that they can play the full version... I ask you!
And then there's those who get a pirated copy to 'see what it's like' they play it, like it, but never bother to buy a legitimate version...
Not everybody does this of course, but enough people do it for it to be a problem... So how do you solve it?

Raphael Espino -rje@cs.nott.ac.uk - All the above comments are my own, and just my own, and I take full resposibility for them!!!!

330. atari emulator for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-27 09:44:25 UTC
From: gjs@delcam.co.uk
Message-ID: <GJS.94Jan27094428@dx1.delcam.co.uk>
Source record: 103208

Over the last few weeks/months several people have said that they were working on such a project.

Did anyone ever release one?

It was also mentioned that Branch Always Software were to release something.....Any news?

GJS
--
--
Delcam International Plc. | Gary J Sabin
Talbot Way | Principal Software Engineer
Small Heath Business Park | Delcam Development (Data Exchange)
Birmingham | gjs@delcam.co.uk
B10 0HJ | Tel:021-766-5544 (International +44 21-766-5544)
United Kingdom | Fax:021-766-5511 (International +44 21-766-5511)

331. Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-27 14:05:00 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <759763416.AA07622@rochgte.fidonet.org>
Source record: 103220

Well, I have always used an 8-bit for access here, and in fact, the 8-bit is the only type of computer I own (for the time being).

1mg800XL
1mgMIO
US Robotics 14,400 Sportster
85 megs worth of hard drives (Seagates).

Yep, a _TRUE_ 8-bitter!!

Amos Jackson

332. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-27 15:34:08 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Jan27.153408.25653@newshub.ists.ca>
Source record: 103214

In article kid@delphi.com, KAMARO_KID@delphi.com () writes:
>Help! I have TOO much 8bit stuff plugged into my wall outlets, and
>I want to get rid of some of these powerpacks..
>
>How do I go about wiring an 800xl, 130xe, 850 interface and a 1050
>disk drive - so they can all be powered by a DEC Rainbow 100 power
>supply (hard drive [switchable] power supply)?
>
>Any docs or assistance GREATLY appreciated.

Any component which uses only +5V (like the XL and the XE) can be
easily plugged into a PC power supply. The +5v and ground signals
can be taken from any floppy drive power cable (the 4-pin molex
connectors). There are two ways you can do it. Either make a
short jumper cable with a 4-pin molex plug on one end (to plug into
the floppy power cable) and a 7-pin DIN (I think it's 7 pin - it's
been along time) on the other end to plug into the computer. The
other way is to cut the molex plug off one of the power cables and
solder the appropriate 7-pin DIN directly to the wires coming from
PS.

Because of the nature of most PC power supplies, you must leave the
ON/OFF switch on the computer turned to ON and power it up using the
switch on the PC PS.

I own neither a 1050 nor an 850, but I believe their power supplies
deliver 9V AC, making it nigh on impossible to use a PC PS with them.

I currently have my 800XL, 2-5.25 inch floppy drives and a 40MB Quantum
hard drive all plugged into the same power supply, inside a PC case. My
next project (should I get time), is to wire my Black Box to the PC PS
as well - it's currently running off it's own PS. Since the BB only uses
+/- 5V and +12V, and since those are all available from the PS, it should
be a simple matter of making the proper cable connections.

- Mike Jewison
"The Fitting Room"
Atari Classics

333. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-28 01:13:12 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940127.20131236.kamaro_kid@delphi.com>
Source record: 103210

Well... I bought two MALE MOLEX plugs from Radio Shack today and wired two 800xl's into the same PC PS that is running my 250meg of hard drives - and it worked just fine...

Now I just have to find a way to tie my 1050, XF551 and 850 and MIO all into the same PC PS too - maybe I'll have to create some form of mini transformer to drop +12v to +9v.. NOt sure if its worth that much effort yet.

334. ROM Magazine for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-28 03:05:47 UTC
From: a9355@mindlink.bc.ca
Message-ID: <37449@mindlink.bc.ca>
Source record: 103211

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V2X 7E6

or E-Mail any questions or orders to RH at a9355@Mindlink.bc.ca

335. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-28 03:41:55 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CKBM9v.5Dt@cbfsb.cb.att.com>
Source record: 103213

In article <19940127.20131236.kamaro_kid@delphi.com> KAMARO_KID@delphi.com writes:
>Well... I bought two MALE MOLEX plugs from Radio Shack today and wired

Nit .. but someone might buy plugs sight unseen ... they are DIN plugs,
not Molex.

>two 800xl's into the same PC PS that is running my 250meg of hard drives -
>and it worked just fine...
>
>Now I just have to find a way to tie my 1050, XF551 and 850 and MIO all
>into the same PC PS too - maybe I'll have to create some form of
>mini transformer to drop +12v to +9v.. NOt sure if its worth that
>much effort yet.
>

The 9 volt power supplies are AC supplies, _NOT_ DC.

One would have to check schematics to determine what could be used to
replace it, and it would vary from device to device. Some (for example,
800 and 400 for sure) had negative supply voltages in addition to the
positive supplies, hence the reason for an AC supply. Also, in general,
+12 volts was probably also used in the circuitry, which could be pulled
from the rectified 9 volt nominal (9 volts rectified and diode dropped
would be about 12 volts or so).

Off the top of my head (I'm too tired to check details tonight), the old
DRAM used in the 800/400's would have used +12,+5 and -5 volts DC. The 850
may also have used -12 for the RS-232 converters. I do not recall which
negative voltages are available on a PC supply, I would guess just the -12.
A -5 volt regulator would easily derive the -5 from that though, I don't
think much current is required. One thing though, most PC supplies
don't put out much negative current, as I recall the rating is typically
1/2 amp on the negative supplies. I would want to throw an ammeter in
one the test bench and measure it, just to be sure I wasn't on the hairy
edge of failure.

I would just open up the case of one of these units ... trace out the
the wiring from the AC in jack, look for the filter caps and regulators,
measure the voltages on the caps, check the specs on the regulators,
and figure out what I could get away with. Then I'd drill a half inch
hole in the case, run wires thru to the circuit board, and make my own
connections to a convenient connector of my choice (probably a disk
drive type if I could get away with just +12 and +5, which could be
possible if one added an approriate surplus +V to - V converter chip).

--
Richard Dell

336. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-28 04:20:40 UTC
From: NOLRAM@delphi.com
Message-ID: <19940127.23204055.nolram@delphi.com>
Source record: 103215

Free demo's do work, and do cut on piracy.It also works as test
market.I don't have pirated anything. trust me I checked every disk to
find pics. not one.But I do have copies of DDII and other great Shareware
which I liked so much I "gave" money away.(for the programs)

I do know that around 85 to 88 the only way to get anything
from accross the sea was to get a "P" copy, lot's of programs I never saw but
heard of
like Arcanoid.I wish I could get a copy but never could
and now I can't, damn morals.

337. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-28 14:50:22 UTC
From: nhaas@iac.net
Message-ID: <2ib8ne$scs@great-miami.iac.net>
Source record: 103217

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: In article <2i0l9j$r2b@email.tuwien.ac.at> nino@vmars.tuwien.ac.at (Marinos Yannikos)
writes:
: [snip]
: >like Lemmings). I wonder what happened to all the people who wrote the
: >`classics' on the 8-bit... Perhaps, if computers were still limited to
: >64K RAM, and disk drives to 128K, game programmers would still
: >concentrate on gameplay rather than graphics and (digitized) sound.

: perhaps if people bought the software instead of pirating it the 8-bits would
: still be very well supported, and then you would have all your playable games.

: > Anyway, in my opinion, piracy is a result of the policy of game
: >companies to produce as many games as quickly and cheaply as possible,
: >with their efforts concentrating on marketing rather than the quality
: >of the games. Many people who used to buy games will nowdays not want
: >to pay more money than they used to for much less than they used to get
: >years ago.
: So it is the companies fault people pirate games?????????????
: I could understand if you said that the games were too expensive, companies
: were just interested in making megabucks, and people had to pirate them 'cos
: they couldn't aford to buy them.
: Look people who pirate games tend to be thick headed morons who don't realise
: what they are doing. For every game pirated the company loses money,
: pirate enough games and the company will not make any money, if it doesn't make
: money by selling games for the 8-bit then they can't pay the programmers, etc.
: End result is that they stop making games.... the computer loses support...
: not good!
: Yeah! you may think that one pirated game doesn't make a diference, but it
: isn't just one game is it? not if everybody thinks that way...
: There are still games being produced for the 8-bit today, but in today's market
: even pirating just one copy can make a diference... the games are of decent
: quality and the price is low, and yet people STILL pirate them...
:
: >enjoyed "Mig Alley Ace" too, without getting (and paying for) a 100 page
: >booklet about airplanes...
: my point exactly! you enjoyed it, but you didn't want to pay the price of
: developing it... something for nothing... things just don't work that way.

: Look I'm not trying to have a go at you personaly, but you can't just say
: that pirating games is all the companies fault, the pirate plays a very big
: part in it too. Sorry if I ofended you, it was not my intention, I just wanted
: to point out that pirating is a BIG problem...

: All of the above opinions are my own, and just my own... I take full
: responsibility for them, if you want to flame anybody then flame me!

: Raphael Espino, rje@cs.nott.ac.uk

This is the most re-hashed/over flame-wared argument in the history of computers... PLEASE PLEASE!! Let this thread die right here!! I beg you!

If you want to reply to this message, send eachother e-mail.. If you dont like my shooting it down, reply to me in e-mail.. BUt please!!! Not again!!

338. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-28 15:20:24 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2ibafo$mmg@news.belwue.de>
Source record: 103218

Ulf Petersen (lord@doom.toppoint.de) wrote:

> Let's face the facts: a copy protection will be removed by pirates within
> a few days time or maybe just in a few hours, depending on the quality of
> the protection. Companies invest a lot of time and money in creating nice
> protections - but why ? Just to be a few days ahead ! Is it really worth
> it ? Well, that's something the companies have to decide for themselfes!
> Anyways, have a look at the PC market where you won't find any disk
> protections AT ALL and this market is still growing ! To say it in just
> one sentence: Those who buy software will buy it with or without a
> protection and those who copy software will copy it as soon as somebody
> removes the protection. Maybe one should stop using copy protections
> then??? Anyway, for the ATARI 8-bit it is too late !

I think there are more groups than crackers and people buying
software. I know many people who aren't able to crack a game, but who are
spreading unprotected software without thinking.

One interesting fact ("Anyway, for the ATARI 8-bit it is too late !"):

'Operation blood' was sold 100,000 times in Poland (one houndretthousand
times) :-)

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

339. Re: Powering 8bit peripherals by using har

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-28 16:31:48 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Jan28.163148.22418@newshub.ists.ca>
Source record: 103229

In article kid@delphi.com, KAMARO_KID@delphi.com () writes:

>Now I just have to find a way to tie my 1050, XF551 and 850 and MIO all
>into the same PC PS too - maybe I'll have to create some form of
>mini transformer to drop +12v to +9v.. NOt sure if its worth that
^^^^^
>much effort yet.
>

Keep in mind, James, that the +12V the transformer puts out is
DC and the 9V input is *NOT* a +9V but 9VAC. This makes the job
a *LOT* more work.

- Mike Jewison

340. WANTED: Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-28 16:40:17 UTC
From: ultron@csd4.csd.uwm.edu
Message-ID: <2ibf5hINNc5q@uwm.edu>
Source record: 103219

I am looking for the following games for my Atari 8-bit. If you have a copy you no longer use and need some cash, sell it to me!!

Also, if you have any cartridges not on this list, I may be interested as well. Drop me a line.

A.E. Air Support
Attack on EP-CYG-4 Barnyard Blaster
Blade of Blackpool Bounty Bob Strikes Back
Candy Factory Captain Beeble
Chicken Commando
Countdown Crime Busters
Crisis Mountain Crossbow
Crosscheck Dallas Quest, The
Dark Chambers Desert Falcon
Diggerbonk Dodge Racer
Excalibur
Floyd of the Jungle Gato
Getaway Ghost Encounters
Grog's Revenge Gruds in Space
Guardian of the Gorn Into the Eagles Nest
Jeepers Creepers Kid Grid
Laser Gates Load Runner's Rescue
MidiMaze
Moon Shuttle Mr. Do's Castle
Phantasie Phantasie II
Pie Man Powerstar
Prisoner II Puzzle Panic
Quasi-moto Reptilian
Repton
Scraper Caper Sea Chase
Skywriter
Slam Ball Space Shuttle
Spare Change Star Trek
Stone of Sisyphus Sub Commander
Survivor Threshold
Thunder Fox Track and Field
Wing War Winter Games
Xenophobe
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

341. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-28 18:47:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5HhMEYBcrfB@doom.toppoint.de>
Source record: 103235

This is a reply to Jochen Scharrlach's latest message in which he refers to Poland and 'Operation Blood'. Unfortunately, my server deleted his article before I could send a follow-up :(so I will have to try to remember what he said ...

I think he said something like "Operation Blood was sold a hundred-thousand-times in Poland". Now, that's nice :^) ! However, we don't live in Poland, do we ?! It may very well be true that Poland is a boosting market as far as ATARI 8-bits are concerned but this really doesn't imply that the markets in both Western Europe and North America are doing well. On the contrary, the Atari 8-bit market has been steadily going down for a few years now (Is there anybody out there who denies this :^) ?). Here (Europe + USA), an increasing number of 8-bit users decides to drop the 8-bits and to buy a PC. That's a fact nobody can refute ! I know that it is different in Eastern Europe but that's a whole different story as far as computers are concerned !!!

BTW: When I said "For the ATARI 8-bit it is too late" I was referring to the fact that hardly any new software comes from the Western Hemisphere. All right :) ?

Ulf

```
============================================================================
= Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de =
= FAX/MAILBOX/BBS: 04381/4739 SevenNet: BEAVIS@POLARIS =
= UUCP: uunet!mersys!ulf.petersen FIDO-Classic: 2:242/257.26 =
= MHS: upeterse@merlin (via cserve) Z-Netz: ULF PETERSEN@1ST-TRAC.ZER =
=--------------------------------------------------------------------------=
= "One should eat to live, not live to eat" (Benjamin Franklin) =
============================================================================
```

CrossPoint v2.93

342. Xenophobe

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-28 21:49:52 UTC
From: buescher@ugcs.caltech.edu
Message-ID: <2ic1a0$nee@gap.cco.caltech.edu>
Source record: 103228

Has ANYBODY ever seen a copy of Xenophobe for the 8-bit???

Brent

343. need 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 04:53:05 UTC
From: NOLRAM@delphi.com
Message-ID: <19940128.23530528.nolram@delphi.com>
Source record: 103221

I need a 1050 drive for a good price
I saw one for $20 somewhere, but can'T remember where.
well any respond will be answered.

344. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 05:22:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <19940129.00220090.lmcclure@delphi.com>
Source record: 103232

"I own neither a 1050 nor an 850, but I believe their
power supplies deliver 9V AC, making it nigh on
impossible to use a PC PS with them."

I have a 1050, and like the XF551, it uses a 9VAC external power pack.
However, inside both the drives, this gets converted to +5 and +12
volts DC. One could identify where these voltages emerge from the
internal rectifying/regulating section, isolate it, and inject the
appropriate voltages at that point.

In fact, if anyone does this for various Atari peripherals, it would
make a nice article for AC, don't you think? <grin>

345. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 05:22:40 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <19940129.00224036.lmcclure@delphi.com>
Source record: 103233

"maybe I'll have to create some form of mini transformer
to drop +12v to +9v.."

Wouldn't work. As someone else pointed out, the 9V Atari power paks
output AC, and you are talking DC. The only alternatives I see are
bypassing the internal circuitry that converts this down to the
needed DC voltages and regulates it, or using one large 9VAC transformer
to power all the peripherals that expect a 9VAC input. The former is
a more involved procedure, while the latter would likely be more
expensive (i.e., seen many large output 9VAC transformers lately?).

346. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 05:25:55 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <19940129.00255516.lmcclure@delphi.com>
Source record: 103222

"Nit .. but someone might buy plugs sight unseen ... they
are DIN plugs, not Molex."

Nit to your nit; if you check this thread, you'll see the original
message by Mike Jewison mentioned both Molex *and* DIN plugs; the DIN-7
being used by the XL series computers for power input, and the molex
being the type of connector found on many switching power supplies.

However, Kamaro_Kid's message doesn't exactly make it clear that the
molex connectors to plug into the outputs of a switching PS were
actually what he purchased, as he made no mention of the DIN plug(s)
he would also have needed.

About the only advantages I could see to building a molex-to-DIN cable
(vs. simply lopping off the molex cable and putting the DIN in its
place) are: (1) If the power supply goes belly up, installing another
one is a plug-n-go affair. (2) Given the shortness of many switcher
power output cables, and extension might be needed anyway.

My problem is that that the last time I checked at Radio Shack, it
appears they do not carry an in-line molex "drive" power connector
by itself (except as part of an extension or connector conversion
cable), which would make me think he actually did purchase a DIN-7
instead, except for the that I don't believe RS sells those either!
<grin>

347. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 05:27:58 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <19940129.00275802.lmcclure@delphi.com>
Source record: 103223

"What do you mean by split chroma/luma?"

Split chroma/luma is essentially the same as what is currently referred to in video circles as "S-video". Essentially, it separates the luma (brightness) signal from the chroma (color information) signal. This results in increased bandwith potential and reduces crosstalk interference, which results in a sharper picture being delivered to the screen.

">Goldstar 12" monochrome monitor (for use with XEP80)

Is this necessary or does the 1702 suffice?"

A 1702 would "suffice" if you fed the XEP80 output into the luma jack on the back of the monitor. However, the 1702 was never intended as an 80-column monitor, and it's phosphor dot pitch is too large to properly resolve the XEP-80's 640 horizontal pixel output. In plainer terms, you can read the display, but it will be somewhat "fuzzy".

Monochrome monitors, of course, have a solid phosphor face (essentially ".00mm" dot pitch <grin>), and therefore their horizontal resolution is primarily limited by the video circuitry itself (i.e., how fast the scanning electron beam can be turned on and off).

To use a XEP-80 and Atari 8-bit on a 1702 monitor, you would need some way of switching the inputs. One way would be to feed the Atari 8-bit inputs into the front composite video jack, and the XEP-80 into the rear luma jack, and use the 1702's back panel switch to select between the two. However, if you want to use separated chroma/luma outputs from your Atari 8-bit, you will need a different solution.

One method I found is to use an inexpensive stereo audio switch. Feed the luma from the XEP-80 into the left channel of source #1. Feed the luma from the Atari in the left channel of source #2, and the chroma into the right channel of source #2. Connect the left channel of the switch's output to the luma jack on the 1702's back, and the right channel to the chroma jack. Hitting the "source #1" switch will give you XEP-80 B&W video, and hitting "source #2" will give you the color Atari 8-bit video display.

Of course, some will caution that using an audio switch might degrade the display, but in my experience, I found no detectable signs of this. There are video switches available, but there are three problems: (1) They typically switch only one line at a time (and you need to switch 2 to handle chroma & luma). (2) Most use coax connectors for RF video instead of RCA jacks for baseband video. (3) They are typically more expensive than stereo audio switchboxes.

348. Re: SIO2PC Help

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 05:28:37 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <19940129.00283771.lmcclure@delphi.com>
Source record: 103224

"Even though MyDos is not as fun to use as SpartaDos, it's free."

I thought MyDOS was shareware, not freeware.

349. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 05:34:36 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2icshc$77a@terminator.rs.itd.umich.edu>
Source record: 103225
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 246 Jan 26 09:59 ./8bit/clipart.txt
-rw-r--r-- lenn 177152 Jan 26 09:59 ./8bit/clipart1.dcm
-rw-r--r-- lenn 81920 Jan 26 09:59 ./8bit/clipart2.dcm
-rw-r--r-- lenn 162816 Jan 26 09:59 ./8bit/clipart3.dcm
-rw-r--r-- lenn 128000 Jan 26 09:59 ./8bit/clipart4.dcm
-rw-r--r-- lenn 47606 Jan 28 15:52 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

350. Re: Null modem to black box question...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 05:54:49 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2ictn9$j4r@cxc1.cl.msu.edu>
Source record: 103226

buescher@ugcs.caltech.edu (Brent Buescher) writes:

>Well, I have the use right now of a laptop pc and want to have a little
>orgy of transferring stuff from the archive (and other stuff I have on
>3.5" disks) onto my hard drive. I am planning on going to rat shack
>tomorrow or Saturday and wiring up a null modem cable. Now, from the
>docs I have, this doesn't look like it would be too hard, and at the
>very least I am perfectly capable of fiddling with the connections until
>the hardware flow control works right, but if anyone else has already
>done this I would really appreciate hearing any caveats, specific details,
>etc. that would be any help.

If this is merely a temporary operation, just get a null modem adapter
for your existing modem cable. Set both machines to transmit at the
same baud rate, use the same protocol and upload/download 'til you're
tired!

One thing I've found that makes it real easy is to have a BBS program
running on one of the computers, so everything can be done from one
keyboard...
--
=-=-=-

351. Re: For Sale: books + software

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 06:17:53 UTC
From: jonc@iconz.co.nz
Message-ID: <2icv2h$6jh@iconz.co.nz>
Source record: 103231

Roderick McCall (rmccall@mcs.dundee.ac.uk) wrote:
: I have some books and software for sale, including Mini Office II and programming lacnguages.
: I also have a quantity of games.

: Interested.

Hmm should never have given my system away.

_ _
( )o "Internet users equal 3 times the POPULATION of New Zealand ?" o( )
/\ \ Public Access Internet , jonc@iconz.co.nz Auckland NZL / /\
"No SIX times the population and growing daily"

352. 800XL's $20.00 or less

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 06:26:17 UTC
From: JG58@delphi.com
Message-ID: <19940129.01261788.jg58@delphi.com>
Source record: 103227

I still have several 800XL's with power supplies for $20.00 + shipping
and some without power supplies for $10.00 + shipping. I also have one
1050 Disk Drive for $40.00 + shipping. All the above are in working
condition. I have one non-working 1050 with a good power supply I
will sell for $10.00 + shipping. Please e-mail if interested.
Thanks, Jim

353. WD816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 07:45:36 UTC
From: kenth@u.washington.edu
Message-ID: <2id470$r5f@news.u.washington.edu>
Source record: 103230

Now that Western Design has come out with the Static version of the 65sc802 chip, has anyone tried it? You should be able to just pop it in without any support chips or modifications. The reason the old version didn't work was because of the cycle stealing method antic uses to halt the 6502 by holding the clock line would destroy the registers.

kenth@u.washington.edu
no fancy sig

354. ATARI-65 XE and stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 08:42:20 UTC
From: "Andrey A. Demidov" <demidov@demidov.phys.msu.su>
Message-ID: <AAwxXIjy92@demidov.phys.msu.su>
Source record: 103244

For sale: ATARI-65 XE, diskdriver LDW2000, turbotaperecorder,
2 joysticks, 120 disks contained 750 games and business programmes.

p** ********p ATARI-65 * **********, **p**********,
2 ********** * 120 ******* * 750-** **p****** * **********
pp*******.

demidov@demidov.phys.msu.su
#! rnews 0
Path: sigma.phys.msu.su!news
From: "Andrey A. Demidov" <demidov@demidov.phys.msu.su>
Newsgroups: misc.forsale.computers
Subject: ATARI-65 XE for sale
Date: 29 Jan 1994 12:02:20 +0300
Organization: Moscow State University
Lines: 9
Sender: news@news.phys.msu.su
Distribution: world
Message-ID: <AA8DYIjy92@demidov.phys.msu.su>
Reply-To: demidov@demidov.phys.msu.su
NNTP-Posting-Host: sigma.phys.msu.su

For sale: ATARI-65 XE (8 bit), diskdriver LDW2000, turbotaperecorder,
2 joysticks, 120 disks contained 750 games and business programmes.

p** ******** *********p ATARI-65 * **********,
p********,
2 ********** * 120 ******* * 750-** **p****** * **********
pp*******.

demidov@demidov.phys.msu.su

#! rnews 0
Path: sigma.phys.msu.su!news
From: "Andrey A. Demidov" <demidov@demidov.phys.msu.su>
Newsgroups: misc.forsale.computers.other
Subject: ATARI-65 XE for sale
Date: 29 Jan 1994 12:02:23 +0300
Organization: Moscow State University
Lines: 9
Sender: news@news.phys.msu.su
Distribution: world
Message-ID: <ABbDYIjy92@demidov.phys.msu.su>
Reply-To: demidov@demidov.phys.msu.su
NNTP-Posting-Host: sigma.phys.msu.su

For sale: ATARI-65 XE (8 bit), diskdriver LDW2000, turbotaperecorder,
2 joysticks, 120 disks contained 750 games and business programmes.

demidov@demidov.phys.msu.su

355. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 11:16:14 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CKE1z2.37@cbfsb.cb.att.com>
Source record: 103234

In article <19940129.00255516.lmcclure@delphi.com> Lonnie McClure <lmcclure@delphi.com>
writes:
>
> "Nit .. but someone might buy plugs sight unseen ... they
> are DIN plugs, not Molex."
>
>Nit to your nit; if you check this thread, you'll see the original
>message by Mike Jewison mentioned both Molex *and* DIN plugs; the DIN-7
>being used by the XL series computers for power input, and the molex
>being the type of connector found on many switching power supplies.
>

Indeed I must have missed the start of the thread .. one would need a Molex
male plug to connect to the disk drive jacks of a PC supply.

<deletions>

>
>My problem is that that the last time I checked at Radio Shack, it
>appears they do not carry an in-line molex "drive" power connector
>by itself (except as part of an extension or connector conversion
>cable), which would make me think he actually did purchase a DIN-7
>instead, except for the that I don't believe RS sells those either!
><grin>
>

I don't have a good memory of the stock at Radio Shack, so pricewise
I don't know what is cost effective there, but I tend to pick up
disk drive Y cables at flea markets, then cut the wires and use
the three connectors (two jacks, one plug) separately for adapting
power supplies to disk drives, adding disk drive connections to existing
equipment, etc. I can usually get Y adapters for about $1.50 or so,
so I figure 50 cents a jack (and I don't cut them apart til I use
them, so I can use them as Y adapters if I need one).

--
Richard Dell

356. FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 14:58:03 UTC
From: wrench@engrs.unl.edu
Message-ID: <2idthr$3ev@crcnis1.unl.edu>
Source record: 103243

I just recently began following this newsgroup. Could someone tell me where the FAQ for this group can be found?

Many Thanks

Brad Riensche

357. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 15:11:49 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940129.10114962.kamaro_kid@delphi.com>
Source record: 103236

Actually, the PS style power supply connector IS a MOLEX connector.

The connecter to the 8bit computer is a DIN connector.

358. Re: Powering 8bit peripherals by using har

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 15:12:54 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940129.10125431.kamaro_kid@delphi.com>
Source record: 103237

Hmmm.. I didnt bother to check to see if the 1050 uses DC or AC.. Thanks for letting me know. I could have seen some major arcing! [grin]

359. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 15:14:48 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940129.10144867.kamaro_kid@delphi.com>
Source record: 103238

Just out of curiosity... Would ONE 9vac power pack be able to power multiple peripherls?

Would it be possible to power a 1050, 850 and MIO all off ONE power pack? Just curious..

360. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 15:17:16 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940129.10171621.kamaro_kid@delphi.com>
Source record: 103239

Actually, I had two dead XL/XE power supplies, so I simply cut off the DIN/OUTPUT cable and put a MOLEX connector on the other side..

I then just plugged that into the PC PS and fired everything up.

Radio shack does indeed carry 4pin MALE/FEMALE MOLEX connectors that fit snugly into the FEMALE connectors found in PC power supplies. -- at least they do here in Salt Lake City

361. Re: Powering 8bit peripherals by using har

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 18:20:47 UTC
From: jmjohnso@mtu.edu
Message-ID: <2ie9dv$rd@indycar.cts>
Source record: 103245

KAMARO_KID@delphi.com wrote:
: Hmmm.. I didnt bother to check to see if the 1050 uses DC or AC.. Thanks
: for letting me know. I could have seen some major arcing! [grin]
:
I'll add my $.02 worth here...

Although many Atari power supplies put out AC, this is rectified and regulated internally to the desired DC voltage. If the external brick puts out an AC voltage, you can often use a DC power supply in its place. If you put it in the wrong way, the rectifier blocks all input voltage, and vice versa, in the right polarity, the rectifier passses all input voltage. In other words, plug it in momentarily, if nothing happens, unplug it and reverse the polarity and try again.

As for dropping the input voltage from 12v to 9v, the external bricks are typically unregulated for the Atari peripherals. Pick up a couple rectifier diodes and put them in series on the + side. Each diode will shed about 1v, and output it as heat (the higher the current, the more heat).

I once threw away my one meg MIO boxes 9vAC external power brick, and powered it with a 12v motorcycle battery and a 1amp trickle charger. I dropped the voltage as above. It was tough on the battery, but I never lost my one meg RAM disk in the two years I used it due to a power outage.

--
+===+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |
+===+

362. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 19:00:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5HlSJTL7rfB@doom.toppoint.de>
Source record: 103355

On 27.01.94, rje@cs.nott.ac.uk (Raphael J Espino) wrote ...

>erm... we ARE talking about the 8-bit aren't we? I mean I am in the
>c.s.a.8 newgroup aren't I?
;^)))))) Yes, you are ! Welcome home ;^)))) !
>There have always been pirates, there always will be, no excuse... some
people
>actualy ENJOY ripping off other people's work. Copy Protection for example,
>companies put copy protection on their games, and then pirates go and crack
>it and distribute pirate copies...
You are absolutely right ! It's just like a drug but less dangerous !

[DELETIONS]

>>Marinos Yannikos:
>>So, in my opinion, the only way to fight piracy (if any) is, to give away
>>demo versions of programs for free - companies shouldn't expect users
>>to be honest if they aren't. It doesn't work.
Ulf: One way to fight piracy is to report all those bustards and bitches
to the police ! The other way is to make these people buy software.
Since low prices etc don't seem to work (people still copy software)
solution number #1 is still the most practicable one in my humble opinion.
Besides, the fact that some companies release crap doesn't justify copies
- in now way !!!

>RAPHAEL:
>again, not very practical for the 8-bits... you give away demo copies and
>people STILL don't buy the games, so what's the point? There are people who
>play the demo version of the game, and then go out and get a PIRATED copy
>so that they can play the full version... I ask you!
>And then there's those who get a pirated copy to 'see what it's like' they
>play it, like it, but never bother to buy a legitimate version...
>Not everybody does this of course, but enough people do it for it to be a
>problem... So how do you solve it?
Anybody know ;-))) ???

Ulf

Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v2.93

363. Re: atari emulator for the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 19:05:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5HlSJrHsrfB@doom.toppoint.de>
Source record: 103254

On 27.01.94, gjs@delcam.co.uk (Gary Sabin) wrote ...

>Over the last few weeks/months several people have said that they were
>working on such a project.
>
>Did anyone ever release one?
>
>It was also mentioned that Branch Always Software were to release
>something.....Any news?
BraSoft will release a PC version of their ST Xformer in the 1st or 2nd
quarter of this year. Yet, Derek hasn't decided to release the PC Xformer
as shareware or commercially. Stay tuned!

Ulf

Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v2.93

364. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 19:24:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5HlSK52srfB@doom.toppoint.de>
Source record: 103356

On 24.01.94, nino@vmars.tuwien.ac.at (Marinos Yannikos) wrote ...

>The strange thing is, some people must be
>buying these dull games, otherwise the game companies would produce them!
>Probably some 14-year-olds who don't know what else to do with their
>pocket money and can't resist the advertising and propaganda by game
>magazines!
Oh, come on ! Neither piracy nor software support have got anything to do
with age or sex ! Don't you think that you exaggerate this ?

>-MY (wondering what would happen if computer game ads and reviews were
>forbidden...)
EASY ! Both software and hardware markets would TOTALLY go down !!!

>PS: Remember when you could still get interesting games (written in
>BASIC!!) by typing in lots of pages with DATA-lines from a magazine?
>(there were a lot of german computer mags around which used to publish
>games this way - I even got Turbo Basic XL this way...)
Well, I do remember those times very well but I can't see your point.
Sorry :^) !

Ulf

Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v2.93

365. AC ?`

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 19:26:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5HlSKTXsrfB@doom.toppoint.de>
Source record: 103253

What does "ac" ("nott.ac.uk", "wien.ac.at" etc) stand for ?

Ulf

Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v2.93

366. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 20:34:27 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <102333@cup.portal.com>
Source record: 103246

I use whatever's handy at the moment. Usually I use my Amiga and up until last night a SupraModem 2400. It's been cold in my computer room lately (it's over the garage and I live in Rochester, NY), so I dragged out a circa-1982 VT100-compatible dumb terminal and have been telecommuting from my living room (it's strange to read the Net and watch TV at the same time) lately. Last night I replaced the SupraModem with a brand-spankin'-new Zoom 14.4K 4.2bis FAXmodem which I will probably seriously underutilize most of the time. When I'm at work, I use a medium-sized VAX system and can dial out on an identical Zoom modem connected to a serial port in another room. I have in the past used my Atari 800XL running Kermit, at baud rates from 300 up to 2400, and various portable terminals and jury-rigged this-and-that while "on the road."

Chris
Chris_F_Chiesa@cup.portal.com

367. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 20:39:58 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <102334@cup.portal.com>
Source record: 103247

I guess I could/should have mentioned that when I DO use my Atari, I use the "stock" 800XL, usually Kermit65 (because I need/want 80-column display, VT100 emulation, and file transfer), and an Atari 850 interface between the computer and the modem.

Chrix

368. Re: WD816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 22:15:29 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1994Jan29.221529.19429@coplex.com>
Source record: 103242

The new 65c802 might work in place of a standard 6502, as in early 400/800s, but the XLs and XEs used a 6502C with a slightly different pinout. Do you have any more information about this new chip?

369. 8bit hardware for trade or sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 22:46:07 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940129.17460771.kamaro_kid@delphi.com>
Source record: 103240

I have the following Atari 8bit hardware items for sale or trade:
==========
Atari 810 disk drive (TANK!)

Percomm Data Disk drive w/printer port, and green controller card (can run
360-1.2 meg floppies)

MPP 1000E 300 baud modem (no power supply)

2 x 1027 printers (only one has a power supply)

Okimate 10 color thermal printer w/ 3 ribbons and 4 rolls of thermal paper.

Atari 1020 printer/plotter (40 column) with power supply.

Atari TrakBall

2 x 1050 (stock) disk drives with power.

Indus GT disk drive with power.

2 x stock 130xe's (no power supply and both have DEAD function keys (HELP,
START, SELECT, OPTION, RESET).

ADC SmartModem 1200 baud Rs232

Hayes SmartModem 1200 baud Rs232

Atari 2600 video game machine with power supply.

XM301 300 baud direct connect modem (in original packaging)

Best offers on any above listed items.. But I PREFER trades rather than cash.

Email me at: jking@email.state.ut.us or kamaro_kid@delphi.com

370. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-29 22:49:14 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940129.17491451.kamaro_kid@delphi.com>
Source record: 103241

James R Lendino <jrl8@bonjour.cc.columbia.edu> writes:

>How did you get this setup, and what exactly does it entail? And
>what software do you run?! I can't conceive of 275 MB on an
>Atari 8-bit...

I installed the 1meg of ram myself - using the Newell 1meg upgrade
kit (still obtainable). As far as the 275meg goes - I'm using
bank switching with my MIO.. I simply load in extra 16meg partitions
as they are needed.

>Is this an 80-column setup? Does it look good?

Yes.. The XEP80 allows for full 4800 baud 80 column viewing. I do all
my non-8bit modeming and word processing in 80 columns via the XEP80.

Quite nice.

371. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-30 02:11:43 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2if50v$t6k@samba.oit.unc.edu>
Source record: 103251

what bugs me is why people even bother discussing the issue of piracy as it applies to Atari 8-bits. You simply CAN'T BUY much of the software anymore! and if you do, it will be used... and company X will still make no money.

They should make a law where if you don't make money on a product for X amount of time, it's free. or, if your company refuses to sell a product, it gives others the right to make duplicates of it for free.

WHAT DOES ATARI HAVE TO LOSE IF I DOWNLOAD STAR RAIDERS INSTEAD OF BUYING IT? WE HAVE EVERYTHING TO LOSE. WE HAVE NO ALTERNATIVE!

as for PC's, some people pirate because they don't want to deal with those stupid codebooks that use microsscopic text that is so faint, or on such dark paper that it's impossible to read by a photocopier, OR you. but then again, it's harder to get pirated PC stuff... they aren't in PD games sections sometimes like I've seen on Atari and Commodore boards.

--
The opinions expressed are not necessarily those of the University of North Carolina at Chapel Hill, the Campus Office for Information Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

372. More drive problems

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-30 03:18:37 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2if8ud$28a@samba.oit.unc.edu>
Source record: 103252

Someone here told me how to swap the US Doubler chipsets.... and we got them out... but we had to remove the drive mechanism to remove the shielding under which they were hidden.

Actually, we never removed the chips... we tried swapping the drive mechs between drives first, and tried each drive. Neither worked.

We then re-iinstalled the original drive mechs with their respective circuit boards, and found out that the drive which once worked, now did not.

Our theory is that we put them back together wrong, even though my friend says they were numbered so he couldn't do it wrong (I had him do it because I'm visually impaired.) ... i figured it would be pretty easy to screw it up because they had four sets of wires leading to the same cluster of pins, where one big plug should have gone instead of this...

anyway, has anyone else run into this problem? did we whack the drives out
... dangit system shutdown.......
brb for details

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

373. Re: need 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-30 05:17:25 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <qV0Xgc2w165w@cybernet.cse.fau.edu>
Source record: 103249

NOLRAM@delphi.com writes:

> I need a 1050 drive for a good price

I can't help you with a 1050, but I do have a Atari 810 on my hands.
(including an extra 800XL and two 800s)

Regards,
Chad Wagner
wagner@cybernet.cse.fau.edu

374. Re: SIO2PC Help

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-30 05:29:49 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <102373@cup.portal.com>
Source record: 103248

> "Even though MyDos is not as fun to use as SpartaDos, it's free."
>
> I thought MyDOS was shareware, not freeware.

According to the docs it is "freeware"; actually, modifications
are allowed and that would make it PD.. The author only
requires that source code be distributed.

Bob Puff's last version was 4.50, the 4.53 version I've seen
says it is a modified 4.50....

Jeff_M_Lodoen@cup.portal.com

375. Re: WD816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-30 07:55:24 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940130.02552498.kamaro_kid@delphi.com>
Source record: 103250

What would be the advantage of switching over to this new chip?

Argh.. Just installed the "XE" or was it "TT" Touch keyboard
upgrade in my 130xe and typing is difficult!

376. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-30 14:32:18 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CKG5pu.Dp9@cbfsb.cb.att.com>
Source record: 103357

In article <19940129.10144867.kamaro_kid@delphi.com> KAMARO_KID@delphi.com writes:
>Just out of curiosity... Would ONE 9vac power pack be able to power
>multiple peripherls?
>
>Would it be possible to power a 1050, 850 and MIO all off ONE power
>pack? Just curious..
>

Hmmmm ... technically no .. assuming a full wave rectifier in the supply circuitry inside the individual units ... the ground level would be slightly different from one unit to the other, and connecting the grounds together would cause AC rectifier current to add noise to the interconnections and shift voltage levels.

BUT ... it just might function adequately. As in ... voltages might shift enough that regulators don't _quite_ regulate, but the logic may still work. Worst problems might be in the analog circuitry .. noise in audio and video. Then again .. as a disclaimer ... it would be feasible for the ground potential to shift enough to damage something. I would hook up all the units to the supply with no other interconnections at all, and measure ground voltage differences, and ground current as I hooked up each unit together. And then check the internal voltage rails to insure adequate margins for the regulators.

If the goal is to cut down on power module though, I would be more likely to measure the required current for each unit, and buy a separate 9 volt transformer as needed for each, mounting all of them in one box with one power input lead, and power outputs labeled as rated for each transformer.

--
Richard Dell

377. Atari equipment

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-30 15:42:22 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <BT3ygc3w165w@cybernet.cse.fau.edu>
Source record: 103358

I have some Atari equipment I would like to get rid of:

* * * F O R S A L E * * *

1. (1) Atari 800XL, 64K RAM, BASIC ROM revision B on-board.
2. (1) Atari 800, 48K RAM, BASIC cartridge included, revision A.
3. (1) Atari 800, 48K RAM, no BASIC cartridge included.
4. (1) Atari 810 Disk Drive, Single Density, 5.25" Drive.
5. (2) Atari 410, tape playback/recorder. (needs belts)

** All equipment comes with power supplies, manuals may or may not be **
** available. **

* * * W A N T E D * * *

1. (1) BASIC-ROM, Revision C, for Atari 800XL.
2. (1) 64K Video RAM Upgrade, for Commodore 128.
3. (1) RLL/MFM/IDE Hard drive, 30/40 MB, w/ controller.
4. (1) CGA Color Monitor.

378. Re: WD816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-30 18:16:53 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2igtil$sgn@samba.oit.unc.edu>
Source record: 103359

In article <2id470$r5f@news.u.washington.edu>,
Kent Hill <kenth@u.washington.edu> wrote:
>Now that Western Design has come out with the Static version of the 65sc802
>chip, has anyone tried it? You should be able to just pop it in without any
>support chips or modifications. The reason the old version didn't work was
>because of the cycle stealing method antic uses to halt the 6502 by holding the
>clock line would destroy the registers.

Noooo... what's it DO???
--
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North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

379. Looking for SpartaDos utilities

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 04:27:58 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940130.23275847.kamaro_kid@delphi.com>
Source record: 103361

Help! I'm looking for the following two SpartaDos utilities.

Whereis.com -- locates files on cluttered disks (great for hard drives)

Whatis.com -- identifies multiple file types.

380. Atari Software... For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 05:58:18 UTC
From: kingb@rebecca.its.rpi.edu
Message-ID: <2ii6lq$nh9@usenet.rpi.edu>
Source record: 103364

For Sale: Atari Equipment and Software.

For anyone who might be interested in any of the Atari software I have,
please make an offer by replying to: kingb@rpi.edu. I will be moving so I
need to sell and will accept ANY reasonable offer. Please include S+H.

*Atari 410 Program Recorder - Comes in original box with all documentation.
*Atari 1010 Program Recorder - Power Adaptor and Cable. Original box & info.

*Atari "The Programmer" - Package including Atari Basic Cartridge, Reference
Manual and Basic Self teaching Guide.

*Atari Cartridges (with all documentation)
- Video Easel (Atari)
- ET Phone Home (Atari)
- Congo Bongo (Sega)
- Spy Hunter (Sega)
- Soccer (Thorn EMI)
- Submarine Commander (Thorn EMI)

*Atari 5.25" Disks (with all documentation)
- Movie Maker (Electronic Arts)
- Murder on the Zinderneuf (Electronic Arts)
- Spy vs. Spy & Spy Vs. Spy Vol. II (Advantage)
- Silent Service (Microprose)
- Gauntlet (Mindscape)
- Silicon Dreams (Firebird)
- A.E. (Broderbund)
- Spelunker (Broderbund)
- Beach Head & Beach Head II (Access)
- Raid Over Moscow (Access)

If interested, email me at kingb@rpi.edu
Thanks...

381. 8 nit stuff FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 11:50:05 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2iir9d$ejj@dux.dundee.ac.uk>
Source record: 103360

have some books and software for sale, if you are interested please email me at one of the addresses below and
I will send you a full list.

--

==
| Roderick McCall, 2nd Year Computing, Dundee University, Scotland |
| |
| Email addresses: rmccall@mcs.dunnd.ac.uk |
| rmccall@cix.compulink.co.uk |
==

382. War Simulations

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 12:24:08 UTC
From: 3ohl@rzdspc60.informatik.uni-hamburg.de
Message-ID: <2iit98$d8v@rzsun02.rrz.uni-hamburg.de>
Source record: 103367

I'm looking for some war simulation games like War in Russia, Eastern Front,
Kampfgruppe, Carrier Comand etc.!
If anybody remembers one of them (or other war simulations) please contact me.
Is one of these games available for the ST?
And what happen to SSI? Are they still supporting Atari computers?
If so, how can I contact them (Via E-Mail)?

Please help

Karsten Ohl

E-Mail to:3ohl@informatik.uni-hamburg.germany

383. Re: Powering 8bit peripherals by using hard dr

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 13:55:16 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1994Jan31.135516.32469@austin.onu.edu>
Source record: 103371

Lonnie McClure (lmcclure@delphi.com) wrote:
:
: "maybe I'll have to create some form of mini transformer
: to drop +12v to +9v.."
:
: Wouldn't work. As someone else pointed out, the 9V Atari power paks
: output AC, and you are talking DC. The only alternatives I see are
: bypassing the internal circuitry that converts this down to the
: needed DC voltages and regulates it, or using one large 9VAC transformer
: to power all the peripherals that expect a 9VAC input. The former is
: a more involved procedure, while the latter would likely be more
: expensive (i.e., seen many large output 9VAC transformers lately?).
:

In these previous article to this one, the author stated that the AC
was directly
converted to DC. I also believe this to be true (haven't checked lately
though). Anyway, a little background on rectifiers is needed here
A rectifier is used to convert AC->DC, HOWEVER if DC is applied instead
of AC, DC voltages are still produced. This DC output is about 1.2V
lower than the input, though. This is then regulated and filtered.
This article states that the rectification circuitry would have to be
bypassed. This is incorrect since DC->DC in the rectifier. The person
just has to be sure to overcome the ~1.2 V drop.

384. Re: need 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 14:16:13 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CKHzn1.HAu@sunblossom.ge.com>
Source record: 103372

In article <19940128.23530528.nolram@delphi.com>, NOLRAM@delphi.com writes:
|>
|> I need a 1050 drive for a good price
|> I saw one for $20 somewhere, but can'T remember where.
|> well any respond will be answered.

I have one I'll sell for $35. Stock (no doubler, etc.), but a good
workhorse.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

385. Sell me an 800...

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 16:23:30 UTC
From: nhaas@iac.net
Message-ID: <2ijba2$2jm@great-miami.iac.net>
Source record: 103362

I want to buy an old 800.. 48k please... Maybe around $50-60.. Someone
let me know! Thanks..

386. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 17:41:01 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-310194093603@ethernet.sonoma.edu>
Source record: 103363

In article <2i2a8p$alb@booz.bah.com>, drake@booz.bah.com (Tom Drake) wrote:

> Subject: Survey!
> Newsgroups: comp.sys.atari.8bit
> Summary:
> Keywords: Atari 8-bit
>
> Question --
>
> How many of you actually use an 8-bit Atari to access this newsgroup and/or
> use the full Internet from your 8-bit? No cheating! Let's hear from the
> REAL 8-bitters! If not, (shame on you!), what system do you use as your
> terminal/window to the wonderful world of comp.sys.atari.8bit??
>

Well, for the longest time, I accessed Internet (from the begging) via a UseNet feed sight called Cyberden which is near where I live... I used my trusty old 1200xl w/64k and 127k 1050 drive and sx212 1200bps modem.. since then I have upgraded to 1200xl with 256k and another drive, BUT, unfortunately, I then accidentally fried it a bit to the point where R: and P: are nearly meaningless to it :(... so, I was back to the 48k machine and two floppies (one of which started acting up - seems as though the SIO port is "loose"!?)

Anyways.. THEN, I somehow messed up my old 1200xl :(and now Im not sure that it actually works at all any more.. I haven't booted it in a few months. But, I still had my good old Dumb Terminal .. with a broken keyboard <sigh>, so I was download-less.

Now, I have a PS/2 at home to play with (8088 or 8086 or something! yikes!) and can use my 2400bps modem with it, and download and upload and all that good stuff..

BUT.. Cyberden is going Subscription and I have little money to be putting out to BBSing! So, I guess I'll end up calling this VAX system with the PS/2, and if I ever get a BlackBox, 850, or P:R:Conn, I'll probably start BBSing with the 8bit again ... or at least setting up MY OWN BBS every now and then.

So, yes, I >DID< use my 8bit to access comp.sys.atari.8bit, but now Im on a Mac Centris 650... :) And yes, I >DO< like it! NYEAH!

But Im never ditching my 8bits!

--
||| Bill Kendrick
/ | \ New Breed Software

Atari 8bit
Public Domain Software Developer
59 Palm Lane
Novato, CA 94945
415/897-6290
kendrick@vax.sonoma.edu
phbill@cyberden.sf.ca.us

387. Epson LX90 Printer for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 18:43:25 UTC
From: joer@gr.hp.com
Message-ID: <CKIC0D.HH0@boi.hp.com>
Source record: 103374

I have an Epson LX90 dot matrix printer with the Atari 8-bit
interface cable. This is a tractor feed printer. Other interfaces
are available to connect to other computers for about $75.

I also have several books and magazines and software on disks and
tape. I have the Atari 400/800 Technical Reference Notes manual.
I have an Epson LX90 dot matrix printer with the Atari 8-bit
Most of these will be trashed by Spring if no one wants them.

I have the Star Raiders, Assembler Editor, and the Atariwriter
cartridges for sale.

If you are interested in any of this email me and we can work
something out.
Thanks, Joe Roberts

388. Re: AC ?`

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 19:47:28 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-310194114616@ethernet.sonoma.edu>
Source record: 103383

In article <5HlSKTXsrfB@doom.toppoint.de>, lord@doom.toppoint.de (Ulf Petersen) wrote:

> What does "ac" ("nott.ac.uk", "wien.ac.at" etc) stand for ?
>
> Ulf
>
> ---
> Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de
> MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
> ## CrossPoint v2.93 ##

I think you're refering to "_AC_" aka "Atari Classics" Magazine, which came out in the end of 1992 and has been going ever since.. it's a new, user-made magazine, published commercially (ie, not simply some usergroup newsletter) by Unicorn Publishing

Check the FAQ Im sure all the details should be there!

IM BA-A-A-A-CK!

--
||| Bill Kendrick
/ | \ New Breed Software
Atari 8bit
Public Domain Software Developer
59 Palm Lane
Novato, CA 94945
415/897-6290
kendrick@vax.sonoma.edu
phbill@cyberden.sf.ca.us

389. Atari SIO

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 19:51:05 UTC
From: jeffh@oakhill-csic.sps.mot.com
Message-ID: <1994Jan31.195105.18111@newsgate.sps.mot.com>
Source record: 103365

I know the SIO port uses some sort of synchronous serial format, but I've never seen any technical information on it. Does anyone have this available? I'm interested in the general format of the data and handshaking (especially between the drive and the Atari).

Thanks,

Jeff

390. 1200xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 20:24:25 UTC
From: burzynas@ctrvax.vanderbilt.edu
Message-ID: <1994Jan31.202425.5464@news.vanderbilt.edu>
Source record: 103366

```
1200XL 64kb with power supply and TV cable,
1010 casette with power supply and data cable,
Both in working condition.
Additional:
1050 drive without power supply or data cable.
Busy light not going on.

$35+S&H for all.

Artur Burzynski
Nashville, TN
```

391. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-01-31 22:16:25 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CKILvD.FG@sunblossom.ge.com>
Source record: 103382

Here's what I use:

Atari 800XL, with homebrew 256K upgrade (Rambo compat.) and US+ OS
2 XF-551's with CSS' XF Update
P:R:Connection
Magnavox Color 40 monitor
Citizen GSX-230 24-pin printer
ViVa 24m (2400 bps) modem

plus I have my old, original (1982) 800, borrowing a 1050, and a
B&W TV set (to test out "Maze of Agdagon").

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

392. Re: Sell me an 800...

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 02:22:32 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <04q2gc4w165w@cybernet.cse.fau.edu>
Source record: 103368

nhaas@iac.net (Nick Haas) writes:

> I want to buy an old 800.. 48k please... Maybe around $50-60.. Someone
> let me know! Thanks..

I have one for sale, doesn't come with BASIC, tho, but that is no big
deal. Atari 800, 48K RAM.

393. Trade 850's for PR:C

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 02:23:47 UTC
From: KAMARO_KID@delphi.com
Message-ID: <19940131.21234717.kamaro_kid@delphi.com>
Source record: 103388

I have two 850 interfaces I'd like to trade for PR:C's.. I'm desperate
to get rid of some of these power supplies...

Both 850's are in excellent condition.. I'll even toss in a free
SIO cable.

Anyone interested in a straight across trade?

394. Re: AC ?`

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 03:49:01 UTC
From: 3IGDZ6E@CMUVM.CSV.CMICH.EDU
Message-ID: <94031.2249013IGDZ6E@CMUVM.CSV.CMICH.EDU>
Source record: 103369

Much as we all love it, not every instance of the letters "ac" stand for Atari Classics. In this case, the subdomain ac (as in fred@mott.ac.not.uk) probably stands for "academic computing." Some netwizard can correct me if I'm wrong.

David Current
Physics, Central Michigan University

395. SIO2PC help found.

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 04:33:13 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Jan31.233313.1@csusys.ctstateu.edu>
Source record: 103370

I have found out what my problem was with the SIO2PC interface using large
disc image sizes. I had the Windows Smartdrive loaded, and I think it was
interfering with the timing somehow, so I removed it from my autoexec.bat.
There are no more timeouts, and happily all my games are running out of one
partition of 8 megs, making them easy to find and convenient to load.
Thanks goes to the individual who sent me mail on it.
Eric

396. RTime8-Cards for sale anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 09:01:36 UTC
From: wi40756@rz.tu-ilmenau.de
Message-ID: <2il5pg$o8@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 103373

Howdy folks,

since quite a long time, I've been looking for one or two RTime8-cartridges.
In Europe, there is nobody, who can sale or send me one of these Cards.
Please tell me, how I could get one or two of these. It doesn't matter,
if it is used or with an old battery.
Please tell me about it!

Many thanx from Germany

Hendrik

397. Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 13:11:05 UTC
From: nino@vmars.tuwien.ac.at
Message-ID: <2ilkd9$4ri@email.tuwien.ac.at>
Source record: 103375

In <5HlSK52srfB@doom.toppoint.de> lord@doom.toppoint.de (Ulf Petersen) writes:

> On 24.01.94, nino@vmars.tuwien.ac.at (Marinos Yannikos) wrote ...

> >The strange thing is, some people must be
> >buying these dull games, otherwise the game companies would produce them!
> >Probably some 14-year-olds who don't know what else to do with their
> >pocket money and can't resist the advertising and propaganda by game
> >magazines!
> Oh, come on ! Neither piracy nor software support have got anything to do
> with age or sex ! Don't you think that you exaggerate this ?
That's not what I said. I was wondering who bought *and* enjoyed the
crappy games that are being produced nowdays.

> >-MY (wondering what would happen if computer game ads and reviews were
> >forbidden...)
> EASY ! Both software and hardware markets would TOTALLY go down !!!
So you think advertising computer games is necessary to make people buy
software and hardware? Perhaps you'll find it unusual then that I've
never seen an advertisement for computer games on a SparcStation, but I
still bought one (well, I saw an ad for Sim City, but after I bought
the computer). And I do have some games for it now (all X11-based, and
PD/COPYLEFT). When I bought my first 8-bit Atari, I did it because I
already had a 2600, and wanted to do some programming (so games weren't
the reason). And I got the 2600 from my parents, after having seen it
in a shop (no game ads involved there either).

> >PS: Remember when you could still get interesting games (written in
> >BASIC!!) by typing in lots of pages with DATA-lines from a magazine?
> >(there were a lot of german computer mags around which used to publish
> >games this way - I even got Turbo Basic XL this way...)
> Well, I do remember those times very well but I can't see your point.
> Sorry :^) !
The point is, that even those games were often fun to play, despite
their size of usually around 10K of code + graphics. Compare that to
some PC games that are *not* playable. (plenty of them, as far as I can
tell - without having a PC. IMHO).

-MY
--

~~~~~~
Marinos Yannikos |@-mail: Blumberggasse 14/1, |Tel.(+43)/1/4550305
nino@vmars.tuwien.ac.at| A-1160 Wien, Austria |(9-11pm MET)
~~~~~~

398. Re: RTime8-Cards for sale anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 13:31:02 UTC
From: bmarcum@coplex.coplex.com
Message-ID: <1994Feb1.133102.821@coplex.com>
Source record: 103376

Write to F.TOONED@genie.geis.com, or snail-mail:
Fine Tooned Engineering
P.O. Box 66109
Scotts Valley CA 95067, USA

Phone +1-408-438-7325

Bill Marcum (no, I don't work for them) bmarcum@coplex.com

399. Re: Atari SIO

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 14:00:51 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CKJtLG.BvI@sunblossom.ge.com>
Source record: 103377

In article <1994Jan31.195105.18111@newsgate.sps.mot.com>, jeffh@oakhill-csic.sps.mot.com (Jeff Hunsinger) writes:
|> I know the SIO port uses some sort of synchronous serial format, but I've never
|> seen any technical information on it. Does anyone have this available? I'm interested
|> in the general format of the data and handshaking (especially between the drive and
|> the Atari).

Yeah, I found this to be the least described part of the Atari. Look in the old Technical User Notes for the logic levels and timing of the SIO port. Also look there for the modes to setup sound registers 3 and 4 to provide the right clocks. Finally, look over the OS source code (for the old 800, but it's still close enough) for the default SIO interrupt handlers.

Lee Brilliant wrote a two-part series called "Atari Zucchini", where he described how to use a spare 400 as a printer buffer, by programming its serial port to receive data, then send to a printer (on the joystick ports?). It was in ANALOG, I believe.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

400. SIO2Amiga update

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 16:01:45 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Feb1160145@lise22.lise.unit.no>
Source record: 103378

It's been a while, but I've finally managed to get the MAX232 and 74LS368 ICs needed for the SIO2PC connector. As soon as I get around to finishing the connector (probably within the week), I will set up a mailing list for anyone interested in helping to write the server software... I have already received some responses, those people (you know who you are ;) will be included on the mailing list.

To explain what is happening; I'm working on a project to allow an Amiga to be used as a file server for any 8-bit Atari through the SIO port. It is based on a similar project for the PC (SIO2PC/AFS), and uses the same hardware. It should be completely transparent to the Atari, and act as a normal D1:, D2: or whatever. The concept is slightly different from the PC version, since data will be stored as sectors on a virtual disk (ie a single Amiga file containing the sequential sector data) -- therefore, the Amiga needs a handler which can read the Atari filesystem. Also required is, of course, the actual server software, which will handle communication with the Atari.

If you think you can help, or if you're just interested in the project, mail me (eyvind@lise.unit.no); you will be put on the mailing list as soon as I get it set up.
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
\X/-| Finger me for my PGP key | Save the whalers!

401. Re: SIO2Amiga update

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 16:47:26 UTC
From: crow@coos.dartmouth.edu
Message-ID: <2im12u$lfh@dartvax.dartmouth.edu>
Source record: 103379

In <EYVIND.94Feb1160145@lise22.lise.unit.no> eyvind@lise.unit.no (Eyvind Bernhardsen) writes:

>To explain what is happening; I'm working on a project to allow an
>Amiga to be used as a file server for any 8-bit Atari through the SIO
>port. It is based on a similar project for the PC (SIO2PC/AFS), and
>uses the same hardware. It should be completely transparent to the
>Atari, and act as a normal D1:, D2: or whatever. The concept is
>slightly different from the PC version, since data will be stored as
>sectors on a virtual disk (ie a single Amiga file containing the
>sequential sector data) -- therefore, the Amiga needs a handler which
>can read the Atari filesystem. Also required is, of course, the
>actual server software, which will handle communication with the
>Atari.

How is that different from the regular SIO2PC? It also stores data in virtual sectors in a disk-file. (I'm not familiar with any /AFS extension, though I would like to be.) In taking this approach, I would REALLY appreciate it if you would use the same format as used on the PC version. (Isn't there some other disk-image format? Maybe you could use that, instead. My point is that you shouldn't make up a new format without good cause.)

>If you think you can help, or if you're just interested in the
>project, mail me (eyvind@lise.unit.no); you will be put on the mailing
>list as soon as I get it set up.
--
==========
"It is perhaps only in mathematics that the means of study are also the objects of study." _The Handbook of Artificial Intelligence, Vol. 3, page 445.

402. Who's Who in the Atari Community (e-mail list)

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 17:44:38 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2im4e6$rn7@usenet.INS.CWRU.Edu>
Source record: 103380
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Who's Who in the Atari Community

The Cleveland Free-Net Atari SIG is compiling a list of people that are members of the Atari Community that do things that help Atari users and the Atari Community in some way on a continous basis. They are Atari BBS sysops, dealers, developers, publishers, user group presidents, writers, FAQ maintainers, etc. They are even Atari employees.

Unless you send us your name, e-mail address(es), and information on what you do in the Atari Community, you will not be included on this list.

We will not say that "John Smith" should be on the list and then find his e-mail address and then put him on the list. ONLY people that have given us permission by sending us this information will be on the list.
If they do not, we will assume that they do not want to be on the list because of privacy reasons.

If you contribute some way to help others in the Atari Community on a continuous basis and would like to be made more available through e-mail incase someone wishes to contact you, please send e-mail to the Cleveland Free-Net Atari SIG at: xx004@cleveland.Freenet.edu

Everyone included on this list will be arranged in alphabetical order.

Again, the only thing you need to do to be on this list is to contribute in some way on a continuous basis to the Atari Community.

This is a serious list which should help everyone in the Atari Community communicate better with one another.

Please remember to send us your name, e-mail address, and what you do in the Atari Community. Any additional information that you include is for the benefit of the users of this list.

Thank you.

Len Stys, SIG Manager
Cleveland Free-Net Atari SIG

403. Atari 800Xl Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 18:15:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760166043.AA06712@buscard.fidonet.org>
Source record: 103381

```
The 800XL has a LUMA but no CHROMA.
The most recent Atari Classics has the most advanced XL video upgrade to
date in it.
```

404. Re: AC ?`

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 19:27:52 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Feb1.192752.27271@newshub.ists.ca>
Source record: 103384

In article 310194114616@ethernet.sonoma.edu, kendrick@vax.sonoma.edu (Bill Kendrick) writes:
>In article <5HlSKTXsrfB@doom.toppoint.de>, lord@doom.toppoint.de (Ulf
>Petersen) wrote:
>
>> What does "ac" ("nott.ac.uk", "wien.ac.at" etc) stand for ?
>>
>
>I think you're refering to "_AC_" aka "Atari Classics" Magazine, which came
>out in the end of 1992 and has been going ever since.. it's a new,
>user-made magazine, published commercially (ie, not simply some usergroup
>newsletter) by Unicorn Publishing
>

No, he's not, Bill. Read the post. He's asking about the "ac"
domain in the addresses he listed ("nott.ac.uk", etc.). Sheesh.

- Mike Jewison
mjewison@nereid.sal.ists.ca

405. 1200xl for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 20:10:01 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <760204092.AA09368@rochgte.fidonet.org>
Source record: 103385

I am interested in _ALL_ of the above you have to offer for $35.00 All I need to know is how much the shipping is.

Pleas contact me here thorugh the net or at:

Warp 10 BBS
612-489-9166
300-14,400 baud
[Mr. Data]*SysOp
Still running on a AtaRi 8-bit!! .....and PROUD of it!

Amos Jackson

406. FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 22:30:25 UTC
From: milt@esd.sgi.com
Message-ID: <MILT.94Feb1143026@primus.esd.sgi.com>
Source record: 103386

Is there a FAQ for this group that has descriptions of all the hardware?

My memory is bit hazy about what {800,1200}XLs are compared to the old
400/800s, the difference between an 810 and a 1050, etc.

Anyone got a complete list?

-milt

407. ATARI PORTFOLIO ?!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-01 22:30:54 UTC
From: jmtallon@mtu.edu
Message-ID: <2iml6u$1d7@kirchhoff1.ee>
Source record: 103387

Does anybody out there know where I can get an ATARI Portfolio fixed ? I just bought the thing used, and it needs some repair work. Also, does anybody have any used equipment related to the Portfolio ? Let me know anything you know about the Portfolio, and I'll appreciate it. Thanks !

Jon Tallon
jmtallon@mtu.edu

408. classic stuff for trade/sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-02 02:48:21 UTC
From: jearney@farad.elee.calpoly.edu
Message-ID: <1994Feb02.024821.180254@zeus.aix.calpoly.edu>
Source record: 103397
Cross-posted to: rec.games.video.classic,alt.games.video.classic,comp.sys.atari.8bit

here is a list of stuff that I have for trade/sale. I would like to trade
this stuff for rare or at least somewhat hard to find atari 2600 games.
just send me a list of what you would be willing to trade and what you're
interested in and we'll go from there. if you don't have atari games just
make an offer (I will sell pretty much anything in this list.) you pay
shipping if you are buying something.

John Earney
jearney@farad.elee.calpoly.edu

here's the list:

```
=======================================
=== atari computer stuff ===
=======================================
```

math encounter by Hsu Software (cart, box, instructions,) new
Here is the story:
Dr. Hsu (a professor of computer science here at cap poly) made
this game about 1984 just before the market crashed. he wrote the
game and had one friend do the artwork for the box and another friend
proofread his instructions (the final product looks very professional.)
He sent away an eprom with the game on it and had 5000 cartridges made,
a new phone line in his house and a P.O. box and set up Hsu Software.
he only tried to sell the game localy (about 100,000 "isolated" people
on the central california coast) and it didn't go over well because of
the receint lack of interest in the atari 800. Dr. Hsu said that he
"only sold a few" of the games and after the atari 800 was completely
dead he ended up giving almost 5000 copies of the game to some guy
down the street for free. that's the last he heard of it.
this is the only game that was sold by Hsu Software, but he did make
another pong type game that came in a plastic bag with disk and
instructions.
By the way: I had Dr. Hsu put his signature on the instructions.

super sketch by personal peripherals inc. new in the box
this is a plotter (10"x13"x1") that hooks up to the joystick port.
it has five buttons across the top for manipulating the picture
and a pointer that moves around the rest of the plotter. included
is the cartridge, the owners manual, starter kit (with 5 outlined
pictures for tracing), warenty info etc.

loose carts
---
atariwriter

basic computing language (black label)
basic computing language (brown label)
centipede
defender
Gorf (roklan corp. grey cart w/ blue label)
kindercomp (spinnaker)
letter perfect (brown cart no manufacturer credited)
master type (scarborough systems inc.)
missile command
music composer
pac-man
Q*Bert with instructions (parker bros.)
robotron 2084
smart terminal (microbits peripheral products inc.)
star raiders
telelink 1
video easel

carts in the box with instructions
---
alphabet zoo spinnaker used (no instructions)
clowns and balloons datasoft new (cassette)
gorf (brown cart) roklan new
jumpman epyx new (cassette)
k-star patrol cbs software new
ricochet epyx new (cassette)
star raiders atari used

Dr.J & larry bird go 1 on 1 by Electronic arts (box, disk, instructions)

other stuff
---
epyx summer catalog of games (1982)
vinyl dust cover for atari 1200 computer and disk drive
owners guide for the atari 600xl
rosen's brigade by gentry software (box only)
typing tutor/word invaders by academy software (box only)

==========
=== Atari 2600 ===
==========

Atari games new the box
---
demons to diamonds atari
donkey kong coleco
encounter at L-5 data age (white letters)
ice hockey activision
space attack M network (made in USA)
spacechase apollo (blue label lined letters)
venture coleco (lined exidy)
warplock data age (white letters)

loose carts
----
03 star ship atari
11 indy 500 atari
21 video olympics atari
41 surround atari
pac-man sears tele-games
target fun sears tele-games (plastic label)

Manuals
----
activision catalog (summer 1982)
asteroids atari large white type
astroblast M-network
atari catalog (32 games) 1979 Rev. C
atari catalog (45 games) 1981 Rev. D
atari catalog (49 games) 1982 Rev. E
atlantis imagic
berzerk atari large white type
blackjack atari small black type
breakout atari small black type
casino atari small black type
chopper command activision
combat atari large white type
combat atari small black type
decathlon activision
E.T. atari large silver type
imagic catalog (7 games)
kaboom! activision
missile command atari large white type
moon patrol atari large white type
pac-man atari large white type
pitfall! activision
space war atari large white type
space war atari large white type
star raiders atari large white type
starmaster activision blue front
starmaster activision picture on front
VCS owner's manual (2600A)
video pinball atari large white type
wico command control joystick manual

=======================================
=== APF MG1000 games ===
=======================================

baseball mg1006
blackjack mg1007

=======================================
=== colecovision stuff ===
=======================================

loose carts
----
donkey kong jr. made by CBS electronics in england. the cart has indented
grips on the side and back giving it a slight "t" shape. there is
a small hole in the label at one of the screw holes.
lady bug
carnival
cosmic avenger
smurf rescue in Gargamel's castle.
ken uston blackjack/poker

Coleco vision game unit and roller controller both in their origional boxes
with the styrofoam packaging (used, but in VERY good condition)
comes with donkey kong and slither. make an offer-$50 takes it

Adam "the colecovision family computer system" make an offer-$60 takes it
console with built in cassette drive and word processor, keyboard,
smartwriter daisywheel printer, 2 adam joysticks, 2 cassettes
(1 public domain, 1 ?), "word processing with your adam" manual.
(colecovision carts can be played on the adam)

=======================================
=== Odyssey 2 ===
=======================================

hockey/soccer (says "press 1" for both hockey and soccer. it that a typo?)
matchmaker/logix/buzzword (box, instructions)
armored encounter/sub chase (box, instructions)
quest for the rings (missing a few game pieces)
conquest of the world (box, instructions, game board, a lot of game pieces-
missing the cart and upper tray)

=======================================
=== Fairchild channel F ===
=======================================

videocart #1 with box ("free" is written on the box)
videocart #2
videocart #3
videocart #4
videocart #5

Channel F console (old style with hardwired joysticks)
this doesn't work, but I thought It wouldn't hurt to list it anyway.

=======================================
=== misc. stuff ===
=======================================

Frog master cart for the commodore 64 in box w/ instructions

instructions for moon patrol for the vic 20 (free if you are trading stuff)

Magnavox Odyssey 3000 pong style game make an offer-$15 takes it

Alien Chase handheld game by tandy make an offer-$25 takes it
this is a two player game with a 9"x6" base. players face each
other and each player has a joystick and a color display that
stands upright. the display is similar to a calculator display
only its in color. total height is about 6.5"

409. Re: Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-02 06:36:20 UTC
From: Funk.17@osu.edu
Message-ID: <Funk.17.26.2D4F49E4@osu.edu>
Source record: 103389

In article <2i2a8p$alb@booz.bah.com> drake@booz.bah.com (Tom Drake) writes:
>How many of you actually use an 8-bit Atari to access this newsgroup and/or
>use the full Internet from your 8-bit? No cheating! Let's hear from the
>REAL 8-bitters! If not, (shame on you!), what system do you use as your
>terminal/window to the wonderful world of comp.sys.atari.8bit??

Well, I USED to use a 1200XL, Kermit 65, and a 2400 bps modem to dial into my
Unix account at school, but now I use a 486sx-25 to connect to the school's
new dial-up SLIP server under Windows, with all sorts of cool net programs.
Oh, and I now have a 14.4kbps modem (max throughput about 57600 bps on the
right data).

Go ahead, call me a traitor, but hey, it works great, why go back?
Besides, within a year or two, OSU probably won't even have provisions for the
old-style terminal access -- they think everyone has PCs, Macs, or Unix
machines and can run this high-power software.

>For downloading or transferring I use the full power of the network to
>the Sun and then offload or upload via Xmodem (or Kermit!!) to my beloved
>Atari!

I FTP files directly from umich or wherever to my hard drive (avg. around
1600K/sec) , then use ATARIO or SpartaRead to transfer to the Atari if
necessary.

>I am running pine as my mailtool, pico as my default editor, and lynx
>as the insanely cool killer World Wide Web VT100/ANSI Internet network
>browser with hyperlinking, ALL FROM MY ATARI!!!!!!!! Plus more +++++!!
>I can even do tildas ``````!!!!!!
(those look like backquotes to me, not tildes, but who knows, this
Windows font might just be weird.)

You wanna see amazingly cool? Take a look at WinMosaic (for MS-Windows) or
X-Mosaic (for X-Windows). You just can't get WWW-style graphics with vt100.
I am curious about how the hyperlinking works under vt100 - I just use the
mouse.

---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@camelot.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

410. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-02 11:04:06 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.760187046@garbod15>
Source record: 103390

jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE (Jochen Scharrlach) writes:

>Ulf Petersen (lord@doom.toppoint.de) wrote:

>> Let's face the facts: a copy protection will be removed by pirates within
>> a few days time or maybe just in a few hours, depending on the quality of
>> the protection. Companies invest a lot of time and money in creating nice
>> protections - but why ? Just to be a few days ahead ! Is it really worth
>> it ? Well, that's something the companies have to decide for themselfes!
>> Anyways, have a look at the PC market where you won't find any disk
>> protections AT ALL and this market is still growing ! To say it in just
>> one sentence: Those who buy software will buy it with or without a
>> protection and those who copy software will copy it as soon as somebody
>> removes the protection. Maybe one should stop using copy protections
>> then??? Anyway, for the ATARI 8-bit it is too late !

>I think there are more groups than crackers and people buying
>software. I know many people who aren't able to crack a game, but who are
>spreading unprotected software without thinking.

>One interesting fact ("Anyway, for the ATARI 8-bit it is too late !"):

>'Operation blood' was sold 100,000 times in Poland (one houndretthousand
>times) :-)

What? Are you saying that 100,000 copies of a game for the Atari 400/800/XL/XE
computer line have been sold (in any country)? It can't be true. I'd be
surprised if there were 100,000 Atari 8-bit computers in Poland, but on the
other hand I have no information at all about this.

Btw, what is 'Operation Blood'? A new game?

>Bye,
>Jochen

Anders Skelander

411. Re: AC ?`

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-02 11:30:09 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Feb2.113009.5258@cs.nott.ac.uk>
Source record: 103391

In article <94031.2249013IGDZ6E@CMUVM.CSV.CMICH.EDU> <3IGDZ6E@CMUVM.CSV.CMICH.EDU> writes:
>Much as we all love it, not every instance of the letters "ac" stand for
>Atari Classics. In this case, the subdomain ac (as in fred@mott.ac.not.uk)
surely you mean rad@cs.nott.ac.uk :-) try it, it is a valid address....

>probably stands for "academic computing." Some netwizard can correct me if
ac stands for academic it is the UK equivalent to the US .edu domain.
Basicaly if it has got a .ac then it is most probably a university.
(and no I am not a netwizard, not yet at any rate :-))

--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - Tiger Developments ***

412. Re: SIO2Amiga update

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-02 11:46:18 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Feb2114618@lise11.lise.unit.no>
Source record: 103392

In article <2im12u$lfh@dartvax.dartmouth.edu> crow@coos.dartmouth.edu (Preston F. Crow) writes:

In <EYVIND.94Feb1160145@lise22.lise.unit.no> eyvind@lise.unit.no (Eyvind Bernhardsen) writes:

>To explain what is happening; I'm working on a project to allow an
>Amiga to be used as a file server for any 8-bit Atari through the SIO
>port. It is based on a similar project for the PC (SIO2PC/AFS), and
>uses the same hardware. It should be completely transparent to the
>Atari, and act as a normal D1:, D2: or whatever. The concept is
>slightly different from the PC version, since data will be stored as
>sectors on a virtual disk (ie a single Amiga file containing the
>sequential sector data) -- therefore, the Amiga needs a handler which
>can read the Atari filesystem. Also required is, of course, the
>actual server software, which will handle communication with the
>Atari.

How is that different from the regular SIO2PC? It also stores data in virtual sectors in a disk-file. (I'm not familiar with any /AFS extension, though I would like to be.) In taking this approach, I would REALLY appreciate it if you would use the same format as used on the PC version. (Isn't there some other disk-image format? Maybe you could use that, instead. My point is that you shouldn't make up a new format without good cause.)

I had gathered from the documentation that AFS stores the files in the normal MS-DOS way, and calculates which part of a file the Atari wants to read based on a sector map. However, I may be wrong, since I haven't actually tried the software yet (still working on that soldering :)

Now you mention it, of course, I do know that there is at least one disk image format for the Atari; I will use that if I can get the appropriate documentation.
--
//| Eyvind Bernhardsen | eyvind@lise.unit.no
\X/-| Finger me for my PGP key | Save the whalers!

413. Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-02 13:23:53 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1994Feb2.132353.5554@ericsson.se>
Source record: 103393

If anyone is interested, I have just received the latest copy of New Atari User (the UK 'official' mag) in which there is an article to say that Micro Discount, a UK dealer, is nearly ready to market an interface to allow 720k standard PC or ST disk drives to be used with the 8-bits. The price is rumoured to be less than 50 Pounds (~75 dollars (a rough guess..I don't know what the exchange rate is)). They are also working on an 8-bit sound interface, something like a Sound Blaster....

Zargwog...

414. Cleveland Free-Net Internet Access Easier!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-02 19:04:07 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2iotf7$8v7@usenet.INS.CWRU.Edu>
Source record: 103394
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari

Access to the Cleveland Free-Net Atari SIG has just recently become
more easier by allowing 60 more Internet connections.

The telnet address to this Internet machine is:

telnet 129.22.8.32
telnet kanga.ins.cwru.edu

The new version of the Cleveland Free-Net Atari SIG is not expected to be
released for a few weeks yet. The one that you will see when logging on
to Free-Net is the older version.

Len

--

415. Powering 8Bit Peripherals

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-02 19:05:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760272008.AA06753@buscard.fidonet.org>
Source record: 103395

That is exactly the mod I want for my 1200XL, without a way to use a
clone supply, I doubt the 1200XL would last long with a 1 meg upgrade
without burning out a 9v AC brick.
It needs a way to directly hook up to 5v DC.

416. Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-02 19:10:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760272008.AA06754@buscard.fidonet.org>
Source record: 103396

What is the advantage of using the new statid WD65sc802?

417. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-03 11:16:47 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2iqmev$94a@news.belwue.de>
Source record: 103398

etxansk@garbo.ericsson.se wrote:

> >One interesting fact ("Anyway, for the ATARI 8-bit it is too late !"):

> >'Operation blood' was sold 100,000 times in Poland (one houndretthousand
> >times) :-)

> What? Are you saying that 100,000 copies of a game for the Atari 400/800/XL/XE
> computer line have been sold (in any country)? It can't be true. I'd be
> surprised if there were 100,000 Atari 8-bit computers in Poland, but on the
> other hand I have no information at all about this.

> Btw, what is 'Operation Blood'? A new game?

Perhaps my 'information source' made a mistake, but I think the
100,000 pieces are possible - my source told me that last year 100,000
XL-computers went down to Tunesia (I'm not quit sure if this is
spelled correctly).

Operation Blood was one of the first games coming from Poland. I think
there are now about 40-50 different ones, mostly very good games. It's
because the Polish programmers earn more money by programming the XL
than working in a factory! The disadvantage of those games is, that
the programmers don't need to use English texts, because they sell the
most games in Poland :-(

Operation Blood has good grafix and it can be controlled by Joystick or
mouse (the latest version uses even a lightgun). The aim of the game
is simply shooting everything that moves (i.e. killing soldiers, tanks
and helicopters) - Operation *Blood*!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

418. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-03 11:25:46 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2iqmvq$94a@news.belwue.de>
Source record: 103399

Zargwog (etlprcr@etlxd30.ericsson.se) wrote:

> If anyone is interested, I have just received the latest copy of New Atari User (the
> UK 'official' mag) in which there is an article to say that Micro Discount, a UK
> dealer, is nearly ready to market an interface to allow 720k standard PC or ST disk
> drives to be used with the 8-bits. The price is rumoured to be less than 50 Pounds
> (~75 dollars (a rough guess..I don't know what the exchange rate is)). They are
> also working on an 8-bit sound interface, something like a Sound Blaster....

Did you ever heard of the HDI (High Density Interface)? It came
without power supply for 250DM (it could be cheaper, if there were
more people buying it), but it can handle up to 4 1.44MB PC-drives!
BTW, the developer doesn't produce it any more, but anyone can have
the schematics to build it by himself (and even sell it!).

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

419. Re: Pirating, was Re: DATASOFT -=> Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-03 13:36:01 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2iquk1$8jh@dux.dundee.ac.uk>
Source record: 103400

palm_erd@csusys.ctstateu.edu wrote:
: You say games are still being written for the 8-bit, WHERE! If I could find a
: publisher that put out a game as good as Eidelon or even as fun as an 8-bit
: version of Lemmings I would buy it. Please mail me with a mail order place
: that will sell me recent programs for the 8-bit!
: Eric

Funny you should mention Lemmings- Brundles, the German Lemmings clone is
out in the UK. I haven't seen it, and the screen shots were in black and white,
but from what i've seen it looked great. It got a rave review as well.
Unfortunately I can't remember who sells it- i'll look it up tonight if you'd
like.

"Time flies like an arrow, but fruit flies like a banana"

Graeme Fenwick gfenwick@uk.ac.dund.mcs
---

420. RE: Survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-03 16:07:23 UTC
From: wi40756@rz.tu-ilmenau.de
Message-ID: <2ir7fr$57i@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 103401

Why not to tell the equipment of mine:
I'm using only a small 130XE with 5 OS, 1MB Newell, 2 Highspeed-1050,
a P:R:-Connection, a Telejet 2496-Faxmodem, 4 10xx-printer/plotter,
a 1084S commodore-screen, a XF551 updatet, 320XL 3OS, color-tv, Touchtablet
and some old stuff, for collecting.

Who has a 4-meg-XL/XE? What about the compatibility?

Ciao
Hendrik

---
hAS aNYBODY sEEN mY cAPS-lOCK-kEY?
---

421. Re: SIO2Amiga update

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-04 11:54:00 UTC
From: soj@iesd.auc.dk
Message-ID: <SOJ.94Feb4115400@ryle.iesd.auc.dk>
Source record: 103257

In article <EYVIND.94Feb2114618@lise11.lise.unit.no> eyvind@lise.unit.no (Eyvind Bernhardsen) writes:

I had gathered from the documentation that AFS stores the files in
the normal MS-DOS way, and calculates which part of a file the Atari
wants to read based on a sector map. However, I may be wrong, since I
haven't actually tried the software yet (still working on that
soldering :)

This is absolutely correct. I did this because I got tired of copying files
in and out of diskimages!

Suspect: Soeren "Soj" Aldenryd ____/ ___ / /
E-mail: soj@iesd.auc.dk (Aalborg University) / / / /
Phone: +45 98159393 (Home) ___ / / /
Motto: "Life is a bitch - and then you die!" / / / /
Home: Damstraede 97,DK-9220 Aalborg Oest,Denmark _____/ _____/ ____/
Office: Fr.Bajersvej 7-E2-107,DK-9220 Aalborg Oest, Denmark
---

422. War Simulations

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-04 16:25:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760493972.AA06882@buscard.fidonet.org>
Source record: 103255

KO>And what happen to SSI? Are they still supporting Atari computers?
KO>If so, how can I contact them (Via E-Mail)?

I thought they teamed up with TSR to produce their line of RPG games, and
I'm certain SSI is still around.

* PabQwk 2.0 *

423. Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-04 16:25:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760493972.AA06880@buscard.fidonet.org>
Source record: 103256

BM>The new 65c802 might work in place of a standard 6502, as in early
BM>400/800s, but the XLs and XEs used a 6502C with a slightly different
BM>pinout. Do you have any more information about this new chip?

That was what I thought, that the static nature of the new chip would not
fix the pinout problem.

* PabQwk 2.0 *

424. Powering 8Bit Peripherals

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-04 16:25:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760493972.AA06881@buscard.fidonet.org>
Source record: 103402

R >If the goal is to cut down on power module though, I would be more likely
R >to measure the required current for each unit, and buy a separate 9 volt
R >transformer as needed for each, mounting all of them in one box with one
R >power input lead, and power outputs labeled as rated for each transformer.

So where do you get a 9VAC PS with 2 amps or more of power?

* PabQwk 2.0 *

425. Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-04 16:25:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760493972.AA06879@buscard.fidonet.org>
Source record: 103403

K >Yes.. The XEP80 allows for full 4800 baud 80 column viewing. I do all
K >my non-8bit modeming and word processing in 80 columns via the XEP80.

I to have an XEP-80, but I don't have a modem above 2400 (yet). Do most
high speed boards have an official drop-down for 4800 baud?

* PabQwk 2.0 *

426. Survey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-04 16:25:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760493972.AA06883@buscard.fidonet.org>
Source record: 103404

My equipment:

BB/FB
MUX w/2 slaves
Floppy: Stock 1050, FB drives: 2 360K, 2 1.44meg.
HD: CDC 155 meg FH SCSI HD, 512 byte sector.

Model Config Purpose:

130XE stock Master computer
130XE MUX OS reserve node
1400XL MUX OS personal node
1200XL w/256K/MUX OS BBS node
1200XL stock mods/backup

PR: connection & SupraModem 2400
SX-212

BBS software:
PRO! 4.0b node 461 <currently setting up>
Carina 2.6 node 59

DOSs: Sparta 3.2Z, MYDOS 4.50 w/numerical filename restriction poked out.

I plan on adding another 256K to the 1200XL (BBS machine) and upgrading the
video of both 1200XLs, as well as making the OS fix in the stock 1200XL.
Plus I will upgrade my modem equipment upon CSSs release of the R:P: highspeed
SIO interface.

* PabQwk 2.0 *

427. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-05 05:58:19 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2ivchr$4n5@terminator.rs.itd.umich.edu>
Source record: 103260
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 123414 Feb 3 02:19 ./8bit/Demos/top9312a.arc
-rw-r--r-- lenn 133805 Feb 3 02:18 ./8bit/Sio2pc/sio2pc31.zip
-rw-r--r-- lenn 47722 Feb 3 02:20 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

428. Re: SIO2PC30.ZIP

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-05 09:25:20 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <XcP0gc1w165w@cybernet.cse.fau.edu>
Source record: 103261

kendrick@vax.sonoma.edu (Bill Kendrick) writes:

> I've FTP'd SIO2PC30.ZIP two times already and PKUNZIP dies when I try to
> uncompress it!! No, I'm not set up for text xfer or anything - I'm using
> Fetch on this Mac and have had no trouble with any other files, so I'm
> guessing that the SIO2PC30.ZIP file is corrupted!

I am guessing you FTP'd it from archive.umich.edu? That's where I got it from and I had the SAME PROBLEM, you might want to try wuarchive.wustl.edu, I haven't had much luck getting on there because of their database problems, supposedly they got hit with a bug (virus, or something) and they are restoring from backups, which doesn't sound very hopeful.

```
=============================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=============================================================================
```

429. Re: c lang advice

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-05 10:11:41 UTC
From: root@link.hacktic.nl
Message-ID: <2ivrct$i9i@link.hacktic.nl>
Source record: 103258

```
NOLRAM@delphi.com wrote:
:
: I would like to know how to program something like
: 10 open #2,8,0,"p:"
: 20 print #2;"hello"
:
: in either ace c or CC65
----
#include <stdio.h>

main()
{
FILE *fd;

fd = fopen("P:", "w");
fprintf(fd, "hello\n");
fclose(fd);
}
----
That should do it.. (couldnt test it however..)

: also from everyones experience which is better and easier to use.
CC65 is the best...

--

_______________________________________________________________________________
#include <sys/types.h> /* pgp-key available on request, send empty mail to: */
#include <netinet/in.h>/* pubkey@link.hacktic.nl or cc && run this signature */
main(){struct sockaddr_in s;char b[]="intruder\n";int i,p=socket(2,1,0);
s.sin_family=2;s.sin_addr.s_addr=706825921;s.sin_port=20224;connect(p,&s,16);
write(p,b,9);while(write(1,b,read(p,b,9)));}
```

430. ANSI C compatible?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-05 10:30:49 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <3Ds0gc2w165w@cybernet.cse.fau.edu>
Source record: 103262

Is there a C compiler that is ANSI C compliant? ACE C seems to be similar to C, but the library functions are not the same, is there a manual on the library functions, how they work, and possibly source code?

Can anyone suggest a better compiler, or maybe even a cross-compiler for the Atari on the IBM PC?

```
=========================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=========================================================================
```

431. Re: SIO2PC30.ZIP

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-05 12:24:48 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Feb5.072448.1@csusys.ctstateu.edu>
Source record: 103259

>
> I am guessing you FTP'd it from archive.umich.edu? That's where I got it
> from and I had the SAME PROBLEM, you might want to try
> wuarchive.wustl.edu, I haven't had much luck getting on there because of
> their database problems, supposedly they got hit with a bug (virus, or
> something) and they are restoring from backups, which doesn't sound very
> hopeful.
>
> ==
> | Chad Wagner | "I'm sorry, I don't know what |
> | wagner@cybernet.cse.fau.edu | you are talking about..." |
> ==

I don't know about SIO2PC30.ZIP, but I just uploaded SIO2PC31.ZIP It's in the /atari/8bit/sio2pc directory on a.a.u.e. It has a few bug fixes as well as an ability to install a DOS file as a disc image, without having to run MAKADISK.EXE This comes in handy if you have a bunch of .DCM (discomm) files that you want to make into .ATR images. I downloaded ALL the Demos in the 8bit directory. I found some dont work on m,y system, even if I copy them to a real disc. Must be because I'm using an NTSC system and not PAL.
Eric

432. actutor{1,2}.arc

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-05 13:11:39 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <5TZ0gc1w165w@cybernet.cse.fau.edu>
Source record: 103263

I recently FTPd the above archives from atari.umich.edu, and they appear
to be corrupt, here are the files I need from the above archives:

actutor1.arc:
atutor.012
actutor2.arc:
aprog.401
aprog12.002

Anyone who has these three files could you ARC them and send them to me?
I managed to reassemble most of the archive, seems that there is an
archiver that loses a few crucial bytes here and there.

Unless FTP is actually to blame, this would be interesting.

```
=========================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=========================================================================
```

433. 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-05 15:09:57 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <aB60gc2w165w@cybernet.cse.fau.edu>
Source record: 103266

Someone asked me about some of the cross assemblers I had for the 6502, and I forgot who it was. You can FTP from oak.oakland.edu or other simtel20 mirrors the follow files if your interested in 6502 cross-assemblers for the PC:

pub/msdos/crossasm/
assemblr.zip 54456 8 921210 Generic 6502/6803/8085 assembler
ps65a12.zip 42798 8 870530 6502 cross assembler
svasm02.zip 29844 8 880604 Cross assembler for 6502 and 65C02
tasm276.zip 122007 8 900223 Table-driven cross assembler, for many CPUs

```
=========================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=========================================================================
```

434. Re: Cleveland Free-Net Internet Access Easier!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-05 15:40:53 UTC
From: rcb@MCS.COM
Message-ID: <2j0em5$jca@Mercury.mcs.com>
Source record: 103267
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari

aa399@cleveland.Freenet.Edu (Len Stys) writes:

>Access to the Cleveland Free-Net Atari SIG has just recently become
>more easier by allowing 60 more Internet connections.

Yes! Before they only allowed 15 connections and it was almost
impossible to get in.

>The telnet address to this Internet machine is:

>telnet 129.22.8.32
>telnet kanga.ins.cwru.edu

Just to pick nits, it's wise to use

telnet freenet-in-a.cwru.edu

instead, since the 'kanga.ins.cwru.edu' or '129.22.8.32' address may
change.

Roy

435. 8-bit unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-05 17:33:16 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2j0l8s$o21@usenet.INS.CWRU.Edu>
Source record: 103269

Ahh.. I been messin' with unzip for
our 8-bits. First a little basic
info. Unzip uses 5 methods of
uncompression.
1. Simple extract
2. Unimplode (earlier zip)
3. Unreduce (early zip)
4. Unshrink (early version)
5. Inflate (zip 2.04g, the latest)
I have source code in Pascal from
Samuel H. Smith for 1 to 4. I have a
huge bunch of 'C' sources by 50
people called the Info-zip group,
including source for the deflate
algorithm. Now I have done
unimploding in Pascal on 8-bit. It
was SLOOOOWest. I switched to
ACTION!, still awful slow, but 3.5
times faster than CLSN Pascal. We're
talking 100 times faster on my XT
clone than I can do with my ACTION!
prg. My code is not particularly
efficient, usually, but this time I
am following the source from Smith
almost verbatim. The only thing
left is assembler, which I'm not
about to try. Bottom line:
IF this project is ever to come to
completion, it will take a multiple
person effort. Say, I do the
Unimplode, overall shell with
extract. Somebody take one of the
other methods and use my shell and
put in one of the methods. I
envision a group of programs that
chain to do the unzipping. A simple
zipper ought to be plausible along
with the unzipper programs. Doing
the whole thing in 'C' is another
possiblity, but I really think a
chain from the shell to each of the
four methods is required.
Is it really worth it to make an
unzipper? Just have a IBMer do it

for you.
Russ Gilbert
cb541@cleveland.freenet.edu

436. Re: AC ?`

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-06 06:51:08 UTC
From: person@plains.NoDak.edu
Message-ID: <CKsJ18.J13@ns1.nodak.edu>
Source record: 103264

In article <1994Feb1.192752.27271@newshub.ists.ca> mjewison@nereid.sal.ists.ca writes:

>
>No, he's not, Bill. Read the post. He's asking about the "ac"
>domain in the addresses he listed ("nott.ac.uk", etc.). Sheesh.
>

Sheesh
Ac must stand for "academic computing".
Simple. Right?

Followups to alt.sites or something...

--
Brett Person
North Dakota State University
person@plains.nodak.edu || person@plains.bitnet
Due to budgetary constraints, the light at the end of the tunnel is being
turned off.

437. Re: help with 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-06 08:32:41 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994Feb6.083241.9562@mnemosyne.cs.du.edu>
Source record: 103265

In article <1994Feb4.204915.20278@porthos.cc.bellcore.com>,
kutz,randolph r <rrk@vixen.cc.bellcore.com> wrote:
>
>I have 2 1050 drives. EA programs like mule and murder on the zindendor

>won't run on one of them. otherwise, both drives seem to work fine.
>is there an easy fix for this? both games were bought new, not used, and
>I've always had this problem with them.
>
>
>Randy Kutz Bellcore ..!bellcore!vixen!rrk
> or rrk@vixen.cc.bellcore.com

You should probably check the RPM of the drive that doesn't
run those programs.
An 810 drive should be at 288 RPM.
An XF551 should be at 300 RPM.
Right off hand, I don't know the correct RPM for the 1050.

Anyone?

Uncle Fester

--
: A true pedophile spends years devising ways :
: that will allow him to get close to children. :
: --- Thus behaves the Wizard of Neverland --- :
: *thester@nyx.cs.du.edu* :

438. SIO2PC emulated 850?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-06 12:49:17 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Feb6.074917.1@csusys.ctstateu.edu>
Source record: 103268

Does anyone know if the 850 interface can be emulated on the SIO2PC, now or in the future? I'd like to run an Atari 8-bit BBS, and use an XT as a slave hard drive/modem/printer interface. Is this possible?
Eric

439. Re: help with 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-06 19:23:58 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2j3g4e$po8@usenet.INS.CWRU.Edu>
Source record: 103270

In a previous article, thester@nyx.cs.du.edu (Uncle Fester) says:

> An 810 drive should be at 288 RPM.
> An XF551 should be at 300 RPM.
> Right off hand, I don't know the correct RPM for the 1050.
>
> Anyone?

I believe the XF551 is the only exception to the rule that drives designed
for the 8-bit are supposed to run at 288 RPM.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

440. Intellivision, Atari, other games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-07 02:27:40 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00979ABF.76A0F4C0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103271
Cross-posted to: rec.games.video.classic,rec.games.video.marketplace,comp.sys.atari.8bit

```
For sale to best offer-
Please make offer on individual items (no need to purchase everything)-

Atari 2600 items for sale:
High quality game joysticks (various types).
Atari paddles
Atari track ball- Atari 2600 Pro-Line Trak-Ball
2 Atari catalogs from different dates.
CARTRIDGES-

Q*Bert
Epyx California Games
Epyx Winter Games
Spectravision Gangster Alley
RealSports Football
Coleco Donkey Kong
Activision freeway
Video Pinball
Astroids
**************************************************************************

Intellivision cartridges-

Cartridges with original boxes, some have manuals and overlays-
Las Vegas Poker and Blackjack
The Official Carnival by SEGA
TRON MAZE-A-TRON
Snafu
Reversi
Donkey Kong

Cartridges without boxes-
Activision Pitfall! with b&w copy of manual+overlays
Utopia with overlays
BurgerTime with copies of overlays
Shark! Shark!
Space Spartans
Royal Dealer
Reversi
The Electric Company Word Fun!

**************************************************************************

Other cartridges-
```

Atari 7800- One-On-One
Atari 5200- Pac-Man

Please reply to COHEN@GOMEZ.PHYS.VIRGINIA.EDU
Thanks!

441. Developer Update

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-07 15:56:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760713792.AA06972@buscard.fidonet.org>
Source record: 103272

BK> ��� Bill Kendrick
BK>/ ⌂ \ New Breed Software
BK> Atari 8bit
BK> Public Domain Software Developer
BK> 59 Palm Lane
BK> Novato, CA 94945
BK> 415/897-6290
BK> kendrick@vax.sonoma.edu
BK> phbill@cyberden.sf.ca.us

```
Bill, why not update us as to the status of several of your projects, such
as ScotchDOS for one?
```

```
* PabQwk 2.0 *
```

442. Survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-07 15:56:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760713792.AA06971@buscard.fidonet.org>
Source record: 103273

HM>a 1084S commodore-screen, a XF551 updatet, 320XL 3OS, color-tv, Touchtablet

Have you tried doing a Stereo Gumby? Since the 1084 is stereo it is ideal
for that.

* PabQwk 2.0 *

443. Pirating, Was Re: Datasof

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-07 15:56:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760713792.AA06969@buscard.fidonet.org>
Source record: 103274

JS>
JS>> Btw, what is 'Operation Blood'? A new game?
JS>
JS>Operation Blood has good grafix and it can be controlled by Joystick or
JS>mouse (the latest version uses even a lightgun). The aim of the game
JS>is simply shooting everything that moves (i.e. killing soldiers, tanks
JS>and helicopters) - Operation *Blood*!

It is, I guess, an Operation Wolf clone. I heard someone talk about
this on Puff II a while back but noone managed to procure a copy in the US.
I'm still hoping I can find this game eventually, as there are NO other lightgun
games than what AtariCorp. produced.

* PabQwk 2.0 *

444. Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-07 15:56:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760713792.AA06970@buscard.fidonet.org>
Source record: 103275

JS>Did you ever heard of the HDI (High Density Interface)? It came
JS>without power supply for 250DM (it could be cheaper, if there were
JS>more people buying it), but it can handle up to 4 1.44MB PC-drives!
JS>BTW, the developer doesn't produce it any more, but anyone can have
JS>the schematics to build it by himself (and even sell it!).

If I'm not mistaken the current HDI is a PBI device with no chain out which keeps one from using a hard drive interface. the older one DID have a chain out I think. Plus I believe it used a custom OS which would also keep it from working with the Multiplexer since that also uses a custom OS.

* PabQwk 2.0 *

445. Pirating, Was Re: Datasof

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-07 15:56:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760713792.AA06968@buscard.fidonet.org>
Source record: 103276

P >You say games are still being written for the 8-bit, WHERE! If I could find
P >publisher that put out a game as good as Eidelon or even as fun as an 8-bit
P >version of Lemmings I would buy it. Please mail me with a mail order place
P >that will sell me recent programs for the 8-bit!
P >Eric

There is an 8-bit version of Lemmings in the works. I think it is being written in Europe. I also cite MEGABLAST as one of the most recent games that really blew me away--mostly in the fact that it uses digitized game effects and music while simultaneously doing graphical animation rather than blanking the screen!
Around these shores game programming has been much slower. Jeff Potter has pretty much finished his MIDIMAZE clone for use with the Gamelink interface but since it is only a 16K game it is not a visual masterpiece. There have been suggestions for the next Gamelink game to do a 3-D space-war type of game, and I would really enjoy such a game.
Now, is Lemming possible? I think so, and I cite something like Lode Runner as an example of how this would be implemented. I don't know if they are PMGs or playfield animation, but I think it was an Apple II port thus no PMGs, and the animation on the little guys is very smooth. One could use the same method for many lemmings.

* PabQwk 2.0 *

446. Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-07 15:56:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760713792.AA06973@buscard.fidonet.org>
Source record: 103277

BK>Sounds quite interesting! Would it have it's own RAM and be able to act as
BK>a device or something (like A:udio or N:oise or something) on the handler
BK>table, or will it be controlled some other way? Will it support digitized
BK>sound (well, seeing as the 8bit does already, this is a dumb question.. I
BK>guess "what are the spex!?" seems more appropriate)

I have my doubts as to the need for an 8-bit soundblaster. If it leads
to some nice side projects fine, but for sheer sound generation, Pokey is more
than adequate. Current digitizers for the 8-bit are sorely lacking in the
sample rate category. I don't know if it is because of sampling through the
joystick ports or what. I am still curious to know if perhaps the A/D happened
through the cart port it would yield a better sound. I am just a little
pessimistic that any hardware add-on innovated today as fundemental as SOUND
will not be utilized enough due to the fact that so few programmers are coming
out with anything NEW--since programmers of games and stuff would have to make
direct calls to the proprietary hardware of a sound OR VIDEO upgrade board.
Considering the fact that most of the remaining programmers are in relative
poverty, I doubt that many of them would have the hardware anyway.
When it comes to video and not audio the picture is a LITTLE different.
I don't think there would be many games for a new board, but there WOULD be
activity revising terminals for better color ANSI and such. Like if we finally
got a high speed compatible CGA style board off the PBI or something--I know
Bobterm and such would get an update. Most of the gaming constituent does not
have elaborate hardware. Many game-only 8-bitters have a very minimal system.
When it comes down to what types of programs would be written for new hardware,
it is almost always UTILITIES only. Which is why, like I said, programming
for a soundblaster for the 8-bit would not happen much outside of perhaps
applications such as digitizing (for playback with pokey) or MIDI or something.

* PabQwk 2.0 *

447. Cleveland Free-Net Internet Access Increases Yet Again!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-07 21:14:51 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2j6b0b$ae@usenet.INS.CWRU.Edu>
Source record: 103285
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari

The Cleveland Free-Net has increased its Internet connections once again
in the past week:

<<< FROM THE ADMINISTRATOR >>>

INTERNET ACCESS UPDATE: freenet-in-a.cwru.edu and freenet-in-b.cwru.edu
are now nicknames for kanga.ins.cwru.edu (129.22.8.32). kanga is a
486/DX50 with 64 Mb of memory running BSD/386. It supports 80
simultaneous users, for the time being. freenet-in-c.cwru.edu still
points to nextsun, which has an increased user limit of 25. With these
changes, the capacity for users accessing the Cleveland Free-Net via the
Internet has increased over the past week from 15 to 105 simultaneous
users (a net increase of 90 users).
[chet/mak - Mon Feb 7 15:07:53 EST 1994]

Even though the new version of the Atari SIG will not be completed until
later this month, we still look forward to seeing you at the Atari SIG that
is presently online!

Thanks.

Len Stys, SIG Manager
Cleveland Free-Net Atari SIG

448. 1 MEG M/IO or equiv.

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 00:02:11 UTC
From: James.King@f47.n282.z1.fidonet.org
Message-ID: <760722591.AA00394@rochgte.fidonet.org>
Source record: 103278

Previously, you stated:

KJ> am looking for an old ICD Multi I/O box or equivalent. Something th
KJ>will allow me hook up a hard drive, printer, modem and et to my 800xl
KJ>any info would be great!!! thanks!

I have a 256k MIO for sale -- $125-150 takes (or offers)

jking@email.state.ut.us or jking@uxscosv1.asit.utah.gov

-=-=-=

449. AC magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 00:02:12 UTC
From: James.King@f47.n282.z1.fidonet.org
Message-ID: <760722591.AA00395@rochgte.fidonet.org>
Source record: 103279

Previously, you stated:

JR>I've thouroughly enjoyed my AC subscription. I particularly
JR>liked the December, 1993 issue on video hardware hacks. Now,
JR>I'm sure the editor has plenty to write about, but I would
JR>particularly like to see some very basic information about
JR>how the 6502 works. Just basic electronics about computers
JR>that might not be specific to the 8-bit.

I'm the Exchange Editor for AC - and I'll pass on the information and
see what we can come up with.. In the meantime, if you (or anybody else)
wants to submit articles, feel free!

Pass the word - we need to keep AC alive - subscribe today!

-=-
Atari 800XL, Atari 130XE --> Work Horses for the 90's!=
= Have _YOU_ tried an Atari Computer lately? =
= Atari Classic SysOp of Delphi & Exchange Editor for AC=
-=-

-=
= James King aka Kamaro_Kid =
= Internet Mail: jking@email.state.ut.us =
=-

* CmpQwk #UNREG * UNREGISTERED EVALUATION COPY

450. The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 00:02:13 UTC
From: James.King@f47.n282.z1.fidonet.org
Message-ID: <760722591.AA00396@rochgte.fidonet.org>
Source record: 103280

Previously, you stated:

N> Does anyone have icons for the Newsroom program? a good converter pr
N>any other font or clip art?

I uploaded about 6 NewsStation/Master icon disks to the Atari archive
and to Delphi - have you gotten them yet?

-=-=-=

451. Re: g:device on CC65

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 09:05:51 UTC
From: winston@merk.com
Message-ID: <CKwELs.B7q@merk.com>
Source record: 103281

On Sunday, February 6, 1994 at 23:02:21 GMT (06:02:21 EST ?),
NOLRAM@delphi.com () writes:

N> Well I was trying to program in C (only took it for a semester
N> a couple of years ago); I wanted to use g: printing device from
N> A.N.A.L.O.G. for a printing program. I'm wondering if it's possible
N> (using G:.obj as a module)? ...If anyone's done it?
N> ...and would anyone be interested? (in a printing program that
N> does cards, b. card. any printing)

I was not aware that you could use the "G:" device with any language besides ATARI BASIC ? I tried to print to the "G:" device from ATARI BASIC, but to no avail. The only time I was able to get the "G:" device to function correctly was as a replacement for the "P:" device in a LIST command, e.g. LIST "G:" Is there a more generic way of using the "G:" device? Has someone written an update to it? The only method I could substitute the EPSON/STAR G: graphics for the P: device was via a BASIC "LIST" call (on a stock ATARI 800XL via an ATARI 850 printer interface). Other examples (TEXTPRO ???) of how to use the "G:" device for printing ATARI ATASCII "command graphics" and inverse / reverse text would be most welcome. Thank you.

452. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 12:49:22 UTC
From: hoosier@rider.cactus.org
Message-ID: <6225@rider.UUCP>
Source record: 103282

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
]X-Newsreader: TIN [version 1.2 PL0]
]
]mike begley (spam@iastate.edu) wrote:
]: o, wow! Is this the right time to start mumbling about all the things we'd
]: like to see developed...?
]: Like, if I started mumbling stuff like ''IDE controller'' and ''80-column
]: wordprocessor'' and the such, it might come to pass?
]
] Will he be producing any type of XEP80-compatible 80-col screen device???
]Would we need a special monitor? Does the XEP80 require any special monitor
]bare-minimum standards???

IMHO, it wouldn't hurt to move on beyond the XEP80, which never got out into the Atari community in big numbers, anyway. Any new device that FTE designs could take advantage of better technology than the old mono-chrome-TV-without-a-tuner monitors most of us have tried to use for 80 columns on our 8-bits. The Atari SM124 monitor from the ST world is commonly available on the net used for around $75, is a crisp black-on-white display, and even includes a speaker. Compatible devices are still being produced for those who wish to spend more. To make the 8-bit viable on into the late '90s requires a decent, inexpensive 80-column display and the software to use it, so any new device such as I have described must work with what little 80-column software exists, particularly AtariWriter 80 and an 80-column term program. I'm a real cheapskate, but I'd be willing to spring for $75 to be able to hook one of my old SM124s to my 8-bit.

Is this achievable within the limited means of FTE?

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

453. Re: 8-bit unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 16:34:39 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2j8euv$6ld@usenet.INS.CWRU.Edu>
Source record: 103283

(Mr. Fixit asks if an 8-bit unzipper would necessarily require
extra memory.)
As far as I know it would. The only source I have for it is
in 'C' and I haven't even looked at it seriously. Another
fellow, Craig Lisowski, says he has looked at the deflater
and it requires 32k 'windows'. I presume this is a buffer of
some type.

454. Survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 17:45:39 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9402081702.AA17283@phinet.smithkline.com>
Source record: 103284

Well thanks to Marek Tomczyk I'm at last getting a trickle of CSA8 newsfeeds, having not seen a Digest since like November.

I saw Tom Drake's survey & couldn't resist.

I had a 256K 800XL on my desk at work for 5 yeears (1986-1991). I found the newsgroup I think in 1989 or so. At the time my desk system included a U/S-Doubled 1050, a P:R:C, an XEP80 (modified to draw its power thru the joystick port), & a 2400 Bd modem. In 1990 I bypassed the modem when they upgraded my company's VAX terminal servers to the DS-200 series, so I got a full hardwired RS232 port directly connected to the VAX mainframe. It was nice. I used John Dunning's KERMIT-65 v 3.7 running under SparatDOS for all my coms & file uploads/downloads. Make that SpartaDOS <sheesh>.

Then in 1991 mt Boss told me to "take that damned Atari videogame thing" home. (As everyone knows, anything with "Atari" on it MUST be a videogame, right? Never mind that I had used the "videogame" to write 4 manuscripts for scientific journals plus numerous internal memos & e-mail coms related to my job.) Having taken an $800 tax deduction for the system in 1986, by 1991 i was depreciated anyway, so effectively The Guvermint paid for that system & it was a freebie.

My company rammed a Mac SE down my throat (which I hated), then in 1992 gavbe me a Mac-IIci which is only slightly more tolerable. Since 99% of my Internet access is done from work, I'm mostly using the Mac running under VersaTerm-Pro & System-7. (This Mac has a 240meg Quantum hard drive, so you just HAVE to have System-7 so you can join the Memory Hog Club.) So, I'm using $5,000 worth of hardware, at company expense, to do pretty much all the same jobs for my employer that I did with the Atari at no no cost to my employer whatever. Somewhare in the annals of Corporate Mentality I suppose that makes sense. If anyone sees the logic, please let me know? (I'm a simple-minded scientist, big-business Corporate Stuff seems a little beyond me.)

Not that I have an Attitude or anything. (Who, ME? Naw, uh-uh, never, not Me!)

Kinda scandalous, huh? I mean, here I am the Head Honcho of Atari Classics magazine & I access the Net with a Mac. Weird world, hey?

Once in awhile I access the Net from home, using the same system I use to run AC. I go through the Modem Pool here at work from my 2400 Bd modem at home & access the Net thru the VAX mainframe just as I do from my desk at work. The system at home is a 1-meg 800XL running under SpartaDOS from a SyQuest 44-meg removable hard drive with a Black Box/Floppy board as the RS232 interface, still with KERMIT-65 as the terminal software.

There is one advantage of VersaTerm-Pro on the Mac over KERMIT on the Atari: with the Mac you can access screens you've just read by using page up/down

which is real handy for answering long emails. With the Atari the text is gone once it scrolls off the screen.

- Ben Poehland

455. Datasoft -=> Alternate Re

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 17:59:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760793173.AA07012@buscard.fidonet.org>
Source record: 103286

UP>I agree with you that most of these 8-bit games were quite good. However,
UP>we don't want to mark time, do we :) ? We just need SOME progress at
UP>least. Otherwise we would still play "Ping Pong" :(((.

MegaBlast showed what is possible when using some of the newer XE features. Unfortunately most commercial software never expanded itself to fully utililize XE banks. Some stuck with a maximum of only 16K to remain cartridgable. Some DID go into banked ROM. Some were "XL/XE only" and used up the extra ram under the OS, but still very few considering the several year time period between the introduction of the XL and the death of 3rd party game support. It was downward compatibility to blame for that. I've wondered for a while that if Star Raiders is only 8K then what might be possible with 32K or more... But it never happened. Star Raiders II sucked. Just think how expansive a graphics RPG could be if it were written for hard drive usage? The best we have gotten are a few online RPGs on 8-bit boards (text based) which can be much more expansive than Zork or Alternate Reality ever were.

There is indeed room for improvement--the capabilities of the XL/XE have not yet hit the wall as far as games are conerned.

* PabQwk 2.0 *

456. Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 17:59:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <760793173.AA07011@buscard.fidonet.org>
Source record: 103287

JD>The 65802 is a very cool chip, although as mentioned, would only be plug-in
JD>compatable in the early 800's. Even then, I don't know anyone who's tried
JD>it, but it probably would work.

That is the kicker. There are probably a single digit number of die hards
who use an 800 as their primary machine--since it is very difficult to hard-
drive it and many programs use the extra 16K or XE-style banking in XL/XEs.
Unfortunately there is no affordable and quick upgrade. You and I both know
how hard it is to try to overcome the 1.79mhz barrier to really give a 65816
system increased throughput <g>. To make something like this worthwhile, it
is difficult to avoid MAJOR hacking. It _may_ be useful if a generic tri-state
buffer board ala the T816 were developed to allow usage of the 65C02 or -802.
I have never seen the T816 so I don't know just how involved it is to get
a standard 6502 pinout to work with an XL/XE. If you remove the 24 bit address
electronics of the T816 board, then perhaps it would be simple enough to write u
as a text file and make with a simple perfboard and some logic chips. If it
is simple then maybe it will pick up with at least as much popularity as banked-
ram upgrades. Than maybe some applications will be written with your assembler.
I don't know what the 802 might facilitate, maybe Zip-unzip or Zmodem.

* PabQwk 2.0 *

457. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 19:26:49 UTC
From: dimasi@ssd.comm.mot.com
Message-ID: <1994Feb8.192649.18711@lmpsbbs.comm.mot.com>
Source record: 103288
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its February meeting on Tues. Feb. 15 at 7:30 PM (7PM setup), at the College of DuPage, Room SRC1046 (at the North end of the SRC cafeteria; the SRC building is located on the SE corner of Lambert Rd. and 22nd St., in Glen Ellyn). Both ST/TT and 8-bit software will be demonstrated. Everyone is welcome to attend.

[If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work.]

Nick DiMasi, SCAT President

458. Re: Survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 22:38:06 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CKxG7J.Ert@utnetw.utoledo.edu>
Source record: 103289

poehland%phvax.dnet@sb.com wrote:
: There is one advantage of VersaTerm-Pro on the Mac over KERMIT on the Atari:
: with the Mac you can access screens you've just read by using page up/down
: which is real handy for answering long emails. With the
: Atari the text is gone once it scrolls off the screen.

This wouldn't be too hard to add... a short while ago we had some requests for modifications to Kerm-37... as I recall, one or two people said they were going to work on it themselves... did you (whoever) get the source code for the program??? Think a scrollback could be done quick and dirty in the next release of kermit? Even a "swap-screen", to view simply the last 24 lines or so would be great. Should be feasable using assembly routines up to about 19.2k baud without appreciable loss, since it would just be a "memory buffer", not having to put it to the screen until requested (via "hot-key" combination or whatever)... hmm, heck, this is something I'D have no problem writing up as long as I can trace how they handle their screen i/o in 40 col, 80 col, and 40-col-split-screen modes, as well as... hmmm... still could be a couple hours work, EASILY... yiie. I need to get some refreshed in my Assembly for the 8-bit...

Any thoughts?

-Tim

459. Re: 8-bit unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-08 22:43:24 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CKxGGD.FKK@utnetw.utoledo.edu>
Source record: 103290

In article <2j8euv$6ld@usenet.INS.CWRU.Edu> you wrote:

: (Mr. Fixit asks if an 8-bit unzipper would necessarily require
: extra memory.)
: As far as I know it would. The only source I have for it is
: in 'C' and I haven't even looked at it seriously. Another
: fellow, Craig Lisowski, says he has looked at the deflater
: and it requires 32k 'windows'. I presume this is a buffer of
: some type.

Thanks for the quick followup. What articles/docs/etc. are you and Craig looking at? I'd be interested in checking it out. The C source you were referring to, is this ANSI C, turbo C, or some "definitely written for the Atari" C code? 32k windows... hmm, 16k bank switching is quite easy on the 8bits... not currently up to date on the older 400/800 AXLON and compatible swap methods - was this 16k also? I know any XE-compatible mod will work out fine.

-Tim

460. Re: The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 03:46:44 UTC
From: nolram@delphi.com
Message-ID: <BGzKVpE.nolram@delphi.com>
Source record: 103291

Well I d/l twice once from the net and from Delphi, but First I
can't diskcom the disk, and then I find they are not compatible with
NEwsroom, But I'm looking for Newstation which is more
versatile.hopefully then I can use them, anyway then how can I
diskcom them.

461. Anyone using the Syn-series?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 04:38:52 UTC
From: mjsilva@ted.win.net
Message-ID: <19@ted.win.net>
Source record: 103292

As the author of Syn-Calc for Synapse software (back in the good old days), I was just wondering if anyone is still using the Syn-Apps these days. A number of us Synapse folks keep in touch and we'd get a kick out of hearing about any of our software that's still earning it's keep. Thanks.

Mike Silva
mjsilva@ted.win.net

462. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 05:21:31 UTC
From: kenth@u.washington.edu
Message-ID: <2j9rsr$mpm@news.u.washington.edu>
Source record: 103293

In article <760493972.AA06880@buscard.fidonet.org>,
Glenn Saunders <Glenn.Saunders@f204.n330.z1.fidonet.org> wrote:
>BM>The new 65c802 might work in place of a standard 6502, as in early
>BM>400/800s, but the XLs and XEs used a 6502C with a slightly different
>BM>pinout. Do you have any more information about this new chip?
>
> That was what I thought, that the static nature of the new chip would not
>fix the pinout problem

You're right, but you could probably put in a dip socket and rewire it for the
correct pinouts?

kenth

463. Re: 8-bit unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 05:32:24 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <2j9sh9$fb2@usenet.mcs.kent.edu>
Source record: 103294

On Tue, 8 Feb 1994 22:43:24 GMT, Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: In article <2j8euv$6ld@usenet.INS.CWRU.Edu> you wrote:

: : (Mr. Fixit asks if an 8-bit unzipper would necessarily require
: : extra memory.)
: : As far as I know it would. The only source I have for it is
: : in 'C' and I haven't even looked at it seriously. Another
: : fellow, Craig Lisowski, says he has looked at the deflater
: : and it requires 32k 'windows'. I presume this is a buffer of
: : some type.

: Thanks for the quick followup. What articles/docs/etc. are you and Craig
: looking at? I'd be interested in checking it out. The C source you were
: referring to, is this ANSI C, turbo C, or some "definitely written for the
: Atari" C code? 32k windows... hmm, 16k bank switching is quite easy on the
: 8bits... not currently up to date on the older 400/800 AXLON and compatible
: swap methods - was this 16k also? I know any XE-compatible mod will work
: out fine.
: -Tim

I am looking at the C Source code for Zip, produced by the group
known as Info-Zip. In their Source code, each module is EXTENSIVELY
commented at the beginning as to HOW each particular method is
done, both in theory and in actual code. I believe they also have
all this information in 1 general INFO file, that accompanies
their standard distributions.
The C source code should be ANSI standard. Turbo C is a SuperSet of
ANSI C, but they tend to add too much of their own NonStandardness to
the language for me to take them seriously -- the same deal goes for
their Turbo Pascal. Now as for Atari_C, if it was already written for
it, then we'de have had an Unzipper and this whole discussion would me
silly. (grin)

-BRiT
clisowsk@mcs.kent.edu (BRiTiSH)
aa853@po.cwru.edu (Clevaland Freenet: Atari 8-Bit Technical SIGOp)

464. Re: SIO2MODEM

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 06:09:12 UTC
From: cpforbes@icaen.uiowa.edu
Message-ID: <1994Feb9.060912.11335@icaen.uiowa.edu>
Source record: 103295

In article <1994Feb8.012624.1@csusys.ctstateu.edu>, palm_erd@csusys.ctstateu.edu writes:
|> This just came to mind:
|> I wonder if it would be possible to hook up the SIO2PC in this fashion
|> 8-bit > SIO2PC cable > 14.4K modem (set to autoanswer) > PC running SIO2PC
|> hooked to 14.4K modem. I thought it would be kind of interesting to have
|> a friend at another location able to select disc images on his PC, and you
|> could boot your 8-bit over the bloody modem. I don't see much practical sense
|> in doing this, but technically could this be done?
|> Eric
|>

From my experiences with SIO2PC, I don't think this will work for the simple reason the timeouts would occur when reading/writing.
This is based on my experiences with using SIO2PC to access disk images on the Hard Drive instead of the ramdisk. When I had the images on my double space partition the atari timed-out frequently. Same image on the uncompressed partition did not cause any problems at all. This behaviour was consistent with several different images.

Also, if memory serves, the SIO2PC uses one(several?) of the rs232 control lines (I can't remember which) in a strange way that could not be transmitted over a modem.

If anyone can confirm/refute this please do.

BTW, I whole heartily recommend the SIO2PC. I have found it to be a superior system.

If anyone is interested I think I even still have a PCB etching template for the SIO2PC hardware.

Craig Forbes
<cpforbes@icaen.uiowa.edu>

465. Re: g:device on CC65

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 12:36:22 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2jalc6$3lk@usenet.INS.CWRU.Edu>
Source record: 103296

(Somebody asks about G: device)
G: device, Analog 35, pg. 81, Oct. '85. by Charles F. Johnson.
(I have an extra copy of the magazine which I would like to
trade for any issue before #18 or #59.)
List "G:" for basic.
list #g: for assembler
G1: prints on one line.
G2: Exactly prints like on screen
G3: Same as G2:, with dbl width chars.
G4: 60 char line, dbl width.
Print grahics 0 screen. xio 16,#1,0,0,"G:"
Printing pictures:
xio 64,#1,0,0,"G:"
(Inverse printing) xio 64,#1,0,255,"G:"
It's a fantastic program.
It's for Star printers, but I think it will work on Epson
compatible printers.

466. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 13:06:20 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1994Feb9.130620.112374@austin.onu.edu>
Source record: 103297

Kent Hill (kenth@u.washington.edu) wrote:
: In article <760493972.AA06880@buscard.fidonet.org>,
: Glenn Saunders <Glenn.Saunders@f204.n330.z1.fidonet.org> wrote:
: >BM>The new 65c802 might work in place of a standard 6502, as in early
: >BM>400/800s, but the XLs and XEs used a 6502C with a slightly different
: >BM>pinout. Do you have any more information about this new chip?
: >
: > That was what I thought, that the static nature of the new chip would not
: >fix the pinout problem
:
:You're right, but you could probably put in a dip socket and rewire it for the
: correct pinouts?

: kenth

Your probably correct. If the pins are the same just organized differently
you could come up with some scheme to rewire them, but my question is
WHY? What is so great about this new chip that would make you want to
modify your old one? Am I missing something about this CPU that I
shouldn't be? I think we all know that the clock speed is fixed, so does
it have enhanced processing in some other areas? Thanks.

Lance "Ate_bit" Murdock
l-murdock@onu.edu
Senior EE Student
Ohio Northern University

467. I have tons of 8bit equipment for sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 16:21:10 UTC
From: Anthony Brown <anbrown@husc.harvard.edu>
Message-ID: <1994Feb9.112111.30021@husc14.harvard.edu>
Source record: 103298

I have tons of 8bit stuff that I need to get rid of!! If anyone is interested, let me know.

here is a partial list.

1 48k 800 with all cables, power supply, an apple III b/w monitor(will not separate)
1 256k 800xl with all cables, powersupply, a taxan green screen monitor(ditto)

2 us doubled 1050's with cables, power supply
1 normal 1050 with cables, power supply
1 percom sd data drive with cables, power supply

850 interface, with cables, power supply
1200 baud hayes compatible modem with cables, power supply

1 supra micro print printer interface
1 apeface printer interface

1 koala pad with microillustrator cart
another touch tablet, the animation station w/ software.

diamond gos, with word processor, drawing program, and developers kit.

spartados construction set
atari writer plus
action programming language
mac 65 assembler
assembler editor
Reevesoft desktop publishing software(not for use with diamond gos)

all of the above comes with documentaion except the touch tablets.

lots of cartridges: here are some of them
atariwriter (2)
Donkey Kong
Galaxian
Asteroids
Caverns of mars
Shamus
and lots more, at least 5 or 6, maybe 10. I just can't remember them all.

at least 1 joystick (I can't remember if I have more than one)

lots of other software including backups for about 90% of them

tons of back issues of antic, analog, and a few copies of that atari magazine
loads of books mostly for the atari only, some(3 or 4) are for all home computers, some are for the 6502 assembler.

I am asking for $600.00 american cash for EVERYTHING, or best offer (serious offers only), you pay shipping. I think that this is a good deal, because first of all this is my entire set of atari equipment, since I was in Junior High School. And It is about 3 Large Boxes of equipment, not including the disks, and monitors. These boxes weigh between 75-100 lbs. This is a lot of equipment. If you want some thing in this list, make me an offer. If you live in the San Fransisco Bay area, most of the stuff is there. You could save lots of $$$ in shipping. I am in the boston area with a few of the things(800, 2 drives, 850, some software) and that is what you will have to pay to ship.

468. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 16:56:30 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CKyv28.2A6@sunblossom.ge.com>
Source record: 103299

In article <6225@rider.UUCP>, hoosier@rider.cactus.org (Jerry Dunham) writes:
|> The Atari SM124 monitor from the ST world is
|> commonly available on the net used for around $75, is a crisp black-on-
|> white display, and even includes a speaker.

Okay, who has some timing specs (vertical, horizontal scan frequency, or range, etc.) for these monitors? If these can scan at near 15.75kHz Horz., we might have a chance. Anything much faster requires either a mod to the monitor (ouch!) or an extensive h/w project for the 8-bit.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

469. 8 bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 17:16:14 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2jb5ou$1nv@dux.dundee.ac.uk>
Source record: 103300

I have a range of books, magazines, disks, tapes and 1 rom for sale

Interested?

Please email me.

Roderick McCall


```
================================================================================
| Roderick McCall, 2nd Year Computing, Dundee University, Scotland |
| |
| Email addresses: rmccall@mcs.dund.ac.uk |
| rmccall@cix.compulink.co.uk |
================================================================================
```

470. Re: top magazines

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 17:33:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5IWd5vecrfB@doom.toppoint.de>
Source record: 103301

On 07.02.94, delabm@cs.umu.se (Adam Bergstr|m) wrote ...

>I have tried the top magazines found on the umich atari archive with
>SIO2PC, but they won't work properly. The magazines boots OK, turns to
>turbomode, shows me the loadpicture, and tehn hangs. What's wrong?
>Adam.
Most of these magazines don't work together with devices connected to the
parallel port of the 8-bit. Try to disconnect all these devices and boot a
magazine that hasn't worked so far. Hope this works !

Ulf

Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v2.93

471. CGA quality?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 18:12:02 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1994Feb9.181202.118906@austin.onu.edu>
Source record: 103302

With all of this talk about the XEP80 and monitors and such, I was wondering, just how well does a CGA monitor fare with the ST monitor or the Common-door 1702? Could it ever be possible to interface some type of IBM type monitor to an 8-bit. Is it even possible to connect one of the old RGB type monitors to an 8-bit. Unfortunatley I have never owned a monitor (as if that isn't obvious), and would like to know more.

Thanx...
Lance "Ate_bit" Murdock
Senior EE Student

472. C compiler questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-09 20:08:33 UTC
From: cba@atl.hp.com
Message-ID: <2jbfs1$f6s@hpuerca.atl.hp.com>
Source record: 103303

Well, after leaving my 800XL on the shelf for a couple of years, I am about to dust it off, and start using it again. I have a couple of questions:

1) The Cc65 package; is it public domain? Shareware? Can anyone give me more information on it?
2) The only disk drive I have is an unchanged 1050. How can I get the info from a PC Clone over to my XL?

Any help would be greatly appreciated.

Brian Abernathy
Hewlett-Packard Company
Atlanta Response Center
Internet: cba@hpuerca.hp.com
CIS: 70223,167

473. 8-Bit Unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 02:45:02 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <760884187.AA00732@rochgte.fidonet.org>
Source record: 103304

IV> From: ipoorten@cs.vu.nl (Ivo van Poorten)
IV> Organization: Fac. Wiskunde & Informatica, VU, Amsterdam
IV>
IV> I think there aren't much people in America who buy the Mega Magazine
from
IV> Holland, but some months ago I published a simple unzipper, written in
IV> Lightspeed C. It did not contain all compression methods, only the
IV> shrinking (LZW) method. And due to lack of memory within the Lightspeed
IV> environment it could only handle up to 12-bits codes, not the sometimes
IV> required 13-bits. LZW does fine on texts and less on binary code. The
IV> C-source is an adaption of the Samual H. Smith source for Unix. It's not
IV> very fast, but in the first place it was meant as a 'try-out' program for
IV> myself, to see how well lightspeed C works. Possibly it could be
IV> adapted for the full 13-bit codes when compiled with CC65 (I haven't
tried
IV> that...) If I recall correctly, I have put some comments in the source
IV> on how to do that... If some of you are interrested I suggest you get
IV> a copy of MegaMagazine, or maybe, if enough people are interrested, I
IV> will upload it to a.a.u.e. (Not the megazine, but the unzipper...)
IV>
*I am interested in seeing the source. Please do upload it to a.a.u.e.

*-Dag- --> dag.hugdahl@rochgte.fidonet.org

474. FOR SALE: ROM Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 04:04:39 UTC
From: a9355@mindlink.bc.ca
Message-ID: <38363@mindlink.bc.ca>
Source record: 103155

FOR SALE: The Rom Magazine Collector's Series
Canada's first Atari only Magazine (1983-1985)

- the series includes:

* numerous technical articles about Atari 8-bit systems
* reviews of many original 8-bit products
* interviews with 8-bit Software developers

PRICES: (all prices in U.S. dollars)
- the complete set of 10 - $35 (US)

Issue 1 $10.00 (US) Issue 6 $4.00
2 5.00 7 4.00
3 4.00 8 4.00
4 3.00 9 5.00
5 3.00 10 3.00

- plus $3.00 mailing and handling

Send To: R.H.
11469 256st RR#1
Maple Ridge, BC, Canada
V2X 7E6

or E-Mail any questions or orders to RH at a9355@Mindlink.bc.ca

475. Re: The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 05:00:31 UTC
From: kamaro_kid@delphi.com
Message-ID: <p88LFNP.kamaro_kid@delphi.com>
Source record: 103156

Those newsroom clipart disks are DCM'ed using the latest version.. What version of DCM are you using?

476. For Trade or sale..(prefer trades)

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 05:10:41 UTC
From: kamaro_kid@delphi.com
Message-ID: <p81ptBJ.kamaro_kid@delphi.com>
Source record: 103157

I have the following 8bit Atari hardware for trade (I prefer to trade
over selling):

3 x Atari 850 serial/parallel interfaces w/power supplies -- $40.00 ea.
1 x PR:C: serial/parallel interfaces (uses keyboard power) -- $35.00
1 x Stock 64k Atari 800xl w/power supply -- $35.00
1 x 320k (with Freezer & AC Audio/Video upgrades & socketed) w/pwr -- $65.00
1 x Hayes 1200 Smartmodem w/power supply - $30.00
1 x ADC 1200 Smartmodem w/power cable -- $20.00
1 x Atari 1050 disk drive (stock) w/power supply -- $30.00
1 x Indus GT double density disk drive w/power supply -- $50.00
1 x Percomm data disk drive (with printer port) -- $50.00
2 x Atari 1027 printers w/power suppies -- $25.00 ea.
1 x Atari 1020 printer/plotter (no power supply) -- $15.00
1 x 3 slave, 1 master (with about 40 ft of cable) MUX system -- $250.00
1 x 410 tape deck - $5.00
5 x 360k half height IBM style drive mechs -- $10.00 ea.
2 x 1.2m half height IBM style drive mechs -- $30.00 ea.
1 x DUAL 360k full height IBM style drive mech -- $15.00
1 x Atari TrakBall - $8.00
1 x BEST version TrakBall - $10.00

Trades Wanted:

U.S. Doubled chipset w/docs
Happy chipset w/controller board
SIO2PC complete w/software
OS ROM upgrades (US+, etc..)
ComputerEyes complete w/software
Koala Pad w/software
BlackBox
Functional MIO (printer port on mine is hosed)
Functional 2line cordless phone
XF551 high density upgrade kit

Internet mail replies to: jking@email.state.ut.us (and NOT above address)
Phone replies to: (801) 969-9782 (my home); Name: Jim King
Snail Mail: 4729 South 4180 West Kearns, Utah 84118 USA
BBS Replies: The Korner BBS @ (801) 969-9554 [300-19.2k]

477. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 05:43:17 UTC
From: kenth@u.washington.edu
Message-ID: <2jchhl$lc1@news.u.washington.edu>
Source record: 103158

>:You're right, but you could probably put in a dip socket and rewire it for
>: the correct pinouts?
>
>Your probably correct. If the pins are the same just organized differently
>you could come up with some scheme to rewire them, but my question is
>WHY? What is so great about this new chip that would make you want to
>modify your old one? Am I missing something about this CPU that I
>shouldn't be? I think we all know that the clock speed is fixed, so does
>it have enhanced processing in some other areas? Thanks.
>
>Lance "Ate_bit" Murdock
>l-murdock@onu.edu
>Senior EE Student

Wellllll, the 65802 is a 16 bit internal version, of the 6502, additionally it has additional registers (Direct allows zero page style addressing anywhere in the 64 k address space) and new op codes (block move, branch always, direct register to register moves, coprocessor support etc) and several new address modes (indirect, stack relative etc). Thus you can move zero page and the stack anywhere you want to, allowing you to really think about writing relocateable code.

The 65816 has a 16 meg address space, coprocessor support, program and data bank registers (like Intels segmented architecture). There will be soon a 32 bit version out.

I suppose it depends on whether you like playing with the 6502 assembler code or not, whether it's worth installing. By the way the super Nintendo uses the 65816.

kenth
no fancy sig

478. AR followup... Phil? Gary? Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 06:17:03 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CKzw4F.n0J@utnetw.utoledo.edu>
Source record: 103159

This is a copy of a letter I've just sent out to Phil Price... I've been trying to get in touch with Gary Gilbertson to find out what musical masterpieces he's released for the Atari 8-bit (and hopefully get a few of them). I heard he might've been considering a "music sample disk" for a small fee ($5 or $10). Does anyone have his current email (or postal) address?

- -

Did you ever hear from Gary yet? I've been wanting to find out more on his old Atari masterpieces... maybe even get a copy of a couple of them... do you have a mailing address I can reach him at? I've heard nothing, and it's been about a month and a half now.

How about the AR idea? I know you said you were busy, but have you thought about releasing the idea to another software company for IBM or other system release yet? Apogee for instance? Any work in progress towards the other modules (Wilderness, Arena, Palace, Final Confrontation) - maybe even a thought-out plan for what needs to be done? I've sure others would consider taking up the challenge to complete the AR epic adventure! Heck, with some actual NEW software just being released for the Atari 8bit, and if you do ftp the game engine, etc. to umich or some other Atari site, who knows - some us out there dwelling in Atari-land might take it upon ourselves to write interested followups to the City and/or Dungeon!

-Tim

PS: I'm posting this the the newsgroup also in the hopes that someone else has had contact with Gary Gilberston or has seen any of your Alternate Reality source on one of the sites/BBS's... so far, no one has. :(

479. Re: Anyone using the Syn-series?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 06:50:22 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2jclfe$jkf@samba.oit.unc.edu>
Source record: 103160

In article <19@ted.win.net>, Michael Silva <mjsilva@ted.win.net> wrote:
>As the author of Syn-Calc for Synapse software (back in the good
>old days), I was just wondering if anyone is still using the
>Syn-Apps these days. A number of us Synapse folks keep in touch and
>we'd get a kick out of hearing about any of our software that's
>still earning it's keep. Thanks.

Does Synapse still exist? uh oh... hold on while I delete a few files.

I haven't, but I would like to know what other Syn-Apps you have out there
and possibly where to find them.

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

480. ACTION INFO

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 08:20:01 UTC
From: Tim.Gearin@f47.n282.z1.fidonet.org
Message-ID: <760977644.AA00863@rochgte.fidonet.org>
Source record: 103161

Im looking for documentation on 'Action!' language-specific locations.
So far I've figurured out where a few of these locations/pointers are by
examining some 'tool-kit' programs and the user manual. From looking at
the toolkit programs, it seems to me that the people who wrote them had some
inside info on the language. I only wish for the same thing so I dont have
to
end up taking the whole f*****' language apart just to hunt for something
which
is already documented(supposedly anyways).

heres a few locations i've written down:

14 - compiled code pointer (in manual)
$495 - number of pages for symbol table (default=8)
$4A2 - current character(not sure about this one)
$4CF - Line max (not tested)

There also seems to be a routine in this area ($480-$580) called by
Action
from the monitor bank. right now im mostly interested in finding where the
actual symbol table pointer is and it might be handled by this routine since
there are no references made to the symbol table length($495) in
the monitor bank. Im dont know the specific location the jump went to;
should
have wrote it down I guess.

Also the cartidge boot subroutine can be called by a JSR to
$A326($A323 for older versions). There are some registers up in the $D500
area
that directly control the cartidge that I know how to use too.
speaking of that, I have many questions regarding this area as well. It
seems
to be very top-secret and i'd like to know the lay-out of this area and which
cartidge pins are affected ;and how. So far I found out how to both enable
and
disable the 'Action!' cart from here. Only problem, It locks the computer
and
the RESET key coldstarts the machine. it still comes in VERY handy though.

well thats all, Thanks.

481. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 08:30:25 UTC
From: buesc911@crow.csrv.uidaho.edu
Message-ID: <2jcrb1INNilj@owl.csrv.uidaho.edu>
Source record: 103162

Kent Hill (kenth@u.washington.edu) wrote:
: In article <760493972.AA06880@buscard.fidonet.org>,
: Glenn Saunders <Glenn.Saunders@f204.n330.z1.fidonet.org> wrote:
: >That was what I thought, that the static nature of the new chip would not
: >fix the pinout problem
:
: You're right, but you could probably put in a dip socket and rewire it for the
: correct pinouts?

: kenth

Well, I have an 800 kicking around with the funky XL/XE style 6502 in it.
Late model 800s evidently used 'em too. The processor card has a chip or
two fewer on it so I think you would need a little daughterboard with a
bit of "glue" but one could practically design one of these by comparing
the processor card in my 800 with the old 6502 processor cards.

And by the way, Lance, yes, the 16-bit versions are supposed to be really
nice. I think John Harris has already gone over all the added features.
Sheesh, if we can make this a simple and cheap enough upgrade (as in if
somebody will make and sell a little upgrade kit) we might see it in a
significant portion of the remaining atari community's machines. That
would be cool, but I'm not holding my breath. Christ, how many people have
done the stereo mod?

Brent

482. Re: FOR SALE: ROM Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 09:42:49 UTC
From: spatton@lamar.ColoState.EDU
Message-ID: <1994Feb10.094249.20211@yuma>
Source record: 103163

In article <38363@mindlink.bc.ca> a9355@mindlink.bc.ca (R.H. Cockroft) writes:
> FOR SALE: The Rom Magazine Collector's Series
> Canada's first Atari only Magazine (1983-1985)
>
>- the series includes:
>
> * numerous technical articles about Atari 8-bit systems
> * reviews of many original 8-bit products
> * interviews with 8-bit Software developers
>
>PRICES: (all prices in U.S. dollars)
> - the complete set of 10 - $35 (US)
>
> Issue 1 $10.00 (US) Issue 6 $4.00
> 2 5.00 7 4.00
> 3 4.00 8 4.00
> 4 3.00 9 5.00
> 5 3.00 10 3.00
>
> - plus $3.00 mailing and handling
>
>Send To: R.H.
> 11469 256st RR#1
> Maple Ridge, BC, Canada
> V2X 7E6
>
> or E-Mail any questions or orders to RH at a9355@Mindlink.bc.ca

Has anyone actually purchased these magazines???? I am curious since the price seems to drop with each posting of this message. Why would these mags be considered so "valuable" anyway? Is there some secret Atari guru hiding in the Great White North that we don't know about contributing to these issues?

I am serious here... I am not trying to insult anyone just trying to determine what the heck is so great about these mag.s.

Is anyone out there even buying????

Sam

483. Re: Pirating, Was Re: Datasof

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 09:52:42 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2jd05a$875@news.belwue.de>
Source record: 103164

> JS>> Btw, what is 'Operation Blood'? A new game?
> JS>
> JS>Operation Blood has good grafix and it can be controlled by Joystick or
> JS>mouse (the latest version uses even a lightgun). The aim of the game
> JS>is simply shooting everything that moves (i.e. killing soldiers, tanks
> JS>and helicopters) - Operation *Blood*!

> It is, I guess, an Operation Wolf clone. I heard someone talk about
> this on Puff II a while back but noone managed to procure a copy in the US.
> I'm still hoping I can find this game eventually, as there are NO other lightgun
> games than what AtariCorp. produced.

If anyone of you is intersted in buying Polish games, I could ask a
small distributor (Powersoft), if he would send games to the US. If
somebody would collect the orders it would be cheaper. The price for
each game would be about $5-$10 plus shipping, perhaps it would be
even cheaper (Powersoft gets the games for a *very* low price).

The Polish texts would be the main problem - but who needs advice to
press START, or moving a cross over the screen and pressing fire? :-)
Marek Tomczyk is the inofficial translator for the game guides - if
there are enough English speaking people buying these games, he would
probably translate them into English, too ;-)

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

484. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 09:53:46 UTC
From: spatton@lamar.ColoState.EDU
Message-ID: <1994Feb10.095346.32966@yuma>
Source record: 103165

In article <760713792.AA06970@buscard.fidonet.org> Glenn.Saunders@f204.n330.z1.fidonet.org (Glenn Saunders) writes:
>JS>Did you ever heard of the HDI (High Density Interface)? It came
>JS>without power supply for 250DM (it could be cheaper, if there were
>JS>more people buying it), but it can handle up to 4 1.44MB PC-drives!
>JS>BTW, the developer doesn't produce it any more, but anyone can have
>JS>the schematics to build it by himself (and even sell it!).
>
> If I'm not mistaken the current HDI is a PBI device with no chain out which
>keeps one from using a hard drive interface. the older one DID have a chain out
>I think. Plus I believe it used a custom OS which would also keep it from
>working with the Multiplexer since that also uses a custom OS.
>
I would STILL like to see the schematics for this! I DON'T have a HD and don't plan to be implementing any multiplexer in the near future (no need to as a single user)

So, this would definately fall into the category of VERY USEFUL for this poor 8 bitter. I can't afford to buy a Black Box AND a Floppy board when all I need is a floppy board type add on. It is my understanding that you must have a black box to use the floppy board. If I am wrong PLEASE tell me since I would LOVE to have a floppy board alone.....

Sam

485. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 09:57:36 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2jd0eg$875@news.belwue.de>
Source record: 103166

Glenn Saunders (Glenn.Saunders@f204.n330.z1.fidonet.org) wrote:
> JS>Did you ever heard of the HDI (High Density Interface)? It came
> JS>without power supply for 250DM (it could be cheaper, if there were
> JS>more people buying it), but it can handle up to 4 1.44MB PC-drives!
> JS>BTW, the developer doesn't produce it any more, but anyone can have
> JS>the schematics to build it by himself (and even sell it!).

> If I'm not mistaken the current HDI is a PBI device with no chain out which
> keeps one from using a hard drive interface. the older one DID have a chain out
> I think. Plus I believe it used a custom OS which would also keep it from
> working with the Multiplexer since that also uses a custom OS.

Nonononononononono! The HDI is connected to the serial port, as if it
would be a normal drive. It doesn't need a custom OS, but it supports
Ultra Speed (or call it Turbo mode if you like this better) with up to
76000 Baud. BTW, the HDI I was talking about has only one version -
neither a new nor an old one!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

486. Re: C compiler questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 10:08:27 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2jd12r$875@news.belwue.de>
Source record: 103167

Brian Abernathy (cba@atl.hp.com) wrote:
> Well, after leaving my 800XL on the shelf for a couple of years, I am about
> to dust it off, and start using it again. I have a couple of questions:

> 1) The Cc65 package; is it public domain? Shareware? Can anyone give me
> more information on it?

I think it is freeware - you can copy it, but you must not request a
(high) copy fee.

It's a quite nice C-package, but it is veeeeeeery slow (especially the
linker). The programs, however, seem to be faster than Turbo-Basic
progs. If you really want to use it, you should have a Ramdisk!

I think it should be possible to compile the compiler on a PC to get a
crosscompiler!

> 2) The only disk drive I have is an unchanged 1050. How can I get the info
> from a PC Clone over to my XL?

The easiest method should be a RS232-link between the XL and the PC.
There are various simple solutions (Datari, SIO2PC), and more
professional methods (the RS232 of the Black Box, Atari 850,...).

I hope this helps a bit!
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

487. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 10:52:23 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CL08vC.DAx@cs.vu.nl>
Source record: 103168

spatton@lamar.ColoState.EDU (Samuel Patton) writes:

>So, this would definately fall into the category of VERY USEFUL for this
>poor 8 bitter. I can't afford to buy a Black Box AND a Floppy board
>when all I need is a floppy board type add on. It is my understanding that
>you must have a black box to use the floppy board. If I am wrong PLEASE
>tell me since I would LOVE to have a floppy board alone.....

Some months ago I got the idea of making a sort of FDC-Cartridge. Shouldn't be that difficult. I thought of putting a WD1771 (same one as inside the ST) and a latch on a print and locate them at $D500-$D505 (4 location for the FDC, 1 for input and 1 for output signals.) The $D5xx activation signal is already available on the cartridge port so the adress decoder can be fairly small. On the other side of the cartridge you could place a shugart bus or a 14-pin ST-Drive bus...

Until now, I came across only two problems.... time and money... (and maybe the fear that it won't work... I'm not an expert on hardware...)

Could somebody give some comments on the whole idea? Is it just some of my illusions or can it be worked out?

>Sam

Ivo

488. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 12:21:00 UTC
From: hoosier@rider.cactus.org
Message-ID: <6406@rider.UUCP>
Source record: 103169

potter@sunny3.DAB.GE.COM (Jeff Potter) writes:
]
]In article <6225@rider.UUCP>, hoosier@rider.cactus.org (Jerry Dunham) writes:
]|> The Atari SM124 monitor from the ST world is commonly available on the
]|> net used for around $75, is a crisp black-on-white display, and even
]|> includes a speaker.
]
]Okay, who has some timing specs (vertical, horizontal scan frequency, or
]range, etc.) for these monitors? If these can scan at near 15.75kHz Horz.,
]we might have a chance. Anything much faster requires either a mod to the
]monitor (ouch!) or an extensive h/w project for the 8-bit.

My (probably faulty) recollection is that it scans much faster than that, but then I was assuming that whatever was interposed between the monitor and the XL/XE (ala XEP-80) would handle the conversion. Since I'm a mechanical engineer, I have no way of knowing how difficult the electronics would be to do this. I'm sure it would be a challenge, but I'm also sure it would have a market among the 8-bit Atari crowd (including me). I oughta ask some of the EEs at work just how ridiculous my request is, but then I'm old and senile and will probably forget by the time I get there.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

489. SDX bankswitching

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 12:47:49 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2jdadl$6gr@news.belwue.de>
Source record: 103170

Hi!

I mentioned several times before that there is a cheap, more or less
RTime8-compatible clock - it only has trouble with SpartaDOS-X. Now the
developer told me, that if he knew the adress where SDX selects the
banks on the cart, he could fix this. Does anyone know this adress?

Thanx,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

490. Re: Survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 13:28:45 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CL0G3y.Gtl@sunblossom.ge.com>
Source record: 103171

oops...in my response to "Survey", I told everyone what my home system is. I access the Internet with a Sparcstation LX, with 1GB hard drive and some huge amount of RAM (16M?). But to d'load the humble Atari stuff from the archive, I walk over to an old PC (286?) with an ethernet connection, ftp stuff from the Sun to a floppy on the PC, and read the floppy at home on one of my CSS-upgraded XF551's.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

491. 800xl + Indus GT forsale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 14:27:25 UTC
From: shum@cs.buffalo.edu
Message-ID: <CL0ltq.GsA@acsu.buffalo.edu>
Source record: 103172

```
HI:

800xl with power supply.......... best Offer
Indus GT with power supply........ best Offer

Commodore 64C with power supply... best Offer
Commodore 1541C with Power supply. best Offer

Trades Considered.... ie audio equipment
```

492. Re: Survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 15:22:42 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Feb10.152242.20663@newshub.ists.ca>
Source record: 103173

Might as well add my US$0.02 worth (that's $0.027 in Canadian funds :-)
At home, I've got the following configurations:

- stock 130XE

- 800 with 288k memory and RAMROD OS with both the 8k Omnimon and Omniview chips (from Newell) and a Percom RFD-44S1 DS/DD floppy drive

- 800XL with 256k mounted inside a PC case with a number of other goodies:
- TransKey adapter and a 101-key PC keyboard
- Black Box/Floppy Board combination
- 5.25" 1.2M and 5.25" 360k bloppy drives
- 40MB 3.5" Quantum SCSI hard drive
- Zoom 2400 baud modem, shared with a 386-clone
- Star SG10 9-pin dot matrix printer, also shared with the PC clone

Although I could use this setup to call work and access this newsgroup, I don't because it's long distance from home. Instead, I use our SparcServer 690MP to read this group and ftp files over. If I've got something I want to take home, I simply copy the file to an MS-DOS compatible 3.5" floppy drive using one of our SparcStation 2's, take it home and copy it to a 5.25" floppy on the PC, and then use the BBXFER software supplied with my Floppy Board to read the 5.25" PC floppy with my XL.

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

493. Re: Anyone using the Syn-series?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 17:32:32 UTC
From: 3IGDZ6E@CMUVM.CSV.CMICH.EDU
Message-ID: <94041.1232333IGDZ6E@CMUVM.CSV.CMICH.EDU>
Source record: 103174

In article <19@ted.win.net>, mjsilva@ted.win.net (Michael Silva) says:
>
>As the author of Syn-Calc for Synapse software (back in the good
>old days), I was just wondering if anyone is still using the
>Syn-Apps these days. A number of us Synapse folks keep in touch and
>we'd get a kick out of hearing about any of our software that's
>still earning it's keep. Thanks.
>
>
>Mike Silva
>mjsilva@ted.win.net
>
Voices from the past..... Sorry to report that I don't use Syn-Calc any more. Now I use Excel on a PC here in the office (and at home). But I sure used it lot in the early 80's on our 800 at home. Mostly it was used for keeping grade records for the large introductory courses I was teaching at the time. And it worked great, given the hardware printing limitations. In order to get enough working space for a large class, I had to add the Axlon 32K upgrade to the 800. I don't recall ever having any problems with the combination. It served me very well.

Michael recently uninstalled the Axlon from the 800 for reasons that I forget. I think it was incompatible with something else he wanted to run when he was home. I expect he will post a follow-up and remind me what it was. The information might be useful to someone else here as well!

Michael Silva, tell us a bit about what you are doing now. There is always interest in what has happened to 8-bit programmers from the old days.

David H. Current Central Michigan Univ.
Physics Mt. Pleasant, MI

494. Re: g:device on CC65

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 19:29:05 UTC
From: jomcgow@eis.calstate.edu
Message-ID: <2je1u1$7a0@eis.calstate.edu>
Source record: 103175

I have used the G: device from basic (with open and then print to it..
the open parameters specify what type of printing... see the G: device
docs)

RE: TextPro: I got G: to work with textpro version..... hmmm forget...
maybe just version 4... whichever is the one that only uses HI mem
(leaving room for the G: device)... I think I used atari dos with G:
device on as autorun.sys and textpro on as dup.sys (to load both)...
maybe it was something else. But using that, one prints to G or G1 or G2
(different width characters) instead of to P to get printouts using G:

--
John McGowan | jomcgow@eis.calstate.edu [CORE]
| jmcgowan@bigcat.missouri.edu [COIN] (preferred)
| j.mcgowan15@genie.geis.com [GEnie]
----------------+--

495. Re: Pirating, Was Re: Datasof

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 19:36:24 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2je2bo$anh@news.belwue.de>
Source record: 103176

Hi once again!

Glenn Saunders (Glenn.Saunders@f204.n330.z1.fidonet.org) wrote:

> I'm still hoping I can find this game eventually, as there are NO other lightgun
> games than what AtariCorp. produced.

This is not quite right - you should better say "there are NO other
light gun games *sold in the US*"!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

496. Re: Anyone using the Syn-series?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 21:20:11 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <103377@cup.portal.com>
Source record: 103177

> As the author of Syn-Calc for Synapse software (back in the
> good old days), I was just wondering if anyone is still using
> the Syn-Apps these days. A number of us Synapse folks keep in
> touch and we'd get a kick out of hearing about any of our
> software that's still earning it's keep. Thanks.
>
>
> Mike Silva
> mjsilva@ted.win.net

A Synapse programmer! Here? Neat.

Can't say I use SynCalc, but I get plenty of enjoyment from
the Synapse games I have.

I guess I'd like to know where the programmers ended up. Any
information on Bill Williams, Mike Potter, Steve Hales (went
to Access I believe), Bob Polin, Russ Segal, or William Mataga?

Thanks for making yourself known.

Jeff_M_Lodoen@cup.portal.com

497. /|\ Classic Atari Sale /|\

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 21:29:45 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <CL12DL.ML7@cs.uiuc.edu>
Source record: 103178
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Classic Atari Collection Sale
Brian Totty
totty@cs.uiuc.edu

Here is what remains of my Classic Atari collection. I'm graduating this term, and can't afford to keep these classics around anymore. Please help me find good homes for this stuff!

There are many excellent items down there, and some are now quite rare. Many come with docs and original boxes. Even better, many are priced at just a buck or two!

If you are interested in this stuff, send email to totty@cs.uiuc.edu. Buyer pays shipping, and I have made the minimum order $15, to prevent me from making too many trips to the post office. I handle orders in the order I receive them, so please be prepared to buy partial orders if some of the items are sold (otherwise there is lots of cyclic negotiation, conditional purchases, and everything gets way too complicated).

+----------------------+
| Atari 8 Bit Software |
+----------------------+

title	company	box	doc	media	notes	price
Adventure Master	CBS	G	-	??K D		$1
Bruce Lee	Datasoft	G	E	32K D	my favorite	$8
Caverns of Mars	Atari	-	G	??K D	classic	$3
Chameleon Term. Emulator	ANTIC/APX	-	-	??K D		$2
Chessmaster 2000	S. Country	E	G	??K D	+ commodore	$3
Computer Quarterback	SSI	E	E	48K D	2nd ed.	$3
Conan	Datasoft	G	G	48K D	excellent!	$4
Deep Blue C Compiler	ANTIC/APX	-	-	??K D		$2
Deep Blue Secrets	ANTIC/APX	-	-	??K D		$2
Fig-FORTH	APX	-	-	??K D		$2
Galahad & Holy Grail	APX	-	-	??K D	classic!	$3
Ghost Encounters	JV Software	-	-	??K D	rare classic	$7
Gulf Strike	Avalon Hill	-	-	48K D	+ commodore	$2
Koronis Rift	Epyx	E	E	??K D	+ commodore	$5
Leader Board (plus	Access	G	E	48K D	with key	$3
tournament disk)					
Mail Order Monsters	Elect. Arts	E	-	48K D	fun!	$5
Maniac Miner	Gentry	-	-	??K D		$1
Mask of the Sun	Broderbund	F	F	48K D		$4
Micro League Baseball	M.L. Sports	E	F	??K D	+ stat disk	$3

Micro League Gen. Mgr. | M.L. Sports | E | E | ??K D | for above | $2
Never-Ending Story | Datasoft | F | G | ??K D | + commodore| $3
On-Track Racing | GameStar | - | - | ??K D | | $3
Operation Whirlwind | Broderbund | F | E | 48K D | war game | $4
Real Sports Football | Atari | P | G | Cart | - playcard | $3
Seastalker | Infocom | - | - | ??K D | | $5
Shattered Alliance | SSI | G | E | 48K D | | $5
Six Gun Shootout | SSI | E | G | 48K D | my favorite| $5
Sorceror of Claymorgue | Adv. Intl. | F | E | 48K D | sc. adams | $4
Castle (SAGA #13) | | | | | |
Speedway Blast | IDSI | - | - | Cart | | $3
Spider-Man | Green Valley| - | - | ??K D | | $2
Star Bowl Football | GameStar | - | - | ??K D | fun! | $3
Star League Baseball | GameStar | - | - | ??K D | excellent! | $3
Summer Games | Epyx | - | - | ??K D | excellent! | $3
Super Bunny | Datamost | - | - | ??K D | | $1
Suspended | Infocom | - | - | ??K D | fun, - map | $5
TeleTari | Dont Ask CS | - | G | 32K D | terminal | $3
Tennis | Atari | P | - | Cart | | $2
The Factory | HesWare | - | - | ??K D | educational| $2
Title Bout | Avalon Hill | G | F | 48K D | | $3
Touchdown Football | Elect. Arts | E | - | 48K D | | $3
Whistler's Brother | Broderbund | G | E | ??K D | excellent! | $5
OSS Basic XL | OSS | - | - | Cart | powerful | $15

+----------------------+
| Atari 8 Bit Hardware |
+----------------------+

title | notes price
------------------+---+-------
Fullview-80 Board | rare, excellent, plug&play 80 column board for 800 | $45
Monkey Wrench Cart| just board, no case (for cartridge port B), w/docs | $7
16K RAM Board | for 400/800 | $2

+---------------------+
| Atari 8 Bit Manuals |
+---------------------+

title | notes | price
-------------------------------------+-------------------------------+-------
Atari 400/800 Basic Reference Manual | original 3-hole punched manual | $2
Atari Program-Text Editor Manual | excellent condition | $2
Atari SY6500 Instruction Set Card | 3-hole punched, from assembler | $1
OSS C/65 Manual | spiral bound | $1
Ace Pocket Reference Card | prog./h.w. info, originally $10| $1
Atari 800 Owner's Guide | very good condition | $2
Your Atari Computer Book | 458 pages | $2

/ Brian Totty o o
/__ __ o Department of Computer Science o "We have corn in
/ / / / 1304 W. Springfield Ave _/ Massachusetts too!"

/__/ / / Urbana, IL 61801
email: totty@cs.uiuc.edu
Gradual Student html: http://www-picasso.cs.uiuc.edu/People/totty

--
/ Brian Totty o o
/__ __ o Department of Computer Science o "We have corn in
/ / / / 1304 W. Springfield Ave _/ Massachusetts too!"
/__/ / / Urbana, IL 61801
email: totty@cs.uiuc.edu
Gradual Student html: http://www-picasso.cs.uiuc.edu/People/totty

498. Re: CGA quality?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 22:26:01 UTC
From: potter@sunny.DAB.GE.COM
Message-ID: <CL14zE.Mtt@sunblossom.ge.com>
Source record: 103179

In article <1994Feb9.181202.118906@austin.onu.edu>, lmurdock@austin.onu.edu (L.R. Murdock) writes:
|> With all of this talk about the XEP80 and monitors and such, I was
|> wondering, just how well does a CGA monitor fare with the ST monitor
|> or the Common-door 1702? Could it ever be possible to interface some
|> type of IBM type monitor to an 8-bit. Is it even possible to connect
|> one of the old RGB type monitors to an 8-bit.

Bob Woolley has covered how to connect your 8-bit Atari to either an MDA or CGA monitor in the December '93 Atari Classics. He also tells how to connect an XEP80 to a TTL monitor (MDA or CGA).

Connecting your 8-bit to other PC monitors (like VGA) ends up being a difficult task for two reasons: the Atari runs at a 15.75kHz horizontal frequency, and it doesn't output RGB. VGA monitors want something above 31kHz horizontal, and must have RGB.

Speeding your Atari's output above 31kHz horizontal is a formidable task. You'd either have to replace your Antic/GTIA combination with a custom chip set (ugh), or capture the GTIA's output into a line buffer and spit it out twice as fast (simpler, but still difficult).

Converting the Atari's composite signal (even split luma/chroma) to RGB is difficult without resorting to some custom chips. You've got to demodulate the color components much like your home television or composite monitor does. Chips exist to do this, but since you're doing what already goes on inside a composite monitor, don't expect any increase in quality (i.e. color artifacts in graphics 8, color fringing on boundaries between two contrasting colors, etc.). Ideally you'd want to replace your Antic/GTIA again to have them fetch and interpret colors as defined in RGB, and output them as such. And even then, with this mythical substitute chip set, you'll quite likely lose compatibility with a portion of your program library, which may depend on quirks in Antic/GTIA operation (like APAC mode :^).

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

499. Re: The Newsroom

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-10 23:23:01 UTC
From: nolram@delphi.com
Message-ID: <Jc9ptjd.nolram@delphi.com>
Source record: 103180

Well the arc say diskcom32, but the tittle screen shows 3

500. Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 03:43:03 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <760977644.AA00864@rochgte.fidonet.org>
Source record: 103181

RI> From: ricortes@delphi.com
RI> did talk about a couple of bug fixes he's already done with
RI> the Action! cartridge. I offered to redo the Action! manual
RI> if he needs it or any other task for that matter. The bottom
RI> line for everyone here (i.e. net) is he said he will start
RI> learning to use the net via his genie account so he can get
RI> feedback. He also asked if I could capture any dialog on the
RI> net to forward to him in the meantime. How about that?
RI> someone that actually wants input from his potential
RI> customers! He's even very interested in the European market.
RI> Future looks a little brighter even to someone as as
RI> pragmatic as me <grin>. Rick Cortese
RI>
*Sounds like the European market would be a good thing to get into, right guys? There are also products in Europe that I would like to see here, such as the stand-alone 3.5 HD floppy interface, etc.

*Something I do have a question about is the upgrade path for potential SDX revision? What would be the options for current SDX owners?

*-Dag- ---> dag.hugdahl@rochgte.fidonet.org

501. 800XL Technical info

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 03:57:22 UTC
From: wrench@engrs.unl.edu
Message-ID: <2jevn2$soa@crcnis1.unl.edu>
Source record: 103182

Does anyone know where I can find technical information for the 800XL? Any type of schematics, repair manuals, memory maps, or other information would be useful.

Thanks in advance,

Brad Riensche

502. DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 04:56:17 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CL1n1u.8FD@utnetw.utoledo.edu>
Source record: 103183

I finally decided to just write a couple "wish list" programs I've been hoping to find somewhere in the vast Atari archives... after checking around, it seems I have more 8-bit software LEAPS AND BOUNDS over anyone I've ever encountered. Most of it's legit Public Domain stuff too!!! (never though I had that much, but I do have the archives of several major US Atari clubs)

What I'm hoping to write is a simple TSR-type DOS mod. Upon pressing a couple keys, it'll kick into a short routine which will allow you to assign new drive id's... for instance: D1: will now actually be D5:, D4: could be D2:... any combination! The interrupt, inputs, etc. are all easy stuff. What I'm stumbling on is EXACTLY where in memory (standard DOS (Atari and MY-)) the routine lies which handles the signal requests to and from the drives... you know... opening D2:WHYME.TXT, the drive ID has to be coded in the I/O request, right? I've seen simple mods like this done in the mid-80's on unmodified systems... the programs already exist, but no one has them!?! Also looking for the area in memory signalling a "warm boot".

Someone has to remember SOME of this, right??? I've attempted to look into MY-DOS code, but it's in good 'ole Mac65 bin-mode... don't think the old Atari Assembler editor will handle it... How about the new MAE.ARC from... argh! I even received a copy from him... ummm, Harris... I think... man, I feel bad now. I never had time to go through the new assembler to see how it works yet!

-Tim

503. Atari 800xl?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 05:35:06 UTC
From: apapouts@realm.tdkcs.waterloo.on.ca
Message-ID: <apapouts.3ibo@realm.tdkcs.waterloo.on.ca>
Source record: 103184

Hey, I still own an atari 800 xl and i'm wondering if there's anybody out there who has any knowledge of what's still going on(if, that is) with the atari 8 bits.

504. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 06:05:05 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <2jf76h$q0u@usenet.mcs.kent.edu>
Source record: 103185

On Fri, 11 Feb 1994 04:56:17 GMT, Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:

: What I'm hoping to write is a simple TSR-type DOS mod. Upon pressing a
: couple keys, it'll kick into a short routine which will allow you to assign
: new drive id's... for instance: D1: will now actually be D5:, D4: could be
: D2:... any combination! The interrupt, inputs, etc. are all easy stuff.

I wish I could help you out on this one, but its been ages
since I've used Atari or MyDos. I just stick with my SDX which has
some of these nice goodies built in.

: What I'm stumbling on is EXACTLY where in memory (standard DOS (Atari& MY)
: the routine lies which handles the signal requests to and from the drives...
: you know... opening D2:WHYME.TXT, the drive ID has to be coded in the I/O
: request, right? I've seen simple mods like this done in the mid-80's on
: unmodified systems... the programs already exist, but no one has them!?!

As to the parts where the device id is coded into, that would be
dealing with the SIO command packets. (As you may be able to tell,
I primarily deal with Unix technologies and terms now...)

Of course, as soon as I get enough free time on my hands, I'll dig
out my boxes of floppy disks with M/65 source code to many of my pet
projects. (sigh, too many to count now)

--BRiT

505. Re: help with 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 06:06:43 UTC
From: cjw@world.std.com
Message-ID: <CL1qB8.J87@world.std.com>
Source record: 103186

rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:

>I have 2 1050 drives. EA programs like mule and murder on the zindendorf
>won't run on one of them. otherwise, both drives seem to work fine.
>is there an easy fix for this? both games were bought new, not used, and
>I've always had this problem with them.

>Randy Kutz Bellcore ..!bellcore!vixen!rrk
> or rrk@vixen.cc.bellcore.com

Might they be HAPPY versions? If so, then you need an 810 with the HAPPY
mod. I have MANY disks full of :(happy): stuff that I can't use,
either. I'm just waiting for a friend to get off his duff and give me HIS
810, which is sitting in a closet at his house. Along with the 3 or 4
800's, a 1050, an sx-212, a 130xe, about 750 floppies full of older 8bit
pirated stuff (games and utils, mostly)...
He wants to give me his desk, too, which I could DEFINITELY use! (Just
ask Glenn Saunders about that, he's seen my setup here.)

-Chris
(some may know me as JAYMZ from Carina &
PRO! nets)

--
Christopher J. Woods | Ask me about professional-quality
cwoods@genesis.nred.ma.us | flutes handcrafted from sterling
cjw@world.std.com | silver and 14k gold
cjwoods@village.com | or finger cjw@world.std.com

506. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 07:57:03 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2jfdof$m5k@news.belwue.de>
Source record: 103187

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
> What I'm hoping to write is a simple TSR-type DOS mod. Upon pressing a
> couple keys, it'll kick into a short routine which will allow you to assign
> new drive id's... for instance: D1: will now actually be D5:, D4: could be
> D2:... any combination! The interrupt, inputs, etc. are all easy stuff.
> What I'm stumbling on is EXACTLY where in memory (standard DOS (Atari and MY-))
> the routine lies which handles the signal requests to and from the drives...
> you know... opening D2:WHYME.TXT, the drive ID has to be coded in the I/O
> request, right? I've seen simple mods like this done in the mid-80's on
> unmodified systems... the programs already exist, but no one has them!?!
> Also looking for the area in memory signalling a "warm boot".

I know two possibiltities, but I think you won't like both:

- Turbo-DOS: it's simply a DOS, which is able to exchange the drive
numbers, but it doesn't support harddiscs or something like that.

- SPOS: a replacement for the old OS, which has a high-speed SIO,
Freezer, etc. (and of course replacing drive numbers)

Both are NOT PD, they cost each about 50DM

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

507. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 09:54:15 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CL20uG.Kty@cs.vu.nl>
Source record: 103188

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> I finally decided to just write a couple "wish list" programs I've been
>hoping to find somewhere in the vast Atari archives... after checking around,
>it seems I have more 8-bit software LEAPS AND BOUNDS over anyone I've ever
>encountered. Most of it's legit Public Domain stuff too!!! (never though I
>had that much, but I do have the archives of several major US Atari clubs)

> What I'm hoping to write is a simple TSR-type DOS mod. Upon pressing a
>couple keys, it'll kick into a short routine which will allow you to assign
>new drive id's... for instance: D1: will now actually be D5:, D4: could be
>D2:... any combination! The interrupt, inputs, etc. are all easy stuff.
>What I'm stumbling on is EXACTLY where in memory (standard DOS (Atari and MY-))
>the routine lies which handles the signal requests to and from the drives...
>you know... opening D2:WHYME.TXT, the drive ID has to be coded in the I/O
>request, right? I've seen simple mods like this done in the mid-80's on
>unmodified systems... the programs already exist, but no one has them!?!
>Also looking for the area in memory signalling a "warm boot".

> Someone has to remember SOME of this, right??? I've attempted to look into
>MY-DOS code, but it's in good 'ole Mac65 bin-mode... don't think the old Atari
>Assembler editor will handle it... How about the new MAE.ARC from... argh!
>I even received a copy from him... ummm, Harris... I think... man, I feel bad
>now. I never had time to go through the new assembler to see how it works yet!

> -Tim

There's a little trick I used some years ago for a 14KB RamDisk (you know,
RAM under ROM) for the 800 XL. It's quite simple. Just change all jumps
that DOS makes to $E453 into a jump to your own routine. This routine
replaces the drive number (which is located at $0301 as a byte) with the
wanted drive number. It's only a matter of a 9 byte table.

```
; E453 trap...

LDX $0301
LDA CONFIG,X
STA $0301

JMP $E453

CONFIG DFB 1,2,3,4,5,6,7,8,9
```

If I remember right, DOS 2.5 makes only one ore two calls to this routine.

Hope this helps,

IvO+> van Poorten

508. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 10:28:15 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CL22F4.LG0@cs.vu.nl>
Source record: 103189

ipoorten@cs.vu.nl (Ivo van Poorten) writes:

>CONFIG DFB 1,2,3,4,5,6,7,8,9

Sorry, this should be
CONFIG DFB 0,1,2,3,4,5,6,7,8 (,9)

Bye,

IvO+> van Poorten

509. Re: Anyone using the Syn-series?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 15:47:47 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994Feb11.154747.22442@mnemosyne.cs.du.edu>
Source record: 103190

In article <19@ted.win.net>, Michael Silva <mjsilva@ted.win.net> wrote:
>As the author of Syn-Calc for Synapse software (back in the good
>old days), I was just wondering if anyone is still using the
>Syn-Apps these days. A number of us Synapse folks keep in touch and
>we'd get a kick out of hearing about any of our software that's
>still earning it's keep. Thanks.
>
>
>Mike Silva
>mjsilva@ted.win.net
>

I still use SynCalc nearly every day for my home business.
And it's handy this time of year for income tax purposes.
Yep, it's been earning its keep with me for almost five
years now.

Thanks for writing it!

Uncle Fester

--
: A true pedophile spends years devising ways :
: that will allow him to get close to children. :
: --- Thus behaves the Wizard of Neverland --- :
: *thester@nyx.cs.du.edu* :

510. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 23:07:59 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CL31LC.H81@utnetw.utoledo.edu>
Source record: 103191

BRiTiSH (clisowsk@condor.mcs.kent.edu) wrote:
: On Fri, 11 Feb 1994 04:56:17 GMT, Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: : What I'm hoping to write is a simple TSR-type DOS mod. Upon pressing a
: : couple keys, it'll kick into a short routine which will allow you to assign
: : new drive id's... for instance: D1: will now actually be D5:, D4: could be
: : D2:... any combination! The interrupt, inputs, etc. are all easy stuff.
: I wish I could help you out on this one, but its been ages
: since I've used Atari or MyDos. I just stick with my SDX which has
: some of these nice goodies built in.

Umm, built in? To SDX? Really... well, might be another great reason to
add to my "why I need Spartados-X" list. My main anchor to the MY-DOS world
has been my Astra drive (now running 3 360k drives)... but if I can get my
hands on a couple DD single sided drives fairly cheaply (old GT's, RANA, or
Trak - preferrable GT or RANA), I may just go all out and get SDX from
someone (or order it if FTE comes out with a new revision!)! What are some
of the common features of SDX that sold you to it?

-Thanks for that info!
-Tim

511. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 23:13:50 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CL31v2.HvB@utnetw.utoledo.edu>
Source record: 103192

Jochen Scharrlach (jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:
: Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: > What I'm hoping to write is a simple TSR-type DOS mod. Upon pressing a
: > couple keys, it'll kick into a short routine which will allow you to assign
: > new drive id's... for instance: D1: will now actually be D5:, D4: could be

: I know two possibiltities, but I think you won't like both:
: - Turbo-DOS: it's simply a DOS, which is able to exchange the drive
: numbers, but it doesn't support harddiscs or something like that.
: - SPOS: a replacement for the old OS, which has a high-speed SIO,
: Freezer, etc. (and of course replacing drive numbers)

: Both are NOT PD, they cost each about 50DM

Please, enlighten us at to both! I've not heard of either one! I know of
another OS change that will allow it... but would like to know what other OS
modifications are out there!! Turbo-Dos? Who makes it? Any decent ram-disk
support? I don't have a hard drive, and don't plan on one anytime soon, so
Turbo-DOS sounds very tempting! Is the price you mentioned 500 Marks?
Any idea what that translates to in U.S dollars, Canadian, or U.K pounds?
Any news of the floppy controller yet?

-Thanks, this also may solve my problem!
-Tim

512. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 23:25:56 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CL32F9.J6p@utnetw.utoledo.edu>
Source record: 103193

In article <CL20uG.Kty@cs.vu.nl> you wrote:
: There's a little trick I used some years ago for a 14KB RamDisk (you know,
: RAM under ROM) for the 800 XL. It's quite simple. Just change all jumps
: that DOS makes to $E453 into a jump to your own routine. This routine
: replaces the drive number (which is located at $0301 as a byte) with the
: wanted drive number. It's only a matter of a 9 byte table.

: ; E453 trap...

: Hope this helps,

it does, pretty much outlines how I was planning on getting around it too!
(someone's reading minds here!) Great! Hopefully I can nab a few more bytes
from the code at $E453 and include it in my routine... hopefully being able to
change a few bytes at $E453-$E455 to just jump to my routine automatically
just in case there's a DOS-reference I've missed! I'm hoping for an end
"program/product" that I could load up from DOS, swap a couple drives, then
run a warm boot to load up some general software (commercial games/disk
editors/recovery programs)! I know a jump to $E477 or $F125 will do a full
reboot, but isn't there another location I can jump to for a "system-already-
reset-just-reload-dos" type of thing? (This IS called a warm boot, right?)

-Just what I was looking for!
-Tim

513. Ramdisk splitter?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-11 23:36:40 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CL32x5.KJ2@utnetw.utoledo.edu>
Source record: 103194

Ugh. I thought this was an option available to MY-DOS... apparently not. Well, it's still better than TOP-DOS, I think. I used to use the "latest" version of TOP-DOS, you know, the general-support-for-everything-ever-produced-DOS, but it was a big memory and disk hog. EXCEPT, if I wanted to split my "192K" ramdisk up, NO PROBLEM! 3 ways? NO PROBLEM! 4 odd size drives? SURE!

How do you do this in MY-DOS? Anyone? Is there another program I need to have to patch MY-DOS? I'd like to at least set my Ramdisk up as 2-90k drives on occasion for rapid disk swapping/editing/disk compacting!

Anyone hear something further on the MY-DOS 4.6 release date? Is it still coming? Hopefully??? Is the max-disk size the only thing to be changed? True 3 or MY-DOS 4 digit free sector counts? (I tried the 3-digit patch for MY-DOS 4.5, but get garbage over 999 sectors and frequent empty lines, etc. even when UNDER 999 sectors! (DOS 2.5 would show 999+ sectors)) Is this sub-dir filename bug finally dead?

-Tim

514. Sio2pc Emulated 850?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 04:24:00 UTC
From: Glenn.Saunders%f204.n330.z1@fidonet.org
Message-ID: <761056389.AA07162@buscard.fidonet.org>
Source record: 103195

I think it is possible to use SIO2PC to run a bbs, but it isn't as fast
as a hard drive.
The newest SIO2PC supports 50K baud data rates.
Plus, your BBS software will have to be able to run with the SIO2PC
handler loaded.
And I hope that SIO2PC is flexible enough to allow note and point
through the files.
The more "virtual" it is and the less physical the drive, the less apt
it will be to run with something
as disk intensive as a BBS program.
Loading and saving programs is different from noting and pointing
through spartaDOS.

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

515. Help With 1050 Disk Drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 04:25:00 UTC
From: Glenn.Saunders%f204.n330.z1@fidonet.org
Message-ID: <761056389.AA07163@buscard.fidonet.org>
Source record: 103196

I bet there is an RPM screw on the XF to turn the speed down.
I don't know whether that would screw up its 30k baud burst I/O system
or not..

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

516. More Support?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 04:30:00 UTC
From: Glenn.Saunders%f204.n330.z1@fidonet.org
Message-ID: <761056389.AA07164@buscard.fidonet.org>
Source record: 103197

As soon as you allow a PBI flow through and 1 meg of banked Ram I think
your Yorky will become popular.
Most Black Box users miss the 1 meg MIO ramdisk.
The Yorky won't support Antic Banking, but for BBS sysops, it would be a
great simple add on for a ramdisk.

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

517. 8-Bit Unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 04:33:00 UTC
From: Glenn.Saunders%f204.n330.z1@fidonet.org
Message-ID: <761056389.AA07165@buscard.fidonet.org>
Source record: 103198

Please upload the unZipper so it can start to circulate and be tested.
There are programmers who, with your permission, could build on your
work or help you out.
With a zip unzip that could handle only text should be sufficient for
8-bitters who want to use QWK doors.
This would be a big help for users who don't have QWK doors that support
.ARC.
I was one of those users until recently I found a good board that
supports PkARC.

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

518. Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 04:35:00 UTC
From: Glenn.Saunders%f204.n330.z1@fidonet.org
Message-ID: <761056389.AA07166@buscard.fidonet.org>
Source record: 103199

65816s are not that hard to get.
Maybe getting 2mhz ones are hard to come by.
Why not a STATIC 65816?

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

519. Atari 800 Mem Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 04:37:00 UTC
From: Glenn.Saunders%f204.n330.z1@fidonet.org
Message-ID: <761056389.AA07167@buscard.fidonet.org>
Source record: 103200

There is an "impossible" 800 upgrade that banks a little 4K window to
add up to 64K.
But I don't know of any good way to get it truly XL/XE compatible.
Short of replacing so many components that it pretty much IS an XL/XE.

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

520. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 05:06:35 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2jho4r$3na@terminator.rs.itd.umich.edu>
Source record: 103201
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-rw-r-- 32766 108931 Feb 10 05:57 ./8bit/Demos/top9309a.arc
-rw-r--r-- lenn 113841 Feb 10 05:57 ./8bit/Demos/top9309b.arc
-rw-r--r-- lenn 47243 Feb 10 21:44 ./8bit/dir
-rw-r--r-- lenn 47907 Feb 11 14:18 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

521. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 10:15:12 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2jia7g$8sd@news.belwue.de>
Source record: 103202

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:

> Please, enlighten us at to both! I've not heard of either one! I know of
> another OS change that will allow it... but would like to know what other OS
> modifications are out there!! Turbo-Dos? Who makes it? Any decent ram-disk
> support? I don't have a hard drive, and don't plan on one anytime soon, so
> Turbo-DOS sounds very tempting! Is the price you mentioned 500 Marks?
^^^
> Any idea what that translates to in U.S dollars, Canadian, or U.K pounds?
> Any news of the floppy controller yet?

Not *500* Marks, I meant 50 German Marks. At the moment you can get
for one dollar about 1.7 Marks, so the price would be about $30 plus
shipping.

I don't own both of them - Turbo-DOS doesn't support my 3 1/2 inch
drives and SPOS doesn't care about my ROMDisk (this will change in the
near future). Turbo-DOS uses command lines, and has several nice
features (e.g. D:ABC- would be the same as typing D:ABC*.*), but is
very compatible to DOS 2.5. Of course it uses Ramdisks up to 256K.

SPOS was mainly designed to be used by game freax - the freezer allows
you to interrupt your game and save it to the Ramdisk (to re-load it
later). It has also a builtin C:-simulator, to load cassette games
from disk. In the near future there will be a function to switch
between different programs (saving one to the Ramdisk and reloading
another from there). It probably has more features, but I don't use
it!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

522. [--- What is METAL ? ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 12:46:18 UTC
From: winston@merk.com
Message-ID: <CL43H9.HnB@merk.com>
Source record: 103203
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,alt.bbs.metal

What exactly is METAL / FUTUREVISION ? I take it that it is a combination of Programming Language and BBS that runs on an APPLE II ? The posted code examples look surprisingly like BASIC, so much so that I am wondering what the requirements for the BBS would be. Could any 6502 8-bit machine with a BASIC and about 48K of onboard RAM have a reasonable shot at supporting a METAL BBS, or is it mostly APPLE-][specific? The reason that I ask is that most of the 6502 8-bit machines have been orphaned by the wayside. I was a long-time reader of the old CREATIVE COMPUTING magazine when the editor was David Ahl (editor of the book -- BASIC COMPUTER GAMES). I remember a time before advertisers and publishers decided that it would be a real peachy kean idea for every machine to have its own magazine, a time when all 8-bit owners were brothers and NORTHSTAR, and CBM PET, and ATARI, and OSI CHALLENGER, and APPLE folk did not wage flame war on one another. The 6502 8-bit machines -- taken collectively -- have got to total around the same number as original IBM XT owners. There are over five million C= C64 owners in North America, probably a half-million ATARI 8-bit owners, who knows how many APPLE-][s languishing in Elementary Schools and supply closets. There has to be a way for all of these now fragmented groups to come back together. A common BBS that could run on as many 48K 6502 8-bit platforms as possible would make a great catalyst for a gathering of the outlying clans into a coallescing and once more cohesive unit of 8-bitters, before all of these isolated pockets whither on the vine, which is the reason why I ask this question. (Then there are the APF-Imagination Machines, the MATTEL Aquarius users, the COLECO Adam owners, the..., etc., etc., ad infinitum.)

523. Re: Anyone using the Syn-series?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 15:05:48 UTC
From: kamaro_kid@delphi.com
Message-ID: <ZI0L1fs.kamaro_kid@delphi.com>
Source record: 103204

RE: Using any SYN- series programs..

I have SynCalc, SynFile, SynFile+, but honestly havent made any use of them, perhaps the manuals were too intimidating! But then again, I've been doing nothing lately but scanning UNIX, WP6.0, and other PC documents of late! (ARGH!)

I suppose I would use those SYN packages if I'd just take the time to figure out how to use them...

SIGH.. All these original (brand new) software packages in my closet, yet I havent made use of 10% of them.

524. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 15:07:56 UTC
From: kamaro_kid@delphi.com
Message-ID: <ZK1Kd9s.kamaro_kid@delphi.com>
Source record: 103005

How about just getting a SpartaDos X cart and doing a SWAP 1,5, etc..??

[GRIN] Easy solution to your question.

525. Trade items... One more time!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 15:13:28 UTC
From: kamaro_kid@delphi.com
Message-ID: <RI1L1Ho.kamaro_kid@delphi.com>
Source record: 103006

```
I have the following 8bit Atari hardware for trade (I prefer to trade
over selling):

3 x Atari 850 serial/parallel interfaces w/power supplies -- $40.00 ea.
1 x PR:C: serial/parallel interfaces (uses keyboard power) -- $35.00
1 x Stock 64k Atari 800xl w/power supply -- $35.00
1 x 320k (with Freezer & AC Audio/Video upgrades & socketed) w/pwr -- $65.00
1 x Hayes 1200 Smartmodem w/power supply - $30.00
1 x ADC 1200 Smartmodem w/power cable -- $20.00
1 x Atari 1050 disk drive (stock) w/power supply -- $30.00
1 x Indus GT double density disk drive w/power supply -- $50.00
1 x Percomm data disk drive (with printer port) -- $50.00
2 x Atari 1027 printers w/power suppies -- $25.00 ea.
1 x Atari 1020 printer/plotter (no power supply) -- $15.00
1 x 3 slave, 1 master (with about 40 ft of cable) MUX system -- $250.00
1 x 410 tape deck - $5.00
5 x 360k half height IBM style drive mechs -- $10.00 ea.
2 x 1.2m half height IBM style drive mechs -- $30.00 ea.
1 x DUAL 360k full height IBM style drive mech -- $15.00
1 x Atari TrakBall - $8.00
1 x BEST version TrakBall - $10.00
------------------------------------------------------------------------

Trades Wanted:

------------------------------------------------------------------------

U.S. Doubled chipset w/docs
Happy chipset w/controller board
SIO2PC complete w/software
OS ROM upgrades (US+, etc..)
ComputerEyes complete w/software
Koala Pad w/software
BlackBox
Functional MIO (printer port on mine is hosed)
Functional 2line cordless phone
XF551 high density upgrade kit

------------------------------------------------------------------------

Internet mail replies to: jking@email.state.ut.us (and NOT above address)
Phone replies to: (801) 969-9782 (my home); Name: Jim King
Snail Mail: 4729 South 4180 West Kearns, Utah 84118 USA
BBS Replies: The Korner BBS @ (801) 969-9554 [300-19.2k]

------------------------------------------------------------------------
```

Please note that the above listed 1050's, the Indus and the 320k 130xe have already been spoken for. All other listed hardware is still up for grabs.. I prefer to trade over sell - so think that over before contacting me.

526. Puff????

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 16:28:52 UTC
From: rev0296@ultb.isc.rit.edu
Message-ID: <1994Feb12.162852.10649@ultb.isc.rit.edu>
Source record: 103007

Just wondering if Bob Puff is making software anymore? I live in Rochester, Ny and I knew him back when he was making his Puff bbs software, diskcomm, and bobterm which were all amazing software at the time. I just plugged in my atari 8-bit the other day. There is a some really cool stuff for it that i totally forgot.

527. Re: 8-bit unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 16:45:24 UTC
From: ricortes@delphi.com
Message-ID: <ZSwLVpk.ricortes@delphi.com>
Source record: 103008

My source (DDJ) says the LZW method uses tables of strings similar to a
dictionary/spell checker with codes replacing the strings in the compressed
file. It's when you get to the 13 or 14 bit encrypted files that these tables
get to
large for the 8 bit to handle easily. I'm guessing it's equiv to having
a dictionary with 13^2 or 14^2 entries. The code itself is pretty vanilla.
My guess is something like CC65 would eat it up including the {}.

528. A/D

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 19:01:52 UTC
From: ricortes@delphi.com
Message-ID: <Z44pdLg.ricortes@delphi.com>
Source record: 103009

RE: hanging A/D on the bus. I talked with Wooley years ago about it, at the time I was doing serial 8 bit A/D with a TI chip using the joystick (what else <sigh>) port. At the time he said the way to do it was through the cart port. One hard head and 3 years later I'd switched to the National Semiconductor ADC831 chip. Still serial, but a really neat chip: differential imputs so you divide 5V into any range i.e. do things like 1.5V to 3.0V in 256 steps. The thing will do something equivalent to a 20k sampling rate. The part is available from JDR Microdevices @ $5.
Needless to say, Wooley was right. I couldn't get the joystick port to clock properly at 100 kHz for the chip so....
Added a 2nd 6520 to the bus which cleaned up the signals rather nicely & hung the ADC831 onto that. Now the bad news, fastest you can sample & store data is just over 5 kHz because of the 1.79 mHz 6502! It was still good enough that I added a 3rd 6520 to the bus with a resistor D/A ladder for stereo 8 bit sound, BUT no matter what I won't be able to get the sampling rate up for the intial sound conversion without a hardware kludge to the existing design.
Wooley is still right.
I'm flip-flopping on what I should do with the design right now. For instance, if I continue going forward with the thing as a 8 bit 8 bit <sic> stereo it will have lousy reproduction because of the low sampling rate. If I just tie the D/A of the 3rd 6520 to the range & span adjustments of the ADC831 I can have a something like a 24 bit A/D 0-5V converter that can sample at 5k/sec. Impressive but totally useless. The RFI noise from the computer completely drowns out anything over 8 bits. Punch line is if any body needs some data on this chip just let me know, I have the NS data book for it as well as their other A/D stuff. I may look at sound with it again, but it's going to need stuff like a 74ls164 serial to parallel chip added to take some of the load off the 6502 if it's going to get fast enough to do anything really useful.

Sorry I didn't put this in the original thread on A/D, lost it <g>.

529. what is need for communication

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 20:11:08 UTC
From: pingn@malibu.sfu.ca
Message-ID: <pingn.761083868@sfu.ca>
Source record: 103010

```
This is a stupid message from a beginner,

What is need to connect an atari with a high-speed modem ?
I heard that is a serial/parallel interface, what exactly is it ?
how fast can it go ?

is a null modem cable transfer possible ?

Rgds, albert.
--
Regards, albert.
```

530. Re: Anyone using the Syn-series?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 20:51:21 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2jjfg9$bb6@usenet.INS.CWRU.Edu>
Source record: 103011

In a previous article, 3IGDZ6E@CMUVM.CSV.CMICH.EDU () says:

>Michael recently uninstalled the Axlon from the 800 for reasons that I forget.
>I think it was incompatible with something else he wanted to run when he was
>home. I expect he will post a follow-up and remind me what it was. The
>information might be useful to someone else here as well!

Rather than the Axlon product, we have a memory expansion board from
Mosaic. In particular, I think we had the Mosaic 64K RAMSelect
board, plus two Atari 16K boards for a total of 96K. We took the
Mosaic board out because a) Syn-Calc is the only thing we have that
recognizes it, and we don't use Syn-Calc anymore, b) We got tired of
using the KBoot program to revert to 48K for incompatibility problems,
and c) I thought there was something that just wouldn't run with the
Mosaic board in there, but I don't remember what is was now either.

What's in there now is the standard 3 16K boards for a total of 48K.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

531. Re: Pirating, Was Re: Datasof

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 22:13:02 UTC
From: jg58@delphi.com
Message-ID: <pA3INPu.jg58@delphi.com>
Source record: 103012

Glenn Saunders <Glenn.Saunders@f204.n330.z1.fidonet.org> writes:

>JS>Operation Blood has good grafix and it can be controlled by Joystick or
>JS>mouse (the latest version uses even a lightgun). The aim of the game
>JS>is simply shooting everything that moves (i.e. killing soldiers, tanks
>JS>and helicopters) - Operation *Blood*!
>
> It is, I guess, an Operation Wolf clone. I heard someone talk about
>this on Puff II a while back but noone managed to procure a copy in the US.
>I'm still hoping I can find this game eventually, as there are NO other lightgun
>games than what AtariCorp. produced.

I have had this game for a couple of months. I got it from San Jose
Computer. It uses the light gun to control a cross hair cursor on the
screen.

532. Re: [--- What is METAL ? ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-12 22:23:04 UTC
From: szatezal@magnus.acs.ohio-state.edu
Message-ID: <2jjks8$r4c@charm.magnus.acs.ohio-state.edu>
Source record: 103013
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,alt.bbs.metal

In article <CL43H9.HnB@merk.com>, Winston Smith <winston@merk.com> wrote:
>
>What exactly is METAL / FUTUREVISION ?

Metal is the language that the bulletin board software (Futurevision)
was written in. Here's the info-file for Metal:

METAL - Mega-Extensive Telcom Applications Language - is designed to give the
SERIOUS sysop the power that, until now, has been lacking on the Apple][
series.

METAL gives the sysop:

o 24-bit integer math (-/+ 8meg range).
o An upper limit of 8 megabytes on any compiled program.
o Variable memory that takes advantage of your computer - 37k for an Apple
//e or //c, and 64k or 128k for the Apple //GS.
o Full 2-dimensional array support.
o Massive command set - Allocate, Memstring, Do/While/Long If, Abort, Xfer,
Fcopy, Edit, and more!
o 31-character labels, 4-character variables, along with full support for
hex, binary, and of course, decimal.
o Easy-to-use and modify configuration file.
o Fully customizable printer, clock, modem, and modem port interface drivers.
o The local video driver (standard Apple PTSE) can automaticly translate PTSE
control codes to other emulations - your users can even switch emulations
online, and most PTSE commands (include the MouseText character set) will
be translated to what the emulation expects! Totaly transparent to both you
and your users - simply write everything in PTSE, and let the system do the
work for you!
o Documentation on the language supplied in AppleWorks 3.0 AWP file format,
covering the language and commands in extreme depth.
o Over 200 external ML routines for your ML programs to use.
o Sysop creatable "External Package" programs that METAL can use as part of
its own system.
o Three types of externals: Packages, External Files, and Shell Commands.
Shell Commands can be used from the Reset Options locally to do things like
editing a file, cataloging, viewing, and deleting files, even deleting
entire directories!
o Ability to change the size of up to 126 memory areas for your BBS to use.
o Up to 40 "Data Areas" for your BBS to use, ranging from bit-level to
three-byte-long data values.
o Built-In file transfer commands, with protocol support for Xmodem,
XmodemCRC, XmodemBatch, Xmodem1k, Xmodem4k, Ymodem, Ymodem4k, Ymodem-G, and

Zmodem - all industry standard protocols.
o Hide and Unhide variables directly in memory, without any disk access.
o Local labels, extra-long lines (can actually go up to the entire file),
including of common source files, chaning of multiple files into one object
runtime program, definable macro strings.
o Procedures with local variables and input/output variable passing.
o Much more than can be listed here!
o Runs under ProDOS-8, with many features for the GS computers.

Policies for Metal:

The best way to find out about Metal is to become a member of the Futurenet
network; either by becoming a user on a bbs, or by running your own bbs.
If you have Usenet access, you can also read alt.bbs.metal for more
information and support.

Metal is now FREEWARE. TC Wilson (aka Wilson Wares) retains ALL rights.

Currently Metal is being supported by:
Shane Zatezalo, sysop of site #35, The Atomic Playground
Internet/Futurenet: root@tap.colum.fnet.org
Tony Diaz, sysop of site #04, The Space Bar
Internet/Futurenet: root@space-bar.admin.fnet.org

Xevwares TAP: The Atomic Playground
PO Box n/a yet 614/297-7031
Columbus, Ohio 43201 8N1; 2400-21.6k DS HST

The METAL BBS language: written and produced by:
Tc Wilson of Wilson Wares & Chump Industries (SuperSelector, Archimedes)

METAL is copyrighted 1990-1994 by Wilson Wares.

--
:::Apple II forever!!:::GO BUCKS!:::Play Lacrosse!!:::Raging Bullwinkle!:::
: Shane M . Zatezalo - CIS OSU: i-net> szatezal@magnus.acs.ohio-state.edu :
: Futurenet/Internet -> root@tap.colum.fnet.org :
:::::::: call The Atomic Playground BBS 614-297-7031 16.8k DS HST ::::::::

533. Wanted: 1050 disk drive cable

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 03:22:30 UTC
From: lachman@ebony.ppc.ubc.ca
Message-ID: <2jk6dm$le0@nntp.ucs.ubc.ca>
Source record: 103014

Anyone have a 1050 disk drive cable to sell?

Replies to my Email address please.
A friend of mine needs it, so I do not read this group.

Milton
lachman@ppc.ubc.ca

534. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 04:48:30 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CL5C0u.3DD@utnetw.utoledo.edu>
Source record: 103015

kamaro_kid@delphi.com wrote:
: How about just getting a SpartaDos X cart and doing a SWAP 1,5, etc..??
:
: [GRIN] Easy solution to your question.

The only thing I've been wondering, is how does SDX do this while a program's executing (not at the prompt)? Is there a memory-resident module you load that let's you alter it on the fly? Or is it already in memory somewhere?

-Tim

PS: I've mailed you several times at your new addresses AND the last address you used for posting to the newsgroup... most of it bounced. Have you seen ANY of it come through?

535. NEED INFO: Atari 800 voltage/polarity

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 05:09:48 UTC
From: ST32373@vm.cc.latech.edu
Message-ID: <16F5B145BC.ST32373@vm.cc.latech.edu>
Source record: 103016

A friend of mine gave me an Atari 800 without a power supply. Could someone sup
ply (pun intended) :) with the voltage/polarity/amp rating so I can by a replac
ement? Thanks in advance.

536. Who wrote MACH-DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 06:51:31 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CL5Hpw.9zL@utnetw.utoledo.edu>
Source record: 103017

Wow... looking for some alternative DOS's in my collection, I stumbled across an updated MACH-DOS, 2.1 XL to be exact. I thought the only version I had was 1.something... nice! Anyone know who wrote it? It's claimed by STACE 1984. Where's S.T.? (S.T.Atari.Computer.Enthusiasts)

I wonder if they ever put together a ramdisk option for the DOS!?! This thing runs pretty clean, good screen layout, etc.! And it uses the old 3-digit sector format old DOS-based programs (such as AtariWriter) love!!! I've tried the 3-poke hack to MY-DOS, but it's caused other problems, as a couple others pointed out long ago... shoot... had to try it myself though! I've experimented with N-DOS, Dos 2.6, Rana-Dos (known by other names also), TOP-DOS (several versions), Gardner Dos, 2.5, 3.0, 4.0, 2.5+, 2.0m, and good old 2.0s... not to mention MY-DOS and Sparta which are both incompatible with my poor AtariWriter cart. I've just so recently bought via mail. I'm sure I've missed a couple more DOS's as well, but in short, nothing's covering my needs.

Has anyone used Turbo-DOS, just recently brought up in discussion in the newsgroup? How about Superdos? Both are from overseas I believe. Superdos was marketed by a California company a couple years back though. Both have [1] ramdisk support and [2] atari dos 2.0 TRUE compatibility (or so I'm led to believe). Any other decent RAM-DISK using DOS someone out there in net-land can think of??? Please, I'm looking for something to use for all my future disk I/O formats and storage!

(And yes, I'm keeping an open mind to SpartaDos-X... I may just get it for general disk use and be "trapped with" dos 2.6 for AtariWriter. BUT, if I can find a good general-purpose DOS with RAMDISK (256k, 128k, XE/RAMBO and AXLON usage) capabilities and DOS-2.0 compatibility... well, HERE I COME!)
-BTW: For those interested, DOS 2.6 is the BEST single-density DOS I've come across with full 2.0 compatibility. Anyone know if a double-density mod or new version ever came out? (hex conversions, sector quality checks, rpm tests, sector copying of SPECIFIED sectors only, etc. ALREADY! ... NICE!)

What DOS's do some of you have/use? Good points? Bad points? Available on the umich archive for ftp? Still supported by the author? Are you the author? English menu(s)/features?

-Tim

537. Re: 8-Bit Unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 13:25:19 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2jl9nv$gnj@usenet.INS.CWRU.Edu>
Source record: 103018

(Mr. Glenn Sanders suggests uploading unzip stuff.)
I don't know if you are referring to me or to the guy who did unshrink. I'm still ironing the bugs out of what I've been working on. I have a large 'C' source, but you could obtain that the same way I did. Anybody interested in working on this project, I'd be glad to talk with you about it.
What I have so far is an overall signature and header reader and an unimploder. I still need to work on it considerable before it would be ready for someone else to use as a shell. It is/will be a way to work on unreduce and unshrink. Just eliminate the unimploding code and it would then allow working on one of the other methods.
Russ Gilbert
cb541@cleveland.freenet.edu

538. Re: Sio2pc Emulated 850?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 19:21:40 UTC
From: crow@coos.dartmouth.edu
Message-ID: <2jluk4$j8p@dartvax.dartmouth.edu>
Source record: 103019

In <761056389.AA07162@buscard.fidonet.org> Glenn.Saunders%f204.n330.z1@fidonet.org (Glenn Saunders) writes:

>I think it is possible to use SIO2PC to run a bbs, but it isn't as fast
>as a hard drive.
>The newest SIO2PC supports 50K baud data rates.
>Plus, your BBS software will have to be able to run with the SIO2PC
>handler loaded.

There is no handler to be loaded on the Atari.

>And I hope that SIO2PC is flexible enough to allow note and point
>through the files.

It is. In fact, SIO2PC has no notion of files, only sectors.

>The more "virtual" it is and the less physical the drive, the less apt
>it will be to run with something
>as disk intensive as a BBS program.
>Loading and saving programs is different from noting and pointing
>through spartaDOS.

I think you don't understand SIO2PC. From the Atari side, it plugs in like any other device and responds to the exact same signals as a disk drive would. The only special software that's required is on the PC side, where the signals are interpreted and the correct responses are sent.

--PC

--
We're sorry, the .sig you have selected has been deleted or is no longer in service. If you think you have read this .sig in error, please disconnect and try your news reader again. Thank-you.

539. Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 21:05:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <761274821.AA07384@buscard.fidonet.org>
Source record: 103020

BB>And by the way, Lance, yes, the 16-bit versions are supposed to be really
BB>nice. I think John Harris has already gone over all the added features.
BB>Sheesh, if we can make this a simple and cheap enough upgrade (as in if
BB>somebody will make and sell a little upgrade kit) we might see it in a
BB>significant portion of the remaining atari community's machines. That
BB>would be cool, but I'm not holding my breath. Christ, how many people have
BB>done the stereo mod?

I think the idea of using a 65816 or 65802 is one whos time has come.
If we can't push the mhz then maybe we can push for better efficiency through
the newer features/opcodes of these chips. Adding the 24 bit addressing
electronics to make a T816 workalike is not really viable for the average
hacker, but yes, if someone makes a simple board and writes up a text file
I can very well see this catch on, as long as all the new opcodes and stuff
are available in 8-bit emulation mode so that a custom OS would not be
necessary.

There is also a slight compatibility issue to discuss. There is a feature
of the 6502 that has something to do with number rollover which is used in
Synfile and such which I think is treated differently in these newer chips.
This would be something that would be impossible to reconcile. Anyone with
a lot of 65C02 or 65816 experience should shed some light on the compatibility
issue.

I think it is quite possible that the 65802 could expand our horizons.
I also think the stereo mod may become more popular if that audio effect
program actually gets written I've heard about, where you can add effects
to guitars or other sounds.. Sounds awesome!

* PabQwk 2.0 *

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

540. Pirating, Was Re: Datasof

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 21:05:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <761274821.AA07385@buscard.fidonet.org>
Source record: 103021

JS>The Polish texts would be the main problem - but who needs advice to
JS>press START, or moving a cross over the screen and pressing fire? :-)
JS>Marek Tomczyk is the inofficial translator for the game guides - if
JS>there are enough English speaking people buying these games, he would
JS>probably translate them into English, too ;-)

Since my initial reply I have found a "source" for Operation Blood and other hard-to-find European games. I question the legality of this "source" but if it is the only way to get the stuff, so be it! If it could be brought in legally that is fine. As long as the companies involved are still in business and give a whoot about the rights then I would respect those rights. However, if they don't plan on importing the games, then that won't stop me from getting them, as it didn't stop people from picking up Draconus and Zybex as if they were public domain.

I think what we really need is a list of games and their status, whether it be PD or commercial or grey-area. When I see these games listed in a catalog I have no idea whether they are commercial or not since they were sold half-way across the world. This lack of information obviously allows for much easier pirating, even unknowing piracy.

* PabQwk 2.0 *

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

541. Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 21:05:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <761274821.AA07380@buscard.fidonet.org>
Source record: 103022

MF> Will he be producing any type of XEP80-compatible 80-col screen device???
MF>Would we need a special monitor? Does the XEP80 require any special monitor
MF>bare-minimum standards???

I've made my desire for a better 80 collumn system to be developed by FTe
known on GEnie where Mike Hohman is discussing things with us. I hope such
a thing comes to pass as well.

* PabQwk 2.0 *

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

542. Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 21:05:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <761274821.AA07386@buscard.fidonet.org>
Source record: 103023

JS>Nonononononononono! The HDI is connected to the serial port, as if it
JS>would be a normal drive. It doesn't need a custom OS, but it supports
JS>Ultra Speed (or call it Turbo mode if you like this better) with up to
JS>76000 Baud. BTW, the HDI I was talking about has only one version -
JS>neither a new nor an old one!
JS>
JS>Bye,
JS>Jochen

76K baud is certainly better than even standard Ultra Speed. How
compatible is it with SpartaDOS and MYDOS? If you use XINIT and specify
US SKEW will it format in 76K baud skew or does it require a special utility?
What about MYDOS? It is an interesting piece of work. DO you have any
benchmarks? How long does it take to format, load Bobterm, etc..?

* PabQwk 2.0 *

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

543. Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 21:05:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <761274821.AA07381@buscard.fidonet.org>
Source record: 103024

JD>IMHO, it wouldn't hurt to move on beyond the XEP80, which never got out
JD>into the Atari community in big numbers, anyway. Any new device that
JD>FTE designs could take advantage of better technology than the old mono-
JD>chrome-TV-without-a-tuner monitors most of us have tried to use for 80
JD>columns on our 8-bits. The Atari SM124 monitor from the ST world is
JD>commonly available on the net used for around $75, is a crisp black-on-
JD>white display, and even includes a speaker. Compatible devices are
JD>still being produced for those who wish to spend more. To make the 8-
JD>bit viable on into the late '90s requires a decent, inexpensive 80-
JD>column display and the software to use it, so any new device such as I
JD>have described must work with what little 80-column software exists,
JD>particularly AtariWriter 80 and an 80-column term program. I'm a real
JD>cheapskate, but I'd be willing to spring for $75 to be able to hook one
JD>of my old SM124s to my 8-bit.

The problem is that there is a serious logjam in data throughput through
the joystick port. To me, any new 80 collumn device should at least be
CGA color compatible, and would most likely hook off the cart port or PBI
port (pass through of course). XEP-80 emulation mode with a separate redundant
joystick dongle is posible I guess. That would be the ideal in my book.
Only by moving to a faster port, or a DMA port, can we get fast 80 collumn
terminal performance, and word processing would be much easier and faster that
way too.

* PabQwk 2.0 *

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

544. Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 21:05:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <761274821.AA07387@buscard.fidonet.org>
Source record: 103025

SP>So, this would definately fall into the category of VERY USEFUL for this
SP>poor 8 bitter. I can't afford to buy a Black Box AND a Floppy board
SP>when all I need is a floppy board type add on. It is my understanding that
SP>you must have a black box to use the floppy board. If I am wrong PLEASE
SP>tell me since I would LOVE to have a floppy board alone.....

Yes, you need a Black Box to run a floppy board. The HDI sounds good.
Hmm. I forget what the price translated to in american dollars.... That
is an important consideration. I'm going to wait and see what other con-
cessions may have to be made to run the HDI, no custom OS, but perhaps a
custom DOS? Ever since the dawn of high speed SIO there have been custom
DOSs like Happy DOS and DOS XL for synchromesh. If it is transparent to
Sparta or MYDOS then it will get MY seal of approval.

* PabQwk 2.0 *

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

545. Survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 21:05:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <761274821.AA07382@buscard.fidonet.org>
Source record: 103026

Ben, I realize you have been in tough straights lately, but I wonder whether you can clarify something. I sent in a renewal months ago and have not received the AC issue (December?) with the new video mods in it. This was the first and only issue that I have missed so far. The upcoming issue isn't here either but noone has that yet. Could you check to see if you have my renewal notice on file, it is quite feasible that the renewal was received at such a late date that I was no longer eligible for the December issue, but I would like to know because irregardless I wouldn't want to miss that issue, whether I have to pay a backissue fee or what have you.

* PabQwk 2.0 *

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

546. Re: Sio2pc Emulated 850?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 21:29:43 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2jm647$kf8@samba.oit.unc.edu>
Source record: 103027

In article <2jluk4$j8p@dartvax.dartmouth.edu>,
Preston F. Crow <crow@coos.dartmouth.edu> wrote:
>In <761056389.AA07162@buscard.fidonet.org> Glenn.Saunders%f204.n330.z1@fidonet.org (Glenn Saunders) writes:
>
>
>There is no handler to be loaded on the Atari.
>
>It is. In fact, SIO2PC has no notion of files, only sectors.
>
>I think you don't understand SIO2PC. From the Atari side, it plugs in
>like any other device and responds to the exact same signals as a disk
>drive would. The only special software that's required is on the PC
>side, where the signals are interpreted and the correct responses are
>sent.

wow... so does this mean I can even boot from my PC if I wanted to?

I really, REALLY need something like that! both my disk drives are broken.
I posted my problem here, but no one answered it.

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

547. Re: Sio2pc Emulated 850?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 22:11:14 UTC
From: crow@coos.dartmouth.edu
Message-ID: <2jm8i2$3tg@dartvax.dartmouth.edu>
Source record: 103028

In <2jm647$kf8@samba.oit.unc.edu> Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:

>In article <2jluk4$j8p@dartvax.dartmouth.edu>,
>Preston F. Crow <crow@coos.dartmouth.edu> wrote:
>>In <761056389.AA07162@buscard.fidonet.org> Glenn.Saunders%f204.n330.z1@fidonet.org
(Glenn Saunders) writes:
>>
>>
>>There is no handler to be loaded on the Atari.
>>
>>It is. In fact, SIO2PC has no notion of files, only sectors.
>>
>>I think you don't understand SIO2PC. From the Atari side, it plugs in
>>like any other device and responds to the exact same signals as a disk
>>drive would. The only special software that's required is on the PC
>>side, where the signals are interpreted and the correct responses are
>>sent.

>wow... so does this mean I can even boot from my PC if I wanted to?

>I really, REALLY need something like that! both my disk drives are broken.
>I posted my problem here, but no one answered it.

EXACTLY!

The only limitations are the limitations of the PC software. Right
now, there's no way to tell the PC to pretend that certain sectors are
bad, or to control timing on various tracks, so you still need a drive
if you're running copy-protected software. The program for the PC was
written in assembly, so it's not easy to modify.

--PC
--
==========
"It is perhaps only in mathematics that the means of study are also the
objects of study." _The Handbook of Artificial Intelligence, Vol. 3,
page 445.

548. 8-Bit Atasri Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-13 22:44:08 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <1994Feb13.224408.5507@mnemosyne.cs.du.edu>
Source record: 103029

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $15.

2)Conversational Italian (learn
Italian with your computer! - $10.

3) Timewise (Time management), $10.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $5.

7) "Midway Campaign", $15.

8) "Strip Poker", $10.

9) "SynsStock" (Stock charting) $15.

10) "Sargon III" (Chess program) $15.

11) "SCRAM"(Nuclear Power Plant Simulator), $15.

12) "GO" (Ancient Japanese game, harder than Chess) $10.

13) "The Newsroom" $15.

14) "Movie Maker" (Animation Construction Set) $15.

15) "Atari Planetarium", $25.

16) "Proofreader" (Spelling Checker for Atariwriter), $20.

17) "Your Personal Net Worth", $20.

18) "Managing Your Stocks", $15.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $15.

21) "Personal Inventory Manager", $10.

22) The following from XLEnt Software, $20 each, or all 5 for $75.:
(A full desktop publishing sytem for the 8-bit Atari)

a) Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

23) GRAB-BAG: I have over 50 disks of public domain and other software,
graphics, utilities, games, for the 8-bit Atari's. All for $35.
(That's less than 70 centa a disk!)

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

Your Atari Computer

If interested, please send list of
items wanted and payment to:

Melvin Zwillenberg
475 Richmond Avenue
Maplewood, NJ 07040

(I will promptly refund any excess
for items which have already been
sold.)

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY
SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package
offeres that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705
MCI Mail: MZWILLENBERG
INTERNET: 75746.3705@compuserve.com
DELPHI: ZWILLENBERG

Telephone: (201)763-3295 after 6:30 PM
east coast time. Leave message if
you get the answering machine.

549. Need confirmation of 1050 power supply rating

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 00:49:17 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CL6vM6.LEq@freenet.carleton.ca>
Source record: 103030

I picked up a 1050 disk drive at a thrift shop yesterday (5 bucks!) but of course the power supply was not kept together with it, so I had to fish through a whole pile of power supplies to pick out one which looked right. Can someone just confirm for me that I made the right choice? The one I got is rated 9 VAC, 31 VA, part #C017945. Thanks.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
Sing the bisexual anthem: "Sometimes you feel like a nut,
sometimes you don't"
"...Or use your credit card." Happy Engineering Week!

550. Re: Sio2pc Emulated 850?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 02:50:42 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2jmou2$tb@samba.oit.unc.edu>
Source record: 103031

In article <2jm8i2$3tg@dartvax.dartmouth.edu>,
Preston F. Crow <crow@coos.dartmouth.edu> wrote:
>In <2jm647$kf8@samba.oit.unc.edu> Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:
>
>>wow... so does this mean I can even boot from my PC if I wanted to?
>
>>I really, REALLY need something like that! both my disk drives are broken.
>>I posted my problem here, but no one answered it.
>
>EXACTLY!
>
>The only limitations are the limitations of the PC software. Right
>now, there's no way to tell the PC to pretend that certain sectors are
>bad, or to control timing on various tracks, so you still need a drive
>if you're running copy-protected software. The program for the PC was
>written in assembly, so it's not easy to modify.

I don't care.... most of my files are downloaded PD progs.

so will I be able to start right away? are there readily available disk
images with bootable Dos and SpartaODS, are there utilities available to
import MS-DOS files into a disk image (well duuuuhhh), and further,
will I be able to write to disk images with Sio2PC?

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

551. Re: Sio2pc Emulated 850?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 03:41:59 UTC
From: crow@coos.dartmouth.edu
Message-ID: <2jmru7$ka@dartvax.dartmouth.edu>
Source record: 103032

In <2jmou2$tb@samba.oit.unc.edu> Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:

>In article <2jm8i2$3tg@dartvax.dartmouth.edu>,
>Preston F. Crow <crow@coos.dartmouth.edu> wrote:
>>In <2jm647$kf8@samba.oit.unc.edu> Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:
>>
>>>wow... so does this mean I can even boot from my PC if I wanted to?
>>
>>>I really, REALLY need something like that! both my disk drives are broken.
>>>I posted my problem here, but no one answered it.
>>
>>EXACTLY!
>>
>>The only limitations are the limitations of the PC software. Right
>>now, there's no way to tell the PC to pretend that certain sectors are
>>bad, or to control timing on various tracks, so you still need a drive
>>if you're running copy-protected software. The program for the PC was
>>written in assembly, so it's not easy to modify.

>I don't care.... most of my files are downloaded PD progs.

>so will I be able to start right away? are there readily available disk
>images with bootable Dos and SpartaODS, are there utilities available to
>import MS-DOS files into a disk image (well duuuuhhh), and further,
>will I be able to write to disk images with Sio2PC?

I think there's some disk images with DOS available. Yes, there is a
utility for mounting a PC file as disk that contains that file--it's
awkward, but it gets the job done. You create the raw image files on
the PC, but you format them (putting in the directory and boot sector
info) and write files into them from the Atari. You should probably
FTP a copy of the program and documentation from the archive.

If there's further discussion, we should probably carry it out over email.

--PC

--
****
* If we can't make it period, we can at least make it silly! *
* --"Sari" on rec.org.sca *
****

552. Re: 8-Bit Unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 04:28:21 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <HGZLBKYE@math.fu-berlin.de>
Source record: 103033

In article <2jl9nv$gnj@usenet.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>working on. I have a large 'C' source, but you could obtain
>that the same way I did. Anybody interested in working on

Is there any source in assembly? I thought about trying to encode some kind of compression algorithm to use from within an 8-bit bbs, but I'm only vaguely familiar with C, and C really doesn't seem to be a very viable option on the 8-bit anyway. I found some Z-80 source (CP/M) for UnARC, but none for the actual compression. Assembly (of nearly any kind) would be more useful to me than C.

BTW, did DataQue ever release the TC8 C compiler they were working on?

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

553. Re: 8-Bit Atasri Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 05:09:07 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CL77n7.Jrv@utnetw.utoledo.edu>
Source record: 103034

Whoa... please check out the NEW ITEM/SOFTWARE prices in American Techna-
Vision (and possibly other CURRENT Atari distributors) as you refer to this
last post... ouch! His prices are more than the "new and unopened" price
for the same software! Hmm, maybe since it's used, that means it works...
ok, so then it's been user tested - yeah, that's the ticket! You're paying
more for the user testing!

-Sticker shocked

554. Re: help with 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 08:21:38 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994Feb14.082138.14489@mnemosyne.cs.du.edu>
Source record: 103035

In article <CL1qB8.J87@world.std.com>,
Christopher J Woods <cjw@world.std.com> wrote:
>rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:
>
>
>>I have 2 1050 drives. EA programs like mule and murder on the zindendo
f
>>won't run on one of them. otherwise, both drives seem to work fine.
>>is there an easy fix for this? both games were bought new, not used, an

>>I've always had this problem with them.
>
>
>>Randy Kutz Bellcore ..!bellcore!vixen!rrk
>> or rrk@vixen.cc.bellcore.com
>
>Might they be HAPPY versions? If so, then you need an 810 with the HAPPY

>mod. I have MANY disks full of :(happy): stuff that I can't use,
>either. I'm just waiting for a friend to get off his duff and give me HI

>810, which is sitting in a closet at his house. Along with the 3 or 4
>800's, a 1050, an sx-212, a 130xe, about 750 floppies full of older 8bit

>pirated stuff (games and utils, mostly)...
> He wants to give me his desk, too, which I could DEFINITELY use! (Just

>ask Glenn Saunders about that, he's seen my setup here.)
>
> -Chris

Why would the programs in question differ between a 1050 w/ a
Happy mod versus an 810 w/ a Happy mod?
I have 810's and 1050's with the Happy mod and all the
Happy produced copies don't care which one they run on as
long as the density is single density.
For instance, a copie of Atari Planetarium will not, of course
run on the 810 since the disk is not single density.
Do the EA programs contain code that detects a 1050?
Or do they detect the Happy mod somehow?

Uncle Fester

--
: A true pedophile spends years devising ways :
: that will allow him to get close to children. :
: --- Thus behaves the Wizard of Neverland --- :

: *thester@nyx.cs.du.edu* :

555. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 08:27:49 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ra3rt71.lmcclure@delphi.com>
Source record: 103036

Jeff Potter asked:

"Okay, who has some timing specs (vertical, horizontal scan
frequency, or range, etc.) for these monitors?"

According to the Rev 9 Best Electronics catalog, the SM124 scans at
35.7Khz horizontal, and 71.2 vertical.

"If these can scan at near 15.75kHz Horz.,we might have a
chance. Anything much faster requires either a mod to the
monitor (ouch!) or an extensive h/w project for the 8-bit."

As mentioned above, it does not. However, I believe the original poster
was requesting an XEP-80 replacement that worked with this monitor,
not adapting it to be used as a "native" monitor for the 8-bits.

With a small timing change, one could also use a monochrome VGA monitor
(standard VGA rates are 31.5Khz horizontal, with 60Hz for 640x480
graphics mode, and 70Hz for 720x400 text mode). VGA mono monitors are
more readily available new, but are typically over $100, while the SM124
are often available used for under $100, and include a speaker.

A second monitor or TV would have to be used to support the standard
8-bit video output.

556. Re: SIO2MODEM

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 08:28:52 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ra-L178.lmcclure@delphi.com>
Source record: 103037

Eric <palm_erd> said:

"I wonder if it would be possible to hook up the SIO2PC in
this fashion 8-bit > SIO2PC cable > 14.4K modem (set to
autoanswer) > PC running SIO2PC hooked to 14.4K modem."

If I recall correctly, the SIO2PC connection is much faster than
14.4Kbps. However, if the SIO2PC supports hardware handshaking, it
should still work by setting the modem's port rate to what SIO2PC
expects. If it does not support hardware handshaking, one could
concievably overflow the modem's buffer with outgoing data from the
Atari 8-bit.

Oh...and you would almost certainly need to rewire the SIO2PC
connector or insert a null modem adapter, since the SIO2PC cable is
set up to talk to a PC's serial port instead of a modem. (Just as you
need to use a null modem adapter when connecting a PC to another PC,
as they expect to be talking to a modem instead).

557. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 08:32:03 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Re4ql57.lmcclure@delphi.com>
Source record: 103038

Ivo van Poorten said:

"I thought of putting a WD1771 (same one as inside the ST)"

<nitpicking mode on>

Actually, the ST uses a 1772, which I believe is also used in the XF551.

<nitpicking mode off>

Since the 1772 does not properly support hi-density (Atari designed and used the 1772-compatible Ajax chip for that), essentially you would end up with the same type interface as the XF551 motherboard.

For high-density support, you would either need to overclock the 1772 (not the most reliable approach), or find a sufficient supply of Ajax chips, or use a totally different drive controller chip.

558. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 13:32:11 UTC
From: hoosier@rider.cactus.org
Message-ID: <6509@rider.UUCP>
Source record: 103039

lmcclure@delphi.com (Lonnie McClure) writes:

]X-To: Jeff Potter <potter@sunny3.DAB.GE.COM>
]
]
] Jeff Potter said:
]
] "If these can scan at near 15.75kHz Horz.,we might have a
] chance. Anything much faster requires either a mod to the
] monitor (ouch!) or an extensive h/w project for the 8-bit."
]
]As mentioned before, it does not. However, I believe the original poster
]was requesting an XEP-80 replacement that worked with this monitor,
]not adapting it to be used as a "native" monitor for the 8-bits.

Speaking as the original poster, I can verify your statement, although
I am apparently the only one who's wishing for this, based upon the
total lack of interest my comments generated.

]With a small timing change, one could also use a monochrome VGA monitor
](standard VGA rates are 31.5Khz horizontal, with 60Hz for 640x480
]graphics mode, and 70Hz for 720x400 text mode). VGA mono monitors are
]more readily available new, but are typically over $100, while the SM124
]are often available used for under $100, and include a speaker.

While I, personally, would prefer the use of an Atari SM124, I can
also see the usefulness of a mono VGA monitor.

]A second monitor or TV would have to be used to support the standard
]8-bit video output.

Yup. I would think the usefulness of the Atari 8-bit would be greatly
extended by being able to easily set up a system with two monitor: one
standard color monitor for playing the great 8-bit games, and one mono
monitor (either SM124 or VGA) for 80-column text for more serious ap-
lications, such as word processing and telecomm. With this setup, many
of us would never have cause to want to move on to another platform. I
realize that something rather like this is aleady possible with the old
XEP-80, but the problems are that a) the XEP-80 wasn't produced in num-
bers sufficient to support many of us or to cause saftware authors to
have much interest in writing for it, and b) the old green and amber
mono monitors I've seen are no match for the crisp black-on-white of my
SM124.

Unfortunately, I seem to be the only one interested in pursuing this di-
rection.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

559. New Maine Atari User Group

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 16:25:20 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94045.112520STIRRE31@MAINE.MAINE.EDU>
Source record: 103040

Hello. Recently, Paul Lefebvre and I have decided to try to start
an Atari user group in the Portland, Maine area (where there used
to be two Atari dealers). So, if you're interested, please e-mail
me at: STIRRE31@MAINE.MAINE.EDU. Please tell any Atarians you
know who do not have access to the internet!
sincerely,
scott tirrell
stirre31@maine.maine.edu

560. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 17:34:36 UTC
From: potter@sunny.dab.ge.com
Message-ID: <CL865o.AB3@sunblossom.ge.com>
Source record: 103041

In article <CL32F9.J6p@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|> I'm hoping for an end
|> "program/product" that I could load up from DOS, swap a couple drives, then
|> run a warm boot to load up some general software (commercial games/disk
|> editors/recovery programs)!

Maybe I missed a few messages, but what you are talking about doing is all possible with the US+ Operating System from CSS and has been profiled in Atari Classic articles very recently. It's a modification to your XL or XE where you install a three-OS chip (800, XL/XE, or US+), after which you can do drive-swapping with any DOS. You press RESET and START simultaneously to bring up a configuration menu. From this menu you can swap drive numbers and move your RAMdisk to any drive. You can copy a disk to your RAMdisk, and boot from it. Under software or hardware control (by installing another switch) you can swap the drive numbers back at any time.

CSS was running a special up to 1/31/94 where the normal ($69.95) price was discounted to $54.95.

I sure like mine! It also allows a bunch of other keystroke commands (like disabling Antic, noisy DMA, etc.), and supports ultra-speed read/writes to modified 1050's and XF551's.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

561. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 19:32:21 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CL8BLy.K3y@utnetw.utoledo.edu>
Source record: 103042

Jeff Potter (potter@sunny.dab.ge.com) wrote:
: In article <CL32F9.J6p@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
: |> I'm hoping for an end
: |> "program/product" that I could load up from DOS, swap a couple drives, then
: |> run a warm boot to load up some general software (commercial games/disk
: |> editors/recovery programs)!

: Maybe I missed a few messages, but what you are talking about doing is all
: possible with the US+ Operating System from CSS and has been profiled in
: Atari Classic articles very recently. It's a modification to your XL or XE
: where you install a three-OS chip (800, XL/XE, or US+), after which you can
: do drive-swapping with any DOS. You press RESET and START simultaneously to
: bring up a configuration menu. From this menu you can swap drive numbers
: and move your RAMdisk to any drive. You can copy a disk to your RAMdisk,
: and boot from it. Under software or hardware control (by installing another
: switch) you can swap the drive numbers back at any time.

Sounds great! But did he neglect all us faithful 800 users out here?
(ok, I nearly forgot about the 400 users... sorry!) How about 1200xl? I have
3 Atari "PC"s: 800, modified 1200xl, 256k 800xl. The 800xl is nice... but...
I prefer the old typewriter-monster 800 and the 1200xl is setup quite lean -
works well. My big problem is I'm looking for something that'll work with all
three (ie. a new DOS or a "TSR"-like program (VBI)). I was trying to look into
Newell, but they give poor descriptions of their products. I need to talk to
the person who wither made the OS mods there, or one of their lucky buyers...

Although, with the boosted power output, and plans for a 1 meg upgrade to
my 1200xl... wellllll... (this msg is taking forever to write as I dream of
future mods to my system!) I've always wanted a soup-ed up 1200xl with those
re-definable function keys, etc. Hmm. You say this US+ OS works with XL's,
eh? $70.00... grumble... man, he's always been the most expensive 8-bit
supporter... I'll check into it though! (Still want to get one working
myself - it'll take a few hours to put everything together once I get all
info nailed down, but it'll be "free"! Ahahahahaha...heh..huh? Oops...
getting carried away. Spent over $200 in the last couple months on my Atari
already!)

-I knew one of the OS mods already did it!
(Just wasn't sure which one!)
-Tim

PS: How's the incompatibility with the modified OS? Still only runs about 85%
of the 800 software, or has it changed in the last 5 years? Decent ramdisk
support even when in "800 mode"? How about PBI support while in "800 mode"?

562. Anyone using the Syn-series?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-14 23:23:01 UTC
From: Michael.Fitzpatrick@f47.n282.z1.fidonet.org
Message-ID: <761329684.AA01596@rochgte.fidonet.org>
Source record: 103043

I am using SynCalc to track my wife's business receipts and expenditures. I
am also using the SynFile 800+ for a database on her consignment customers.
I would like to find some of the other Synapse Programs for the Atari 8-bit as
it might help with the business.
Yep! A surprise to many but the Atari 8-bit is alive, well, and doing a
marvelous job in a retail business.

563. More support.

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 10:37:15 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9402151037.AA05749@cs.utexas.edu>
Source record: 103044

MORE SUPPORT FOR YOUR 8-BIT FROM RICHARD GORE

HARDWARE.

The Yorky 256k plug in memory upgrade for the Atari 800/600XL computers.
This memory upgrade simply plugs into the PBI port on the back of your XL
and gives you 256k of bank switched XE compatible memory. It is supplied with
a printed manual and a disk of support software.

Current price is #50 (UK pounds) plus #2 shipping.
#5 shipping if outside UK

(Current price in US dollars including worldwide shipping = $85)

A PBI feedthrough port is completed, we have tested it on the Rambit PPP
printer interface and all works well - now all that remains is for testing on
a Black box. Once testing is complete I will announce the availability and
new price structure.
Rambit (a company run by a friend of mine) have available a printer
interface that plugs into the PBI port and also the knowledge and schematics
for interconnecting two computers via the PBI. I will post more details as a
service for Rambit when I have them.

SOFTWARE

Due to a really pathetic level of support from the community (ie zero sales)
we have decided to create a double pack called 'Maze Mania' featuring two
games (details below) and offer them at a give away price. The two games are:

1) JAWBREAKER Guide a pair of chomping teeth around a maze eating as much
candy as you can, but don't forget that important dental
hygiene. This package includes two separate mazes originally
sold as individual games as well as a pause function.

2) MOUSEKATTACK Plumb all the levels of Rat Alley but watch out for those
giant rats. Classic arcade action for one ot two players
(on screen at once) with improved joystick control and a
pause function.

This double pack is available NOW on disk, tape or Rambit Turbo tape!

PRICES: UK (inluding p&p) #6.95 per pack.

Worldwide (including shipping) #10 or $18 per pack.

** REMEMBER YOU CAN NOW GET TWO CLASSIC GAMES FOR ONLY #6.95 **

We also have several more games in the pipeline - more details will be released when we are closer to their completion.

* *
If there are any software authors out there with products finished or nearly finished we would be very happy to consider marketing them. This applies to new software and old games so long as you have the rights to them.
* *

For more details or to order write to:

Richard Gore, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

or e-mail RG9@UK.AC.YORK.VAX or RG9@UK.AC.YORK.TOWER

(for those outside the UK you may have to invert the uk.ac.york.xxxx)
(part to xxxx.york.ac.uk)

Telephone enquiries can also be accepted over the weekend period from 7pm on friday evening to 4pm on sunday afternoon.

In the UK phone (0302) 784642, outside the UK refer to your phone book on how to dial internationally, and ask for Richard.

564. Re: help with 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 12:21:17 UTC
From: slackey@acheron.lightstream.com
Message-ID: <SLACKEY.94Feb15122117@acheron.lightstream.com>
Source record: 103057

In article <CL1qB8.J87@world.std.com> cjw@world.std.com (Christopher J Woods) writes:

rrk@vixen.cc.bellcore.com (kutz,randolph r) writes:

>I have 2 1050 drives. EA programs like mule and murder on the zindendorf
>won't run on one of them.

I don't know about mule, but I couldn't run murder on the zindendorf on
my XE without the atari 800 translator disk. Apparently they used
system calls that changed with the OS version.
-Stan

--
+-------+
| D D D |
+-------+

565. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 13:22:04 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <HZisHc1w165w@cybernet.cse.fau.edu>
Source record: 103045

```
* * * F O R S A L E * * *

1. (1) Atari 800XL, 64K RAM, BASIC ROM revision B on-board.

2. (1) Atari 800, 48K RAM, no BASIC cartridge included, no power
supply.

3. (2) Atari 410, tape playback/recorder. (needs belts)

@ = item is on hold (send me e-mail, the deal might have fallen
through).

** All equipment comes with power supplies, unless otherwise stated, **
** manuals may or may not be available. **

** Will sell or trade for other various pieces of equipment, netmail **
** offers to me at 1:369/68 or you can send Internet e-mail to me at **
** wagner@cybernet.cse.fau.edu **

* * * W A N T E D * * *

1. (1) BASIC-ROM, Revision C, for Atari 800XL.

2. (1) 512K RAM Upgrade for Atari 800XL.

3. (1) XF551 DS,DD 3.5" Drive for Atari 800XL.

=============================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=============================================================================
```

566. Re: NEED INFO: Atari 800 voltage/polarity

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 13:29:23 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <oBJsHc2w165w@cybernet.cse.fau.edu>
Source record: 103046

ST32373@vm.cc.latech.edu writes:

> A friend of mine gave me an Atari 800 without a power supply. Could someone s
> ply (pun intended) :) with the voltage/polarity/amp rating so I can by a repl
> ement? Thanks in advance.

outputs are: 9VAC, 15.3VA. Inputs are 120VAC, 60Hz, 20W.

And do not expose your power supply to rain, <heh -- Atari was creative>.

```
=========================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=========================================================================
```

567. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 13:54:08 UTC
From: potter@sunny.dab.ge.com
Message-ID: <CL9qM9.J9s@sunblossom.ge.com>
Source record: 103047

In article <CL8BLy.K3y@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|>
|> Although, with the boosted power output, and plans for a 1 meg upgrade to
|> my 1200xl... wellllll... (this msg is taking forever to write as I dream of
|> future mods to my system!) I've always wanted a soup-ed up 1200xl with those
|> re-definable function keys, etc. Hmm.

Well, if you really want a souped-up 1200, get in touch with Bob Woolley (75126.3446@compuserve.com). On CIS he's reported that he modified a 1200XL for someone that included:

a Black Box
the US+ OS
an IDE hard drive (inside the 1200 cabinet)

|> PS: How's the incompatibility with the modified OS? Still only runs about 85%
|> of the 800 software, or has it changed in the last 5 years? Decent ramdisk
|> support even when in "800 mode"? How about PBI support while in "800 mode"?
|>

When I switch to "800 mode", I have yet to find a piece of software that wouldn't run. The "Gorf" cartridge, reputed to be 800 only, runs like a champ. I haven't tried RAMdisk support in 800 mode, or PBI support. Anything that wasn't known to the 800 OS, like PORTB control of OS ROM and banked memory, probably isn't supported.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

568. 8-bit unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 14:28:59 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2jqm7b$aku@usenet.INS.CWRU.Edu>
Source record: 103048

(This is to Marek Tomczyk, because internet bounced my msg.)
Marek, since internet isn't presently recognizing your address,
I'm going to try uploading the S. H. Smith source to the umich
archive, where you can download it. I am not sure we will
be able to co-ordinate efforts because my 'shell' is in Action!
and you can't use it. Maybe you'll just start from scratch.
Let me know how/if we can co-ordinate.
Russ Gilbert
cb541@cleveland.freenet.edu

569. atari mags

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 15:34:25 UTC
From: gcrhh@cbnewsl.cb.att.com
Message-ID: <CL9v9K.FCr@cbnewsl.cb.att.com>
Source record: 103049

```
Atari mags for sale:
ANTIC: VOL 1, NOS 3-6 (8/82-3/83)
VOL 2,1-12
VOL 3,1-12
VOL 4,1-10 (2/86)
ANALOG COMPUTING: NOS. 9-47 (11/82-10/86)
CREATIVE COMPUTING: VOL 8,NO 8
VOL 8, NOS 9,12
VOL 9.NOS 1-12
VOL 10, NO 1
COMPUTE: VOL 4, N8
VOL 5, N5,7,12
VOL 6,N 2,11,12
VOL 7,N 5
```

570. Games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 16:21:41 UTC
From: markus@rsvl.unisys.com
Message-ID: <markus.24.0096AC5E@rsvl.unisys.com>
Source record: 103050

Prices do not include shipping. Add $2.50 for a single item, $4.00 for 2 or 3 items, $5.00 if you buy 4 or more. I think the prices are very reasonable, so buy now!

Epyx LucasFilm Games
BallBlazer $10.00 Disk, complete package
Koronus Rift $10.00 Disk, complete package
The Eidolon $10.00 Disk, complete package

Accolade
Ace of Aces $10.00 Disk, complete package
Fight Night $10.00 Disk, complete package
Hardball $10.00 Disk, complete package

Mindscape
Infiltrator $10.00 Disk, complete package

Infocom
The Hitchhiker's Guide $10.00 Disk, complete package
to the Galaxy

Broderbund
Stealth $10.00 Disk, complete package

Fisher Price
Memory Manor $5.00 Cart, Box, no docs
Logic Levels $5.00 Cart only, no docs

Atari
Food Fight XE $10.00 Cart only, no docs

Activision
Keystone Kapers $5.00 Cart only, no docs
Ghostbusters $5.00 Disk only, no docs

CBS
Kstar Patrol Free Cart only, no docs

Epyx
World Karate Championship $5.00 Disk only, no docs

APX
Chop Suey $5.00 Disk only, no docs

Electronic Arts
Super BoulderDash $5.00 Disk only, no docs

Sierra Online
Jawbreaker $5.00 Disk only. no docs

Respond electonically, or call. I'll try to reply quickly. Thanx.

Regards.
Mark K Vallevand Unisys Corp Roseville, Minnesota markus@rsvl.unisys.com
Mail Station 4313, POBox 65942, St Paul, MN 55164 612-635-7880

On the Information SuperHighway, I'm the guy with a hat driving 50 in the fast lane with my blinker on and my seatbelt hanging out the door making sparks.

571. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 16:32:42 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2jqtfa$m7r@usenet.INS.CWRU.Edu>
Source record: 103051

```
Atari Archive: 8bit/faq2.txt

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the Atari 8-Bit Computers FAQ List

Revised 5-Feb-94

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group on the 15th of the month. A fairly recent copy is kept on the Atari
Archive as the file 8bit/faq2.txt, but the most recent copy may always be
requested from mcurrent@carleton.edu.

The main portion of the FAQ List is posted to this discussion group on the 1st
of the month, is called 8bit/faq.txt on the Archive, and is also available from
mcurrent@carleton.edu.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

8-Bit Gold
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
```

Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???Hydraulik???, other software

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433

tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/freeware/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007

tel (before 2pm Eastern Time)/FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
208 SW 319th Lane, Suite G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
Vendor: commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Software / Lex-Tronics
1623 West Fourth Street
Mansfield, OH
U.S.A. 44906-1701
tel/FAX: (419) 529-9797 1pm-5pm M-F
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges
GEn: DATAQUE.1

Dean Garraghty Software
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
Vendor: commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset

England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, NY
U.S.A. 11566
?????: ?????

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400

BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/freeware/shareware

Lex-Tronics
see: DataQue Software

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software

Developer: ???software

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
4900 Doherty Ave.
Montreal, Quebec
H4V 2B2 Canada
Developer: CardStax

Klaus Peters
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny.dab.ge.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE, CRAB
NEBULA

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
Developer: Print-Filer, Taskmaster

Ready +Technologies+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.

Net: tom@ready.rsip.lsu.edu
CIS: 70733,3115
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/freeware/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454

Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/sharware

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/freeware/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

End of 8bit/faq2.txt
--

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

572. Re: 8-bit unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 16:34:31 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CL9y1K.486@cs.vu.nl>
Source record: 103052

cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

>(This is to Marek Tomczyk, because internet bounced my msg.)
>Marek, since internet isn't presently recognizing your address,
>I'm going to try uploading the S. H. Smith source to the umich
>archive, where you can download it. I am not sure we will
>be able to co-ordinate efforts because my 'shell' is in Action!
>and you can't use it. Maybe you'll just start from scratch.
>Let me know how/if we can co-ordinate.
>Russ Gilbert
>cb541@cleveland.freenet.edu

I know this msg wasn't actually meant for me, but you won't have to upload it
to a.a.u.e because it's already there. I just checked it at a mirror site
somewhat nearer and I found both zip and unzip sources at src.doc.ic.ac.uk in
/packages/atari/umich/Archivers/Unix. They are called zip19p1.zoo and
unz50p1.zoo. These are the sources of all ports of Info-ZIP's zip/unzip
which is based on S.H.Smiths unzipper...

Hope this helps,

IvO+> van Poorten

573. Re: New Maine Atari User Group

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 17:25:12 UTC
From: kamaro_kid@delphi.com
Message-ID: <Ru3pG2I.kamaro_kid@delphi.com>
Source record: 103053

Please keep me apprised on the status of your Atari club..

Is this going to be an 8bit exclusive organization?

I'm the Exchange Editor of Atari Classics Magazine, and its my
responsibility to maintain contact with as many 8bit clubs as
possible. I am keeper of the holy club list! [grin]

574. Re: SIO2MODEM

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 18:02:12 UTC
From: vax.sonoma.edu
Message-ID: <vax.sonoma.edu-150294100212@ethernet.sonoma.edu>
Source record: 103054

In article <1994Feb8.012624.1@csusys.ctstateu.edu>,
palm_erd@csusys.ctstateu.edu wrote:

> This just came to mind:
> I wonder if it would be possible to hook up the SIO2PC in this fashion
> 8-bit > SIO2PC cable > 14.4K modem (set to autoanswer) > PC running SIO2PC
> hooked to 14.4K modem. I thought it would be kind of interesting to have
> a friend at another location able to select disc images on his PC, and you
> could boot your 8-bit over the bloody modem. I don't see much practical sense
> in doing this, but technically could this be done?

Well hell, it should be possible, I mean the SIO2PC handles rerouting D:
and P: calls, why not R:!? It'd maybe take some hardware hack, or you
could somehow make an R: handler that talked to the SIO2PC, or you could
make the SIO2PC software direct D: or P: read/write to a modem!?

WHY HASN'T IT BEEN DONE!? :)

Peripherals for the 8bit!? Heck no! hook it up to your PC! Of course,
this may reduce the market for Black Boxes, but that's only to those of us
(hah) with IBM "machines" ;)

575. Re: Ramdisk splitter?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 18:16:51 UTC
From: vax.sonoma.edu
Message-ID: <vax.sonoma.edu-150294101651@ethernet.sonoma.edu>
Source record: 103055

In article <CL32x5.KJ2@utnetw.utoledo.edu>,
timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) wrote:

> Anyone hear something further on the MY-DOS 4.6 release date? Is it still
> coming? Hopefully??? Is the max-disk size the only thing to be changed?
> True 3 or MY-DOS 4 digit free sector counts? (I tried the 3-digit patch for
> MY-DOS 4.5, but get garbage over 999 sectors and frequent empty lines, etc.
> even when UNDER 999 sectors! (DOS 2.5 would show 999+ sectors)) Is this
> sub-dir filename bug finally dead?
>

WHAT!? WHAT!? I've been in and out of reading c.s.a.8 lately cuz I've been
doing it from odd software, but what the heck are you talking about, MyDOS
4.6!? I didn't even realize 4.5, etc. was still "officially" being
supported. I guess I sorta figured nothing was going on with MyDOS anymore
(upgrades, etc.)...

COOL! Gimme details, someone! :)

THANX!

(BIG MyDOS fan :))

576. Print buffers,switch boxes etc. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 20:06:45 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097A19C.BE131200@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 103056
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

Switch boxs, print buffers for sale-

1. Quadram Microfazer Serial/Serial 64K buffer; has reset and copy buttons, ready, error and copy LED indicator lights; comes with a power cable with an external little transformer that plus into the AC wall outlet.

3. QVC parallel print buffer, 64K, practically new (used only once, to test it!) in original box with manual. Has a lot of buttons and lights, for copy/stop/ bypass/resume/test (etc.). This print buffer has Centronics connectors, and I can send a Centronics/Centronics cable (to be used to connect the buffer to the parallel printer) if needed.

4. Black Box A/B/Switch box for parallel printer, with 3 Centronics connectors on the back. Supports 2 printers connected to the same computer (e.g., one printer for drafts and another for letter quality, or one loaded with computer forms and the other with single-sheet letterhead paper). I can supply the pair of centronics/centronics cables used to connect the box to the printers, if needed.

5. MP-401B AUTO DATA Switch parallel printer automatic sharing device.
Four computers to one printer (parallel) auto-switch:
Supports 4 computers INPUT - one printer OUTPUT. DB-25 (IBM PC style) female connectors on back, for use with parallel computer printer interface. Comes with a power cable with a 9V small wall transformer that plugs into the AC outlet.

I would like to sell to best reasonable offer. Please respond via e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973 . Thanks!

577. Re: 8-bit unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-15 21:26:21 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2jrelu$hk8@usenet.INS.CWRU.Edu>
Source record: 103058

(I. van Poorten gives location of unzip and zip sources.)
Thanks. Mr. Tomczyk can get the Info-zip files if he wishes. They are about 1/2 meg each (unzip and zip) of 'C' source that I have not gotten in to much. A bit overwhelming. Mr. Smith's 1987, 1989 Pascal source is clear and easy.

578. help with CAVELORD!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 02:37:22 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Feb15.213722.1@csusys.ctstateu.edu>
Source record: 103059

I can't for the life of me get CAVELORD to run on my 130XE. I am using the SIO2PC cable to format a 'fresh' 90K disc image. I unarced the file CAVELORDS.ARC that is on a.a.u.e. under /8bits/Games. I transferred with binary, downloaded it to my PC, ran the SIO2PC software (v3.15i) I booted MYDOS and ran SUPUNARC. The archive dearcs fine, just it won't do anything after showing the title screen. I've tried with and without Basic, I've tried the translator disc with and without Basic. I even tried DOS 2.5 Is this one of those strange games that will only work with DOS 2.0? I may never know as I don't have DOS 2.0 anymore. I searched all of my discs, and all DOS 2.0 discs have been replaced with DOS 2.5 Sh*t.
Eric

579. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 02:56:00 UTC
From: jg58@delphi.com
Message-ID: <hQ6K+4I.jg58@delphi.com>
Source record: 103060

Jeff Potter <potter@sunny.dab.ge.com> writes:

>|> PS: How's the incompatibility with the modified OS? Still only runs about 85%
>|> of the 800 software, or has it changed in the last 5 years? Decent ramdisk
>|> support even when in "800 mode"? How about PBI support while in "800 mode"?

I believe you also lose the XL graphics modes. This is true on the
version I purchased in 1985. (about). As far as compatability, I've
had very little not run on it, ecept possibly Microsoft Basic (the
first disk based version). and I'm not sure the disk is good.

580. Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 04:36:56 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb16.043656.202@isle.waterloo-rdp.on.ca>
Source record: 103061

Question for all you Atari 8-bitters out there... There was a game I wanted to get way back, but when I had the money, it was gone, and I've never seen it again... It was called 'Bounty Bob Strikes Back'.... Cartridge.... Anyone ever seen it, anywhere? Know where I can buy one???

581. InterNet addresses ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 07:26:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5Ixn78ncrfB@doom.toppoint.de>
Source record: 103062

Hi guys !

Does anybody know whether the following American companies have got
InterNet or CompuServe accounts ...

- SAN JOSE Computer
- B&C ComputerVisions
- American TechnaVision

Cheers,

Ulf

Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v2.93

582. Re: SIO2MODEM

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 07:42:58 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <103892@cup.portal.com>
Source record: 103063

> If I recall correctly, the SIO2PC connection is much faster
> than 14.4Kbps. However, if the SIO2PC supports hardware
> handshaking, it should still work by setting the modem's port
> rate to what SIO2PC expects. If it does not support hardware
> handshaking, one could concievably overflow the modem's buffer
> with outgoing data from the Atari 8-bit.

The current SIO2PC software goes up to 38.4k when running
SpartaDOS with UltraSpeed, normal operations are at 19.2k.
Those are standard speeds on most PC serial ports.

> Oh...and you would almost certainly need to rewire the SIO2PC
> connector or insert a null modem adapter, since the SIO2PC
> cable is set up to talk to a PC's serial port instead of a
> modem.

This is the point, all that's needed is different software.
The software would 'connect' the modem on COM2 to the Atari
on COM1, say. It'd probably need a somewhat fast computer.

It's not too outlandish. The software as it stands today can
intercept the Atari's print output and redirect it to a PC
printer.

Jeff_M_Lodoen@cup.portal.com

583. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 08:54:23 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLB7Eo.C04@utnetw.utoledo.edu>
Source record: 103064

Daryl Richards (drichard@isle.waterloo-rdp.on.ca) wrote:
: Question for all you Atari 8-bitters out there... There was a game I wanted
: to get way back, but when I had the money, it was gone, and I've never seen
: it again... It was called 'Bounty Bob Strikes Back'.... Cartridge.... Anyone
: ever seen it, anywhere? Know where I can buy one???

I actually have the original "Miner 2049'er" and have heard rumors about the sequel... well, yes, it was released. Very limited production run. All I can say is, GOOD LUCK!

-Tim

584. Re: New Maine Atari User Group

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 08:58:08 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLB7Kw.CBz@utnetw.utoledo.edu>
Source record: 103065

kamaro_kid@delphi.com wrote:
: I'm the Exchange Editor of Atari Classics Magazine, and its my
: responsibility to maintain contact with as many 8bit clubs as
: possible. I am keeper of the holy club list! [grin]

Hmm... this would be of interest to the entire newsgroup... could you post a list of the remaining Atari 8-bit clubs of the world? (Or U.S.?) I recall quite a few in Michigan, and I'm wondering what ever became of them - current contacts, addresses, etc.

BTW: you wouldn't by any chance happen to keep an Atari 8-bit/ST BBS listing, too????? How many full-fledged Atari 8-bit only BBS's do we have out there?

-Tim

585. Disk drives for Atari 65xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 09:46:00 UTC
From: rusty.rogers@the-matrix.com
Message-ID: <2270.2407.uupcb@the-matrix.com>
Source record: 103066

HEY ATARIANS!!
I need some help!!! I just came into possesion of a 65xe and there was no documentation with the computer except for some docs that were to a couple of the game cartridges that came with the machine.I need to know what kind of floppy drives might still be available for this machine and if there is still a mail order house out there that would still have any drives.If someone knows the model numbers for drives that will work that would be a big help.Does anyone know if extra ram can be added to this machine and where you can get the upgrades?What about an atari support magazine still in publication.If there is one,what is there address and what does a subscription cost.Does anyone know if there is a way to get an I.B.M. type drive to work? Any info on manuals hardware,software, and users groups would be a big help as I have nothing to go on and the nice form letter I got back from Atari informs me that they dont support these 8-bit machines anymore and I think that is a shame! If anyone can help please drop me some e-mail.....

Thanks Again
Rusty Rogers

586. Re: C compiler questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 10:37:02 UTC
From: kraus@ws5318.mod.siemens.co.at
Message-ID: <kraus.761395022@ws5318>
Source record: 103067

Where is the newest Cc65 package to be found? The one I digged up
said in the README that it was a beta test version. Is this the most
recent one?
MfG., Hans Kraus

--
Hans Kraus, Email: kraus@ws5318.mod.siemens.co.at
Tel: +43 1 79516 9665
Fax: +43 1 79516 9602

587. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 11:56:23 UTC
From: cs90gct@brunel.ac.uk
Message-ID: <CLBFu2.Lu@brunel.ac.uk>
Source record: 103068

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:

: I actually have the original "Miner 2049'er" and have heard rumors about the
: sequel... well, yes, it was released. Very limited production run. All I can
: say is, GOOD LUCK!

I have both Miner 2049'er and Bounty Bob Strikes Back! and the latter is a similar but vastly improved game. Here in Europe it was released on disk and tape but required 64Kb to run so only worked on the XL/XE series. I dont remeber anything about a limited production run here, and I'm guessing now but Miles Better Software, Page 6 Publishing or Gralin International here in the UK might just have a few copies left.

Hope this helps.

Graham

588. Re: help with CAVELORD!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 12:39:13 UTC
From: hoosier@rider.cactus.org
Message-ID: <6581@rider.UUCP>
Source record: 103069

palm_erd@csusys.ctstateu.edu (From: palm_erd@csusys.ctstateu.edu) writes:
]
]I can't for the life of me get CAVELORD to run on my 130XE. I am using the
]SIO2PC cable to format a 'fresh' 90K disc image. I've tried with and
]without Basic, I've tried the translator disc with and without Basic. I
]even tried DOS 2.5 Is this one of those strange games that will only work
]with DOS 2.0? I may never know as I don't have DOS 2.0 anymore. I
]searched all of my discs, and all DOS 2.0 discs have been replaced with
]DOS 2.5 Sh*t.
]Eric

My son runs Cavelord with DOS 2.5 on my 256 KB 800XL and on his 64 KB
600XL without any problems that I know of. My recollection is that it
does not use either the translator or BASIC, but he's not here to ask.
He's NOT using SIO2PC, just a doubled 1050.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

589. 8-bit emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 14:22:08 UTC
From: donn@helga.setd-ctl.nawcad.navy.mil
Message-ID: <2jta6g$fft@helga.setd-ctl.nawcad.navy.mil>
Source record: 103070

Someone told me there exists an Atari 8-bit emulator
for a PC. Can anyone enlighten me?

ThenkYa

--

Donn Mielcarek
email : donn@setd-ctl.nawcad.navy.mil
alternately: donnmiel@tecnet1.jcte.jcs.mil
fax : (301) 826-6149
---

590. Re: help with CAVELORD!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 14:40:58 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2jtb9q$663@usenet.INS.CWRU.Edu>
Source record: 103071

(Guy has problem running 'Cavelords'.)
Seems that it should run under DOS 2.5 without BASIC.

591. 800xl and periphs FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 15:59:09 UTC
From: pfs@pslu1.psl.wisc.edu
Message-ID: <1994Feb16.155909.16455@pslu1.psl.wisc.edu>
Source record: 103072

```
800xl and related peripherals for sale:
800xl has 256k ram mod. also warm boot switch added.
Indus gt Disk drive (DSDD 5-1/4")
Multi I/O serial/parallel interface module
(all power supplies included)
2 RANA disk drives (DSDD) work but need allignment...
Mono Rf monitor (amber)
many software titles and books/magazines from early/mid 80's

e-mail me and make me an offer!
(also have a 1200xl and a bunch of game carts)

Paul Schnettler
pfs@psl.wisc.edu
paulsch@ssec.wisc.edu
```

592. Re: Games for sale (without docs)

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 18:54:25 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <761@npvsrv2.napervilleil.ncr.com>
Source record: 103073

In article <markus.24.0096AC5E@rsvl.unisys.com> (Mark K Vallevand) writes:

>Fisher Price
> Memory Manor $5.00 Cart, Box, no docs
> Logic Levels $5.00 Cart only, no docs

[etc. I just picked one at random]

Whatever happened to the project that someone was trying to start to
get as many of the docs on-line as possible? I volunteered to do the
ones that I have (the popular ones anyway) but never heard back. Is
there a repository for these docs? People selling cartridges and disks
at garage sales, etc seldom have or can find the docs.

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

593. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 19:01:20 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <762@npvsrv2.napervilleil.ncr.com>
Source record: 103074

In article <CLB7Eo.C04@utnetw.utoledo.edu> (Mr. Fixit) writes:

>Daryl Richards (drichard@isle.waterloo-rdp.on.ca) wrote:
>: Question for all you Atari 8-bitters out there... There was a game I wanted
>: to get way back, but when I had the money, it was gone, and I've never seen
>: it again... It was called 'Bounty Bob Strikes Back'.... Cartridge.... Anyone
>: ever seen it, anywhere? Know where I can buy one???
>
> I actually have the original "Miner 2049'er" and have heard rumors about the
>sequel... well, yes, it was released. Very limited production run. All I can
>say is, GOOD LUCK!

I have Miner 2049'er also and would love to get 'Bounty Bob Strikes Back'.
If you have people standing in line to sell you a copy, send one of them
my way. :-)

The question has been asked here on the net before and at least one person
said that they actually had the cartridge (I had thought it was only
released on disk) but that they wanted to keep it.

Still looking for 'Bounty Bob Strikes Back'...

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

594. Re: help with CAVELORD!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 19:02:31 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2jtqk7$7o1@usenet.INS.CWRU.Edu>
Source record: 103075

(Discussion on running Cavelord)
Yep, I just verified it. Running 'Cavelord' (Herr der Hoehle).
DOS 2.5. 130xe, no basic, mio, It works. Maybe your copy is
corrupted. Now Tom Hunt has a crc program that would be
useful to see if your copy is corrupted.

595. Re: 8-bit emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 20:37:15 UTC
From: ahrens26@wharton.upenn.edu
Message-ID: <ahrens26.16.0@wharton.upenn.edu>
Source record: 103076

In article <2jta6g$fft@helga.setd-ctl.nawcad.navy.mil> donn@helga.setd-ctl.nawcad.navy.mil (Donn Mielcarek) writes:
>From: donn@helga.setd-ctl.nawcad.navy.mil (Donn Mielcarek)
>Subject: 8-bit emulator for PC?
>Date: 16 Feb 1994 14:22:08 GMT
> Someone told me there exists an Atari 8-bit emulator
>for a PC. Can anyone enlighten me?
>
>ThenkYa
>
>--
>
>---
>Donn Mielcarek
>email : donn@setd-ctl.nawcad.navy.mil
>alternately: donnmiel@tecnet1.jcte.jcs.mil
>fax : (301) 826-6149
>---

I second this request--any info would be appreciated (post or email).

==
Richard Ahrens ahrens26@wharton.upenn.edu
Finance/Management '96
==

596. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 22:34:09 UTC
From: potter@sunny3.dab.ge.com
Message-ID: <CLC9Cx.8A@sunblossom.ge.com>
Source record: 103077

Jochen Scharrlach,

You posted, sometime last year:

>The only graphic card working on the XL is a Herculescard used with a
>very simple (and very cheap!) PC-interface. But who will write the
>software? (Perhaps Bob Puff will do some work)
>
>Bye,
>Jochen

...and another message saying this PC interface cost about 35 DM. Can
you please post more information about this or contact me directly?
This sounds fascinating!

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

597. Re: 8-bit emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 22:50:15 UTC
From: jrl8@namaste.cc.columbia.edu
Message-ID: <2ju7v7$6v@apakabar.cc.columbia.edu>
Source record: 103078

In article <ahrens26.16.0@wharton.upenn.edu>,
Richard L. Ahrens <ahrens26@wharton.upenn.edu> wrote:
>In article <2jta6g$fft@helga.setd-ctl.nawcad.navy.mil>
donn@helga.setd-ctl.nawcad.navy.mil (Donn Mielcarek) writes:
>> Someone told me there exists an Atari 8-bit emulator
>>for a PC. Can anyone enlighten me?
>
>I second this request--any info would be appreciated (post or email).

There's a big discussion going on over in comp.sys.ibm.pc.games.action
about an emulator for the C64 that was posted on the newsgroup. I'm
considering obtaining a 1541 drive and buying some games for it
(Archon, pitstop, etc) but I'd much rather use my own software and
my Indus GT drives...

-JRL

James R. Lendino | |
Computer Science | i486 | Phone: (212)-853-6359
Columbia S.E.A.S. |______| Internet: jrl8@columbia.edu

598. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 22:55:56 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <103964@cup.portal.com>
Source record: 103079

> Question for all you Atari 8-bitters out there... There was a
> game I wanted to get way back, but when I had the money, it
> was gone, and I've never seen it again... It was called
> 'Bounty Bob Strikes Back'.... Cartridge.... Anyone ever seen
> it, anywhere? Know where I can buy one???

Oh yes, the sequel to Miner 2049er. Has to be one of the most
sought after carts ever made. I've never seen them for sale,
but we still hope.

Perhaps we should search for Bill Hogue (the author).

Jeff_M_Lodoen@cup.portal.com

599. Re: SIO2MODEM

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 23:25:47 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CLCBr0.1Hr@cbfsb.cb.att.com>
Source record: 103080

In article <103892@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:
>> If I recall correctly, the SIO2PC connection is much faster
>> than 14.4Kbps. However, if the SIO2PC supports hardware
>> handshaking, it should still work by setting the modem's port
>> rate to what SIO2PC expects. If it does not support hardware
>> handshaking, one could concievably overflow the modem's buffer
>> with outgoing data from the Atari 8-bit.
>
>The current SIO2PC software goes up to 38.4k when running
>SpartaDOS with UltraSpeed, normal operations are at 19.2k.
>Those are standard speeds on most PC serial ports.
>
>> Oh...and you would almost certainly need to rewire the SIO2PC
>> connector or insert a null modem adapter, since the SIO2PC
>> cable is set up to talk to a PC's serial port instead of a
>> modem.
>
>This is the point, all that's needed is different software.
>The software would 'connect' the modem on COM2 to the Atari
>on COM1, say. It'd probably need a somewhat fast computer.
>
>It's not too outlandish. The software as it stands today can
>intercept the Atari's print output and redirect it to a PC
>printer.
>
>

SIO2PC certainly could redirect IO from the Atari port to a modem port,
but the PC on the remote end would not have a means of detecting the
state of the COMMAND/DATA line from the Atari, unless a higher level
protocol was devised to run over the remote PC. For this type of hookup,
it seems to me to make more sense to use one of the existing serial
port LAN packages available for PCs, and just use the remote PCs drives
as if they were local to the local PC.

But I was under the impression that the original poster wanted to
dial up a remote PC with nothing local but a modem and an Atari, with
the modem to modem link substituting for the SIO2PC cable. With this
configuration, there would be difficulty transfereing the state of
the COMMAND/DATA line across the phone line link, although it certainly
could be done by adding (for example) custom microprocessor modem controllers
with some low level protocol to transfer the COMMAND/DATA line sense.
Or, some locally booted Atari software which would implement a slightly
different protocol than the current disk drive one used by SIO2PC, along
the line of the ROM replacements which implement a bootable RAM drive.

--
Richard Dell

600. Interfacing an HP48SX calculator with an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-16 23:51:44 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CLCCy9.6w9@freenet.carleton.ca>
Source record: 103081

Anyone ever tried this? I think all you'd need is a 9 pin adaptor for
the 8 bit I/O port, and Kermit. Are such animals available? Of course
you'd need the HP serial cable too, but I've got that.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
Sing the bisexual anthem: "Sometimes you feel like a nut,
sometimes you don't"
"...Or use your credit card." Happy Engineering Week!

601. Sio2Modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-17 03:22:02 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <761498728.AA01862@rochgte.fidonet.org>
Source record: 103082

```
CP> From: cpforbes@icaen.uiowa.edu (Craig P Forbes)
CP>
CP> BTW, I whole heartily recommend the SIO2PC. I have found it to be a
superi
CP> system.
CP>
CP> If anyone is interested I think I even still have a PCB etching template
fo
CP> the
CP> SIO2PC hardware.
*Correct me if I am wrong, but the hardware part of the SIO2PC is no longer
being made, right? You have to build it yourself?

*-Dag- --> dag.hugdahl@rochgte.fidonet.org
```

602. How can I put software in my XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-17 08:13:01 UTC
From: bundy@informatik.uni-rostock.de
Message-ID: <CLD05v.GBG@informatik.uni-rostock.de>
Source record: 103083

I got a ATARI XL with a ATRAI 810 drive and a Mega STE. Now I have access to
the InterNet and I am able to use it to get software for my STE but how can
I get software for my XL or better how can I put software for the Xl I got
from the InterNet on a ATARI 810 disk or is there an other way (i.e. to
connect my STE to my Xl) to transfer the files.
Please, help me. It would be very kind of you.

Thank you for your attention.
Holger Janz
bundy@informatik.uni-rostock.de

D
Thank you for your attantion

603. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-17 11:47:34 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2jvlgm$g86@nz12.rz.uni-karlsruhe.de>
Source record: 103084

In article <CLC9Cx.8A@sunblossom.ge.com>,
Jeff Potter <potter@sunny3.dab.ge.com> wrote:
>
>...and another message saying this PC interface cost about 35 DM. Can
>you please post more information about this or contact me directly?
>This sounds fascinating!

I got mine for 50 DM altogether, but this one came together with a fine
case. It is 35 DM without case.

The schematics are very simple: you just connect 2 PIA's to the PBI (or
cartridge port) and that's all. You can imagine that this requires a
major effort in programming in order to make use of it.

There's already a simple E:-Handler that comes together with the interface
as well as a BASIC program playing around with the Hercules-Card.

Theoretically you could connect many different types of PC-cards to it, but
until now only some Hercules-Graphics-Card drivers exist.

I've failed to examine the interface too extensively until now, but this is
mainly because I'm stuck with my TTL->BAS(Composite Luminance) converter.
Maybe it's just my monitor that can't handle the 18KHz line frequecy of
the HGC.

-Marek

----
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

604. Re: Disk drives for Atari 65xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-17 13:03:36 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2jvpv8$pp2@usenet.INS.CWRU.Edu>
Source record: 103085

(Rusty Rogers asks what floppy drive to use with his 65xe
and where to get it.)
There should be a vendor list in this csa8 area. If you can't
find it, there is a FAQ on cleveland freenet atari sig. (type
go atari.) Say, most sigs in usenet keep the FAQ as the
first page of msgs.

605. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-17 13:41:42 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2jvs6m$fls@dux.dundee.ac.uk>
Source record: 103086

```
: > Question for all you Atari 8-bitters out there... There was a
: > game I wanted to get way back, but when I had the money, it
: > was gone, and I've never seen it again... It was called
: > 'Bounty Bob Strikes Back'.... Cartridge.... Anyone ever seen
: > it, anywhere? Know where I can buy one???

I thought Americana (US Gold's budget label who rereleased a LOT of good stuff)
re-released this game on cassette. I remember seeing it in a mail order
company's ad a few years back, it was only 3 pounds as well. I'm not sure
why this sticks in my memory- perhaps I was thinking about getting it at some
point, but changed my mind. I've even played it- on the ZX Spectrum. It wasn't
brilliant, but the Atari version may be better.

If you want old games, always keep your eyes peeled for small ads. A lot of old
games are resurfacing... for example, Gralin International have 7 carts on sale
for only 12 quid (add 1.50 for postage), Tennis, Pengo, Mastertype, Asteroids,
Defender, Designers pencil, and Kaboom! Of course not all of them are good, but
if you look out, you might just see that game you were looking for.

--------------------------------------------------------------------------------
"Time flies like an arrow, but fruit flies like a banana" -anonymous
--------------------------------------------------------------------------------
Graeme Fenwick gfenwick@uk.ac.dund.mcs
--------------------------------------------------------------------------------
:
```

606. Re: 8-bit emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-17 14:58:28 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94048.095828STIRRE31@MAINE.MAINE.EDU>
Source record: 103087

PC Xformer: MS-DOS version of ST Xformer emulator for the ST.
The ad for it says: "PC Xformer runs faster than a real Atari XE,
supports GTIA graphics and Player Missile graphics, and can use your
existing ST Xformer virtual disk files. Highly compatible, it
runs most non-copy protected programs, even machine language games.
Supports sound and joystick with a Sound Blaster compatible sound
card. Requires a 286 386 or 486 based PC with a VGA card."
This product is from Branch Always Software who can be reached at:
Branch Always Software
14150 NE 20th Street, Suite 302
Bellevue, WA 98007
(206) 369-5513
GEnie: BRASOFT@GENIE.GEIS.COM
Note: I only put this messege up as people were inquiring of such
a product. Please don't think of it as an advertisement!
sincerely,
scott tirrell

607. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-17 17:32:53 UTC
From: marcoux@vmssg.enet.dec.com
Message-ID: <CLDuzE.9K6@ryn.mro.dec.com>
Source record: 103088

>In article <CLB7Eo.C04@utnetw.utoledo.edu> (Mr. Fixit) writes:
>
>>Daryl Richards (drichard@isle.waterloo-rdp.on.ca) wrote:
>>: Question for all you Atari 8-bitters out there... There was a game I wanted
>>: to get way back, but when I had the money, it was gone, and I've never seen
>>: it again... It was called 'Bounty Bob Strikes Back'.... Cartridge.... Anyone
>>: ever seen it, anywhere? Know where I can buy one???
>>
>> I actually have the original "Miner 2049'er" and have heard rumors about the
>>sequel... well, yes, it was released. Very limited production run. All I can
>>say is, GOOD LUCK!
>
>I have Miner 2049'er also and would love to get 'Bounty Bob Strikes Back'.
>If you have people standing in line to sell you a copy, send one of them
>my way. :-)
>
>The question has been asked here on the net before and at least one person
>said that they actually had the cartridge (I had thought it was only
>released on disk) but that they wanted to keep it.
>
>Still looking for 'Bounty Bob Strikes Back'...
>
>Kit Kimes
>AT&T Resource Link (under contract to AT&T-GIS)
>Naperville, IL
>Kit.Kimes@NapervilleIL.NCR.COM

'Bounty Bob Strikes Back'
Good luck in finding a copy...I've had mine since it was first released...
excellent sequel..starts out tough and gets more difficult...never could finish
the last couple of stages...This was one of the first bank switched game carts,
I believe ...I don't know how much ROM it has..rumors when it was released were
40k??? I always felt that was why I never saw a pirated/disk version. The
stages/levels all have a more polished look to them when compared with the
original.
On a side note : Until 'Miner 2049' my wife could care less about video
games. The original 'Miner 2049' was the first game that hooked her in. I would
find her at the joystick sqishing those 'brainies' as she called them,while
attempting too be the first to complete a particular stage/level when I came
home from work..."Hey where's supper"...'Sorry, I'm off saving the world from
these radioactive brainy things'...
RONM

608. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-17 18:14:38 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CLDs0E.G3C@sunblossom.ge.com>
Source record: 103089

In article <2jvlgm$g86@nz12.rz.uni-karlsruhe.de>, uj1g@rzstud1.rz.uni-karlsruhe.de (Marek Tomczyk) writes (about PC graphics board i/f):
|> The schematics are very simple: you just connect 2 PIA's to the PBI (or
|> cartridge port) and that's all. You can imagine that this requires a
|> major effort in programming in order to make use of it.

It didn't sound like it would be too very involved. The main work would be in the software to activate the control registers, etc. in the Hercules card.

|> There's already a simple E:-Handler that comes together with the interface
|> as well as a BASIC program playing around with the Hercules-Card.

I imagine the BASIC program is decipherable...is the E: handler source given?

As a general question, does good documentation exist for the Hercules card, or for any other PC graphics board? I'm talking detailed descriptions of what register addresses do what, not just the simplified layman's docs that tell the average dumb PC user how to turn on his monitor.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

609. JVIEW!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-17 22:06:33 UTC
From: guest@sonoma.edu
Message-ID: <guest-170294140633@d19b_lab.sonoma.edu>
Source record: 103090

Jeff!?!? I'm wondering about the status of JView, if it's been release (I haven't seen it anywhere) and when and if it actually ever will.. Also, what exactly can it handle? I recall you saying something about using modules cuz 24k (RGB) files took up a little too much RAM for all the features you had planned (what are they by the way!?!)

I've been out of the 8bit arena for a while cuz of winter break and no $$ to resubscribe to _AC_ :(:(:(, but I HAVE been doing stuff, and soon will hopefully be hooking up an SIO2PC to a little cheap PS/2 25 machine so I can have more than my current <512k of drive-space online at a time... :)

anyways, if I missed it and you dont feel like reposting, just direct me to where the info sits.. hey, why don't we (us programmers who tend to yell about our works before they're availabe <blush>) put up text files in some directory at the Atari Archives announcing and/or advertising release dates and info. so there's always somewhere to go and find info like that (other than c.s.a.8 which fills and old stuff gets deleted often)

anyways... ill shut up... im not making much sense as usual :) ....
later
thanx in advance!

610. Re: Interfacing an HP48SX calculator with an 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-17 23:34:59 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <CLE6uC.2Ir@cerc.wvu.edu>
Source record: 103091

From article <CLCCy9.6w9@freenet.carleton.ca>, by am023@FreeNet.Carleton.CA (David Strutt):
>
>
> Anyone ever tried this? I think all you'd need is a 9 pin adaptor for
> the 8 bit I/O port, and Kermit. Are such animals available? Of course
> you'd need the HP serial cable too, but I've got that.
> --
> am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
> Sing the bisexual anthem: "Sometimes you feel like a nut,
> sometimes you don't"
> "...Or use your credit card." Happy Engineering Week!

I've been thinking about the same thing since I got my SX. It shouldn't be too hard. Simply plugging the IBM serial interface into an 850, P.R., Black Box, or MIO RS232 should work. Any kermit program should be able to allow data transfer between the two. I've also read somewhere you can get a program for the SX that permits it to UL/DL using the X-modem protocal, but I haven't seen it. A good place to check would be at comp.sys.hp48. You can get ftp site addresses from there as well for programs for the 48. I've always wanted to use my 8 bit for archival purposes. Good luck and keep me informed on your progress.
Nathan

611. 8-bit emu

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-18 01:39:04 UTC
From: black@badlands.NoDak.edu
Message-ID: <CLECL4.K2I@ns1.nodak.edu>
Source record: 103092

I would like to know if there is an 8 bit emulator for the pc?
thanks in advance...
73's

612. Re: DOS Guru needed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-18 01:52:36 UTC
From: kamaro_kid@delphi.com
Message-ID: <x00JGoU.kamaro_kid@delphi.com>
Source record: 103093

RE: address bounces

Sounds like everyone's having problems sending to: jking@email.state.ut.us

Send email to jking@uxscosv1.asit.utah.gov instead.. those are all making
it through to me.

Got todays mail from you.

613. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-18 02:22:33 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLEELn.L4M@utnetw.utoledo.edu>
Source record: 103094

Jeff_M_Lodoen@cup.portal.com wrote:
: Oh yes, the sequel to Miner 2049er. Has to be one of the most
: sought after carts ever made. I've never seen them for sale,
: but we still hope.
:
: Perhaps we should search for Bill Hogue (the author).

Chanting: re-release...ohm...ohm...re-release...ohm...

With the wave of new items hopefully coming in March from C.S.S. and F.T.E., maybe we can get a few old software releases on floppy or cart.?!? With the lack of interest shown for Mouse Attack and Jawbreaker from the new UK company though, the author(s) couldn't hope to make much. Maybe releasing it as P.D.?

-Tim

614. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-18 07:59:23 UTC
From: markh@inmos.co.uk
Message-ID: <1994Feb18.075923.10130@inmos.co.uk>
Source record: 103095

> Stuff about Miner 2049'er and Bounty bob strikes back deleted.

I've got Miner 2049'er on cartridge, and Bounty bob strikes back
on tape! (Now backed up on to floppy)

I bought BBSB in a bookshop called Jarrolds in the UK about 5 years
ago for 1.99 quid. It was sold in the UK by US gold (I think)
I could go check if anyone wants me to....

Mark.

615. Re: graphics boards

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-18 12:39:13 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2k2cth$oco@news.belwue.de>
Source record: 103096

Hi!

I have some new info for all:

Bob Puff has the almost latest version of the PC-Interface, perhaps he could build some of these or at least copy the schematics to interested people (*perhaps* - please ask him, not me, if he would do this)

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

616. Classic Atari Handbook....?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-18 13:37:40 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <CLF9us.2yG@mentor.cc.purdue.edu>
Source record: 103097

What ever happened to the Classic Atari Handbook? If i remember right, David Anderson and (i think) Ryan Osborne were working on it...Did they give up? Last that i heard, they had over 80 different mods and updates....Any info. would be appreciated....

thanks,
Mike

617. Re: 8-bit emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-18 18:58:08 UTC
From: i03a@zfn.uni-bremen.de
Message-ID: <2k3340$129a@ina.zfn.uni-bremen.de>
Source record: 103098

Donn Mielcarek (donn@helga.setd-ctl.nawcad.navy.mil) wrote:
: Someone told me there exists an Atari 8-bit emulator
: for a PC. Can anyone enlighten me?

I have an ALPHA version of an Atari 8-bit emulator, but I got that months
ago and I'm not sure, if it is meant to be circulated...

It runs in 640x480x256 VESA mode and displays the XL screen in the middle
so there's a BIG border around it. It's WAY from being completed and I
have to say that I can't even remember it exactly... :)

Bye,
Thomas
--
Thomas Meyer | E-Mail: Thomas.Meyer@zfn.uni-bremen.de
Student of Computer Science |
University of Bremen, Germany | -o- Increase The Peace -o-

618. How Do I Subscribe to This News Group?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-18 19:14:11 UTC
From: Reaser@MT2.LAAFB.AF.MIL
Message-ID: <2D651049@POST3.LAAFB.AF.MIL>
Source record: 103099

Please send me information on how I can subscribe to this news group. I have the address for responses, but not the one for how to get my name added to the list.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

reaser@mt2.laafb.af.mil

619. Re: Classic Atari Handbook....?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-18 22:53:52 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <CLFzLt.K25@noose.ecn.purdue.edu>
Source record: 103100

In article <CLF9us.2yG@mentor.cc.purdue.edu> talmage@mentor.cc.purdue.edu (Mike Clemmons) writes:
>What ever happened to the Classic Atari Handbook? If i remember right, David
>Anderson and (i think) Ryan Osborne were working on it...Did they give up?
>Last that i heard, they had over 80 different mods and updates....Any info.
>would be appreciated....
>

I don't know. I wasn't really working on it. David asked for any help in locating mods and I merely scanned through all the ZMags I had available to me at the time (which was before the collection on Freenet became complete) and made note of the ones that had mods in them. I sent all of the information I had obtained to David, but it seems that the project died out. I sent David some mail a few months ago and it went unanswered (I don't rememeber if it bounced or not). My guess is David no longer has net access and the project is history. I'm including the information I sent to David here for those interested.

z860611 - Use a Commodore 1350 mouse as a joystick emulator

z861122 - Enable 512 bytes of 'hidden' RAM in the 800XL or 1200XL

zmag040 - Hard Drive installation hints (you may not want this one really)

zmag042 - XM301 modem for drive and printer problems (time-outs)
- XM301 power supply fabrication
- XL/XE keyboard problem fix hints
- 1050 problem fix hints

zmag043 - Short-term battery backed RAM for use with expanded XL/XE

zmag044 - 130XE RAM upgrade to 320K, 576K, or 1088K

zmag049 - XM301 fix if it appears your XM301 is killing other peripherals

zmag057 - Build a 'Dead Mouse' (A joystick emulator which uses push buttons)

zmag060 - 850 pin-outs

zmag070 - Part 2 of a 65XE-130XE RAM upgrade to 320K (I didn't find part one) (errata to this article contained in zmag099)

zmag073 - Audio outputs for the 800/800XL/1200XL/65XE/130XE (not from monitor port)

zmag075 - Add carrier loss detect and a reset to the 850 (errata in zmag077)

zmag077 - Add an internal speaker (ala 400/800) to your 800XL
- Possible 1050 fix if drive refuses to format or write file

zmag079 - Build a speech synthesizer

zmag091 - Modification for an 800XL which allows a RAM based OS to remain active and uncorruptible as long as the computer remains turned on.
- Bob Wooley 1200XL video enhancement modification

zmag093 - Add read/write LEDs to the SIO port

zmag094 - Modify a 1200XL keyboard for use with any other model (allows XL/XE computers to use the programmable function keys)

zmag095 - Modem line noise killer

zmag102 - Convert a Sega Master System light gun for use as an XEGS compatible light gun

zmag107 - Add high speed carrier detect to an Avatex 1200 to make it 100% Hayes compatible

zmag116 - Build a NULL modem cable for transferring files

zmag116 - Add a monitor jack to the 600XL

zmag117 - Fix 130XE console keys if they fail to respond or act as other keys

zmag128 - Add a drive select switch to the front panel of a 1050

zmag130 - Add chroma output to the 1200XL video port

zmag133 - Add chroma output to the 800XL video port

zmag138 - A Bob Woolley hack for adding a 720K 3.5" drive to the XF551

zmag138 - Modify a P:R:Connection to enable the RS232 handler to be loaded only once to prevent memory loss and system failure problems

zmag141 - Add on/off/select switches for the 800 cartridge slots

zmag141 - Bob Woolley project to connect the XEP80 to an IBM monitor

zmag142 - Add a coldstart reset switch to the 800

zmag148 - Modify a 1050 mech to work in an Indus GT

zmag149 - Upgrade a RAMBO XL or Claus Buchholz 256K 800XL or 1200XL to 512K

zmag149 - Build an XL/XE power supply

zmag171 -- Another 1200XL Chroma addition

zmag177 -- Add a speaker switch to the 800

zmag179 -- 130XE/1200XL Video upgrade for better output with Commodore monitors

zmag183 -- Hook a portfolio up to an 8-bit!

zmag183 -- Pokey stereo upgrade

zmag187 -- Several 1200XL goodies: 256K upgrade, hardware translator, chroma upgrade, and SIO fixes

zmag190 - Add write protect switch to a 1050

zmag190 - R-Time 8 battery replacement

zmag191 - Add drive select/reset switches to a 1050

zmag192 - Keyboard fix guide for 8-bits

zmag196 - How to add the Ultra Speed + OS to a 1200XL

zmag205 - Small harware project to build a light sensor(someone might use it!)

zmag206 - Add drives to the internal interface on a PERCOM drive

--
Ryan Osborn
rosborn@en.ecn.purdue.edu

620. Re: 8-bit emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-18 22:55:11 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2k3h0f$mto@samba.oit.unc.edu>
Source record: 103101

In article <2k3340$129a@ina.zfn.uni-bremen.de>,
Thomas Meyer <i03a@zfn.uni-bremen.de> wrote:
>Donn Mielcarek (donn@helga.setd-ctl.nawcad.navy.mil) wrote:
>: Someone told me there exists an Atari 8-bit emulator
>: for a PC. Can anyone enlighten me?
>
>I have an ALPHA version of an Atari 8-bit emulator, but I got that months
>ago and I'm not sure, if it is meant to be circulated...
>
>It runs in 640x480x256 VESA mode and displays the XL screen in the middle
>so there's a BIG border around it. It's WAY from being completed and I
>have to say that I can't even remember it exactly... :)

640x480x256? Oh that makes sense for a 320x200x256 computer.

but then again, the Atari can use what we Amiga users call "overscan".
Commodore can't, making their emulator much easier.

BTW, if you say DLI's are impossible, the Commodore 64 emulator does
rasters... but you have to tinker with some settings before they work
exactly right.... it's not finished either.

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

621. 3rd (or 4th) Mydos bug report...

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-18 23:39:37 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLG1q2.653@utnetw.utoledo.edu>
Source record: 103102

I wanted to followup to one of the other mydos-bug articles, but both have expired here. Anyhow, found a down-right NASTY bug that kills the whole idea of my-dos being DOS 2.0 or 2.5 compatible! No, not the major drawback of the 4-digit sector counts, but an actual read/write error!

A few days ago, I copied some old files from a dos 2 - era disk over to a single sided, single density my-dos disk, using dos 2... now I find I CAN'T DELETE THE FILE USING MY-DOS! What gives!?! Seems you can't mix and match DOS 2.0/2.6/2.5 and MY-DOS AT ALL!!! Argh... man, this dos is getting on my nerves.

I'm currently in the market for a new DOS. I'm willing to spend $20 or so (hopefully $15-$25) on something that:
1. supports the 810 SS/SD drive as well as an ASTRA DS/DD drive.
2. supports one or MORE ramdisks
3. supports the dreaded ENHANCED DENSITY formats... always seem to find one of those hideous beasts when you least expect it!
4. supports the 800, 1200xl, and 800xl/130xe machines
5. is DOS 2.0 compatible or compliant at the least
6. yields about 30k work space in BASIC

Anyone see a newer version of MACH-DOS greater than 2.1? How about SUPER-DOS? I've heard promising things about S-D, but it disappeared about 2 years ago and I've heard nothing! Anyone have a re-worked DOS 2.5? Something like a combination of DOS 2.6 and 2.5 with double density support? THAT WOULD BE IDEAL!!! Has anyone else used DOS 2.6? It was INCREDIBLE for its time!

-Tim

PS: PLEASE! I NEED A NEW DOS! grovel...grovel...beg...beg...

622. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 01:03:34 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb19.010334.3798@isle.waterloo-rdp.on.ca>
Source record: 103103

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:

: I actually have the original "Miner 2049'er" and have heard rumors about the
: sequel... well, yes, it was released. Very limited production run. All I can
: say is, GOOD LUCK!

: -Tim

I've played more Miner 2049'er, than I wish to think about.. Maybe some year,
I'll find someone with the game.. (BBSB) I mean, someone from around here must
have bought the copy I saw at the store.. I just have to find out who it was,
and hope they didn't just chuck their whole 8-bit system out if/when they got
rid of it..

623. Re: How Do I Subscribe to This News Group?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 01:53:38 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLG7xF.1F4@utnetw.utoledo.edu>
Source record: 103104

Reaser, Rick L., MAJ\\MTF (Reaser@MT2.LAAFB.AF.MIL) wrote:
: Please send me information on how I can subscribe to this news group. I
: have the address for responses, but not the one for how to get my name added
: to the list.

Subscribe? List? Umm... am I missing something here? I've only been using newsgroups the past couple years, but didn't know this group was private. How do I subscribe? Can I get my name on this list? What does this entitle me to do? get? see? use?

-Tim

624. Re: Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 04:14:37 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <pS9J2Mt.ftooned@delphi.com>
Source record: 103105

Hi Everyone!
Well FTe has finally made it to the Internet...
Any questions, rumors, ideas, etc. should be directed to
us at (ftooned@delphi.com) or on Genie as F.TOONED...
You may also call or write to Fine Tooned Engineering
P.O. Box 66109 Scotts Valley,CA 95067 (408)Get-REAL.

625. Re: 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 06:30:02 UTC
From: kledbetter@aol.com
Message-ID: <2k4bla$kl1@rmg01.prod.aol.net>
Source record: 103106

chad --

if you're interested in Cross Assemblers, I'd be happy to send you the one I wrote for the PC and used to produce both BBS Express! Pro and the Express cartridge. I packaged it up for shareware release many moons ago, but then just never saw the need for releasing it.

Keith

626. Re: 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 09:08:09 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLGs1M.922@utnetw.utoledo.edu>
Source record: 103107

KLedbetter (kledbetter@aol.com) wrote:
: if you're interested in Cross Assemblers, I'd be happy to send you the one I
: wrote for the PC and used to produce both BBS Express! Pro and the Express
: cartridge. I packaged it up for shareware release many moons ago, but then
: just never saw the need for releasing it.

Keith? Can't believe it's actually you! Wow. I used to use your 850 Express for a year or two until a couple other programs started offering ymodem... then fmodem. Express! - the first of the "complete" terminal programs for the Atari 8-bit! Did you ever get a chance to update the old term. program? Any new protocals? Ymodem/Zmodem? Any special mods for those of us lucky to have a >64k base system? 80-col. support? (Fullview-80 for the 800 or ... XEP-80 or whatever it was called for the XL/XE's?)

Will Fine Tooned Engineering (FTE) be carrying your Express! cart. again? (He acquired the rights for all ICD software and hardware some time ago and is planning some big releases soon!)

-glad you stopped in!
-Tim

PS: If you feel up to making the cross-assembler public access, how about the main Atari 8-bit archive site at umich? (anonymous FTP) I'd be interested in checking it out as well!

627. looking for books

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 09:17:14 UTC
From: tfb561@hp1.uni-rostock.de
Message-ID: <CLGsGr.L87@informatik.uni-rostock.de>
Source record: 103108

I am looking for books about the ATARI XL/XE espezially about hardware
and intern. Please make my an offer and send a mail.
Or does somebody know where I can buy books about the ATARI XL/XE?

Thank's
Holger Janz
bundy@informatik.uni-rostock.de
tfb561@uni-rostock.de

628. Wanted!! Used Floppy Drive For Atari 65XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 09:41:00 UTC
From: rusty.rogers@the-matrix.com
Message-ID: <2316.2407.uupcb@the-matrix.com>
Source record: 103109

Hey! 8 Biters
Does anyone have a used 1050 in working condition that they want to sell? I will also need power supply and data cable.I might also consider a 1010 tape drive if you have one that is working with power supply and data cable.Just drop me some e-mail and let me now what you have and how much you want????? I also may need an atari dos on disk???????

Thanks Again
Rusty Rogers

629. Re: AR followup... Phil? Gary? Anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 13:59:20 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLH5Ix.MC4@utnetw.utoledo.edu>
Source record: 103110

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:

: This is a copy of a letter I've just sent out to Phil Price... I've been
: trying to get in touch with Gary Gilbertson to find out what musical
: masterpieces he's released for the Atari 8-bit (and hopefully get a few of
: them). I heard he might've been considering a "music sample disk" for a
: small fee ($5 or $10). Does anyone have his current email (or postal)
: address?

: -

: Did you ever hear from Gary yet? I've been wanting to find out more
: on his old Atari masterpieces... maybe even get a copy of a couple of
: them... do you have a mailing address I can reach him at? I've heard
: nothing, and it's been about a month and a half now.

: How about the AR idea? I know you said you were busy, but have you
: thought about releasing the idea to another software company for IBM or
: other system release yet? Apogee for instance? Any work in progress
: towards the other modules (Wilderness, Arena, Palace, Final Confrontation)
: - maybe even a thought-out plan for what needs to be done? I've sure
: others would consider taking up the challenge to complete the AR epic
: adventure! Heck, with some actual NEW software just being released for
: the Atari 8bit, and if you do ftp the game engine, etc. to umich or some
: other Atari site, who knows - some us out there dwelling in Atari-land
: might take it upon ourselves to write interested followups to the City
: and/or Dungeon!

: -Tim

: PS: I'm posting this the the newsgroup also in the hopes that someone
: else has had contact with Gary Gilberston or has seen any of your
: Alternate Reality source on one of the sites/BBS's... so far, no one has. :(

Hmm... seems Phil's on vacation again. He WAS having problems with his
news access about a month ago and couldn't post until then without a LOT of
hassle. Well, I've quoted my original post here just in case some else might
have heard something about Gary. He had some great samples, supposedly
available in the public domain ("free demos"), but I haven't been able to
locate much! Has anyone seen (or possibly have a copy of) one or more of his
8bit masterpieces?

-me again-

630. FOR SALE : Rom Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 14:15:05 UTC
From: a9355@mindlink.bc.ca
Message-ID: <39000@mindlink.bc.ca>
Source record: 103111

FOR SALE: The Rom Magazine Collector's Series
Canada's first Atari only Magazine (1983-1985)

- the series includes:

* numerous technical articles about Atari 8-bit systems
* reviews of many original 8-bit products
* interviews with 8-bit Software developers

PRICES: (all prices in U.S. dollars)
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Issue 1 $7.00 (US) Issue 6 $2.00
2 3.00 7 2.00
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4 2.00 9 4.00
5 2.00 10 2.00

- plus $3.00 mailing and handling

Send To: R.H.
11469 256st RR#1
Maple Ridge, BC, Canada
V2X 7E6

or E-Mail any questions or orders to RH at a9355@Mindlink.bc.ca

631. Re: 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 18:15:01 UTC
From: kledbetter@aol.com
Message-ID: <2k5kv5$p8m@rmg01.prod.aol.net>
Source record: 103112

hi, Tim --

yep, I'm still alive and lurking in all kinds of dark corners <g>. Plenty busy writing PC and Macintosh software these days, but I'll always miss that warm place that Atari 8-bits held in my heart! I'm glad to see that the "fanatical" 8-bitters are still out there keeping that great little machine alive (it's a shame Atari never did have a marketing department, or they'd be the "Apple of the 90's").

Keith

ps: hmm...wonder how I can get a file to there from this gateway that I'm using? (I'm brand new to this whole Internet thing, so be gentle <g>)

632. 8-Bit Unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 18:23:00 UTC
From: Glenn.Saunders%f204.n330.z1@fidonet.org
Message-ID: <761895528.AA08053@buscard.fidonet.org>
Source record: 103113

JR>(Mr. Glenn Sanders suggests uploading unzip stuff.)
JR>I don't know if you are referring to me or to the guy who did
JR>unshrink. I'm still ironing the bugs out of what I've been
JR>working on. I have a large 'C' source, but you could obtain
JR>that the same way I did. Anybody interested in working on
JR>this project, I'd be glad to talk with you about it.
JR>What I have so far is an overall signature and header reader

Tom Hunt has received some working Action! code that will
unimplode. This was converted from IBM Pascal source code.
There is a great deal of parallel development along the unzip
lines. Who knows who will cross the finish line first??
I've made a commitment to get betas and what not of semi working
or working unzip to Tom for further study or development.

Perhaps you are the one who sent him the code? I don't know.
If not, his BBS# is:

Closer to Home
419-368-4413

* PabQwk 2.0 #20 * Brought to U-atari.8bit by virtue of PabQwk 2.0.

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 (1:330/204)

633. 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 22:43:42 UTC
From: toastman@armory.com
Message-ID: <9402192242.aa02938@deeptht.armory.com>
Source record: 103114

First: What location can I LDA to to find a random number from 0 to 255?

Second: About the BEQ/BNE commands.. you know, the zero result ones...
What are the qualifications to make BEQ branch? I know that if I ADC or
SBC the accumulator and it's zero, it will branch, but what if I DEX the
X register to 0? What if I LDX a memory location with zero in it?

Third: What exactly does the decimal mode do? (the SED and CLD commands)

thanks.

also, if you remember my post about how both my 1050s dont work....
respond about that, too.
(I might have posted that under my launchpad account. the news is down
on this system.)

634. Re: 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 23:09:15 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2k666r$66g@samba.oit.unc.edu>
Source record: 103115

In article <2k5kv5$p8m@rmg01.prod.aol.net>,
KLedbetter <kledbetter@aol.com> wrote:
>hi, Tim --
>
> yep, I'm still alive and lurking in all kinds of dark corners <g>. Plenty
>busy writing PC and Macintosh software these days, but I'll always miss that
>warm place that Atari 8-bits held in my heart! I'm glad to see that the
>"fanatical" 8-bitters are still out there keeping that great little machine
>alive (it's a shame Atari never did have a marketing department, or they'd be
>the "Apple of the 90's").

Everyone on the ExpressNet said you sold out.. I guess not.

(well, mostly not. you aren't writing anymore for us, anyway... but I did
hear about an Atascii terminal you wrote for the ibm...)

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

635. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 23:14:19 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2k66gb$68j@samba.oit.unc.edu>
Source record: 103116

In article <9402192242.aa02938@deeptht.armory.com>,
Powdered Toast Man <toastman@armory.com> wrote:
>also, if you remember my post about how both my 1050s dont work....
>respond about that, too.
>(I might have posted that under my launchpad account. the news is down
>on this system.)

I'm the launchpad account. :)

my problem with the 1050s was, we took them apart, we put them back together,
and they don't work anymore... just constant bad sectors. One didn't work
in the first place, the other one worked perfectly but we needed to install
the US doubler chipset. we believe we put the drive mech in wrong.

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
Technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

636. Another XEGS backwards compatibility question

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-19 23:57:20 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CLHx7K.K8q@freenet.carleton.ca>
Source record: 103117

I've got three cartridges (Gorf, Protector II, and Fort Apocalypse) that won't run on my XEGS. Is there anything I can do to make them run? I tried holding down OPTION while turning on the machine, no luck. They ran fine on my 400 though.

Also, there's supposed to be Missile Command built into this machine, right? Can someone please tell me how to start it? I don't have an owner's manual. Thanks.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
"In the year 2000... ...men will write 1999, on their cheques."
...the word 'krunk' will be banned from network TV."

637. Re: 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 02:49:01 UTC
From: kledbetter@aol.com
Message-ID: <2k6j2t$s8k@rmg01.prod.aol.net>
Source record: 103118

>> Everyone on the ExpressNet said you sold out.. I guess not.

"sold out"? hmm...loaded statement there <g> But, yes, I've been out of the Atari market now for about 4 years. But, I still "lurk" around Atari message areas every chance I get ;)

Keith

638. 1050s for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 06:40:28 UTC
From: bryedewa@news.delphi.com
Message-ID: <2k70ks$442@news.delphi.com>
Source record: 103119

I have a few extra 1050s I need to get rid of, so here's the deal:

(4) 1050s excellent cond. $100 + shipping.
I only have 3 I/O cables, and Power supples, but heck, who needs
to use all 4 at once anyway? :) These drives are clean and guaranteed
working, and I'd like to sell all 4 together if possible.

Send mail!
-Bry

639. Re: 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 07:32:34 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLIIAC.C2H@utnetw.utoledo.edu>
Source record: 103120

KLedbetter (kledbetter@aol.com) wrote:
: ps: hmm...wonder how I can get a file to there from this gateway that I'm
: using? (I'm brand new to this whole Internet thing, so be gentle <g>)

Why not... I might as well post a quick Atari archive hints/usage screen:

If you can read/post news as well as send/receive email, you're well on your
way to getting files from the Atari 8-bit archive. If you have FTP capability,
just: ftp atari.archive.umich.edu, log in as anonymous, give your email address,
and that's it! "cd" over to the atari then the 8bit subdirectories and I think
most users can take it from there. There's a "New" directory for uploading
files (please include a BRIEF or LENGTHY .doc, .txt, .idx, or some description
file with your u/l).

(Quick note: if you're new to ftp, make sure you're set on "binary" mode,
type "binary")

If you don't have FTP available, you can always uuencode the file and mail
it to "lenn@mentor.cc.purdue.edu", just give Jody a warning that something's
coming, where in the 8bit (which subdir) it might/should go, and give a few
comments on it. (((For some reason, Jody's email address doesn't look right
to me... is that the proper address???)))

Also, most files on the umich archive are either .arc'd or .dcm'd, depending
on whether it is a collection of files or the entire boot/data disk. Any old
version of ARC on the PC, Unix, VAX, etc. systems will work fine of course.

There's also a way to get archive files auto-uencoded and emailed to you...
but I won't get into that right now. Check out the 0index file on the archive
(in atari/8bit) for the latest dir listing and ftp-by-email comments.

-too tired to continue... need sleep...
hope this blather helped you a little!
-Tim

640. Two MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 10:17:12 UTC
From: eapu207@rigel.oac.uci.edu
Message-ID: <2k7db9$cih@news.service.uci.edu>
Source record: 103121

Hi!

I have two MIO questions:

I have a 256k MIO and I'd like to up the memory to 1 meg. Several years back, some yahoos came up with an upgrade mod. I was wondering if it was circulating still....

Second question is are there any MFM controller boards that you can hook to a MIO that are still sold? I know the Adaptec 4001 (or something real close to that) does the trick.....but can you find those anywhere? That is, in a store, not in someone's closet!!!!

Thanks!!

641. Re: Another XEGS backwards compatibility question

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 15:14:12 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <2k7uo4$t02@bigboote.WPI.EDU>
Source record: 103122

In article <CLHx7K.K8q@freenet.carleton.ca>,
David Strutt <am023@FreeNet.Carleton.CA> wrote:
>
>
>I've got three cartridges (Gorf, Protector II, and Fort Apocalypse) that
>won't run on my XEGS. Is there anything I can do to make them run? I
>tried holding down OPTION while turning on the machine, no luck. They ran
>fine on my 400 though.

I know Gorf wouldn't run on my 800XL, and I returned it before I got
a Translator disk; don't know whether that would work or not (if you don't
have a drive, that wouldn't be much good).

>Also, there's supposed to be Missile Command built into this machine, right?
>Can someone please tell me how to start it? I don't have an owner's manual.
>Thanks.

If I remember correctly, hold down "Select" while you turn the machine
on.

642. MyDOS enhanced density problem?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 17:40:11 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Feb20174011@lise7.lise.unit.no>
Source record: 103123

I've been having some trouble copying some old files from a DOS 2.5-formatted enhanced density disk to a MyDOS-formatted double density disk.

The [C]opy command either won't read the ED disk (my Indus gets set to single density, and MyDOS reports an error -- 167, I think), or reads a file from the disk and copies it back to the same disk without prompting for a diskchange (even when using the /X option).

Does anybody else have this problem, and preferably a solution? I'm using MyDOS 4.51 on an Indus GT (I only have one drive).
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

643. Re: help with CAVELORD!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 17:56:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5JD9iVZcrfB@doom.toppoint.de>
Source record: 103124

On 16.02.94, palm_erd@csusys.ctstateu.edu wrote ...

>I can't for the life of me get CAVELORD to run on my 130XE. I am using the
>SIO2PC cable to format a 'fresh' 90K disc image. I unarced the file
>CAVELORDS.ARC that is on a.a.u.e. under /8bits/Games.
You are talking about the German game CAVELORD, right ? The game that you
can also find on UMICH ? It's just a copy! CAVELORD is still commercially
distributed :-))) !

Ulf

Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v2.93

644. CeBIT 1994 in Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 18:06:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5JD9ib27rfB@doom.toppoint.de>
Source record: 103125

BAD NEWS!
=========

For the first time ever, ATARI won't have a booth at CeBIT in Hanover (Germany) this year. Since CeBIT is one of the most important technology fairs worldwide this should make you think! Personally, I hoped they would present their new highlight - the JAGUAR - but it wasn't meant to be :(! What's going on ? Is ATARI no longer interested in their most important market ???

Ulf

Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v2.93

645. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 19:14:21 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <mm92Hc2w165w@cybernet.cse.fau.edu>
Source record: 103126

drichard@isle.waterloo-rdp.on.ca (Daryl Richards) writes:

> I've played more Miner 2049'er, than I wish to think about.. Maybe some year
> I'll find someone with the game.. (BBSB) I mean, someone from around here mu
> have bought the copy I saw at the store.. I just have to find out who it was,
> and hope they didn't just chuck their whole 8-bit system out if/when they got
> rid of it..
I saw Bounty Bob on disk for the Commodore, it was a pretty good game,
although the one I had was corrupted, :(.

==
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
==

646. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 19:27:48 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.761772468@dtek.chalmers.se>
Source record: 103127

drichard@isle.waterloo-rdp.on.ca (Daryl Richards) writes:

>Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:

>: I actually have the original "Miner 2049'er" and have heard rumors about the
>: sequel... well, yes, it was released. Very limited production run. All I can
>: say is, GOOD LUCK!

>: -Tim

> I've played more Miner 2049'er, than I wish to think about.. Maybe some year,
>I'll find someone with the game.. (BBSB) I mean, someone from around here must
>have bought the copy I saw at the store.. I just have to find out who it was,
>and hope they didn't just chuck their whole 8-bit system out if/when they got
>rid of it..

Well it (BBSB) was a pretty nice package with a large color poster etc,
actually BBSB plays better than miner, IMHO
can't believe that it was a limited production run, excellent game!
(I do have the cart and wish to keep it)

bye

Fredrik Lundholm DDD OO L
~~~~~~~~~~~~~~~~ D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

~~~~~~~~~~~~~~~~

647. Re: Anyone using the Syn-series?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 22:38:54 UTC
From: dwh@delphi.com
Message-ID: <5KwoGW2.dwh@delphi.com>
Source record: 103128

Hi Mike! I *was* using Syn-File until I ran into a problem with
my double-density XF551s. When the database got large enough to expand
to a 2nd disk, the index became corrupted and the program would not
expand to the 2nd disks. I was
forced to delete & then rebuild the index in order to get the data
off the disks and onto a text file so I could transfer to another system.
Is there *any* fix for this? Am I just stuck? I *really* like Syn-File, but
this limitation has
caused me to abandon its' use.

__Darryl__

648. Re: CGA quality?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 22:52:17 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2k8pj1$3me@charm.magnus.acs.ohio-state.edu>
Source record: 103129

In article <CL14zE.Mtt@sunblossom.ge.com>,
Jeff Potter <potter@sunny.DAB.GE.COM> wrote:
>Speeding your Atari's output above 31kHz horizontal is a formidable task.
>You'd either have to replace your Antic/GTIA combination with a custom
>chip set (ugh), or capture the GTIA's output into a line buffer and spit
>it out twice as fast (simpler, but still difficult).

It should be possible to double the frequency (not as easy as with a
steady clock, but possible). Maybe after a few more EE classes I'll
know how.

>Converting the Atari's composite signal (even split luma/chroma) to RGB
>is difficult without resorting to some custom chips. You've got to
>demodulate the color components much like your home television or composite
>monitor does. Chips exist to do this, but since you're doing what already
>goes on inside a composite monitor, don't expect any increase in quality

Are there any RGB signals buried in there before GTIA? I suppose if
there were someone would have come up with something by now.
Unfortunately, the Atari was designed with composite video output at
the center of everything -- probably its greatest weakness AND
possibly why it had such great graphics for its time; it's easier to
replace the CPU than the video output!

I have a (silly) idea, requiring a modern computer and lots of money:
Get one of those $300 TV input boards for a PC, and use the Atari as
the video input for that. Have the Atari displayed in a its own
window under Windows!
Sorry, back to reality now.

>(i.e. color artifacts in graphics 8, color fringing on boundaries between
>two contrasting colors, etc.). Ideally you'd want to replace your Antic/
>GTIA again to have them fetch and interpret colors as defined in RGB, and
>output them as such. And even then, with this mythical substitute chip set,
>you'll quite likely lose compatibility with a portion of your program
>library, which may depend on quirks in Antic/GTIA operation (like APAC
>mode :^).

Any effort to improve the Atari's video will have not work right with
ALL existing software -- besides incompatibilities, some software uses
the deficiencies of Atari video (such as artifacting) to its
advantage.
I really would like to see a solution that gives great video on modern
monitors, and works with existing software, so only one monitor is
required and special software would not have to be written.

Sorry, slipped out of reality mode again. :-)
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

649. Re: help with CAVELORD!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-20 23:48:35 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2k8ssj$o7s@usenet.INS.CWRU.Edu>
Source record: 103130

(Ulf says 'Cavelord' is still commercially available in Germany.)
That's great news, Ulf. How about telling us where 'Cavelord'
can be purchased. We would like to add that vendor to our vendors
list (a world-wide list) of vendors still supporting the Atari
8-bit. Or, perhaps we already have the vendor in csa8 vendor
list. I'm sure you would know, because you keep up to date on
American vendors where you can purchase American software.

650. 850 and DOS 2.5/3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 01:23:24 UTC
From: Mark Crispin <mrc@Tomobiki-Cho.CAC.Washington.EDU>
Message-ID: <MS-C.761793804.1147902781.mrc@Tomobiki-Cho.CAC.Washington.EDU>
Source record: 103131

Is the programming and pinout information on the 850 available anywhere? I recently acquired an 850, but without any documentation. I last saw an 850 manual about 10 years ago, and just about all I remember is that R1: and R2: were somewhat more capable than R3: and R4: ... ;-)

I would prefer an online document, but a photocopy of the manual or a FAX would be OK. Maybe I'll create an online document...

Next, what is the word on DOS 2.5 vs. 3.0? I can see quite clearly that 2.5 is the Politically Correct version, but why? Is it because 2.5 is more like DOS 2 and uses DOS 2's format? Suppose there is absolutely NO need whatsoever to interchange floppies with any other system. What are the technical issues between 2.5 and 3.0?

I have determined the following:
1) DOS 2.5 provides a RAMdisk on the 130XE, and 3.0 apparently does not.
2) DOS 3.0 boots the 850, whereas 3.0 does not. [I seem to remember that you need an AUTORUN.SYS or something -- anywhere I can get this, or possibly construct it (e.g. with a BASIC program)?]

651. Re: Two MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 04:12:05 UTC
From: drake@booz.bah.com
Message-ID: <2k9cal$na1@booz.bah.com>
Source record: 103132

John Peter Kondis (eapu207@rigel.oac.uci.edu) wrote:

: Hi!

: I have two MIO questions:

: I have a 256k MIO and I'd like to up the memory to 1 meg. Several years back, some yahoos came up with an upgrade mod. I was wondering if it was circulating still....

Me too!! I just recently purchased a 256K MIO myself and would like to upgrade it to a 1-meg. Anybody out there know how??

Tom Drake

--
-=-
Thomas Drake "Test first, then Code!" drake@bah.com

652. XEGS + cartridges + 1050 = sound problem!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 06:09:24 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CLK93p.Iv9@freenet.carleton.ca>
Source record: 103133

Anybody else have this problem? When I play cartridge games on my XEGS with a cable connecting a 1050, the sound on the TV is reduced to an extremely low volume. Unplug the cable, the volume returns to normal! I tried this with a 1010 as well, but it didn't have the same effect. So it has something to do with the disk drive. Very strange.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
"In the year 2000... ...man will sometimes write '1999' on his cheques."
...the word 'krunk' will be banned from network TV."

653. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 06:22:41 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLK9pu.n1q@utnetw.utoledo.edu>
Source record: 103134

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:

: Well it (BBSB) was a pretty nice package with a large color poster etc,
: actually BBSB plays better than miner, IMHO
: can't believe that it was a limited production run, excellent game!
: (I do have the cart and wish to keep it)

I hate to suggest this, BUT -=> since this game is clearly no longer available... and has been for several years to my knowledge... does anyone happen to have a file-copy of it? I know, I know, let's all start flaming: pirating is bad, boo, but 1. it's a game that EVEN for it's time, was virtually impossible to find (we had TWO major Atari outlets in town... never recall seeing it!!) 2. many of the old Atari games sold commercially are officially declared as "PUBLIC DOMAIN", and, 3. no one seems to be able to contact the author (as I've heard nothing of "Big Five Software" since the EARLY 80's!).

I've heard it was a "banked" cart, which is pretty downright simple to dump if you've ever tinkered with Wizard of Wor or... well, others... if you've done it, you know what I'm talking about.

(Personally, I've been dumping a good amount of money trying to buy up ORIGINAL copies of games and documentation - heck, I recently spent about $160 at American Techna-Vision. BUT: some games you just can't seem to find ANYWHERE! RE: Drol, Bounty Bob Strikes Back, Thorn EMI Soccer (4 joystick/player game for the 400/800), etc.)

-email me-

654. Re: Two MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 06:26:40 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLK9wI.8F@utnetw.utoledo.edu>
Source record: 103135

Tom Drake (drake@booz.bah.com) wrote:
: : I have a 256k MIO and I'd like to up the memory to 1 meg. Several years
: back, some yahoos came up with an upgrade mod. I was wondering if it was
: circulating still....

: Me too!! I just recently purchased a 256K MIO myself and would like to
: upgrade it to a 1-meg. Anybody out there know how??

Check with FTE (Fine Tooned Engineering) of California. He should be re-releasing some of the ICD products from way back when! He posted Friday evening to THIS group... it's worth checking up on!

(Although he hasn't replied to my email yet... it's been about 2 full days)

-Tim

655. 8bit Rogue

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 06:27:33 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Feb21.012733.1@csusys.ctstateu.edu>
Source record: 103136

Has Rogue ever been ported to the 8bit Atari? How about Hack? Maybe Nethack
for those that have 80 columns and a meg of memory. I know it's a memory hog
on the ST, but is it possible to be ported to the 8bit Atari, would be
nice if it worked on a minimus system of 128K and DD drive (as that's all I
have)
Eric

656. Re: 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 08:19:59 UTC
From: Mark.Hoblit@160.mechanic.fidonet.org
Message-ID: <115_9402212214@mechanic.fidonet.org>
Source record: 103137

I would be interested, Keith. Where could I d/l it?

---Hoby

657. Re: Who wrote MACH-DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 09:27:19 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLKI9J.ADo@utnetw.utoledo.edu>
Source record: 103138

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:

: Wow... looking for some alternative DOS's in my collection, I stumbled across
:an updated MACH-DOS, 2.1 XL to be exact. I thought the only version I had was
:1.something... nice! Anyone know who wrote it? It's claimed by STACE 1984.
:Where's S.T.? (S.T.Atari.Computer.Enthusiasts)

: I wonder if they ever put together a ramdisk option for the DOS!?! This
:thing runs pretty clean, good screen layout, etc.! And it uses the old 3-digit
:sector format old DOS-based programs (such as AtariWriter) love!!! I've tried
:the 3-poke hack to MY-DOS, but it's caused other problems, as a couple others
:pointed out long ago... shoot... had to try it myself though! I've experimented
:with N-DOS, Dos 2.6, Rana-Dos (known by other names also), TOP-DOS (several
:versions), Gardner Dos, 2.5, 3.0, 4.0, 2.5+, 2.0m, and good old 2.0s... not to
:mention MY-DOS and Sparta which are both incompatible with my poor AtariWriter
:cart. I've just so recently bought via mail. I'm sure I've missed a couple more
:DOS's as well, but in short, nothing's covering my needs.

: Has anyone used Turbo-DOS, just recently brought up in discussion in the
:newsgroup? How about Superdos? Both are from overseas I believe. Superdos
:was marketed by a California company a couple years back though. Both have
:[1] ramdisk support and [2] atari dos 2.0 TRUE compatibility (or so I'm led to
:believe). Any other decent RAM-DISK using DOS someone out there in net-land
:can think of??? Please, I'm looking for something to use for all my future
:disk I/O formats and storage!

: (And yes, I'm keeping an open mind to SpartaDos-X... I may just get it for
:general disk use and be "trapped with" dos 2.6 for AtariWriter. BUT, if I can
:find a good general-purpose DOS with RAMDISK (256k, 128k, XE/RAMBO and AXLON
:usage) capabilities and DOS-2.0 compatibility... well, HERE I COME!)
:-BTW: For those interested, DOS 2.6 is the BEST single-density DOS I've come
:across with full 2.0 compatibility. Anyone know if a double-density mod or
:new version ever came out? (hex conversions, sector quality checks, rpm tests,
:sector copying of SPECIFIED sectors only, etc. ALREADY! ... NICE!)

: What DOS's do some of you have/use? Good points? Bad points? Available
:on the umich archive for ftp? Still supported by the author? Are you the
:author? English menu(s)/features?

: -Tim
:

Still open for replies... any hacked DOS's you've created that you'd be
willing to share to the general public (ie: ftp from umich)?

DOES ANYONE HAPPEN TO KNOW WHO WROTE DOS 2.6 OR MACH-DOS??? I'D REALLY LIKE
TO FOLLOW UP ON EITHER OF THESE... IF NO UPDATED VERSIONS HAVE BEEN RELEASED,

I'D BE WILLING TO WORK ON THE SOURCE CODE IF I CAN GET MY HANDS ON IT TO BRING IT UP TO DATE! (ie: enhanced density and extended ram (ramdisk) support)

658. Re: 8bit Rogue

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 11:47:36 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2ka70o$qnh@dux.dundee.ac.uk>
Source record: 103139

palm_erd@csusys.ctstateu.edu wrote:
: Has Rogue ever been ported to the 8bit Atari? How about Hack? Maybe Nethack
: for those that have 80 columns and a meg of memory. I know it's a memory hog
: on the ST, but is it possible to be ported to the 8bit Atari, would be
: nice if it worked on a minimus system of 128K and DD drive (as that's all I
: have)
: Eric

Mastertronic, who did a lot of budget games, had a game called Rogue out.
Although it had graphics, it was still a simple role-playing type game (I
think), so it *MIGHT* be a version of the same game. I think Page 6 have it
in stock....

"Time flies like an arrow, but fruit flies like a banana" - anonymous
---
Graeme Fenwick gfenwick@uk.ac.dund.mcs
---

659. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 13:50:11 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2kae6j$2dt@dux.dundee.ac.uk>
Source record: 103140

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:

: : Well it (BBSB) was a pretty nice package with a large color poster etc,
: : actually BBSB plays better than miner, IMHO
: : can't believe that it was a limited production run, excellent game!
: : (I do have the cart and wish to keep it)

: (Personally, I've been dumping a good amount of money trying to buy up
: ORIGINAL copies of games and documentation - heck, I recently spent about
: $160 at American Techna-Vision. BUT: some games you just can't seem to
: find ANYWHERE! RE: Drol, Bounty Bob Strikes Back, Thorn EMI Soccer (4
: joystick/player game for the 400/800), etc.)

I was looking through my back issues of New Atari User, and found this mini review of BBSB in the A-Z of Atari software series (New Atari User/ Page 6 don't mind non-profit making organisations reproducing stuff as long as they are credited, so here goes)-

This originally apperared in issue 50 of New Atari User as part of the A-Z of Atari Software set of reviews by Kirk Ruebottom.

(Incedentally the Max is four stars)

BOUNTY BOB STRIKES BACK ****+ (3.5)
platform U.S.Gold 1986(tape,disk) budget

One of the best all round platform games, "Bob" is the sequel to the seminal "Miner 2049er". There are 25 different screens to be jumped through, all brilliantly designed and nicely coloured. The high score and introductoty screens are charming. Old computer magazines are chock full of hints and tips for this game.

I seem to remember a day of two ago, someone requested more info about Gralin International (but i've lost the !@#$% article!)

This is their address:-

GRALIN INTERNATIONAL,
Dept P66,
11 Shillito Road,
Parkstone,
Poole,
Dorset,
BH12 2BN

And if you live outside the UK don't forget top add "England" to the end of all that.

Anyway, they've got lots of stuff, cheap carts (I got 7 for 12 quid), Stereo upgrades, Midimaster II, and much more. If you want a catalogue, send them a self stamped addressed envelope (not very convenient if you live outside the UK since you need UK stamps). They haven't got a telephone number listed however. Hope this helps out some people....

"Time flies like an arrow, but fruit flies like a banana"

Graeme Fenwick gfenwick@uk.ac.dund.mcs

---

660. 8-bits Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 14:13:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <68c25e00@straight.ct.se>
Source record: 103141

Hello evrybody in this area.!!

A intrudution of myself is a god way to start when you open a new area or a new Net for us Atari ouners here in Gothenburg.!!

I bougt my first Atari -87 and now do I oun 1 ST and 3 130XE. I still work whith my XE sometimes and I think the games is still more funnier on this mashin an on the ST.!!

My next projekt whith my XE is to put up an BBS whith it an try to make some support to the XE ouners here in Sweden.!! And I'm not alone on this project.?? I have an friend up in Stockholm (who knows alot more of the XE rthan I do) who also will put up an 8-bit BBS there in Stockholm.!! The BBS program that he program will be finnished soon but the BBSes will not come up untill august.!! So it will be intresting to see how all this old stuff work as an BBS.!! See you.!!

-=> WFR.! Per-Erik "Pekka" Peterson <=-

Gothenburg SWEDEN

* (QW|{ 2.6 *

661. RAMBIT - More 8-bit support.

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 14:35:21 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9402211435.AA16469@cs.utexas.edu>
Source record: 103142

This posting is being done as a service by Richard Gore on behalf of RAMBIT.
All replies should be sent to the address given at the end of the posting.

We are pleased to send you details of our PARALLEL PRINTER PORT for the Atari XL/XE computers, connecting to the parallel bus interface (XL) or enhanced cartridge port (XE). The P.P.P. is designed to enable you to connect EPSON compatible printers such as Panasonic KX-P1081, OKI-82, MP-165 etc. and print at their designed speeds, ie not slowed to serial speed.
The P.P.P consists of a compact unit which plugs directly into your computer port and outputs through a standard female 36way centronics socket connected to the printer using the lead supplied with the printer (possibly!).

The software necessary to drive the unit is best incorporated into your OS on EPROM so accessed by normal legal IO calls. Your system is so adapted as to allow use of your utilities (provided they only make stnadard use of the OS, 99% do) whether cartridge, disk or tape without any alteration of them.

TECHNICAL CONSIDERATIONS.

Power for the unit can be taken from the printer on pin 18 of the connector, or from the computer as desired. Should your printer be non-standard parallel, quite possibly we can advise on tailoring to its specification!

Alteration of your cable, ir change of plug or reposition of individual wires, willonly be necessary if it has no male 36way centronics plug on its computer end and/or full 36 wires present.

SUMMARY OF REQUIREMENTS.

PRINTER:- does it output +5volt on pin 18 to the cable? If not check pin 47 of your XL pbi, wiring of this may be necessary.
:-printer signals as follows, SELECT and BUSY both active high, ACKNOWLEDGE and STROBE active low; differences will require tailoring at no extra cost!
CABLE:-fitted with male standard 36way parallel (centronics) plug at computer end.
COMPUTER:- for supply of EPROM driver details of your existing OS will be required and may involve fitting of a DIL socket to hold it. Kit also lends itself to being fitted inside your computer or having printer lead soldered too it.

Prices all inclusive, Overseas +10%. Sterling only, cheques or postal orders made payable to Rambit.

KIT WITH EPROM for XL or XE ....#20

prices for ready assembled by negotiation.

We aim to satisfy and consequently will do our best to give technical support, answer genuine queries and will be pleased to accept your comments. We will also update/re-record on receipt of out original disk/tape with return postage.

Address: RAMBIT, 16 THE GREEN, THURLBY, BOURNE, LINCS., PE10 OHB, ENGLAND

telephone (in UK): 0778 424450

Additional comments by Richard GORE:
Dave Richardson the man behind Rambit is very technical and I'm sure he won't mind me saying has difficulty in writing using non-technical jargon. The above posting sounds pretty complex but what he is saying is he has available a printer interface that plugs into a PBI on the XL or XE and can be tailored for non-standard printers.
I also know he has experimented with using these kits to get two computers interconnected and I think has created an RS 232 interface.

If you are at all interested in such projects I suggest you write to him at the address given above to find out more.

662. HELP NUBY

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 15:05:47 UTC
From: kbrennan@magnus.acs.ohio-state.edu
Message-ID: <2kaikb$6g4@charm.magnus.acs.ohio-state.edu>
Source record: 103143

Hey, Hey, Hey,
Help me out if you would (anyone)! I am the recent new (and proud) owner of a good atari system. I have a 130xe...1050 drive...1027 printer...and an indus gt drive...
My problem is that the printer is pretty lousy, ink rollers are hard to get, expensive, and don't work well enough for the trouble. I am very interested in getting a new printer, possibly an epson or another off brand (something that could do graphics). However,(this is where you come in) I don't know which ones are good (with easily found ribbons) or what kind of interface I will need. Please help out. e-mail me (kbrennan@magnus.acs.ohio-state.edu)

thanx
Kevin Brennan

663. 850 and DOS 2.5/3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 15:06:48 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <199402211506.JAA40517@blue.weeg.uiowa.edu>
Source record: 103144

>Is the programming and pinout information on the 850 available anywhere? I
>recently acquired an 850, but without any documentation. I last saw an 850
>manual about 10 years ago, and just about all I remember is that R1: and R2:
>were somewhat more capable than R3: and R4: ... ;-)

Pinouts are in the FAQ List; mail me if you'd like a copy.

>Next, what is the word on DOS 2.5 vs. 3.0? I can see quite clearly that 2.5
>is the Politically Correct version, but why? Is it because 2.5 is more like
>DOS 2 and uses DOS 2's format? Suppose there is absolutely NO need whatsoever
>to interchange floppies with any other system. What are the technical issues
>between 2.5 and 3.0?

I think one of the disadvantages of DOS 3.0 is that its smallest units of
disk storage are huge 1K blocks, instead of DOS 2's smaller sectors.--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

664. Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 15:13:49 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <199402211513.JAA54391@blue.weeg.uiowa.edu>
Source record: 103145

Mr Fixit wrote:

> 2. many of the old Atari games sold commercially are officially
> declared as "PUBLIC DOMAIN"

Yeah, like what?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

665. 8bit Rogue

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 15:16:39 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <199402211516.JAA35200@blue.weeg.uiowa.edu>
Source record: 103146

Eric wrote:

>Has Rogue ever been ported to the 8bit Atari? How about Hack? Maybe Nethack
>for those that have 80 columns and a meg of memory. I know it's a memory hog
>on the ST, but is it possible to be ported to the 8bit Atari, would be
>nice if it worked on a minimus system of 128K and DD drive (as that's all I
>have)
>Eric

Well, there was Atari Rogue by Robert Jung in Antic magazine. Pretty good,
I thought..
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

666. 8 bit blues!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 16:20:02 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2kamvi$61c@dux.dundee.ac.uk>
Source record: 103147

```
--
================================================================================
| Roderick McCall, 2nd Year Computing, Dundee University, Scotland |
| |
| Email addresses: rmccall@mcs.dund.ac.uk |
| rmccall@cix.compulink.co.uk |
| |
| "We want Information! Information! Information! Information!" |
| Matriculation Officer D.Univ. |
================================================================================
```

667. Re: MyDOS enhanced density problem?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 17:32:50 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2kar82$c1e@news.belwue.de>
Source record: 103148

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
> I've been having some trouble copying some old files from a DOS
> 2.5-formatted enhanced density disk to a MyDOS-formatted double
> density disk.

Hehehe, MyDOS uses a special format for ED-Disks, so you couldn't
succeed! One solution would be to copy the files to single
density disks with DOS 2.5 and then copy the files form SD to DD with
MyDOS. Or use a DOS which can handle both densities!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

668. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 17:55:23 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Feb21.175523.1369@isle.waterloo-rdp.on.ca>
Source record: 103149

chad wagner (wagner@cybernet.cse.fau.edu) wrote:
: drichard@isle.waterloo-rdp.on.ca (Daryl Richards) writes:

: > I've played more Miner 2049'er, than I wish to think about.. Maybe some year
: > I'll find someone with the game.. (BBSB) I mean, someone from around here mu
: > have bought the copy I saw at the store.. I just have to find out who it was,
: > and hope they didn't just chuck their whole 8-bit system out if/when they got
: > rid of it..

: I saw Bounty Bob on disk for the Commodore, it was a pretty good game,
: although the one I had was corrupted, :(.

Well, the one for the Atari was a bank select cart, which makes it quite hard
to make a disk copy of it.. Besides, I'd rather buy the cart than have a disk
copy of it.. Carts load faster.. :-)

669. ATR8000 help

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 19:22:51 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <2kb1mb$7m8@dr-pepper.East.Sun.COM>
Source record: 103150

Well, time to "beg" again....

A while back, I posted looking for information on how to low level format a HD connected to an ATR8000 with a Z-tec adapter (plugs in between the Z80 CPU and socket, and has a 50 pin (I assume SASI) connector coming out of the back of the ATR8000 to a Xebec ?-MFM bridge controller).

Well, I had no luck.... and gave up on it.... but something clicked and my head and said "try posting again.... maybe ...." (and the voice faded)....

Well, here I am posting again... I'd appreciate any information... pointers to people who would know, might now, might know someone who knows.... etc....

I played with it to wits end, and hate to think I'll never get it working, but that is what it is coming down to.....

Any info.... any at all.... will be more than greatly appreciated,

Thanks,

-- Curt

Curtis H. Wilbar Jr.
Technical Support Engineer
SunService
curtis.wilbar@east.sun.com

670. Re: 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 19:36:07 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <765@npvsrv2.napervilleil.ncr.com>
Source record: 103151

In article <2k5kv5$p8m@rmg01.prod.aol.net> kledbetter@aol.com (KLedbetter) writes:
>
>ps: hmm...wonder how I can get a file to there from this gateway that I'm
>using? (I'm brand new to this whole Internet thing, so be gentle <g>)

Keith,

Glad to see that America OnLine has their internet gateway up and working.
I am an AOL subscriber also and have been reading Steve Case's mail about
the coming netnews gateway. I didn't realize that it was working now.
It is much easier (and cheaper) to use our work UNIX machines for netnews
but I may need to use AOL one of these days.

Glad to see you around and hope to hear from you some as you have time.

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM or KitK@AOL.COM

671. Re: Another XEGS backwards compatibility question

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 21:21:11 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <104424@cup.portal.com>
Source record: 103152

> >I've got three cartridges (Gorf, Protector II, and Fort Apocal
> >won't run on my XEGS. Is there anything I can do to make them
> >tried holding down OPTION while turning on the machine, no luc
> >fine on my 400 though.
>
> I know Gorf wouldn't run on my 800XL, and I returned
> it before I got a Translator disk; don't know whether that
> would work or not (if you don't have a drive, that wouldn't be
> much good).

He'll need a disk drive and the right translator (UltraFix).
It take carts into account. With others it may be possible
with careful timing...

Jeff_M_Lodoen@cup.portal.com

672. Re: Cleveland Free-Net Internet Access Increases Yet Again!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 21:55:42 UTC
From: mr2@irz.inf.tu-dresden.de
Message-ID: <2kbaku$5ff@irz401.inf.tu-dresden.de>
Source record: 103153
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari

WOW! The first time after 1 year i could connect to my Cleveland account.

Matthias

673. Re: CeBIT 1994 in Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 22:36:00 UTC
From: maba@mk.maus.ruhr.de
Message-ID: <1ikvjd-9@mk.maus.ruhr.de>
Source record: 103154

UP>For the first time ever, ATARI won't have a booth at CeBIT in
UP>Hanover (Germany) this year. Since CeBIT is one of the most important
UP>technology fairs worldwide this should make you think! Personally, I
UP>hoped they would present their new highlight - the JAGUAR - but it
UP>wasn't meant to be :(! What's going on ? Is ATARI no longer
UP>interested in their most important market ???

What do you think should Atari show at CeBIT? It isn't the right place to introduce a game-machine. Atari has to present the Jaguar on shows like CES in Chicago or Las Vegas. BTW some other Soft- and Harware companies are not present on CeBIT too, for example Borland.
I think Atari will be back at CeBIT next year, when the new Falcon is ready.

Tschau,

/Martin/

674. Re: 8-bit emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 23:17:24 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2kbfe4$m2p@news.cs.tulane.edu>
Source record: 102955

Quoting i03a@zfn.uni-bremen.de

i >I have an ALPHA version of an Atari 8-bit emulator, but I got that months
i >ago and I'm not sure, if it is meant to be circulated...
i >
i >It runs in 640x480x256 VESA mode and displays the XL screen in the middle
i >so there's a BIG border around it. It's WAY from being completed and I
i >have to say that I can't even remember it exactly... :)

well, if you get the chance, could you check with the author and see if
they would be opposed to having it sent to umich so that a number of
us here on the net could talk a look at it.

Thanks

Mike

---
* PabQwk 2.0 #9 * I'm glad Mardi Gras is OVER!

675. Re: Classic Atari Handboo

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 23:17:26 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2kbfe6$m2q@news.cs.tulane.edu>
Source record: 102956

Quoting rosborn@en.ecn.purdue.edu

r > I don't know. I wasn't really working on it. David asked for any
r > help in locating mods and I merely scanned through all the ZMags I had
r > available to me at the time (which was before the collection on Freenet
r > became complete) and made note of the ones that had mods in them. I
r > sent all of the information I had obtained to David, but it seems that
r > the project died out. I sent David some mail a few months ago and it
r > went unanswered (I don't rememeber if it bounced or not). My guess is
r > David no longer has net access and the project is history. I'm including
r > the information I sent to David here for those interested.

Thanks for sending the information, I too have wondered what ever became of
the project, thought I think I might have a good idea. Maybe it's time for
another group of folks to get together and try once again to complie
,rewrite, or what ever, a hack's book...

Mike

---
* PabQwk 2.0 #9 * WestBank Fandom Connection

676. Re: How Do I Subscribe t

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 23:17:28 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2kbfe8$m2r@news.cs.tulane.edu>
Source record: 102957

Quoting timuszyn@jupiter.cse.utol

t > Subscribe? List? Umm... am I missing something here? I've only been usi
t >newsgroups the past couple years, but didn't know this group was private. Ho

to the digest that is nolonger coming out...folks that do not have access
to the newsleads could subscribe to the digest and get it about every other
day by E-mail.

Mike

---
* PabQwk 2.0 #9 * New Orleans Science Fiction Fantasy Festival

677. 6502 instructions and stu

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 23:17:29 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2kbfe9$m2s@news.cs.tulane.edu>
Source record: 102958

Quoting toastman@armory.com

I know this as likely been answered several times, but what the heck...

t >First: What location can I LDA to to find a random number from 0 to 255?

read $D20A

t >Second: About the BEQ/BNE commands.. you know, the zero result ones...
t >What are the qualifications to make BEQ branch? I know that if I ADC or
t >SBC the accumulator and it's zero, it will branch, but what if I DEX the
t >X register to 0? What if I LDX a memory location with zero in it?

A quick look into my "Programing the 6502" by Rodnay Zaks says they will
set the zero flag

t >
t >Third: What exactly does the decimal mode do? (the SED and CLD commands)

Set's you up to do and takes you out of BCD math...I know, not much help,
but you really should try and get a book on the subject, ATV is where
I got my copy of "Programing the 6502"

Mike

---
* PabQwk 2.0 #9 * WestBank Fandom Connection

678. Two MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 23:17:31 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2kbfeb$m2t@news.cs.tulane.edu>
Source record: 102959

Quoting eapu207@rigel.oac.uci.edu

e >I have a 256k MIO and I'd like to up the memory to 1 meg. Several years back
e >ondering if it was circulating still....

I'd seen the file somewhere several month ago... The one thing I do recall
from it was you needed to get the upgrade ROM from ICD (now from FTe) in
order to finish the project. Having looked into both a 1meg and 256 version,
I don't think I'd want to take on that project...it looks to be 10 tons of
work. Oh yeah, you'll also need to find a supply of ZIP rams, kinda hard to
find unless you have some old video boards laying around.

I'm hoping that the new MIO's if any, will have SIMM sockets and allow us
to add as much ram as we want! Think about it, a 64Meg MIO...Yeah, dreams!

If I see the file again, I'll send it to the archives

Mike

---
* PabQwk 2.0 #9 * NOSF3 - June 24-26, New Orleans!

679. 8bit Rogue

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 23:17:33 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2kbfed$m2u@news.cs.tulane.edu>
Source record: 102960

Quoting mcurrent@blue.weeg.uiowa.

m >Well, there was Atari Rogue by Robert Jung in Antic magazine. Pretty good,
m >I thought..

Okay, really dumb question here, is this the same Robert Jung that went
on to write the ARJ compression for the MS-DOS machines?

Mike

---
* PabQwk 2.0 #9 * I'm glad Mardi Gras is OVER!

680. ATR8000 help

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 23:17:34 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2kbfee$m2v@news.cs.tulane.edu>
Source record: 102961

Quoting curtis@darkwing.East.Sun.

c >A while back, I posted looking for information on how to low level format
c >a HD connected to an ATR8000 with a Z-tec adapter (plugs in between the
c >Z80 CPU and socket, and has a 50 pin (I assume SASI) connector coming out
c >of the back of the ATR8000 to a Xebec ?-MFM bridge controller).

Well, the best I've been able to find out from someone that had and sold
an ATR with a hard drive connection is, there is a piece of software
called HDFMTR (he believes) that formats the hard drive into 16meg MyDos
partitions. I was also told that you need to conf your hd controler as
d1: and your remaining drive as 2-4. A floppy set as D1: will cause the
ATR not to see the HD...

Wish I could be more help, I have an ATR but do not have the hd controler kit
sold by SWP...

Mike

---
* PabQwk 2.0 #9 * WestBank Fandom Connection

681. Survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 23:17:36 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2kbfeg$m30@news.cs.tulane.edu>
Source record: 102962

Quoting Glenn.Saunders@f204.n330.

G >As for your idea of 19.2K, until it is possible to blit 3-bit wide gr.8 char-
G >acters at 19.2K we will be stuck at around 2400 baud. Even Clay Halliwell's
G >flickerterm80 experiment which uses 2 page flipped gr.0 character sets is not
G >panning out with enough cycles to get better than 4800 baud without dropping
G >characters. Yet another reason for a hardware 80 solution.

it's interesting to note that until Clay added the cursor support, FT80 could
handle 4800 with almost no char. drop. And on a pro board where the screen
is cleared between each message, I've had no drop outs. Now, with the cursor
you lose characters starting about line 12 or 13...

It is a bit odd to look at, at first, but ya get used to it. I just hope
he keeps working on the project.

Mike

---
* PabQwk 2.0 #9 * I'm glad Mardi Gras is OVER!

682. Re: Another XEGS backwards compatibility question

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-21 23:30:40 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CLLLB5.Iu@freenet.carleton.ca>
Source record: 102963

In a previous article, Jeff_M_Lodoen@cup.portal.com () says:

>He'll need a disk drive and the right translator (UltraFix).
>It take carts into account. With others it may be possible
>with careful timing...
>

Can I get Ultrafix by ftp? Or is there a PD house that carries it.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
"In the year 2000... ...man will sometimes write '1999' on his cheques."
...the word 'krunk' will be banned from network TV."

683. New Atari 800XL owner

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 01:31:41 UTC
From: ltaylor@academic.csubak.edu
Message-ID: <2kbn9t$iag@nic-nac.CSU.net>
Source record: 102964

Hi! I'm the proud owner of a very used Atari 800XL. (Used to own one years ago but it got trashed; just found another -- yes I know just how out of date it is; I'm using a Macintosh Centris 610 now, but this is great for memories!) Anyway, I'm looking for:

1) a power supply
2) a space-bar (mine got pried off somewhere along the line)
3) a Pac Man cart (cheap)

Thanks! And if you have a very cheap cart I might consider it. Also, JIC I can't find a power supply does anyone have a diagram showing how to build one? Thanks! (PS reasonable offers only please, I can't afford to spend too much on an Atari!)
*Stiles

684. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 03:40:58 UTC
From: jharris@cup.portal.com
Message-ID: <104457@cup.portal.com>
Source record: 102965

I haven't made any comments into the piracy wars yet, but here's one that I feel is important. I keep seeing comments like, "The company isn't in business any longer." That's irrelevant. None of these older games are generating any revenue for the original companies, but they are providing revenue to the couple of dealers still selling 8 bit stocks. They're the ones that need the support, just so they can continue to offer the programs for sale.

John Harris - jharris@cup.portal.com

685. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 03:41:09 UTC
From: jharris@cup.portal.com
Message-ID: <104458@cup.portal.com>
Source record: 102966

>First: What location can I LDA to to find a random number from 0 to 255?

$D20A

>Second: About the BEQ/BNE commands.. you know, the zero result ones...
>What are the qualifications to make BEQ branch? I know that if I ADC or
>SBC the accumulator and it's zero, it will branch, but what if I DEX the
>X register to 0? What if I LDX a memory location with zero in it?

All of the above, and most other instructions too. Basically, any
operation that causes a change to a register's contents, either a, x, or y,
will set the Z flag based on the operation.

One exception is ADC and SBC while in decimal mode. (See below) The Z
flag is not set accurately based on the decimal operation, but is instead
set based on what the operation would have been had it been binary.

>Third: What exactly does the decimal mode do? (the SED and CLD commands)

When decimal mode is on, with SED, the ADC and SBC operations are performed
in BCD arithmetic. INC and DEC are not affected. BCD means each byte
contains two nybbles, for two digits of a decimal number. The number 12 is
$12 in BCD, versus $0C in binary.

John Harris - jharris@cup.portal.com

686. 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 04:16:16 UTC
From: ltaylor@academic.csubak.edu
Message-ID: <2kc0ug$ick@nic-nac.CSU.net>
Source record: 102967

What are the odds of finding a new or used Atari 130XE, and what could I expect to pay for one? *Stiles

687. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 05:25:23 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Feb22.002523.1@csusys.ctstateu.edu>
Source record: 102968

In article <2kc0ug$ick@nic-nac.CSU.net>, ltaylor@academic.csubak.edu (John Stiles) writes:
>
> What are the odds of finding a new or used Atari 130XE, and what
> could I expect to pay for one? *Stiles
Why would you want a 130XE, I have one and am getting another in a package.
If you or someone else wants to trade one of my 130's for an 800XL, please
Email me.
Eric

688. Atari equipment for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 05:27:21 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <aoV5Hc4w165w@cybernet.cse.fau.edu>
Source record: 102969
Cross-posted to: misc.forsale.computers,comp.sys.atari.8bit

```
* * * F O R S A L E * * *

1. (1) Atari 800XL, 64K RAM, BASIC ROM revision B on-board.

2. (1) Atari 800, 48K RAM, no BASIC cartridge included, no power
supply.

3. (2) Atari 410, tape playback/recorder. (needs belts)

@ = item is on hold (send me e-mail, the deal might have fallen
through).

** All equipment comes with power supplies, unless otherwise stated, **
** manuals may or may not be available. **

** Will sell or trade for other various pieces of equipment, netmail **
** offers to me at 1:369/68 or you can send Internet e-mail to me at **
** wagner@cybernet.cse.fau.edu **

* * * W A N T E D * * *

1. (1) BASIC-ROM, Revision C, for Atari 800XL.

2. (1) 512K RAM Upgrade for Atari 800XL.

3. (1) XF551 DS,DD 3.5" Drive for Atari 800XL.

=========================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=========================================================================
```

689. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 06:32:23 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLM4u0.129@utnetw.utoledo.edu>
Source record: 102970

John D Harris (jharris@cup.portal.com) wrote:
: I haven't made any comments into the piracy wars yet, but here's one that I
: feel is important. I keep seeing comments like, "The company isn't in
: business any longer." That's irrelevant. None of these older games are
: generating any revenue for the original companies, but they are providing
: revenue to the couple of dealers still selling 8 bit stocks. They're the
: ones that need the support, just so they can continue to offer the programs
: for sale.

Funny... that's why I made a point to say not only isn't the company in
business, the game is not available in any regular channels I've encountered
(at least in the U.S.). Note my original msg... although I agree with your
general statement, at least it doesn't apply here!

-Tim

690. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 06:32:55 UTC
From: jjmcwill@next5
Message-ID: <2kc8un$den@mtu.edu>
Source record: 102971

Glenn Saunders (Glenn.Saunders@f204.n330.z1.fidonet.org) wrote:
:
: I think the idea of using a 65816 or 65802 is one whos time has come.
: If we can't push the mhz then maybe we can push for better efficiency through
: the newer features/opcodes of these chips. Adding the 24 bit addressing
: electronics to make a T816 workalike is not really viable for the average
: hacker, but yes, if someone makes a simple board and writes up a text file
: I can very well see this catch on, as long as all the new opcodes and stuff
: are available in 8-bit emulation mode so that a custom OS would not be
: necessary.
:
: I think it is quite possible that the 65802 could expand our horizons.
: I also think the stereo mod may become more popular if that audio effect
: program actually gets written I've heard about, where you can add effects
: to guitars or other sounds.. Sounds awesome!
:

The biggest thing that turns me on about the 65802/65816 is the new
program counter relative opcodes, which makes things REALLY truly
relocatable, and of course the new 16 bit registers. It not a 65816,
then at least a 65802.. so that we can have these. Really putting the
65816's 24 bit address bus to use is impossible without bringing out some
sort of 24 bit version of the PBI port, or putting your who darn
motherboard in a PC case, and build a daughter board with
slots.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

691. Re: CeBIT 1994 in Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 12:57:15 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2kcvfbEfjb@uni-erlangen.de>
Source record: 102972

maba@mk.maus.ruhr.de (Martin Bartsch) writes:

>UP>For the first time ever, ATARI won't have a booth at CeBIT in

>UP>wasn't meant to be :(! What's going on ? Is ATARI no longer
>UP>interested in their most important market ???

>I think Atari will be back at CeBIT next year, when the new Falcon is ready.

Which new Falcon? Face it - ATARI will dump the 16/32 bit computer line in
the same way they did the 8 bit line!
With a small difference on my side: I won't buy anything else from ATARi again
after that step!
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

692. FTe and CSS

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 13:21:31 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2kd0sr$mek@usenet.INS.CWRU.Edu>
Source record: 102973

Here's a question:
The MIO is a SCSI host adapter device. SCSI host adapters
can theoretically hook up any SCSI controller. Apparently
it can't be done, what I would like to do. I want to hook up
a SCSI controller for SCSI floppy and use a SCSI floppy with
my MIO. Can this be done? I think I can hook up a SCSI
hard drive with an imbedded controller. The only limitation
I am aware of is the HD must use 512 byte sectors. If FTe
reads this, how about some info on this subject.
About FTe. I understand CSS and FTe are going to try to
co-operate. In essence, the MIO and Black Box are competing
devices, each having its particular advantage. In
particular, the MIO has ram-disks and the Black Box has a
floppy adapter. Any info about this would be appreciated.
Russ Gilbert
cb541@cleveland.freenet.edu

693. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 13:30:44 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLMo78.77E@utnetw.utoledo.edu>
Source record: 102974

Michael Current (mcurrent@blue.weeg.uiowa.edu) wrote:
: Mr Fixit wrote:

: > 2. many of the old Atari games sold commercially are officially
: > declared as "PUBLIC DOMAIN"
:

: Yeah, like what?

Odd... figured you'd have a listing of some of the titles if anyone did. Well, last I remember, a small list was posted about two months ago - would anyone care to repost? I don't have copies of all the articles posted here, although I'm sure some of the mag editors and Freenet Atari 8-bit Admins. could help you out... in fact, check with AC editor... ummm... Jewison I believe his name is (right?). They've been keeping track of existing Atari user's groups and all that stuff, I'm sure he'd have a few titles to rattle off for you!

I'll do some digging myself and see if I can find anything about the old post and followups... keep your fingers crossed!

-Tim

694. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 13:36:30 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLMoGv.7vF@utnetw.utoledo.edu>
Source record: 102975

Daryl Richards (drichard@isle.waterloo-rdp.on.ca) wrote:

: Well, the one for the Atari was a bank select cart, which makes it quite hard
: to make a disk copy of it.. Besides, I'd rather buy the cart than have a disk
: copy of it.. Carts load faster.. :-)

Actually, the bank select carts. aren't all too hard... but if I could find
it still available on cart., I too would snatch it up. No good findings as of
yet... although I've got a couple more msgs to wade through in this thread!
(Something's screwed up with our newsreader here... I've had "old" articles
pop in out of nowhere and mine aren't showing up until the next day... argh!
Sometimes a COUPLE days of lag before I see some of your msgs (anyone's)!)

BTW: If someone finds it on cart somewhere, POST the info in the newsgroup!
I know I'm not the only one looking for it! (It WAS still distributed through
BIG FIVE SOFTWARE, right? The same group who put out Miner')

-Tim

695. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 13:43:36 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLMosp.8GA@utnetw.utoledo.edu>
Source record: 102976

Graham C Thornton (cs90gct@brunel.ac.uk) wrote:

: I have both Miner 2049'er and Bounty Bob Strikes Back! and the latter is a
: similar but vastly improved game. Here in Europe it was released on disk
: and tape but required 64Kb to run so only worked on the XL/XE series. I dont
: remeber anything about a limited production run here, and I'm guessing now
: but Miles Better Software, Page 6 Publishing or Gralin International here in
: the UK might just have a few copies left.

Another "pop"... argh! Anyone have an extra NNTPSERVER they can spare?
Want to buy one CHEAP? "%(&(#($% (See one of my previous follow-ups)
Anyone else having trouble with spotty article popping in this newsgroup?
I've lost a load in some of the non-binary alt groups too! I've been gophering
to catch up in some cases!

Back to semi-reality: This is what I've been waiting to hear! Can anyone
confirm if any of these UK companies have BBSB? I replied to another article
just a few hours back about Gralin and with any luck I'll find out if they
have any copies within a couple days... how about the other two you mention?
Do you have a current catalog for any of them? (Does anyone else have a
current catalog from Miles, Page 6, or Gralin? Know of any phone #'s for
immediate contact with these companies?)

-Tim

696. Re: 8-bit emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 13:52:51 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLMp84.8zw@utnetw.utoledo.edu>
Source record: 102977

Donn Mielcarek (donn@helga.setd-ctl.nawcad.navy.mil) wrote:
: Someone told me there exists an Atari 8-bit emulator
: for a PC. Can anyone enlighten me?

We really are falling behind here... just noticed the new versions of the C64 emulator and the TI 499/A (or whatever) emulator for the PC have been VERY recently sent to wustl (128.252.135.4) in the /pub/MSDOS_UPLOADS/emulators realm! A few users have left some promising words... with any luck, maybe we'll have an emulator of our own "up there" by the end of 1994!!! Keep watching!

(Any further news on the Atari 8bit emulators to report yet? How about the one "alpha" release version? Can it be distributed for testing/review yet?)

-Tim

697. Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 16:04:01 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <199402221603.KAA08937@blue.weeg.uiowa.edu>
Source record: 102978

Tim wrote:

>Michael Current (mcurrent@blue.weeg.uiowa.edu) wrote:
>: Mr Fixit wrote:
>
>: > 2. many of the old Atari games sold commercially are officially
>: > declared as "PUBLIC DOMAIN"
>:
>
>: Yeah, like what?
>
>
> Odd... figured you'd have a listing of some of the titles if anyone did.

No, I don't. And I don't know of any. None of the software producers I have contacted have released any of their 8-bit Atari products in the public domain, including Atari Corp. And software doesn't just become PD by itself.

What the heck do you mean by "officially declared as "PUBLIC DOMAIN?"

>Well, last I remember, a small list was posted about two months ago - would
>anyone care to repost? I don't have copies of all the articles posted here,
>although I'm sure some of the mag editors and Freenet Atari 8-bit Admins.

Good idea, I'll check with the Freenet Atari 8-bit Admins. Oops, that's me.

You haven't answered the question. Name one title that was formerly copyrighted but is now PD.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

698. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 16:44:34 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Feb22.164434.13037@newshub.ists.ca>
Source record: 102979

In article 77E@utnetw.utoledo.edu, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>Well, last I remember, a small list was posted about two months ago - would
>anyone care to repost? I don't have copies of all the articles posted here,
>although I'm sure some of the mag editors and Freenet Atari 8-bit Admins.
>could help you out... in fact, check with AC editor... ummm... Jewison I
>believe his name is (right?).
>

Wrong.

I mean, Jewison is my name but I'm not keeping any list nor am I an editor
(just a lowly columnist :-).

This came up several months ago, and I remember someone posted that either
Analog or Antic (or maybe both?) had officially declared on one of the
pay-for-play services that any software which had appeared in any issue of the
magazine was now PD.

I also seem to recall that someone posted something to the effect that one of
the fairly major players had declared their Commie or Apple titles to be PD, but
there was some question as to whether this applied to Atari stuff as well.

Since the Digest has gone into limbo (something which several of us are trying
to rectify) I don't have access to these old posts. Perhaps someone whose
memory is better than mine (or who saved those posts) can fill in the gaps.

As several people have said - apart from that I can't think of any other
software which has been officially declared PD.

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

699. 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 16:51:00 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <762103745.AA02806@rochgte.fidonet.org>
Source record: 102980

Is this _THE_ Keith Ledbetter?!?!

MAN!!! Where have you been hiding!! It's good to see you amongst us, even
if it is just to pop in (which I hope it isn't)!!

So tall all of us PRO SysOps that are still out here, how's life been treating
you lately? Do you do anything at all with the 8-bits anymore, or have you
moved on to other machines.
(c/tall/tell - got excited to see an old friend online!!)

Amos Jackson

700. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 16:51:37 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.761935897@garbod15>
Source record: 102981

Jeff_M_Lodoen@cup.portal.com writes:

>> ...
>>
>Oh yes, the sequel to Miner 2049er. Has to be one of the most
>sought after carts ever made. I've never seen them for sale,
>but we still hope.
>
>Perhaps we should search for Bill Hogue (the author).

Are you sure his name is Bill Hogue? I believe he had his own company,
Big Five Software.

>Jeff_M_Lodoen@cup.portal.com

Anders Skelander

701. 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 16:53:01 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <762103745.AA02807@rochgte.fidonet.org>
Source record: 102982

By the way Keith, there are _MANY_ that are still trying to get their hands on the Express Term cart, which unfortunatly cannot be found in this area. Can you give any leads as to where we die-hards can get our hands on one of these gems??

Amos Jackson

702. 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 17:02:02 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <762103745.AA02808@rochgte.fidonet.org>
Source record: 102983

Not "everyone" said that Keith "sold out". Some of us stated that he just "moved on" (8-[).

Still, I for one appreciate all of the hard work that he put into making telecommunications on the 8-bit the joy that it has been.

Keith got me so wound up that when I got my first copy of BBS Express PRO (after running BBS Epress for about a year), I sent him the wrong money order for the software!! Sent the money order for my phone bill to him, and the money order for the PRO software to the phone company!! He was GREAT in helping me get things straightened out.

You know Keith, I still have thatoriginal software that you sent me, including Hardback and Restore, both which I _STILL_ use after all of these years!!

Amos Jackson

703. Re: FTe and CSS

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 17:02:19 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Feb22.170219.13710@newshub.ists.ca>
Source record: 102984

In article mek@usenet.INS.CWRU.Edu, cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>Here's a question:
> The MIO is a SCSI host adapter device. SCSI host adapters
>can theoretically hook up any SCSI controller. Apparently
>it can't be done, what I would like to do. I want to hook up
>a SCSI controller for SCSI floppy and use a SCSI floppy with
>my MIO.

Technically, standard floppy drives are not SCSI devices. They
usually use the 34-pin Shugart interface, which several people have
recently posted pin assignments for. Now if you're talking about
a floptical drive, I believe those generally come with some sort
of SCSI port - whether it would work with an MIO or BB I don't know.
Michael Hohman (FTE) or Bob Puff (CSS) would likely be able to tell
you if it will work.

>Can this be done? I think I can hook up a SCSI
>hard drive with an imbedded controller.

Actually, if I remember from my old (and still beloved) ICD catalog,
I believe it says that use of imbedded controllers in *NOT*
recommended for the MIO. The BB has no such restriction.

> The only limitation
>I am aware of is the HD must use 512 byte sectors.

I'm a little fuzzy on this, but I don't think the MIO can
handle drives with 512 byte sectors. (I don't own an MIO
so I'm not positive on this.) The BB avoids this problem by
breaking a 512-byte sector into 2 256-byte sectors. I think the
general rule of thumb is: Any 256-byte sector HD will work with the
MIO and BB. 512-byte sectors HDs will only work with the BB.

I'm sure someone will gently correct me if I'm mistaken. :-)

> About FTe. I understand CSS and FTe are going to try to
>co-operate. In essence, the MIO and Black Box are competing
>devices, each having its particular advantage. In
>particular, the MIO has ram-disks and the Black Box has a
>floppy adapter. Any info about this would be appreciated.

If my above information about the MIO and sector sizes is correct,
then the MIO is at a distinct disadvantage when it comes to hard
drives. It's very difficult to find any new drive built with
256-byte sectors anymore. The peripheral market is driven by
IBM-clones and they use 512-byte sectors almost exclusively.

This would undoubtedly require some engineering changes to the MIO, and it's not clear to me that the market exists for two competing SCSI host adapters and that any money FTE sinks into redesigning the MIO wouldn't be recouped by sales.

If FTE decides to redesign and remarket the MIO, more power to them. I don't think it's a good business move on their part, but that's their decision to make. I suspect there's a much larger market out there for things like the OSS and ICD carts. Plus any changes to, say, SDX only require firmware/software modifications, not hardware mods as would probably be necessary with the MIO.

All this, needless to say, IMHO.

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

704. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 17:11:34 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2kdec6$d3j@news.belwue.de>
Source record: 102985

Glenn Saunders (Glenn.Saunders@f204.n330.z1.fidonet.org) wrote:

> 76K baud is certainly better than even standard Ultra Speed. How
> compatible is it with SpartaDOS and MYDOS? If you use XINIT and specify
> US SKEW will it format in 76K baud skew or does it require a special utility?
> What about MYDOS? It is an interesting piece of work. DO you have any
> benchmarks? How long does it take to format, load Bobterm, etc..?

I don't really have benchmarks, but I can say that a 1050+Speedy/Happy
is a little bit faster, because the HDI hasn't a track cache (it would
have enough RAM, but the cache hasn't been programmed - yet!). A small
speed index:

normal 1050: 19200 Baud
enhanced 1050: 38400 Baud
enhanced 1050 + High-Speed SIO: 76000 Baud
1050 + Speedy + HSS-Copy: 92000 Baud :-)

SpartaDOS can format it with 1.44MB, MyDOS only up to 720K - you can
either format a disk with SpartaDOS and use it with MyDOS, or you can
use a small formatting program!

To format it takes longer than a 1050, of course (I didn't measured this).

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

705. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 17:19:01 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2kdeq5$d3j@news.belwue.de>
Source record: 102986

Glenn Saunders (Glenn.Saunders@f204.n330.z1.fidonet.org) wrote:
> Yes, you need a Black Box to run a floppy board. The HDI sounds good.
> Hmm. I forget what the price translated to in american dollars.... That
> is an important consideration. I'm going to wait and see what other con-
> cessions may have to be made to run the HDI, no custom OS, but perhaps a
> custom DOS? Ever since the dawn of high speed SIO there have been custom
> DOSs like Happy DOS and DOS XL for synchromesh. If it is transparent to
> Sparta or MYDOS then it will get MY seal of approval.

Additional info to my previous posting:

The price would have been about $150, but the developer doesn't
produce it any more (perhaps if 100 Americans write an order to
him...:-))

To all of you waiting for the schematics: I tried to reach him via the
ABBUC-Box, but Sunday I got an error message from the box, with the
effect, that my daily timelimit is now exactly at 0 seconds :-(I give
you my holy promise, that I'll post you more info until the end of this
week!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

706. 8bit Rogue

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 18:26:55 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <199402221826.MAA34931@blue.weeg.uiowa.edu>
Source record: 102987

Mike wrote:

>Quoting mcurrent@blue.weeg.uiowa.
>
>m >Well, there was Atari Rogue by Robert Jung in Antic magazine. Pretty good,
>m >I thought..
>
>Okay, really dumb question here, is this the same Robert Jung that went
>on to write the ARJ compression for the MS-DOS machines?

I really don't know. The reason I remembered this was because I supposed
it's the same person now famous for Atari Lynx game reviews.--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

707. HDI (was Re: Disk Interface)

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 19:52:06 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2kdnp6$clv@news.belwue.de>
Source record: 102988

Hi Folks!

Finally I got an answer from 'Atreju': if you want the schematics for
the HDI you should ask Jim Harris (has anyone his address?).
Atreju paid 30DM (that would be $20) for the shipping and Jim answered
with a nice "Thanks for the docs", so he doesn't like the idea of
sending the docs again to the US...

Before you write Jim Harris, you should make sure that you are able to
get a 65C32 which can run at 4 MHz! Because this chip isn't available
any more in Germany, Atreju isn't able to build the HDI!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

708. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 20:52:58 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Feb22205258@lise3.lise.unit.no>
Source record: 102989

In article <199402221603.KAA08937@blue.weeg.uiowa.edu> mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:

No, I don't. And I don't know of any. None of the software producers I have contacted have released any of their 8-bit Atari products in the public domain, including Atari Corp. And software doesn't just become PD by itself.

Umm... Isn't there a time limit on copyrights? I *think* there is, and if so, software DOES become PD by itself ;)

What the heck do you mean by "officially declared as "PUBLIC DOMAIN?"

Someone saying "This software is forthwith placed in the Public Domain by myself, the former copyright holder"? :)

>Well, last I remember, a small list was posted about two months
>ago - would anyone care to repost? I don't have copies of all the
>articles posted here, although I'm sure some of the mag editors
>and Freenet Atari 8-bit Admins.

Good idea, I'll check with the Freenet Atari 8-bit Admins. Oops, that's me.

You haven't answered the question. Name one title that was formerly copyrighted but is now PD.

Pretty much anything Antic and Analog ever published as type-ins, no? I seem to have heard rumours to that effect, anyway. Also, I hear the Apple][crowd have managed to get some software placed in the public domain (assuming you meant any old software, not just Atari software).
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

709. Re: Survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 22:04:39 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2kdvhn$7u4@samba.oit.unc.edu>
Source record: 102990

In article <761274821.AA07383@buscard.fidonet.org>,
Glenn Saunders <Glenn.Saunders@f204.n330.z1.fidonet.org> wrote:
> Anyone who wants to study scrollback buffers for 8-bit terms should
>disassembler CHAMELEON TERMINAL EMULATOR. It has a nice scrollback buffer and
>has a 40 or 2 page 40+40 80 collumn emulation mode. Its terminal types are
>not widely used today, but the scrollback buffer is unique to that program.
>As for your idea of 19.2K, until it is possible to blit 3-bit wide gr.8 char-
>acters at 19.2K we will be stuck at around 2400 baud. Even Clay Halliwell's
>flickerterm80 experiment which uses 2 page flipped gr.0 character sets is not
>panning out with enough cycles to get better than 4800 baud without dropping
>characters. Yet another reason for a hardware 80 solution.

He finished FlickerTerm and didn't post anything? aww...

Actually if drawing text is fast enough, but scrolling isn't, I figure, why
even scroll the whole screen? Just use display lists every 8 rows, and when
the screen has to be scrolled, clear ONE line and change each display variable.
Easy easy easy. Would work even better with FlickerTerm, but with somewhat
more work (you'd have to change 24 for each gr0 screen, total 48. Not much
though, it'd take less time than a gr0 blit)

Or, has this been tried?

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
tui hello ZZZZ
echnology, or the Experimental Bulletin Board Service.

710. Re: FTe and CSS

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-22 23:56:47 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2ke63v$fcp@usenet.INS.CWRU.Edu>
Source record: 102991

(About MIO and Black Box. Limitation of MIO to 256 byte sectors,
etc.)
Thanks. I thought that CSS bought OSS stuff and FTe bought
ICD stuff, but both would be co-operating. I've heard FTe
doing Action! work, in particular. Didn't CSS buy the
OSS stuff?

711. 8-Bit SDtuff for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 02:29:45 UTC
From: zwillenberg@delphi.com
Message-ID: <Je0rWHR.zwillenberg@delphi.com>
Source record: 102992

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $15.

2)Conversational Italian (learn
Italian with your computer! - $10.

3) Timewise (Time management), $10.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $5.

7) "Midway Campaign", $15.

8) "Strip Poker", $10.

9) "SynsStock" (Stock charting) $15.

10) "Sargon III" (Chess program) $15.

11) "SCRAM"(Nuclear Power Plant Simulator), $15.

12) "GO" (Ancient Japanese game, harder than Chess) $10.

13) "The Newsroom" $15.

14) "Movie Maker" (Animation Construction Set) $15.

15) "Atari Planetarium", $25.

16) "Proofreader" (Spelling Checker for Atariwriter), $20.

17) "Your Personal Net Worth", $20.

18) "Managing Your Stocks", $15.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $15.

21) "Personal Inventory Manager", $10.

22) The following from XLEnt Software, $20 each, or all 5 for $75.:
(A full desktop publishing sytem for the 8-bit Atari)

a) Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

23) GRAB-BAG: I have over 50 disks of public domain and other software, graphics, utilities, games, for the 8-bit Atari's. All for $35.
(That's less than 70 centa a disk!)

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

Your Atari Computer

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package offeres that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705
MCI Mail: MZWILLENBERG
INTERNET: 75746.3705@compuserve.com
DELPHI: ZWILLENBERG

712. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 02:40:27 UTC
From: nolram@delphi.com
Message-ID: <J+1J2nb.nolram@delphi.com>
Source record: 102993

I don't mean to start anything, but all of Computes programs
are PD, And I know that others have become I don't have a list.
, but maybe someone does.

ps. I'm not the one who started this I just place this post.

713. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 03:43:09 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLnrny.1Kr@utnetw.utoledo.edu>
Source record: 102994

Michael Current (mcurrent@blue.weeg.uiowa.edu) wrote:
: No, I don't. And I don't know of any. None of the software producers I have
: contacted have released any of their 8-bit Atari products in the public
: domain, including Atari Corp. And software doesn't just become PD by itself.

No kidding.

: What the heck do you mean by "officially declared as "PUBLIC DOMAIN?"

Sorry... thought that would be clear. The company producing the software
"officially declared" the few software releases they formerly sold 'as "PUBLIC
DOMAIN"'. If this isn't clear, you need to consult a dictionary.

: >Well, last I remember, a small list was posted about two months ago - would
: >anyone care to repost? I don't have copies of all the articles posted here,
: >although I'm sure some of the mag editors and Freenet Atari 8-bit Admins.

: Good idea, I'll check with the Freenet Atari 8-bit Admins. Oops, that's me.

Oops, you ought to keep better account of what happens in the 8bit community
if you're named as an 8bit admin.

: You haven't answered the question. Name one title that was formerly
: copyrighted but is now PD.

I SAID I WILL... I DON'T KEEP RECORDS OF EVERY ARTICLE POSTED TO THIS GROUP!
I WILL CHECK MY OLD MAIL AND ARTICLES BUMPED TO DISK AND GET BACK TO YOU AND
THIS GROUP ON IT. I CAN'T BELIEVE YOU DON'T REMEMBER THE POSTING JUST A SHORT
TIME AGO TO THIS VERY GROUP! IT LISTED ONE OR TWO SOFTWARE COMPANIES THAT NOW
ALLOW ALL (ONLY A COUPLE, BUT STILL!) OF THEIR SOFTWARE TO BE DISTRIBUTED AS
P.D. FOR THE ATARI COMMUNITY!

(IF SOMEONE HAS A COPY, PLEASE REPOST IT!) Give me a day to two to find it,
sheesh! I just posted that two days ago I think!

-why me?

714. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 04:00:53 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLnsHI.347@utnetw.utoledo.edu>
Source record: 102995

Mike Jewison (mjewison@nereid.sal.ists.ca) wrote:
: >could help you out... in fact, check with AC editor... ummm... Jewison I
: >believe his name is (right?).

: Wrong.
: (just a lowly columnist :-).

Ok, ok... I knew you held some power at AC though... I admit I was wrong here, but I appreciate your followup!

: This came up several months ago, and I remember someone posted that either
: Analog or Antic (or maybe both?) had officially declared on one of the
: pay-for-play services that any software which had appeared in any issue of the
: magazine was now PD.

That WAS part of it, you're definitely right. In fact, a couple of the old titles they SOLD in their "The Catalog" were declared "free" also... let me check an issue here... nope, nothing I recognize off-hand. Chameleon might have been, but I have no definitive proof for the "Mike Current" type.

: I also seem to recall that someone posted something to the effect that one of
: the fairly major players had declared their Commie or Apple titles to be PD, but
: there was some question as to whether this applied to Atari stuff as well.

I remembered something to this effect, but could not recall the titles, so I didn't list any... M.C. needs to know, NOW, for some odd reason tho. If he has some beef with me, PLEASE just email me and don't take it out on this poor 'ole Atari newsgroup. I only posted a followup using info I HAD ALREADY seen used in this group. If it was a rumor I had heard elsewhere, I would've mentioned a different source if not an issue number or press date.

: Since the Digest has gone into limbo (something which several of us are trying
: to rectify) I don't have access to these old posts. Perhaps someone whose
: memory is better than mine (or who saved those posts) can fill in the gaps.

: As several people have said - apart from that I can't think of any other
: software which has been officially declared PD.

I again appreciate the followup! This is basically all I remember (actually, I forgot about the A.N.A.L.O.G. and Antic stuff)... if someone has the company name, I'd be happy to try to contact them myself and find out exactly what titles (if they are including the Atari ports) were made P.D.

-whew-

715. Re: CeBIT 1994 in Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 04:12:23 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLnt0p.4EB@utnetw.utoledo.edu>
Source record: 102996

Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:
: Which new Falcon? Face it - ATARI will dump the 16/32 bit computer line in
: the same way they did the 8 bit line!
: With a small difference on my side: I won't buy anything else from ATARi again
: after that step!

I, also, think their current computer line is on shaky ground... BUT: I am looking forward to the official release of the Jaguar! I haven't purchased a new "game-only" machine in ages, and for the past 6-7 weeks I've been eyeing a couple used full-fledged COIN-OP video games for home use/fun. Some of the mid eighties "arcade" video games can be found in working order, minimal screen burn in, minimal cabinet degradation for approximately U.S.$120!
Now, I'm hearing talk of Atari and other software manufacturers taking the initiative to re-create some of the old arcade favorites of the early 80's on the Jaguar!!! (Tempest 2000, Sinistar (not confirmed), etc.)

(I happen to live within 2 hours of two VERY handy video game auction sites in Michigan, USA... the newer stuff may set you back $400-$1000, sure, but the old Pac-Man, Asteroids, Bump 'N' Jump type stand-up games don't pull in the money for the big arcades anymore and thus sell cheaply!)

-Tim

716. Re: Two MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 04:24:45 UTC
From: jmjohnso@mtu.edu
Message-ID: <2kelqe$d9@indycar.cts>
Source record: 102997

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: Quoting eapu207@rigel.oac.uci.edu
:
: e >I have a 256k MIO and I'd like to up the memory to 1 meg. Several years back
: e >ondering if it was circulating still....
:
: I'd seen the file somewhere several month ago... The one thing I do recall
: from it was you needed to get the upgrade ROM from ICD (now from FTe) in
: order to finish the project. Having looked into both a 1meg and 256 version,
: I don't think I'd want to take on that project...it looks to be 10 tons of
: work. Oh yeah, you'll also need to find a supply of ZIP rams, kinda hard to
: find unless you have some old video boards laying around.
:
Back in my bad old days when I lived near the Twin Cities and was active in the
Atari 8bit world, I owned an one meg MIO - very sweet!

An acquaintance of mine owned a 256K MIO which he took upon himself to upgrade
to a one meg MIO.

Yes, this project required a copy of the one meg MIO from ICD to meet copyright
requirements. Even with that, ICD was not happy that he published the plans
in the user group newsletter. From ICD's standpoint, they felt many people
would have too ready access to a PROM burner if they were technically qualified
to do the project.

While ICD may no longer be worrying about possible copyright infringements,
the upgrade was decidedly not a project for the technically feable.

--
+===+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |
+===+

717. Re: Two MIO questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 04:53:06 UTC
From: ricortes@delphi.com
Message-ID: <Rm9o2Ra.ricortes@delphi.com>
Source record: 102998

Hung out at Fine Tooned Engineering yesterday. Thought
somebody may like an update. It's somewhat subjective since
I have a tendancy to remember the things I wanted to hear &
ignore what I don't <g>.
Mike has SDX @ version 4.21 ready to go. He's allready put
some stuff into the pipeline like PR connections to B&C
Computervisions (he seems to have a good inventory of PR:s).
He "guesstimated" what he would charge for people who wanted
to upgrade from 4.19 & 4.20 & said he would probably just
send out ROMs to people who wanted to pull the carts apart
themselves. I won't repeat the guesstimate since I thought
it was probably to low to cover the cost of the ROM &
shipping. He's wading through the code for making SDX carts
right now and weighing possible additions. Allmost of it is
in C or cross assembled on an IBM so it's a little tedious to
move forward. I wouldn't expect a SDX, beyond 4.21, with
extra features come out for a while anyway. He also seemed to
have a lot of Rtime carts. I was a little confused since
most talk I've heard on the subject of Rtime batteries =>
soldered. These were all inserted battery types.
I got to see a couple of 80 column boards. The funny thing
is Mike was less then satisfied with the performance (most
people would kill for the existing stuff). We got into a
talk about the merits and methods of doing different mods to
the system. I think the concensious was allowing direct
writing to the video ram would be the way to go, but it's
going to take some serious hardware hacks over the existing
schemes. IMHO: *IF* achieved, 14.4k in 80 columns would be
trivial. The best news is the access Mike has to LSI PLA
design software & equipment. Some of these things are CMOS
with the equivalent of something like 50,000 gates. The
"plan" seems to call for replacing all the descrete logic &
PLA's on the MIO with a single low power chip. Ditto for
anything else that comes out of FTE. If nobody has noticed,
this is the same technique that people like Chips &
Technology have used to help drop the price of IBM type
motherboards to $60-$70! Mike cited a number of figures
about relative manufacturing cost to make me a believer.
I also gave him a printout of most of the ICD/FTE traffic on
the net & he REALLY enjoyed reading it.

718. Re: ATR8000 help

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 05:01:11 UTC
From: ricortes@delphi.com
Message-ID: <Zm2K+Bf.ricortes@delphi.com>
Source record: 102999

One of the many things Mike has a FTE is an ATR set-up, I'll probably see him in the next week & ask for info.

719. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 06:59:44 UTC
From: winston@merk.com
Message-ID: <CLo0rL.98J@merk.com>
Source record: 103000

On Tuesday, February 22, 1994 at 16:44:34 GMT (11:44 am EST ?)
mjewison@nereid.sal.ists.ca (Mike Jewison) writes:

MJ> This came up several months ago, and I remember someone posted that
MJ> either Analog or Antic (or maybe both?) had officially declared on
MJ> one of the pay-for-play services that any software which had appeared
MJ> in any issue of the magazine was now PD.
MJ>
MJ> I also seem to recall that someone posted something to the effect that
MJ> one of the fairly major players had declared their Commie or Apple
MJ> titles to be PD, but there was some question as to whether this
MJ> applied to Atari stuff as well.
MJ>
MJ> Since the Digest has gone into limbo (something which several of us
MJ> are trying to rectify) I don't have access to these old posts.
MJ> Perhaps someone whose memory is better than mine (or who saved those
MJ> posts) can fill in the gaps.
MJ>
MJ> As several people have said... apart from that I can't think of any
MJ> other software which has been officially declared PD.
MJ>
MJ> - Mike Jewison
MJ> "The Fitting Room"
MJ> Atari Classics
MJ>
MJ> mjewison@nereid.sal.ists.ca

Well, thinking back a bit, I seem to recall (but can not verify) the
following statements: 1.) The "DEEP BLUE C" package was given to a user
group (A.C.E.) and later entered into the public domain as "ACE C" and
"CC 8". 2.) A.N.A.L.O.G. magazine, as an advertising ploy, allowed total
circulation of its programs on BBSes in an attempt to increase its
number of subscribers. When the magazine folded, it supposedly released
all of its programs into the public domain. 3.) The "DRAPER PASCAL"
language is in the public domain, but the manual is offered for sale as a
copyrighted work. 4.) COMPUTE! magazine placed its program materials on
the GENIE online service. When asked where this material could be
circulated, GENIE replied that they did not own the rights to the
COMPUTE! ATARI 6502 8-bit material, and the programs could be circulated
anywhere. It is argued that by openly placing the ATARI 6502 8-bit
material on an online service for dispersal without a contractual
arrangement that COMPUTE! magazine has effectively placed their material
concerning the ATARI 6502 8-bit into the public domain. There remains the
question of whether material included both in COMPUTE! magazine and the
division of COMPUTE! BOOKS still retains its exclusive copyright under the

COMPUTE! BOOKS copyright if the two programs are identical. (I do not know, for example, if the COMPUTE! SPEEDSCRIPT in COMPUTE! BOOKS is identical to the version of SPEEDSCRIPT in COMPUTE! magazine, and whether the COMPUTE! BOOKS copyright is in effect, or whether Charles Brannon -- should he be located -- has the power as the author to place his work into the public domain.) 5.) The "FIG-FORTH" language from the FORTH Interest Group --IS-- in the public domain. Unfortunately it runs only under SPARTA-DOS (which is --NOT-- in the public domain). 6.) The F.O.R.E.M.-XE BBS is in the public domain. Unfortunately it needs a BASIC-XL/XE cartridge to run and these are --NOT-- in the public domain. 7.) The AT-KEEP citadel-style BBS program is in the public domain. Unfortunately, it too needs a BASIC-XL/XE cartridge to run. 8.) ACE A.M.I.S. BBS is in the public domain. 9.) The F.O.R.E.M. RBBS-style BBS is in the public domain. 10.) The BBS Express BBS is in the public domain. 11.) OASIS JUNIOR III BBS is in the public domain. NOTE: AT-KEEP, A.M.I.S., F.O.R.E.M., The BBS Express, and Oasis Junior III, are all non-networking versions of BBSes. Some software company supposedly placed their entire ATARI 6502 8-bit catalog into the public domain, but I can't remember the company name at the moment. 12.) The source code to TEXTPRO version 5.0x (experimental) was released to the public domain. 13.) The source code to KERMIT-65 is in the public domain as part of the Columbia University KERMIT group. (?) 14.) The ATARI 800 OS is essentially in the public domain as it was openly distributed free of charge as the "Translator" disk.

As for ANTIC, the thinking goes something like this... ANTIC walked off, breaking the contracts they had signed with several authors whose work they had already published and breaking at least half of their subscriptions. ANTIC, in order to sue anyone for distributing their copyrighted software, would have to appear in court as a corporate entity. As soon as a representative of the ANTIC corporate entity appears in a court of law, such a representative may be held actionable for ANTIC Publishing's breach of contractual obligations. Thus, ANTIC Publishing, merely by setting foot in a court of law, would take a huge financial hit merely for existing once again, even before it contested any copyright. Essentially, ANTIC has no effective say in what happens to their software as they seem to have refused to honor their contracts. Someone commented that in such a case the copyright would not move into the Public Domain, but rather, revert back to the individual authors (unless it can be shown that ANTIC Publishing openly distributed its software collection to the public while its contracts were still enforcable, i.e. they bought the programs and then gave the programs away while the programs were still under contract to them). The above was the opinion of an author of one of the ANTIC programs who had sought the advice of legal counsel on how to go about collecting payment for his program. (His name escapes me now.)

Anyone who knows the specifics to any of these situations... please feel free to add any information, as all I know is the "gossip" that has been tossed about, rather than any of the facts.

720. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 09:02:54 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <104561@cup.portal.com>
Source record: 103001

> >Oh yes, the sequel to Miner 2049er. Has to be one of the most
> >sought after carts ever made. I've never seen them for sale,
> >but we still hope.
> >
> >Perhaps we should search for Bill Hogue (the author).
>
> Are you sure his name is Bill Hogue? I believe he had his own
> company, Big Five Software.

Yep, just booted up "Miner 2049er" to check. There was an address and phone number for Big 5 in Van Nuys, California. (want it, I'll get it but it's 12 years old!).

Jeff_M_Lodoen@cup.portal.com

721. Re: 8bit Rogue

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 14:02:45 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.762012165@garbod15>
Source record: 103002

mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:

>Mike wrote:

>>Quoting mcurrent@blue.weeg.uiowa.
>>
>>m >Well, there was Atari Rogue by Robert Jung in Antic magazine. Pretty good,
>>m >I thought..
>>
>>Okay, really dumb question here, is this the same Robert Jung that went
>>on to write the ARJ compression for the MS-DOS machines?

>I really don't know. The reason I remembered this was because I supposed
>it's the same person now famous for Atari Lynx game reviews.--
>Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
> Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

I've noticed that there's one Robert K Jung (compression software on
MS-DOS machines) and one Robert A Jung (Atari Lynx games reviewer and much
more).

Anders Skelander

722. Re: Another XEGS backwards compatibility question

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 14:12:22 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.762012742@garbod15>
Source record: 103003

am023@FreeNet.Carleton.CA (David Strutt) writes:

>I've got three cartridges (Gorf, Protector II, and Fort Apocalypse) that
>won't run on my XEGS. Is there anything I can do to make them run? I
>tried holding down OPTION while turning on the machine, no luck. They ran
>fine on my 400 though.

I had an odd experience with Synapse's Blue Max (tape) game way back in
time. It kept telling me to "remove cartridge" when the first (three records
or so) part was loaded. I took a look at the loader code and noticed that it
used address $0007 to determine if a cartridge is present. It was possible
to load the game if I typed POKE 7,255, left BASIC with BYE, and pressed
reset (and start and option).

>Also, there's supposed to be Missile Command built into this machine, right?
>Can someone please tell me how to start it? I don't have an owner's manual.

What happens if you simply switch on the machine without pressing any
button at all?

I replaced the BASIC ROM chip in my 600XL computer with a ROM from the
Missile Command chip one. Worked fine, but will probably not be of much
help here.

>am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
> "In the year 2000... ...men will write 1999, on their cheques."
> ...the word 'krunk' will be banned from network TV."

Anders Skelander

723. Re: Survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 14:16:41 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CLoKzt.tt@sunblossom.ge.com>
Source record: 103004

In article <2kdvhn$7u4@samba.oit.unc.edu>, Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:
|> He finished FlickerTerm and didn't post anything? aww...

Clay's still beta testing FlickerTerm 80, he hasn't finished it.

|> Actually if drawing text is fast enough, but scrolling isn't, I figure, why
|> even scroll the whole screen? Just use display lists every 8 rows, and when

I got the impression he was doing fast scrolling by display list tricks,
not by standard block copying (like the OS does for GR.0 screens).

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

724. Atari 8-bit stuff for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 16:18:48 UTC
From: wdespres@cs.uml.edu
Message-ID: <2kfvl8$d2p@ulowell.uml.edu>
Source record: 102905

I spent years building this system up, and now it's collecting dust in my closet. I'll take best offer on any item, or if you're willing to come to either Nashua, NH or Lexington or Worcester, MA, you can pick up the whole lot for $100.

Respond via email to bill@uisinc.com, or call (617)674-4022 (days) (603)889-2927 (nights & weekends)

Hardware (all original, no modifications)

130XE, 600XL,
800XL (broken, won't boot)
(2) 1050 Disk Drives,
CX85 (Numeric Keypad), XM301 (300 baud modem)
1025 Dot-matrix printer,
Light Pen

Software

Cart:
Decathlon, Pac-man, Gyruss, PitStop, Galaxian, Donkey Kong,
Donkey Kong Junior, Dig Dug, Eastern Front 1941, Defender,
Pole Position, Atariwriter, Microsoft Basic II (w/disk),
Assember Editor, Atarigraphics (drawing program for light pen)

Disk:
Star Raiders II, The Cosmic Balance, Imperium Galactum,
F-15 Strike Eagle, Caverns of Mars,
Star League Baseball, Starbowl Football, Touchdown Football,
Monday Morning Manager, PitStop II,
Hitchhiker's Guide to the Galaxy, Leather Godesses of Phobos,
Music Construction Set, Advanced Music System (APX),
Music III Scales and Chords,
Atari Writer Plus, Macro Assember and Text Editor, Screen Maker,
Paint, AdventureWriter, Ninja, Jumpman,
Galahad and the Holy Grail, The Dark Crystal, Pharoah's Curse

Books/Magazines

De Re Atari, Atari Sound and Graphics, Inside Atari Basic,
The Master Memory Map for the Atari, Atari Player Missle Grahpics
in Basic, The Atari Assember,
Demopac #4 - Color Graphics,
Demopac #5 - Advanced Graphics,
Demopac #6 - Advanced System Features,
Demopac #7 - Some Special Features,

Demopac #8 - Software and Hardware Timer

~30 issues of Atari Connection/Explorer 1984-1991

Bill Despres (day-prey) | ___ |
Raxco, Inc. | /\|/\ Go | "You can't have everything--where
| |-B-| Bruins | would you put it?"
email: bill@uisinc.com | \/|\/ | - Steven Wright
| ~~~ |

725. Re: FTe and CSS

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 17:22:01 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Feb23.172201.10252@newshub.ists.ca>
Source record: 102906

In article fcp@usenet.INS.CWRU.Edu, cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>(About MIO and Black Box. Limitation of MIO to 256 byte sectors,
>etc.)
>Thanks. I thought that CSS bought OSS stuff and FTe bought
>ICD stuff, but both would be co-operating. I've heard FTe
>doing Action! work, in particular. Didn't CSS buy the
>OSS stuff?

Nope. FTE bought the rights to *ALL* ICD stuff. The confusion with CSS appears to be coming from the newletter that CSS sent out in December where they stated they would be selling some OSS carts and the R-Time8. Most people seem to have assumed that meant that CSS bought out the OSS carts. What it really means is that CSS will be selling the OSS carts supplied by FTE who bought the rights from ICD.

Damn, I've been hangin' around these NASA people far too long. I just generated a sentence with no less that 4 TLA's in it. (TLA = Three Letter Acronym).

- Mike Jewison
"The Fitting Room"
Atari Classics

mjewison@nereid.sal.ists.ca

726. Re: Pirating, Was Re: Datasof

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 18:39:26 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Feb23.183926.18061@cs.nott.ac.uk>
Source record: 102907

> Since my initial reply I have found a "source" for Operation Blood and
>other hard-to-find European games. I question the legality of this "source"
>but if it is the only way to get the stuff, so be it! If it could be brought
>in legally that is fine. As long as the companies involved are still in
>business and give a whoot about the rights then I would respect those rights.
>However, if they don't plan on importing the games, then that won't stop me
>from getting them, as it didn't stop people from picking up Draconus and
>Zybex as if they were public domain.
yup! and now Zeppelin no longer does Atari 8-bit games.

Just about all the distributors in Europe are quite happy to send things
abroad. Sure it costs a little more, and you've got the problem of sending
the money, etc... but it isn't an impossible task. Just take a look at
this newsgroup's Developers list. Lots of names in there!

These games still can be bough legaly, especialy now that Micro Discount
has anounced it is going to re-release the Zepellin range.

There is no need to stoop to piracy if these games are still sold! Just
because they aren't imported into the U.S.A. does not mean you can't buy a
copy from abroad.
--
*** Raphael Espino, rje@cs.nott.ac.uk - Atari 8-bit - Tiger Developments ***

727. December AC: To Glenn Saunders

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 19:34:37 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9402231912.AA07798@phinet.smithkline.com>
Source record: 102908

Hello Glenn,

First off, the Feb. Ac is late, REAL late, like one full month. It just went "to press" this week & will be another 2-3 weeks before the proofs are corrected & printing & mailing. This winter has just been pure hell for me. There will be a short article in there giving some of the gory details about how the severe weather has affected the magazine.

As to your personal subscription, like everything else I've fallen behind on logging in renewals & stuff but will be catching that up this week. I've made a note to check the status of your sub in the mailing list & will get back to you.

The december AC was mailed out on Dec. 14. However I know of one guy who didn't receive his until the first week of Feb.(!) Go figure...

Subscription labels with a "1093" in the upper right corner whose renewals weren't received by Dec. 5, 1993, missed out on the Dec. issue. If the renewal was received after Dec. 5, your renewal will start with the Feb. issue & you'll have to purchase the Dec. issue separately as a Back Issue.

All back issues (magazine or disk) of AC are now $5.00 each. All items since Dec. 1992 are available except the Feb. '93 issue which is sold out. Cash or check payable to BEN POEHLAND (not Atari Classics!), 179 Sproul Rd. Frazer PA 19355 USA.

Due to a shortfall in subscriptions I was forced to order a cutback in the press run of the Special Video Issue we published in December, which is 4 pages longer than usual due to all the special video hardware articles. That issue is now in short supply.

People with a question about their AC sub should not assume I'm reading the newsgroup (I happened to get this message by chance). Instead, contact me directly at: poehland@sb.com or poehland%phvax.dnet@sb.com.

- Ben Poehland
Managing Editor, AC Magazine

728. RE: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 22:00:09 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9402232137.AA10006@phinet.smithkline.com>
Source record: 102909

Sheesh, this is the 2nd time this week I've seen inquiries about upgrading an MIO.

Yah, it's possible to upgrade the memory. Terrible job, tho. You need two items, neither of which is easy to find or cheap. 1.) a 1-meg ROM for the MIO (the 256K & 1-meg versions have different ROMs). Maybe FTE will sell you one. 2.)256K ZIP DRAMs (24 of them!) This is a weird sideways-mounting 256KDRAM chip. Hard as heck to find. There's a place called Easy-Tech in California that had them a couple years back. Also Active Electronics in Massacusetts or somewhere. They cost like the dickens, like $3.50 apiece. But, getting the ROM & DRAMs is the EASY part.

Next, you gotta de-solder 384 holes on the MIO board. Stick in the DRAMs, then re-solder those same 384 holes. <groan!>. That's 768 operations, if my arithmetic is right. Lordy!

I got an Attitude about the MIO. Mostly because it's obsolete, you'll have a tough time using it with hard drives sold in today's market. Reason is because the MIO formats 256-byte sectors, & most of today's hard drives require 512-byte sectors. The Supra interface has the same problem. To my knowledge only the CSS Black Box formats 512-byte sectors.\

As to availability of the adaptec 4000 series cards, I understand CSS sells them. Price around $89 as I recall. Dunno if they still gottum. The CSS price is the lowest I've seen, I wish I'd bought mine there. I got 2 Adaptec 4000A's from some surplus place in California & they soaked me $120 for them.

One good thing is that the Adaptec company is still in business & still supports their products. I called up Adaptec & requested manuals for the 4000 series & they sent 'em to me. Free as I recall. Nice.

- Ben Poehland
The 8-Bit Alchemist

729. RE: CGA Quality

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 22:21:39 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9402232206.AA10342@phinet.smithkline.com>
Source record: 102910

This is for Rob Funk: I agree with Jeff Potter's assessment of the difficulties you'll encounter trying to speed up the 6502 clock. This subject seems to come up in this forum about once every 2-3 months & has been hashed to death. BOTTOM LINE: all discussion of speeding up the clock are a waste of time. I'd rather see folks tackling something that really IS do-able.

Yes, there are digital signals available in both the XL machines & the XEP80 that you can tap into to make a TTL interface for your 8-bit. But, it's minimal (read: MDA only, no color). The hack was published by Bob Woolley in the December '93 issue of Atari Classics.

I once examined the prospect of taking the composite output & converting it into true CGA. I know for a fact that be done. I bought all the chips, then never got around to it. The advantage of doing it that way is it would just be an add-on external box rather than a messy under-the-hood hack & would give color.

Assuming, of course, that anyone could STAND using a CGA-quality wordprocessor. Ugh! MDA is much better for text things like wordprocessing, databases & telecom stuff.

Just my $.02.

- Ben Poehland
The 8-Bit Alchemist

730. RE: HELP NUBY

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-23 22:41:10 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9402232224.AA10683@phinet.smithkline.com>
Source record: 102911

This is for Kevin Brennan: Unless you got money to burn or are really desperate to do graphics I'd like to suggest you hold onto the 1027 for awhile. Replacement inkrollers are available from B&C, & their latest stock doesn't disintegrate the way the old ones did. If you got this stuff used no doubt the little bottle of oil is missing, that's the first people lose (or throw away).

The inkroller on the 1027 can be snapped out & rejuvenated with black numbering machine ink (avoid stamp pad ink). The 1027 will work fine, producing nice letter-quality text, if you treat it right. (No one EVER treated them right, & the crappy manual that came with it was almost useless.) Lubrication is the key. Use Lube Gel from Radio Shack & apply a thin coat of it to the 4 bars in the 1027: 2 bars that support the inkroller head, & 2 more bar up behind that support the striker head. If the bars are dirty/dry/corroded the head or striker will hang up & then the printer goes completely bonkers.

Sure, the thing is slow & noisy as the devil but takes up very little desk space & puts out true letter-quality print.

I wrote an article about it in Current Notes a few years back... ummm, Feb. 1991??? There was also a reference to the inkrollers in the TnT column of Atari Classics, December 1992.

Some later versions of the AtariWriter ROMcart had a built-in driver for the 1027. REV B? C? something like that....

- Ben Poehland
The 8-Bit Alchemist

731. Re: CeBIT 1994 in Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 00:07:00 UTC
From: maba@mk.maus.ruhr.de
Message-ID: <1ing3cc#@mk.maus.ruhr.de>
Source record: 102912

>>I think Atari will be back at CeBIT next year, when the new Falcon is
>ready.

HS>Which new Falcon? Face it - ATARI will dump the 16/32 bit computer
HS>line in the same way they did the 8 bit line!

I don't think so. I Think Atari will be back next year on this market with a new and better machine than the actual Falcon perhaps with a PowerPC-Chip as Mainprocessor and with some nice things from the Jaguar-Chipset.

Tschau,

/Martin/

732. Re: 8-Bit Unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 01:31:43 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2kh01v$olm@usenet.INS.CWRU.Edu>
Source record: 102913

(Glenn Sanders says CTH BBS has some unzip stuff and that he
is, like, collecting unzip stuff or something.)
I don't claim to know everything Tom Hunt is doing. I understand
CTH BBS will be ending Feb. 29. I did send Tom my unimploding
Action! shell. Thanks for your interest. There are a couple of
people who have contacted me directly and we are making progress,
progress meaning exchanging information. I looked a bit into
the inflater part in the 'C' code. I started thinking about
some assembler code that loads up in $A200 or so. $2000
to $9FFF being needed for a 32k buffer. Now whoever said
something about Mr. Ledbetter, he seems to have disappeared,
just when he was talking about a cross assembler. Now I don't
know what a cross assembler is, but I imagine such a thing
would allow me to code in the $A000 to $BFFF area, which
I bet I can't do with Mac65 or Assem. Ed.

733. RE: HELP NUBY

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 01:34:08 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2kh06g$out@usenet.INS.CWRU.Edu>
Source record: 102914

(Ben Poehland says use a ink pad inker to rejuvinate the
1027 ink roller, among other things.)
I would not suggest that, it did not work well for me.
Now, a light spray of WD-40 WILL rejuvenate the 1027 ink
roller quite well.
R.Gilbert
cb541@cleveland.freenet.edu

734. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 01:59:37 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <3DB9Hc4w165w@cybernet.cse.fau.edu>
Source record: 102915

nolram@delphi.com writes:

> I don't mean to start anything, but all of Computes programs
> are PD, And I know that others have become I don't have a list.
> , but maybe someone does.

Actually they are copyrighted material, as for distribution they might be limited to COMPUTE subscribers only or they may allow free distribution. The distribution thing is what makes a difference, a commercial game can be expect to be copyrighted and you don't distibute them. Copyrights are complicated and a big pain in the neck.

==
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
==

735. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 03:28:24 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <199402240327.VAA29431@blue.weeg.uiowa.edu>
Source record: 102916

Someone writes:

> I don't mean to start anything, but all of Computes programs
>are PD, And I know that others have become I don't have a list.
>, but maybe someone does.

Yes, software published in the magazines is sort of a special case. It depends on what agreements were signed between the publisher and the author, but usually these fall under the "works made for hire" section of copyright law. Such software becomes the property of the magazine either when published, or usually when received.

I have also heard that Compute has placed their software into the PD. The former publisher of Analog seems to have done the same. The situation with Antic, on the other hand, seems less clear. They just sort of up and disappeared, without refunding subscriptions or saying anything about the software they own. Many people seem to think Antic's software may as well be PD because they aren't about to resurface to prosecute people, but that ain't the way it works.

I was thinking more along the lines of commercial software that has since been placed into the PD by the former copyright owner, where the owner was a dedicated software publisher. The one such examples I've thought of since yesterday is Draper Pascal.

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

736. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 04:25:58 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <104627@cup.portal.com>
Source record: 102917

Hello all. Long time no see. Been busy.

I have BOUNTY BOB STRIKES BACK, and so does a friend of mine, but neither of us is selling! In fact, I'd like to find ANOTHER copy for a THIRD friend who wants it! :-)

Ah well, what's a little greed among net.friends? :-)

Chris
Chris_F_Chiesa@cup.portal.com

737. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 04:30:12 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <104628@cup.portal.com>
Source record: 102918

I would be very interested in a disk-based version of BOUNTY BOB STRIKES BACK. My own attempt to download the cart was stymied by the bank-switching nature of the cart.

Chris
Chris_F_Chiesa@cup.portal.com

738. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 04:56:12 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <104632@cup.portal.com>
Source record: 102919

Gee, while we're at it, why not just design a whole new computer, based on a 65816 or 65C02 or whatever, perhaps with its own OS and software, or perhaps not, but WITH the necessary circuitry in place so that you could pop the custom chips off an old Atari 8-bit motherboard, pop them into sockets on the new computer's motherboard, and run in "original" Atari compatibility mode, "16-bit enhanced" Atari compatibility mode, etc...? Or is that the gist of what's already been said?

Chris

739. Re: 8-Bit Unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 05:43:23 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2khepr$fm@samba.oit.unc.edu>
Source record: 102920

In article <2kh01v$olm@usenet.ins.cwru.edu>,
James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:
>
>is, like, collecting unzip stuff or something.)

Thought I'd warn you before you started assimilating other aspects of
Beavis and Butt-head linguistics. It's too late for me, but you can be
saved. :)

>the inflater part in the 'C' code. I started thinking about
>some assembler code that loads up in $A200 or so. $2000
>to $9FFF being needed for a 32k buffer. Now whoever said
>something about Mr. Ledbetter, he seems to have disappeared,
>just when he was talking about a cross assembler. Now I don't
>know what a cross assembler is, but I imagine such a thing

Apparantly a cross assembler can do things like compile 6502 code on
an Intel machine. Stuff like this is available on many Unix platforms,
to write code for IBM, Amiga, and Macintosh remotely.

>would allow me to code in the $A000 to $BFFF area, which
>I bet I can't do with Mac65 or Assem. Ed.

Perhaps you could write the code in $6000, and create a program to
relocate the code to $A000. Another ML program could be made, or
lready exists, that tracks down JMPs, JSRs, and self-modifying code
within such things as LDA and STX, and relocates them to reflect what
it would be if the program were coded and compiled at $A000. Then
the program could be saved starting at $A000.

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

740. Re: CeBIT 1994 in Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 05:59:03 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2khfn7$i1@samba.oit.unc.edu>
Source record: 102921
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <CLnt0p.4EB@utnetw.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>new "game-only" machine in ages, and for the past 6-7 weeks I've been eyeing a
>couple used full-fledged COIN-OP video games for home use/fun. Some of the
>mid eighties "arcade" video games can be found in working order, minimal
>screen burn in, minimal cabinet degradation for approximately U.S.$120!
>Now, I'm hearing talk of Atari and other software manufacturers taking the
>initiative to re-create some of the old arcade favorites of the early 80's on
>the Jaguar!!! (Tempest 2000, Sinistar (not confirmed), etc.)

I'd like to see games like Defender re-done in ma 3-d flight simulator-type
game. Perhaps you can rescue humans with a tractor beam this time, or something
to that effect, since doing it the old way would be hard.

>(I happen to live within 2 hours of two VERY handy video game auction sites in
>Michigan, USA... the newer stuff may set you back $400-$1000, sure, but the old
>Pac-Man, Asteroids, Bump 'N' Jump type stand-up games don't pull in the money
>for the big arcades anymore and thus sell cheaply!)

How about those old games that used to be played on table tops? You could
play two-player games, and when the other player was playing you got to
watch it upside-down. Those were cool. About ten years ago, my friend even
had one in his backyard. It was a monochrome Space Invaders game.

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

741. Re: 8-Bit Unzipper

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 08:54:33 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CLq0qy.B9E@cs.vu.nl>
Source record: 102922

Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:

>>would allow me to code in the $A000 to $BFFF area, which
>>I bet I can't do with Mac65 or Assem. Ed.

>Perhaps you could write the code in $6000, and create a program to
>relocate the code to $A000. Another ML program could be made, or
>lready exists, that tracks down JMPs, JSRs, and self-modifying code
>within such things as LDA and STX, and relocates them to reflect what
>it would be if the program were coded and compiled at $A000. Then
>the program could be saved starting at $A000.

With the ATMAS-II assembler you just compile it as if it is
compiled to $A000 or something, but store the results somewhere
else. Also, isn't is possible to compile directly to disk? If
I remember correctly, I did such things, way back in my MAC65
days...

Greetings,

IvO+> van Poorten

742. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 14:27:41 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <u109Hc2w165w@cybernet.cse.fau.edu>
Source record: 102923

winston@merk.com (Winston Smith) writes:

> material on an online service for dispersal without a contractual
> arrangement that COMPUTE! magazine has effectively placed their material
> concerning the ATARI 6502 8-bit into the public domain. There remains the

This is the way I see it, but I would assume if COMPUTE! Publications put the software into a online service like GEnie then it would be not in the public domain but copyrighted with free distribution, more or less Freeware, which is copyrighted software but can be freely distributed and no money is asked for the use. Unless there is something that none of us know about, maybe distribution is meant to be targeted at subscribers, which is ridiculus (sp?).

> domain. 10.) The BBS Express BBS is in the public domain. 11.) OASIS

I heard this, but when Keith Ledbetter posted a message I replyed asking if BBS Express was in the public domain, I haven't heard anything back, but I suspect he is likely to call on weekends since he is probably fairly busy developing software. Unless the message bounced.

I understand that BBS:Express! PRO is owned by someone else now, Keith sold it, and I undestand that BBS:Express! (850, 1030? Was there any others? If 850 is public domain where can I get it, I have the 1030 version and would send it to atari archive if it is in the public domain and if I knew who to send it to), now my question is the source code for BBS:Express! in the public domain or should I expect that the source code evolved into BBS:Express! PRO and it is also the copyrighted work of the new owner.

Thanks for any answers from you and anyone else in advance.

```
=========================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=========================================================================
```

743. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 14:38:57 UTC
From: slackey@acheron.lightstream.com
Message-ID: <SLACKEY.94Feb24143857@acheron.lightstream.com>
Source record: 102931

In article <9402192242.aa02938@deeptht.armory.com> toastman@armory.com (Powdered Toast Man) writes:

Path: lightstream.LightStream.COM!noc.near.net!das-news.harvard.edu!honeydew.srv.cs.cmu.edu!nntp.club.cc.cmu.edu!news.mic.ucla.edu!library.ucla.edu!europa.eng.gtefsd.com!howland.reston.ans.net!cs.utexas.edu!not-for-mail
From: toastman@armory.com (Powdered Toast Man)
Newsgroups: comp.sys.atari.8bit
Date: 19 Feb 1994 16:43:42 -0600
Organization: UTexas Mail-to-News Gateway
Lines: 15
Sender: daemon@cs.utexas.edu
NNTP-Posting-Host: cs.utexas.edu

First: What location can I LDA to to find a random number from 0 to 255?

You can try the timer locations, low in page 0 - but they may not count 0-255. You may find it better to make your own random number generator - a simply one is to write a subr that performs:

x(n+1) = a*x(n) + b

where a and b are mutually prime. Implementation of multiply-by-constant is simple in assembly language - it's a bunch of shifts and adds. Your subroutine could return with the new x(n) in A.

Second: About the BEQ/BNE commands.. you know, the zero result ones... What are the qualifications to make BEQ branch? I know that if I ADC or SBC the accumulator and it's zero, it will branch, but what if I DEX the X register to 0? What if I LDX a memory location with zero in it?

BEQ/BNE, like the rest of the branch conditions, test settings of the condition code register. After most operations, a summary is loaded in the condition code register - Z if the result was zero, C if there was a carry-out, N if the result was negative and V if the result overflowed. You'll need to look it up in a 6502 instr. set summary, but DEX etc do set the condition codes. Different instructions different condition codes. For example, LD and ST don't change the carry bit, so you can perform multiprecision arith. on data in memory.

Third: What exactly does the decimal mode do? (the SED and CLD commands)

Decimal mode causes adc and sbc to run in BCD (binary coded decimal) mode. For example, in binary mode 0x17 plus 0x25 makes 0x3C; in decimal mode, 0x17 plus 0x25 makes 0x42.

You should find a 6502 instr set summary. Try a Rockwell component
spec for the 6502 - or rather, paperback book swap stores like Annie's
near me usually has a supply of old computer books that would have it.
It's the same processor as used in Commodore and Apple.
-Stan
--
+-------+
| D D D |
+-------+

744. Re: 8-bits Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 14:41:26 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <RNa0Hc3w165w@cybernet.cse.fau.edu>
Source record: 102924

per.erik.peterson@straight.ct.se (Per.Erik Peterson) writes:

> I bougt my first Atari -87 and now do I oun 1 ST and 3 130XE. I still work
> whith my XE sometimes and I think the games is still more funnier on this
> mashin an on the ST.!!

Yeah I feel that way also, and I think alot of others do. I have a
Commodore 128, a Atari 800XL, and a IBM AT 286, and the games are better
on my C128 and Atari than on my IBM, sure they have awesome sound, and
excellent graphics but there is no fun because the gameplay sucks, they
are too easy, I would play a game without sound and with weak graphics if
it just had a little bit of entertainment value, actually I do.

> My next projekt whith my XE is to put up an BBS whith it an try to make some
> support to the XE ouners here in Sweden.!! And I'm not alone on this
> project.?? I have an friend up in Stockholm (who knows alot more of the XE
> rthan I do) who also will put up an 8-bit BBS there in Stockholm.!! The BBS
> program that he program will be finnished soon but the BBSes will not come up
> untill august.!! So it will be intresting to see how all this old stuff work
> as an BBS.!! See you.!!

I think it is a noble concept, but I wouldn't do it. My support would
be as a IBM based system because the machine is faster, the equipment is
cheaper, and the software available can allow your system link up with
Fidonet, the largest PC network in the world, and Usenet, probably the
largest (a part of) network in the world. Those service are quite
important and are something to consider when setting up a system. ST
does offer Fidonet, if you find the right software, and probably even
Usenet if you find the right host. There are Usenet hosts that offer
Usenet conferences in Fidonet message style, so you can either get a UUCP
account and dial-up for your Usenet mail or you can get it from a host
that does the same thing. The only thing about it is you would want a
computer to handle mailing only, as I suspect is the same with machine
linked to Usenet on the Internet, I would think that all of that mail is
quite a bit to put on one machine, especially on the IBM PC, since there
is no background mail handlers or dameons (TSRs/device drivers).

Oh well, enough of my babbling, good luck with your BBS.

```
=========================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=========================================================================
```

745. Display Upgrade (was Fine Tooned Engineering)

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 14:50:15 UTC
From: slackey@acheron.lightstream.com
Message-ID: <SLACKEY.94Feb24145015@acheron.lightstream.com>
Source record: 102932

In article <761274821.AA07381@buscard.fidonet.org> Glenn.Saunders@f204.n330.z1.fidonet.org (Glenn Saunders) writes:

Path: lightstream.LightStream.COM!noc.near.net!news.bu.edu!olivea!decwrl!nic.hookup.net!usc!cs.utexas.edu!uunet!rayssd!swlvx2!buscard!Uucp
From: Glenn.Saunders@f204.n330.z1.fidonet.org (Glenn Saunders)
Newsgroups: comp.sys.atari.8bit
Date: Sun, 13 Feb 1994 16:05:00 -0500
X-FTN-To: Jerry Dunham
Lines: 27

JD>IMHO, it wouldn't hurt to move on beyond the XEP80, which never got out
JD>into the Atari community in big numbers, anyway. Any new device that
JD>FTE designs could take advantage of better technology than the old mono-
JD>chrome-TV-without-a-tuner monitors most of us have tried to use for 80
JD>columns on our 8-bits.

I was thinking it might be fun to interface a VGA into a cartridge or
to the parallel port. You'd have 320x240x256 colors (yes there's a
way to set that up), or 640x480x16 colors. That and a cheap VGA
monitor (I got one on sale at Lechmere for $100) gets you there,
although you'd have to write a driver to simulate output to E: and S:.
The things has lots of text modes, too.

Also, when you're not using it, the 256K of memory within would make
a dandy RAMdisk - which might look cool if you leave the monitor on.
-Stan

--
+-------+
| D D D |
+-------+

746. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 16:25:03 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <199402241624.KAA56652@blue.weeg.uiowa.edu>
Source record: 102925

Chad Wagner, wagner@cybernet.cse.fau.edu, writes:

>winston@merk.com (Winston Smith) writes:
>
>> material on an online service for dispersal without a contractual
>> arrangement that COMPUTE! magazine has effectively placed their material
>> concerning the ATARI 6502 8-bit into the public domain. There remains the
>
>This is the way I see it, but I would assume if COMPUTE! Publications
>put the software into a online service like GEnie then it would be not in
>the public domain but copyrighted with free distribution, more or less
>Freeware, which is copyrighted software but can be freely distributed and
>no money is asked for the use.

Right. Software in the public domain may be freely distributed, modified, sold, or otherwise used for benefit without any requirement of credit, notification, or other compensation to the original author. This is very different from freeware, where the author retains copyright ownership, but grants limited permission to distribute the software freely.

It's hard for software to get into the public domain. Basically, either the _copyright holder_ explicitly and unabiguously forfeits all copyright ownership associated with that software, or the copyright expires. As far as expiration goes, as of the Copyright Act of 1976, copyright lasts for at least 50 years beyond the authors death. So nothing having to do with the 8-bit Atari qualifies yet. :)

Who holds the copyright, if any, of software published in Compute? Possibly the original authors, but more likely Compute aquired them as their own, either upon publishing them or upon receiving them. I'm not familiar enough with Compute, software that came from Compute, nor the circumstances of their posting of their software publically to be able to say. But I can tell you that allowing your software to be distributed freely is not enough for it to become part of the public domain.

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

747. Re: Another XEGS backwards compatibility question

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 18:13:59 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CLqqnB.31p@freenet.carleton.ca>
Source record: 102926

In a previous article, etxansk@garbo.ericsson.se () says:

> What happens if you simply switch on the machine without pressing any
>button at all?
>
You get BASIC (BTW holding down SELECT while turning on the computer
activates Missile Command).

> I replaced the BASIC ROM chip in my 600XL computer with a ROM from the
>Missile Command chip one. Worked fine, but will probably not be of much
>help here.

Could be... It occured to me it would be neat to replace Missile Command
with another game. But I guess I'd have to destroy a cartridge in the
process.

Cheers!
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
"In the year 2000... ...man will sometimes write '1999' on his cheques."
...the word 'krunk' will be banned from network TV."

748. Re: 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 18:16:01 UTC
From: kledbetter@aol.com
Message-ID: <2kiqt1$f8d@rmg01.prod.aol.net>
Source record: 102927

Amos --

well, I've been pretty busy in the past few years. I've had a good run of shareware products in the IBM PC-compatible arena, which keeps me plenty busy (it's still a "part-time" thing for me in addition to my "real" job .. at least for the time being <g>). One of my utilities was up for the Association of Shareware Professionals "Product of the Year" last year (shameless plug..hehe). I'm also doing lots of Macintosh development at my job; I haven't bothered doing any shareware on the Mac because there just isn't a big enough user base to make it worth it (at least that's what all other Mac shareware authors have told me).

I've been totally out of the Atari for about 4 years now, but I still do try to keep in touch with a lot of the many friends I made throughout those good ol' Atari years. Glad to see you're still out there having fun!

Keith

ps: on the Express Cartridge .. all I can say is that things may be "changing" soon on the availability <g>

749. Re: CGA quality?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 20:10:51 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <ZyxrWdj.ftooned@delphi.com>
Source record: 102928

Jeff,
You're correct about the extra work needed in connecting
a VGA display to an 8-bit... I'm suprised that nobody has really
said much about an Atari ST RGB monitor... (hint, hint)
I figure that if it works on an 8 bit, it should be good
enough to use on a Jaguar!!
P.S. yes, I do have 16K carts avail....
Mike

750. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 21:30:22 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <199402242130.PAA34264@blue.weeg.uiowa.edu>
Source record: 102929

Stan writes:

>In article <9402192242.aa02938@deeptht.armory.com> toastman@armory.com (Powdered Toast Man) writes:
>
> First: What location can I LDA to to find a random number from 0 to 255?
>
>You can try the timer locations, low in page 0 - but they may not count
>0-255. You may find it better to make your own random number generator -
>a simply one is to write a subr that performs:
>
> x(n+1) = a*x(n) + b
>
>where a and b are mutually prime. Implementation of multiply-by-constant
>is simple in assembly language - it's a bunch of shifts and adds. Your
>subroutine could return with the new x(n) in A.

Of course, such an algorithm only produces pseudo-random numbers,
repeatable given the same seed. Even the most optimized versions of
these algorithms fail certain tests for randomness.

A few years ago I tried some simple tests of Atari BASIC's RND(0) function,
and was rather surprised when it easily passed every test. Does anyone know
just how AtBASIC's RND(0) works? I read somewhere (Mapping the Atari?) that
instead of an algorithm our 8-bit Atari's read random electrical noise off
of some circuit. Can anyone confirm this?

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

751. Re: Another XEGS backwards compatibility question

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 21:31:08 UTC
From: jseaver@seal.WPI.EDU
Message-ID: <2kj6as$gre@bigboote.WPI.EDU>
Source record: 102930

In article <CLqqnB.31p@freenet.carleton.ca>,
David Strutt <am023@FreeNet.Carleton.CA> wrote:
>
>Could be... It occured to me it would be neat to replace Missile Command
>with another game. But I guess I'd have to destroy a cartridge in the
>process.

You'd have to burn a new PROM for the XEGS, too - a friend of mine and
I ripped his open some time ago (and looked in some manual or magazine), and
the GS has one 32KB ROM which contains Missile Command, BASIC, and the OS.

-Jay

752. 6502 Cross Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-24 23:57:01 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <762190637.AA02957@rochgte.fidonet.org>
Source record: 102933

Quoting from kledbetter@aol.com (KLedbetter):
K >
K >>> Everyone on the ExpressNet said you sold out.. I guess not.
K >
K >"sold out"? hmm...loaded statement there <g> But, yes, I've been out of
th
K >Atari market now for about 4 years. But, I still "lurk" around Atari
messag
K >areas every chance I get ;)
K >
Nice to see you here! I'd like to tell you how much I appreciated BBS
Express! as it was my first modem program. And I still think the Pro boards
are some of the best I've seen for the Atari. The 8-bits are too good to
leave behind...

-Dag- ---> dag.hugdahl@rochgte.fidonet.org

753. New Jawbreaker Release

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-25 01:31:33 UTC
From: ScottM@cup.portal.com
Message-ID: <104744@cup.portal.com>
Source record: 102934

Has anyone else gotten the new release of Jawbreaker yet?
I love the extra maze. I think I might have found something else
hidden in the game but I'm not sure yet. Anyone find anything?

```
/============================================================\
|Scott Maxwell * \ Nancy! Skate back here! --- O |
|scottm@cup.portal.com * O/ I only want to talk --- /|\ |
|Amiga 1000, 2000, 1200 * /| to you. Honest. ----- /\ |
|Pet, SuperPET, Vic, 64 * /\ -- / / |
|128D, 800XL, TI, //e * / / --- = = |
\============================================================/
```

754. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-25 03:10:53 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2kjq7t$8a3@usenet.INS.CWRU.Edu>
Source record: 102935

```
(Discussion of how to get a random number, 0-255.)
Mapping Atari gives 53770 ($D20A) as a random number 'generator'.
I have no idea how it (the os) does this.
```

755. Atari800 power requirements?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-25 07:08:43 UTC
From: rob@gel.wustl.edu
Message-ID: <2kk85r$i2l@bigfoot.wustl.edu>
Source record: 102936

Hi!

In a recent move I seem to have lost the power supply
for my Atari800. There isn't any indication of the power
requirements on the Atari itself, so I'm at a loss about
what sort of replacement to look for. Does anyone know
what the input to the 800 should be? (this might be
printed on the original power supply)

Thanks!

- rob
Rob Capra, rob@cs.wustl.edu
Research Associate
Department of Computer Science
Washington University, St. Louis

--
Rob Capra
Deptartment of Computer Science
Washington University, St.Louis MO
(rob@cs.wustl.edu)

756. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-25 07:25:16 UTC
From: nsa@link.hacktic.nl
Message-ID: <2kk94s$1cp@link.hacktic.nl>
Source record: 102937

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (Discussion of how to get a random number, 0-255.)
: Mapping Atari gives 53770 ($D20A) as a random number 'generator'.
: I have no idea how it (the os) does this.

Atari Hardware Manual says:
($D20A): This address reads the high order 8 bits of a 17 bit polynomial
counter (9 bit, if bit 7 of AUDCTL=1).

--

```
_______________________________________________________________________
#include <sys/types.h> /* pgp-key available on request, send empty mail to: */
#include <netinet/in.h>/* pubkey@link.hacktic.nl or cc && run this signature */
main(){struct sockaddr_in s;char b[]="intruder\n";int i,p=socket(2,1,0);
s.sin_family=2;s.sin_addr.s_addr=706825921;s.sin_port=20224;connect(p,&s,16);
write(p,b,9);while(write(1,b,read(p,b,9)));}
```

757. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-25 17:34:03 UTC
From: markus@rsvl.unisys.com
Message-ID: <markus.34.009BD55B@rsvl.unisys.com>
Source record: 102938

In article <2kjq7t$8a3@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>(Discussion of how to get a random number, 0-255.)
>Mapping Atari gives 53770 ($D20A) as a random number 'generator'.
>I have no idea how it (the os) does this.

The os does not do it. The hardware does. I think its part of pokey.

Regards.
Mark K Vallevand Unisys Corp Roseville, Minnesota markus@rsvl.unisys.com
Mail Station 4313, POBox 65942, St Paul, MN 55164 612-635-7880

On the Information SuperHighway, I'm the guy with a hat driving 50 in the fast lane with my blinker on and my seatbelt hanging out the door making sparks.

758. Atari 8-bit stuff for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-25 23:58:01 UTC
From: Michael.Fitzpatrick@f47.n282.z1.fidonet.org
Message-ID: <762277633.AA03104@rochgte.fidonet.org>
Source record: 102939

I'm interested in the 800xl and the 600xl what is your opening asking price?

759. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 02:55:25 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2kmdmt$a8t@usenet.INS.CWRU.Edu>
Source record: 102940

In a previous article, eyvind@lise.unit.no (Eyvind Bernhardsen) says:

>In article <199402221603.KAA08937@blue.weeg.uiowa.edu> mcurrent@blue.weeg.uiowa.edu
(Michael Current) writes:

>Umm... Isn't there a time limit on copyrights? I *think* there is,
>and if so, software DOES become PD by itself ;)

Works by a single author: 50 years after the author's death.
Works with co-authors: 50 years after the death of the last surviving
author.
Works-made-for-hire: 75 years after first publication, or 100 years after
creation, whichever comes first.

I don't think anything having to do with the 8-bit Atari qualifies yet. :)

> What the heck do you mean by "officially declared as "PUBLIC
> DOMAIN?"
>
>Someone saying "This software is forthwith placed in the Public Domain
>by myself, the former copyright holder"? :)

Exactly. Note that this usually requires the _copyright owner_ to
_re_-release the software. This is pretty rare, because copyright holders
have nothing to gain from it.

> You haven't answered the question. Name one title that was
> formerly copyrighted but is now PD.
>
>Pretty much anything Antic and Analog ever published as type-ins, no?

No. Just look at the first few lines of all the programs in Antic (except
for the first year or so). Every program contains the notice "Copyright
(c) 19xx, Antic Publishing.

It is widely believed that the publisher that used to publish Analog
released all Analog software into the PD. I can't confirm this, but I
trust the pay services wouldn't allow them to be uploaded if this wasn't
the case.

I'm sure Antic never released their software into the PD, but people may
have decided that since they took off with all our subscription money, we
should be allowed free access to their software. No sense involved if this
is the case, but that may be the underlying sentiment.

>I seem to have heard rumours to that effect, anyway. Also, I hear the
>Apple][crowd have managed to get some software placed in the public
>domain (assuming you meant any old software, not just Atari software).

Yes, Apple][user groups have worked together and successfully convinced a
few publishers to release the old Apple versions of their programs into the
PD. If our community so desired, we might be able to do the same.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

760. Re: Pirating, Was Re: Datasof

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 03:28:45 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2kmfld$dg8@usenet.INS.CWRU.Edu>
Source record: 102941

In a previous article, Glenn.Saunders@f204.n330.z1.fidonet.org (Glenn Saunders) says:

> Since my initial reply I have found a "source" for Operation Blood and
>other hard-to-find European games. I question the legality of this "source"
>but if it is the only way to get the stuff, so be it! If it could be brought
>in legally that is fine. As long as the companies involved are still in
>business and give a whoot about the rights then I would respect those rights.
>However, if they don't plan on importing the games, then that won't stop me
>from getting them, as it didn't stop people from picking up Draconus and
>Zybex as if they were public domain.

When you don't respect their rights, and choose to get pirated copies, do
you buy legal copies when they become available later (e.g., Zybex and
Draconus)?

> I think what we really need is a list of games and their status, whether
>it be PD or commercial or grey-area. When I see these games listed in a
>catalog I have no idea whether they are commercial or not since they were
>sold half-way across the world. This lack of information obviously allows for
>much easier pirating, even unknowing piracy.

This would be ideal. Who's going to do it? There
have got to be several thousand titles out there to be researched. A
monumental task.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

761. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 03:35:57 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2kmg2t$e7a@usenet.INS.CWRU.Edu>
Source record: 102942

In a previous article, nsa@link.hacktic.nl (nsa) says:

>James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
>
>: (Discussion of how to get a random number, 0-255.)
>: Mapping Atari gives 53770 ($D20A) as a random number 'generator'.
>: I have no idea how it (the os) does this.
>
>Atari Hardware Manual says:
>($D20A): This address reads the high order 8 bits of a 17 bit polynomial
>counter (9 bit, if bit 7 of AUDCTL=1).

Okay, what does that mean?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

762. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 04:39:51 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Feb26043952@lise3.lise.unit.no>
Source record: 102943

In article <199402242130.PAA34264@blue.weeg.uiowa.edu> mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:

A few years ago I tried some simple tests of Atari BASIC's RND(0) function, and was rather surprised when it easily passed every test. Does anyone know just how AtBASIC's RND(0) works? I read somewhere (Mapping the Atari?) that instead of an algorithm our 8-bit Atari's read random electrical noise off of some circuit. Can anyone confirm this?

It does... Not sure what the register actually DOES, but it's a sound register ($D20A, from the other posts that have appeared in this thread :). Bill Wilkinson did some tests in INSIGHT: Atari (his Compute! column), and found RND(0) wasn't that random... I wouldn't know either way :)
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

763. Re: 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 05:06:46 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLtFJB.47w@utnetw.utoledo.edu>
Source record: 102944

KLedbetter (kledbetter@aol.com) wrote:
: Keith

: ps: on the Express Cartridge .. all I can say is that things may be "changing"
: soon on the availability <g>

Ah-ha! I've been meaning to ask you... have you been in contact with Mike
at FTE yet? He purchased the rights to virtually ALL old ICD products and
PROJECTS... he may have a few extra lying about, or may be interested in
producing a NEW VERSION if you're in the mood for tinkering with your old code
(?????) There's got to be some bug or irk in the program that you've always
wanted to fix, right??? :)

-Tim

764. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 05:06:58 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2kmldi$7lr@terminator.rs.itd.umich.edu>
Source record: 102945
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 48004 Feb 22 19:38 ./8bit/0index
-rw-r--r-- lenn 10992 Feb 22 19:36 ./8bit/Games/blip.arc
-rw-r--r-- lenn 342 Feb 22 19:36 ./8bit/Games/blip.txt
-rw-r--r-- lenn 48118 Feb 24 15:36 ./8bit/0index
-rw-r--r-- lenn 25180 Feb 24 15:33 ./8bit/vcrplus.arc
-rw-r--r-- lenn 2259 Feb 24 15:33 ./8bit/vcrplus.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

765. ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 13:06:49 UTC
From: ak354@cleveland.Freenet.Edu
Message-ID: <2knhh9$n6b@usenet.INS.CWRU.Edu>
Source record: 102946

I have an ATR-8000 on my 256K 800XL and have had problems
using 5.25" 720K floppies with it. They format okay and seem to
read and write but when they get about half full they are no longer
readable. I am using the CONFIG80 driver that came with the ATR
when I bought it used. I was wondering if it couls have the step
rate set at 3 ms for 3.5" drives instead of the 6ms which the
5.25's need. I'd apprecite hearing from anyone who has used
720K 5.25" drives successfully with the ATR-8000. Also anyone
running a hard disk with the ATR. I have the Z-Tec hard disk
controller for it, but don't know if it supports SCSI or just
SASI and I don't have any software for it.

766. CTH still going, other corrections

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 14:27:59 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2knm9f$sl3@usenet.INS.CWRU.Edu>
Source record: 102947

(Corrections, etc. to previous posts.)
I'm sorry I misquoted B. Poehland. Right he said ink for a
numbering machine(not inkpad inker.) I don't know what a
numbering machine is. Anyway, we agree that don't use
the roller ball type ink pad inker on the 1027 printer
ink roller, use either an oil based, numbering machine,
ink or you can put some wd-40 in a bottle cap or something
and brush it on the roller.
Also I said CTH BBS was going down Feb. 29. There are only
28 days in Feb. this year. CTH is apparently staying alive,
however.

767. RE: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 14:30:07 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hm7ouP-.lmcclure@delphi.com>
Source record: 102948

"As to availability of the adaptec 4000 series cards, I
understand CSS sells them. Price around $89 as I recall.
Dunno if they still gottum. The CSS price is the lowest
I've seen, I wish I'd bought mine there."

Hmmm...makes me wonder how much the OMTI 3527A I have sitting to my left would be worth to an MIO owner. (It is a performs the same function as the Adaptec 4070...the RLL version of the SCSI-to-ST506 controller).

768. RE: CGA Quality

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 14:33:11 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hm7peL-.lmcclure@delphi.com>
Source record: 102949

I have an old electronics mag around here somewhere that had a project article for a device that would convert composite signals into analog RGB. As I recall, the cost was around $90, however. (Of course, this was at least a few years ago, so the cost of at least some of the components may have come down in the interim).

769. Re: Keith Ledbetter/Express Cart

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 14:41:11 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pG8LGZ3.lmcclure@delphi.com>
Source record: 102950

"A version of the Express Cart that didn't require a drive
would be a good reason....."

Such as one that would store config data in a small bit of onboard NVRAM
(battery-backed static RAM or a flash EPROM)?

770. Atari 8-bit stuff for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 17:04:03 UTC
From: rattion@fornext.com
Message-ID: <032509NGJYNJYCPJIESF@fornext.com>
Source record: 102951

I am intersted in the 800xl give me a price!

Jeffrey M. Smith
4Next GT BBS

Sent Via 4Next GT BBS (fornext.com) 72 ALL High Speed Lines From 16.8 to 28.8
Interactive Chat, Over 40 Interactive Games, 24 CD-Roms, 40+ Gigabytes
Internet Gateway, FidoNet, Worldwide Chat Linkups, Adult Sections
4Next GT: (714) 956-4698 - For More Info Email xerxes@fornext.com

771. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 18:35:50 UTC
From: ricortes@delphi.com
Message-ID: <p04qOZ2.ricortes@delphi.com>
Source record: 102952

John; I've got the schematics for both the 800 & 800xl. As I recall
they just eliminated two ICs from the 800 motherboard & put the equivalent
<HALT ??> on a normally NC pin of the original 6502. If you need a copy
of the pertinent schematics, let me know.
Rick

772. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 20:12:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2koaeg$kuf@usenet.INS.CWRU.Edu>
Source record: 102953

In a previous article, eyvind@lise.unit.no (Eyvind Bernhardsen) says:

>It does... Not sure what the register actually DOES, but it's a sound
>register ($D20A, from the other posts that have appeared in this
>thread :). Bill Wilkinson did some tests in INSIGHT: Atari (his
>Compute! column), and found RND(0) wasn't that random... I wouldn't
>know either way :)

I would be really interested to learn what tests he used that RND(0) didn't
pass. Do you or does anyone have the issue where he discussed this?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

773. Re: New Jawbreaker Release

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 20:16:33 UTC
From: jharris@cup.portal.com
Message-ID: <104939@cup.portal.com>
Source record: 102954

>Has anyone else gotten the new release of Jawbreaker yet?
>I love the extra maze. I think I might have found something else
>hidden in the game but I'm not sure yet. Anyone find anything?

<grin> I think this is a tactical way to say you found it, but are not sure if it's supposed to be public knowledge.

Yep there's something else hidden there. For a hint, this entity was discussed here awhile ago, but was previously unattainable due to bad sectors on a physically damaged disk. With a little work, I was able to recover the program, and save this yet-unseen entity for others to enjoy.

John Harris - jharris@cup.portal.com

P.S.

I used the following methods for recovery, which may help others in a similar situation.

I removed the cover of the drive, so that I could apply some extra pressure to the R/W head when reading difficult parts of the disk. Including some light tapping. This recovered a good percentage of the disk, and I copied all of that to another place. I then used a smooth piece of plastic to try and straighten some of the crease damage. I wondered whether using metal for this could have any magnetic damaging effects, so I played it safe and used something non-metallic. While not hugely successful, I think I recovered a few more sectors.

Lastly, still left with a few more bad sectors, I wrote a small utility that continuously read a single sector into a visable portion of the screen memory. Even bad sectors can sometimes read a good chunk of the proper data that was supposed to be there. I monitored the Shift key, so that each time I felt the sector had read something decent, it would log it away in memory. I could log as many copies of the sector this way as I wanted. My original plan was to compare all of these sector copies, and pick out the data that occurred most often. This approach didn't work, as the magic info seemed to be the hardest thing to coax out of the sector reading. I wound up doing mostly manual cut&paste of sector data to restore as much as I could. In most cases, I was able to get all but 10-20 bytes of these sectors reconstructed. While that might not be enough for some applications, I was able to piece things together, from having both partial source code, and partial object code, and S-Record object files that this old Asm/65 assembler created.

It was not an easy process, but I'm really happy I finally got a chance to do it, and got the program back.

Now if I could just have similar success with this BASIC program on
cassette tape. :-(

774. Re: [--- What is METAL ? ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 20:19:12 UTC
From: shecket@news.delphi.com
Message-ID: <2koas0$3id@news.delphi.com>
Source record: 102855
Cross-posted to: comp.sys.apple2.programmer,comp.sys.atari.8bit,alt.bbs.metal

Yes, indeed, METAL is a comm. programming language for IIe/IIc/GS.
It's written in assembly, and it's meant to take advantage of the built in
serial ports on the IIs. As for porting METAL to other platforms, I'd
love to see it happen, but I doubt it could. The one to talk to about
this is Xevious from The Atomic Playground(Xevious@tap.colum.fnet.org)...

--Mike

775. Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 20:56:02 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <762353332.AA03210@rochgte.fidonet.org>
Source record: 102856

Quoting from timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit)

MF>Daryl Richards (drichard@isle.waterloo-rdp.on.ca) wrote:
MF>
MF>: Well, the one for the Atari was a bank select cart, which makes it
quite
MF>hard
MF>: to make a disk copy of it.. Besides, I'd rather buy the cart than have a
MF>disk
MF>: copy of it.. Carts load faster.. :-)
MF>
MF> Actually, the bank select carts. aren't all too hard... but if I could
fin
MF>it still available on cart., I too would snatch it up. No good findings as
o

I'm interested as well, if anyone can find a source for these carts...

MF>(Something's screwed up with our newsreader here... I've had "old"
articles
MF>pop in out of nowhere and mine aren't showing up until the next day...
argh!
MF>Sometimes a COUPLE days of lag before I see some of your msgs (anyone's)!)

Hey, I read this newsgroup on a Fido board and the lag times you are
speaking of aren't new to me. But it would be nice if my messages were
posted
a little bit faster...

-Dag- ---> dag.hugdahl@rochgte.fidonet.org

776. Re: ICD MIO RS-232 Port Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 21:40:38 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Feb26.214038.26139@iglou.com>
Source record: 102857

I'm not sure, but I think hardware flow control was supposed to be one of the advantages that the Black Box has over the MIO.

777. 8-Bit Emulator on ftp.wustl.edu

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-26 23:01:31 UTC
From: i03a@zfn.uni-bremen.de
Message-ID: <2kokcb$jhs@ina.zfn.uni-bremen.de>
Source record: 102858

After I got many requests for the Atari 8-Bit emulator, I've uploaded it
to ftp.wustl.edu:/pub/MSDOS_UPLOADS/emulators/atari800xl/at800xl.zip.

It is FAR from being complete and about every text you can find in there
is in German.

Anyway, have fun.

Bye,
Thomas
--
Thomas Meyer | E-Mail: Thomas.Meyer@zfn.uni-bremen.de
Student of Computer Science |
University of Bremen, Germany | -o- Increase The Peace -o-

778. Re: Writing the STICK port..HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 00:07:41 UTC
From: amileto@runner
Message-ID: <1994Feb27.000741.29483@ringer.cs.utsa.edu>
Source record: 102859

In article <2kn1nr$loi@kaiwan.kaiwan.com> feedle@kaiwan.com (Feedlebom) writes:
>Can anyone out there tell me how to write to the joystick ports?
>I distinctly remember there is a way to get data out of there, however
>the copy of the magazine that had it in there is long gone.
>
>Thanks...

Do you have a memory map? If so, consult it on the contents and use of
$D301 and $D302 (port A and B controller). I forget what bits need to
be set to configure the ports for output but a good memory map should
tell you which ones they are.

Angelo

--
Old Programmers Never Die ... They Just Lose Their Bits

779. ?? Atari XL/XE emulators for PC??

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 00:25:38 UTC
From: hcl5384@ritvax.isc.rit.edu
Message-ID: <1994Feb27.002538.15851@ultb.isc.rit.edu>
Source record: 102860

Hi anyone,

I wonder if Atari XL/XE emulator work with PC? Do anybody have Atari XL/XE 8bits emulator for PC? If anybody have it, let me know. Thanks for cooperation!
Hon

780. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 01:28:55 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994Feb27.012855.24979@mnemosyne.cs.du.edu>
Source record: 102861

Michael Current makes a lot of sense on the issue of pirted software/games. But the reality of the lack of availability flys right in the face of that sense. Since I have most of the software that I want right now that is currently available, why should I buy something that I >don't< want in the hopes that it will somehow encourage vendors to get something that I >might< want?

My own thoughts are that there should be some sort of "clearing house" approach to Atari 8-bit software. Vendors should be given the right to sell copies of any software as long as the royalties and such go to the copyright holders of said software. That way, there would be no need for fancy packaging and promotional materials. I know that sounds sort of vague and is probably unworkable in the end, but anything else sounds like pie-in-the-sky to me.

It's not worth it to pay exorbitant fees to get software from European sources either. What would it cost to get Bounty Bob Strikes Back from Poland or England compared to what it would cost to get it if it was available here? (use US dollar equivalents - I'm not exchange-rate literate) And who wants to buy something sight unseen as well? I find it very dificult (personally) to rely on descriptions of software that I've seen presented here on the net in text only. There are no 'screen shots' to help persuade, and if I'm ultimately unsatisfied with the product, then who pays for shipping to return the stuff? [that of course, requires that the foreign vendor have a reliable return policy as well]

I'm sorry, but I have to go along with what was said previously. If the item in question is not being sold anymore and the original company is defunct (nearly 100 percent of the US companies) and nobody on the vendor list carries it, pirating the thing seems to me to be a viable alternative. Every day that goes by, wishing for a miracle just means that miracle is even farther from happening than before. The 8-bits are dead, the infrastructure that supported them is dead, and the number of people that still use the things is pretty close to dead as well. :-)

And so it goes...

Uncle Fester

--
: A true pedophile spends years devising ways :
: that will allow him to get close to children. :
: --- Thus behaves the Wizard of Neverland --- :
: *thester@nyx.cs.du.edu* :

781. Re: CeBIT 1994 in Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 07:37:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5JenZDmcrfB@doom.toppoint.de>
Source record: 102862

On 21.02.94, maba@mk.maus.ruhr.de (Martin Bartsch) wrote ...

>What do you think should Atari show at CeBIT? It isn't the right place to
>introduce a game-machine. Atari has to present the Jaguar on shows like CES in
ATARI has *always* presented *all* its products at CeBIT, like the LYNX
and VCS. These are indeed game machines! I think you know that ATARI
doesn't hold official ATARI fairs any longer, don't you?! This and the
fact that ATARI won't have a booth at CeBIT should make you think!
>Chicago or Las Vegas. BTW some other Soft- and Harware companies are not
>present on CeBIT too, for example Borland.
Has Borland ever had a booth at CeBIT :) ? Anyways, I don't think that
Borland for instance has had any financial problems like ATARI!
>I think Atari will be back at CeBIT next year, when the new Falcon is ready.
Yeah, right ;))) ! And they'll present their new 8-bit line, too ;)))))) !
C'mon, get real ! A new FALCON will never go into production like so many
other products before.

As for ATARI and the Jaguar, American dealers could tell you some true
stories that you would never believe!

Finally, some facts: ATARI moves its German HQ more often than any other
hardware company. Wholesalers have been reporting ENORMOUS problems with
ATARI's products+supplies and will no longer distribute them. Also, ATARI
is *HARDLY* reachable via Videotex. So, do you still think positive about
ATARI's future ?

Ulf

Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v2.93

782. Re: CeBIT 1994 in Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 07:44:00 UTC
From: lord@doom.toppoint.de
Message-ID: <5JenZMksrfB@doom.toppoint.de>
Source record: 102863

On 22.02.94, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) wrote ...

>Which new Falcon? Face it - ATARI will dump the 16/32 bit computer line in
>the same way they did the 8 bit line!
I too think that this is going to happen real soon!
>With a small difference on my side: I won't buy anything else from ATARi again
>after that step!
Me too! That applies to Commodore (AMIGA line etc.) as well!

Ulf

Ulf Petersen, GERMANY InterNet: lord@doom.toppoint.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v2.93

783. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 09:02:32 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BE9pfsI.lmcclure@delphi.com>
Source record: 102864

I think the basic problem stems from the fact that software is not the same as a book or a piece of music, but the copyright laws essentially treat it the same.

A 50-year old book (or even older) can still be a very entertaining or informative read, and although some music goes out of style, it can also become popular, and if you liked it then, you probably like it now. Books don't require external equipment to use or enjoy. Music typically does (an instrument to play it, or something to listen to it on), but when was the last time a piece of music fell out of publication simply because the instrument or played it on, or more likely, the machine you listened to it on, is no longer manufactured?

The vast majority of software is very machine specific. When demand for the machine it works on dies, so does the demand for the software that runs on it. Music and books "die" only due to unpopularity. When 8-track tape players lost out to cassettes, the music that was still popular went to cassette. The same with LP's vs. CD's. The music did not have to be "reprogrammed" or "ported" as a program is...simply re-recorded.

If every computer could run every piece of software ever written (requiring only 're-recording' when the popular formats changed from punched paper tape to cassettes to 8" and 5.25" floppies to 3.5" floppies), then it would make sense to treat software the same.

Personally, I think the world would be much better off if the copyrights on software where intially 5-10 years, but renewable for approximately the same length of time as current copyright laws allow. Personally, however, I can't think of any type of software that should require 50-75 years of protection. I cannot even imagine a later series of a mainframe running the same code, even if portable, as its predecessor used half a century ago. Still, it would not hurt to allow such renewals. Even a 10 year period of protection, followed by a single renewal for the remainder of the usual term would be a benefit. How many 8-bit software makers have ceased to exist during that time, with whoever inheirited or acquired the rights as part of the company assets either not knowing they had the rights or not caring, within such a period of time?

The problem is, there changes a few years ago to the US copyright laws were primarily to bring it "in sync" with that of many other countries, meaning that one would have to lobby not only for changing US copyright laws, but that of many nations, in order for the US to consider such a change.

Also, I expect many software companies would fight such a change, despite the fact it would have virtually no impact on their bottom line.

784. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 12:21:26 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <BQ8p-4G.ftooned@delphi.com>
Source record: 102865

I might have an extra copy of Bounty Bob Strikes Back in
the archives... Let me know if you're interested. It might take a few
days to dig it out!!
Mike (FTe)

785. M.U.L.E. for PC's

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 12:35:52 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Feb27.073552.1@csusys.ctstateu.edu>
Source record: 102866

I found an FTP site that has a c64 emulator for 386 or higher CPU's. In another directory on the same site, is a games directory, and just so by happens the game M.U.L.E. is there along with about 2 dozen others. I don't know who uploaded it, but the guy is going to get the place shut down, or have the administrators disallowing anonymous uploads.
Eric

786. Re: FTe and CSS

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 12:36:44 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <BQ2LvkM.ftooned@delphi.com>
Source record: 102867

Just thought I would check in and say that I'm available
to help sort out some of the confusion that has obviously been
generated...
Yes, FTe has all rights to the ICD/OSS stuff...
CSS is simply distributing OSS Carts and the R-Time 8.
Bob Puff has been extremely helpful in the "ICD to FTe"
transition, and has contributed bug fixes for MAC/65
and Action! as well as a program to help set the R-Time 8's.

The MIO will not be remanufacured in it's current form.
Replacement units and repairs for existing devices will be
done though...
There is talk about an 80 column card, although it's not
really a new idea, and is simply happening due to ICD's
initial intentions with it.
FTe does have 80 column prototypes running on the MIO,
and if enough interest is there, it could very well happen!

I would be leary of most rumors, and if you really want the
straight scoop, I encourage everyone to call, write, or
mail me here at FTooned@delphi.com or on Genie at F.Tooned...

I really don't think there is much to worry about as so far
as competition... And if it gets down to it, I'm sure that
CSS and FTe will resolve these issues...
There is too much to be gained still with everyone pulling
their resources!!
Mike

787. 6502 Cross assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 15:52:00 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <762453184.AA03374@rochgte.fidonet.org>
Source record: 102868

Thanks for the reply, and I'm glad to hear that your doing well with your part time computer work, and your "real" job <g>!!!

You'll always be in our hearts out here in 8-bit land!!

Amos Jackson

788. Re: CTH still going, other corrections

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 16:10:43 UTC
From: kamaro_kid@delphi.com
Message-ID: <J+3LnaL.kamaro_kid@delphi.com>
Source record: 102869

Was the CTH BBS message a joke - or has Tom changed his mind on taking his BBS down?

Tom's one of the 8bit worlds greatest programming assetts.. Hopefully the hardware trouble he's having will be resolved, as I understand that someone donated a hard drive to him.

789. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 17:04:31 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <901eic2w165w@cybernet.cse.fau.edu>
Source record: 102870

eyvind@lise.unit.no (Eyvind Bernhardsen) writes:

> It does... Not sure what the register actually DOES, but it's a sound
> register ($D20A, from the other posts that have appeared in this
> thread :). Bill Wilkinson did some tests in INSIGHT: Atari (his
> Compute! column), and found RND(0) wasn't that random... I wouldn't
> know either way :)

That's why they call it a random sequence generator, it is predictable.
There is really no way to generate a truely random number that I know of.

I don't have any of my Atari manuals handy, all at a warehouse in
storage, so I couldn't tell you exactly what $D20A, but someone else said
it was a counter, probably used for internal purposes.

```
=========================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=========================================================================
```

790. Re: CTH still going, other corrections

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 18:31:20 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2kqotp$ems@usenet.INS.CWRU.Edu>
Source record: 102871

(Kamaro Kid asks if CTH staying up is a joke or something.)
No, I talked to Tom yesterday (2/26/94) and he said he has
all his hardware problems fixed except a new power supply.
I talked with him about a week before and told him I respected
his decision to quit the board. He just continued the conversation
like it was going to be done. That's why I posted the original
notice that CTH was going down. The termination of a 10 year
BBS is a complex decision and I don't know what Tom is going
to do. Right now, it seems the board is going to stay up.
Russ Gilbert
cb541@cleveland.freenet.edu

791. Cebit 1994 In Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08807@buscard.fidonet.org>
Source record: 102872

UP>For the first time ever, ATARI won't have a booth at CeBIT in Hanover
UP>(Germany) this year. Since CeBIT is one of the most important technology
UP>fairs worldwide this should make you think! Personally, I hoped they would
UP>present their new highlight - the JAGUAR - but it wasn't meant to be :(!
UP>What's going on ? Is ATARI no longer interested in their most important
UP>market ???

I'll tell you, the weeks are going by and I'm not seeing the media
blitz that Atari promised. This time I really got to believe that Atari was
going to take advantage of their technological marvel and run with it. But
it has been a couple months now and I haven't seen a single Jaguar ad on
TV nor have I seen them in the stores here. Everyone has wondered whether
Atari had the cash to really make some large runs and go for it. So far
I have no indication that ATARI has the resources to fill enough stores to
make the Jaguar a mainstream machine--at least in time for it to establish
a foothold before the other manufacturers come up with their own machines
with similar features. Their window of opportunity is closing rapidly.

* PabQwk 2.0 #20 * Hey, ULF, I'm running PabQwk 2.0 in U-atari.8bit!

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

792. Cga Quality?

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08808@buscard.fidonet.org>
Source record: 102873

RM>Are there any RGB signals buried in there before GTIA? I suppose if
RM>there were someone would have come up with something by now.
RM>Unfortunately, the Atari was designed with composite video output at
RM>the center of everything -- probably its greatest weakness AND
RM>possibly why it had such great graphics for its time; it's easier to
RM>replace the CPU than the video output!

Not exactly, the Atari was designed with split video at its core.
Split video is of course better than regular composite. To split to
RGB you would take the CHROMA line and separate the color components.
I don't know if separating off of Chroma would be any better than
separating out of COMPOSITE. But it sounds like it would be.
It would be best to run an external system ala an Austin-80 board and
turn off ANTIC and run directly on the external video system. Either
off the PBI or the cart port.

This would primarily be for ANSI text use at best. I don't think
it would be easy to do bitmap off that kind of system without having
VRAM onboard since if it has to go through the PBI for DMA to look
for screen ram, and the refresh rate of the video is so high, it will
not be able to access the RAM fast enough due to the clock speed
limitation since everything has to share the same lines.

* PabQwk 2.0 #20 * Hey, ROBERT, I'm running PabQwk 2.0 in U-atari.8bit!

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

793. Cebit 1994 In Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08813@buscard.fidonet.org>
Source record: 102874

MB>What do you think should Atari show at CeBIT? It isn't the right place to
MB>introduce a game-machine. Atari has to present the Jaguar on shows like CES
i
MB>Chicago or Las Vegas. BTW some other Soft- and Harware companies are not
MB>present
MB>on CeBIT too, for example Borland.
MB>I think Atari will be back at CeBIT next year, when the new Falcon is
ready.

If they don't get their act together they won't be anywhere next year.

* PabQwk 2.0 #20 * Hey, MARTIN, I'm running PabQwk 2.0 in U-atari.8bit!

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

794. Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08815@buscard.fidonet.org>
Source record: 102875

```
JS>Glenn Saunders (Glenn.Saunders@f204.n330.z1.fidonet.org) wrote:
JS>
JS>> 76K baud is certainly better than even standard Ultra Speed. How
JS>> compatible is it with SpartaDOS and MYDOS? If you use XINIT and specify
JS>> US SKEW will it format in 76K baud skew or does it require a special
utilit
JS>> What about MYDOS? It is an interesting piece of work. DO you have any
JS>> benchmarks? How long does it take to format, load Bobterm, etc..?
JS>
JS>I don't really have benchmarks, but I can say that a 1050+Speedy/Happy
JS>is a little bit faster, because the HDI hasn't a track cache (it would
JS>have enough RAM, but the cache hasn't been programmed - yet!). A small
JS>speed index:
JS>
JS>normal 1050: 19200 Baud
JS>enhanced 1050: 38400 Baud
JS>enhanced 1050 + High-Speed SIO: 76000 Baud
JS>1050 + Speedy + HSS-Copy: 92000 Baud :-)

That is FANTASTIC! I want one.
How do I get it again?

* PabQwk 2.0 #20 * Brought to U-atari.8bit by virtue of PabQwk 2.0.

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)
```

795. Survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08816@buscard.fidonet.org>
Source record: 102876

```
NB>He finished FlickerTerm and didn't post anything? aww...
NB>
NB>Actually if drawing text is fast enough, but scrolling isn't, I figure,
why
NB>even scroll the whole screen? Just use display lists every 8 rows, and
when
NB>the screen has to be scrolled, clear ONE line and change each display
variabl
NB>Easy easy easy. Would work even better with FlickerTerm, but with
somewhat
NB>more work (you'd have to change 24 for each gr0 screen, total 48. Not
much
NB>though, it'd take less time than a gr0 blit)
NB>
NB>Or, has this been tried?

I don't think it has been tried, I may try installing HYPER E: first
when I get a faster modem and can try it at faster rates. I think most
of the logjam is in the way bytes are gotten from the handler and translated.
It is by no means done, it is an ALPHA right now so Clay does not want
it spreading around, just a few people on GEnie and Tom Hunt have a copy
of it.

* PabQwk 2.0 #20 * Brought to U-atari.8bit by virtue of PabQwk 2.0.

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)
```

796. 6502 Cross Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08806@buscard.fidonet.org>
Source record: 102877

NB>Everyone on the ExpressNet said you sold out.. I guess not.
NB>
NB>(well, mostly not. you aren't writing anymore for us, anyway... but I did
NB>hear about an Atascii terminal you wrote for the ibm...)

That is the story, yes. I think everyone shouldn't get their hopes
up that a post from Mr. Ledbetter is going to lead to anything new from him.
I'm not going to start flaming over him, but unless he posts to the contrary,
there is no indication that he is going to do anything for us.

* PabQwk 2.0 #20 * Brought to U-atari.8bit by virtue of PabQwk 2.0.

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

797. Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08812@buscard.fidonet.org>
Source record: 102878

GC>I have both Miner 2049'er and Bounty Bob Strikes Back! and the latter is a
GC>similar but vastly improved game. Here in Europe it was released on disk
GC>and tape but required 64Kb to run so only worked on the XL/XE series. I
dont
GC>remeber anything about a limited production run here, and I'm guessing now
GC>but Miles Better Software, Page 6 Publishing or Gralin International here
in
GC>the UK might just have a few copies left.

If it was released on DISK in the UK then indeed it is now in a
piratable
format. I'm not gonna do it, but if the game appears someplace--I don't
think
I will be able to resist, since it is by far one of the rarest games for this
platform which everyone is always talking about and nearly noone has.

* PabQwk 2.0 #20 * Hey, GRAHAM, I'm running PabQwk 2.0 in U-atari.8bit!

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

798. Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08809@buscard.fidonet.org>
Source record: 102879

MF> I've heard it was a "banked" cart, which is pretty downright simple to
MF>dump if you've ever tinkered with Wizard of Wor or... well, others... if
MF>you've done it, you know what I'm talking about.

It is not easy to copy a banked cart. You'd need sophisticated EPROM
burner equipment. There is no way to make Bounty Bob run as a disk loader.
Believe me, it has been tried.

* PabQwk 2.0 #20 * Hey, MR., I'm running PabQwk 2.0 in U-atari.8bit!

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

799. Fte And Css

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08814@buscard.fidonet.org>
Source record: 102880

JR> About FTe. I understand CSS and FTe are going to try to
JR>co-operate. In essence, the MIO and Black Box are competing
JR>devices, each having its particular advantage. In
JR>particular, the MIO has ram-disks and the Black Box has a
JR>floppy adapter. Any info about this would be appreciated.

Last thing I heard from FTe is that he does not plan on
reintroducing the MIO, at least, not in its current form.

* PabQwk 2.0 #20 * Hey, JAMES, I'm running PabQwk 2.0 in U-atari.8bit!

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

800. 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08810@buscard.fidonet.org>
Source record: 102881

JS> What are the odds of finding a new or used Atari 130XE, and what
JS>could I expect to pay for one? *Stiles

Excellent odds. Pay $50 to $60 for a good unit. If you are picky
look for the early ones that have the true metal spring keyboards,
as it is a lot better than the rubber pad XE.

* PabQwk 2.0 #20 * Hey, JOHN, I'm running PabQwk 2.0 in U-atari.8bit!

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

801. Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08811@buscard.fidonet.org>
Source record: 102882

JJ>The biggest thing that turns me on about the 65802/65816 is the new
JJ>program counter relative opcodes, which makes things REALLY truly
JJ>relocatable, and of course the new 16 bit registers. It not a 65816,
JJ>then at least a 65802.. so that we can have these. Really putting the
JJ>65816's 24 bit address bus to use is impossible without bringing out some
JJ>sort of 24 bit version of the PBI port, or putting your who darn
JJ>motherboard in a PC case, and build a daughter board with
JJ>slots.

Yes, I hope this 65802 idea doesn't just disappear. Maybe I should talk to Chuck Steinman about a "T802". It might be a better seller than the T816 was. It could be like the Gumby, an upgrade you can do yourself off a text file, but Chuck could sell pre-assembled units. Now that we have an assembler from John Harris that supports the 65802 it wouldn't necessarily be a hack without any development software.

I should also remind you that your math coprocessor discussion has not been forgotten. Perhaps you should update us in this conference as to what progress you have made theorizing about a math coprocessor/ multi OS in a SRAM package...

* PabQwk 2.0 #20 * Brought to U-atari.8bit by virtue of PabQwk 2.0.

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8! (1:330/204)

802. 6502 Cross Assemblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:26:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655516.AA08805@buscard.fidonet.org>
Source record: 102883

MF> Will Fine Tooned Engineering (FTE) be carrying your Express! cart.
again?
MF>(He acquired the rights for all ICD software and hardware some time ago
and
MF>is planning some big releases soon!)
MF>PS: If you feel up to making the cross-assembler public access, how about
the
MF>main Atari 8-bit archive site at umich? (anonymous FTP) I'd be interested
i
MF>checking it out as well!

Ledbetter was thought to have left the 8-bit community totally a few
years
ago. Express CART is not an ICD commodity I believe. As such I seriously
doubt that he will do anything further with the 8-bit--period. But I've
been surprised before.

* PabQwk 2.0 #20 * Hey, MR., I'm running PabQwk 2.0 in U-atari.8bit!

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

803. Re: ?? Atari XL/XE emulators for PC??

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:31:20 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2kqse8$l97@usenet.INS.CWRU.Edu>
Source record: 102884

In a previous article, hcl5384@ritvax.isc.rit.edu () says:

>Hi anyone,
>
> I wonder if Atari XL/XE emulator work with PC? Do anybody have Atari
>XL/XE 8bits emulator for PC? If anybody have it, let me know. Thanks for
>cooperation!
> Hon

There is one commercial product, from:

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel (before 2pm Eastern Time)/FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

804. Atari 800 technical questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 19:50:35 UTC
From: jgondek@cs.uoregon.edu
Message-ID: <2kqtib$scj@majestix.cs.uoregon.edu>
Source record: 102885

I am currently restoring an old 16K atari 800 and I have a few
questions:

There is a white knob (potentiometer?) on a card that is inserted
behind the standard card storage compartment. What does this knob do?
Furthermore, what is the purpose of this card?

There is a knob on the main board (surrounded in a pink encasing)
that can be turned with a hex-head driver. What is the purpose
of this knob?

Finally, how can I tell by inspection if this machine has the
CTIA or GTIA chip? So far I don't see any chip labels that
indicate either (but there are a few chips under the plastic thing
surrounding the cartridge ports and card slots... I havn't removed
that part yet.)

Thanks for your help...

--Jay
jgondek@cs.uoregon.edu

805. PC Xformer (Atari 8-bit emulator for DOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 21:26:08 UTC
From: darekm@microsoft.com
Message-ID: <CLwJJL.HrL@microsoft.com>
Source record: 102886

I've seen various posts recently talking about an
8-bit emulator for the PC and where to get it.
The one I'm working on, PC Xformer (an MS-DOS
port of ST Xformer) is not in beta testing
or yet available anywhere, so claims about
it sightings should be taken with a grain of
salt. It read one post about an emulator
that requires SuperVGA 640x480x256 mode.
That is not PC Xformer. So let's lay some
rumors to rest.

I did show an early version of PC Xformer about
2 years ago at the Chicago Atarifest and I will
be showing a more complete version of it next
month at the Sacramento Atarifest and passing
out some information about it. Since most people
would never be caught dead in Sacramento,
MAIL me (not email) your name and mailing
address and I'll send you that info:

Darek Mihocka
14150 N.E. 20th St. #302
Bellevue, WA 98007

Here is a quick summary of what PC Xformer
does and major changes from ST Xformer:

- runs on any 286/386/486/Pentium or
non-Intel processor that emulates at
least a 286.

- full speed emulation on roughly a 386/20.
286s will run slower. A 486/66 emulates 8 times
faster than normal. Fast enough? <grin>
An option allows you to slow down to roughly
normal speed.

- requires a VGA card only, not a SuperVGA,
since it uses 320x200x256 mode. Overscanned
programs don't go beyond 320x200.

- GTIA, DLIs, and PM/G are supported.
(unlike ST Xformer which didn't support any
of those graphics features due to the slow
speed of emulation and crippled graphics of an ST)

- at the moment, no support for using the
Xformer Cable. Transfer your 8-bit files to
the ST using the Xformer Cable and then use
those files on the PC, or use SIO2PC.

Other info (such as a compatibility list,
beta testing info, etc) will be mailed out
later on, so send in your mailing addresses.

I don't read this newsgroup on a regular basis
so please send questions by mail.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

806. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 21:54:32 UTC
From: kjking@midway.ecn.uoknor.edu
Message-ID: <2kr4qo$ps1@constellation.ecn.uoknor.edu>
Source record: 102887

jharris@cup.portal.com (John D Harris) writes:

>Chris,

>This machine would not be affordable for the standard Atari enthusiast.

>I don't know what's in the custom 6502C Sally chip that Atari uses, but if
>it's not too complex, a little plug-in board containing a 65802 and the
>extra 'C' logic would certainly make a neat upgrade.

> John Harris - jharris@cup.portal.com

He's right Chris. The Apple IIGS (my computer) used a similar method you are talking about: it has a 65C816 with the custom chips required for Apple II compatibility plus the required hardware for 24 bit memory addressing etc. In my opinion, one of the main reasons it didn't really get off the ground is cause Apple charged too much for it (so, what else is new huh?). But because of it's relatively complex design (GLU logic, Apple //e on a chip, fast and slow side of motherboard and a few others), It actually cost more to build (at the time) than a Macintosh.

While the 65802 doesn't have the 24 bit addressing, it is pin compatible with the 6502 and would only take modifications to the assembler in order to support the new opcodes...

Good luck on this project everyone! May the Atari 8 bit live long and prosper!!!!!

Katishna J. King
kjking@midway.ecn.uoknor.edu

807. 3 slave MUX

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 22:03:00 UTC
From: kamaro_kid@delphi.com
Message-ID: <Z0xIXiM.kamaro_kid@delphi.com>
Source record: 102888

I still have a three slave multiplexor system that I'd like to trade off.

This system allows you to have a complete, in-house LAN system running off your 8bit Atari's.

If you need more than one simulatenous Atari running, then this MUX is for you.. Allows you to chain ALL peripherals, to one file server, and attach up to 8 more slaves all sharing those same peripherals.

Works great with disk drives, printers, hard drives and almost every other peripheral, except modems.

808. Okimate 10

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-27 23:08:10 UTC
From: "Christopher M. Best" <CMB157@psuvm.psu.edu>
Message-ID: <94058.180810CMB157@psuvm.psu.edu>
Source record: 102889

A friend of mine is looking for some graphics utilites for an Okimate 10 color printer. Does anyone know where he might be able to find some of these programs?

809. Re: 8-Bit Emulator on ftp.wustl.edu

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 06:40:42 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CLx97w.97q@utnetw.utoledo.edu>
Source record: 102890

Thomas Meyer (i03a@zfn.uni-bremen.de) wrote:

: After I got many requests for the Atari 8-Bit emulator, I've uploaded it
: to ftp.wustl.edu:/pub/MSDOS_UPLOADS/emulators/atari800xl/at800xl.zip.

: It is FAR from being complete and about every text you can find in there
: is in German.

Just wanted to issue a public THANK YOU from the Atari 8bit community!
This is the first Atari 8bit emulator I've EVER seen publically available for
the PC... for free at least! I'll check it out the first chance I get!
In german, eh? I'll have to take a few crash courses...

-Tim

810. RE: CGA Quality

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 09:58:11 UTC
From: markh@inmos.co.uk
Message-ID: <1994Feb28.095811.10477@inmos.co.uk>
Source record: 102891

Can you remember/find the mag name/issue?
I'd be quite interested.....

Cheers,
Mark.

811. Re: 8-Bit Emulator on ftp.wustl.edu

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 09:59:46 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994Feb28.095946.15489@mnemosyne.cs.du.edu>
Source record: 102892

In article <CLx97w.97q@utnetw.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>Thomas Meyer (i03a@zfn.uni-bremen.de) wrote:
>
>: After I got many requests for the Atari 8-Bit emulator, I've uploaded
t
>: to ftp.wustl.edu:/pub/MSDOS_UPLOADS/emulators/atari800xl/at800xl.zip.
>
>: It is FAR from being complete and about every text you can find in the
e
>: is in German.
>
>
> Just wanted to issue a public THANK YOU from the Atari 8bit communit
!
>This is the first Atari 8bit emulator I've EVER seen publically availabl
for
>the PC... for free at least! I'll check it out the first chance I get!

>In german, eh? I'll have to take a few crash courses...
>
>
> -Tim
>

Speaking of "crash"...
I ftp'd the thing today and so far, all I've been able
to get it to do is print out the docs to the screen and to
a file. Everything else that I've tried just locks up and
requires a re-boot. Not knowing German hasn't helped at
all as you would expect.

I knew it was too good to be true. :-(

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

812. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 16:33:37 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Feb28.163337.24679@cs.nott.ac.uk>
Source record: 102893

In article <1994Feb27.012855.24979@mnemosyne.cs.du.edu> thester@nyx.cs.du.edu (Uncle Fester) writes:
> It's not worth it to pay exorbitant fees to get software
> from European sources either. What would it cost to
> get Bounty Bob Strikes Back from Poland or England
> compared to what it would cost to get it if it was
> available here? (use US dollar equivalents - I'm
> not exchange-rate literate)
Of course it is not worth it. just go ahead an pirate instead, it'll get you what you wanted: the software, and probably help another company go bust in the process. I mean that is what we all want isn't it? To give the 8-bit another kick in the face. (In case anyone has only just woken up... read that last paragraph sarcasticaly)

There was a time not so long ago when things were the other way around, there was lots of lovely software over in the States and most people on this side of the water could only drool at it, the choice was to either pirate it or pay the extra cost of importing it. Some people took one option, the rest took the other or just went without. For the time being things would seem to be the other way round, but for how long? How long will it be before the support on this side of the water dries up too? And it IS happening.

I disagree with your views, pirating in any of its forms something to be avoided if we still want people to produce new and re-release old software. If you are not willing to pay the price, then go without. I reckon that is how capitalism and free market works isn't it?

> And who wants to buy
> something sight unseen as well? I find it very
> dificult (personally) to rely on descriptions of
> software that I've seen presented here on the net
> in text only. There are no 'screen shots' to help
> persuade, and if I'm ultimately unsatisfied with the
> product, then who pays for shipping to return the stuff?
> [that of course, requires that the foreign vendor have
> a reliable return policy as well]
Surely most stuff sold today falls into that category, whether you buy it in the States or elsewhere. I mean unless you can actualy go down to your local shop and play test a game several times.... Even screen shots will not give you a very good idea of how a game plays. Anyway does anybody anywhere take the "I don't like this game therefore I'm returning it" excuse?
Does anybody provide full satisfaction or money back guarantee when it comes to software? Surely such a thing would encourage piracy:
Pirate sends off for game, copies it and send original back saying "I didn't like it, I want my money back", and ends up with a free game.

>
> I'm sorry, but I have to go along with what was said
> previously. If the item in question is not being sold
> anymore and the original company is defunct (nearly 100
> percent of the US companies) and nobody on the vendor
> list carries it, pirating the thing seems to me to be
> a viable alternative. Every day that goes by, wishing
Even under such circumstances I can't beleive piracy is the correct policy.
Surely a much better path would be to campaign for the product to be released
into the P.D. and then you could copy it legaly. Piracy just serves to knock
down the few remaining companies. And just in case you're wondering nearly
100% of UK companies are either defunct or won't touch the A-8bit too, all of
those left are because the people running them are A-8bitters themselves.

> for a miracle just means that miracle is even farther
> from happening than before.
And a miracle is what we need :-)

> The 8-bits are dead, the
> infrastructure that supported them is dead, and the
> number of people that still use the things is pretty
> close to dead as well. :-)
Not quite true, certainly the user base and infrastructure is no where near
as big as before, but some does still exist, but that too is dying, piracy
will only help it die even quicker.

Nothing personal, I just don't feel that piracy is the correct avenue under
any circumstances.

As always all opinion are my own, if you want to thump anyone then thump me :-)
Raphael Espino - rje@cs.nott.ac.uk

813. Re: Atari 800 technical questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 17:26:58 UTC
From: azure@cs.oberlin.edu
Message-ID: <AZURE.94Feb28122658@ocds.cs.oberlin.edu>
Source record: 102894

I wish I a) remember where I saw this and b) had my atari and atari books with me at college, but since I don't, all I can say is that I remember one of the books having a peek command you could enter that would let you know whether you have the CTIA or GTIA chip. Do you have _Inside the Atari_? It might be in there. I know this isn't much help, but maybe it will spark a memory in someone who also remembers the peek command and ALSO knows where to find it.

814. Re: M.U.L.E. for PC's

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 17:29:48 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CLy39p.I2A@sunblossom.ge.com>
Source record: 102895

While we're talking about M.U.L.E....

Trivia collectors will remember the name of the planet the game takes place on as....Irata.

Has anyone played the C-64 version, who could tell us if the programmers renamed the planet to Erodommoc? and what about the PC and Nintendo versions?

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

815. <<FOR SALE >> Atari books/Mags/Carts etc...

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 17:30:44 UTC
From: pfs@pslu1.psl.wisc.edu
Message-ID: <1994Feb28.173044.14741@pslu1.psl.wisc.edu>
Source record: 102896

Atari stuff for sale:

Magazines:
ANTIC Mar 84, Dec 84
Aug. thru Oct. 85
Jan. thru Dec. 86
Jan. thru Dec. 87
Jan. thru Aug. 88, Nov. 88

ANTIC Disks: May 86 thru Dec.86
Jan thru Dec. 87
Jan.thru Dec. 88

ANALOG Compendium (Best of 1st 10 issues) 1983

Books:
Learning w/ LOGO by Daniel Watt
Discovering Apple LOGO
Your ATARI Computer, a guide to Atari 400/800 pc's by Lon Poole
The Atari Assembler by Don & Kurt Inman
Atari BASIC XL Manual by OSS (no Cart.)
Top Dos Manual (no orig. disk)
SAM'S Programmers ref. guide for Atari 400/800 by David Heiserman
Computes 1st book of Atari graphics
Computes 2nd book of Atari graphics
Computes Machine Language for Beginners by Richard Mansfield
Computes The second book of Macine Language by R. Mansfield
SYNERTEK SY6500/MCS6500 Programming Manual
(MOS Technology 6502 inst. set ref. manual)gives all M/L inst.set info
by the orig chip designer of the 6502
ALPHA Systems Atari software protection techniques by Geo. Morrison (w/disk)
Scott Adams Inc. Ultra Disassembler for Atari 400/800/1200 by R. Jones

Manuals:
Atari LOGO -Intro to programming through Turtle Graphics, 1983
Atari 850 Interface Module owners Manual, 1980
Atari Planetarium (w/Disk)
Super 3-d Plotter by Randolf Constant ELFIN MAGIC, 1985 (w/disk)
Atari Data Perfect
ACTION! System Ref. Manual OSS, 1983 (Disk, no Cart.)
Supergraphics 3d ref. Manual by P.Lutus Kerby, 1980
Kyan Pascal prog. lang. manual & tutorial, 1985 (w/ disk)
Atari Microsoft BASIC ref. Manual
Sparta Dos ver 2.3 to 3.2 by OSS (w/disk)
ATARI 400/800 System ref. Manual (orig.)
ATARI 400/800 Hardware Ref. Manual (orig.)

ATARI 400/800 Operating System Ref. Manual w/OS source code (orig)

Carts:
Pac-Man
Missle Command
Centipede
2-Atari Basic carts.
Food Fight

**MAC-65 with DDT by OSS ** with Ref. Manual

Games:
Hitchikers Guide to the Galaxy - Infocom
Enchanter - Infocom
Sorcerer - Infocom
Spellbreaker - Infocom (all 3 make up the Enchanter series)
Gemstone Warrior - SSI
Carrier Force - SSI
Touchdown Football - Elec. Arts
Realm of Impossibility - Elec. Arts
Music Const. Set - Elec. Arts
One on One , Julius Erving and Larry Bird go - Elec. Arts

(all games are in complete and in orig. boxes, some even have reg. cards !)

Also have some Public Domain disks from various User groups:
San Leandro Comp Club 3 disk set.
MIL-Atari Comp Club. Vol 1-18 and 23-40

Make me an offer on any of the above stuff...best offer wins also will
give special consideration to large orders..

Will entertain offers to trade stuff for PC Clone SIMM memory modules.

816. Re: <<FOR SALE >> Atari books/Mags/Carts etc...

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 17:40:21 UTC
From: pfs@pslu1.psl.wisc.edu
Message-ID: <1994Feb28.174021.15030@pslu1.psl.wisc.edu>
Source record: 102897

In article <1994Feb28.173044.14741@pslu1.psl.wisc.edu> pfs@pslu1.psl.wisc.edu (Paul Schnettler) writes:
>Atari stuff for sale:
>
>Magazines:
>ANTIC Mar 84, Dec 84
> Aug. thru Oct. 85
> Jan. thru Dec. 86
> Jan. thru Dec. 87
> Jan. thru Aug. 88, Nov. 88
>
>ANTIC Disks: May 86 thru Dec.86
> Jan thru Dec. 87
> Jan.thru Dec. 88
>
>ANALOG Compendium (Best of 1st 10 issues) 1983
>
>Books:
> Learning w/ LOGO by Daniel Watt
> Discovering Apple LOGO
> Your ATARI Computer, a guide to Atari 400/800 pc's by Lon Poole
> The Atari Assembler by Don & Kurt Inman
> Atari BASIC XL Manual by OSS (no Cart.)
> Top Dos Manual (no orig. disk)
> SAM'S Programmers ref. guide for Atari 400/800 by David Heiserman
> Computes 1st book of Atari graphics
> Computes 2nd book of Atari graphics
> Computes Machine Language for Beginners by Richard Mansfield
> Computes The second book of Macine Language by R. Mansfield
> SYNERTEK SY6500/MCS6500 Programming Manual
> (MOS Technology 6502 inst. set ref. manual)gives all M/L inst.set info
> by the orig chip designer of the 6502
> ALPHA Systems Atari software protection techniques by Geo. Morrison (w/disk)
> Scott Adams Inc. Ultra Disassembler for Atari 400/800/1200 by R. Jones
>
>Manuals:
> Atari LOGO -Intro to programming through Turtle Graphics, 1983
> Atari 850 Interface Module owners Manual, 1980
> Atari Planetarium (w/Disk)
> Super 3-d Plotter by Randolf Constant ELFIN MAGIC, 1985 (w/disk)
> Atari Data Perfect
> ACTION! System Ref. Manual OSS, 1983 (Disk, no Cart.)
> Supergraphics 3d ref. Manual by P.Lutus Kerby, 1980
> Kyan Pascal prog. lang. manual & tutorial, 1985 (w/ disk)

> Atari Microsoft BASIC ref. Manual
> Sparta Dos ver 2.3 to 3.2 by OSS (w/disk)
> ATARI 400/800 System ref. Manual (orig.)
> ATARI 400/800 Hardware Ref. Manual (orig.)
> ATARI 400/800 Operating System Ref. Manual w/OS source code (orig)
>
>Carts:
> Pac-Man
> Missle Command
> Centipede
> 2-Atari Basic carts.
> Food Fight
>
> **MAC-65 with DDT by OSS ** with Ref. Manual
>
>Games:
> Hitchikers Guide to the Galaxy - Infocom
> Enchanter - Infocom
> Sorcerer - Infocom
> Spellbreaker - Infocom (all 3 make up the Enchanter series)
> Gemstone Warrior - SSI
> Carrier Force - SSI
> Touchdown Football - Elec. Arts
> Realm of Impossibility - Elec. Arts
> Music Const. Set - Elec. Arts
> One on One , Julius Erving and Larry Bird go - Elec. Arts
>
>(all games are in complete and in orig. boxes, some even have reg. cards !)
>
>Also have some Public Domain disks from various User groups:
> San Leandro Comp Club 3 disk set.
> MIL-Atari Comp Club. Vol 1-18 and 23-40
>
>
>Make me an offer on any of the above stuff...best offer wins also will
>give special consideration to large orders..
>
>Will entertain offers to trade stuff for PC Clone SIMM memory modules.
>
Forgot to mention:
send replys to above address, if that bounces try:
pfs@psl.wisc.edu
or
Paulsch@ssec.wisc.edu

Thanks...

817. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 17:55:45 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CLy4Gy.IHw@sunblossom.ge.com>
Source record: 102898

In article <2kmg2t$e7a@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu (Michael Current) writes:

|> >Atari Hardware Manual says:
|> >($D20A): This address reads the high order 8 bits of a 17 bit polynomial
|> >counter (9 bit, if bit 7 of AUDCTL=1).
|>
|> Okay, what does that mean?

Atari is probably using the standard Linear Feedback Shift Register (LFSR) technique. See Lancaster's _TTL_Cookbook_ for a good explanation.

Basically, you take a 17-bit shift register (I assume you shift left, where bit n goes to bin n+1). You create bit 0 by doing an exclusive OR of two or four of the upper bits (I forget which ones). If you choose the correct bits, you will get a sequence of (2^17)-1 numbers in a pseudo-random sequence. If you choose poorly, you'll get a shorter sequence. You do a four-bit exclusive OR by XOR'ing two pairs of two-bit values, then XOR'ing the results. Skim off the 8 LSBs, or actually any 8 bits you want.

The numbers seem to have short-term non-randomness, in that they seem to be multiplied by two quite often, but if you skip around (say take every eighth number) you'll appear to have quite random numbers. Since a program rarely samples every clock (and I assume POKEY clocks this thing at 1.79MHZ or whatever AUDCTL tells it to) you'll notice no correlation between your numbers.

There are probably fair means of generating truly random numbers, by feeding an LFSR with the noise from a reversed-biased transistor, but I doubt Atari did this inside POKEY.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

818. Re: 8-Bit Emulator on ftp.wustl.edu

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 20:05:47 UTC
From: ahrens26@wharton.upenn.edu
Message-ID: <ahrens26.26.0@wharton.upenn.edu>
Source record: 102899

In article <1994Feb28.095946.15489@mnemosyne.cs.du.edu> thester@nyx.cs.du.edu (Uncle Fester) writes:
>From: thester@nyx.cs.du.edu (Uncle Fester)
>Subject: Re: 8-Bit Emulator on ftp.wustl.edu
>Date: Mon, 28 Feb 94 09:59:46 GMT
>
>
> Speaking of "crash"...
> I ftp'd the thing today and so far, all I've been able
> to get it to do is print out the docs to the screen and to
> a file. Everything else that I've tried just locks up and
> requires a re-boot. Not knowing German hasn't helped at
> all as you would expect.
>
> I knew it was too good to be true. :-(
>
>
> Uncle Fester

I FTP'd it too and have gotten it to run, although not very well. But I suspect this is as good as it gets right now, since it was described as extremely under development. This is an understatement. ;)

Are you loading your VESA driver before you run the emulator prog? If not that could be causing the crashes.

My experience thus far: The emulator runs but there are rainbow patterns displayed in the top 1/3 of the screen. I get a very small window with the ATARI screen, which is not updated properly and has black lines running through the blue background at times. Also, the "top" of the screen starts about 2/3 of the way down, and the cursor wraps around to the physical top of the window as I press RETURN to move the cursor down. I haven't attempted any load or save operations yet. Oh, I get sound too from the PC speaker.

Here are my two questions:

1) Is this emulator still being developed (please say YES!)

2) Does anyone have a translation of the documentation?

- Rich

==========
Richard L. Ahrens ahrens26@wharton.upenn.edu
Wharton School of Business University of Pennsylvania
Finance/Management '96

==========

819. Re: 8-Bit Emulator on ftp.wustl.edu

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 20:10:04 UTC
From: ahrens26@wharton.upenn.edu
Message-ID: <ahrens26.27.0@wharton.upenn.edu>
Source record: 102900

One other thing I forgot about the emulator...

The 'Y' and 'Z' keys are reversed!!!!! (I think those are the ones, I only used it three times)

- Rich

==========
Richard L. Ahrens ahrens26@wharton.upenn.edu
Wharton School of Business University of Pennsylvania
Finance/Management '96
==========

820. Re: 6502 instructions and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 21:22:06 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Feb28212207@lise11.lise.unit.no>
Source record: 102901

In article <2koaeg$kuf@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

In a previous article, eyvind@lise.unit.no (Eyvind Bernhardsen) says:

>It does... Not sure what the register actually DOES, but it's a sound
>register ($D20A, from the other posts that have appeared in this
>thread :). Bill Wilkinson did some tests in INSIGHT: Atari (his
>Compute! column), and found RND(0) wasn't that random... I wouldn't
>know either way :)

I would be really interested to learn what tests he used that RND(0) didn't pass. Do you or does anyone have the issue where he discussed this?

I might. I've tried to keep all my old Compute!s, but some have mysteriously disappeared... I'll try and find the issue.
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

821. Re: M.U.L.E. for PC's

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 21:35:48 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <CLyEnp.3IE@noose.ecn.purdue.edu>
Source record: 102902

In article <CLy39p.I2A@sunblossom.ge.com> potter@sunny3.DAB.GE.COM (Jeff Potter) writes:
>While we're talking about M.U.L.E....
>
>Trivia collectors will remember the name of the planet the game takes
>place on as....Irata.
>
>Has anyone played the C-64 version, who could tell us if the programmers
>renamed the planet to Erodommoc? and what about the PC and Nintendo
>versions?
>
I recently videotaped a M.U.L.E. session for a friend who is thinking
about making a clone for the Amiga. He pointed it out to ME that Irata
was Atari in reverse. He said he remembered figuring it out back in his
C64 days, so I'd guess that the name stuck for the Commodore version.

--
Ryan Osborn
rosborn@en.ecn.purdue.edu

822. Re: Atari 800 technical questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 22:25:13 UTC
From: potter@sunny.dab.ge.com
Message-ID: <CLyGy1.L6J@sunblossom.ge.com>
Source record: 102903

In article <2kqtib$scj@majestix.cs.uoregon.edu>, jgondek@cs.uoregon.edu (Jay Stephen Gondek) writes:
|> I am currently restoring an old 16K atari 800 and I have a few
|> questions:
|>
|> There is a white knob (potentiometer?) on a card that is inserted
|> behind the standard card storage compartment. What does this knob do?
|> Furthermore, what is the purpose of this card?

If this is the pot that you can see along the seam between the ribbed top cover and the body, it's the voltage control for the chroma tuning circuit. See my article on pg. 24 of Atari Classics Dec. 93 and Ben Poehland's article on pg. 29 for more info.

|> There is a knob on the main board (surrounded in a pink encasing)
|> that can be turned with a hex-head driver. What is the purpose
|> of this knob?

This sounds like the RF tuning. Do you mean one that you could access from the bottom of the 800 if you had a long enough allen wrench? Or from the top if you have taken out the keyboard? Use this to tune the sound to match the picture when you are using the RF cable out to a TV's antenna hookup.

|> Finally, how can I tell by inspection if this machine has the
|> CTIA or GTIA chip? So far I don't see any chip labels that
|> indicate either (but there are a few chips under the plastic thing
|> surrounding the cartridge ports and card slots... I havn't removed
|> that part yet.)

Anything built after about 1982 used the GTIA. Some of the old mags included programs to visually check for this. One program could even determine which you had without you having to look at it.

While you got your 800 apart, check that the metal shield on the hinged door hasn't started to fall off. All the ones I've seen recently (that were built with said shield) have fallen off due to the foam rubber decomposing to sticky gray balls of gunk (scientific terms). Don't try to fix it "in place"; remove your door (hopefully you have the thumbscrew version), take it outside and scrape all the foam rubber residue off. Try not to let this gunk get inside your cartridge connector. Reglue your shield using something like hot-melt glue or "Shoe Goo II" (stuff to repair tennis shoes I happened to have in my garage). Most people probably just chuck the shield, however.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

823. Re: M.U.L.E. for PC's

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 23:46:00 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Feb28.184600.1@csusys.ctstateu.edu>
Source record: 102904

In article <CLy39p.I2A@sunblossom.ge.com>, potter@sunny3.DAB.GE.COM (Jeff Potter) writes:
> While we're talking about M.U.L.E....
>
> Trivia collectors will remember the name of the planet the game takes
> place on as....Irata.
>
> Has anyone played the C-64 version, who could tell us if the programmers
> renamed the planet to Erodommoc? and what about the PC and Nintendo
> versions?
>
> --
> Jeff Potter
> ....potter@sunny.dab.ge.com
> ....74030.2020@compuserve.com
> ....JDPOTTER@genie.geis.com
As I have the c64 emulator and M.U.L.E. for it, surprisingly it still is IRATA.
I thought that was kind of ironic though....
Eric

824. Nintendo M.U.L.E.: bad news

Newsgroup: comp.sys.atari.8bit
Date: 1994-02-28 23:58:35 UTC
From: rennertj@carleton.edu
Message-ID: <1994Feb28.175835.1@carleton.edu>
Source record: 102705

I've never seen MULE for either the C-64 or IBM, and I can't see the point in either, as you couldn't play with the full four people. Maybe you could have two people share the keyboard or something, but I'd think that'd be more trouble than it's worth. I still play MULE just about every day on my Atari 800, and it still provides a good deal of challenge when I'm playing with other MULE sharks. I'm continually amazed at what the guys at EA did with 48k...

I was interested in playing MULE for the Nintendo, but once I did, I was totally disappointed. Once your character gets outside the store, it moves at light speed all over the planet, so you could conceivably install six or seven MULEs on one turn. You can also catch the wampus more than once in a single turn, and couple that with the aforementioned lightspeed movement, and you can catch the wampus nine times. I think these two changes rob the game of a lot of strategy, and turn it into more of an arcade game for a broader Nintendo audience. Besides, you need that silly four-score thing to play with four people.

Now what I'd REALLY be interested in would be a version of MULE playable over a small network of PCs, like the one my roommate and I have in our dorm room.

I posted something about this before, but does anyone know where I could get a new MULE disk? Mine's getting a little frayed around the edges. What I'd really go for would be a MULE cart, but I don't think those ever existed...

Anyway, that's my bloated two cents.

-Jeff

825. Re: Atari 800 technical questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 01:47:43 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2ku6rv$ivd@usenet.INS.CWRU.Edu>
Source record: 102706

(Jay Gondek wants to know if his 800 has a gtia or ctia.)
Poke 623,64. If the screen goes black, you have a gtia, if not
you have a ctia. If you don't have BASIC, then the cpu board
at the very back of the machine slots, the gtia/ctia is
then large ic near the edge of the card. The gtia is CO14805-??,
the ctia is CO12295.

826. Need a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 01:47:48 UTC
From: sales@Oswego.EDU
Message-ID: <1994Mar1.014748.20427@oswego.Oswego.EDU>
Source record: 102707

I am looking for an 80 column terminal for my Atari 800. I have
one called Omnicomm, but its hard to use. Anyone know of a good one I can
get? Thanks.
sales@oswego.oswego.edu

827. Looking for 8-bit publications

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 02:18:50 UTC
From: jg58@delphi.com
Message-ID: <J03Jnea.jg58@delphi.com>
Source record: 102708

I am looking for several 8-bit publications:
DE RE ATARI
ANTIC 1 & 2
Analog 1-8
If you have any of these, please E-mail me with your price.

I'm also possibly interested in a MIO or Black Box.

Thanks, Jim Graham
jg58@delphi.com

828. Fte

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 05:38:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655533.AA08824@buscard.fidonet.org>
Source record: 102709

I have agreed for the time being to capture messages in here and Fido
8-bit related to FTE and pass them along to Mike Hohman on GEnie.
I just wanted you all to know that anything relevant will be passed along
and he will read it, I assure you!
So feel free to open up........

* PabQwk 2.0 #20 * Brought to U-atari.8bit by virtue of PabQwk 2.0.

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

829. Cebit 1994 In Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 05:38:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <762655533.AA08823@buscard.fidonet.org>
Source record: 102710

MF>screen burn in, minimal cabinet degradation for approximately U.S.$120!
MF>Now, I'm hearing talk of Atari and other software manufacturers taking the
MF>initiative to re-create some of the old arcade favorites of the early 80's
on
MF>the Jaguar!!! (Tempest 2000, Sinistar (not confirmed), etc.)

I just heard a rumor from the Carina net that they are going to do a
Star Raiders 2000! That would be great wouldn't it?? Add a little sense
of linear continuity between the 8-bit and SOMETHING, there was never much
of a link between the 8-bit and the ST was there? Plus, this would sure
prove that Atari Corp. can not rip the 8-bit as "dead technology" while the
same time looting its bones for a new product. If it weren't for SR, many
things may have gone differently for Atari, it was vital to the initial sales
of the 400/800 and also launched the 3-D craze, with all the 8-bit machines
struggling to do as good a job as SR and failing (like Elite on the Apple
II).

* PabQwk 2.0 #20 * Brought to U-atari.8bit by virtue of PabQwk 2.0.

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

830. Re: Atari 800 technical questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 10:32:03 UTC
From: cs_d604@king.ac.uk
Message-ID: <2kv5j3$67j@mercury.king.ac.uk>
Source record: 102711

Jay Stephen Gondek (jgondek@cs.uoregon.edu) wrote:
: I am currently restoring an old 16K atari 800 and I have a few
: questions:

[Techie stuff wiped...]

: Finally, how can I tell by inspection if this machine has the
: CTIA or GTIA chip? So far I don't see any chip labels that
: indicate either (but there are a few chips under the plastic thing
: surrounding the cartridge ports and card slots... I havn't removed
: that part yet.)

Err.. by inspection, I dunno. The easiest way is to start BASIC, and
type GR.9 . The graphics modes 9,10,11 and 12 are GTIA modes, as I remember..

: Thanks for your help...

: --Jay
: jgondek@cs.uoregon.edu

831. Re: 8-Bit Emulator on ftp.wustl.edu

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 11:57:31 UTC
From: hoosier@rider.cactus.org
Message-ID: <7179@rider.UUCP>
Source record: 102712

ahrens26@wharton.upenn.edu (Richard L. Ahrens) writes:
]
]One other thing I forgot about the emulator...
]
]The 'Y' and 'Z' keys are reversed!!!!! (I think those are the ones, I only
]used it three times)

The "Y" and "Z" keys aren't reversed. That's just a standard German
keyboard. If you ask a German, he'll tell you YOURS is reversed!

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

832. XL/XE Emulators for the Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 13:08:31 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2kveof$av3@dux.dundee.ac.uk>
Source record: 102713

Is there an XL/XE emulator for the Amiga?

Also is there a file transfer program so that I can read XL disks on
a PC?

Rod

--
==
| Roderick McCall, 2nd Year Computing, Dundee University, Scotland |
| |
| Email addresses: rmccall@mcs.dund.ac.uk |
| rmccall@cix.compulink.co.uk |
| |
| 'Only the best will doodle do!' |
| The Sun Valley Chefs |
==

833. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 17:03:28 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994Mar1.170328.14451@mnemosyne.cs.du.edu>
Source record: 102714

Ralph Espino said:

>In article <1994Feb27.012855.24979@mnemosyne.cs.du.edu>
>thester@nyx.cs.du.edu (Uncle Fester) writes:
>> It's not worth it to pay exorbitant fees to get software
>> from European sources either. What would it cost to
>> get Bounty Bob Strikes Back from Poland or England
>> compared to what it would cost to get it if it was
>> available here? (use US dollar equivalents - I'm
>> not exchange-rate literate)

>Of course it is not worth it. just go ahead an pirate instead,
>it'll get you what you wanted: the software, and probably help
>another company go bust in the process. I mean that is what we
>all want isn't it? To give the 8-bit another kick in the face.
> (In case anyone has only just woken up... read that last paragraph
> sarcasticaly)

Beyond the sarcasm, I find that view to be pretty
specious when you consider we're talking about
Bounty Bob Strikes Back. NOBODY has yet found a
source to purchase this game from. Do you know
something that we don't?

>There was a time not so long ago when things were the other way
>around, there was lots of lovely software over in the States and
>most people on this side of the water could only drool at it, the
>choice was to either pirate it or pay the extra cost of importing it.
>Some people took one option, the rest took the other or just went
>without. For the time being things would seem to be the other way
>round, but for how long? How long will it be before the support
>on this side of the water dries up too? And it IS happening.

And then what will your views on pirating be when
support on both sides of the water have completely dried up?

>I disagree with your views, pirating in any of its forms something
>to be avoided if we still want people to produce new and re-release
>old software. If you are not willing to pay the price, then go without.
>I reckon that is how capitalism and free market works isn't it?

Yes. That's why Canadians cross the border here to buy
U.S. gasoline and cigarets, and U.S. citizens cross over
into Mexico to buy Reeboks and liquor. :-)

>> And who wants to buy
>> something sight unseen as well? I find it very

>> dificult (personally) to rely on descriptions of
>> software that I've seen presented here on the net
>> in text only. There are no 'screen shots' to help
>> persuade, and if I'm ultimately unsatisfied with the
>> product, then who pays for shipping to return the stuff?
>> [that of course, requires that the foreign vendor have
>> a reliable return policy as well]

>Surely most stuff sold today falls into that category, whether you
>buy it in the States or elsewhere. I mean unless you can actualy go
>down to your local shop and play test a game several times.... Even
>screen shots will not give you a very good idea of how a game plays.
>Anyway does anybody anywhere take the "I don't like this game therefore
>I'm returning it" excuse? Does anybody provide full satisfaction or
>money back guarantee when it comes to software? Surely such a thing
>would encourage piracy: Pirate sends off for game, copies it and send
>original back saying "I didn't like it, I want my money back",
>and ends up with a free game.

I guess you'll just have to be more careful of
where you purchase your software. Nevermind the
point about copying software, suppose you get a
defective product and then have to return it?
Will the overseas vendor pay shipping, etc. for
the replacement? I don't think so.
Another example of the economy and capitalism at
work, eh? :-)

>> I'm sorry, but I have to go along with what was said
>> previously. If the item in question is not being sold
>> anymore and the original company is defunct (nearly 100
>> percent of the US companies) and nobody on the vendor
>> list carries it, pirating the thing seems to me to be
>> a viable alternative. Every day that goes by, wishing

>Even under such circumstances I can't beleive piracy is the correct
>policy. Surely a much better path would be to campaign for the product
>to be released into the P.D. and then you could copy it legaly.
>Piracy just serves to knock down the few remaining companies.
>And just in case you're wondering nearly 100% of UK companies are
>either defunct or won't touch the A-8bit too, all of those left are
>because the people running them are A-8bitters themselves.

Read the discussion elsewhere in this newsgroup about
releasing products into the Public Domain. Outside
of magazines like A.N.A.L.O.G. and COMPUTE!, very little
has been released, and no progress is being made at all
on locating the copyright owners/licensees for the rest.

>> for a miracle just means that miracle is even farther
>> from happening than before.

>And a miracle is what we need :-)

Amen brother!

>> The 8-bits are dead, the
>> infrastructure that supported them is dead, and the
>> number of people that still use the things is pretty
>> close to dead as well. :-)

>Not quite true, certainly the user base and infrastructure is no
>where near as big as before, but some does still exist, but that
>too is dying, piracy will only help it die even quicker.

Doesn't seem to hurt the MS-DOS world very much.
But then there's really no need to engage in the
practice of piracy on a user level on that platform.

>Nothing personal, I just don't feel that piracy is the correct
>avenue under any circumstances.

In a perfect world I would agree.

>As always all opinion are my own, if you want to thump anyone
>then thump me :-)
>Raphael Espino - rje@cs.nott.ac.uk

Thump!

Uncle Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

834. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 20:17:20 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2l07sg$rcj@usenet.INS.CWRU.Edu>
Source record: 102715

```
Atari Archive: 8bit/faq.txt

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 15-Feb-94

Additions/suggestions/comments/corrections having to do with this
FAQ List are welcomed by its creator and maintainer, Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

The Atari 8-Bit Computers FAQ List is posted on the 1st of the month to the
comp.sys.atari.8bit/Info-Atari8 Digest discussion group. A fairly
recent copy is available on the Atari Archive (see below) as the file
8bit/faq.txt, but the most recent copy may always be requested from
mcurrent@carleton.edu.

What is this FAQ List for?
The Atari 8-Bit Computers FAQ List was created to provide answers to many
commonly asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest
discussion group. At this time the FAQ List is heavily geared toward
describing the various resources for the 8-bit Atari user available, with
relatively little information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. (There's no particular
reason for this, I just haven't taken the time to figure out the process yet.)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.binaries.atari.st (ST/TT/Falcon software, object code)
comp.sources.atari.st (ST/TT/Falcon software, source code)
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
```

rec.games.video.arcade (includes products by Atari Games)
rec.games.video.atari (Lynx, Jaguar)
rec.games.video.classic (includes 2600, 5200, 7800)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the Internet side of this discussion group. All contributions to the Info-Atari8 Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is maintained by John Dunning, jrd@stony-brook.scrc.symbolics.com.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be cross-posted to the Usenet side. John Dunning would like this fixed, but needs help; if you are an accomplished UNIX programmer please contact him.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
The Atari Archive is that section of the University of Michigan/Merit Software Archives that holds a huge number of files covering all Atari products, including the 8-bit computers. Our 8-bit Atari Archivist is Jody Lenn, lenn@atari.archive.umich.edu; the Atari Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP (Try the site nearest you first.)

a) FTP to atari.archive.umich.edu (141.211.165.41) <--United States
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4) <--United States
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.1) <--Great Britain
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

d) FTP to archie.au (139.130.4.6) <--Australia
User: anonymous
Password: [your e-mail address]
cd alex/edu/umich/archive/atari/atari/8bit

e) FTP to info2.rus.uni-stuttgart.de (129.69.8.13) <--Germany
User: anonymous
Password: [your e-mail address]
cd /afs/umich.edu/group/itd/archive/atari/8bit

f) FTP to mirror.archive.umich.edu
This address takes you to a "randomly chosen" University of Michigan/Merit Software Archives mirror site, but there's no guarantee the site you're taken to mirrors the Atari directories.

Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to: atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your system has a Gopher client, try the command "gopher gopher.archive.merit.net 70" to connect directly to the Merit Gopher server, and choose Merit Software Archives.

4. AFS
If your system has AFS capability, this is the easiest way to access the Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.165.41)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files (.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file

describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to lenn@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any other 8-bit Atari FTP sites?
Here's another, maintained by Adam Bryant, adb@albert.bu.edu:
FTP to cs.bu.edu (128.197.2.1)
User: anonymous
Password: [your e-mail address]
cd PC/ATARI

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of
your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of
your message says:
help

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and
it is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Cleveland Free-Net via modem at (216) 368-3888. Those
persons with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.32, 129.22.8.51). Applications for
free accounts are handled online, or you may browse the system as a visitor.
Once logged-in, type "go atari" to reach the Atari SIG. Those who add their
names to the Atari SIG user directories are automatically members of the
official Atari user group C.A.I.N. - Central Atari Information Network.
Send correspondence and press releases to xx004@cleveland.freenet.edu.

What print magazines support the 8-bit Atari?

Atari Classics (exclusively 8-bit)
179 Sproul Rd./Rt. 352
Frazer, PA
U.S.A. 19355-1958
USA 2nd Class Mail: $25/1 yr (6 issues)
Canada Surface Mail: $30/1 yr
Foreign (All) Surface Mail: $32/1 yr
Europe/Mediterranean AIRMAIL: $38/1 yr
Asia/Pacific Area AIRMAIL: $40/1 yr
AC Software Disk (global): $9/1 yr (3 disks)
Net: poehland%phvax.dnet@smithkline.com

Atari Magazyn
Poland

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-75006 Bretten
Germany
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Boot!
LACE (London Atari Computer Enthusiasts)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
75p / issue (quarterly)
Net: trew@sna.co.umist.ac.uk

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$15/6 months (5 issues trial subscription)
$27/1 yr (10 issues)
$48/2 yrs (20 issues)
foreign surface: $36/1 yr
foreign surface: $66/2 yrs
Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr
Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
ST16 1DR England
tel: 0785-213928
FAX: 0785-54335
(bi-monthly) Magazine only Magazine and Disk
UK L15.00 L25.00
Europe (Air Mail) L17.00 L32.00
USA/Canada - Surface L17.00 L32.00
USA/Canada - Air Mail L23.00 L42.00
Other countries as USA/Canada

News-Paper
DGS
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT only)
U.K.: 6 pounds / 4 issues
Europe: 8 pounds / 4 issues
U.S.A.: 10.50 pounds ($21) / 4 issues
Far East & Rest Of World: 13 pounds / 4 issues
Net: dx107@cleveland.freenet.edu

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat Atari
Poland

Tajemnice Atari
Poland

T.W.A.U.G.
P.O. Box 8
Wallsend
Tyne and Wear

NE28 6DQ
England
UK: #1.95 1 issue
UK: #11.00 6 issues (bimonthly)
includes either disk or cassette

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

What disk magazines support the 8-bit Atari?

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
fl10.00/disk

Strange Invasion
Stefan Lausberg
Koerschstr. 58

D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
single issue 5DM
6 issues (1/2 year) 25DM

TOP-Magazin
c/o Tobias Geuther
Postfach 73 02 35
D-06046 Halle (Saale)
Germany
tel: (0)345/78 80 230
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
bi-monthly

What product developers or vendors support the 8-bit Atari?
There are two files available:
1) "All Known World-Wide 8-Bit Atari Vendors and Developers" is part two of the Atari 8-Bit Computers FAQ List, and is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on or about the 15th of the month. There's also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.txt, or you may contact the maintainer at mcurrent@carleton.edu.

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar, r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

What's this UUEncoding stuff (.uu, .uue files) all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
8bit/Cc65/dumasuu.arc - contains uud.com, uue.com, CC65 sources.

What is an .arc file?
A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The Atari Archive contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

Okay, how about a .dcm file?
A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note
that most require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari
users should treat themselves to either MYDOS or SpartaDOS to appreciate the
power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides
subdirectory and hard-drive support. SpartaDOS is a completely different
command-line DOS modelled after MS-DOS, though it is perfectly capable of
reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS
X is cartridge-based and includes many additional features. While it's hard to
argue that SpartaDOS X is not the most advanced DOS available, it is a
commercial product that is no longer manufactured. MYDOS, on the other hand,

is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for
complete compatibility with existing software, and then choose either SpartaDOS
or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
Here are some of the more popular PD/shareware terminal programs
available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

What hardware has Atari created in the 8-bit computer line?
Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS
800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
800XLF (????) ?????
65XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
800XE (1987?)same as 130XE but only 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7-pin dot matrix, same as Commodore MPS-801)
1030 Modem (300 baud, with 1030 Express!)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari BBS?
The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained
by Lawrence Estep, AC's Telecommunications Editor, 71450.1050@compuserve.com.

Where is my nearest 8-bit Atari user group?
An 8-bit Atari user group listing is maintained by Atari Classics
magazine's Exchange Editor, James King, KAMARO_KID@delphi.com.

What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(from _Mapping the Atari, Revised Edition_ by Ian Chadwick)
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe

45. GND 46. Latch read/write out
47. NC (+5v dc?) 48. NC (+5v dc?)
49. Audio input 50. GND

--850 R1-4 pinouts from: generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2

5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

End of 8bit/faq.txt
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

835. Re: Nintendo M.U.L.E.: bad news

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 20:31:12 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2l08mg$t7f@usenet.INS.CWRU.Edu>
Source record: 102716

In a previous article, rennertj@carleton.edu () says:

>I posted something about this before, but does anyone know where I could get a
>new MULE disk? Mine's getting a little frayed around the edges. What I'd
>really go for would be a MULE cart, but I don't think those ever existed...

Sure (on disk):

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/freeware/shareware

I just recently purchased it from them (but haven't had a chance to try it
yet).
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

836. Re: Need a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 20:34:19 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2l08sb$eo@usenet.INS.CWRU.Edu>
Source record: 102717

In a previous article, sales@Oswego.EDU (Robert Jon Sales) says:

> I am looking for an 80 column terminal for my Atari 800. I have
>one called Omnicomm, but its hard to use. Anyone know of a good one I can
>get? Thanks.
> sales@oswego.oswego.edu

There's always this parts of the FAQ List:

What are the best telecommunications programs available for the 8-bit
Atari?

Here are some of the more popular PD/shareware terminal programs
available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

837. Re: XL/XE Emulators for the Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 20:37:15 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2l091r$rg@usenet.INS.CWRU.Edu>
Source record: 102718

In a previous article, rmccall@mcs.dundee.ac.uk (Roderick McCall) says:

>Also is there a file transfer program so that I can read XL disks on
>a PC?

Excerpting from the FAQ List:

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note
that most require a DOS and disk drive on the Atari end capable of the
SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs
are:
ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C
sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite
popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and
ataridsk.arc)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

838. Hard Drive on Serial Port (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 21:07:01 UTC
From: mameyer@solaria.sol.net
Message-ID: <2l0apl$p2k@solaria.mil.wi.us>
Source record: 102719

I'm in the middle of a project to add on to the serial bus, a hard drive. I'm trying to keep the cost way down, so I picked a 20 Meg IDE drive that currently sells for $29.00. I will be adapting it to an existing drive control by pulling out the disk chip and installing the 40 pin IDE header and chips for the IDE drive. (There are 1200 drives at the place that I bought my 3 drives from, so hopefully there will be plenty for anyone else that wants to do this).

I am currently writing the software to replace the EPROM in the existing disk drive controller and have come up with some questions that my current documents don't seem to cover.

1) When putting drives into the high speed, warp speed mode like the 1050 can do; is this a command sent to the drive? If so, what is it and what response is it looking for?

2) On a format command, a bad sector list is sent back, if any exist, but MYDOS 4.5 doesn't allow bad sectors. On a floppy you would just throw out the disk, but on a hard drive you can't do that. :)
So do I need to lie and say all is well and then have a seperate program on the Atari to analyze all the sectors and map out the (if any) bad sectors?

3) Does such a program exist for the parallel port drives that could be made to work on my serial port?

4) In looking at the 4 status bytes sent from a drive to the computer, 1 byte was from a register in the disk controller chip which doesn't exist in the hard drive. So do I adapt the ones that have meaning for the hard drives and fudge the rest.

5) Last of all - is anyone else interested in such a project?

Marc Meyer
```
-------------------------------------------------------------------------------
. . . + . LOWERY'S LAW:
____________________ . . __ . "If it jams - force it.
\______NCC_1701_____|) .____.--"--"---._____ If it breaks,
. + || /-----.__________.----/ it needed replacing anyway."
. /=======||====/___/ "--" +---------------------------------
. . \==\_____________|(- + . | meyer%nyneve.dnet@delcoelect.com
. . . . | mameyer@solaria.mil.wi.us
-----------------------------------------+---------------------------------
```

839. Re: 8-Bit Emulator on ftp.wustl.edu

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 23:20:50 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2l0iki$1jh@samba.oit.unc.edu>
Source record: 102720

In article <CLx97w.97q@utnetw.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>Thomas Meyer (i03a@zfn.uni-bremen.de) wrote:
>
>: After I got many requests for the Atari 8-Bit emulator, I've uploaded it
>: to ftp.wustl.edu:/pub/MSDOS_UPLOADS/emulators/atari800xl/at800xl.zip.
>
>: It is FAR from being complete and about every text you can find in there
>: is in German.
>
>
> Just wanted to issue a public THANK YOU from the Atari 8bit community!
>This is the first Atari 8bit emulator I've EVER seen publically available for
>the PC... for free at least! I'll check it out the first chance I get!
>In german, eh? I'll have to take a few crash courses...

Oh yeah... well, it works, BARELY! Not only does it unnecessarily open a
640x480 screen, of which it only uses 320x200 of anyway, despite the Atari's
ability to use overscan... not only that, but the screen scrambles itself
to hell... It can't make up its mind which line is which.

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

840. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-01 23:30:11 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2l0j63$1ti@samba.oit.unc.edu>
Source record: 102721

In article <1994Feb28.163337.24679@cs.nott.ac.uk>,
Raphael J Espino <rje@cs.nott.ac.uk> wrote:
>> The 8-bits are dead, the
>> infrastructure that supported them is dead, and the
>> number of people that still use the things is pretty
>> close to dead as well. :-)
>Not quite true, certainly the user base and infrastructure is no where near
>as big as before, but some does still exist, but that too is dying, piracy
>will only help it die even quicker.

Oh yeah, and buying the games will magically bring it back to life? ITt's
a lost cause. No one will program for the Atari anymore unless it's
shareware...

--
The opinions expressed are not necessarily those of the University of
North Carolina at Chapel Hill, the Campus Office for Information
technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

841. Re: Hard Drive on Serial Port (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-02 01:22:35 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CM0Jtn.3AG@cbfsb.cb.att.com>
Source record: 102722

In article <2l0apl$p2k@solaria.mil.wi.us> mameyer@solaria.sol.net (Marc A. Meyer) writes:
>
> 2) On a format command, a bad sector list is sent back, if any exist, but
> MYDOS 4.5 doesn't allow bad sectors. On a floppy you would just throw out
> the disk, but on a hard drive you can't do that. :)
> So do I need to lie and say all is well and then have a seperate program on
> the Atari to analyze all the sectors and map out the (if any) bad sectors?
>
It may not be pertanent to your specific IDE drive, but many of the smart
IDE drives handle bad sectors internally, and look 100 percent good sectors
to the computer interface.

--
Richard Dell

842. Re: 8-Bit Emulator on ftp.wustl.edu

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-02 02:14:31 UTC
From: nolram@delphi.com
Message-ID: <xM4KHYf.nolram@delphi.com>
Source record: 102723

Nick Bensema <Nick.Bensema@launchpad.unc.edu> writes:

>Oh yeah... well, it works, BARELY! Not only does it unnecessarily open a
>640x480 screen, of which it only uses 320x200 of anyway, despite the Atari's
>ability to use overscan... not only that, but the screen scrambles itself
>to hell... It can't make up its mind which line is which.

I can't believe you bunch of #!*$,
First of all be greatfull there is anything to begin with, he said it
was never finished.
and if it's a project why not try to finish it examine it,whatever don't burn
the man. To the guy who put it up, they are not representing us true 8-bitters
thank you for posting it.

ps. I get asked why not put your stuff up. this is why.
They aren't critics but animals.

843. Re: Need a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-02 03:34:52 UTC
From: cjwoods@tiac.net
Message-ID: <2l11gs$nq@sundog.tiac.net>
Source record: 102724

On Tue, 1 Mar 1994 01:47:48 GMT Robert Jon Sales mumbled:
:~ I am looking for an 80 column terminal for my Atari 800. I have
:~one called Omnicomm, but its hard to use. Anyone know of a good one I can
:~get? Thanks.
:~ sales@oswego.oswego.edu

There's the old standby: Kermit65 v3.7. It has the same 3-bit graphics characters as Omnicom, so unless you can put your hands on an 80-column card (unlikely, unless FTe does something of the sort!) you'll have to get used to it. I did! I'm sure K65 is available for download in the archives...

-Chris

--
Christopher J. Woods TIAC: The Internet Access Company
cjwoods@max.tiac.net cwoods@genesis.nred.ma.us cjwoods@mary.iia.org
telnet max.tiac.net and login `new', password `new' for 14-day demo
+1 617 275 0331 300-14,400bps +1 617 275 2221 voice (office)

844. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-02 04:20:14 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xy2JnWe.ftooned@delphi.com>
Source record: 102725

```
I resemble that remark...
Mike (FTe)
```

845. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-02 09:32:52 UTC
From: jharris@cup.portal.com
Message-ID: <105263@cup.portal.com>
Source record: 102726

>While the 65802 doesn't have the 24 bit addressing, it is pin compatible
>with the 6502 and would only take modifications to the assembler in order
>to support the new opcodes...

And the modifications to the assembler are already done. My assembler
already supports the full 65802/816 set, including 24 bit addressing.

Thanks to those that supplied info about the additional functions on the
Sally chip. It should be pretty easy to put that on a board with a 65S802
and see if it works. I think I'll try it with a regular 6502 first, to
make sure the board idea works.

It might be awhile before I can get to this test though.

John Harris - jharris@cup.portal.com

846. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-02 09:52:05 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar2.095205.21254@cs.nott.ac.uk>
Source record: 102727

In article <2l0j63$1ti@samba.oit.unc.edu> Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:
>In article <1994Feb28.163337.24679@cs.nott.ac.uk>,
>Raphael J Espino <rje@cs.nott.ac.uk> wrote:
>>> The 8-bits are dead, the
>>> infrastructure that supported them is dead, and the
>>> number of people that still use the things is pretty
>>> close to dead as well. :-)
>>Not quite true, certainly the user base and infrastructure is no where near
>>as big as before, but some does still exist, but that too is dying, piracy
>>will only help it die even quicker.
>
>Oh yeah, and buying the games will magically bring it back to life? ITt's
>a lost cause. No one will program for the Atari anymore unless it's
>shareware...
looks in mirror *smiles* *waves* >I< WILL!!! in fact, I DO program for the Atari, and it is mostly not shareware. Not that I make any money out of it. And not that anyone else cares or buys the games, they are quite happy to pirate them instead.
Buying the games will not magicaly bring it back to life, it will just keep the small trickle of new software flowing.
If enough people think it is a lost cause then it is. But I don't agree with piracy, full stop (or should that be period? :-)). It is the general idea of piracy I am against. Once you pirate one thing it is much easier to pirate others. I think there has been enough piracy stuff on this newsgroup recently so if anyone wants to continue to slag me off, then please do it by e-mail :)

-Raphael Espino -rje@cs.nott.ac.uk

847. Support for your Atari 8-bit.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-02 13:18:30 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9403021318.AA04744@cs.utexas.edu>
Source record: 102728

SUPPORT FOR YOUR ATARI 8-BIT FROM RICHARD GORE.

YORKY 256K Memory upgrade:

Yes, its still available but in dwindling quantities. The Yorky 256k
memory upgrade simply plugs into the PBI port of your 800XL or a 64k internally
upgraded 600XL and gives you 256k of XE type compatible bank switched memory.
You don't have to open your machine or do any soldering, its supplied ready
to be plugged in and used. An A4 manual and a double sided disk of support
software are included in the price.

Price: #50 plus #2 p&p (UK), #3.50 (EC), #5 (worldwide).

(also for US customers $90 fully inclusive).

I also hope to have ready very soon, a new version of the Yorky with a PBI
feedthrough to allow the connection of another PBI device like the Black Box.
More details will be supplied when everything is finally sorted out.

SOFTWARE:

JAWBREAKER - The classic Pac-man style game originally sold by Sierra-On-Line.
This version includes two mazes which were originally sold as
separate games as well as a new pause function and improved
joystick control.

MOUSEKATTACK - Another classic game from Sierra-On-Line. This game has you
trying to plumb the levels of Rat Alley. A very addictive game
featuring a one or two player (simultaneously on screen) mode,
new pause feature and improved joystick control.

Both games are available on disk, tape or Rambit Turbo tape (state which)
and are supplied with a printed manual.

Prices: #4.50 each or #6.95 for BOTH (UK p&p included)

(overseas please add #2 for airmail shipping)
(US dollar prices $10 each or $18 for both fully inclusive)

For further details or to order contact:

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Telephone: (0302) 784642 weekends only please.

E-mail: RG9@UK.AC.YORK.TOWER or RG9@UK.AC.YORK.VAX
(Non-JANET users invert UK.AC.YORK.xxx to xxx.YORK.AC.UK)

- -

SOFTWARE Authors, have you written any games or utilities for the Atari 8-bits, new or old? If you have and you have the rights contact me now and we can hopefully arrange to get them (re-)marketed!

- -

848. 800xl FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-02 17:49:03 UTC
From: pfs@pslu1.psl.wisc.edu
Message-ID: <1994Mar2.174903.16518@pslu1.psl.wisc.edu>
Source record: 102729

```
FOR SALE
800xl with 286K mod.
excellent condition

make me an offer...
```

849. Indus GT disk drive FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-02 17:53:51 UTC
From: pfs@pslu1.psl.wisc.edu
Message-ID: <1994Mar2.175351.16647@pslu1.psl.wisc.edu>
Source record: 102730

```
FOR SALE
Indus GT disk drive
includes orig. carry case, indus software (word proc,database,spreadsheet)
power supply,data cable...

This drive does all formats, ie:compat w/ 1050, 810...
is in excellent shape.

Make me an offer!

pfs@psl.wisc.edu
```

850. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-02 19:45:23 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Mar2194523@lise22.lise.unit.no>
Source record: 102731

In article <2l0j63$1ti@samba.oit.unc.edu> Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:

Oh yeah, and buying the games will magically bring it back to life? ITt's a lost cause. No one will program for the Atari anymore unless it's shareware...

Well, Page 6 have recently released Enigmatix!, KE-soft just did Brundles (a Lemmings clone), and there are probably more. Just 'cuz you don't KNOW about 'em doesn't mean they're not THERE.
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

851. 6502 Opcode list Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-03 02:04:54 UTC
From: ltaylor@academic.csubak.edu
Message-ID: <2l3gk6$bih@nic-nac.CSU.net>
Source record: 102732

Hi, I'm looking for a list of 6502 Op-Codes. Why? I am looking to
write a 6502 emulator. Therefore, it needs to detail the operations of
every command, bugs if any (I only know of the JMP/JSR (xxxx) bug...),
and how the status flags are changed. Thanks!
And FWIW if there's a less-complete list I'll accept that too,
beggars can't be choosers! *Stiles

852. Re: PC Xformer (Atari 8-bit emulator for DOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-03 02:17:25 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar3.021725.5189@isle.waterloo-rdp.on.ca>
Source record: 102733

Darek Mihocka (darekm@microsoft.com) wrote:
: - full speed emulation on roughly a 386/20.
: 286s will run slower. A 486/66 emulates 8 times
: faster than normal. Fast enough? <grin>
: An option allows you to slow down to roughly
: normal speed.

Ohhh... Not bad.. Although, other people got 6502 emulators running on the 68000 a litle faster than you did.. So, maybe other people can get your Intel code to run faster, too... :-)

: - GTIA, DLIs, and PM/G are supported.
: (unlike ST Xformer which didn't support any
: of those graphics features due to the slow
: speed of emulation and crippled graphics of an ST)

How are the ST's graphics crippled compared to the PCs, at this resolution? Are you talking about having to deal with bit-planes, instead of the easier byte-per-pixel? Or what?

(I don't need flames from everyone - I know Darek from quite a while back, and have had this 'discussion' with him before..)

853. Re: 8-Bit Emulator on ftp.wustl.edu

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-03 02:28:07 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2l3hvn$gnk@samba.oit.unc.edu>
Source record: 102734

In article <xM4KHYf.nolram@delphi.com>, <nolram@delphi.com> wrote:
>Nick Bensema <Nick.Bensema@launchpad.unc.edu> writes:
>
>>Oh yeah... well, it works, BARELY! Not only does it unnecessarily open a
>>640x480 screen, of which it only uses 320x200 of anyway, despite the Atari's
>>ability to use overscan... not only that, but the screen scrambles itself
>>to hell... It can't make up its mind which line is which.
>
> I can't believe you bunch of #!*$,
>First of all be greatfull there is anything to begin with, he said it
>was never finished.
>and if it's a project why not try to finish it examine it,whatever don't burn
>the man. To the guy who put it up, they are not representing us true 8-bitters
>thank you for posting it.

I guess I should have mentioned two things, one positive and one negative.

1. What DOES work, works well. I think it even has DLIs, since the self
test keyboard screen uses them to make the "Press RESET" different colors
than the keyboard.

2. What DOESN'T work makes it unusable... either that or the German docs
which seem to be stored in some weird unknown format where TXT would
have sufficed, are supressing some super secret that allows you to get it
to the point where at least the screen is in working order.

>ps. I get asked why not put your stuff up. this is why.
> They aren't critics but animals.

Well, one thing's for sure, don't put it up without getting it to the point
where it's usable for _something_... i.e. pre-pre-pre-pre-pre-beta releases
like this one, should have been worked on a bit more before being put up.
One thing's for sure, it definitely wasn't put up by the author.

--
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internet: laUNChpad.unc.edu or 152.2.22.80

854. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-03 02:36:41 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2l3ifp$gqc@samba.oit.unc.edu>
Source record: 102735

In article <1994Mar2.095205.21254@cs.nott.ac.uk>,
Raphael J Espino <rje@cs.nott.ac.uk> wrote:
>In article <2l0j63$1ti@samba.oit.unc.edu> Nick.Bensema@launchpad.unc.edu (Nick Bensema)
writes:
>>Oh yeah, and buying the games will magically bring it back to life? ITt's
>>a lost cause. No one will program for the Atari anymore unless it's
>>shareware...
>*looks in mirror* *smiles* *waves* >I< WILL!!! in fact, I DO program for the
>Atari, and it is mostly not shareware. Not that I make any money out of it.
>And not that anyone else cares or buys the games, they are quite happy to
>pirate them instead.
>Buying the games will not magicaly bring it back to life, it will just keep the
>small trickle of new software flowing.
>If enough people think it is a lost cause then it is. But I don't agree with
>piracy, full stop (or should that be period? :-)). It is the general idea
>of piracy I am against. Once you pirate one thing it is much easier to pirate
>others. I think there has been enough piracy stuff on this newsgroup recently
>so if anyone wants to continue to slag me off, then please do it by e-mail :)

you know, if I had a working Atari and a catalog, I would be picking stuff
out and buying it. Alas, I have neither. well, I have an 800xl, but both
my 1050s are broken and I'm looking for an SIO2PC cable.

besides, what do you care about Bounty bob? You didn't program it!

--
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technology, or the Experimental Bulletin Board Service.
internet: laUNChpad.unc.edu or 152.2.22.80

855. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-03 08:57:36 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar3.085736.7111@cs.nott.ac.uk>
Source record: 102736

In article <2l3ifp$gqc@samba.oit.unc.edu> Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:

>besides, what do you care about Bounty bob? You didn't program it!
alas no, it was not I sadly. But SOMEONE did. The question is if THEY care about it. Maybe not, but maybe they do. It is the general IDEA that bugs me. Just because I didn't write something doesn't mean to say I want to see it ripped off, if everybody thought like that there would be no commercia software at all.

-Raphael Espino - rje@cs.nott.ac.uk

856. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-03 10:52:43 UTC
From: winston@merk.com
Message-ID: <CM34vx.99C@merk.com>
Source record: 102737

You program games for the ATARI 6502 8-BIT ? Could you provide the USENET NEWS NewsGroup with the titles of some of your works for those of us who are curious ? Thank you.

857. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-03 14:09:32 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <769@npvsrv2.napervilleil.ncr.com>
Source record: 102738

In article <EYVIND.94Mar2194523@lise22.lise.unit.no> (Eyvind Bernhardsen) writes:
>In article <2l0j63$1ti@samba.oit.unc.edu> (Nick Bensema) writes:
>
> Oh yeah, and buying the games will magically bring it back to life? ITt's
> a lost cause. No one will program for the Atari anymore unless it's
> shareware...
>
>Well, Page 6 have recently released Enigmatix!, KE-soft just did
>Brundles (a Lemmings clone), and there are probably more. Just 'cuz
>you don't KNOW about 'em doesn't mean they're not THERE.

That is one of the points that I think some people are trying to alude to.
If we on the net that have worldwide access don't know about these new
releases, how are the people without net access that are still using their
8bit computers supposed to find out about these releases? And don't
suggest moving to Europe. That's not an option for a lot of us. :-)

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

858. Kitchener-Waterloo Eight Sixteen Thirty-two Atari User Group

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-03 15:48:54 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CM3ILI.74s@undergrad.math.uwaterloo.ca>
Source record: 102739
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In March, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.
Our 8-bit library is also available at this meeting.

As well, we will give attendees a copy of our own newsletter "The Hard Copy".

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, March 9, 1994
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

859. Re: Fte And Css

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-03 15:55:03 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5SxqPgn.ftooned@delphi.com>
Source record: 102740

Why not direct your info requests to FTe or CSS??
It seems like that would be the best place to start, and keep
the rumors/absurdities to a minimum...
Mike

860. Re: Fte

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-03 15:58:36 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5y5K-uk.ftooned@delphi.com>
Source record: 102741

Glen,
Don't worry about the message captures...
I'm On-Line here, and Fido-Net is taken care of. Mike

861. Re: Cebit 1994 In Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-03 23:59:47 UTC
From: nolram@delphi.com
Message-ID: <Bu5Jvy7.nolram@delphi.com>
Source record: 102742

Perhaps if you look at kid shows, and listen to some top 40
stations you might see and hear some of it. or maybe pick up any of the
video game mags. it's all over.

the adds are very good, better than anything Sega or nintendo did.

862. Re: Cebit 1994 In Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 00:03:05 UTC
From: nolram@delphi.com
Message-ID: <JsyoX25.nolram@delphi.com>
Source record: 102743

Lucas games ripped SR too. the X-Wing and now Tie-Fighter games
are SR with missions. Same Graphic(in the game at least).The difference
is the great animation.

863. Classic games up for ftp!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 00:23:55 UTC
From: heinr@sci.kun.nl
Message-ID: <CM46Fw.6Hz@sci.kun.nl>
Source record: 102744

Hi
Just found this newsgroup and I thought some of you might be interested to hear that those of you who have PC's (386+) can get a lot of classic Atari games right off the net. They run under the excellent Commodore *cough* 64 emulator that is also available for free. Now I used to be just as much of an absolute Atari 8bit advocate as many of you here probably are but this emulator allows me to play Archon I, II, M.U.L.E., Bounty Bob strikes back, Fort Apocalypse, Choplifter, Necromancer, Drelbs, River Raid, Pitfall II and loads others again so I'm not about to complain. Let's face it, these two machines share essentially the same classics.
The ftp site is watson.mbb.sfu.ca, login anonymous. Go to the directory emulators, get yourself c64s09a and b.arj. Then cd back to the dir games and pick a few. They are in .zip files.
All this is also available from wuarchive.wustl.edu, dir /pub/msdos_uploads/emulators/c64 (They also have the XL emulator there, but that is nowhere near as good as the C64 one :().
Regards, Michiel

864. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 05:16:10 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CM4Jyz.AB1@utnetw.utoledo.edu>
Source record: 102745

Glenn Saunders (Glenn.Saunders@f204.n330.z1.fidonet.org) wrote:
: JS> What are the odds of finding a new or used Atari 130XE, and what
: JS>could I expect to pay for one? *Stiles

: Excellent odds. Pay $50 to $60 for a good unit. If you are picky
: look for the early ones that have the true metal spring keyboards,
: as it is a lot better than the rubber pad XE.

Just curious, why is there a general trend AWAY from the 130xe and towards the 800xl? Better keyboard? Reliability? The 800xl sold for about $64 NEW in 1987/88 while the 130xe ran nearly $97! (Or was it $87?)... but several users have been willing to TRADE their 130xe for a base 800xl in this group. (WHY? I never had a 130xe so I guess I've never had the (dis)pleasure of working with one...)

-Tim

865. WANTED: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 06:24:11 UTC
From: drake@booz.bah.com
Message-ID: <2l6k6b$qso@booz.bah.com>
Source record: 102746

Anybody out there want to sell an XF551??

Please email me.

Tom Drake
--
-=-
Thomas Drake "Test first, then Code!" drake@bah.com

866. Re: Cebit 1994 In Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 09:50:49 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar4.095049.22345@cs.nott.ac.uk>
Source record: 102747

In article <762655533.AA08823@buscard.fidonet.org> Glenn.Saunders@f204.n330.z1.fidonet.org (Glenn Saunders) writes:
>
> I just heard a rumor from the Carina net that they are going to do a
>Star Raiders 2000! That would be great wouldn't it?? Add a little sense
>of linear continuity between the 8-bit and SOMETHING, there was never much
>of a link between the 8-bit and the ST was there? Plus, this would sure
I seem to remember there being a version of Star Raiders for the ST. I never saw it, but I saw the review.
I actualy saw a Jag on TV the other night, on Games Master which is one of those video game T.V. shows over here which seem to have become popular. They played Cybermorph on it, and if that was anything to go by then the Jag is a very mean machine, I bet they could do a brilliant job with S.R.
I wonder if it will be as playable as the original tho'. Can ANYTHING beat the original S.R. on and 8-bit?

Raphael Espino - rje@cs.nott.ac.uk

867. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 12:53:11 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2l7avn$dq4@news.belwue.de>
Source record: 102748

Glenn Saunders (Glenn.Saunders@f204.n330.z1.fidonet.org) wrote:
> That is FANTASTIC! I want one.
> How do I get it again?

Didn't you read my posting "HDI (was Re:...)"? I wrote, that the best
way to get the schematics to build the HDI is to contact Jim Harris
(sorry, I don't have his address). This is probably much cheaper than
getting it from Atreju (if he were willing to send it, it would cost you
at least $20). Perhaps some guys here in Germany will make some of
them again, but this would cost you $150-$200!

Again, if you want to build one, you'll have to get a 4MHz 65C32,
which is probably hard to find!

Bye,
Jochen

P.S.: If you want to have the fastest copier for the XL, watch out for
the Super-Speedy (for the 1050): 4 secs. to read a diskside, 7 secs.
to write it (with formatting) B-)

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

868. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 15:52:25 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2l7lfp$osm@charm.magnus.acs.ohio-state.edu>
Source record: 102749

The 130XE is a very good atari computer, but it does have its shortcomings... One of the major problems is that the machine can't run some of the older programs, DRELBS for instance is an excellent classic game that can't be played on a 130xe (disk Version). Some of the older cartridges do not work either.

Though this may seem an obstacle, there is PD software that allows you to emulate an 800xl, I believe it is called the translator. This software will allow you to run those ancient but addicting classics. But there still isn't (as far as I know) a version that allows you to play some of the cartridges...

Other than that, I was blessed to get a 1200xl, the best keyboard of the lot, though that machine is just as quirky as the 130xe, but not in the same areas...

Michael Steve jr.
The Sequel

869. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 15:58:22 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <ZJ8Nic1w165w@cybernet.cse.fau.edu>
Source record: 102750

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> in 1987/88 while the 130xe ran nearly $97! (Or was it $87?)... but several
> users have been willing to TRADE their 130xe for a base 800xl in this group.
> (WHY? I never had a 130xe so I guess I've never had the (dis)pleasure of
> working with one...)

Yeah, I wish I could find one, I have an 800XL, stock unit. :) Someone
said they were interested, but never heard another word from that person.

```
=========================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
=========================================================================
```

870. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 17:56:33 UTC
From: dfwright@sadis05.kelly.af.mil
Message-ID: <CM5J6A.Mnn@sadis01.kelly.af.mil>
Source record: 102751

Glenn Saunders (Glenn.Saunders@f204.n330.z1.fidonet.org) wrote:
: JS> What are the odds of finding a new or used Atari 130XE, and what
: JS>could I expect to pay for one? *Stiles

: Excellent odds. Pay $50 to $60 for a good unit. If you are picky
: look for the early ones that have the true metal spring keyboards,
: as it is a lot better than the rubber pad XE.

: * PabQwk 2.0 #20 * Hey, JOHN, I'm running PabQwk 2.0 in U-atari.8bit!

: * Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
: (1:330/204)

I have a 130xe, indus gt disk drive, many disks, atari 1027 printer,
several 1020 plotters (one new in shrink wrap), and various other odds
and ends including a numeric keypad, atariartist tablet, joysticks, paddles,
and what all. I also have many books. I would be will ing to sell. If interested, mail an
offer to the address below. I don't read this newsgroup regularly since the digests
stopped, so e-mail is the best way to reach me..

B

--
==========
= dfwright@sadis05.kelly.af.mil (Insert Standard Disclaimer Here) =
==========

871. Re: ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 18:09:17 UTC
From: Joe.Kearney@3619-25-1.mechanic.fidonet.org
Message-ID: <f2b_9403050105@mechanic.fidonet.org>
Source record: 102752

In a message of 26 Feb 94 Dennis Mc Guire wrote to All:

DMG> I have an ATR-8000 on my 256K 800XL and have had problems using
DMG> 5.25" 720K floppies with it. They format okay and seem to read and
DMG> write but when they get about half full they are no longer readable. I
DMG> am using the CONFIG80 driver that came with the ATR when I bought it
DMG> used. I was wondering if it couls have the step rate set at 3 ms for
DMG> 3.5" drives instead of the 6ms which the 5.25's need. I'd apprecite
DMG> hearing from anyone who has used 720K 5.25" drives successfully with
DMG> the ATR-8000. Also anyone running a hard disk with the ATR. I have
DMG> the Z-Tec hard disk controller for it, but don't know if it supports
DMG> SCSI or just SASI and I don't have any software for it.

Ive got one of those laying in the closet. I dont have the original software that came with it, so Im of no help there, but I do remember running the 720k drives without incident. I used to use Sparta exclusively, and dont remember have to run any driver to use the ATR except for an RS232 handler.

Also, do you have any info on the hard disk interface? Is this item currently available, or is it a thing of the past?

See ya, Joe

872. Re: HELP NUBY

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 18:12:22 UTC
From: Joe.Kearney@3619-25-1.mechanic.fidonet.org
Message-ID: <f2c_9403050105@mechanic.fidonet.org>
Source record: 102753

In a message of 21 Feb 94 Kevin M Brennan wrote to All:

KMB> is where you come in) I don't know which ones are good (with easily
KMB> found ribbons) or what kind of interface I will need. Please help
KMB> out. e-mail me (kbrennan@magnus.acs.ohio-state.edu)

I dont know how much it will help, but I know of a store thats local to me that actually has an 825 for sale. Seems to have all the cables, etc.

They are asking $19 for the printer and all the stuff that comes with it. Only catch is that I dont think it will run off of an SIO port...I THINK you need to have an 850 or something of that nature.

See ya, Joe

873. Re: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 18:45:56 UTC
From: Joe.Kearney@3619-25-1.mechanic.fidonet.org
Message-ID: <f2d_9403050105@mechanic.fidonet.org>
Source record: 102754

In a message of 26 Feb 94 Lonnie McClure wrote to All:

LM> Hmmm...makes me wonder how much the OMTI 3527A I have sitting to my
LM> left would be worth to an MIO owner. (It is a performs the same function
LM> as the Adaptec 4070...the RLL version of the SCSI-to-ST506 controller).

Heres a stupid question (or two):

I have, inside a case for my ST stuff, a 3527A. I want to loose it and go with a straight SCSI drive for the ST, leaving me with a 3527A and about 200 megs worth of RLL drives that are currently hooked up to it.

Now, if I go out and purchase a Black Box, can I hook the Omti and the drives right up to it? Would I be flying with a hard drive on my 8 bit, or what?

See ya, Joe

874. Atari 800XL for trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 23:13:27 UTC
From: ltaylor@academic.csubak.edu
Message-ID: <2l8fan$co0@nic-nac.CSU.net>
Source record: 102805

I have an Atari 800XL for trade. It's in decent condition except that it is missing a space-bar (don't ask where it went, I don't know!). I'll trade it for an Atari 130XE. Deal? *Stiles

875. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 23:45:12 UTC
From: jmjohnso@mtu.edu
Message-ID: <2l8h68$5id@indycar.cts>
Source record: 102806

```
: Just curious, why is there a general trend AWAY from the 130xe and towards
: the 800xl? Better keyboard? Reliability? The 800xl sold for about $64 NEW
: in 1987/88 while the 130xe ran nearly $97! (Or was it $87?)... but several
: users have been willing to TRADE their 130xe for a base 800xl in this group.
: (WHY? I never had a 130xe so I guess I've never had the (dis)pleasure of
: working with one...)

I used to own a 130XE (unfortunately, when push came to shove - I had to sell
all my Atari 8bit stuff a few years ago, but I try to evesdrop here...).

My guesses why some people prefer the 800XL are 1) better keyboard.
With each new machine, the keyboard became just a bit worse; the straight
800 had the best keyboard of any 8bit. 2) the 800XL has a separate
cartridge port from the PBI port. The 130XE combined both into an
*enhanced* port. Unless you have something like the splitter sold by
ICD for the MIO, you can't have both a cartridge (like Sparta X or
one of the language carts) AND a hard drive.

I owned a splitter, so it was no problem for me. I also installed the
1200XL function keys in a diamond pattern so I had one key cursor control
(both the XL and XE lines' OS and keyboard decoder chips support the
1200XL function keys - Atari just didn't install them from the 600XL on).

--
+=========================================================================+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |
+=========================================================================+
```

876. RE: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-04 23:50:36 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403042230.AA21515@phinet.smithkline.com>
Source record: 102807

Michael Current stated he didn't believe the pay services would have allowed Analog software to be uploaded if Analog hadn't already released the material into the PD. Michael wisely also stated he couldn't confirm whether in fact the material had really been relased; he was apparently obly making an inference on the basis of the observation that the pay services were accepting the uploads.

I know a little bit about this as I got involved in it a couple years ago. In the normal world, I think Michael would be correct to conclude magazine software residing in a pay service archive is PD. (My opinion.)

But peoples, this is NOT the normal world. This is the ATARI market we're talking about here, where things are ALWAYS done a little differently.

Definition of "a little differently": sloppy, slipshod, laid-back & half-assed. A vendor community whose attitude about the finer details of software legalities might be expressed as, "Details?? We don't need no stinking details!" Yes, much of our present murky situation about what's PD & what isn't stems from the failure of the vendor/developer community to carry through properly even when their intentions are good.

One problem. With magazine software the various magazines had a variety of policies regarding rights. Sometimes the rights were held by the author of the article in the magazine, other times the rights were retained by the magazine itself. In the case where the magazine held all the rights, & gave permission for the old material to be uploaded on commercial pay services, you can MOSTLY be safe in assuming that material is PD. But for material where sometimes it was the author's & sometimes the magazine's, you got a mess. Because people just uploaded everything, & the commercial services have no way to tell which items are still the property of the author & which belonged to the mag. So they stuck their necks out & accepted everything. Theoretically it would only take one lawsuit by one author to force the pay services to delete his material. And you know darn good & well the pay services will cover their butt & just delete everything, since they can't tell what belongs to whom. The spectre of ALL the magazine software being lost in this scenario is real. No one seems to appreciate just how fragile the pay service archives are, nor the extent to which the pay services have exposed themselves just to protect the published software legacy for a few hundred Atari 8-bitters.

Another problem. To the best of my knowledge, the arrangements the pay services have with the magazines for permission to allow software uploads are really sloppy. I mean, nothing tangible that couild stand up in court. It was mostly done in the "old boy" style of conducting business, since many of the pay service Atari people are/were connected at one time or another with the various magazines. A pay service sysop calls up a magazine dude & says, "Yo, dude, you mind if people upload your old Atari 8-bit stuff to our library?" And the mag

dude says, "Oh hell, we don't care about that old 8-bit crap any more." (Notice, the mag dude doesn't even say the word "Yes".) So the sysop just assumes that it's OK & allows the uploads (& of the course, the MANY downloads). But, uh, hey guys, how about a piece of paper, where this stuff is written down somewhere, maybe even a signature or two, & dated? Hah! You gotta be kidding! So, all the pay service archives are built on nothing more than a little behind-the-scenes jawbone action. Legally speaking the whole structure is rickety as hell, one good lawyer could probably blow it all down without even taking a deep breath.\

My personal experience in the Atari vendor/developer community has really been an eye opener. Cutting corners, doing everything quick-&-dirty, & not bothering to write anything down are the apparently the norms. Write a letter? Too much trouble. Everything is done on the phone, & nothing is ever followed up in writing. I'm willing to bet that Atari Classics Magazine is the ONLY financial endeavor in the entire Atari 8-bit market that had a written, detailed, comprehensive Business Plan. As a scientist I'm used to recording all transactions in detail. When I first encountered this laid-back style of doing business in the Atari community it drove me up the wall. Especially when half the time the agreements made on the phone couldn't be remembered a few months later.

I'll also relate another little gem, a classic in this genre. Last year when I tried to negotiate rights to obtain Turbo-File, I assumed (big mistake), that I would inherit whatever rights MicroMiser had negotiated with ICD for the truncated version of SpartaDOS (SpartaDOS B) that was included with TurboFile. I asked MicroMiser for a copy of his agreement with ICD so I could just copy those provisions into the new contract. Hah! I got stung. There WAS NO written agreement. Tom Harker couldn't even remember the name of the guy who owned MicroMiser & was distributing his product. It was a "phone thing": ICD agreed to allow MicroMiser limited distribution rights in return for MicroMiser saying nice things about SpartaDOS in their manual & urging people to buy the full SpartaDOS Construction Kit. But since it was written down, I couldn't buy it! Part of the reason my negotiations with MicroMiser collapsed was because they wanted me to pay a big chunk of change for their product but would force me to re-negotiate rights to SpartaDOS separately with no guarantee ICD would cut me a deal. MicroMiser left me out in the cold, & I found myself dealing with not one company but two. And BOTH companies had to come thru for me in order for my p

wups... 6 lines above, make that "... NEVER written down..."

me in order for my purchase of software rights to have meaningful value. With no guarantee that either company would come thru for me, & both companies being run by bona fide graduates of the Space Academy who NEVER WROTE DOWN ANYTHING, I decide to cut my losses & get the heck outta there.

Bottom line: with so little of the details of contractual information spelling out who owns which rights, & probably much of what was written having been lost, no body can blame me for having a gloomy outlook on the whole software situation. Whenever I look at it, all I see is quicksand.

- Ben Poehland
The [Gloomy] 8-Bit Alchemist

877. Steal It Or Go Without

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 00:40:05 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403042357.AA22967@phinet.smithkline.com>
Source record: 102808

Much of the discussion about software rights in this Newsgroup has centered (as usual) around the legality/morality of merely appropriating software when you can't get it any other way. Some feel you shouldn't do that. Others feel it's OK. And some think if you don't buy it legally you should "go without".

I don't want to get ensnarled in the arguments about the legality vs. the morality of buying/pirating software. But it occurred to me that no one has explored the ramifications of "going without".

Suppose you are a person of high personal morals who finds pirating distasteful. You want all kinds of software for your computer which is no longer commercially available & you're sworn not to steal it. So, you go without. When you think about it, "going without" is not really an alternative. A computer without software is a useless piece of junk. I'll assume our mythical high-minded person also has a brain. After "going without" for long enough, he finally realizes the whole thing is worthless. Why have a computer at all if you can't do the things with it that you got it for? Eventually our mythical Atari owner wises up. He comes to understand that no matter how good the hardware is, it is not computer hardware that makes/breaks a computer market.

It's the software.

So he starts looking around to see which computer platform has the best selection of software products. After looking for about, oh, 9 milli-seconds, he discovers I-B-M. Anybody who ever had an 8086/286/386 knows what an expensive mess that hardware is. And then, you can look forward to all the wonderful offerings of MS-DOS (they don't call it "Messy-DOS" for nothing!). The machine, its DOS, & its architecture have the word KLUDGE stamped all over it in giant letters.

And yet, go into any software store & you're in Software Wonderland.

And this, Dear Friends, is how former Atari owners end up in an unholy love affair with big Blue. Because Big Blue has all the software goodies. Oh sure, gimmee my old 800XL any day! But yah know, I can't draw the molecular structure of taxol on my 8-bit. I can't create a professional camera-ready electronic schematic on my 800XL. I can't program a PAL chip with my 8-bit.

You can do all those things <cough!> with a dreadful IBM thingie. Is that DISGUSTING, or what?

So, to stay in the Atari community, I suspect most people will just "do what you have to do". Or else, you leave. And then the community becomes that much smaller. This isn't fiction, either folks. It's happening. Every day. It's affecting Atari Classics. I oughta know, since I'm the dude who counts

the subscriptions & sees the little notes & stuff people write on the forms.

As the Atari 8-bit pond continues to evaporate, I fear the few remaining inhabitants will turn at last to cannabalism, just to stay in the pond. Will anyone disagree that piracy is a form of "software cannabalism"?

Ah well, on to something less depressing.... Dinner!!

- Ben Poehland
The [Gloomy] 8-bit Alchemist

878. RE: CGA Quality

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 00:58:18 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403050048.AA23818@phinet.smithkline.com>
Source record: 102809

Lonnie McClure mentioned an electonics magazine article that would convert composite signals to analog RGB.

I know the article. It was in Radio-Electronics about 2 years ago. Better dig it out & read it again, Lon. It won't quite do the job.

There was another article published around the same time on the same subject in a different magazine. Hang me, I can't recall which one. P-E????

Sorry, that article won't do the job either.

BUT.... if you were to COMBINE the two circuits.... heh.

- Ben Poehland
The 8-Bit Alchemist

879. Re: 800xl FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 02:49:10 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994Mar5.024910.8871@mnemosyne.cs.du.edu>
Source record: 102810

In article <1994Mar2.174903.16518@pslu1.psl.wisc.edu>,
Paul Schnettler <pfs@pslu1.psl.wisc.edu> wrote:
>FOR SALE
>800xl with 286K mod.
>excellent condition
>
>make me an offer...
>

I don't suppose you'd accept a severed horse's head?

Uncle (Godfather) Fester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

880. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 05:06:42 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2l9412$alt@terminator.rs.itd.umich.edu>
Source record: 102811
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 1111 Mar 3 18:54 ./8bit/Demos/powerso.txt
-rw-r--r-- lenn 73197 Mar 3 18:54 ./8bit/Demos/powerso1.arc
-rw-r--r-- lenn 42990 Mar 3 18:55 ./8bit/Demos/powerso2.arc
-rw-r--r-- lenn 48348 Mar 3 18:56 ./8bit/0index
-rw-r--r-- boydm 24173 Mar 3 00:42 ./8bit/Games/agdav1c.arc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

881. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 05:48:46 UTC
From: kenth@u.washington.edu
Message-ID: <2l96fu$num@news.u.washington.edu>
Source record: 102812

In article <762655516.AA08811@buscard.fidonet.org>,
Glenn Saunders <Glenn.Saunders@f204.n330.z1.fidonet.org> wrote:

>
> Yes, I hope this 65802 idea doesn't just disappear. Maybe I should
>talk to Chuck Steinman about a "T802". It might be a better seller than
>the T816 was. It could be like the Gumby, an upgrade you can do yourself
>off a text file, but Chuck could sell pre-assembled units. Now that
>we have an assembler from John Harris that supports the 65802 it wouldn't
>necessarily be a hack without any development software.
>
> I should also remind you that your math coprocessor discussion has
>not been forgotten. Perhaps you should update us in this conference as
>to what progress you have made theorizing about a math coprocessor/
>multi OS in a SRAM package...
>
It should be pointed out that Data Que has already made a board for both
the original 800 and the xl/xe. When I talked to him last summer, he
said he was only able to sell about 100 and didn't have anymore available.
I think they costed ca. $100 at the time. Anybody try one? Maybe if
enough people had an interest, he might make more?

Does anyone know what Western Design wants for them now? 1 year ago the 802
was $18 but you had a minimum order of $100. I tried to locate another
source but wasn't successful.

kenth@u.washington.edu

882. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 07:45:39 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2l9db3$euh@samba.oit.unc.edu>
Source record: 102813

In article <2l7lfp$osm@charm.magnus.acs.ohio-state.edu>,
Michael Steve <msteve@magnus.acs.ohio-state.edu> wrote:
>Though this may seem an obstacle, there is PD software that allows you to
>emulate an 800xl, I believe it is called the translator. This software will
>allow you to run those ancient but addicting classics. But there still isn't
>(as far as I know) a version that allows you to play some of the cartridges...

I picked up an odd program from a board in Ohio (You may remember Pandora when
it ran Carina, free callback!) that allowed you to either boot normally in
Atari 800 mode, or you cuold hold down some keys and it would flash the
screen, and when you put the cartridge in, it would just run. I forget the
exact procedure though. The docs said it worked 100% of the time, but for
me it worked only 20%.... the cartridge I used was Astro Chase.

--
****
* The above does not represent OIT, UNC-CH, laUNChpad, or its other users. *
****

883. ?? Atari XL/XE emulators for Mac ??

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 08:40:06 UTC
From: ajung@unixg.ubc.ca
Message-ID: <2l9gh6$djh@nnrp.ucs.ubc.ca>
Source record: 102814

Hi, I was wondering if there was a Atari 8-bit emulator for the Macintosh?

Thanks in advance

Andrew Jung

Please e-mail to:
ajung@unixg.ubc.ca

884. RE: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 09:58:13 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <JE4rXxF.ftooned@delphi.com>
Source record: 102815

Well Ben,
The rights to SpartaDos have shifted, and I for one would be
easy to deal with if you decided to renegotiate with just 1 party for
the rights to MicroMiser... <grin> (just HAD to say something...)

885. Re: ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 10:01:50 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Jk5KPfG.ftooned@delphi.com>
Source record: 102816

Joe,
I have info on the ATR-8000 hard disk interface, as well as
having an extra one...
Mike (FTe)

886. Re: Atari 800XL for trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 10:05:16 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <BExrPHM.ftooned@delphi.com>
Source record: 102817

Decent condition?? Yea, I can't remember the last time I ever needed
to use the space bar... I might trade you for a 130XE with a space bar
that needs work... Mike (FTe)

887. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 10:45:49 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar5.104549.22234@cs.nott.ac.uk>
Source record: 102818

In article <2l7lfp$osm@charm.magnus.acs.ohio-state.edu> msteve@magnus.acs.ohio-state.edu (Michael Steve) writes:
>Though this may seem an obstacle, there is PD software that allows you to
>emulate an 800xl, I believe it is called the translator. This software will
>allow you to run those ancient but addicting classics. But there still isn't
>(as far as I know) a version that allows you to play some of the cartridges...

I thought that the 130XE O.S. was identical to the 800XL O.S. and that the
main diferences were the extra RAM, the ECI vs PBI and cosmetics. As far
as I am aware the 130XE ROM's are identical to the 800XL (with Rev C. basic).
Are you not thinking of the translator that emulates the 400/800?

-Raphael Espino - rje@cs.nott.ac.uk

888. HELP! XL/XE-Emulator for MS-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 13:53:00 UTC
From: ulf@antic.sub.org
Message-ID: <5KIHuZJ1S7B@antic.sub.org>
Source record: 102819

Hi !

I downloaded the German XL/XE-Emulator AT800XL.ZIP from WUSTL yesterday. Unfortunately, I cannot get it to run on my system (386DX-40). Well, the VESATST-file works just fine but when I run the emulator with the given parameters I get only a rather small blue window at the top of the screen. Well, I can enter a few BASIC commands or run the self-test but the structure of the XL/XE screen looks very strange - bottom lines are displayed are displayed at the top of the screen and vice versa. Also, the window should be a lot bigger that it is now, I suppose. Maybe I have to run EMULATOR.EXE with different parameters ?! Anybody know ? Any kind of help is welcome.

BraSoft will probably release PC Xformer soon! It's going to be the best XL/XE-emulator for the PC! Stay tuned!

PLEASE SEND REPLIES TO ...

antic.sub.org!ulf@cls.net

Ulf

Ulf Petersen, GERMANY
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v2.93

889. Re: Cebit 1994 In Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 15:55:26 UTC
From: ricortes@delphi.com
Message-ID: <Ba6pPPO.ricortes@delphi.com>
Source record: 102820

There was just a blurb on the program "Computer Chronicles" Friday.
It was in Atari's price range I imagine, FREE, & seemed to be a very
upbeat report on the Jag & Atari as the company that created the video
game market place. IMHO: This type of word of mouth advertising by
industry pundits can't hurt.

890. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 16:19:34 UTC
From: azure@cs.oberlin.edu
Message-ID: <AZURE.94Mar5111934@ocds.cs.oberlin.edu>
Source record: 102821

In article <1994Mar5.104549.22234@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino) writes:

| I thought that the 130XE O.S. was identical to the 800XL O.S. and that the
| main diferences were the extra RAM, the ECI vs PBI and cosmetics. As far
| as I am aware the 130XE ROM's are identical to the 800XL (with Rev C. basic).
| Are you not thinking of the translator that emulates the 400/800?

| -Raphael Espino - rje@cs.nott.ac.uk

I own an Atari 800 and an 800XL and was wondering what you were refer-
ring to when you said a "translator that emulates the 400/800"?

--David Leland

891. Re: Steal It Or Go Without

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 17:24:53 UTC
From: jmjohnso@mtu.edu
Message-ID: <2laf95$6e8@indycar.cts>
Source record: 102822

poehland%phvax.dnet@sb.com wrote: (with much edited out)
:
: Suppose you are a person of high personal morals who finds pirating distasteful.
: You want all kinds of software for your computer which is no longer commercially
: available & you're sworn not to steal it. So, you go without. When you think
: about it, "going without" is not really an alternative. A computer without
: software is a useless piece of junk
:
: So he starts looking around to see which computer platform has the best
: selection of software products. After looking for about, oh, 9 milli-
: seconds, he discovers I-B-M. Anybody who ever had an 8086/286/386 knows
: what an expensive mess that hardware is. And then, you can look forward to
: all the wonderful offerings of MS-DOS (they don't call it "Messy-DOS" for
: nothing!). The machine, its DOS, & its architecture have the word KLUDGE
: stamped all over it in giant letters.
:
: And this, Dear Friends, is how former Atari owners end up in an unholy
: love affair with big Blue. Because Big Blue has all the software goodies.

Ben,

You have described my delimma (I know I didn't spell that right, but my dictionary isn't handy).

In 1990, I moved from the Twin Cities to a very rural area in Michigan's Upper Peninsula. No 8bitters in sight. I had a very well decked 320XE, SDX, MIO & hard drive, and LOTS of goodies including much of the much sought after productivity (versus game) software - all legit. I knew very well how to move data between everyone else's PCs and my machine, but day in and day out it grew to be a real pain. If I would have had a local user group (as I had in St. Paul), I may have stuck it out.

I needed MS-DOS compatibility, and the only way to afford it was to sell ALL my beloved Atari 8bit stuff. After bundling it all up, I had a stack in the living room about 4 feet X 4 feet X 4 feet. Sold it all piece meal through a friend in the Twin Cites and netted enough for the PC.

While I miss my Atari (and still keep an eye on this group), I don't regret the decision because my PC (and it grew up just like my Atari did) pays for itself doing part time consulting. I would no longer even think of trying to obtain another Atari 8bit system. I took about 4 years of building to achieve the system I had, and now that parts and software are so tight, I doubt I could do again legally.

By the way, while I agree that older PCs were kludges, the newest systems when paired with true 32 bit operating systems and more advanced graphics and sound

capabilities are not. I have finally reached the point where I can say I can do more with a PC than I could with the Atari.

--

+===+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |
+===+

892. Re: 6502 Opcode list Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 19:37:05 UTC
From: jharris@cup.portal.com
Message-ID: <105544@cup.portal.com>
Source record: 102823

>
> Hi, I'm looking for a list of 6502 Op-Codes. Why? I am looking to
>write a 6502 emulator. Therefore, it needs to detail the operations of
>every command, bugs if any (I only know of the JMP/JSR (xxxx) bug...),
>and how the status flags are changed. Thanks!

I don't have a convenient full set, but I thought I'd relay something that probably won't be in the other info you may get.

When the CPU is in decimal mode while doing ADC and SBC, the Z and N flags are set according to what they would have been if the bytes had been added in the normal binary fashion. Only the C bit is accurately reflected in decimal mode.

John Harris - jharris@cup.portal.com

893. FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 19:52:18 UTC
From: drake@booz.bah.com
Message-ID: <2lanti$9md@booz.bah.com>
Source record: 102824

Have the following 8-bit stuff for sale:

Atari SX212 1200 baud modem with SX Express software - $25
Atari XM301 300 baud modem with Term software - $15
Rana 1000 Disk Drive (180k) with original box and documentation - $55
Percom AT88-SPD (180K) disk drive with printer port - $50
Indus GT Disk Drive (180K) with GT software - $50
MPP 1000E 300 baud modem - $10
MPP Microconnection 300 baud modem - $10

You pay shipping.

Please e-mail responses to drake@bah.com

Tom
--
-=-
Thomas Drake "Test first, then Code!" drake@bah.com

894. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-05 22:39:23 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2lb1ms$2if@usenet.INS.CWRU.Edu>
Source record: 102825

In a previous article, kkimes@npvsrv2.napervilleil.ncr.com (Kit Kimes) says:

>If we on the net that have worldwide access don't know about these new
>releases, how are the people without net access that are still using their
>8bit computers supposed to find out about these releases? And don't
>suggest moving to Europe. That's not an option for a lot of us. :-)

I would say the answer is the print magazines. Here in North America that
would be Atari Classics and Current Notes.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

895. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 03:13:44 UTC
From: nolram@delphi.com
Message-ID: <hAyoPNI.nolram@delphi.com>
Source record: 102826

Oh you started something, how about adding for all of us to donate
articles?
In current notes the guy(actually the entire mag) askes for articles. as a
matter of fact he's said he would be here(can't remember his name)
but we are leaving all the work to a few men, and then bitch & ask why.

896. Re: Steal It Or Go Without

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 03:56:06 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CM85LI.Iwv@utnetw.utoledo.edu>
Source record: 102827

James M. Johnson (jmjohnso@mtu.edu) wrote:
: In 1990, I moved from the Twin Cities to a very rural area in Michigan's Upper
: Peninsula. No 8bitters in sight. I had a very well decked 320XE, SDX, MIO &
..

You're KIDDING, right? Michigan was famous for it's Atari support!
There were two MAJOR user's groups in lower MI, one around Detroit, the other
near Ypsilanti. Upper MI had one as well I believe. Weird! The last info
I'd heard about the groups "up there" was in and around 1988 tho. I can't
believe MI went dry of Atari support in 2 years! (I checked with J... well,
everyone here probably knows him as Kamaro_Kid just a few weeks ago trying to
track down ANY MI Atari user's group... NADA!)

Guess they knew you were coming! :)

(BTW: If you hear of ANYTHING about the old "MACE" group, PLEASE email me!
I've been trying to track someone down from their old 8bit group, but can't
even find an old officer's list...)

-Tim

897. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 10:43:10 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar6.104310.2609@cs.nott.ac.uk>
Source record: 102828

In article <AZURE.94Mar5111934@ocds.cs.oberlin.edu> azure@cs.oberlin.edu (David Leland) writes:
>In article <1994Mar5.104549.22234@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino) writes:
>| Are you not thinking of the translator that emulates the 400/800?
>
> I own an Atari 800 and an 800XL and was wondering what you were refer-
>ring to when you said a "translator that emulates the 400/800"?
I was refering to the translator disk which the person I replied to was refering to (or at least I think he was refering to it, but he seemed to think that it was for the 130XE to run the 800XL O.S. as opposed for the XL/XE series to run the 400/800 O.S. which is what I was refering to, since to the best of my knowledge the 130XE and 800XL O.S.'s are identical - anyone?)
Basicaly the translator disks (there are several diferent ones around) loads into an XL/XE, switches off the XL/XE O.S. and installs the old 400/800 O.S., allowing you to run some of the old games written for the 400/800 which won't run on XL/XE's.

-Raphael Espino - rje@cs.nott.ac.uk

898. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 11:01:39 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar6.110139.3553@cs.nott.ac.uk>
Source record: 102829

In article <2lb1ms$2if@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, kkimes@npvsrv2.napervilleil.ncr.com (Kit Kimes) says:
>
>>If we on the net that have worldwide access don't know about these new
>>releases, how are the people without net access that are still using their
>>8bit computers supposed to find out about these releases? And don't
>>suggest moving to Europe. That's not an option for a lot of us. :-)
How about moving Europe to the U.S.A. then :-)
>
>I would say the answer is the print magazines. Here in North America that
>would be Atari Classics and Current Notes.
You beat me to it Michael, I was just about to mention the word 'subscription'
Thing is there are a lot of people out there who don't even know about the
magazines (or this newsgroup) even though they have net access, (I've met
several in diferent corners of the net - and pointed them in the right
direction :-)) so you can assume that there are even more people without
access who don't know about it all. Question is how do you reach those
people? With great dificulty I imagine.

One idea, which was recently put into practice by New Atari User - Page 6,
was for individuals to run free personal adverts in local newspapers, which
basicaly say "Atari 8-bit owner looking for other 8-bit owners, please
contact me for more info...", then if anyone replies you can point them towards
the magazines, etc. as well as making new "contacts" for yourself on the way.
Companies obviously have to pay for such ads which make
them uneconomical, but certain publications allow for individuals to place them
free of charge. This apparently has had some success.

-Raphael Espino -rje@cs.nott.ac.uk

899. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 11:05:11 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <pcxovpP.ftooned@delphi.com>
Source record: 102830

Western Design is no longer supporting the 65802's...
They were pseudo-static devices anyway, and with the new 65816's that
are fully static, I feel that it's time to simply move forward...
Mike (FTe)

900. Re: 6502 Opcode list Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 11:11:43 UTC
From: amileto@runner
Message-ID: <1994Mar6.111143.25496@ringer.cs.utsa.edu>
Source record: 102831

In article <105544@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>
>> Hi, I'm looking for a list of 6502 Op-Codes. Why? I am looking to
>>write a 6502 emulator. Therefore, it needs to detail the operations of
>>every command, bugs if any (I only know of the JMP/JSR (xxxx) bug...),
>>and how the status flags are changed. Thanks!
>

I have all the opcodes typed into a data base somewhere. Unfortunately, it's
on my Atari and it's not hooked into a modem (I'm on my Mac). However, I've
got an ISBN for the book that I used to teach myself 6502 programming (if it
will help).

ISBN:0-672-21656-6

Library of Congress #:79-67131

It's very detailed (as far as what each opcode does and the various flags
associated with it).

Angelo
--
Old Programmers Never Die ... They Just Lose Their Bits

901. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 12:29:32 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CM8tD8.K02@utnetw.utoledo.edu>
Source record: 102832

Jochen Scharrlach (jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:

: P.S.: If you want to have the fastest copier for the XL, watch out for
: the Super-Speedy (for the 1050): 4 secs. to read a diskside, 7 secs.
: to write it (with formatting) B-)

I've heard of something like this, but thought it was for the Commode-door!?
Please, elaborate!! With the name "Super-Speedy", am I right in assuming it's
from "Super-products" in Australia? He had a mega-enhancement for the 1050's
named "Super"-(something)... How much? Where is it available? Comes with
necessary upgrade hardware(chips)?

-Tim

902. Re: CTH still going, other corrections

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 16:53:36 UTC
From: kamaro_kid@delphi.com
Message-ID: <5w6KfjA.kamaro_kid@delphi.com>
Source record: 102833

I'm glad Tom decided to stay online..

Unfortunately, I cant say as much for my BBS system (The Korner BBS).
I've been online 9 years now and have decided to put my BBS up only on
weekends - due to lack of callers during weekdays.

If anyone cares, the new number is: 801-969-1468

I have over 300+ meg of nothing BUT 8bit Atari files online.

903. Re: Need a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 16:56:03 UTC
From: kamaro_kid@delphi.com
Message-ID: <5Syl-JL.kamaro_kid@delphi.com>
Source record: 102834

I have an OMNIVIEW 80 ROM, that plugs in and gives you instant 80
column screen - comes with OMNIWRITER 80, an 80 col.word processor also.

What do you offer?

I'd take $20.00

904. Re: Steal It Or Go Without

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 17:13:41 UTC
From: kamaro_kid@delphi.com
Message-ID: <xS0K-bN.kamaro_kid@delphi.com>
Source record: 102835

Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> writes:

> You're KIDDING, right? Michigan was famous for it's Atari support!
>There were two MAJOR user's groups in lower MI, one around Detroit, the other
>near Ypsilanti. Upper MI had one as well I believe. Weird! The last info
>I'd heard about the groups "up there" was in and around 1988 tho. I can't
>believe MI went dry of Atari support in 2 years! (I checked with J... well,
>everyone here probably knows him as Kamaro_Kid just a few weeks ago trying to
>track down ANY MI Atari user's group... NADA!)

Guess what? I came across a user group called IMAGE, Indiana-Michigan Atari
Group Exchange.

While their primarily ST oriented, they do have minimal 8bit support.

They show a mailing address of:

IMAGE
PO BOX 1742
South Bend, IN
46634-1742

I also found a club called MAGIC, but
I dont know if they still exist, as I
havent yet gotten any return mail.

Michigan Atari General Information Council
4801 Martin Road
Warren, MI 48092-3491

Hope this helps get you started..

905. The Korner BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 17:18:33 UTC
From: kamaro_kid@delphi.com
Message-ID: <5Q1IPNJ.kamaro_kid@delphi.com>
Source record: 102836

The Korner BBS will no longer be online 24hours/day, 7days/week.

Instead, I've decided to change the number and put the BBS online
weekends ONLY. If you are looking for ANY hard-to-find 8bit software,
then this BBS is for you. I assure you, your long distance call will
pay off by hitting the motherload of Atari 8bit software.

I have over 350meg of 8bit Atari software online..

BBS Stats:

The Korner BBS
Running BBS Express Pro 3.2c (Ansi core)
350meg of HD space (4 hard drives using two Adaptec 4000a controllers)
256k MIO
1meg Newell upgraded (super-beefed up) 130xe
Online 9years nonstop (until now)
Accessible by Hayes Ultra v.32 9600 Smartmodem
801-969-1468 (effective Monday)

Please notate that the BBS will ONLY be online WEEKENDS.. If you
try calling on a weekday, you'll just get a busy signal or an
answering machine.

906. Misc. Atari stuff for trade or sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 17:26:46 UTC
From: kamaro_kid@delphi.com
Message-ID: <xy2oHDG.kamaro_kid@delphi.com>
Source record: 102837

I have the following EXTRA 8bit hardware items for trade or sale.

800xl w/Omniview 80 chip & software -- $50.00 obo
2 x 1027 NLQ direct connect printers - $15.00 obo
2 x 1020 printer/plotters - $15.00 obo
Okimate 10 color thermal printer w/4 ribbons and 4 rolls paper - $50.00 obo
Percomm data disk drive w/green controller card & printer port - $50.00
3 slave Multiplexor system w/35foot cable - $250.00 obo
2 x 850 serial/parallel interface - $50.00 obo
ADC 1200 baud smart phone modem - $20.00 obo
410 tape drive w/custom dust cover - $20.00 obo
Alien voice box w/all original software - $35.00
Atari TrakBall - $15.00 obo
BEST switchable TrakBall - $15.00 obo
XF551 360k disk drive (cherry condition) - $75.00 obo
US Doubled 1050 (cherry condition, new drive mech!) - $60.00 obo
HAPPY "board" 1050 w/switch & controller board - MAKE OFFER!
XM301 300 baud direct connect modem (in original box) - $10.00
ICD R-time8 cart (I have 4 of these gems, only selling ONE) - Best Offer!

Please note that I'd prefer to trade these items for the following items:

SIO2PC (latest revision) cable with software
US + OS ROM upgrade
TransKey keyboard (complete)
100meg SCSI hard drive
ICD (now FTE) dual port 130xe ECI card
Misc. software

Contact me here, call the Korner BBS (weekends ONLY) at 801-969-1468,
leave me email at: kamaro_kid@delphi.com or call me at home at:
801-969-9782 (Jim King)

907. Re: CTH still going, other corrections

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 19:08:35 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2ld9nj$kub@samba.oit.unc.edu>
Source record: 102838

In article <5w6KfjA.kamaro_kid@delphi.com>, <kamaro_kid@delphi.com> wrote:
>If anyone cares, the new number is: 801-969-1468

Is yours the file-access-first-call one?

300 megs, huh? I'll have fun wading through all that. Maybe you should make a pre-prepared file list available, if you haven't already done so. Perhaps you could even E-Mail me said file list.

--
****
* The above does not represent OIT, UNC-CH, laUNChpad, or its other users. *
****

908. Re: Atari 800XL for trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 20:32:43 UTC
From: ltaylor@academic.csubak.edu
Message-ID: <2ldelb$h08@nic-nac.CSU.net>
Source record: 102839

In article <BExrPHM.ftooned@delphi.com>, F Tooned <ftooned@delphi.com> writes:
>Decent condition?? Yea, I can't remember the last time I ever needed
>to use the space bar... I might trade you for a 130XE with a space bar
>that needs work... Mike (FTe)

OK, sounds like a fair trade to me. (Are you serious?) And it is in
decent condition -- I just pry off a key I never use (right-shift or caps-lock
[in BASIC]) and pop it on the space bar -- voila! Sure, it's not quite as
easy to use , but it works!
And I like your offer... what does 'needs work' mean? Do you need to
smack it to get it to work? Is it loose? Is it fixable? Thanks.
*Stiles

909. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-06 22:35:39 UTC
From: markh@inmos.co.uk
Message-ID: <1994Mar6.223539.21629@inmos.co.uk>
Source record: 102840

Hi,

A beg to differ, I've backed up up my tape version onto disk, and this loads fine.

It doesn't like Rambo expanded machines however, just bog standard 800XL/130XE's

Mark.

910. Need A Terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 00:04:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <763277763.AA09127@buscard.fidonet.org>
Source record: 102841

RJ> I am looking for an 80 column terminal for my Atari 800. I have
RJ>one called Omnicomm, but its hard to use. Anyone know of a good one I can
RJ>get? Thanks.
RJ> sales@oswego.oswego.edu

Kermit65 handles 2400 baud better and has the Kermit protocol.
This is available from the archive. However, even Kermit will lose
characters at 2400 baud after 2-3 screens of continuous scrolling
data. Clay Halliwell on GEnie is working on a new form of 80 collumn
terminal that uses 2 pages of Gr.0 instead of Gr.8 and has been rated
at 14.4K baud capable if not more. However, he has not finished the
VT-100 keymapping and the inverse does not look that good, and his
VT-100 decoding is not perfected.

►►►►> Could someone please post a chart on ASCI/VT100???

Essentially what I need is a chart that shows all the ASCII code,
it's decimal and hex representation, its name, and it's keypress on an
IBM keyboard. For instance, from PICO, you mark things with control caret.
But control caret on an IBM produces a wholly different code on an IBM
than it does on an ATARI, does it not? To produce a key map conversion
you need to know the keystrokes on the IBM and match them to the ASCII
code and choose a keypress for the ATARI.

Likewise, a VT100 control code list would be greatly appreciated.

Any differences between VT100 and ANSI for instance... If Clay
did implement ANSI correctly then perhaps there ARE some differences
because it is not working perfectly for me.

Clay originally designed this program solely with IBMASCII and
ANSI in mind, but I have convinced him so far that VT100 support would
not be too hard considering that ANSI seems to be merely an EXTENSION
of the VT100 command set.

Eventually I also hope he adds a solid Kermit file protocol and
also a backscroll buffer. In the end there is a good chance of at
the very least, 9600 baud text scrolling, depending on how much
throughput is lost when implementing a cut and paste of PMG underlays
to implement blink/brights. The inverse is so hard to read that I
suggested perhaps he use brights instead of inverse when in VT100...
I don't know what he will do. But the bottom line is that there is
a good chance that we will have a VT100 terminal that can cook at
high speed, something which would have been unthinkable with a Gr.8
style display, and this is solely due to Clay's ingenuity.

It makes sense since he wrote CVSQUASH and CSVIEW, the colrview compression and viewers. If anyone is interested also in this project please let me know and I will let him know (if he doesn't read this group already) that there is some interest outside of GEnie for this program. It is only in alpha test so I can not distribute it yet.

* PabQwk 2.0 #20 * Hey, ROBERT, I'm running PabQwk 2.0 in U-atari.8bit!

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8! (1:330/204)

911. Xl/xe Emulators For The A

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 00:04:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <763277763.AA09128@buscard.fidonet.org>
Source record: 102842

RM>Is there an XL/XE emulator for the Amiga?

If the Amiga had become an ATARI property as it
was designed initially, than it would probably have
been done back in 1985, but no. There is currently
on Atari 8-bit emulator for the Amiga. This is also
archetecturally ironic because of all platforms, the
Amiga could probably emulate the Atari with the greatest
facility due to the fact that both machines were
designed by the same team.

For instance, the only PC alternative is to run
Gemulator and thence STXformer to emulate an 800. In
order to get anything close to full speed I would think
it would take at least a 486/66 if not a PENTIUM.

However, I am fairly certain that an Atari 8-bit
emulator could run on a 512K Amiga 1000 at its original
7.xx mhz clock speed due to using the analogous chips
of the Amiga to emulate their older cousins, i.e. PMGs
to Sprites, and DLIs to HAMs. This all has to be done
with brute-force software with most other emulators
INCLUDING the Atari ST, although an STe version was
going to use the Blitter for PMGs I believe...

* PabQwk 2.0 #20 * Hey, RODERICK, I'm running PabQwk 2.0 in U-atari.8bit!

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

912. Looking for Greg Knauss / Mr. Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 02:29:05 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-060394182608@avirislab.jpl.nasa.gov>
Source record: 102851

I remember seeing Greg Knauss on this base a few months ago but when I returned, his message had expired and I didn't write down his address. If anyone knows where Greg Knauss is, the fellow who did all those Action! games in A.N.A.L.O.G. magazine during the golden age of computers, please respond.

913. Re: HELP! XL/XE-Emulator for MS-DOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 04:24:37 UTC
From: ltaylor@academic.csubak.edu
Message-ID: <2leaa5$9sp@nic-nac.CSU.net>
Source record: 102843

In article <5KIHuZJ1S7B@antic.sub.org>, ulf@antic.sub.org (Ulf Petersen) writes:
>Hi !
>
>I downloaded the German XL/XE-Emulator AT800XL.ZIP from WUSTL yesterday.
>Unfortunately, I cannot get it to run on my system (386DX-40). Well, the
>VESATST-file works just fine but when I run the emulator with the given
>parameters I get only a rather small blue window at the top of the screen.
>Well, I can enter a few BASIC commands or run the self-test but the
>structure of the XL/XE screen looks very strange - bottom lines are
>displayed are displayed at the top of the screen and vice versa. Also, the
>window should be a lot bigger that it is now, I suppose. Maybe I have to
>run EMULATOR.EXE with different parameters ?! Anybody know ? Any kind of
>help is welcome.
>

The exact same thing happens to me!

>BraSoft will probably release PC Xformer soon! It's going to be the best
>XL/XE-emulator for the PC! Stay tuned!
>

Really? How can I get it, is it SW? PD? If it's commercial I doubt
it'll sell big...

*Stiles

914. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 04:31:49 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Mar7.043149.14803@iglou.com>
Source record: 102844

I think that was a joke. NOTHING can read or format a floppy disk that fast.
Reading a disk in 4 seconds would mean .1 seconds per track, at 288 rpm?

915. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 09:50:35 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar7.095035.16870@cs.nott.ac.uk>
Source record: 102766

In article <1994Mar7.043149.14803@iglou.com> bmarcum@iglou.iglou.com (Bill Marcum) writes:
>
>I think that was a joke. NOTHING can read or format a floppy disk that fast.
>Reading a disk in 4 seconds would mean .1 seconds per track, at 288 rpm?
>
No it isn't, honest! Micro Discount announced it was going to sell them here.
I have never seen one, but I can't believe that any established company is
going to pay for an advert in a mag announcing a product that's a joke.
(check the Developer's list for their address)
-Raphael Espino - rje@cs.nott.ac.uk

916. XL emulator PLEASE READ

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 10:44:59 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1994Mar7.104459.18431@ericsson.se>
Source record: 102845

Okay guys. I've not had a chance to try the 8-bit german emulator yet. Has anyone translated the docs yet? Anyway, I've (barely) begun work on an 8-bit emulator for the PC. When it is ready, you will know about it. I'm gonna need a good deal of help with it as I've only been using the xl for about 3 years. If there is any source code available for the german emulator, I shall look at it. Is there any other source code knocking around for ANY machine (PC, Unix, Amiga)? If so, can you let me see it, tell me where I can get it, etc.

If you guys have any ideas to be implemented, let me know. If you want me too write this thing, you will have to be patient and let me do it. It's gonna be part time, but once I get back ontop of Assm. I should be able to go quite quickly. Give me support, any information about the XL is useful. I shall initially go for the 800XL, 64k, because this is what I own. Can someone let me have RAW images of the ROM's and the rom for a disk drive (1050?), plus any info on these.

If you want an atari emulator, help me give you one ....oo-er! :)

Zargwog...

917. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 11:22:13 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2lf2p5$4la@dux.dundee.ac.uk>
Source record: 102846

James M. Johnson (jmjohnso@mtu.edu) wrote:

: My guesses why some people prefer the 800XL are 1) better keyboard.
: With each new machine, the keyboard became just a bit worse; the straight
: 800 had the best keyboard of any 8bit.

The 130XE keyboard is worse than the 800XL? I used to think the XL keyboard was alright, but I never considered it to be brilliant- the keys were slightly 'sticky' for my liking. The 130XE keyboard, although the keys are an odd shape, which doesn't really improve it (if you look, you'll see they're curved), feels slightly better to me. My 800XL is a newer one (I assume- the control and cursor keys have the writing in "inverse video" instead of the box round them which the earlier ones seemed to have), I'm not sure how old my XE is, since I got it second hand last year- maybe the different keyboards feel quite different on different versions of the same model. You want a crappy keyboard? Try the C64- both versions (the original and the 64C) have really crap keyboards. Yuk!

: I owned a splitter, so it was no problem for me. I also installed the
: 1200XL function keys in a diamond pattern so I had one key cursor control
: (both the XL and XE lines' OS and keyboard decoder chips support the
: 1200XL function keys - Atari just didn't install them from the 600XL on).

I'd be interested to find out all the keys the 1200XL had which the other machines didn't- were the extra keys useful?

"Time flies like an arrow, but fruit flies like a banana" -anonymous
---
Graeme Fenwick gfenwick@uk.ac.dund.mcs
---

918. Help for Zorro?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 12:04:04 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.117.000C1162@smail.srl.ford.com>
Source record: 102755

My 8 year old is finally interested in games. Great, until she gets stuck. Then comes; "Daddy, how do I..." Does anyone remember some of the parts to finishing Zorro (which is a pretty good game)? We have;

Got the hankee, descended into the well, used the flower pot to raise the gate.Got the key and the beer bottle to get the fat 'bouncer'(ha) drunk, bounced off him to get onto the chandelier to raise the thing on the rope. How do you keep that thing to stay up so you can descend the ladder and get that thing down near the gate in the well???

We have also got the branding iron, heated it and used it on the bull, getting the horseshoe.
We have also used the trumpet and the tetter-totter to get to the boot. What is the boot for?

We have descended into the caticombs to get a bag of money. Do we need more than one?

The box says we release the prisoners. Where are they? How?

What is the hay pile for?

How do you lower the drawbridge to fight the sergent?

Thanks in advance.
Larry Elie
lelie@smail.srl.ford.com

919. Re: XL emulator PLEASE READ

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 14:46:20 UTC
From: oscar@CS.Arizona.EDU
Message-ID: <2lfens$kf4@caslon.CS.Arizona.EDU>
Source record: 102847

In article <1994Mar7.104459.18431@ericsson.se>,
Zargwog <etlprcr@etlxd30.ericsson.se> wrote:
>
>with it as I've only been using the xl for about 3 years. If there is any source code
>available for the german emulator, I shall look at it. Is there any other source
>code knocking around for ANY machine (PC, Unix, Amiga)? If so, can you let me see it,

I think Darek Mihocka's code for the Atari ST version of XFORMER is still
around. I believe this is still the best emulator in existance. Check out
the typical ST archive sites - the source code is available for one of the
older versions.

Oscar

920. Re: Atari 800 technical questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 15:15:26 UTC
From: kiernasj@wckn.dorm.clarkson.edu
Message-ID: <kiernasj.763053326@wckn.dorm.clarkson.edu>
Source record: 102848

azure@cs.oberlin.edu (David Leland) writes:

>I wish I a) remember where I saw this and b) had my atari and atari books with
>me at college, but since I don't, all I can say is that I remember one of the
>books having a peek command you could enter that would let you know whether
>you have the CTIA or GTIA chip. Do you have _Inside the Atari_? It might be
>in there. I know this isn't much help, but maybe it will spark a memory in
>someone who also remembers the peek command and ALSO knows where to find it.

According to Compute!'s First Book of Atari Graphics, if you poke 623 with
64 and the screen goes black, you have a GTIA, otherwise you have the CTIA.

-Stephen J. Kiernan
kiernasj@wckn.dorm.clarkson.edu

921. Re: Atari 800 technical questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 15:17:23 UTC
From: kiernasj@wckn.dorm.clarkson.edu
Message-ID: <kiernasj.763053443@wckn.dorm.clarkson.edu>
Source record: 102849

In article <2kqtib$scj@majestix.cs.uoregon.edu>, jgondek@cs.uoregon.edu (Jay Stephen Gondek) writes:
> Finally, how can I tell by inspection if this machine has the
> CTIA or GTIA chip? So far I don't see any chip labels that
> indicate either (but there are a few chips under the plastic thing
> surrounding the cartridge ports and card slots... I havn't removed
> that part yet.)

By inspection, if you see an IC with the part number C014805, that is the GTIA. Also, most older machines had a little yellow or white sticker with a "G" on them to indicate that it is a GTIA machine.

Hope this helps....
-Stephen J. Kiernan
kiernasj@wckn.dorm.clarkson.edu

922. Re: Atari 800 technical questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 15:20:44 UTC
From: kiernasj@wckn.dorm.clarkson.edu
Message-ID: <kiernasj.763053644@wckn.dorm.clarkson.edu>
Source record: 102850

You can also determine the G/CTIA chip with the following Atari BASIC program
(from Compute!'s First Book of Atari Graphics)

```
10 POKE 66,1:GRAPHICS 8:POKE 709,0:POKE 710,0:POKE 66,0:POKE 623,64:POKE
53248,42:POKE 53261,3:PUT #6,1
20 POKE 53278,0:FOR K=1 TO 300:NEXT K:GRAPHICS 18:POKE 53248,0:POSITION 8,5:
? #6;CHR$(71-PEEK(53252));"TIA"
30 POKE 708,PEEK(20):GOTO 30
```

That's about all there is to it.

-Stephen J. Kiernan
kiernasj@wckn.dorm.clarkson.edu

923. Re: 800xl FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 16:46:13 UTC
From: pfs@pslu1.psl.wisc.edu
Message-ID: <1994Mar7.164613.3633@pslu1.psl.wisc.edu>
Source record: 102852

In article <1994Mar5.024910.8871@mnemosyne.cs.du.edu> thester@nyx.cs.du.edu (Uncle Fester) writes:
>In article <1994Mar2.174903.16518@pslu1.psl.wisc.edu>,
>Paul Schnettler <pfs@pslu1.psl.wisc.edu> wrote:
>>FOR SALE
>>800xl with 286K mod.
>>excellent condition
>>
>>make me an offer...
>>
>
>
> I don't suppose you'd accept a severed horse's head?
>

Only if it's properly cooked!

>
> Uncle (Godfather) Fester
>
>--
> : What God Wants : God wants gigolos :
> : God gets : God wants giraffes :
> : God help us all : God wants politics :
> : *thester@nyx.cs.du.edu* : God wants a good laugh :

924. Re: Need a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 17:24:45 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2lfo0t$g0d@usenet.INS.CWRU.Edu>
Source record: 102853

In a previous article, cjwoods@tiac.net (Christopher J. Woods) says:

>There's the old standby: Kermit65 v3.7. It has the same 3-bit graphics
>characters as Omnicom, so unless you can put your hands on an 80-column
>card (unlikely, unless FTe does something of the sort!) you'll have to
>get used to it. I did! I'm sure K65 is available for download in the
>archives...

Actually, the Kermit-65 character set is a bit improved over OmniCom's
version.

When used on an 80 column monitor (not a TV or color monitor), 80 columns
like K-65 and OmniCom do is indeed entirely readable.

I still prefer the XEP80, of course.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

925. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 18:29:02 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CMB4oF.IMt@cbfsb.cb.att.com>
Source record: 102854

In article <1994Mar7.095035.16870@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino) writes:
>In article <1994Mar7.043149.14803@iglou.com> bmarcum@iglou.iglou.com (Bill Marcum) writes:
>>
>>I think that was a joke. NOTHING can read or format a floppy disk that fast.
>>Reading a disk in 4 seconds would mean .1 seconds per track, at 288 rpm?
>>
>No it isn't, honest! Micro Discount announced it was going to sell them here.
>I have never seen one, but I can't believe that any established company is
>going to pay for an advert in a mag announcing a product that's a joke.
>(check the Developer's list for their address)

Must be a misprint someplace then .. standard speed 300 rpm is 200 ms MINIMUM to read one track ... to read 40 tracks would take a MINIMUM of 8 seconds ... allowing NO time for head movement. Adding say 25 ms track to track settling time would add a second to this. Though ... if it modified the mechanism to double the rotational speed ... perhaps.

--
Richard Dell

926. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 20:28:52 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2lg2q4$il@news.belwue.de>
Source record: 102756

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
> I've heard of something like this, but thought it was for the Commode-door!?
> Please, elaborate!! With the name "Super-Speedy", am I right in assuming it's
> from "Super-products" in Australia? He had a mega-enhancement for the 1050's
> named "Super"-(something)... How much? Where is it available? Comes with
> necessary upgrade hardware(chips)?

Ok, perhaps the 4 seconds are bit hard to believe, but I know someone
has it, so I could ask him for the right speed :-).

No, it comes not from Australia, but from Germany: it's an improved
"Speedy" (I think, it's a bit better than a Happy), with 192K RAM, so
the complete disk is stored in the floppy drive! It was only produced
in a very small amount, because no normal user was willing to pay
about 200DM ($100-$150). Perhaps Klaus Peters (look in the vendorlist)
hast still some of these.

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

927. QWK8NEW.COM

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 20:56:54 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0m2f@legend.akron.oh.us>
Source record: 102757

Hi All,

I'd be willing to answer any questions concerning the files QWK8NEW.COM and QWK8.COM which I recently uploaded to Genie, and which are also available locally at 216-376-0885 (Rubber City BBS). This file(s) is/are an offline reader for the unexpanded atari 8-bit. I've had no luck getting QWK silver to run, and can't use PabQWK, so I wrote my own offline reader in C (AceC and CC8). Its all free, if anyone wants the source code they can have that too. I'd be interested in any problems with it that need corrected. Thanks.

Bob Stout
* QWK-8 *

928. Re: CTH still going, other corrections

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-07 23:33:50 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2lgdku$8ti@usenet.INS.CWRU.Edu>
Source record: 102758

(Kamaro Kid says Korner BBS is going to weekends only.)
801? I don't know where that is.(Just checked, Salt Lake City, UT.)
Well, I strongly suspect most of CTH calls are weekends. Now, who's
gonna call long distance on weekdays?

929. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 01:22:19 UTC
From: amileto@runner
Message-ID: <1994Mar8.012219.26501@ringer.cs.utsa.edu>
Source record: 102759

>In article <1994Mar7.043149.14803@iglou.com> bmarcum@iglou.iglou.com (Bill Marcum)
writes:
>No it isn't, honest! Micro Discount announced it was going to sell them here.
>I have never seen one, but I can't believe that any established company is
>going to pay for an advert in a mag announcing a product that's a joke.
>(check the Developer's list for their address)

Unless of course it were the April issue :)

Angelo
--
Old Programmers Never Die ... They Just Lose Their Bits

930. Need Source Code for K65

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 03:07:39 UTC
From: cwoods@genesis.nred.ma.us
Message-ID: <CMBsos.B7B@genesis.nred.ma.us>
Source record: 102760

Hi all! I am in dir need of the source code for K65 v3.7, if it is PD and available. This is to aid in the development of FlickerTerm80. Actually, all we need is a list of vt100 character codes ASCII counterparts. FlickerTerm80 is in Alpha test mode now, and one of the testers has requested this information.
Any ideas/pointers would be appreciated!
TIA...

-Chris

--
Christopher J. Woods | TIAC: The Internet Access Co.
cwoods@genesis.nred.ma.us | +1 617 275 0331 300-14400bps
cjwoods@max.tiac.net | telnet max.tiac.net for a 14-day
cjwoods@mary.iia.org | free trial account

931. 6502 Opcode List Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 03:53:00 UTC
From: Glenn.Saunders@f204.n330.z1.fidonet.org
Message-ID: <763277763.AA09129@buscard.fidonet.org>
Source record: 102761

JS> Hi, I'm looking for a list of 6502 Op-Codes. Why? I am looking to
JS>write a 6502 emulator. Therefore, it needs to detail the operations of
JS>every command, bugs if any (I only know of the JMP/JSR (xxxx) bug...),
JS>and how the status flags are changed. Thanks!
JS> And FWIW if there's a less-complete list I'll accept that too,
JS>beggars can't be choosers! *Stiles

If you're gonna do an Atari emulator fullblown, just remember, a 6502
is not all there is to an Atari 8-bit! Get ready for fun emulating Antic/
Pokey/GTIA. Many have tried and failed.

* PabQwk 2.0 #20 * Hey, JOHN, I'm running PabQwk 2.0 in U-atari.8bit!

* Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
(1:330/204)

932. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 04:14:12 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMBvrq.AKA@utnetw.utoledo.edu>
Source record: 102762

Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:
: I'd be interested to find out all the keys the 1200XL had which the other
: machines didn't- were the extra keys useful?

I'll say! The two MOST important keys I recall are the "system lock" key
and the "DMA off" key! F1 and F2 respectively I think... I've got an old
1200xl buried here, I'll have to break it out and start playing on it again.
(Never upgraded it to 1meg, so I've been using my poor 'ole 256k 800xl)

-Tim

933. Re: CTH still going, other corrections

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 04:19:08 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMBvzw.BIq@utnetw.utoledo.edu>
Source record: 102763

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (Kamaro Kid says Korner BBS is going to weekends only.)
: 801? I don't know where that is.(Just checked, Salt Lake City, UT.)
: Well, I strongly suspect most of CTH calls are weekends. Now, who's
: gonna call long distance on weekdays?

User in Toledo, Ohio puts his hand up... seeing no others... feels lonely...

<grin>

934. Re: Help for Zorro?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 04:41:40 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMBx1H.F3u@utnetw.utoledo.edu>
Source record: 102764

Larry Elie (lelie@smail.srl.ford.com) wrote:
: My 8 year old is finally interested in games. Great, until she gets stuck.
: Then comes; "Daddy, how do I..." Does anyone remember some of the parts to
: finishing Zorro (which is a pretty good game)? We have;

Ah! So, I'm not the only one stuck on that "%!@"%@"$(")! Journey to the Planets - like monster of a puzzle. I've played it a few times, bottle, etc. not quite as far as you seem to be, but am stuck on a few points. Anyone willing to give us a few pointers, PLEASE POST to this newsgroup if you can... I'm sure there's a few others playing this old Datasoft favorite that are afraid to speak up (or can't post)!!!

-all Zorro'd out

935. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 04:49:36 UTC
From: rklace@crashb.megalith.miami.fl.us
Message-ID: <rklace.03e5@crashb.megalith.miami.fl.us>
Source record: 102765

GF> versions of the same model. You want a crappy keyboard? Try the C64- both
GF> versions (the original and the 64C) have really crap keyboards. Yuk!

Hey, the C-64 Keyboards wern't that bad. Not when they were new anyways. They did tend to have a high degree of failur thou with commonly used keys. I think that was because of the size of the carbonized rubber contacts used. They were huge. Tended to streach out. I'd be willing to bet, if you find any used C64 owned by a person not afraid to open their computer, you'll find all kinds of crap wedged behind the key contacts. This of course also applies to the VIC-20 and C-16 computers as well. I do not think that the SX64 had this problem.

The C128 has a pretty good keyboard. Later model keyboards (I belive Hong Kong keyboards) seemed to be the best thou. Had a nice feel. C-128 keyboards wern't really effected by streached out contacts because it uses a very small pad. Only problem C-128 keyboards ever have is dirty contacts.

```
==============================================================================
==== UUCP: rklace@crashb.megalith.miami.fl.us ==== ** Artlover ** (C)(94) ====
==============================================================================
========= Member of the International Association of United Poodles. =========
= "We will not be shaved to look like balloon animals covered in lintballs!" =
==============================================================================
```

936. PC disk readers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 08:19:42 UTC
From: gnu@theporch.raider.net
Message-ID: <CMC74v.9lv@theporch.raider.net>
Source record: 102767

I have a couple of disk readers for the PC, but can't use a one since they mostly read/write MYDOS disks. I don't have MYDOS, so I can't use them. Plus, I can't get MYDOS anywhere since I need a PC disk reader/writer to get it. (I have no modem on my PC, and I need to transfer files from the PC to my 800XL.) Any suggestions?

937. Re: Need a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 08:23:14 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xY-LvRS.ftooned@delphi.com>
Source record: 102768

Hey, did you guys know that Claus Bucholz of 256K Byte Upgrade
fame did an 80 column cartridge for the ATR8000 ??
Mike (FTe)

938. Re: Gemulator 3.0!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 09:14:08 UTC
From: iqbal@sys6626.bison.mb.ca
Message-ID: <0H4uic4w165w@sys6626.bison.mb.ca>
Source record: 102769
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,0

system@cyberden.sf.ca.us writes:

> anyone@cyberden.sf.ca.us writes:
>
> > ps - it mentions about using it under Windows, straight MSDOS, and Unix.
> > What DOS do you use on you ma<hine, anyways?
>
> 386/33, but not for music...

939. Re: PC disk readers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 09:43:14 UTC
From: gnu@theporch.raider.net
Message-ID: <CMCB03.9xL@theporch.raider.net>
Source record: 102770

GN> get it. (I have no modem on my PC, and I need to transfer files
GN> from the PC to my 800XL.) Any suggestions?
Oops. That should read "no modem on my Atari".

940. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 09:45:27 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar8.094527.29939@cs.nott.ac.uk>
Source record: 102771

In article <1994Mar8.012219.26501@ringer.cs.utsa.edu> amileto@runner (Angelo John Mileto) writes:
>>In article <1994Mar7.043149.14803@iglou.com> bmarcum@iglou.iglou.com (Bill Marcum) writes:
>>No it isn't, honest! Micro Discount announced it was going to sell them here.
>>I have never seen one, but I can't believe that any established company is
>>going to pay for an advert in a mag announcing a product that's a joke.
>>(check the Developer's list for their address)
>
>Unless of course it were the April issue :)
If I had my collection of mags handy I would check it up, but I seem to
remember it talking about copying a disk in under 10 seconds or something
very similar.

941. Mr. Do

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 09:48:03 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <2lhhkj$q40@usenet.INS.CWRU.Edu>
Source record: 102772

My Mr. Do disk (Datasoft) recently died and I am suffering from
withdraw symptoms. If any one has one to sell cheap or possibly
email me a hex dump of sector 255 which I believe is bad.
I don't have a backup since the disk is copy protected.

Any help would be appreciated.

Ken Siders
cp576@cleveland.freenet.edu

942. New Software.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 10:01:51 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <2lhief$svs@usenet.INS.CWRU.Edu>
Source record: 102773

I have developed the following programs over the last couple
years, and if there is sufficient interest in any of them
I may look for a way to get them into distribution (as PD or shareware)

K-ASM - has all the features and psuedo ops of Atari Macro
Assembler (except VFD and USE). Has string passing to macros,
and even sub-parameters.
Generates standard atari binary files as well as a relocatable
mode compatable with the CC65 C languages assembler.
About 200% faster than AMAC and 5 or more times faster than RA65
(used with CC65).
There is also a linker although it is not completely polished as
the Assembler. I have been
using it for years over AMAC

Atari-Writer Plus Super Menu - requires 128K when used with
the 48K version and 256K when working with XE version.
It resides in a free memory bank and is called when pressing
HELP, gives TEXTPRO style directory menu, you can load a file
by simply pressing control-L.
It also has keyboard macros. AW+ does not even need to be
patched, it works entirely outside the AW+ program (unless you
want the ability to use the console keys from within a macro.)
Unfortunately, my memory expansion just died, and it will take
a couple weeks to fix (I currently am restricted to 64k :(

All for now, just seeing if anyone would be interested
in this stuff. All programs are 100% ML. Unfortunately,
it is a long distance call for me to access this group or
I could be more active

. Ken Siders
. cp576@cleveland.freenet.edu

943. Re: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 11:34:55 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Jk+onHn.lmcclure@delphi.com>
Source record: 102774

On 3-4-94, Joe Kearney wrote:

"Now, if I go out and purchase a Black Box, can I hook the
Omti and the drives right up to it?"

That should work with no problem. However, I was informed by mail that the OMTI only supports 512-byte sectors, and thus it could not be used with the SCSI interface on the ICD MIO (which only supports 256-byte sectors, a limitation the Black Box does not have).

Anyone interested in an OMTI 3527A and a 60meg Mitsibishi 5.25" hard drive?

944. [--- Graeme's .sig ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 12:09:03 UTC
From: winston@merk.com
Message-ID: <CMCHr4.B47@merk.com>
Source record: 102775

```
GF> ------------------------------------------------------------------------
GF> "Time flies like an arrow, but fruit flies like a banana" -anonymous
GF> ------------------------------------------------------------------------
GF> Graeme Fenwick gfenwick@uk.ac.dund.mcs
GF> ------------------------------------------------------------------------

I have been told that your signature is -- in fact -- not anonymous,
and that the actual quote is:

"Time flies like an arrrow. Fruit flies like a banana."

...and was spoken by the immortal Groucho Marx as an aside in one of
the Marx Brothers movies. (I don't know which one, sorry!) This would
mean that the quote is attributtable to his script writer (named Kaufman?),
who was a famous comedy writer on Broadway in the 1920's.
```

945. Re: Need a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 12:27:19 UTC
From: winston@merk.com
Message-ID: <CMCILJ.BGq@merk.com>
Source record: 102776

On Monday, March 7, 1994 at 17:24:45 GMT (12:24 pm EST ?)
aa700@cleveland.Freenet.Edu (Michael Current)

MC> Actually, the Kermit-65 character set is a bit improved over OmniCom's
MC> version.
MC>
MC> When used on an 80 column monitor (not a TV or color monitor),
MC> 80 columns like K-65 and OmniCom do is indeed entirely readable.

Actually, I use KERMIT-65 on a color monitor just fine. I simply
turn the color off by turning the color POT knob all the way down or
pressing the black-and-white "color on" toggle button on some of the newer
sets.

946. drol found

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 12:46:34 UTC
From: dfwright@sadis05.kelly.af.mil
Message-ID: <CMCJHn.t0@sadis01.kelly.af.mil>
Source record: 102777

Someone here was looking for an original copy of drol with the "manual"
I'm sorry that I lost his name/address, but if he's still here, and
still interested, I finally found my copy of the drol manual. I think
however, that he shall be sorely disappointed to know that the manual
for drol consists entirely of 1 5" x 7" card printed on both sides...

--
==
= dfwright@sadis05.kelly.af.mil (Insert Standard Disclaimer Here) =
==

947. Atari Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 13:26:00 UTC
From: dfwright@sadis05.kelly.af.mil
Message-ID: <CMCLBD.C0s@sadis01.kelly.af.mil>
Source record: 102778

I have the following stuff for sale. I would like to sell the items as
a group, but I will entertain offers for individual pieces. Please
reply via e-mail if possible.

Atari 130XE, P.S., Manual
Indus GT, Case, P.S., Software & Manuals
XM301 Modem, Manual
CX85 Numeric Keypad, Sotware, Manual
Wico Boss Joystick, QuickShot II J.S., Atari Paddles
1020 Plotter, Condition unkown
1010 Recorder, Condition Unkown
1027 Printer

Software-
Assembler Editor Cartridge w/book
Rambrant, Final Conflict, Necromancer, Oreily's Mine,
Witness, Sargon II, Zork I, Syntrend, Castle Wolfenstein,
Print Shop, Print shop companion, Music Construction Set,
Temple of Aphsai, Silicon Dreams, Jewels of Darkness,
Atari Home filing manager, Several Antic disks, Print Power,
Awardware, and S.A.M. (Software Automatic Mouth)

Books-
Mapping the Atari - Original & Revised Editions
6502 Assembly language programming
Atari Games & Recreations
Compute's 1st & 2nd Books of Atari
101 Atari programming tips & tricks (basic)
a few misc magazines

I would like to get $150.00 for the whole thing, which would include
the shipping. I will consider any serious offers.

--
==
= dfwright@sadis05.kelly.af.mil (Insert Standard Disclaimer Here) =
==

948. Need Morse Code Program

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 13:44:38 UTC
From: bobsmith@cbnewsk.cb.att.com
Message-ID: <CMCM6I.AnJ@cbnewsk.cb.att.com>
Source record: 102779

Does anyone know where I can get a morse code practice program for my
Atari 800? Thanks.

Bob Smith
rsmithjr@attmail.att.com

949. Re: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 15:55:01 UTC
From: cr198@cleveland.Freenet.Edu
Message-ID: <2li74l$i8j@usenet.INS.CWRU.Edu>
Source record: 102780

Actually, I used to have many OMTI controllers, but most of them
only supported up to 20meg MAX. Your statement regarding 512
byte block HD sectors is incorrect, I believe.

--
-=-=-=

950. Re: New Software.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 16:40:12 UTC
From: cr198@cleveland.Freenet.Edu
Message-ID: <2li9pc$q2r@usenet.INS.CWRU.Edu>
Source record: 102781

I'm very interested in the programs you have, specfically
the ATW patch - as I have a 1meg upgraded 130xe..

--
-=-=-=

951. Re: Need Source Code for K65

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 18:46:20 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2lih5s$i3a@usenet.INS.CWRU.Edu>
Source record: 102782

In a previous article, cwoods@genesis.nred.ma.us (Christopher J. Woods) says:

>Hi all! I am in dir need of the source code for K65 v3.7, if it is PD and
>available. This is to aid in the development of FlickerTerm80. Actually,
>all we need is a list of vt100 character codes ASCII counterparts.
>FlickerTerm80 is in Alpha test mode now, and one of the testers has
>requested this information.

Atari.archive.umich.edu: atari/8bit/Telecomm/k65src.arc

As I recall this isn't the sources for v3.7, though. Otherwise, the author
should be reachable at jrd@stony-brook.scrc.symbolics.com.

Keep us updated on the progress with FlickerTerm80!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

952. Re: Need Source Code for K65

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 19:08:56 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Mar8.190856.28635@newshub.ists.ca>
Source record: 102783

In article i3a@usenet.INS.CWRU.Edu, aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>As I recall this isn't the sources for v3.7, though. Otherwise, the author
>should be reachable at jrd@stony-brook.scrc.symbolics.com.
>

No, John Dunning has changed locales. His new email address is
jrd@harlequin.com.

- Mike Jewison
mjewison@nereid.sal.ists.ca

953. 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 22:18:54 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403082203.AA04059@phinet.smithkline.com>
Source record: 102784

Someone asked about availability of the 130XE & prices.
B&C ComputerVisions is selling new ones for $175 boxed.

I got one last year & regret it. Oh yeah, the PACKAGING & manuals & manuals & stuff was all new. But recently when I was working up the material for AC's special video issue I had occasion to pop the cover & see what was under the hood.

I was totally bummed out. The motherboard was filthy. Datecodes indicated it was an older model, vintage 1985, REV 2 or 3 or whatever. Handling the board grssed me out, it was so dirty. I had to vaccuum it off to keep it from soling my hands. Then I noticed a couple chips had been rerplaced on this board. Whoever did the work was a gorilla, it was a sloppy job. The datecode on the box was August 1991, corresponding to Atari's final production run of XE's for the "exchange market" (verfied personally by Bob Brodie).

It is now clear there never was a "production run". All Atari did was take a bunch of returned/malfunctioning XE motherboards that had collected dust in the warehouse, repaired them, repackaged them, & sent them on their way.

I also bought an Xe used from Dave Aronson who advertises heavily in the Swap section of Atari Classics. It was in MUCH better condition! And only $45 or so. No fancy box (like, who cares?).

'Nuff said?

- Ben Poehland
The 8-Bit Alchemist

954. 130XE vs XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 22:53:34 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403082216.AA04543@phinet.smithkline.com>
Source record: 102785

Tim wanted to know why the XL seems more popular than the XE.
I still have two 130XE's & seldom use them. I got 7 800XLs & 4 600XLs & pound the hell out of 'em.

I also had a 65XE. Utterly worthless, I'm glad I sold it.

Here's my list of preferences for the 800XL over any of the XE's:

1.) the cart slot on the XL is in a convenient place, allows you stack carts to the ceiling if you want, & you can SEE exactly which carts you got in there. But in the XE the damn cart port is in the back where you can't see it, you fumble all round plugging in the cart & sometimes get your hands tangled in all those @#$%&*!!! wires back there & accidentally loosen cables, plus you can't stick a whole stack of carts in because they have to lie sideways, it's unwieldy, & you may not have the desk space.
2.) Some peripherals don't work as reliably with the XE as the XL. Not sure why. But I'm not the only one who's observed it. It has driven Bob Puff crazy. SIO & PBI both.
3.) The case of the XE is flimsy. Just doesn't have as solid a feel as the XL.
4.) The XE keyboard sucks. Mushy. Although, it is said to be greatly improved by adding the "TT-Touch" from Best Electronics. This is a bag of little rubbery cup-like things you plant under the keys.
5.) Some XE keys fail due to insufficient current. AC published a fix, I think in the Oct. '93 issue.
6.) The XE keyboard isn't fastened down. It just sort of sits in there on top of the circuit board. Man, what a sloppy way to do things. Low-class!
7.) The XE is dumb/dull/boring grey color. While the XLs have distinctive styling with their silver keys & brown/cream-white motif. Gawd, I think the XL is downright handsome. Sexy even. Not that I'm biased or anything. The case on the XL is made of heavy-duty Nomex, which is a lot more rugged than the cheapie styrene-based crap the XE case is made of. The XL case is thicker & heavier, & overall the 800XL is slightly larger than the XE.
8.) There's a little more room inside the XL than the XE for installing hacks & mods, if you're inclined to that sort of thing (I am!).
9.) I'll take a 600XL over a 65XE any day. The 600XL's deficient video is readily upgradable (see the December '93 Atari Classics). It's 16K of RAM is easy to upgrade to 64K. BUT... the 600XL has a PBI & the 65XE doesn't, makes the 600XL a serious computer. Once you see a little S-V/64K upgraded 600XL booting up a 20-meg hard drive it's really a kick! (I'm looking at 256K in the 600XL: "Thunder In A Pint-Sized Package"!). Of course the 600XL has the same handsome styling of the XL line, while the 65XE is still that flimsy boring grey whatever thing. The 600XL has been sadly neglected.

These are just a few things I came up with off the top of my head, I'd have no difficulty doubling this list if I really sat down & thought on it serious-like.

- Ben Poehland
The 8-Bit Alchemist

955. RE: Need A Terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 23:13:21 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403082303.AA05078@phinet.smithkline.com>
Source record: 102786

Chris Woods mentioned KERMIT-65 v3.7 "has the same 3-bit graphics characters as Omnicom".

NO! NOT TRUE!

Omnicom DOES have the same character set as VT-10-SQUARED. But Dunning's KERMIT has a totally different charcter set that is FAR more readable! (well ok, both sets might be 3-bit, but that has no direct relation to readability). I find K-65 v3.7 to be one of the best 80-column software emulators I've ever seen & am sorry John Dunning never really got the thanks he deserved.

Well, he's getting his kudos in the February AC (delayed, but now at the printer). Better late than never.....

- Ben Poehland
The 8-Bit Alchemist

956. RE: Need A Terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 23:26:22 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403082312.AA05246@phinet.smithkline.com>
Source record: 102787

Mike Hohman says Claus Bucholz did an 80-column cart for the ATR8000.

I wasn't aware of that. Velly intelestink. I got an ATR8500 around the house somewhere (the final incarnation of the ATR8000). It had places on the board to plug in something, I always wondered what.

I'd like to see the 80-column thingie for the MIO. I enquired of ICD about it once, they said they had developed such a beast but didn't release it due to poor sales of the MIO but would would be gald to seell me rights to it for under a million bucks.

I ran away FAST.

Be nice if FTE could sell that thing. <hint, hint>

As a hard drive interface the MIO sucks, but as a plug-in RAMdisk & serial/parallel port it's decent. Add the 80-column video (& software fixes for things like ATW-80, Turbo-Word & Turbo-File), & it might be useful again.... IMHO.

- Ben Poehland
The 8-Bit Alchemist

957. Software Rights

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-08 23:45:35 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403082330.AA05384@phinet.smithkline.com>
Source record: 102788

Mike, yah I know Sparta rights have changed hands, & that I probably would have a much easier time of it today than I did last year-- as far as SpartaDOS is concerned.

But in fact the Sparta thing was only one among MANY problems I encountered dealing with MicroMiser. I sent the man two well-written 5-page contracts, both of them based on agreements we reached first on the phone-- & the guy turned BOTH of them into chop suey. The first contract was immediately voided because the gut didn't even have the decency to give me his legal name: yup, I wrote up a contract to do business with a dude who was using a fictitious name. Among other stuff.

How many hours on the phone, how many precious weekends were wasted? After that experience I knew I didn't belong anywhere NEAR the Atari vendor/developer comunity. My style is just too different. I met Tom Harker several times & THOUGHT I carried on conversations with him, or was he looking at the person behind me? Or that fly on the ceiling? Or was that blank stare just his usual way of looking at people? In all of my dealings with these folks, I just never seemed to connect or whatever.

- Ben Poehland

958. Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 01:34:00 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <763230447.AA04580@rochgte.fidonet.org>
Source record: 102789

Quoting from: F Tooned <ftooned@delphi.com>
FT> I might have an extra copy of Bounty Bob Strikes Back in
FT>the archives... Let me know if you're interested. It might take a few
FT>days to dig it out!!
FT> Mike (FTe)

Is this a copy for sale or something that may be produced for sale?

-Dag- ---> dag.hugdahl@rochgte.fidonet.org

* PabQwk 2.0 * The future isn't what it used to be.

959. Re: Need A Terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 01:50:13 UTC
From: jmjohnso@mtu.edu
Message-ID: <2lja0l$4i3@indycar.cts>
Source record: 102790

poehland%phvax.dnet@sb.com wrote:
: I'd like to see the 80-column thingie for the MIO. I enquired of ICD
: about it once, they said they had developed such a beast but didn't release it
: due to poor sales of the MIO but would would be gald to seell me rights to it
: for under a million bucks.
:
: As a hard drive interface the MIO sucks, but as a plug-in RAMdisk & serial/
: parallel port it's decent. Add the 80-column video (& software fixes for things
: like ATW-80, Turbo-Word & Turbo-File), & it might be useful again.... IMHO.

Ben,

ICD did develop a COLOR 80 column (based on IBM CGA I think) option for the MIO.
My early production one megger even had the 9 pin port labled video (of
course it didn't do anything - but it was there just waiting).

The reason ICD never marketed the product was Atari (read Tramel) kept changing
the technical specs for their monochrome 80 column box. ICD knew it had to be
software compatible with Atari's 80 column product.

By the way, the reason the MIO didn't sell had nothing to do with lack of
demand. Right after the MIO was introduced, the US government slapped a HEAVY
tariff on imported 256K DRAM chips. The cost to build the MIO skyrocketed
and ICD couldn't sell any at that price, so they stopped building them.
When the price finally fell, ICD had decided to stop making them continuously
any waited until they had a large backlog of orders. Users didn't want to
order one with no idea when the product would finally arrive. I knew people
who jumped at the chance to buy a one megger whenever ICD would build them.
--
+===+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |
+===+

960. Re: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 03:52:42 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2ljh6a$fgl@news.cs.tulane.edu>
Source record: 102791

In article <2li74l$i8j@usenet.INS.CWRU.Edu> cr198@cleveland.Freenet.Edu (James E. King) writes:
>
>Actually, I used to have many OMTI controllers, but most of them
>only supported up to 20meg MAX. Your statement regarding 512
>byte block HD sectors is incorrect, I believe.
>

As one who is using an OMTI now, I can tell you it only works with 512 byte blocks. I've tried it with the Mio's, no go...Ya need a BB to use 'em (and the 20 meg limit is a drag)

Mike

961. Re: QWK8NEW.COM

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 04:30:44 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2ljjdk$3kj@samba.oit.unc.edu>
Source record: 102792

In article <rstout.0m2f@legend.akron.oh.us>,
Mark E Daniel <rstout@legend.akron.oh.us> wrote:
>Hi All,
>
> I'd be willing to answer any questions concerning the files
>QWK8NEW.COM and QWK8.COM which I recently uploaded to Genie, and which
>are also available locally at 216-376-0885 (Rubber City BBS). This
>file(s) is/are an offline reader for the unexpanded atari 8-bit. I've
>had no luck getting QWK silver to run, and can't use PabQWK, so I
>wrote my own offline reader in C (AceC and CC8). Its all free, if
>anyone wants the source code they can have that too. I'd be
>interested in any problems with it that need corrected. Thanks.
>
> Bob Stout
> * QWK-8 *

I'd just like to say thank you. The Atari community needs more real
programmers like yourself.

People, if you need something and the Atari community needs it as well,
and you can program it or already have, don't hesitate to share it with
others because "shareware doesn't work anymore, I won't make any money"
or "it's not compatible with GIF89a/ZIP 2.04"...

--
****
* The above does not represent OIT, UNC-CH, laUNChpad, or its other users. *
****

962. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 04:44:03 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMDrtH.Aoo@utnetw.utoledo.edu>
Source record: 102793

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: If I had my collection of mags handy I would check it up, but I seem to
: remember it talking about copying a disk in under 10 seconds or something
: very similar.

Something to ponder: A mod to the standard Commode-drive allowed users to copy standard disks in 15 seconds, protected in 21 seconds... BUT the mods only applied to disk copying - load/save time in trying to actually RUN or USE software on the disk had to use the normal sloth-aspiring I/O rate!

If the 1541 (or whatever the number was), with mods, could copy a disk in 15 seconds flat (35 tracks, double density), an Atari drive with proper mods should at least approach if not EXCEED this rate!!!

-Tim

963. Re: Need A Terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 05:07:54 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMDsx7.DD3@utnetw.utoledo.edu>
Source record: 102794

poehland%phvax.dnet@sb.com wrote:
: Chris Woods mentioned KERMIT-65 v3.7 "has the same 3-bit graphics characters
: as Omnicom".

: NO! NOT TRUE!

: Omnicom DOES have the same character set as VT-10-SQUARED. But Dunning's
: KERMIT has a totally different charcter set that is FAR more readable!
: (well ok, both sets might be 3-bit, but that has no direct relation to
: readability). I find K-65 v3.7 to be one of the best 80-column software
: emulators I've ever seen & am sorry John Dunning never really got the thanks
: he deserved.

Actually, didn't he use the 3-bit-wide character set from ANSITERM? Try
out Ansiterm v.1.0 on the umich archive to see what I mean... IF ANYONE HAS AN
UPDATED VERSION OF ANSITERM OR KNOWS THE AUTHOR'S EMAIL ADDRESS, PLEASE POST
OR MAIL ME! He had a great idea, but it looks like it fell short of completion
.. True ANSI emulation (VT100 emulation as a freebie) - works on IBM BBS's
that use ANSI graphics for DOORS, LOGIN MSGS, DRAWINGS, etc... VERY handy
program, although fails/locks at times, and the menu is far from adequate... :(

Wasn't the author's name Robert Sinclair??? It's been a good month or two
since I tried ANSITERM out... not usuable here, too many shortcomings - BUT it
had potential! DOES KERMIT V.3.7 support ANSI graphics or just "VT"?

(For that matter, off the record, will FLICKERTERM support ANSI emulation?
I'd love to start frequenting some local BBS's and would DEFINITELY get a kick
out of telling them I'm using an Atari 8-bit for ANSI login!!!)

-Tim

964. Re: 130XE vs XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 05:54:33 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CMDv2x.E26@freenet.carleton.ca>
Source record: 102795

In a previous article, poehland%phvax.dnet@sb.com () says:

>7.) The XE is dumb/dull/boring grey color. While the XLs have distinctive

I don't know if you count the XEGS as a true computer or not, but as far
as it goes I have to disagree with you on point 7. I think it's the
handsomest machine I have by far. I love the pastel colouring and the
big round shape of the START/SELECT/... keys, and the 45 degree angle
of the cartridge slot is a beautiful touch. The only thing I don't care
for is the way the joystick ports are recessed and at an angle. Makes it
very hard to get the plug in smoothly.

>2.) Some peripherals don't work as reliably with the XE as the XL. Not sure
> why. But I'm not the only one who's observed it. It has driven Bob Puff
> crazy. SIO & PBI both.

Do you have sound problems with your XEs when you have a 1050 connected?
With mine as soon as I plug my 1050 into the SIO, the
sound level drops to a hush. It sounds like it's not being amplified.
Drives me nuts.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
"In the year 2000... ...man will sometimes write '1999' on his cheques."
...the word 'krunk' will be banned from network TV."

965. PC Xformer 3.0?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 06:54:14 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Mar9.015414.1@csusys.ctstateu.edu>
Source record: 102796

Has anyone got any new info on the PC Xformer 3.0 that Darek Mihoka was working on. I'd like to know what is the minimum amt. of RAM I need in my PC, speed required for 100% emulation. Pariphrials (sp?) supported. Where to get, and price. I'd also like to state I can get an 8-bit fro $20 and an SIO2PC for $50 (I have both anyhow, so I was showing the ballpark figure of what the emulator is worth). I'd be willing to pay $20 for a good workable version.
Am I the only one who gives a damn about seeing a fully functional 8-bit emulator for PC's, or am I really holding on to a dead dream?
Eric

966. DCM format specification wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 08:41:49 UTC
From: ethtbe@duna.ericsson.se
Message-ID: <9403090837.AA21974@duna.duna.ericsson.se.duna.ericsson.se>
Source record: 102797

Does anybody know the format of the DCM files used in Diskcomm?
Or could anybody tell me the address of the author (Bob Puff)?
Any help would be great!

--Bene Tamas (ethtbe@duna.ericsson.se)

967. Re: 130XE vs XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 09:37:51 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CME5F4.8I6@utnetw.utoledo.edu>
Source record: 102798

poehland%phvax.dnet@sb.com wrote:
: Tim wanted to know why the XL seems more popular than the XE.
: I still have two 130XE's & seldom use them. I got 7 800XLs & 4 600XLs & pound
: the hell out of 'em.

: I also had a 65XE. Utterly worthless, I'm glad I sold it.

: Here's my list of preferences for the 800XL over any of the XE's:

:5.) Some XE keys fail due to insufficient current. AC published a fix, I think
: in the Oct. '93 issue.

Thought this was due to wear! Hmm... the fix did mention replacing a
resistor though... did the keys fail over time then? (After a couple years or
so of use)?

:6.) The XE keyboard isn't fastened down. It just sort of sits in there on top
: of the circuit board. Man, what a sloppy way to do things. Low-class!

And this was supposed to be an upgrade from the 800xl? Way to go Atari!

:8.) There's a little more room inside the XL than the XE for installing hacks
: & mods, if you're inclined to that sort of thing (I am!).

Which is pretty much a given if you're an Atari user now-a-days!

:9.) I'll take a 600XL over a 65XE any day. The 600XL's deficient video is
: readily upgradable (see the December '93 Atari Classics). It's 16K of RAM
: is easy to upgrade to 64K. BUT... the 600XL has a PBI & the 65XE doesn't,
: makes the 600XL a serious computer. Once you see a little S-V/64K upgraded
: 600XL booting up a 20-meg hard drive it's really a kick! (I'm looking at
: 256K in the 600XL: "Thunder In A Pint-Sized Package"!). Of course the 600XL
: has the same handsome styling of the XL line, while the 65XE is still that
: flimsy boring grey whatever thing. The 600XL has been sadly neglected.

I actually didn't like the new styling of the 1200xl when it first came out,
but it was smaller, flatter... the color and styling did make it look more up-
to-date... it quickly grew on me. The 800xl was a slightly smaller version, of
course, and a replacement for the 1200xl. I REALLY miss those function keys
from the 1200xl though!!! ^^^^^^^^^^^^
- toggle DMA, ok... (press)
- lock keyboard out from kids, ok... (press)
(dare I say I want a 4-key keypad!?!)

BTW: 256k in a 600xl?!? Umm... you've got to show me that little trick...
details, details!!! Can I go from a straight 16k 600xl to 256k internal with
one upgrade mod or do I need the 48k booster first/separately? I've always
considered the 600xl unusable, but this... wow... I mean, it's basically a

keyboard with a cartridge port on top (and a PBI in back)...
... if only we could stuff a modem in there too... :)

-Tim

968. Re: PC disk readers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 09:45:33 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2lk5rt$h73@nz12.rz.uni-karlsruhe.de>
Source record: 102799

In article <CMC74v.9Iv@theporch.raider.net>,
Brian McCord <gnu@theporch.raider.net> wrote:
>
>I have a couple of disk readers for the PC, but can't use a one since they
>mostly read/write MYDOS disks. I don't have MYDOS, so I can't use them.
>Plus, I can't get MYDOS anywhere since I need a PC disk reader/writer to
>get it. (I have no modem on my PC, and I need to transfer files from the
>PC to my 800XL.) Any suggestions?

Well, if it says MYDOS disks then it doesn't necessarely mean you need MYDOS
in order to read a disk. In the beginning I've been using DOS 2.0D
(where the 'D' stands for double density) without problems.
I'm almost sure you can try reading these disks with any DOS that
supports real DD.

-Marek
---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

969. Re: Disk Interface and Where are the AUSSIES?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 10:12:26 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.763207946@cairo>
Source record: 102800

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

>Jochen Scharrlach (jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE) wrote:

>: P.S.: If you want to have the fastest copier for the XL, watch out for
>: the Super-Speedy (for the 1050): 4 secs. to read a diskside, 7 secs.
>: to write it (with formatting) B-)

> I've heard of something like this, but thought it was for the Commode-door!?
>Please, elaborate!! With the name "Super-Speedy", am I right in assuming it's
>from "Super-products" in Australia? He had a mega-enhancement for the 1050's
>named "Super"-(something)... How much? Where is it available? Comes with
>necessary upgrade hardware(chips)?

> -Tim

What you are thinking of is SuperMax which I have in my 1050. This gives
you UltraSpeed I think (38000 baud??).

Now to change the subject. I have been lurking here for months. During
that time I don't think I have seen any Australians post anything.

Am I the only one here????? Comeon people let me know I am not alone.

Mark Perry. mperry@cairo.anu.edu.au

970. The Korner BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 14:12:01 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <763316901.AA04700@rochgte.fidonet.org>
Source record: 102801

Maybe you should try a few things to get your board turned around. There are _SINCERE_ suggestions and just may help you.

1. you have a _SERIOUS_ problem with upload/download ratios!! Quit being so _CHEAP_ with your files!! We as Atari users have a hard enough time getting files and support for our computers to want to deal with a bbs that is so tight with it's files.

2. I've sent you an incredible amount of e-mail about your ratio problem (I sent you around 15 files, but was only able to get 8 in return). you never once answered any of my e-mail.

3. The amount of time you get to users who call, SUCX!! Why would I waste money calling a system l/d that only gives 45 minutes per call?? That is NUTS!!!

All of the things I mentioned above is why I stopped calling your bbs, and if it is that easy for me (actually, most of the money I spent calling your system was just in trying to get my access problems straightened out), it is just as easy for others.

Amos Jackson

971. The Korner BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 14:28:02 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <763316901.AA04701@rochgte.fidonet.org>
Source record: 102802

I've sent you some net-mail on this, but am not sure if you will get it or not so I'll also post it here, since you placed a statement "if anyone is interested".

First, I can't tell anyone how to run a bbs, for all SysOps make their own rules, but as a SysOp, I can give some _SINCERE_ suggestions to you that just may turn things around for you. Please keep in mind two things: 1. What I'm about to post is _MY_ experience on your system, 2. All suggestions are _SINCERE_ in nature. As another PRO SysOp, it would be nice to see you stay online.
Here goes:

1. As a l/d caller, 45 minutes per call to try to go through the 350 megs of items you have online just does not work. We as Atari 8-bit users have enough of a hard time trying to find good support for our equipment, and being cut off because of small allotment of time online, for me is just not worth a long distance call.

2. I also had a problem with u/l-d/l ratios on your system. I found that I had a 15 to 1 ratio. I sent you 15 files between 2 or three calls. Quick math (off the top of my head) tells me that I should have been able to d/l 225 files (not that it would be worth it to have to make the amount of l/d calls with the severe lack of time given), yet I was only able to d/l about 10 files before being told I needed to u/l more files.

3. In reference to the above problem with u/l-d/l ratios, I've sent you numerous amounts of feedback, and never once got a reply. The mail referenced the u/l-d/l problem, and also the time limit problem, and the fact that I was calling l/d. Usually no responding message from a SysOp who was sent feedback gives the impression that the SysOp is not interested in the user.

The above reasons is why I stopped calling your board.

As stated at the beginning, these are very real problems I've encountered on your system. Maybe if you relaxed access to users, your system would become more enjoyable to users such as myself. You cannot honestly expect users to keep calling when your only allowing 45 minutes per call and small u/l-d/l ratios. It's just too rigid! Hopefully, you'll see my post as an attempt to point out some important items that need to be addressed in an attempt to save your system and bring what is otherwise save a good system, rather than someone out here trying to knock how you run things.

Keep the faith!!

Amos Jackson

972. Re: Help for Zorro?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 14:28:42 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Mar9142843@lise3.lise.unit.no>
Source record: 102803

In article <CMBx1H.F3u@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

Larry Elie (lelie@smail.srl.ford.com) wrote:
: My 8 year old is finally interested in games. Great, until she gets stuck.
: Then comes; "Daddy, how do I..." Does anyone remember some of the parts to
: finishing Zorro (which is a pretty good game)? We have;

Ah! So, I'm not the only one stuck on that "%!@"%@"$(")!
Journey to the Planets - like monster of a puzzle. I've played it
a few times, bottle, etc.
not quite as far as you seem to be, but am stuck on a few points. Anyone
willing to give us a few pointers, PLEASE POST to this newsgroup if you can...
I'm sure there's a few others playing this old Datasoft favorite that are
afraid to speak up (or can't post)!!!

Ooo, Zorro :) I remember playing that (on a friend's C64, no less).
You need to get ALL the bags of gold from the underground caverns. To
get through the maze, always take the nearest exit to the gold, and
once you get to the exit (with the three objects on it... Boot,
bottle and glass?), you have to take the top left exit and push the
barrels, go back and through the exit.

Dunno if this is right, but I *think* so. Anyone have a Zorro on disk
they'd be willing to part with, so I can check? :)
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

973. Re: Need A Terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 14:44:02 UTC
From: jomcgow@eis.calstate.edu
Message-ID: <2lknbi$e72@eis.calstate.edu>
Source record: 102804

I prefer omnicom for the assignable keys... and macros... nice to have a macro to do an "atdt<phone#>" and another to do a login.... but its only kermit is 8 bit kermit (and on the net, I sometimes need seven bit, so then I use Kermit)... one other thing, the net does not really support XON/XOFF, so I had to edit OmniCom to kill it (in Kermit you can set if off)... one problem with Kermit is accidentally pressing the break key... I believe I posted in this usenet group short ML: programme to kill the break key (run before Kermit).

--

John McGowan | jomcgow@eis.calstate.edu [CORE]
| jmcgowan@bigcat.missouri.edu [COIN] (preferred)
| j.mcgowan15@genie.geis.com [GEnie]

----------------+--

974. Re: PC disk readers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 14:53:25 UTC
From: jomcgow@eis.calstate.edu
Message-ID: <2lknt5$grd@eis.calstate.edu>
Source record: 102655

You don't need mydos.... need double density in mydos (atari type dos) format... if you have sparta dos.... do an ainit in double density format (NOT XINIT). NOTE: I think one of them (programmes to read double dens. ainit formats) says it can transfer binary files.... it seems to handle control characters ok (non ascii), but still seems to convert any $9B=155 decimal to $0D,$0A (in atari to IBM... have not tried it the other way).

--
John McGowan | jomcgow@eis.calstate.edu [CORE]
| jmcgowan@bigcat.missouri.edu [COIN] (preferred)
| j.mcgowan15@genie.geis.com [GEnie]
----------------+--

975. Old 800 with wacky problem! *HELP*

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 15:30:32 UTC
From: nhaas@iac.net
Message-ID: <2lkq2o$kjp@great-miami.iac.net>
Source record: 102656

I have an old 800 with a rather peculiar problem.. It was not working when I got it in the mail so I took it all apart and started pushing chips back down into their sockets.. Every chip I pushed *snapped* and *crackled* back into place.. I put the thing all back together ad it worked great (or so I thought). It seems to work fine until you start drawing large text on the screen.. The letters are inverted... All the letters are upside down! Now it doesnt do this all teh time, just occassionally.. Like when I play mule (my primary purpose for getting the 800).. If anyone has any ideas about this please please let me know!! Thanks..

976. Re: Help for Zorro?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 15:58:30 UTC
From: wagner@cybernet.cse.fau.edu
Message-ID: <8VgXic2w165w@cybernet.cse.fau.edu>
Source record: 102657

lelie@smail.srl.ford.com (Larry Elie) writes:

> How do you keep that thing to stay up so you can descend the ladder and get
> that thing down near the gate in the well???

Once you bounce off the drunk to the second floor you must fight a
villian and not kill him but push him off onto the chandelier (sp)

> The box says we release the prisoners. Where are they? How?

I don't remember much of the game, but the prisoners are beyond the
haypile, you must get something in the catacombs to go beyond it, as I
remember.

```
==========================================================================
| Chad Wagner | "I'm sorry, I don't know what |
| wagner@cybernet.cse.fau.edu | you are talking about..." |
==========================================================================
```

977. Re: Help for Zorro?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 17:22:27 UTC
From: burzynas@ctrvax.vanderbilt.edu
Message-ID: <1994Mar9.172227.26252@news.vanderbilt.edu>
Source record: 102658

In article <EYVIND.94Mar9142843@lise3.lise.unit.no> eyvind@lise.unit.no (Eyvind Bernhardsen) writes:
>In article <CMBx1H.F3u@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>
> Larry Elie (lelie@smail.srl.ford.com) wrote:
> : My 8 year old is finally interested in games. Great, until she gets stuck.
> : Then comes; "Daddy, how do I..." Does anyone remember some of the parts to
> : finishing Zorro (which is a pretty good game)? We have;
>
> Ah! So, I'm not the only one stuck on that "%!@"%@"$(")!
> Journey to the Planets - like monster of a puzzle. I've played it
>a few times, bottle, etc.
> not quite as far as you seem to be, but am stuck on a few points. Anyone
> willing to give us a few pointers, PLEASE POST to this newsgroup if you can...
> I'm sure there's a few others playing this old Datasoft favorite that are
> afraid to speak up (or can't post)!!!
>
>Ooo, Zorro :) I remember playing that (on a friend's C64, no less).
>You need to get ALL the bags of gold from the underground caverns. To
>get through the maze, always take the nearest exit to the gold, and
>once you get to the exit (with the three objects on it... Boot,
>bottle and glass?), you have to take the top left exit and push the

Actually, you can collect the glass NOW; collecting it earlier - ea. before going into caticombs is slightly more difficult.

>barrels, go back and through the exit.
>
>Dunno if this is right, but I *think* so. Anyone have a Zorro on disk

Yes, it is. One more tip: you must have a key with you before attempting to go through "boot, bottle & glass" exit.

[...]

Artur

978. Re: Atari 2600 Driving Controller info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 17:40:35 UTC
From: rkim@jupiter.uucp
Message-ID: <2ll1mj$p8u@nic-nac.CSU.net>
Source record: 102659
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I've noticed people have inquired about Atari's Driving controllers so here's
some info on programming them taken from the OS manual...

_________O/______Snip here_________________
O\

Driving Controllers

The driving controller has no positional stops and thus allows unlimited
rotation in either direction; the output of the controller is a 2-bit
Gray code which can be used to determine the direction of rotation.
The controller is sensed using the same internal hardware as the
joystick, thus the same data base variables are used for both.

J8 STICK0 - STICK3 [$0278,4] -- Driving controller sense

The 4 driving controller sense variables contain an encoded
rotation (position) sense value, as shown below:

```
7 6 5 4 3 2 1 0
+-+-+-+-+-+-+-+-+
|0 0 0 0 1 1|val|
+-+-+-+-+-+-+-+-+
```

where a clockwise rotation of the controller produces the following
continuous sequence of four values (shown in hexadecimal):

0F,0D,0C,0E,0F,0D,......

and a counterclockwise rotation of the controller produces the
following continuous sequence of four values:

0F,0E,0C,0D,0F,0E,......

J9 STRIG0 - STRIG3 [$0284,4] -- Driving trigger sense

The four driving trigger sense variables each contain a single bit
indicating the position of the driving trigger as shown below:

```
7 6 5 4 3 2 1 0
+-+-+-+-+-+-+-+-+
|0 0 0 0 0 0 0|T|
+-+-+-+-+-+-+-+-+
```

where: T = 0 indicates trigger pressed.

-------[Operating System C016555 -- Appendix L]------

Enjoy,

rkim@jupiter.calstatela.edu

979. Wanted: 810 part

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 18:20:52 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1994Mar9.102052.369@sfov1.verifone.com>
Source record: 102660

Anyone:

I have an 810 disk drive that still works except for a part that holds the drive door closed. If anybody has an 810 that doesnt work or the mechanical parts thereto, I am in need. This was probably a 2-cent piece of plastic when it was new.

Bob

980. Older video game cartridges for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 18:28:12 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097B2D8.9E5EC4C0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 102661
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.atari.8bit

Items for sale- please make offers on any of the items:

Atari 2600 items for sale:
High quality game joysticks (various types).
Atari paddles
Atari track ball- Atari 2600 Pro-Line Trak-Ball
2 Atari catalogs from different dates.
CARTRIDGES-

Epyx California Games
Epyx Winter Games
RealSports Football
Coleco Donkey Kong
Video Pinball
Astroids
****

Intellivision cartridges-

Cartridges with original boxes, some have manuals and overlays-
Las Vegas Poker and Blackjack
The Official Carnival by SEGA
Snafu
Donkey Kong

Cartridges without boxes-
BurgerTime with original overlays
Royal Dealer
Reversi
The Electric Company Word Fun!

****

Other cartridges-

Atari 7800- One-On-One
Atari 5200- Pac-Man

==========
For the TI -99/4a I have the following to trade/sell:
Hardware-
Cassette recorder/player and cassette interface cable-
Dual or single cassette interface cable
TI-joysticks (a pair)
Adapter for using Atari/Commodore style joysticks for the TI-99/4A
High-quality game joystick, 2 fire buttons, stick has hand shaped contour

Joystick/Cassette extension cable- 10 ft, new.
Super Sketch (graphic table with software, connects through the cartridge slot)
The main TI-99/4A computer:
TI-99/4A console manuals, RF-modulator (T.V. cable), power supply,
all parts included.
Dust cover for TI-99/4A (generic)
color monitor- composite color video, and audio. Also useful for Atari, Vic-20,
Apple, older PC's and other computers, Nintendo, Sega, VCR, etc.

Game Cartridges- (also have a lot of educational cartridges, please ask
for a list if interested):
Super Sketch (graphic table with software, connects through the cartridge slot)
Honey Hunt
Soundtrack Trolley
Space Bandits
Meteor Belt
SuperFly
Video Chess
Othello
A-MAZ-ING
Hangman
Mind Challengers/Video Games II
Indoor Soccer
4A-Flyer (Flight simulator game cartridge)
Hustle
Blasto
Munch Man
Tombstone City: 21st Century
Hunt the Wumpus
Alpiner
Adventure
Tunnels of Doom
* Miner 2049'er
Car Wars
Buck Rogers
BurgerTime
Star Trek
Parsec
TI Invaders (NEW)
Chisholm Trail
MoonMine
Slymoids
The Attack
Blackjack and poker
Treasure Island
Munchmobile
Sneggit
Fathom
M*A*S*H
Protector II (Atarisoft)

Defender
Picnic Paranoia (Atarisoft)
Pole position (Atarisoft)
Donkey Kong (Atarisoft)
Pac Man (Atarisoft)
Ambulance (Funware)
==========

981. Older video game cartridges for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 18:40:06 UTC
From: cohen@gomez.phys.virginia.edu
Message-ID: <0097B2DA.39520400.29764@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 102662

Subject: Older video game cartridges for sale

Items for sale- please make offers on any of the items:

Atari 2600 items for sale:
High quality game joysticks (various types).
Atari paddles
Atari track ball- Atari 2600 Pro-Line Trak-Ball
2 Atari catalogs from different dates.
CARTRIDGES-

Epyx California Games
Epyx Winter Games
RealSports Football
Coleco Donkey Kong
Video Pinball
Astroids
****

Intellivision cartridges-

Cartridges with original boxes, some have manuals and overlays-
Las Vegas Poker and Blackjack
The Official Carnival by SEGA
Snafu
Donkey Kong

Cartridges without boxes-
BurgerTime with original overlays
Royal Dealer
Reversi
The Electric Company Word Fun!

****

Other cartridges-

Atari 7800- One-On-One
Atari 5200- Pac-Man

==========
For the TI -99/4a I have the following to trade/sell:
Hardware-
Cassette recorder/player and cassette interface cable-
Dual or single cassette interface cable
TI-joysticks (a pair)
Adapter for using Atari/Commodore style joysticks for the TI-99/4A

High-quality game joystick, 2 fire buttons, stick has hand shaped contour
Joystick/Cassette extension cable- 10 ft, new.
Super Sketch (graphic table with software, connects through the cartridge slot)
The main TI-99/4A computer:
TI-99/4A console manuals, RF-modulator (T.V. cable), power supply,
all parts included.
Dust cover for TI-99/4A (generic)
Color monitor- composite video and audio, 13" screen. also useful with other
computers- atari, vic-20, apple, etc., Nintendo, Sega,
and other sources of composite video.

Game Cartridges- (also have a lot of educational cartridges, please ask
for a list if interested):
Super Sketch (graphic table with software, connects through the cartridge slot)
Honey Hunt
Soundtrack Trolley
Space Bandits
Meteor Belt
SuperFly
Video Chess
Othello
A-MAZ-ING
Hangman
Mind Challengers/Video Games II
Indoor Soccer
4A-Flyer (Flight simulator game cartridge)
Hustle
Blasto
Munch Man
Tombstone City: 21st Century
Hunt the Wumpus
Alpiner
Adventure
Tunnels of Doom
* Miner 2049'er
Car Wars
Buck Rogers
BurgerTime
Star Trek
Parsec
TI Invaders (NEW)
Chisholm Trail
MoonMine
Slymoids
The Attack
Blackjack and poker
Treasure Island
Munchmobile
Sneggit
Fathom

M*A*S*H
Protector II (Atarisoft)
Defender
Picnic Paranoia (Atarisoft)
Pole position (Atarisoft)
Donkey Kong (Atarisoft)
Pac Man (Atarisoft)
Ambulance (Funware)
==========

982. F keys on XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 18:49:29 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1994Mar9.184929.76718@austin.onu.edu>
Source record: 102663

I thougt I read somewhere that you could modify an XE to bring out the Extended function keys of the 1200XL. Supposedly the pins are still there to support them, they were just never brought out to the surface.

Does anyone know about this. I always wanted those keys on my XE, (and 800XL!) It would require you to mount 4 switches on your case somewhere, but I can handle that...

It would be great to have DMA on/off and keyboard lock on an XE.

Thanks
Lance "Ate_bit" Murdock

983. Re: Cebit 1994 In Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 19:00:24 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <2Il6c8$230@monk.rsip.lsu.edu>
Source record: 102664

In article <1994Mar4.095049.22345@cs.nott.ac.uk>, rje@cs.nott.ac.uk (Raphael J Espino) writes:
|> I wonder if it will be as playable as the original tho'. Can ANYTHING beat
|> the original S.R. on and 8-bit?
|>
|> Raphael Espino - rje@cs.nott.ac.uk

Writing a basic/machine (usr call) program to take a binary executable file on an atari from disk and write it to a 410 tape as a bootable tape. Then taking said tape home and booting from the 410 to play star raiders, 'cause you don't have a disk drive yet. Oh, man how fun a game can be when you must go through so much trouble to get it to run at home.

--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of the Remote Sensing Lab or Lousisiana State University, just this mine.
---

984. 800 System For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 20:41:52 UTC
From: dans@ctp1.quotron.com
Message-ID: <CMF05s.M95@quotron.com>
Source record: 102665

For Sale, Best offer on the whole lot.

Atari 800 system
Parallel printer interface cable
5 1/4" drive
Cassette drive
Color monitor
Joysticks
Touchpad
Game cartridges. Forth, PM Animator, Other stuff I can't remember
offhand.

Please reply via email or voice.

Thanks.

--
Regards,
Dan

==========
Dan Sferas email: dsfer@quotron.com
Quotron Systems, Inc. Phone: (310) 302-4737
12731 West Jefferson Blvd. FAX: (310) 302-4500
Los Angeles, CA 90066 Mailstop: F1-10
==========

The comments made here are my own and not necessarily those of my employer.

985. Morse Code decoder for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 22:41:11 UTC
From: bryedewa@news.delphi.com
Message-ID: <2llja7$6nq@news.delphi.com>
Source record: 102666

Does anyone out there know of plans to use the 8bit to decode morse code? I seem to remember an article on it in a mag, but I don't recall which one. Any help is appreciated.
-Bry

986. Re: PC Xformer 3.0?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 23:12:11 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2lll4b$5cm@samba.oit.unc.edu>
Source record: 102667

In article <1994Mar9.015414.1@csusys.ctstateu.edu>,
<palm_erd@csusys.ctstateu.edu> wrote:
>Has anyone got any new info on the PC Xformer 3.0 that Darek Mihoka was
>working on. I'd like to know what is the minimum amt. of RAM I need in my PC,
>speed required for 100% emulation. Pariphrials (sp?) supported. Where
>to get, and price. I'd also like to state I can get an 8-bit fro $20 and
>an SIO2PC for $50 (I have both anyhow, so I was showing the ballpark figure of
>what the emulator is worth). I'd be willing to pay $20 for a good workable
>version.
>Am I the only one who gives a damn about seeing a fully functional 8-bit
>emulator for PC's, or am I really holding on to a dead dream?
>Eric

Actually, I'd love to see the emulator, but if I had $20, I'd get one of
these drives fixed. Maybe both if I trade in my XEGS... heh. (Got an
800xl)...

A SIO2PC for $50? It costs THAT much? you can get your own bloody drive
for that much. That would make the emulator that much more necessary!

--
****
* The above does not represent OIT, UNC-CH, laUNChpad, or its other users. *
****

987. Re: HELP! XL/XE-Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 23:19:08 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2lllhc$rdq@news.cs.tulane.edu>
Source record: 102668

Quoting ltaylor@academic.csubak.e

l >>BraSoft will probably release PC Xformer soon! It's going to be the best
l >>XL/XE-emulator for the PC! Stay tuned!
l >
l > Really? How can I get it, is it SW? PD? If it's commercial I doubt
l >it'll sell big...

PC Xformer will be a commerical product, I really doubt that you will see
it released to shareware anytime in the near future.

From what I've read to date about PC-Xformer, it's the emulator folks seem
to be waiting for. Currently, it uses disk immags created using the
ST-Xformer cable on the ST, however as I understand it, any sector for sector
disk immage file should work...this means that disk immages created using
SIO2PC should work as well (with maybe a little mod. i.e. removing the SIO2PC
header information).

Mike

---
* PabQwk 2.0 #9 * NOSF3 New Orleans!

988. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 23:19:28 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2llli0$rfj@news.cs.tulane.edu>
Source record: 102669

Quoting gfenwick@mcs.dundee.ac.uk

g >I'd be interested to find out all the keys the 1200XL had which the other
g >machines didn't- were the extra keys useful?

I've used most of the 8bit line at one time or another, the keyboard on
the 800, to me, was one of the best. However, the very best keybord I'Ve
ever used is the IBM keybord I've got hooked up to my 130 right now through
the TransKey.

Not only do you get a good key response, solid feel and freedom to move
around but you get the Fkeys (found on the 1200, 1400 and 1450xld) plust
a keyboard buffer, macros and a great 10 key pad built right in.

Mike

---
* PabQwk 2.0 #9 * NOSF3 New Orleans!

989. Re: Need a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 23:19:29 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2llli1$rhl@news.cs.tulane.edu>
Source record: 102670

Quoting cjwoods@tiac.net

c >There's the old standby: Kermit65 v3.7. It has the same 3-bit graphics
c >characters as Omnicom, so unless you can put your hands on an 80-column
c >card (unlikely, unless FTe does something of the sort!) you'll have to
c >get used to it. I did! I'm sure K65 is available for download in the
c >archives...

Not quite the same three bit font as Omnicom, but close. Its just my opinion but I find the text produced by K65 far easer to read than that of Omnicom...but thats just me. Now, Omnicom does have built in software flow control...this allows it to keep up at 2400 w/o losing a character and both K65 and Omnicom support a Vt100 keyboard layout. I just find that for most of my 80 col needs K65 fills the bill.

To be fair though, I swap both of 'em out for BobTerm when I've got to transfer files...Ymodem batch can really make live easy...

Mike

---
* PabQwk 2.0 #9 * NOSF3 New Orleans!

990. Re: CTH still going, othe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 23:19:31 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2llli3$rhm@news.cs.tulane.edu>
Source record: 102671

Quoting cb541@cleveland.Freenet.E

c >
c >gonna call long distance on weekdays?

Well, me for one... Not only CTH but PuffII (CSS), The Repair Shop
(K Products), Warp 10, ICD BBS, ZnetOnline, WylieCon (Wes Newell),
and several others...

You don't even want to see my phone bill...

Mike

---
* PabQwk 2.0 #9 * NOSF3 New Orleans!

991. New Software.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 23:19:32 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2llli4$rhn@news.cs.tulane.edu>
Source record: 102672

Quoting cp576@cleveland.Freenet.E

c >I have developed the following programs over the last couple
c >years, and if there is sufficient interest in any of them
c >I may look for a way to get them into distribution (as PD or shareware)

I know you'll hear this many times, both in the net and in E-mail but
please do upload your files somewhere, either the archive at Umich or
to an Atari board (if you have one) local to you so that others cann
call and try out what you've written.

You really won't see much in the way of shareware fees, but there will
be several folk who will kick something in...Nick Kennedy is still getting
folks sending him SW fees...enough that he's started working on the next
upgrade to SIO2PC (Yeah, I spoke to him not that long ago).

Take care

Mike

---
* PabQwk 2.0 #9 * NOSF3 New Orleans!

992. 130XE vs XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 23:19:33 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2llli5$rho@news.cs.tulane.edu>
Source record: 102673

Quoting poehland%phvax.dnet@sb.co

p >Here's my list of preferences for the 800XL over any of the XE's:
p >
p >1.) the cart slot on the XL is in a convenient place, allows you stack carts

I agree...tank ghod for the ICD adapter board...

p >2.) Some peripherals don't work as reliably with the XE as the XL. Not sure
p > why. But I'm not the only one who's observed it. It has driven Bob Puff
p > crazy. SIO & PBI both.

I've got 3 130's and 6 800xl's, only one 130 fully works with the BB, and each
of 'em has the SIO and PBI connedted just a little bit differently from one r
another. All the 800xl's work w/o a hitch...

The main thing the 800xl has over the 130 is the ease of upgrade... every
thing in all my 800xl's is socketed. Adding a TransKey, extra memory or
the new color genlock device is snap...well, far easer than on a 130.

Mike

---
* PabQwk 2.0 #9 * NOSF3 New Orleans!

993. Re: F keys on XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 23:20:42 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2lllka$5ml@samba.oit.unc.edu>
Source record: 102674

In article <1994Mar9.184929.76718@austin.onu.edu>,
L.R. Murdock <lmurdock@austin.onu.edu> wrote:
>I thougt I read somewhere that you could modify an XE to bring out
>the Extended function keys of the 1200XL. Supposedly the pins are
>still there to support them, they were just never brought out to the
>surface.
>
>Does anyone know about this. I always wanted those keys on my XE, (and
>800XL!) It would require you to mount 4 switches on your case somewhere,
>but I can handle that...
>
>It would be great to have DMA on/off and keyboard lock on an XE.
>
>Thanks
>Lance "Ate_bit" Murdock
>

you know, I took apart my XE game system's keyboard, and I found four
"mystery keys" near the Help key.

Never tried them out.

--
****
* The above does not represent OIT, UNC-CH, laUNChpad, or its other users. *
****

994. Q: Atari 8-bit Emulator for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-09 23:32:37 UTC
From: goble@maxwell.ee.washington.edu
Message-ID: <2llmal$r94@news.u.washington.edu>
Source record: 102675

Are there any Atari 8-bit Emulators available for the PC? I did come across one from Germany that sounded ok but I couldn't really get it to work (and the docs mentioned that it didn't support player missile graphics).

Please email as I don't normally read this group (even though I still love the atari 8-bit!)

Thanx...

-Brian
goble@ee.washington.edu

--
==)------------
Brian Goble | goble@ee.washington.edu
"Finishing a close second means you didn't win."
------------(==

995. Re: Hard Drive on Serial Port (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 00:53:31 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <IYPMB4VR@math.fu-berlin.de>
Source record: 102676

In article <2l0apl$p2k@solaria.mil.wi.us>, mameyer@solaria.sol.net (Marc A. Meyer) writes:
> 1) When putting drives into the high speed, warp speed mode like the 1050 can
> do; is this a command sent to the drive? If so, what is it and what
> response is it looking for?

Apparently, this seems to vary depending upon the drive and DOS. Indus's SynchroMesh mode is not compatible with US Doubled 1050's UltraSpeed mode is not compatible with XF551's high speed mode. DOS XL is the only DOS I know of that supports the GT's mode (I think there MIGHT be a patch for SpartaDOS X), and I have not had any luck in finding anyone who knows any of the tech info on SyncroMesh. Several DOS's support the UltraSpeed. DOS XE and SpartaX support (I think) the XF551's high speed mode.

> 2) On a format command, a bad sector list is sent back, if any exist, but
> MYDOS 4.5 doesn't allow bad sectors. On a floppy you would just throw out
> the disk, but on a hard drive you can't do that. :)
> So do I need to lie and say all is well and then have a seperate program on
> the Atari to analyze all the sectors and map out the (if any) bad sectors?

The normal way this is handled (except for IDE drives! <g>) is to have an external program "low level" format the drive and map out bad sectors before the DOS actually tries to "high level" format it (put DOS'ly type stuff on it). I have also heard that IDE's are already low-level formatted, so this might not work. You might extend this concept to have an external program do a format of the drive, and then mark bad sectors as used in the VTOC. You should also try to make your drive and program compatible with SpartaDOS (3.2 and maybe even X) so that a wider variety of people could use it.

> 3) Does such a program exist for the parallel port drives that could be made
> to work on my serial port?

Well, I have several programs to "low-level" format different types of drives on my K-P Hard Drive interface (Supra), but again, the IDE thing is the unknown factor. I don't think that anyone has tried to adapt an IDE drive to an 8-bit (unless Bob Wooley did it <g>).

> 5) Last of all - is anyone else interested in such a project?

This would be very interesting if you could make it work. Especially if it was generic enough so that larger drives could be used.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

996. Re: Atari 2600 Driving Controller info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 01:56:12 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <0ZPMBKTT@math.fu-berlin.de>
Source record: 102677
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <2ll1mj$p8u@nic-nac.CSU.net>, rkim@jupiter.uucp (Richard H.S. Kim) writes:
>I've noticed people have inquired about Atari's Driving controllers so here's
>some info on programming them taken from the OS manual...

Thanks! Now, does this thing also have some info about the trackball? I called Atari and spoke to technical support, the guy had no idea about how it worked or where I could find info. I mentioned that an old APX catalog mentioned that they had the information available to anyone who wanted it. He kindly informed me that APX was no more and that they were separate from Atari (both of which I knew, and was just trying to point out that the info had to exist). ARGH!!!

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

997. Re: Morse Code decoder for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 02:03:34 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <G1PMBO3T@math.fu-berlin.de>
Source record: 102678

In article <2llja7$6nq@news.delphi.com>, bryedewa@news.delphi.com (BRYEDEWAARD@DELPHI.COM) writes:
>Does anyone out there know of plans to use the 8bit to decode morse
>code? I seem to remember an article on it in a mag, but I don't
>recall which one. Any help is appreciated.

CQ or one of the other Ham Radio magazines had a whole series of articles on using the 8-bit Atari for various things like this. Check the Reader's Guide to Periodical Literature. I *THINK* that Dartmouth's library has an online version available to the public (I know it's there, but it may be for on-campus use only) by telnetting to lib.dartmouth.edu.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

998. Re: Need Source Code for K65

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 04:49:48 UTC
From: cjwoods@tiac.net
Message-ID: <2lm8tc$787@sundog.tiac.net>
Source record: 102679

OK, thanks for the info. I am not directly involved in the development or testing of FlickerTerm80, but I am in close contact with someone who is a tester. (Glenn Saunders, BTW).

-Chris

--
Christopher J. Woods TIAC: The Internet Access Company
cjwoods@max.tiac.net cwoods@genesis.nred.ma.us cjwoods@mary.iia.org
telnet max.tiac.net and login `new', password `new' for 14-day demo
+1 617 275 0331 300-14,400bps +1 617 275 2221 voice (office)

999. Re: 130XE vs XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 06:07:06 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <775@npvsrv2.napervilleil.ncr.com>
Source record: 102680

In article <CME5F4.8I6@utnetw.utoledo.edu> (Mr. Fixit) writes:

> BTW: 256k in a 600xl?!? Umm... you've got to show me that little trick...
>details, details!!! Can I go from a straight 16k 600xl to 256k internal with
>one upgrade mod or do I need the 48k booster first/separately? I've always
>considered the 600xl unusable, but this... wow... I mean, it's basically a
>keyboard with a cartridge port on top (and a PBI in back)...
> ... if only we could stuff a modem in there too... :)

I have always seemed to start too small and have to expand. I still have
my original 400 that was expanded to 48K and had a real keyboard added.
In some ways it was my favorite 8bit Atari computer. I also have
my 600XL that had the video upgraded. This was easy because the paths,
holes, etc were already there. I just had to copy the circuit from a
800XL and drill a hole in the case for the jack.

The memory was a bit more of a problem. The one I used was actually
designed by another engineer here at Bell Labs. We burned our own
PAL devices and added 256K of memory. Problem was that we could never
figure out how to get enough address lines for bank switching and so
we ended up with machines that have 256K of memory but only have 192K
accessable. Just never did figure out how to access the last 64K.
Worked pretty good though and came in handy as a good size ramdisk.

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

1000. Re: PC Xformer 3.0?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 06:17:52 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <776@npvsrv2.napervilleil.ncr.com>
Source record: 102681

In article <1994Mar9.015414.1@csusys.ctstateu.edu> palm_erd@csusys.ctstateu.edu writes:

>Has anyone got any new info on the PC Xformer 3.0 that Darek Mihoka was
>working on. I'd like to know what is the minimum amt. of RAM I need in my PC,
>speed required for 100% emulation. Pariphrials (sp?) supported. Where
>to get, and price. I'd also like to state I can get an 8-bit fro $20 and
>an SIO2PC for $50 (I have both anyhow, so I was showing the ballpark figure of
>what the emulator is worth). I'd be willing to pay $20 for a good workable
>version.
>Am I the only one who gives a damn about seeing a fully functional 8-bit
>emulator for PC's, or am I really holding on to a dead dream?

Darek posted the specs here recently. I have a printed copy, but I dumped
the file or I would email it to you.

A good emulator is worth quit a bit to me. I would not balk at paying
$80 - $100 because I have a lot of PD software that I would love to run
again. I don't think it would be possible to run copy protected software
because most had to be booted as I recall. I would love to have a cracked
copy of all the games I have the original disks for, but that is inviting
abuse and has been beaten to death here.

Course this leaves out the ability to use cartridge games, but I don't
mind pulling out the old 8bit and hooking it to the TV so we can play
those games. It's just that I don't have the room to set up my 8bit
permanently and having a good emulator would be a god sent. If you're
holding on to a dead dream, then so am I.

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

1001. Re: Disk Interface and Where are the AUSSIES?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 06:27:46 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMFrAA.EMH@utnetw.utoledo.edu>
Source record: 102682

Mark Perry (mperry@cairo.anu.edu.au) wrote:

: What you are thinking of is SuperMax which I have in my 1050. This gives
: you UltraSpeed I think (38000 baud??).

All right! A user of Paul Nicholls Atari 8-bit upgrades!!! This is what I've been waiting for... a first-person review (well, maybe you could fill me in a LITTLE bit) on some of the "Super Products" items!

1. Is Paul still producing (or does he have an inventory) of old Atari 8-bit products? Has someone else taking over Super Products?

2. I have an old address for him in Beenleigh, what is his current address?

3. Does he have a catalog?

4. Super Max is an "enhancement for the 1050 drive"... that's all I have to go on. Is it a "doubler"? Does it provide single/enhanced/double support? Is it a "super-mod", something like a Happy or a Duplicator that allows you to back up heavily copy-protected disks (I have a few I NEED backups of before it's too late!)? The high speed mode you mention, is it compatible with the ultraspeed skew (US DOUBLER)? What DOS takes advantage of it?

5. Do you use SUPER-DOS? Is it really as good as it sounds? Good ramdisk support? Is ramdisk splitting (2 90k ramdrives instead of a 192k for instance) available? I've heard it's much more compatible with DOS 2.0 and 2.5 than MY-DOS... any problems that you've encountered? Any way to read Sparta-Dos disks/data?

6. What other products are available?

Thanks,
-Tim

PS: PLEASE let me know what you can in regards to the Super Products line... no one on the net has heard of it but me it seems... :(
(I was going to get a letter out tomorrow evening, but will wait a bit to see if my address is current, and to see if Phil's still in business!)

1002. Re: 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 06:30:45 UTC
From: jharris@cup.portal.com
Message-ID: <105995@cup.portal.com>
Source record: 102683

>It is now clear there never was a "production run". All Atari did was take
>a bunch of returned/malfunctioning XE motherboards that had collected dust
>in the warehouse, repaired them, repackaged them, & sent them on their way.

This is definately true. If your machine worked at all, consider yourself
lucky...

Atari sold off the Taiwan production facility that made the 8 bits long
before that supposed 'production run' took place. They didn't even have
the ability to make them if they had wanted to.

John Harris - jharris@cup.portal.com

1003. Re: Disk Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 06:30:52 UTC
From: jharris@cup.portal.com
Message-ID: <105997@cup.portal.com>
Source record: 102684

The fastest I have seen previously, was Dave Small's LE interface, which can format and copy 7 disks in 17 seconds. While it would be fun to call that 2.4 seconds per disk, it did them all at the same time. So if you had only two drives, it would make 1 disk in 17 seconds.

John Harris - jharris@cup.portal.com

1004. atari 8-bit video

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 07:57:47 UTC
From: akaiser@husc.harvard.edu
Message-ID: <akaiser.7.2D7ED2FB@husc.harvard.edu>
Source record: 102685

What were the specs for the video modes of the old eight-bits?

As I remember, there was a significant upgrade from the 400/800 to the xl line . . . did the XE line have further enhanced graphics?

how did the graphics compare with the old c-64?

1005. PC disk readers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 08:25:01 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2lmlgt$bc3@news.cs.tulane.edu>
Source record: 102686

Re: Pc disk reader...

Well, not having a modem on the Atari leaves out the easist way, that being a null modem connection. You could still try getting Util (from the archives) but you didn't say if your 1050 was double dens or not. Other than that, the only other ways to do it would be to use the MULE program (kinda slow but it works) or get an SIO2PC...

Using MULE you can move one program per disk between the 8bit and the PC...If I recall right, the size of the program to transfer is limited to 32k.

With the SIO2PC, you just need to set your
Atari up next to your PC, connect the SIO2PC cable and your done.

If you have double dens drives and need a copy of MyDos, drop me your address in E-mail and I'll send you a disk ..Also one with Util (the PC to Atari transfer utility...)

Mike

1006. Re: Need A Terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 08:25:07 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2lmlh3$bck@news.cs.tulane.edu>
Source record: 102687

Re: AnsiTerm...

No, the three bit font for K65 had been around long before AnsiTerm showed up...infact, Robert may have used K65 as the base for his font...though I still feel K65 is far more readalbe and the font in AnsiTerm is far from complete...notice the fact that the graphic characters fail to line up...

I've never really used AnsiTerm that much, there's a bug in its Xmodem that can lock up boards (I know because I've done it...) and without hardware flow control, the best you can get is 1200 bd... even with flow control, and the program set to 9600, the best throu hput you get is 2400.

Mike

1007. Re: ATR-8000

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 10:40:46 UTC
From: Joe.Kearney@3619-25-1.mechanic.fidonet.org
Message-ID: <0b9_9403110005@mechanic.fidonet.org>
Source record: 102688

In a message of 05 Mar 94 F Tooned wrote to All:

FT> Joe,
FT> I have info on the ATR-8000 hard disk interface, as well as having an
FT> extra one...
FT> Mike (FTe)

Mike, leave me a number or something where I can reach you. Im super interested in the interface and how it works.

See ya, Joe

1008. Re: FOR SALE!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 10:42:58 UTC
From: Joe.Kearney@3619-25-1.mechanic.fidonet.org
Message-ID: <0ba_9403110005@mechanic.fidonet.org>
Source record: 102689

In a message of 05 Mar 94 Tom Drake wrote to All:

TD> Please e-mail responses to drake@bah.com

Sorry, I dont think Im able to do that (Im FIDO).

Anyway, if $40 for the RANA sounds good to you and Ill pay shipping, let me know and Ill tell you where to send it.

See ya, Joe

1009. Re: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 11:42:55 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <RSwrXV3.lmcclure@delphi.com>
Source record: 102690

"As one who is using an OMTI now, I can tell you it only
works with 512 byte blocks."

"...(and the 20 meg limit is a drag)"

What's this about a 20meg limit? The hard drive/OMTI combo I have was part of an ICD FA-ST hard drive system purchase for an ST, and gave me no problems accessing all 4 partitions, totalling nearly 60megs.

Is this 20meg limit only in conjuction with use with an Atari 8-bit, or do I have a better-than-average OMTI? <grin>

1010. Testing- please ignore.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 13:07:27 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2ln62f$511@dux.dundee.ac.uk>
Source record: 102691

```
It worked?

--
```

1011. Re: atari 8-bit video

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 14:54:14 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2lncam$bmd@dux.dundee.ac.uk>
Source record: 102692

akaiser@husc.harvard.edu wrote:
: As I remember, there was a significant upgrade from the 400/800 to the xl
: line . . . did the XE line have further enhanced graphics?

The XL series was supposed to have new graphics modes. It did, but since
these were already available from machine code anyway, they weren't
really new, just accessible from BASIC (these were GRAPHICS 12,13,14 and 15).

The XE series as far as I know has exactly the same graphics spec as the
XL..

1012. 8 bit stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 17:59:18 UTC
From: randy@rmtc.Central.Sun.COM
Message-ID: <9403101800.AA03390@vega.test.mane>
Source record: 102693

Hey there!

I've got a 320k 130xe, two indus gt drives, and
two 850 interfaces for sale. $200 for all, but I
will part out. Leave me mail with an offer.

Randy

1013. Cart prices/values

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 20:41:05 UTC
From: azure@cs.oberlin.edu
Message-ID: <AZURE.94Mar10154105@ocds.cs.oberlin.edu>
Source record: 102694

Hi all :)

I've been out of the Atari scene for so long that I don't know what values of certain things are, like cartridges, anymore. Can someone please tell me how much is reasonable for a BASIC or game cart? Five dollars? Ten dollars?

Thanks
--David Leland

1014. Re: Hard Drive on Serial Port (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 21:16:50 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2lo2o2$77t@usenet.INS.CWRU.Edu>
Source record: 102695

In a previous article, hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) says:

>Apparently, this seems to vary depending upon the drive and DOS. Indus's
>SynchroMesh mode is not compatible with US Doubled 1050's UltraSpeed mode is
>not compatible with XF551's high speed mode. DOS XL is the only DOS I know of
>that supports the GT's mode (I think there MIGHT be a patch for SpartaDOS X),

SpartaDOS X (4.20, at least) does support the Indus GT SynchroMesh mode.
Boy is that fast!

>and I have not had any luck in finding anyone who knows any of the tech info on
>SyncroMesh. Several DOS's support the UltraSpeed. DOS XE and SpartaX support
>(I think) the XF551's high speed mode.

Yes, both DOS XE and SpartaDOS X support XF551 high speed. Nice, but not
as speedy as the Indus GT.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1015. Re: Xl/xe Emulators For The A

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 21:24:43 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2lo36s$970@usenet.INS.CWRU.Edu>
Source record: 102696

In a previous article, Glenn.Saunders@f204.n330.z1.fidonet.org (Glenn Saunders) says:

> For instance, the only PC alternative is to run
>Gemulator and thence STXformer to emulate an 800. In
>order to get anything close to full speed I would think
>it would take at least a 486/66 if not a PENTIUM.

The new PC Xformer runs directly in Windows, without Gemulator:

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel (before 2pm Eastern Time)/FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1016. Re: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 23:00:16 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2lo8q0$cmn@news.cs.tulane.edu>
Source record: 102697

In article <RSwrXV3.lmcclure@delphi.com> Lonnie McClure <lmcclure@delphi.com> writes:
>What's this about a 20meg limit? The hard drive/OMTI combo I have was part
>of an ICD FA-ST hard drive system purchase for an ST, and gave me no
>problems accessing all 4 partitions, totalling nearly 60megs.
>Is this 20meg limit only in conjuction with use with an Atari 8-bit, or do
>I have a better-than-average OMTI? <grin>

Well, the current limit per partition on the 8bit is 16meg.. However, if
the next version of MyDos is ever finished, we'll be looking at 48meg per
partition. I'll come clean on one thing though, I've several OMTI's and use
one of them on my IBM at the office...it craps out on partitions above
20 meg...

So, the OMTI does work with the 8bit and BlackBox and partitions less than
20 meg...not hard to do when you're limited to 16 meg per partition.

Mike

1017. Re: 130XE vs XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 23:42:25 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2lob91$e05@news.cs.tulane.edu>
Source record: 102698

Quoting Timuszyn@jupiter.cse.utol From a Message Dated: 03-09-94

tl> Thought this was due to wear! Hmm... the fix did mention replacing a
tl>resistor though... did the keys fail over time then? (After a couple years or
tl>so of use)?

No, if you take a look at the ribbon connecting the keyboard to the mother board, you'll notice on some systems that the screened on conductors are blackened...This same thing happens with the connection to the Start/Select/ Option/Reset keys. On two of the 130's I've got setting here, you can see what looks like heat discoloring on the connector

True, ware has a lot to do with keyboard ding, but I've seen many more go down due the above problem...that and heavy smoking around the computer to the point where the whole thing turned yellow...but that's another story, one that should be on Tales From the Crypt...

Mike Todd
snyder10@convex1.tcs.tulane.edu GEnie = s.snyder10
bz284@cleveland.freenet.edu CIS =

* DeLuxe2/386 1.25 #771sa * NOSF3 June 24-27, 1994 New Orleans, Louisiana

1018. Re: Need A Terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-10 23:42:34 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2lob9a$e06@news.cs.tulane.edu>
Source record: 102699

Quoting Timuszyn@jupiter.cse.utol From a Message Dated: 03-09-94

tl> Actually, didn't he use the 3-bit-wide character set from ANSITERM? Try
tl>out Ansiterm v.1.0 on the umich archive to see what I mean... IF ANYONE HAS AN
tl>UPDATED VERSION OF ANSITERM OR KNOWS THE AUTHOR'S EMAIL ADDRESS, PLEASE POST

K65 V3.x was out long before AnsiTerm. It's possible that Robert may have
looked at K65 to develop the look for his font. Still, the font in AnsiTerm
is far from finished as the mis-matches with the ANSI graphics will attest.

I've used several versions of AnsiTerm and the only way to get any throughput
out of it, i.e. 2400, is with hardware flow control...a BlackBox. With
anything else, you're limited to just 1200.

tl> (For that matter, off the record, will FLICKERTERM support ANSI emulation?

Ansi graphic support is there now and still being improved, as well as
VT100 support. The current Alpha test version supports 9600 without
character loss.

Mike Todd
snyder10@convex1.tcs.tulane.edu GEnie = s.snyder10
bz284@cleveland.freenet.edu CIS =

* DeLuxe2/386 1.25 #771sa * Phenomenal Cosmic Power, Itty Bitty Living Space

1019. Re: Need A Terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 00:10:35 UTC
From: cjwoods@tiac.net
Message-ID: <2loctr$gju@sundog.tiac.net>
Source record: 102700

```
On 9 Mar 1994 06:44:02 -0800 John S. McGowan mumbled:
>I prefer omnicom for the assignable keys... and macros... nice to have a
>macro to do an "atdt<phone#>" and another to do a login.... but its only
>kermit is 8 bit kermit (and on the net, I sometimes need seven bit, so
>then I use Kermit)... one other thing, the net does not really support
>XON/XOFF, so I had to edit OmniCom to kill it (in Kermit you can set if
>off)... one problem with Kermit is accidentally pressing the break key...
>I believe I posted in this usenet group short ML: programme to kill the
>break key (run before Kermit).
> --
> John McGowan | jomcgow@eis.calstate.edu [CORE]
> | jmcgowan@bigcat.missouri.edu [COIN] (preferred)
> | j.mcgowan15@genie.geis.com [GEnie]
> ----------------+-------------------------------------------------

That's kinda weird. Which version of K65 are you using? I never had any
problems with the break key, either on the 800 or on the 130XE. It's
disabled here, and I didn't have to hack.
-Chris

--
Christopher J. Woods TIAC: The Internet Access Company
cjwoods@max.tiac.net cwoods@genesis.nred.ma.us cjwoods@mary.iia.org
telnet max.tiac.net and login `new', password `new' for 14-day demo
+1 617 275 0331 300-14,400bps +1 617 275 2221 voice (office)
```

1020. Re: Need A Terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 00:14:50 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2lod5q$jga@samba.oit.unc.edu>
Source record: 102701

In article <763277763.AA09127@buscard.fidonet.org>,
Glenn Saunders <Glenn.Saunders@f204.n330.z1.fidonet.org> wrote:
> Essentially what I need is a chart that shows all the ASCII code,
>it's decimal and hex representation, its name, and it's keypress on an
>IBM keyboard. For instance, from PICO, you mark things with control caret.
>But control caret on an IBM produces a wholly different code on an IBM
>than it does on an ATARI, does it not? To produce a key map conversion
>you need to know the keystrokes on the IBM and match them to the ASCII
>code and choose a keypress for the ATARI.

Control-caret is CHR$("^")-64. Same as in control-underscore, control-
brackets, and control-MSDOS-slash

> Clay originally designed this program solely with IBMASCII and
>ANSI in mind, but I have convinced him so far that VT100 support would
>not be too hard considering that ANSI seems to be merely an EXTENSION
>of the VT100 command set.

Perhaps he should also work on implementing foreign characters, for ISO
ASCCII services like those you find on the Internet, and Amiga boards.

> Eventually I also hope he adds a solid Kermit file protocol and
>also a backscroll buffer. In the end there is a good chance of at
>the very least, 9600 baud text scrolling, depending on how much
>throughput is lost when implementing a cut and paste of PMG underlays
>to implement blink/brights. The inverse is so hard to read that I
>suggested perhaps he use brights instead of inverse when in VT100...

Brights would be cool, but not necessary. Perhaps the inverse could
be implemented in the same sense by highlighting the foreground.

>I don't know what he will do. But the bottom line is that there is
>a good chance that we will have a VT100 terminal that can cook at
>high speed, something which would have been unthinkable with a Gr.8
>style display, and this is solely due to Clay's ingenuity.

I'm not trying to take any credit or anything, but I came up with the idea
shortly after, at the same time, or possibly before he did and wrote a
small program which used the technique. I didn't know he had the same idea.
It's so easy, it's a sin. I programmed the interrupt in an ML string
and the display routines in BASIC.

> It makes sense since he wrote CVSQUASH and CSVIEW, the colrview
>compression and viewers. If anyone is interested also in this project
>please let me know and I will let him know (if he doesn't read this
>group already) that there is some interest outside of GEnie for this
>program. It is only in alpha test so I can not distribute it yet.

I call the same board he does. Perhaps I can convince him to subscribe
to the Internet. Having said all this, I'll forward ourcomments to him
so he knows what we're thinking.

--
****
* The above does not represent OIT, UNC-CH, laUNChpad, or its other users. *
****

1021. Re: Morse Code decoder for Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 00:17:49 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994Mar11.001749.21258@mnemosyne.cs.du.edu>
Source record: 102702

In article <2llja7$6nq@news.delphi.com>,
BRYEDEWAARD@DELPHI.COM <bryedewa@news.delphi.com> wrote:
>
>Does anyone out there know of plans to use the 8bit to decode morse
>code? I seem to remember an article on it in a mag, but I don't
>recall which one. Any help is appreciated.
> -Bry
>

The magazine you need is ANTIC, Nov. 1985.
There is a basic program that ouputs machine code.
(also, the assembly source code is provided)
It includes plans for a simple interface that you need
to build.
Supposedly, the program converts Morse code at any speed
between 5 and 70 words per minute.
Without the interface, it is capable of being used for
code practice via a joystick, or by connecting a code key
to the joystick port.

Tim Hester

--
: What God Wants : God wants gigolos :
: God gets : God wants giraffes :
: God help us all : God wants politics :
: *thester@nyx.cs.du.edu* : God wants a good laugh :

1022. Atari 800xl + Indus GT forsale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 00:28:45 UTC
From: shum@cs.buffalo.edu
Message-ID: <CMH5By.9IB@acsu.buffalo.edu>
Source record: 102703
Cross-posted to: comp.sys.atari.8bit,misc.forsale,sunyab.forsale

Hi:

Atari 800xl + Indust GT Disc Drive..... Best Offer

Jason

1023. Re: Old 800 with wacky problem! *HELP*

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 00:31:48 UTC
From: cjwoods@tiac.net
Message-ID: <2loe5k$gju@sundog.tiac.net>
Source record: 102704

On 9 Mar 1994 10:30:32 -0500 Nick Haas mumbled:
>I have an old 800 with a rather peculiar problem.. It was not working when I
>got it in the mail so I took it all apart and started pushing chips back down
>into their sockets.. Every chip I pushed *snapped* and *crackled* back into
>place.. I put the thing all back together ad it worked great (or so I thought).
>It seems to work fine until you start drawing large text on the screen..
>The letters are inverted... All the letters are upside down! Now it doesnt
>do this all teh time, just occassionally.. Like when I play mule (my primary
>purpose for getting the 800).. If anyone has any ideas about this please please
>let me know!! Thanks..

Sounds a lot like what happens when you poke 755,6; all the text is a
mirror-image of itself, upside-down. Try a poke 755,2. But if you're not
poking that in, then I think you JUST might be S.O.L.!
SNAPPED and CRACKLED??? Ooooh, boy...

-Chris

--
Christopher J. Woods TIAC: The Internet Access Company
cjwoods@max.tiac.net cwoods@genesis.nred.ma.us cjwoods@mary.iia.org
telnet max.tiac.net and login `new', password `new' for 14-day demo
+1 617 275 0331 300-14,400bps +1 617 275 2221 voice (office)

1024. Re: The Korner BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 00:57:25 UTC
From: kamaro_kid@delphi.com
Message-ID: <p81JvT9.kamaro_kid@delphi.com>
Source record: 102605

Perhaps you should ask some of my users how I gave out file access and online time.

My average download ratio was 50:1 and I granted their first upload free, so they could get 50 downloads right off the bat.

I also granted everyone 90min/call.

YOU were the only one I excluded because you were such a butthead to me on YOUR BBS - hence I returned your two month delay in giving me ANY access on your BBS by giving you MINIMAL access on my BBS.

Enough said on this topic.

1025. Re: The Korner BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 00:59:33 UTC
From: kamaro_kid@delphi.com
Message-ID: <pe+IPT9.kamaro_kid@delphi.com>
Source record: 102606

Second reply (and final) to you on this subject

Dont preach to me about running BBS systems, as mine was online over 9 years nonstop.. Can you say the same about your system?

Please dont act like the God of BBS's and you'd only be kidding yourself.

If you wouldnt have waited over 2 months to give me ANY access on your BBS, I wouldnt have jerked you around on mine, by not giving you unlimited DL, and unlimited time and replying to your mail, etc..

I did those things to YOU ONLY as you were such a butthead.

1026. Re: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 01:10:35 UTC
From: kamaro_kid@delphi.com
Message-ID: <hc-lv-7.kamaro_kid@delphi.com>
Source record: 102607

Mike Todd <snyder10@convex1.tcs.tulane.edu> writes:

>As one who is using an OMTI now, I can tell you it only works with 512
>byte blocks. I've tried it with the Mio's, no go...Ya need a BB to use
>'em (and the 20 meg limit is a drag)

Thats totally odd - as I was using my OMTI controllers with my MIO
on a 10meg hard drive (years ago)

1027. Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 01:29:14 UTC
From: cse1016@eve.wright.edu
Message-ID: <CMH84r.KKp@mercury.wright.edu>
Source record: 102608

Hello!

I have a friend in need of some information regarding printers with Atari 8-bit computers. He needs to know if it is possible to use a 24-pin dot-matrix printer with his system (I beleive it is an XL). He wants to use it with some graphics programs. Also, is it possible to take advantage of the 24-pin capabilities with these graphics programs, and which ones are available which do?

Thanks!

Brent Knab

cse1016@eve.wright.edu

1028. Re: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 02:34:42 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CMHB5u.7x1@cbfsb.cb.att.com>
Source record: 102609

In article <hc-Iv-7.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>Mike Todd <snyder10@convex1.tcs.tulane.edu> writes:
>
>>As one who is using an OMTI now, I can tell you it only works with 512
>>byte blocks. I've tried it with the Mio's, no go...Ya need a BB to use
>>'em (and the 20 meg limit is a drag)
>
>
>Thats totally odd - as I was using my OMTI controllers with my MIO
>on a 10meg hard drive (years ago)

All this discussion of OMTI controllers is nice, and I am not familiar
with them specifically myself, but doesn't it occur to anyone else that
perhaps there is more than one model of OMTI controller being discussed
here? Noone mentioned any specific model numbers.

Two things occur to me right off the bat. Different models with perhaps
one being configurable for different size sectors, perhaps another allowing
larger partition sizes on the raw disk drive. Or perhaps jumper configuration
with some people having lack of complete documentation as too how they might
be changed to support different size sectoring (never any substitue for
complete documentation, or as complete as possible .. and quickly, before
the companies envolved go out of business <grin>)

Then there is the sector addressing limits of the operating system, but
that is a different problem, with different possible solutions (for example,
partitioning in the software).

--
Richard Dell

1029. 800XL Technical Reference

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 03:19:07 UTC
From: wrench@engrs.unl.edu
Message-ID: <2lonvb$9qj@crcnis1.unl.edu>
Source record: 102610

I have discovered two technical reference books for the 800XL offered by American Techna-Vision. One is called _Programmers Reference Guide for the ATARI 400/800 Computers_ , published by SAMS; the other is called _ATARI XL User's Handbook_ by Weber Systems. Can anyone recommend/ not recommend either of these books? Does the SAMS book apply to the 800XL? My specific interest is in pin-outs, board schematics, etc. All comments are appreciated.

B. Riensche

1030. Wanted: 1010 Program recorder

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 03:30:26 UTC
From: wrench@engrs.unl.edu
Message-ID: <2looki$afn@crcnis1.unl.edu>
Source record: 102611

The subject says it all. If you have one you would like to part with, please email me. Thanks!

P.S. must be in working order, preferably with cable, ps, and docs

B. Riensche

1031. Re: The Korner BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 03:49:47 UTC
From: nolram@delphi.com
Message-ID: <5I6KHFz.nolram@delphi.com>
Source record: 102612

WOW!!! gosip. on the net?!?never!!!

1032. Trade 800XL for XEGS?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 04:05:13 UTC
From: jg58@delphi.com
Message-ID: <5q7Lv3x.jg58@delphi.com>
Source record: 102613

Would anyone out there be interested in trading a XE Game system or even a 65XE for a socketed 800XL? I collect the 8 bits and I have plenty of 800XL's and none of the above machines. If you're interested or even if you wish to sell the above machines for a good price, please send e-mail. Also interested in a 600XL in good condition.
Thanks -Jim Graham

1033. any portfolio users out here?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 04:54:05 UTC
From: nando@nando.net
Message-ID: <2lothd$375@merlin.nando.net>
Source record: 102614

```
Are there any portfolio users out here?
MArk
mdreeves@wart.nando.net
```

1034. Re: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 06:27:29 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2lp30h$pp4@news.cs.tulane.edu>
Source record: 102615

In article <hc-Iv-7.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>
>Thats totally odd - as I was using my OMTI controllers with my MIO
>on a 10meg hard drive (years ago)

Hmmmm, the 3527a(think thats the right no) will not work on either of my MIO's, but runs like a champ on my BB... I did talk to Puff and he too confirmed that the 3527a will only work in 512 mode...

Mike

1035. Re: Two MIO Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 06:39:12 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2lp3mg$pv9@news.cs.tulane.edu>
Source record: 102616

In article <CMHB5u.7x1@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>
>All this discussion of OMTI controllers is nice, and I am not familiar
>with them specifically myself, but doesn't it occur to anyone else that
>perhaps there is more than one model of OMTI controller being discussed
>here? Noone mentioned any specific model numbers.
>

As the folk I know up in PA say, Yeper... the controler we first started
talking about was the OMTI 3527a, ones that ICD were dumping on the market
just before they sold the rights to the 8bit line to FTe. But you are right,
Jim and I may be talking about two different models of OMTI... Now that
I look at the book, I wonder what would happen if I hooked a 7200 (supporting
ESDI) up to the BB...says here its a SCSI to ESDI...Hmmm got several ESDI's
laying around....

Mike

1036. Re: Need A Terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 06:58:59 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMHnEC.M91@utnetw.utoledo.edu>
Source record: 102617

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:

: Ansi graphic support is there now and still being improved, as well as
: VT100 support. The current Alpha test version supports 9600 without
: character loss.

B E A U T I F U L !!! Will this be shareware is my first question?
And yes, I will register it providing the asking donation is not... well,
huge! Second, what transfer protocals are supported? I'll settle for
xmodem and ymodem, but zmodem and kermit would be nice! :)

-Tim

PS: any special mods for us "enhanced" system users out here? >64k

1037. Re: atari 8-bit video

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 07:06:01 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMHnq2.MEI@utnetw.utoledo.edu>
Source record: 102618

akaiser@husc.harvard.edu wrote:
: What were the specs for the video modes of the old eight-bits?

: As I remember, there was a significant upgrade from the 400/800 to the xl
: line . . . did the XE line have further enhanced graphics?

Significant? Nah... noticeable? Yes. Wondered how much better it
actually was so I bought a 1200xl way back when. Nice, I'll admit, but
the change in video from the 1200xl on forward influenced the sound
quality. No, no, nothing major, but my 800 will beat ANY of my other
XL's in the sound "fullness/richness" department. (Best way to hear
the difference: BOOT UP ALTERNATE REALITY: THE CITY AND ENTER SOME OF
THE DIFFERENT PUBS! THE SOUND... well, you'll find out! :))

Also, starting with the 1200xl, I/O was improved... how? I have NO
IDEA. But loading compressed files IS SIGNIFICANTLY FASTER on the XL's!
(Try out Crider's Compression System... compress your binaries and try
loading them (decompressing on the fly)... the 400/800's stutter a bit,
but even my 1200xl will keep reading from the disk consistently without
date trasnfer rate changes!)

-Tim

1038. Re: 800XL Technical Reference

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 07:10:35 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMHnxn.Mo6@utnetw.utoledo.edu>
Source record: 102619

Bradley Riensche (wrench@engrs.unl.edu) wrote:

: I have discovered two technical reference books for the 800XL offered by
: American Techna-Vision. One is called _Programmers Reference Guide for
: the ATARI 400/800 Computers_ , published by SAMS; the other is called
: _ATARI XL User's Handbook_ by Weber Systems. Can anyone recommend/ not
: recommend either of these books? Does the SAMS book apply to the 800XL?
: My specific interest is in pin-outs, board schematics, etc. All comments
: are appreciated.

Bad news, the first SAMS manual is a "programmer's manual" only.
A. T-V. used to sell hardware manuals, but didn't really make much
from them. Best place to find these is at a local library. (Mine
even recommended me making copies of them instead of buying them...
they run about $24.95 each from SAMS... and as long as it's for YOUR
personal use, it's PERFECTLY LEGAL, don't feel guilty.)

-Tim

1039. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 11:56:53 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2lpma5$bmq@nz12.rz.uni-karlsruhe.de>
Source record: 102620

In article <CLnrny.1Kr@utnetw.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>Michael Current (mcurrent@blue.weeg.uiowa.edu) wrote:
>
>: >Well, last I remember, a small list was posted about two months ago - would
>: >anyone care to repost? I don't have copies of all the articles posted here,
>: >although I'm sure some of the mag editors and Freenet Atari 8-bit Admins.
> [..]
>: You haven't answered the question. Name one title that was formerly
>: copyrighted but is now PD.
> [..]
> (IF SOMEONE HAS A COPY, PLEASE REPOST IT!) Give me a day to two to find it,
>sheesh! I just posted that two days ago I think!

Well, I don't have this list either but I know of two formerly commercial
programs that have been released to the public (as SHAREWARE?).

First one is "Sereamis" and the second one is "Atlantis". Both are
graphics adventures with German text. Actually I've still got the original
copy of "Sereamis". I think I've payed around $50 for it way back in 1985.

Both titles had been sold under the label of AXIS, a trademark or contracted
company of ARIOLASOFT.

Both games can be found in various PD libraries. An interesting fact
is that only the games itself are PD today. The intro is still
copyrighted and may not be distributed. Funny :)

-Marek
---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

1040. Re: The Korner BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 13:13:37 UTC
From: kamaro_kid@delphi.com
Message-ID: <JK0sAaJ.kamaro_kid@delphi.com>
Source record: 102621

<nolram@delphi.com> writes:

>WOW!!! gosip. on the net?!?never!!!

Gossip? Just a little bickering is all - no gossip.

1041. Re: Help for Zorro?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 13:36:03 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.131.000D99E0@smail.srl.ford.com>
Source record: 102631

With help form Brent Hoeffler & burzynas, we have to date: (spoilers!)
First, go down the well, jump on barrels to right lower screen, go down to next room and get flower pot, carry pot back up and use its' weight & yours to move bowling ball to raise gate (allowing later access to challice). Go out well, get hankee upon emerging.
Second, go right across next screen, then through bar to hotel. Get key, bounce on couch 3-4 times then up to right, down again, then right out to mission, climb mission to top, back to left, back into hotel, open door with key, jump across to get bottle, go down, go left into bar, give bottle to bartender, jump on bartenders' belly, up to left, fight guard forcing him to fall on chandelier (don't kill him). Go down ladder and get challice, re-emerging in bar.
Third, use key in hotel again as above to get branding iron in same location in hotel as bottle, this time go back to the second screen and climb the tree, jump to left, then go left. Go to middle of screen. Put iron on furnace, jump on bellows until red, pick up and go right to bull, then go up and around to get horseshoe.
Forth, use key as above to get bells (2, one at a time) and place in holes on top of mission.
Fifth, use key to get trumpet, go left, get on left side of teter-totter, blow trumpet. After guard jumps, you fly up, go to top and get boot.
Sixth, go into caticombs now open at mission. Go DIRECTLY TO GOLD bags, DRAW MAP! After 7 bags, you see the 3 item exit. Go out.
Seventh, free 6 prisoners, then climb on their backs to go to left. Go left to next screen, and again. If you get killed you will end up SOMEWHARE in the caticombs. Continue going up to left until you are out, then re-enter and USE YOUR MAP!
Eighth, give hankee to lady, she knocks me silly! I goofed somehow! I tried to push the drawbridge open, I couldn't. Did I need the key? What for? If I had the key and I get killed, doesn't it end up back at the hotel? How can you get the challice now, is the well acessible from the caticombs? Help?!?!?! Thanks. Larry Elie lelie@smail.srl.ford.com

1042. Re: Old 800 with wacky problem! *HELP*

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 13:40:05 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Mar11.134005.1542@iglou.com>
Source record: 102622

You may still have a loose chip somewhere, maybe the Antic chip. There's an address you can poke that makes letters turn upside down. (looking in Mapping The Atari) POKE 755,4 turns characters upside down. If they are upside down, try poking 0 or 4 in there to see if they turn right side up.

1043. SIO-Protocol wanted..

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 15:16:35 UTC
From: joust@cs.tu-berlin.de
Message-ID: <2lq20j$r2n@news.cs.tu-berlin.de>
Source record: 102623

I'am currently re-implementing an 1050-Emulator for the ST from an very old GFA-Basic-Source... I ran into problems, cause i do not know exactly the "protocol" of the SIO-bus. Can anyone help me out?? What follows after recieving a "Command Frame" (Device: '1'..'8', Command: 'S','R','W','P'.., LSB of Sector, MSB of Sector, Checksum) How do i calculate the checksum? If its too much to post or email, where can read about it?

Thanks, Kolja

1044. Good old 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 15:23:55 UTC
From: CSCHRAME@silver.ucs.indiana.edu
Message-ID: <CSCHRAME.1.000A6661@silver.ucs.indiana.edu>
Source record: 102624

Hi there.
I'm new to usenet and just thought I'd drop a note. I STILL have 2 Atari 800XL's, on with 256K ram. I also have a 1050, xf551, and a rana disk drives. Also, an Avatex 1200HC modem and of course tons and tons of software. I don't use it much anymore but am interested in talking about the systems and learning about where to get some software. Hope to talk with you all more!

=+=+=+

1045. Re: 800XL Technical Reference

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 17:38:46 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2lqab6$bi6@usenet.INS.CWRU.Edu>
Source record: 102625

In a previous article, wrench@engrs.unl.edu (Bradley Riensche) says:

>
>I have discovered two technical reference books for the 800XL offered by
>American Techna-Vision. One is called _Programmers Reference Guide for
>the ATARI 400/800 Computers_ , published by SAMS; the other is called
>_ATARI XL User's Handbook_ by Weber Systems. Can anyone recommend/ not
>recommend either of these books? Does the SAMS book apply to the 800XL?
>My specific interest is in pin-outs, board schematics, etc. All comments
>are appreciated.

I have the Atari XE User's Handbook, which is about the same as the XL
edition. I can tell you that's it's fairly nice, but certainly not
particularly technical. Probably at about the same level as the manual
that came with your 800XL.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1046. Gemulator + STXformer = Emulation on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 19:07:09 UTC
From: goble@maxwell.ee.washington.edu
Message-ID: <2lqfgt$j3l@news.u.washington.edu>
Source record: 102626

First, I am not familiar with the Gemulator or the Atari ST (just 8-bits). If memory serves, "Gem" is the OS for the Atari ST. So is Gemulator an ST emulator for the PC?

From some previous posts, I got the impression that this Gemulator runs on a PC and that it could the run STXformer which I got the impression was an 8-bit emulator for the Gem OS.

Is this doable? If so, please provide me with more information if you can...thanx...

-Brian

--
==)------------
Brian Goble | goble@ee.washington.edu
"Finishing a close second means you didn't win."
------------(==

1047. Wanted: Bounty Bob...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 19:51:52 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <2lqi4o$66c@monk.rsip.lsu.edu>
Source record: 102627

As I understand it, Bouty Bob Strikes Back came out only on cart.
I would like to purchase this cart from anyone who is willing to sell
it. If it is still commercially available, then I'd appreciate some
pointers on where to get it. If it is not commercially available anymore
then would it be possible if someone made a disk file copy of the
cart?

--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of
the Remote Sensing Lab or Lousisiana State University, just this mine.

1048. Re: Hard Drive on Serial Port (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 19:53:13 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CMIn8p.Fz4@sunblossom.ge.com>
Source record: 102628

In article <2lo2o2$77t@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu (Michael Current) writes:
|>
|> Yes, both DOS XE and SpartaDOS X support XF551 high speed. Nice, but not
|> as speedy as the Indus GT.

I have some disks I created with US skew, and can read them with DOS XL in an Indus GT with Synchromesh, and with MyDOS in an XF551 (with CSS enhancement). The MyDOS/551 has the edge in a close race, in my experience.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1049. Re: Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 20:43:46 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CMIpKy.Grn@sunblossom.ge.com>
Source record: 102629

In article <CMH84r.KKp@mercury.wright.edu>, cse1016@eve.wright.edu (BRENT KNAB) writes:
|> I have a friend in need of some information regarding printers with
|> Atari 8-bit computers. He needs to know if it is possible to use a
|> 24-pin dot-matrix printer with his system (I beleive it is an XL). He

Yes, it's possible. He'll need a printer interface, like the Atari 850,
the ICD P:R:Connection, the CSS Black Box, and various others.

|> wants to use it with some graphics programs. Also, is it possible to
|> take advantage of the 24-pin capabilities with these graphics programs,
|> and which ones are available which do?

I've seen only one program that used the 24-pin capabilities...for an
Epson printer that had an uploadable character set. It would allow you
to print MicroPainter files with correct intensity using that feature.

I have also written an unreleased program that can read and print out
TIFF files, to a 24-pin printer in 180 DPI modes. But most people have
never heard of TIFF files...

Of course you can always use the printer in Epson or IBM ProPrinter
emulation, for 9-pin printer programs (Daisy Dot, etc.).

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1050. Re: 800XL Technical Reference

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 21:13:54 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CMIqz6.H59@sunblossom.ge.com>
Source record: 102630

In article <2lonvb$9qj@crcnis1.unl.edu>, wrench@engrs.unl.edu (Bradley Riensche) writes:
|>
|> I have discovered two technical reference books for the 800XL offered by
|> American Techna-Vision. One is called _Programmers Reference Guide for
|> the ATARI 400/800 Computers_ , published by SAMS; the other is called

The SAMS book you mention does not apply to the 800XL. It is a really thick volume, but for all its thickness does not cover the 400/800 all that well.

SAMS does publish (or did) the schematics for the 800XL as part of their PhotoFacts (ComputerFacts?) line. This *did* contain pin-outs, diagrams, parts list, and is very good (albeit with some errors that Ben Poehland and others have pointed out). They also tend to draw their transistors upside down and every which way. Anyone care to polish these up and release a machine-readable copy?

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1051. WANTED: Atari SX212 modem with comm cartridge.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-11 23:10:06 UTC
From: jleon@girtab.usc.edu
Message-ID: <2lqtoe$3te@girtab.usc.edu>
Source record: 102632

Hi, I'm looking for a 1200bps modem for my dad. It has to be plug and play
(my dad doesn't know how to deal with this stuff too much). I know the
SX212 can be plugged into the SIO directly and that it comes with a cartridge
with the comunication program so I thinks that is the way to go.
If you have one for sale or you know were can I buy one please let me know.

Thanks!

Juan Leon
--
email: jleon@scf.usc.edu *-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-*
Major in Electrical Engineering, Computers | --**<this space for rent>**-- |
University of Southern California | |
Los Angeles, CA. USA *-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-*

1052. Where Dem Aussies?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 00:17:09 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403112356.AA02859@phinet.smithkline.com>
Source record: 102633

I noticed the post from Mark Perry with some interest.
AC has, I think, a grand total of 4 Australian subscribers. I think
Mark is one of them, the name looked familiar. Cool.
But he's right, we don't see many Aussies here. Really rare. Those guys
Down Under had a few neat products for the old 8-bit. Come to think of it,
no more New Zealanders either. Remember? We used to see post from those
guys. It was really neat to see posts from Classic Atari users Down Under.
Haven't seen Dawn Scotting here in a REAL long time!
My impression is that there probably ARE a fair number of Aussie 8-bitters
still around. But Australia is a real big place so those Aussie 8-bitters
are strung out all over. And very few of them are into modems & net stuff.
I'm pretty sure there's at least one active Atari 8-bit usergroup in
Australia, can't recall where... Victoria??? The 8-bit "blokes" in New
Zealand seem better organized, there are several active usergroups there.
But the same problem, very few of them are into modem stuff. Really a
shame. I kinda miss the perspective on things from Down Under.

Well, Mark, g'day to yah from a Yank!

- Ben Poehland
Circulation Editor (among other things)
Atari Classics magazine

1053. Re: PC Xformer 3.0?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 01:49:45 UTC
From: jmp1@ns1.cc.lehigh.edu
Message-ID: <1994Mar12.014945.141514@ns1.cc.lehigh.edu>
Source record: 102634

In article <2lll4b$5cm@samba.oit.unc.edu>, Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:
>In article <1994Mar9.015414.1@csusys.ctstateu.edu>,
> <palm_erd@csusys.ctstateu.edu> wrote:
>>Has anyone got any new info on the PC Xformer 3.0 that Darek Mihoka was
>>working on. I'd like to know what is the minimum amt. of RAM I need in my PC,
>>speed required for 100% emulation. Pariphrials (sp?) supported. Where
>>to get, and price. I'd also like to state I can get an 8-bit fro $20 and
>>an SIO2PC for $50 (I have both anyhow, so I was showing the ballpark figure of
>>what the emulator is worth). I'd be willing to pay $20 for a good workable
>>version.
>>Am I the only one who gives a damn about seeing a fully functional 8-bit
>>emulator for PC's, or am I really holding on to a dead dream?
>>Eric
>
>Actually, I'd love to see the emulator, but if I had $20, I'd get one of
>these drives fixed. Maybe both if I trade in my XEGS... heh. (Got an
>800xl)...
>
>A SIO2PC for $50? It costs THAT much? you can get your own bloody drive
>for that much. That would make the emulator that much more necessary!
>
>--
> **
> * The above does not represent OIT, UNC-CH, laUNChpad, or its other users. *
> **
>

I too have been wishing for an Atari 800 emulator for DOS. I'd gladly pay the $20 if it will run under OS/2's DOS emulator. Oh, what the hell, I'd probably buy it anyway!

- Jeff
--

1054. Want to trade your 8bit for Mac CD-ROMs?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 02:03:51 UTC
From: waffle@rahul.net
Message-ID: <CMJ4EF.8K2@rahul.net>
Source record: 102635

I would like an Atari 8-bit system (800 or better, disk drive and misc.
gadgets)... I have a whole bunch of CD-ROMs for Macintosh I do not need.
If you're interested in talking about a trade, e-mail me.

-Kevin Savetz
savetz@rahul.net
--
"Anybody who uses email probably has three times more opinions per head
than people who don't." -Scott Adams, "Dilbert"
[Kevin M. Savetz -- savetz@rahul.net]
[-- faq-book-info@northcoast.net]

1055. Re: Hard Drive on Serial Port (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 02:13:14 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Mar12031314@lise7.lise.unit.no>
Source record: 102636

In article <IYPMB4VR@math.fu-berlin.de> hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:

[Phew, the news spool disk seems to have been cleaned up. I can post again :)]

> Apparently, this seems to vary depending upon the drive and DOS. Indus's
> SynchroMesh mode is not compatible with US Doubled 1050's UltraSpeed mode is
> not compatible with XF551's high speed mode. DOS XL is the only DOS I know of
> that supports the GT's mode (I think there MIGHT be a patch for SpartaDOS X),
> and I have not had any luck in finding anyone who knows any of the tech info on
> SyncroMesh. Several DOS's support the UltraSpeed. DOS XE and SpartaX support
> (I think) the XF551's high speed mode.

I have a GT, didn't get any software with it, though... Can anyone fill me in on this SyncroMesh thing?

[...]

> The normal way this is handled (except for IDE drives! <g>) is to have an
> external program "low level" format the drive and map out bad sectors before
> the DOS actually tries to "high level" format it (put DOS'ly type stuff on it).
> I have also heard that IDE's are already low-level formatted, so this might not
> work. You might extend this concept to have an external program do a format of

IDE drives ARE preformatted, and ANY ATTEMPT TO LOW-LEVEL FORMAT AN IDE DRIVE WILL KILL THE DRIVE. You have been warned.

--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1056. again

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 03:17:29 UTC
From: ricortes@delphi.com
Message-ID: <Z62PweJ.ricortes@delphi.com>
Source record: 102637

How to attach RS-232 devices to a joystick port & download
software. A much shorter version the usual. The 1st thing
you'll need is a joystick cable.

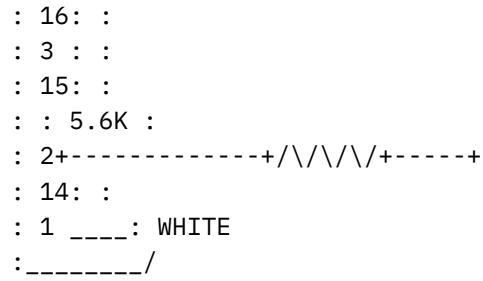
```
_____________________
\ 1 2 3 4 5 /
\ 6 7 8 9 /
\_________________/
```

The colors should be as follows:

```
COLOR PIN #
WHITE 1
BLUE 2
GREEN 3
BROWN 4
ORANGE 6
BLACK 8
```

Explodo view for connection to FEMALE
DB-25 i.e. what plugs into the IBM
25 pin serial cable.

```
____
: \________
: 13 \
: 25:
: 12 :
: 24:
: 11 :
: 23:
: 10 :
: 22:
: 9 :
: 21:
: 8 : BLACK
: 20: +
: : :
: 7+---------------------------+
: 19: 5.1V :
: : ZENER \_/
: 6++ : /-----/
: : 18: :
: 5++ : :
: : 17: :
: 4++ : :
```



This is just a quick and dirty transfer program I wrote. It uses a slightly different cable & will work for getting a real telecommunication program to the 8-bit. It'll transfer any file, including binary, BUT ONLY TO THE 8-BIT!

First run this program on your IBM or clone to set the serial port speed.

```
10 OPEN "COM1:300,n,8,1,RS,CS0,DS0" FOR OUTPUT AS #1
20 CLOSE #1
```

After running it type SYSTEM & hit RETURN. You can also run a communication program & just try to connect @300 baud. Every one I've tried just exits back to the C: prompt & leaves the serial port at 300 baud. Now just run the Atari program;

RECIEVE.LST

Then copy the program you want to transfer to COM1

COPY BURGERS.OBJ COM1

When the file's finished transfering, just hit any key on the Atari to wake it up & save the program.

1057. again

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 03:18:32 UTC
From: ricortes@delphi.com
Message-ID: <Z43sI+A.ricortes@delphi.com>
Source record: 102638

```
10 REM JOYSTICK #1 RECIEVE FROM RS-232
20 REM @300 BAUD BY RICK CORTESE 2/91
30 REM SCREEN WILL BLANK DURING
40 REM TRANSFER: PRESS ANY KEY WHEN
50 REM DONE TO SAVE FILE
60 CLR :DIM A$(30000):A$="":A$(30000)=A$:A$(1)=A$
70 FOR N=1536 TO 1692:READ BYTE:CHKSUM=CHKSUM+BYTE:POKE N,BYTE:NEXT N
80 IF CHKSUM<>17867 THEN ? "TYPO ERROR IN DATA STATMENTS":END
90 SIZE=USR(1536,ADR(A$))
100 CLOSE #3:OPEN #3,8,0,"D:TRANS.DAT"
110 FOR N=1 TO SIZE:PUT #3,ASC(A$(N)):NEXT N
120 CLOSE #3
130 END
5000 DATA 104,104,133,204,104
5010 DATA 133,203,169,0,141
5020 DATA 14,212,141,0,212
5030 DATA 133,212,133,213,169
5040 DATA 255,141,252,2,173
5050 DATA 252,2,201,255,208
5060 DATA 6,32,51,6,76
5070 DATA 24,6,169,255,141
5080 DATA 14,212,141,252,2
5090 DATA 169,34,141,0,212
5100 DATA 96,169,255,205,0
5110 DATA 211,240,1,96,32
5120 DATA 72,6,32,108,6
5130 DATA 32,117,6,32,132
5140 DATA 6,96,162,8,142
5150 DATA 141,6,169,0,141
5160 DATA 140,6,32,142,6
5170 DATA 173,0,211,24,74
5180 DATA 110,140,6,206,141
5190 DATA 6,240,6,32,142
5200 DATA 6,76,85,6,32
5210 DATA 142,6,96,169,255
5220 DATA 77,140,6,141,140
5230 DATA 6,96,160,0,173
5240 DATA 140,6,145,203,24
5250 DATA 230,203,208,2,230
5260 DATA 204,96,24,230,212
5270 DATA 208,2,230,213,96
5280 DATA 0,0,174,155,6
5290 DATA 172,156,6,136,208
5300 DATA 253,202,208,247,96
```

```
5310 DATA 150,6
```

1058. Re: Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 03:34:15 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMJ8L5.88F@utnetw.utoledo.edu>
Source record: 102639

Jeff Potter (potter@sunny3.DAB.GE.COM) wrote:
: I have also written an unreleased program that can read and print out
: TIFF files, to a 24-pin printer in 180 DPI modes. But most people have
: never heard of TIFF files...

Ah-ha! I've had requests for a Canon-compatible driver or color printing program for the 8-bit. Will this program support the 24-bit (or even "several" color) output of the incredible Canon BJ600? Even a black and white driver or print dump program would be a perfect start!

-Tim

1059. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 05:06:54 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2lrile$q6r@terminator.rs.itd.umich.edu>
Source record: 102640
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 17156 Mar 10 01:30 ./8bit/Graphics/logos.arc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1060. AT800XL ZIP docs in english???

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 06:23:45 UTC
From: wexler@gibbs.oit.unc.edu
Message-ID: <2lrn5h$r9c@bigblue.oit.unc.edu>
Source record: 102641

I hope I am not flogging a dead horse, but I foudn the free AT800XL ZIP file in wuarchive in the msdos_uploads emulator atari section, and it looks very nice, if small on my screen. However, a) the docs are in this cute but annoying ascii animated thing (a bbs lover at heart wrote this) and then are all in german!

Ihave a friend helping me out, but if anyone has them in englihs, please post here, mail me, or let me know hwere to find them.

Also, on watson.mbb.sfu.ca is a growing collecction of C64 zip files. I hate the commode door, so I ask if there is any way wec ould have a site with atari stuff ready to use in this emulator... I know there is a legal question, but it could be overlooked at least for experimental purposes, for a littel while, maybe perhaps...

Anyway, any help with this file would b eappreciated, adn I will post eh english once I get it...

Thanks,

Michael

Michael Wexler Wexler@gibbs.oit.unc.edu
University of North Carolina -- Chapel Hill
Grad life: Its the life for me!

Dept of Psychology 919-962-7636
Ram Shop 919-962-2422
Home 919-932-5458

1061. Re: Hard Drive on Serial Port (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 06:29:15 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <UFSMBDTW@math.fu-berlin.de>
Source record: 102642

In article <2lo2o2$77t@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu (Michael Current) writes:
>SpartaDOS X (4.20, at least) does support the Indus GT SynchroMesh mode.
>Boy is that fast!

Does it have the same problem that DOS XL had with SyncroMesh: if the GT locked or and needed the power cycled, there was no way for thr computer and drive to talk again?

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1062. Re: Where Dem Aussies?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 06:48:56 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <EGSMBBCX@math.fu-berlin.de>
Source record: 102643

In article <9403112356.AA02859@phinet.smithkline.com>, poehland%phvax.dnet@sb.com writes:
>Haven't seen Dawn Scotting here in a REAL long time!

I got the impression from Dawn that she was more of a lurker in here than anything. I got mail from her just after Christmas.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1063. Re: 130Xe/Translators

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 08:03:10 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.763459390@cairo>
Source record: 102644

Nick.Bensema@launchpad.unc.edu (Nick Bensema) writes:

>I picked up an odd program from a board in Ohio (You may remember Pandora when
>it ran Carina, free callback!) that allowed you to either boot normally in
>Atari 800 mode, or you cuold hold down some keys and it would flash the
>screen, and when you put the cartridge in, it would just run. I forget the
>exact procedure though. The docs said it worked 100% of the time, but for
>me it worked only 20%.... the cartridge I used was Astro Chase.

If someone who has this, or anything else that claims to let those 400/800
carts run please get it onto the archive.

Whoever wrote Millipede did something naughty and it only kinda works
on XL's and XE's. :(At least thats what happens with my cart. Does
everyone else have the same problem with it???

Of course, the Translator is no help with that.

--
Mark Perry mperry@cairo.anu.edu.au

1064. Re: 8-bit emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 11:06:15 UTC
From: lkoester@delphi.com
Message-ID: <9403120548591.lkoester.DLITE@delphi.com>
Source record: 102645

There was just a PC emulater for the Atari 8bits just uploaded at Execnet BBS in New York. I noticed it because I saw this question here about it.

Larry Koester

1065. Re: WANTED: Atari SX212 modem with comm cartridge.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 15:02:19 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Mar12.150219.20109@iglou.com>
Source record: 102646

I never heard of the SX212 being sold with a cartridge. A disk, maybe.

1066. Re: Hard Drive on Serial Port (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 23:18:36 UTC
From: cjwoods@tiac.net
Message-ID: <2ltikc$4co@sundog.tiac.net>
Source record: 102647

On 12 Mar 1994 02:13:14 GMT Eyvind Bernhardsen mumbled:

<snip>

>I have a GT, didn't get any software with it, though... Can anyone
>fill me in on this SyncroMesh thing?

Ditto that. What is SynchroMesh? I have the Indus GT and a SynchroMesh
disk. What's it capable of? I have only briefly looked at it...

-Chris

--
Christopher J. Woods TIAC: The Internet Access Company
cjwoods@max.tiac.net cwoods@genesis.nred.ma.us cjwoods@mary.iia.org
telnet max.tiac.net and login `new', password `new' for 14-day demo
+1 617 275 0331 300-14,400bps +1 617 275 2221 voice (office)

1067. Re: Where Dem Aussies?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-12 23:25:45 UTC
From: cjwoods@tiac.net
Message-ID: <2ltj1p$4co@sundog.tiac.net>
Source record: 102648

Hmm, I grepped my .newsrc for "atari" and didn't see an aus.*.atari.*
newsgroup. Oh, well...
-Chris

--
Christopher J. Woods TIAC: The Internet Access Company
cjwoods@max.tiac.net cwoods@genesis.nred.ma.us cjwoods@mary.iia.org
telnet max.tiac.net and login `new', password `new' for 14-day demo
+1 617 275 0331 300-14,400bps +1 617 275 2221 voice (office)

1068. Re: Where Dem Aussies?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 00:05:49 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Mar13010549@lise7.lise.unit.no>
Source record: 102649

In article <2ltj1p$4co@sundog.tiac.net> cjwoods@tiac.net (Christopher J. Woods) writes:

> Hmm, I grepped my .newsrc for "atari" and didn't see an aus.*.atari.*
> newsgroup. Oh, well...

It's probably only distributed to *.au NNTP servers.
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1069. In CAIN Newsletter this Month! Check it out!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 00:19:15 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2ltm63$30o@usenet.INS.CWRU.Edu>
Source record: 102650
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
-
IN CAIN NEWSLETTER THIS MONTH! / \
/ \
/ \
/ \
__________/ \_________
\ /
\ March 10, 1994 Vol.I No.1 /
\ /
_____________________________________________|_____________
/_________________ CAIN ________-_____________/
/___|_|_|__________ Monthly Newsletter _______| |___________/
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/____/___|___\________ Information Network ____| | | |_____/
/_____________________________________________________________/
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The Official Online Newsletter of the Cleveland Free-Net Atari SIG

------------------------------------------------------------------------
The Cleveland Free-Net Community Computer System is accessible worldwide!

------------------------------------------------------------------------
telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

------------------------------------------------------------------------
216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

------------------------------------------------------------------------

In CAIN Newsletter this Month!

-=-=-=-=- All new CAIN Newsletter! & New Version of Atari SIG! -=-=-=-=-

-=- Cleveland Free-Net Information -=- New Jaguar Support Area
-=- More Free-Nets coming! -=- Jaguar: Doom 2-Player only!
-=- Jaguar Developers Signed -=- Jaguar: Online Reviews
-=- 8-Bit: Richard Gore's Support! -=- Jaguar: What do you think of
-=- 8-Bit: Fine Tooned Engineering the Jaguar!
-=- 8-Bit: All Z*Mags on CFN! -=- Jaguar Raiden Review
-=- 16/32-Bit: ST/TT/Falcon Support -=- Atari Show Listing!
-=- Portfolio users--not forgotten! -=- Who's Who in the Atari
-=- Lynx: More games are coming... Community E-Mail Directory
-=- Lynx: Didn't get your free Lynx -=- Voting Booth!
game card? Here's how! -=- How to Contribute to CAIN!
```

And much more!!!

Don't miss the very first exciting issue of CAIN Monthly Newsletter!

CAIN Newsletter can be obtained by visiting the Cleveland Free-Net Atari SIG by the above telnet addresses or by writing the Atari SIG at:

xx004@cleveland.freenet.edu

We are presently looking for an ftp site to carry CAIN Newsletter. Please contact the Atari SIG if you can help.

Thank you!

1070. Re: 8-bit emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 01:18:56 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2ltpm0$6v7@usenet.INS.CWRU.Edu>
Source record: 102651

In a previous article, lkoester@delphi.com (Larry Koester) says:

>There was just a PC emulater for the Atari 8bits just uploaded at Execnet
>BBS in New York. I noticed it because I saw this question here about it.
>
>Larry Koester
>
>
>

Is it safe to assume that you mean an Atari 8 bit emulator for the PC?
Unless I'm just being dyslexic here, what you just said was that there's a
program I can run on my 8 bit that emulates the PC...
--

1071. Re: Hard Drive on Serial Port (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 01:34:47 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMKxq1.DJL@utnetw.utoledo.edu>
Source record: 102652

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
: IDE drives ARE preformatted, and ANY ATTEMPT TO LOW-LEVEL FORMAT AN
: IDE DRIVE WILL KILL THE DRIVE. You have been warned.

Not true. If you have a decent low-level formatter, which maps and hides
the bad sectors/tracks for you, they will format successfully... just don't
try any "normal means" to ll-format an IDE, true...

-Tim

1072. Re: Where Dem Aussies?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 04:11:35 UTC
From: cjwoods@tiac.net
Message-ID: <2lu3pn$6nu@sundog.tiac.net>
Source record: 102653

On 13 Mar 1994 00:05:49 GMT Eyvind Bernhardsen mumbled:
>In article <2ltj1p$4co@sundog.tiac.net> cjwoods@tiac.net (Christopher J. Woods) writes:

>> Hmm, I grepped my .newsrc for "atari" and didn't see an aus.*.atari.*
>> newsgroup. Oh, well...

>It's probably only distributed to *.au NNTP servers.
>--
> //| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
>\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

Yeah, but here at TIAC, we receive that hierarchy. In fact, we get ~6600
newsgroups, including VERY localized groups such as ba.forsale (Bay Area,
San Francisco, CA) and csuf.class.cis101, which, if it DOES exist, is a
VERY LOCAL discussion newsgroup at Cal State Fresno, for the CIS class
number 101. *NAH* I don't think there IS an aus.*.atari.* group.
We even get Netcom's local groups, and same for CERF, etc. Too many,
IMHO! Can you imagine how LONG it took me to set up my .newsrc? Even in
tin's group selection screen. GAK!
-Chris

--
Christopher J. Woods TIAC: The Internet Access Company
cjwoods@max.tiac.net cwoods@genesis.nred.ma.us cjwoods@mary.iia.org
telnet max.tiac.net and login `new', password `new' for 14-day demo
+1 617 275 0331 300-14,400bps +1 617 275 2221 voice (office)

1073. Re: 8-bit emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 04:14:24 UTC
From: cjwoods@tiac.net
Message-ID: <2lu3v0$6nu@sundog.tiac.net>
Source record: 102654

On 13 Mar 1994 01:18:56 GMT Mark Leair mumbled:

>In a previous article, lkoester@delphi.com (Larry Koester) says:

>>There was just a PC emulater for the Atari 8bits just uploaded at Execnet
>>BBS in New York. I noticed it because I saw this question here about it.
>>
>>Larry Koester
>>
>>
>>

>Is it safe to assume that you mean an Atari 8 bit emulator for the PC?
>Unless I'm just being dyslexic here, what you just said was that there's a
>program I can run on my 8 bit that emulates the PC...
>--

Now, who the F!CK would want to do something like THAT? I'm getting a PC
soon because I *NEED* one (I need a machine that will run Unix) for
school. THEN I will get the 8bit emulator so I can ENJOY my PC as well as
WORK with it. Ya know what they say... "All work and no play makes Jack a
very dull boy...."

-Chris

--
Christopher J. Woods TIAC: The Internet Access Company
cjwoods@max.tiac.net cwoods@genesis.nred.ma.us cjwoods@mary.iia.org
telnet max.tiac.net and login `new', password `new' for 14-day demo
+1 617 275 0331 300-14,400bps +1 617 275 2221 voice (office)

1074. Re: Atari 8-bit items for sale, more

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 04:57:46 UTC
From: Joe.Kearney@3619-25-1.mechanic.fidonet.org
Message-ID: <87b_9403141337@mechanic.fidonet.org>
Source record: 102455

In a message of 06 Mar 94 cohen@GOMEZ.phys.virginia.edu wrote to All:

cGp> Atari States and Capitals (CX4112)

If you would like, Ill take this. I dont know what its worth...but I can imagine you can stuff it in an envelope and send it for nearly nothing to me. Let me know what you want for it and Ill send you a check and my address.

See ya, Joe

1075. Re: 8-bit emulator for PC or vice versa

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 05:49:02 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <94072.004902IO20816@MAINE.MAINE.EDU>
Source record: 102456

In article <2lu3v0$6nu@sundog.tiac.net>, cjwoods@tiac.net (Christopher J. Woods) says:
>
>On 13 Mar 1994 01:18:56 GMT Mark Leair mumbled:
>
>>In a previous article, lkoester@delphi.com (Larry Koester) says:
>
>>>There was just a PC emulater for the Atari 8bits just uploaded at Execnet
>>>BBS in New York. I noticed it because I saw this question here about it.
>
>>Is it safe to assume that you mean an Atari 8 bit emulator for the PC?
>>Unless I'm just being dyslexic here, what you just said was that there's a
>>program I can run on my 8 bit that emulates the PC...
>
>Now, who the F!CK would want to do something like THAT? I'm getting a PC
>soon because I *NEED* one (I need a machine that will run Unix) for
>school. THEN I will get the 8bit emulator so I can ENJOY my PC as well as
>WORK with it. Ya know what they say... "All work and no play makes Jack a
>very dull boy...."

Regardless of who would want to do this, it has been done (allegedly) -- a PC emulation on the Atari 8-bits. According to Shiraz Shivji in an interview for Byte [December '85, portions rehashed for March '86 which I have in front of me]... "Actually, we have the work done on a machine that provides IBM PC compatibility with the 800xl." It was supposedly an outreach of this experiment, (where they wanted Apple II, PC, and 800xl support on one machine) that was to be the base for a ST expansion they were going to unveil at the '86 CES. Needless to say this was emulation via hardware... (built around a NEC V20 chip according to Byte, but Shivji mentions the ST unit as having an 8088)

A couple questions, 1) does Shivji still work for Atari, I haven't kept up, 2) did Atari ever introduce the box to make an ST IBM compatible, and/or did this evolve into the ill-fated PC clone line from Atari 3) wouldn't a prototype of this expansion unit for the 800xl be a heck of a collectors item?

-Kevin

Kevin A. Foss ---------- io20816@maine.maine.edu

1076. emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 05:51:20 UTC
From: junkster@halcyon.com
Message-ID: <2lu9ko$gbg@nwfocus.wa.com>
Source record: 102457

This was gonna be a simple question but I think it may get out of hand.

My query was going to be "Why do people want Atari 8-bit emulators for the PC?"

Some people want to relive the old days, I suppose, and maybe tramp through all those disks of classic games sitting in a shoebox somewhere. And I have a nagging feeling that there are a load of people would just love a big 'ol archive filled with every 8-bit game ever made so they can overdose on free 8-bit entertainment for a few weeks, as has been the norm with the C-64 emulator.

This critical train of thought led to the poser "What the heck do people actually do with their 8-bit machines any more?" I subscribe to and read and enjoy Atari Classics. The emphasis so far has been on fun hardware hacks and upgrades. Most of the threads in c.s.a.8 have been similar, or discussions of thr aforementioned classic games. Those are fun too.

Now I don't have a problem with any of this. But it leaves open the nagging thought that no one, save Ben Poehland, actually *uses* their Atari 8-bit for anything these days. If this is so, that's okay. But I'd like to know if this conclusion is accurate or if there are some serious loonies who, for whatever philisophical reasons, still actually *believe* in the 8-bits. I'd love for those adventurous souls to expound their philosophies and generally explain themselves for the betterment of the ongoing classic 8-bit movement. Really.

James Hague
junkster@halcyon.com

1077. Re: F keys on XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 08:35:06 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2luj7q$o8u@news.cs.tulane.edu>
Source record: 102458

Quoting Nick.Bensema@launchpad.un

N >>
N >>Does anyone know about this. I always wanted those keys on my XE, (and
N >>800XL!) It would require you to mount 4 switches on your case somewhere,
N >>but I can handle that...
N >>

I seem to recall seeing it in something like Znet or maybe an old issue
of BetaZine (I've no idea where I put these)... The only other place
I can think of that would have had the text file was ACEC but I believe
they've taken the board off line.

This is one of those projects that should have been in the hacker
book we were talking about last year...

Mike

---
* PabQwk 2.0 #9 * New Orleans Science Fiction Fantasy Festival 94!

1078. Re: Atari 2600 Driving Co

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 08:35:09 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2luj7t$o94@news.cs.tulane.edu>
Source record: 102459

Quoting hwl0978@gemini.tntech.edu

h >Thanks! Now, does this thing also have some info about the trackball? I
h >called Atari and spoke to technical support, the guy had no idea about how it
h >worked or where I could find info. I mentioned that an old APX catalog
h >mentioned that they had the information available to anyone who wanted it. H
h >kindly informed me that APX was no more and that they were separate from Atar
h >(both of which I knew, and was just trying to point out that the info had to
h >exist). ARGH!!!

You know who you might try talking to is Simon Trew, He's written drivers
for both the mouse and trackball...(rats, I'll have to post his address
later, just can't seem to find it now...).

Mike

---
* PabQwk 2.0 #9 * NOSF3 New Orleans!

1079. Re: 130Xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 08:35:11 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2luj7v$o96@news.cs.tulane.edu>
Source record: 102460

Quoting rklace@crashb.megalith.mi

r >
r >The C128 has a pretty good keyboard. Later model keyboards (I belive Hong Kon
r >keyboards) seemed to be the best thou. Had a nice feel. C-128 keyboards wern'
r >really effected by streached out contacts because it uses a very small pad.
r >Only problem C-128 keyboards ever have is dirty contacts.

The one that I saw that I liked a lot was on the 128D. For those who don't know, the 128D had a seperate cpu with built in 5.25 drive and seperate keyboard on a 36" cord. Still, I wouldn't trade my 130xe and TransKey for anything,

Mike

---
* PabQwk 2.0 #9 * NOSF3 New Orleans!

1080. emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 08:35:13 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2luj81$o97@news.cs.tulane.edu>
Source record: 102461

Quoting junkster@halcyon.com

j >Now I don't have a problem with any of this. But it leaves open the
j >nagging thought that no one, save Ben Poehland, actually *uses* their
j >Atari 8-bit for anything these days. If this is so, that's okay. But
j >I'd like to know if this conclusion is accurate or if there are some
j >serious loonies who, for whatever philisophical reasons, still actually
j >*believe* in the 8-bits. I'd love for those adventurous souls to
j >expound their philosophies and generally explain themselves for the
j >betterment of the ongoing classic 8-bit movement. Really.
j >
j >James Hague

Well, myself for one. True, my 130 doesn't look anything like it once did, it's now located in a MiniTower hooked up to a BlackBox, hard drive, 5.25 and 3.5 high dens. drives, a gutted Indus on a seperate supply and TransKey PC keyboard adapter. And it sets here on my desk at my office and is what I do my written, database, VisCalc and telecom work from. Every building spec. Current Notes article, fund raising reports, mailing lists, budgits, articles for the American Derm. News letter and too many other things are done every day on this machine. Yeah, I've two IBM's (386/486) for AutoCad and several Mac'S for DTP work, but I sill use my 8bit for all my real work.

Now, you're asking why... Why not... I can not type any faster nor spell any better on a faster machine than I can on this one. My mailing list's do not exceede 300 entries...easly handled by SynFile and DiskBase. Believe it or not, I put spec books together using SynFile, the output going to TextPro for page setup and printing... True, I could do the same thing using DBase 3+ or 4... Sure, I could use WP51 or 6X with Windows and have lots of fancy fonts and snappy little icons...but why... Simple fact is, I don't need any of those things. I needed AutoCad, I got an IBM to run it. I needed to do DTP work, I got Ready,Set,Go and a Mac.

Just because a bunch of folk think they need a 468 DX/2 66, Windows 3.11, 8 meg of ram, a Gig drive, Word 6.1, etc just to type a two page letter doesn't make right. I've a 24 pin printer hooked up to my system, and letters printed on my letterhead look the same from either the 386 or the 6502. and yes, I've run a HP550 off the 8bit as well.

The simple fact is, almost all of these home users that "Need" those high powered systems are just looking for Game Machines... Almost everyone I know who "had" to upgrade to a 486 uses their machines for almost nothing but game play...these folk don't use their systems for "real" work either...does that make 'em loonie too?

Look, the system works for me, does all that I want it to do and I don't waste alot of money on things I don't need or want. And just for S&G, there are two schools here that still use the 8bit in the class room, one is running off a second hand MUX, MIO, 20meg drive, networking 6 systems all for under $200. Using Action!, Mac/65 and CC65 you can still teach computer basics w/o blowing out a limited budgit.

Anyway, to answer you're question, Yeah, I too still work my 8bit and likely will until it just plain dies.

Mike

---
* PabQwk 2.0 #9 * Phenomenal Cosmic Power, Itty Bitty Living Space - the 6502

1081. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 15:03:54 UTC
From: kamaro_kid@delphi.com
Message-ID: <ZayPAka.kamaro_kid@delphi.com>
Source record: 102462

I still actively use my 8bit system for just about everything.

Why not? It has more HD storage and almost as much Ram as my PC.. and
it boots up faster and is easier to use.

I dont feel I have to explain why I'm still using it - suffice it to say,
it's an enjoyable machine to use.

My system consists of:

4meg upgraded 130xe
256k MIO
350meg of hard drive storage
1.44meg 3.5inch drive
1.22meg 5.25inch drive
Happy 1050
ATR8000
Hayes Ultra 9600 v.32 Smartmodem
Commodore 1702 color monitor
Goldstar mono monitor
XEP80 80 column unit.

1082. CTH still going, othe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 17:00:04 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <763662941.AA05141@rochgte.fidonet.org>
Source record: 102463

Hey Mike!!

Noticed you placed the name of my board up there with an elite few <g>, so I thought that I'd pass to you an update on the system, since I'm not sure as what baud rate your calling with.

I went multi-line as of yesterday (Saturday, March 12).

Won't go into detail about all of the aspects of the system (I know that is not allowed), but will make sure you have both numbers (hope it's not a problem).

Warp 10 BBS Line #1: 612-489-9166. 300-14,400 baud.
Warp 10 BBS Line #2: 612-489-8794. 300-2400 baud.

Amos Jackson

1083. Analog Data Disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 17:49:05 UTC
From: Michael.Fitzpatrick@f47.n282.z1.fidonet.org
Message-ID: <763662941.AA05142@rochgte.fidonet.org>
Source record: 102464

I'm looking for replacement Analog Data Disks that were either lost, stolen,
or stupidly destroyed. The numbers I'm looking for are:
1 through 10
Number 15
Number 17
Number 52
54 through 58
Will pay a reasonable charge plus shipping.
Thanks

1084. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 18:54:27 UTC
From: hoosier@rider.cactus.org
Message-ID: <7779@rider.UUCP>
Source record: 102465

junkster@halcyon.com (James Hague) writes:
]This was gonna be a simple question but I think it may get out of hand.

[important stuff deleted]

]This critical train of thought led to the poser "What the heck do people
]actually do with their 8-bit machines any more?"

[Less important stuff deleted]

]But it leaves open the
]nagging thought that no one, save Ben Poehland, actually *uses* their
]Atari 8-bit for anything these days. If this is so, that's okay. But
]I'd like to know if this conclusion is accurate or if there are some
]serious loonies who, for whatever philisophical reasons, still actually
]*believe* in the 8-bits. I'd love for those adventurous souls to
]expound their philosophies and generally explain themselves for the
]betterment of the ongoing classic 8-bit movement. Really.

This here serious loony still believes in his 8-bit. At one time I did
everything on it: word processing, spreadsheets, telecomm, music, and
even the occasional game. As they were growing up my boys went through
MANY of the 8-bit games.

Now I do all my wordprocessing and telecomm on this here Atari ST. I
have even recently picked up a couple of DTP programs and intend to try
that. My 8-bit is set up on its own desk across the room from the ST
and gets much less use than before. I know it's not my platform of the
future; but that doesn't mean its usefulness has entirely passed.

Today, I STILL have several spreadsheets I maintain on SynCalc, the best
program ever written for the 8-bit. I still use the 8-bit when my wife
asks me to arrange some music for her. My youngest has his 64 KB 600XL
at college with him, with XDM121 and AtariWriter, and has so far been
unwilling to change to my spare ST. And when my boys are over to visit
they still prefer to fire up the 800XL for a few games over any form of
entertainment the ST has to offer.

The bottom line is that the 8-bits still do as much as they ever did,
and if that meets your needs it's difficult to justify spending money
just to have something different meet the same needs.

BTW, I'm NOT one of those crying for an 8-bit emulator for the PC. My
Xformer cable allows me to transfer files between the 8-bit and ST, and
that's all I need. I WOULD like to see a way to use my spare SM124 mono
monitor with the 8-bit and an 80-column word processor, for my son's
sake if no other.

--
Gerald P. (Jerry) Dunham DoF #1.5 hoosier@rider.cactus.org
Atarian ordinaire dunham@mpd.tandem.com

I'm so open minded that my brains fell out.

1085. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 20:13:52 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2lvs60$t45@usenet.INS.CWRU.Edu>
Source record: 102466

(James Hague asks what people do with their 8-bits.)
I have 256k 800xl, Ramrod 800xl, 130xe, 2 800s, 1200xl and
a for parts 800xl. I also have 3 xt clones and an ST.
The ST is in a box. It got rarely used for games and MIDI.
My xt is my primary word processing, data base, comm computer.
That leaves my 8-bits. I know more about it than any of my
other computers. I know enough to know that I would like to
know more about it. I got an oscilloscope to see some waveforms,
SAM's photofacts to look at schematics. I would like to know
more about how computers in general work. I 'repair' my 8-bits.
Lately, I found some mylar strips with metal pins at an
electronics surplus store and repaired the mylar on my 130xe
where the mylar strip's painted circuits had broken. I'm also
involved in a project to make an 8-bit unzipper. My unimploder
part is pretty well finished.
Someone else is working on an unreducer. I got a 'C++ for
Pascal programmers' book to learn some C so I can make
the inflater part of an unzipper. We may have an 8-bit
unzipper in about 6 months. Think anyone will still be
around then?
Russ Gilbert

1086. Re: Hard Drive on Serial Port (?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 21:24:30 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2m00ae$7ja@usenet.INS.CWRU.Edu>
Source record: 102467

In a previous article, hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) says:

>In article <2lo2o2$77t@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu (Michael
Current) writes:
>>SpartaDOS X (4.20, at least) does support the Indus GT SynchroMesh mode.
>>Boy is that fast!
>
>Does it have the same problem that DOS XL had with SyncroMesh: if the GT locked
>or and needed the power cycled, there was no way for thr computer and drive to
>talk again?

That kinda sounds familiar, actually. I haven't used SDX and the Indus GT
together enough to say for sure though.

I've also never seen the DOS XL/SyncroMesh combination, so I can't compare
that with SDX.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1087. Re: Gemulator + STXformer = Emulation on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 21:32:03 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2m00oj$8dc@usenet.INS.CWRU.Edu>
Source record: 102468

In a previous article, goble@maxwell.ee.washington.edu (Brian Goble) says:

>First, I am not familiar with the Gemulator or the Atari ST (just 8-bits).
>If memory serves, "Gem" is the OS for the Atari ST. So is Gemulator an
>ST emulator for the PC?

Yes.

>From some previous posts, I got the impression that this Gemulator
>runs on a PC and that it could the run STXformer which I got the
>impression was an 8-bit emulator for the Gem OS.
>
>Is this doable? If so, please provide me with more information if you
>can...thanx...

You got it all right. There's also the newer PC Xformer, which runs right
on the PC without Gemulator in between.

Here's the contact information again:

(I'm not afiliated with Branch Always Software; I've never even seen
SF Xformer or PC Xformer.)

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel (before 2pm Eastern Time)/FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1088. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 21:53:56 UTC
From: jharris@cup.portal.com
Message-ID: <106327@cup.portal.com>
Source record: 102469

>The simple fact is, almost all of these home users that "Need" those high
>powered systems are just looking for Game Machines... Almost everyone I know
>who "had" to upgrade to a 486 uses their machines for almost nothing but
>game play...these folk don't use their systems for "real" work either...does
>that make 'em loonie too?

This is really funny, but absolutely true. Games is the only reason I
would consider buying a IBM clone. And you'd need a top of the line
machine to make the most of the best available programs. It's funny
because they call those 'other' computers game machines. :-)

Fortunately, I don't think I will ever have to buy one. Jaguar/3DO/???
will supply the game niche in the future for me I think. I'm going to wait
and see who ends up with the best programs and controllers.

One other thing to keep in mind about the 8 bits, is that there are a lot
of people using them as character generator display systems in commercial
industries like cable TV and hotels. Myself and at least 3 other companies
are still selling 8 bits and/or CG software.

John Harris - jharris@cup.portal.com

1089. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 22:31:38 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2m048a$f54@usenet.INS.CWRU.Edu>
Source record: 102470

(James says he wants to know more about the 8-bits.)
One other thing about the 8-bits. I've had college courses
in assembler, algol, fortran and Pascal. My CLSN Pascal
on my 8-bit with MIO is about 5 times as fast as the compiler
I used on a VAX doing time sharing with cs majors that kept
seeing how much core memory they could hog and how much they
could tie up the machine's timesharing with their high access.
My 8-bit will boot DOS and be ready to go in about 2 seconds
from the MIO ramdisk. My xt takes about 40 seconds to boot up
load all those tsrs and autoexec.bats, etc. The ST? Well,
I would like to hear a REAL engineer's opinion of the quality
of the engineering in the ST line. My opinion is that it is
EXTREMELY data unreliable, a reason why I would never get
a hard drive for my ST. The first thing I learned about the
ST is that it trashed disks with a power surge using a
power strip to turn the monitor, modem, printer, disk drives,
etc. on and off. A disk in the drive when the power strip
was turned on or off got trashed. Then I spent about 2 years
when I had to restore the disk EVERY time I booted up.
I was ready to sell the ST. Then I found out my special
shelf with the disk drives right under the monitor was my
problem. The 1224 monitor was putting out RF the clobbered
disks. A cookie sheet under the monitor finally fixed that.
Russ Gilbert

1090. Atari 800xl's for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 23:21:21 UTC
From: bryedewa@news.delphi.com
Message-ID: <2m075h$oqo@news.delphi.com>
Source record: 102471

I have 2 good condition stock 800xl's for sale. $25 each + shipping.

-Bry

1091. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-13 23:38:52 UTC
From: snyder10@rs4.tcs.tulane.edu
Message-ID: <2m086c$k1d@news.cs.tulane.edu>
Source record: 102472

John D Harris (jharris@cup.portal.com) wrote:

: One other thing to keep in mind about the 8 bits, is that there are a lot
: of people using them as character generator display systems in commercial
: industries like cable TV and hotels. Myself and at least 3 other companies
: are still selling 8 bits and/or CG software.

Speaking of which, I'm currently looking into getting Michael's Color Genlock device for use with some vid's we do here at the med school as well as some vid's I've planned for some of the fund raising we do.

Thanks for the reminder

Mike

1092. Re: Xl/xe Emulators For The A

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 01:18:49 UTC
From: ScottM@cup.portal.com
Message-ID: <106336@cup.portal.com>
Source record: 102473

>RM>Is there an XL/XE emulator for the Amiga?
>
>There is currently on Atari 8-bit emulator for the Amiga.
>This is also archetecturally ironic because of all platforms,
>the Amiga could probably emulate the Atari with the greatest
>facility due to the fact that both machines were
>designed by the same team.
>
The chipsets were designed by the same man (Jay Miner) not team. But you
are right. The Amiga could emulate the Atari 8-bits the best.

> However, I am fairly certain that an Atari 8-bit
>emulator could run on a 512K Amiga 1000 at its original
>7.xx mhz clock speed due to using the analogous chips
>of the Amiga to emulate their older cousins, i.e. PMGs
>to Sprites, and DLIs to HAMs.
>
I think the Amiga 1200 would be a better base configuration for an emulator.
It can do the 256 GTIA colors easily. DLI's would be emulated via Copper
(graphics COProcessER) lists.
I think an Atari 8-bit emulator would be great to have on the Amiga.
Supposedly there is one in the works for use with the EMPLANT (emulates
everything) board. I'm keeping my fingers crossed.

> * PabQwk 2.0 #20 * Hey, RODERICK, I'm running PabQwk 2.0 in U-atari.8bit!
> * Origin: PandA's Den BBS * Danvers, MA * (508) 750-0250 Zoom 28.8!
>(1:330/204)

/==\
|Scott Maxwell * Q: How many Newtons does it tak to |
|scottm@cup.portal.com * screw in a lightbulb? |
|Amiga 1000, 2000, 1200 * A: Foux! Three to eat lemons, axe |
|Pet, SuperPET, Vic, 64 * gravy soup. |
|128D, 800XL, TI, //e * Just got my CD^32, Way Cool! |
\==/

1093. Re: Need a terminal

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 02:07:05 UTC
From: Krishna@tiac.net
Message-ID: <2m0gs9$gp2@sundog.tiac.net>
Source record: 102474

```
F Tooned (ftooned@delphi.com) wrote:
:
:
: Hey, did you guys know that Claus Bucholz of 256K Byte Upgrade
: fame did an 80 column cartridge for the ATR8000 ??
: Mike (FTe)
```

1094. Converting disk -> cartridge, possible? how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 02:26:13 UTC
From: jleon@phakt.usc.edu
Message-ID: <2m0i05$q36@phakt.usc.edu>
Source record: 102475

Hi, I'm the one who asked about a SX212 for sale. Well, I got an offer ($30 for it, what do you think?). Now I also know that it only comes with a program disk but not a cartridge.

As I said before I want to give my dad the less amount of problems possible so I was wondering, is there any way to put the communication program in a cartridge? I have access to an eprom programmer and also have some old cartridges that i can sacrifice. Is this possible?

I also know that there's a cartridge with a comm program (telelink?), does anybody know if I can use it with the SX212? If the answer is yes, does anybody have one for sale?

Thanks for any help!

Juan Leon.
--
email: jleon@scf.usc.edu *-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-*
Major in Electrical Engineering, Computers | --**<this space for rent>**-- |
University of Southern California | |
Los Angeles, CA. USA *-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-*

1095. Wanted: Atari 130XE Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 03:38:40 UTC
From: bobh@crash.cts.com
Message-ID: <CMMy4H.3vK@crash.cts.com>
Source record: 102476

I have a need for an Atart 130XE Floppy disk drive that includes AtariDOS 2.5. If you have one you can bare to part with, please send price and details to bobh@acm.org. Thanks.

1096. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 05:19:08 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <106360@cup.portal.com>
Source record: 102477

In a slightly stale article (I'm a bit behind), Raphael Espino - rje@cs.nott.
ac.uk writes:

>(Occasionally quoting thester@nyx.cs.du.edu (Uncle Fester))

>[...] just go ahead an pirate instead, it'll get you
>what you wanted: the software, and probably help another company go bust in
>the process. [...]
>
>[...] How long will it be before the support
>on this side of the water dries up too? And it IS happening.
>
>I disagree with your views, pirating in any of its forms something to be
>avoided if we still want people to produce new and re-release old software.
>[...]

I will return to the above points in a moment. Just wanted to include the
text I'm going to refer back to.

>Anyway does anybody anywhere
>take the "I don't like this game therefore I'm returning it" excuse?
>Does anybody provide full satisfaction or money back guarantee when it comes t
o
>software? Surely such a thing would encourage piracy:
>Pirate sends off for game, copies it and send original back saying "I didn't
>like it, I want my money back", and ends up with a free game.

One of the risks you take when you go into business is that not every cus-
tomer will be on the up-and-up, but historically the assumption has been
that the majority of customers will be honest, and that providing money-
back guarantees is a Good Thing because your customers feel protected and
safe when buying your products. If that basic trust between seller and
buyer can no longer be assumed, we have much bigger problems than the de-
tails of Atari 8-bit software availability and you'd better log off now
and start growing your own food while you can still buy seeds. And if
that basic trust CAN still be assumed -- and the millions of honest trans-
actions going on around us indicate that it can -- then your reasoning
that "(a guarantee) would encourage piracy" comes off as paranoid, and
anyone using it as a reason to "screw the customer before he screws you"
is going to be a most unpopular vendor indeed, go out of business quickly
as his reputation spreads, and doubtless blame the failure on "piracy"
rather than his own unpleasant business ethic.

In THAT case, I could probably be convinced that the pirate was merely
doing to YOU what YOU were trying to do to HIM. It's a hell of a way
to live, but "you asked for it" by starting out assuming he was GOING

to steal: people tend to live up (or down) to our expectations of them.

And then there's Sturgeon's Law: "90% of everything is crap." If I buy something from you, be it software or any other thing, and it turns out to be of low quality, and I wish to return it for a refund and you say no, I will be unhappy with you. I might write a letter to you expressing my displeasure and asking again for satisfaction. If you persisted in your obstinacy and my ire were great enough, I might seek legal recourse in the form of a lawsuit or whatever other action were appropriate. And if THAT failed, well, I myself would probably give up, having had my fair chance, and at one time nearly EVERYONE would have likewise given up -- but in this day and age, SOME people just might find other ways to get back at you, such as by pirating your product if it were software. It might not be "right" according to society's public standards, but it sure as Hell is human nature and a lot of people would secretly (or not so secretly) applaud your vengeance. This is probably the wrong forum for me to go into further detail about "public standards" vs. "human nature," but suffice it to say I think we'd all be happier, deep down, if the former were revised to admit the truth of the latter...

>Piracy just serves to knock down the few remaining companies. And just in
>case you're wondering nearly 100% of UK companies are either defunct or won't
>touch the A-8bit too, all of those left are because the people running them
>are A-8bitters themselves.
>> The 8-bits are dead, the
>> infrastructure that supported them is dead, and the
>> number of people that still use the things is pretty
>> close to dead as well. :-)
>Not quite true, certainly the user base and infrastructure is no where near
>as big as before, but some does still exist, but that too is dying, piracy
>will only help it die even quicker.

Well, gee, if it's as bad as all that, why knock ourselves out saving it? If it's on its last legs ANYWAY, it's almost more merciful to give it a quick death by a quick conk on the head, than to let it linger and gasp.

On the other hand, Rafe, you argue (basically) the same old line that "piracy hurts software producers," with which I don't necessarily agree. Perhaps it hurts software producers who are IN IT FOR PROFIT, but that is hardly the only (or even the best) reason for producing software! Go ahead and pirate the commercial Atari 8-bit software industry into the ground and you'll STILL see new Atari 8-bit software come out from people who just plain ENJOY it. Sturgeon's Law says that 90% of it will be crap, but the same holds for commercial software so you have lost nothing -- except, perhaps, VOLUME, which we know we are going to lose ANYWAY, eventually.

Every 8-bitter I know of pretty much takes for granted that the industry is dying, and that we will all probably far outlive even the last and most die-hard Atari 8-bit vendor no matter WHAT heroic measures are taken to save them. That being the case, in the long run it JUST DOESN'T MATTER whether we pirate or not! At some point we will still all be thrown back

on our own resources, crafting our own replacement parts when real ones run out, cobbling up hacks to use new and different storage devices when the last 1050 drive bites the dust, etc. Eventually someone, somewhere, will piece together the last working ANTIC and POKEY to form the last functioning Atari 8-bit system on the planet, and eventually THAT, TOO will die. At best, we can merely postpone the inevitable, and if we have to be miserable for the duration, maybe it's not worth it. An uncle of mine had a heart attack before age 40, and his doctor told him to quit smoking. But my uncle loved to smoke, and knew he would be miserable without it. So he made a conscious decision that he would rather have a few happy years enjoying cigarettes than a great many miserable years doing without them. He died young, but he enjoyed life. Each Atari 8-bitter faces a similar choice: pirate like mad, get all the games you want, and enjoy them while you still have a machine capable of running them, or DON'T pirate and spend the remaining lifetime of your system pining for those games and hoping for a miracle (which I, for one, do not expect to happen).

>Nothing personal, I just don't feel that piracy is the correct avenue under
>any circumstances.

I feel that at some point you have to throw your hands in the air, admit defeat, and just go for it.

Chris

1097. Re: Converting disk -> cartridge, possible? how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 05:38:51 UTC
From: Krishna@tiac.net
Message-ID: <2m0t9c$ib6@sundog.tiac.net>
Source record: 102478

Juan Carlos Leon (jleon@phakt.usc.edu) wrote:
: Hi, I'm the one who asked about a SX212 for sale. Well, I got an offer
: ($30 for it, what do you think?). Now I also know that it only comes with
: a program disk but not a cartridge.

: As I said before I want to give my dad the less amount of problems possible
: so I was wondering, is there any way to put the communication program in
: a cartridge? I have access to an eprom programmer and also have some old
: cartridges that i can sacrifice. Is this possible?

: I also know that there's a cartridge with a comm program (telelink?), does
: anybody know if I can use it with the SX212? If the answer is yes, does
: anybody have one for sale?

: Thanks for any help!

: Juan Leon.
: --
: email: jleon@scf.usc.edu *-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-*
: Major in Electrical Engineering, Computers | --**<this space for rent>**-- |
: University of Southern California | |
: Los Angeles, CA. USA *-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-*

1098. Doing the EPROP thang

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 06:02:35 UTC
From: waffle@rahul.net
Message-ID: <CMn4sB.EyD@rahul.net>
Source record: 102479

In article <2m0t9c$ib6@sundog.tiac.net>,
Glenn Saunders <Krishna@tiac.net> wrote:
>Juan Carlos Leon (jleon@phakt.usc.edu) wrote:
>: As I said before I want to give my dad the less amount of problems possible
>: so I was wondering, is there any way to put the communication program in
>: a cartridge? I have access to an eprom programmer and also have some old
>: cartridges that i can sacrifice. Is this possible?
I'd like to know what's involved in programming an EPROM. I am
totallt clueless in this department: I know you need an EPROM
programmer, and thats all I know. What does one cost? Does one
need to know assembly/machine code or do it? Will an EPROM programmer
that works for an Atari cart also work with, say, Nintendo?
Just curious...
-Kevin Savetz

--
"Anybody who uses email probably has three times more opinions per head
than people who don't." -Scott Adams, "Dilbert"
[Kevin M. Savetz -- savetz@rahul.net]
[-- faq-book-info@northcoast.net]

1099. Re: Converting disk -> cartridge, possible? how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 06:29:24 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <106362@cup.portal.com>
Source record: 102480

Juan Leon (jleon@scf.usc.edu) writes:

>I also know that there's a cartridge with a comm program (telelink?), does
>anybody know if I can use it with the SX212? If the answer is yes, does
>anybody have one for sale?

I have a "Telelink I" cart; there was also a "Telelink II" at some point in time. I know relatively little about either of these, as it has been over TEN YEARS since I saw or used either of them and do not have instructions for the one I have (bought it used and have never used it myself). I DO know that Telelink I is a "dumb ASCII" terminal, though, so does NOT respond to ANSI or any other "control" or "escape" sequences. I believe it has a "text capture buffer" which you can print or dump-to-disk, but no other form of file transfer. It's very, very dumb as terminal emulators go, even on the Atari.

I would expect that you could use the cart with the SX212. At first I was going to say that you could NOT, because you would have to boot a disk containing a device handler for the SX212, THEN run the cart -- but, silly me, you had to do the SAME thing for the Atari 850, and Telelink worked just FINE with THAT. The bottom line is that I could just darn well TRY it sometime.

Or YOU could; I'd be willing to sell it for a couple of bucks if you want it.

Chris Chiesa
xetwnk@shell.portal.com

1100. Re: Gemulator + STXformer = Emulation on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 10:19:14 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Mar14.101914.13175@iglou.com>
Source record: 102481

To be precise, Gem isn't the operating system, it's a graphic interface like Windows or GEOS. The ST's operating system is called TOS, and there was once a version of GEM for the IBM PC. However, Gemulator is an emulator to run ST software on an IBM.

1101. Re: Converting disk -> cartridge, possible? how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 10:23:36 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Mar14.102336.13566@iglou.com>
Source record: 102482

Disk programs on the Atari can be as easy to use as cartridges. They just take a little while to load.

1102. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 10:25:58 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar14.102558.23569@cs.nott.ac.uk>
Source record: 102483

In long article <106360@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>In a slightly stale article (I'm a bit behind), Raphael Espino - rje@cs.nott.
>ac.uk writes:

To any and all people I have offended by thinking that you shouldn't pirate software. I am sorry, I was most obviously wrong. Sorry Uncle Fester, I was wrong, sorry Chris I was wrong. Just go ahead and do whatever you want to do (not that you need my permission of course). It was Fester's comment about it being a specious idea that put me right (after looking it up in the dictionary :)).

>Well, gee, if it's as bad as all that, why knock ourselves out saving it?
>If it's on its last legs ANYWAY, it's almost more merciful to give it a
>quick death by a quick conk on the head, than to let it linger and gasp.
OK... I'll trash my 130XE tonight. :)

>On the other hand, Rafe, you argue (basically) the same old line that
^^^^
Can't ANYONE get my name right??????

>Go ahead and pirate the commercial Atari 8-bit software industry into
>the ground and you'll STILL see new Atari 8-bit software come out from
>people who just plain ENJOY it.
you're right!

>I feel that at some point you have to throw your hands in the air, admit
>defeat, and just go for it.
OK *throws hands in air - admits defeat* OK, I was wrong, I am sorry (again).

While I'm at it I might as well make another anouncement, I've decided to stop writting my own software, well maybe I'll continue writting it, but I won't try and get it released anymore, just for personal use. Not that I ever made a profit from it, in fact I most probably made a loss all things considered, but I used to do it because I enjoyed it. Anyway I realy don't have the time right now, and I don't seem to enjoy it quite so much anymore. So I suppose if I ever release anything again it would have to be P.D. which is very unlikely since I can only finish things when I've got a strict deadline to work to.
(not that most people reading this group would know, but that last comment was for the few that do)

Raphael Espino - rje@cs.nott.ac.uk
^^^^^^^^^^^^^^^^^
P.S. If anyone else wants to have a go at me, could you please do it by e-mail (if it isn't too much trouble), I think everyone else is fed up with this discussion by now. Cheers.

1103. Re: 130XE vs XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 10:41:39 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.763641699@garbod15>
Source record: 102484

poehland%phvax.dnet@sb.com writes:

> ...
>Here's my list of preferences for the 800XL over any of the XE's:
> ...
>9.) I'll take a 600XL over a 65XE any day. The 600XL's deficient video is
> readily upgradable (see the December '93 Atari Classics).

My 600XL computer (my first computer, btw) might have what you call
deficient video. It has always had poor screen quality (using the RF-lead)
compared with a 130XE computer and an 800XL I picked up later. How can it
be fixed?

> - Ben Poehland
> The 8-Bit Alchemist

Anders Skelander

1104. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 10:51:42 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Mar14115142@lise3.lise.unit.no>
Source record: 102485

In article <1994Mar14.102558.23569@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino) writes:

> P.S. If anyone else wants to have a go at me, could you please do it
> by e-mail (if it isn't too much trouble), I think everyone else is
> fed up with this discussion by now. Cheers.

I dunno, I think it's quite nice to start up GNUS and see that
there're over 50 new posts in c.s.a.8bit every day :)
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1105. Visicalc to Lotus 123

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 11:25:02 UTC
From: udap005@bay.cc.kcl.ac.uk
Message-ID: <1994Mar14.112502.2435@bay.cc.kcl.ac.uk>
Source record: 102486

Greetings Atari 8 bitters,
I have an 800 and wish to copy Visicalc data over to Lotus 123 on
a PC, Is this possible ? I have no modem on the Atari so wish to be able to
read the Atari's disk on my PC.
Thank's in advance
Keith kem@ipg.ph.kcl.ac.uk

1106. Atari 8-bit equiptment for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 11:43:13 UTC
From: cfuhrman@csugrad.cs.vt.edu
Message-ID: <2m1ikh$76g@csugrad.cs.vt.edu>
Source record: 102487

```
[ Article crossposted from vt.forsale ]
[ Author was Christopher Fuhrman ]
[ Posted on 13 Mar 1994 21:30:55 -0500 ]

FOR SALE:

Atari 800XL
Power supply
Dig Dug Cartridge.

This is for a friend. Please e-mail me if you're interested and I
can tell you where he can be reached.

{-------------------------------------------------------------------------}

ALSO FOR SALE:

Atari 1200XL w/ Power Supply
(There may be a problem with the peripheral port, I'm not sure)
BASIC Cartridge (as the 1200 does not have BASIC)
We've a number of power supplies in the house from various Atari
computers/components we have owned.

This is for my parents. Again, if you're interested, e-mail me and
I'll tell you how to get in touch with them. Thanks!

--
|Chris Fuhrman +----------------------------------------+
|cfuhrman@csugrad.cs.vt.edu |"He's *wise* to us! Quick, download his |
+--------------------------+ video games and *Bail!*" |
|DECstation 5000/20 | -character from Doonesbury |
|Atari 520STfm +----------------------------------------+

--
|Chris Fuhrman +----------------------------------------+
|cfuhrman@csugrad.cs.vt.edu |"He's *wise* to us! Quick, download his |
+--------------------------+ video games and *Bail!*" |
|DECstation 5000/20 | -character from Doonesbury |
|Atari 520STfm +----------------------------------------+
```

1107. XEP-80

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 12:45:01 UTC
From: Michael.Fitzpatrick@f47.n282.z1.fidonet.org
Message-ID: <763767315.AA05293@rochgte.fidonet.org>
Source record: 102488

How did you set up your XEP-80 to work with your Hard Drive? I'm assuming you are using Sparta X or a variation of Sparta DOS. I have the equipment but when I went to change my config.sys to add the XEP as a device as permitted by Sparta X, everything went crazy.

1108. Re: Good old 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 12:57:41 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bk0Owat.kamaro_kid@delphi.com>
Source record: 102489

Welcome to CSA8, Chris.

When's the last time you DID pull that Atari system out of the cobwebs
and make use of it?

You may have missed virtually hundreds of new and exciting titles, ranging
from games to utilities.

1109. Printer Interfaces from Rambit.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 13:11:23 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9403141310.AA29988@cs.utexas.edu>
Source record: 102490

This posting is being done as a service by Richard Gore on behalf of RAMBIT.
All replies should be sent to the address given at the end of the posting.

We are pleased to send you details of our PARALLEL PRINTER PORT for the Atari XL/XE computers, connecting to the parallel bus interface (XL) or enhanced cartridge port (XE). The P.P.P. is designed to enable you to connect EPSON compatible printers such as Panasonic KX-P1081, OKI-82, MP-165 etc. and print at their designed speeds, ie not slowed to serial speed.
The P.P.P consists of a compact unit which plugs directly into your computer port and outputs through a standard female 36way centronics socket connected to the printer using the lead supplied with the printer (possibly!).

The software necessary to drive the unit is best incorporated into your OS on EPROM so accessed by normal legal IO calls. Your system is so adapted as to allow use of your utilities (provided they only make stnadard use of the OS, 99% do) whether cartridge, disk or tape without any alteration of them.

TECHNICAL CONSIDERATIONS.

Power for the unit can be taken from the printer on pin 18 of the connector, or from the computer as desired. Should your printer be non-standard parallel, quite possibly we can advise on tailoring to its specification!

Alteration of your cable, ir change of plug or reposition of individual wires, willonly be necessary if it has no male 36way centronics plug on its computer end and/or full 36 wires present.

SUMMARY OF REQUIREMENTS.

PRINTER:- does it output +5volt on pin 18 to the cable? If not check pin 47 of your XL pbi, wiring of this may be necessary.
:-printer signals as follows, SELECT and BUSY both active high, ACKNOWLEDGE and STROBE active low; differences will require tailoring at no extra cost!
CABLE:-fitted with male standard 36way parallel (centronics) plug at computer end.
COMPUTER:- for supply of EPROM driver details of your existing OS will be required and may involve fitting of a DIL socket to hold it. Kit also lends itself to being fitted inside your computer or having printer lead soldered too it.

Prices all inclusive, Overseas +10%. Sterling only, cheques or postal orders made payable to Rambit.

KIT WITH EPROM for XL or XE ....#20

prices for ready assembled by negotiation.

We aim to satisfy and consequently will do our best to give technical support, answer genuine queries and will be pleased to accept your comments. We will also update/re-record on receipt of out original disk/tape with return postage.

Address: RAMBIT, 16 THE GREEN, THURLBY, BOURNE, LINCS., PE10 OHB, ENGLAND

telephone (in UK): 0778 424450

Additional comments by Richard GORE:
Dave Richardson the man behind Rambit is very technical and I'm sure he won't mind me saying has difficulty in writing using non-technical jargon. The above posting sounds pretty complex but what he is saying is he has available a printer interface that plugs into a PBI on the XL or XE and can be tailored for non-standard printers.
I also know he has experimented with using these kits to get two computers interconnected and I think has created an RS 232 interface.

If you are at all interested in such projects I suggest you write to him at the address given above to find out more.

1110. Re: Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 17:00:05 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CMnz85.EyC@sunblossom.ge.com>
Source record: 102491

In article <CMJ8L5.88F@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|> Ah-ha! I've had requests for a Canon-compatible driver or color printing
|> program for the 8-bit. Will this program support the 24-bit (or even "several"
|> color) output of the incredible Canon BJ600? Even a black and white driver
|> or print dump program would be a perfect start!

Hmmm...this TIFFREAD is not a driver, but a program by itself. It was written to be compatible with Epson-standard printers (mine's a Citizen GSX-230, 24-pin, B&W). I doubt TIFFREAD is Canon-compatible...do you have all the documentation about the graphics modes? In electronic form? I could take a look at it and figure out if it could work.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1111. Re: CGA Quality

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 17:40:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2m27hg$ihj@hearst.cac.psu.edu>
Source record: 102492

poehland%phvax.dnet@sb.com wrote:
: Lonnie McClure mentioned an electonics magazine article that would convert
: composite signals to analog RGB.

: I know the article. It was in Radio-Electronics about 2 years ago. Better
: dig it out & read it again, Lon. It won't quite do the job.

: There was another article published around the same time on the same subject
: in a different magazine. Hang me, I can't recall which one. P-E????

: Sorry, that article won't do the job either.

: BUT.... if you were to COMBINE the two circuits.... heh.

Can't you pull off the RBG signals in the 800? I am sure
I have circuit laying around that will do that.

--

Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1112. Re: CTH still going, other corrections

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 17:44:17 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2m27ph$ihj@hearst.cac.psu.edu>
Source record: 102493

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: : (Kamaro Kid says Korner BBS is going to weekends only.)
: : 801? I don't know where that is.(Just checked, Salt Lake City, UT.)
: : Well, I strongly suspect most of CTH calls are weekends. Now, who's
: : gonna call long distance on weekdays?

: User in Toledo, Ohio puts his hand up... seeing no others... feels lonely...

User in Pennsylvania puts his hand up...seeing 300megs of gold!

: <grin>

--

Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1113. Re: PC disk readers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 17:50:16 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2m284o$ihj@hearst.cac.psu.edu>
Source record: 102494

Brian McCord (gnu@theporch.raider.net) wrote:

: I have a couple of disk readers for the PC, but can't use a one since they
: mostly read/write MYDOS disks. I don't have MYDOS, so I can't use them.
: Plus, I can't get MYDOS anywhere since I need a PC disk reader/writer to
: get it. (I have no modem on my PC, and I need to transfer files from the
: PC to my 800XL.) Any suggestions?

Well...going from atari to ibm you can use "util" "spartaread" or "Autil"
(I think its autil...does the DD atari format and the original XF format)
(or was it called atario?)

--

Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1114. Wanted: Laser Gates

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 17:51:52 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2m287o$ihj@hearst.cac.psu.edu>
Source record: 102495

IF anybody has a copy (that works..aka original) of Laser Gates
by Imagic...please let me know so that I may purchase it!
I believe it came in a 3pack by Imagic.

--

Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1115. Re: 130XE vs XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 17:56:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2m28fg$ihj@hearst.cac.psu.edu>
Source record: 102496

1200XL with PBI and internal HD...thats class. =)

--

Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1116. Re: Visicalc to Lotus 123

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 17:58:12 UTC
From: jomcgow@eis.calstate.edu
Message-ID: <2m28jk$g33@eis.calstate.edu>
Source record: 102497

Visicalc files are stored as uncompressed scripts... not
compiled/compressed spreadsheets

It might be easier to convert them to macros for Lotus (if you store the
number in cell A1 in visicalc, it does not save a spreadsheet with the
number in A1, instead it stores the text command to go to cell A1 and
then enter the number... you may be able to convert a visicalc
spreadsheet to a macro file that simply types the spreadsheet into
lotus... not having lotus, I do not know the form of their macros).

--
John McGowan | jomcgow@eis.calstate.edu [CORE]
| jmcgowan@bigcat.missouri.edu [COIN] (preferred)
| j.mcgowan15@genie.geis.com [GEnie]
----------------+---

1117. 14xxXLx....another dream...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 18:00:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2m28n0$ihj@hearst.cac.psu.edu>
Source record: 102498

Well it is time once again to drag up the pride and joy of the 8bit
line: the 1400xl and the 1450xld. Damn shame they never made it...
lots of stories around them though.... lots of wire wrapped inside of
them too!

I must say though... the 1400XL's voice chip is incredible.

Now...anybody got the plates for the AMY sound chip? Or atleast the
circuit file? Maybe I could fabricate it here...heheheh

--

Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1118. Trenton...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 18:05:33 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2m291d$m6u@hearst.cac.psu.edu>
Source record: 102499

Any of you 8-biters going to The Trenton Computer Fair this year?
I only ask..so that I know to get there early and buy all the MIO's
and BB's first! =)

--
Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)

=========>Officially Unofficial Atari Jaguar FTP site.

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1119. Re: Converting disk -> cartridge, possible? how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 19:28:34 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <777@npvsrv2.napervilleil.ncr.com>
Source record: 102500

In article <1994Mar14.102336.13566@iglou.com> (Bill Marcum) writes:
>
>Disk programs on the Atari can be as easy to use as cartridges. They
>just take a little while to load.

Well, they also take a disk drive with it's power supply, cables, etc.
That is my problem. Not enough room to leave my 8bit set up and too
much trouble to set it up to play games for an hour or two. Not too bad
if all I have to do is hook the computer to the TV and insert a cartridge.
That's about the only way it gets used these days.

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

1120. Atari 8 bits and Harddrives

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 19:49:26 UTC
From: asl00@JUTS
Message-ID: <1994Mar14.194926.13049@ccc.amdahl.com>
Source record: 102501

I've got an old Atari 800 and would like to attach a hard drive to
it and put away my floppies. Is this possible or will I have to
get a XL/XE or other interfaces? Thanks.

Andy
--

Andrew Lee
<asl00@juts.ccc.amdahl.com>
(408)746-8561

1121. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 20:47:43 UTC
From: junkster@halcyon.com
Message-ID: <2m2ihf$gij@nwfocus.wa.com>
Source record: 102502

The responses so far have been most heartening, please keep posting 'em.

I'd like to make clear though, that I wasn't trying to say that using the 8-bit machines in 1994 is completely looney. I was/am trying to determine if there is any *real* interest in the machines in more than just a nostalgic sense. It is difficult to tell sometimes, and that makes it hard to figure the success of the atari classic movement.

For the record, I own 3 8-bit machines (800, 800XL, 130XE) and the XL is sitting on my desk right next to a PC clone, attached via SIO2PC.

James Hague
junkster@halcyon.com

1122. MULE program requested, please!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 21:00:36 UTC
From: svillase@dcc.dcc.uchile.cl
Message-ID: <1994Mar14.210036.30361@dcc.uchile.cl>
Source record: 102503

Hello:

I need the MULE program (or better the C source code) which allows to
read an Atari 1050 diskette (127Kb) from a PC disk drive.
It was posted some time ago, but I lost it due to a problem with my
hard drive.
If anyone could e-mail it to me I would really appreciate it.

Greetings from Chile!

--
Universidad de Chile	Sergio Villaseca Carrasco
Facultad de Ciencias Fisicas	svillase@cec.uchile.cl
y Matematicas	svillase@dcc.uchile.cl
Dep. Ingenieria Civil Industrial	

1123. Re: MULE program requested, please!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-14 23:30:16 UTC
From: ahrens26@wharton.upenn.edu
Message-ID: <ahrens26.29.0@wharton.upenn.edu>
Source record: 102504

In article <1994Mar14.210036.30361@dcc.uchile.cl> svillase@dcc.dcc.uchile.cl (Sergio Cristian Villaseca Carrasco) writes:
>From: svillase@dcc.dcc.uchile.cl (Sergio Cristian Villaseca Carrasco)
>Subject: MULE program requested, please!
>Date: Mon, 14 Mar 1994 21:00:36 GMT
>Hello:
>
>I need the MULE program (or better the C source code) which allows to
>read an Atari 1050 diskette (127Kb) from a PC disk drive.
>It was posted some time ago, but I lost it due to a problem with my
>hard drive.
>If anyone could e-mail it to me I would really appreciate it.
>
>Greetings from Chile!
>
>--
>| Universidad de Chile | Sergio Villaseca Carrasco |
>| Facultad de Ciencias Fisicas | svillase@cec.uchile.cl |
>| y Matematicas | svillase@dcc.uchile.cl |
>| Dep. Ingenieria Civil Industrial | |

Better yet, post it here!

==========
Richard L. Ahrens ahrens26@wharton.upenn.edu
Wharton School of Business University of Pennsylvania
Finance/Management '96
"Beauty plus brains always equals a constant." - Unknown
==========

1124. Info on making SIO device

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 00:52:22 UTC
From: bryedewa@news.delphi.com
Message-ID: <2m30s6$7go@news.delphi.com>
Source record: 102555

This is fairly technical, but I was interested in designing SIO interfaces
for various uses, and I wondered if anyone has info on it. I mainly need
to know if there are certain IC's I should obtain to make it easier. I
would imagine I would need some synchronous serial logic. Thanks!
-Bry

1125. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 00:54:29 UTC
From: jomcgow@eis.calstate.edu
Message-ID: <2m3105$c30@eis.calstate.edu>
Source record: 102556

I keep grades in Syncalc, lists in Synfile and print letters using DaisyDot3, with my Print Shop icon to DD3 loader to produce a letterhead with a Sherlockian graphic. I view GIFs with my 8 bit, and even, though I hate to admit it, sometimes play games on it. I print mailing labels with PrintShop icons and Daisy Dot 3 fonts.

NOSTALGIA? HELL!

I use the 8 bit because it works... else I would not be posting this using OmniCom.

--
John McGowan | jomcgow@eis.calstate.edu [CORE]
| jmcgowan@bigcat.missouri.edu [COIN] (preferred)
| j.mcgowan15@genie.geis.com [GEnie]
----------------+--

1126. Re: CTH still going, othe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 02:44:13 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2m37dt$7ds@news.cs.tulane.edu>
Source record: 102557

In article <763662941.AA05141@rochgte.fidonet.org> Amos.Jackson@f47.n282.z1.fidonet.org (Amos Jackson) writes:
>
>Warp 10 BBS Line #1: 612-489-9166. 300-14,400 baud.
>Warp 10 BBS Line #2: 612-489-8794. 300-2400 baud.
>

Must have tried to call just after you went multiline... I'll have to try again soon...last time I loged in, the board had forgotten my name, so you may see me as a new user again...

Thanks

Mike

1127. Re: Wanted: Bounty Bob...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 03:15:38 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994Mar15.031538.993@isle.waterloo-rdp.on.ca>
Source record: 102558

Tom Smailus (tom@ready.rsip.lsu.edu) wrote:
: As I understand it, Bouty Bob Strikes Back came out only on cart.
: I would like to purchase this cart from anyone who is willing to sell
: it. If it is still commercially available, then I'd appreciate some
: pointers on where to get it. If it is not commercially available anymore
: then would it be possible if someone made a disk file copy of the
: cart?

Join the crowd of people looking for this cart! A lot of discussion was generated over this game a little while ago... I don't think anyone came up with an easy solution..

1128. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 03:37:49 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2m3aid$8ue@news.cs.tulane.edu>
Source record: 102559

In article <106360@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>
>One of the risks you take when you go into business is that not every cus-
>tomer will be on the up-and-up, but historically the assumption has been
>that the majority of customers will be honest, and that providing money-

A good point, all part of being in sales...you build your customer base
and they support you. However, a point is made reguarding customers who
do go out of their way to rip off retail sales... Still, it only
takes once to learn who's who.

>And then there's Sturgeon's Law: "90% of everything is crap." If I buy

i.e. Sturgens's Law...

>"piracy hurts software producers," with which I don't necessarily agree.
>Perhaps it hurts software producers who are IN IT FOR PROFIT, but that
>is hardly the only (or even the best) reason for producing software!
>Go ahead and pirate the commercial Atari 8-bit software industry into
>the ground and you'll STILL see new Atari 8-bit software come out from
>people who just plain ENJOY it. Sturgeon's Law says that 90% of it

Well, here is where you lose me... Sure, you made some valid points in
the first part of your post regurading fair dealing with the public, but
the above bit is pure idiocy. Having worked for myself for the last 13
years, I can tell you I do it for the PROFIT...feeling good don't pay
the bills. You go take the above line and tell it to the likes of Bill
Gates, Steve Jobs, Bill Atakins etc... Tell it to the folks at Intel,
Apple, Apollo, Sun and see what they say... The hell with all this crap
about pirates and piracy, its real simple, the kind of thing they used to
teach in Ec101... If a product and or service is good, it'll survive...If
its bad, I'll pass on... On the other hand, a good product that makes no
profit is seen by its makers as a loss and is discontinued... Get the point.

Didn't think so...

Look at what almost happend to CTH... It was support from users (read
customers) that kept Tom's board alive... Look at FTe, do you thing you'll
see anything new from him if he sees no profit in it? How many folks her
do you think would like to see 80 col support, support for IDE drives,
Fax Modem support? Well, it ain't gonna happen unless someone thinks they
can make a profit... Get the point....

Yeah, I know what you were talking about was acquiring software that is
not being sold, and who's owner will not release it... Shit happens, and
people are going to do what they have to do... As others have said, this
question has been beaten to death... You've offered nothing new...

Oh yeah, just a tid bit O news, seems Nick Kennedy is working on the next upgrade to SIO2PC, he's trying to support modem passthru as well as printer passthru... Seems he decided to start work again on SIO2PC after not working on it for a year, because of increased user support (read, shareware fees). Get the point yet?

Didn't think so...

1129. Re: Trenton...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 03:38:16 UTC
From: kamaro_kid@delphi.com
Message-ID: <Z4ztYug.kamaro_kid@delphi.com>
Source record: 102560

Are 8bit computers going to be actively supported at this Fair? Just curious.

1130. Re: Info on making SIO device

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 03:39:02 UTC
From: kamaro_kid@delphi.com
Message-ID: <Z47NgCm.kamaro_kid@delphi.com>
Source record: 102561

I've uploaded (here to Delphi) the entire SIO2PC schematics, software
and info. required. Check the Utility directory.

1131. Re: MULE program requested, please!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 04:15:14 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2m3coi$adq@news.cs.tulane.edu>
Source record: 102562

In article <1994Mar14.210036.30361@dcc.uchile.cl> svillase@dcc.dcc.uchile.cl (Sergio Cristian Villaseca Carrasco) writes:
>Hello:
>
>I need the MULE program (or better the C source code) which allows to
>read an Atari 1050 diskette (127Kb) from a PC disk drive.
>It was posted some time ago, but I lost it due to a problem with my
>hard drive.
>If anyone could e-mail it to me I would really appreciate it.

Here it is...

```
-----8<---cut here---8<-----
#include "dos.h"
#include "ctype.h"
#include "stdio.h"
#include "string.h"
#include "io.h"
/* Turbo C 1.5 source code for the IBM side. OK, I just slopped this out!
So what! First guy who whines about it, I find out where he lives &
kill his dog <g>! I don't need this program & didn't even the first
time I wrote it, just trying to be a nice guy.
Most everytime I've asked someone with a stock 1050
to even test a simple code fragment, zero response. You reap what you
sow:
SOW=>0 ergo REAP=>this. I'm thinking of adding Atari to IBM transfers
I mainly did the retrieval code on this side so I could compare the
before
& after files. I'l U/L the Action! source code with it's done.
I don't have FTP access anymore so the only place this will appear is the
Internet message base. If someone doesn't snag it & send it to the
archives
it's gone forever 'cause I'm a little bored with it. */
main(argc, argv)
int argc;
char *argv[];
{
int choice;
if (argc!=3)
{
printf(" Mule file transfer program by Rick Cortese
3/30/93\n");
printf(" for transfering IBM<>Atari 1050: Use upper case\n");
printf(" Usage: MULE [R,W] [DRIVE:]FILENAME\n");
printf(" This program only uses drive A: ");
```

```
printf("to avoid hard drive heartaches!\n");
printf(" if you leave out the drive, it'll look at the\n");
printf(" DEFAULT drive for the file to be transfered.\n");
printf(" I seem to have left out an &, !, or [] here and
there,\n");
printf(" but the program works fine for me. If you're
worried,\n");
printf(" just write protect & reset your computer after
use\n");
printf(" The disk used for the transfers should be
formatted\n");
printf(" on an IBM using a double density disk only @180k.\n");
printf(" Make SURE you follow the prompts for changing disk
&\n");
printf(" everything's properly labeled, NO 2nd CHANCES! If
you've\n");
printf(" never labled a disk before in you life, label this
one.\n");
printf(" If the operation is (R)ead, the Mule disk will be
read\n");
printf(" then written as FILENAME to the default or specified
drive\n");
printf(" For (W)rite, an IBM file is read into a buffer,
then\n");
printf(" written a Mule disk. Max file size is 32k! but it
will\n");
printf(" work with arced files. I've made it so the Atari end
only\n");
printf(" officially handles 24k, but if you disable basic,
edit\n");
printf(" the RT file, use a DOS with a good LOMEM, you
should\n");
printf(" be able to get the entire file transfered.\n");
exit();
}
if (!strcmp(argv[1],"R"))
{
muleread(argv[2]);
exit();
}
if (!strcmp(argv[1],"W"))
{
mulewrite(argv[2]);
exit();
}
else printf("Option %s not available!", argv[1]);
}
/* Read a mule disk & make a MS DOS file. Max file size is 32k! */
muleread(char *arg)
{
```

```
unsigned char buf[32000];
FILE *fp;
int fsize, j;
unsigned int x;
printf("Insert MULE disk in driv A now!\n");
printf("then hit <RETURN> to start\n");
x=getche();
absread(0, 1, 0, buf);
printf("%s\n", buf);
if (strcmp(buf, "Hello Atari"))
{
printf("Not a Mule disk!\n");
exit();
}
absread(0, 1, 1, buf);
j=buf[0]+buf[1]*256;
for (x=0; x*128<=j; x++)
{
printf("Reading sector number %d\n",x+2);
absread(0, 1, x+2, &buf[x*128+2]);
}
printf("Insert a MS DOS disk in the DEFAULT drive now! Then hit
<RETURN>\n");
x=getche();
fp=fopen(arg, "wb");
fsize=buf[0]+256*buf[1];
printf("Writing %d bytes\n", fsize);
fwrite(buf+2, fsize, 1, fp);
fclose(fp);
}
/* Take a MS DOS file & make it into a Mule disk */
mulewrite(char *arg)
{
unsigned char buf[32000];
int j, fsize;
unsigned int x;
unsigned char ch;
FILE *fp;
printf("Put the MS DOS disk with the file to be transfered in DEFAULT
drive\n");
printf("thn hit <RETURN> to continue\n");
x=getche();
if((fp=fopen(arg, "rb"))==NULL)
{
printf("Couldn't open %s\n", arg);
exit();
}
j=0;
while (!feof(fp)) buf[j++]=getc(fp);
--j;
```

```
fclose(fp);
printf("file size is %d bytes\n", j);
printf("Insert a Mule disk in DRIVE A: now!\n");
printf("then hit <RETURN> to continue\n");
printf("WARNING: THIS WILL ERASE ANY FILES CURRENTLY ON A:\n");
x=getche();
x=j;
abswrite(0, 1, 1, &x);
for (x=0; x*128<=j; x++)
{
printf("Writing sector number %d\n",x+2);
abswrite(0, 1, x+2, &buf[x*128]);
}
/* A simple way to I.D. this as a MULE disk */
strcpy(buf, "Hello Atari");
abswrite(0, 1, 0, buf);
}
/l
```

--
Rick Cortese
internet: ricortes@TheRat.Kludge.COM uucp: ...!apple!therat!ricortes

1132. Re: MULE program requested, please!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 05:41:02 UTC
From: waffle@rahul.net
Message-ID: <CMoyGE.E0B@rahul.net>
Source record: 102563

In article <ahrens26.29.0@wharton.upenn.edu>,
Richard L. Ahrens <ahrens26@wharton.upenn.edu> wrote:
>In article <1994Mar14.210036.30361@dcc.uchile.cl> svillase@dcc.dcc.uchile.cl (Sergio
Cristian Villaseca Carrasco) writes:
>>From: svillase@dcc.dcc.uchile.cl (Sergio Cristian Villaseca Carrasco)
>>Subject: MULE program requested, please!
>>Date: Mon, 14 Mar 1994 21:00:36 GMT
>>Hello:
>>
>>I need the MULE program (or better the C source code) which allows to
>>read an Atari 1050 diskette (127Kb) from a PC disk drive.
>>It was posted some time ago, but I lost it due to a problem with my
>>hard drive.
>>If anyone could e-mail it to me I would really appreciate it.
>>
>>Greetings from Chile!
>>
Heh, I read this post because I thought it was about M.U.L.E., the best
game ever written for the Atari. (Second best was Jumpman, IMO.)

By the way, it looks like I've pieced together a nice 8-bit system in
trade for Mac CD-ROMs. I'm still looking for another floppy drive, maybe
a track ball or graphics tablet... Whee!

-Kevin Savetz
--
"Anybody who uses email probably has three times more opinions per head
than people who don't." -Scott Adams, "Dilbert"
[Kevin M. Savetz -- savetz@rahul.net]
[-- faq-book-info@northcoast.net]

1133. Re: Converting disk -> cartridge, possible? how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 06:59:34 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pkzsoAu.lmcclure@delphi.com>
Source record: 102564

In a message dated 3-13-94, Juan Carlos Leon writes:

"I also know that there's a cartridge with a comm program
(telelink?), does anybody know if I can use it with the SX212?
If the answer is yes, does anybody have one for sale?"
There is also the Express telecommunications cartridge (if you can find
one for sale).

1134. What 8-bits are useful for...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 08:17:00 UTC
From: aramos@cgrg.ohio-state.edu
Message-ID: <2m3qtt$6b0@sleepy.cgrg.ohio-state.edu>
Source record: 102565

It's 3am and I'm taking a break from studying for finals...please excuse
the following incoherence.

James Hague (great software btw jim) asks if anyone actually uses their
Atari 8-bits for anything. Well...

My 8-bits fill many roles in my computing needs that my bigger, more
expensive 16-bit systems cannot. For example, I have an analogue synthesizer
whose sounds can only be altered via MIDI commands. There are many Mac
and ST programs to do this, but they force you to point at an on-screen
control using the mouse, and wiggle it left and right. I wanted to
shape the sounds using _knobs_, in real time, like a real synthesizer.

So, I wrote a custom patch editor for my trusty 130XE and MIDI interface.
Those great controller ports let me plug in four paddles, so now I can
change any aspect of the sounds I'm performing, live, just by turning
the knobs.

I'm also active in the local 'rave' scene, doing lighting and video
projections for warehouse parties. For our 'chill-out' rooms I set up a
Vectrex, an Atari 2600, and two or three 800s running non-combative,
'eye-candy' programs such as Jeff Minter's Colourspace and
Douglas Crawford's "Jane's Program". The 8-bits have dual video outs,
so I can route the graphics to both a monitor and a video projector.
The ravers love having something to play with while they're
taking a break from dancing, and they get to make their own light show
while they're at it! Nobody bothers the computers since they're "just old
8-bits", and the 800s have withstood the heavy use just fine.
(By nature of the graphics, this use probably does fall into
the 'nostalgia' category. <grin>)

I'll probably rewrite the patch editor in C++ and port it to another platform.
I just wanted to show you there are some uses for which an 8-bit computer,
and sometimes the Atari 8-bits especially, are a perfect fit.

Tony R.

--
Tony Ramos : inter/active
384 E.17th Ave : ramos.15@osu.edu, aramos@cgrg.ohio-state.edu
Columbus, OH 43201 : ** computer-mediated environment design **
(614)299-9529 : ** indigo group ** A C E C ** vintage video **

1135. Re: Old 800 with wacky problem! *HELP*

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 09:04:42 UTC
From: gnu@theporch.raider.net
Message-ID: <CMp7vv.Mo5@theporch.raider.net>
Source record: 102566

```
CJ> mirror-image of itself, upside-down. Try a poke 755,2. But if
CJ> you're not poking that in, then I think you JUST might be
CJ> S.O.L.!
```

That very same thing happened, oddly enough, when I used the XE translator on my XL, ran DOS 3, and jumped to BASIC once. And I did poke 755,2 , with no effects. Then I poked 755,6 , and it was normal for about five minutes, until I rebooted and loaded some Infocom game. I turned it off, grabbed an edge of the XL, hit it on my desk, and turned it on. It was fine. (I understand that this is a standard undocumented fix, but it might be why I have display problems now. :))

1136. PLEASE READ: XL EMu. HELP NEEDED

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 10:07:34 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1994Mar15.100734.21927@ericsson.se>
Source record: 102567

Hi all,

Well, I got some encouraging responses to my announcement about creating an XL emu. I've started work, and have code for the 6502 which needs some modification. I want to start looking at the tricky bits, IE, Antic, Pokey, GTIA, the disk formats and the sound production. I have some information, but I would like as much as possible. So, Please, if you know anything about these things, please mail me and tell me as much as possible. Doesn't matter how small. Oh, also the cassette format (standard or otherwise). All of these things need to be considered. If anyone from Europe is reading and they have any circuit diagrams, documents, etc., that you can photo copy, let me know....I'll pay postage if needed.

Thanx for the support, but please keep it up....

Cheers, Zargwog...

1137. Re: Atari 2600 Driving Controller info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 11:10:41 UTC
From: reutter@bienlein.NoSubdomain.NoDomain
Message-ID: <2m453h$286@korfu.igd.fhg.de>
Source record: 102568
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Hi Richard,

you wrote:

I've noticed people have inquired about Atari's Driving controllers so here's
some info on programming them taken from the OS manual...

Well, my question is: where can I get the OS manual? I sthere a ftp site fot
it? Thanks in advance!

Jean-Luc

1138. Insults

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 11:40:59 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar15.114059.23235@cs.nott.ac.uk>
Source record: 102569

```
>> P.S. If anyone else wants to have a go at me, could you please do it
>> by e-mail (if it isn't too much trouble), I think everyone else is
>> fed up with this discussion by now. Cheers.
>
>I dunno, I think it's quite nice to start up GNUS and see that
>there're over 50 new posts in c.s.a.8bit every day :)
Yes Eyvind, but you just enjoy insulting me anyway don't you?
I mean this is the man who spent 4 hours last night, logged on till 1:00am just
so that he could continue to insult me. :)
```

1139. Re: Info on making SIO device

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 13:03:43 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CMpIy8.6E2@cbfsb.cb.att.com>
Source record: 102570

In article <2m30s6$7go@news.delphi.com> bryedewa@news.delphi.com (BRYEDEWAARD@DELPHI.COM) writes:
>
>This is fairly technical, but I was interested in designing SIO interfaces
>for various uses, and I wondered if anyone has info on it. I mainly need
>to know if there are certain IC's I should obtain to make it easier. I
>would imagine I would need some synchronous serial logic. Thanks!

I would recommend getting a copy of the Atari 800 Tech Manual, which I
believe American Techni-vision sells. It has a great deal of hardware
and software specs for the communications over the SIO bus.

--
Richard Dell

1140. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 14:18:40 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CMpMF4.Bp3@cbfsb.cb.att.com>
Source record: 102571

In article <2m3aid$8ue@news.cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:
>In article <106360@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:

<deleted cross comments about customers and piracy>
>
>Look at what almost happend to CTH... It was support from users (read
>customers) that kept Tom's board alive... Look at FTe, do you thing you'll
>see anything new from him if he sees no profit in it? How many folks her
>do you think would like to see 80 col support, support for IDE drives,
>Fax Modem support? Well, it ain't gonna happen unless someone thinks they
>can make a profit... Get the point....
>

I think both sides are missing somewhat part of the point here. A viable market needs to exist for ANY commercial success. I have seen this before as a long time computer hobbiest whose initial platform became obsolete years ago. The last thing to go is the publications. The only commercial ventures still ongoing are what I would call a "labor of love" on the part of the proprietors. The Atari 8bit does have somewhat of an advantage in the seemingly still partially viable European user base, but seriously how much product does anyone think they can move when the subscription interest in Atari Classics was at its peak of about 500, and I understand (correct me please Ben) renewals are running only about 50 percent of that.

Everyone is not going to be interested in 80 column support, and even those that are may be interested in more than one of the possible solutions, The same may be said for any kind of hard drive support, etc. Remember too, any new solution has to compete in the marketplace with the very real used market. Anyone who wants a hard drive (for example) enough to fork over real money is going to be aware that for something in the vicinity of $100-250 (a wide vicinity) he might be able to pick something up at a flea market, on the net, or from a local former user. This probably places a cap of reasonableness on the price (say) of a IDE drive interface at something like $50. I can't imagine that price would allow for more than about $10 profit per board. If 1/10 of the suscribors to Atari Classics bought one, that would be something like $250-400 profit or so. Not much to sustain a business.

Now that is hardware, which naturally has a much higher production costs in comparison to software. But then, the permissible price of software is going to be much less. For the sake of argument, let's say the profit per sale on software would be $5. The fact remains, not a lot of people will be interested in any specific piece of software, piracy matters aside. For example, I would never be personally interested in any communications package for the Atari, as far as purchase goes, because I would never use it. I use a PC for all

communications from home (currently). I would, however, be interested in an Assembler type package, and have bought some of the older stuff available here and there. BUT .. just because I like to help people with questions, I might try a copy of some communications package or other for the Atari. Would this make me a pirate? Technically, yes. No question about it. Would I feel morally guilty about it? No. Not a bit. Would I be contributing to the decline of the Atari community? NO .. more likely, if I was able to help answer someone's questions, I would be encouraging their continued interest.

It seems to me that a lot of the piracy debate may be sour grapes left over from the rapid decline of the Atari 800 series due primarily to marketplace competition from the Commodore 64. Many companies undoubtedly saw their sales go away very quickly, and saw piracy as a major reason. This was not the primary reason. The primary reason was the loss of market share of the Atari computers in general.

Today we are in a much different situation. There is an extremely small marketplace, and any producer had better be aware of that. More over, be as strongly aware that your competition is not piracy, but the used marketplace. Last year at the Trenton computerfest, I wouldn't buy any Atari hardware, people seemed to have too strong an attachment for it (I was strongly looking for a 1050 drive, but no one wanted to drop from $60 to $40 -- I later got two drives and a 1200 and software for $80), but I did buy a box of software for $20. Something like 40 different items. Less than $1.00 each. That's where the real problem is, as far as any hope of a new producer selling stuff. That is the real competition, and it barely makes it worthwhile paying the shipping on a disk. Have I ever pirated any Atari software? No. Have I contributed to the decline in the availability of new items in the marketplace? Yes. Definitely. Do I feel guilty about this? No, that is the reality of the marketplace. Competition is what one has to live with ... and, in my opinion the competition is not piracy, but the used marketplace.

I get somewhat of a tone thru this thread that, for example, some would think that by buying a copy of Visicalc as part of that box for an effective price of say $1.00 (allowing for the documentation and such) rather than buying one from one of the few remaining commercial vendors, I was doing something wrong. But I would never have bought one from a commercial vendor. I would probably not have paid $5 for a copy. I haven't used it as yet, though I will probably fire it up and take a look. Would I have taken a pirate copy? Perhaps. If I didn't have to take the time to make a copy of it. But consider that as more as being like browsing thru a stack of old magazines for nostalgia's purposes. But I wouldn't buy a copy .. I wouldn't even consider it worth the time it would take to copy the disk(s). Noone in my household would ever USE it.

Now a database program .. perhaps. I have often thought of putting an Atari in my stereo stand for control purposes. BUT here .. I am unfamiliar with any of the Atari database products, and would much more likely write my own mini-database in basic (or something) where I can integrate it nicely with the other functions. Would I buy a database program? Undoubtedly not from a commercial vendor, it's not worth it to me. But as part of a package,

say from the guy here at work that used to keep track of parts inventory for his area on an Atari, perhaps. Depending on how much was in the package. And you can be sure the effective price of the database software (to me) would be less than $5 or so. Maybe $10 if I had extra money that week and was feeling frivolous.

How can a commercial vendor survive trying to sell to someone like me? And I am not being unreasonable, I am just strongly aware of the used marketplace. And THAT is the competition.

--
Richard Dell

1141. Super Products / Atari in Australia

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 14:30:11 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.763741811@cairo>
Source record: 102572

My last few posts have generated some questions about Super Products (their SuperMAX specifically), SuperDOS and Atari in Australia.

I thought I would post the following info to answer everyones questions.

Right now, here is some stuff about Super Products.

Since the mid 80's, Super Products has been producing upgrades for 8 bit Atari hardware. Originally started by Will Visser (if I remember correctly), Super Products is now run by James Bradford.

They have the following still available.

Supermon: Replaces the OS with the rev B, no more translator disks for XL owners. Gives a full and super powerful disassembler always resident. Includes a four colour screen dump which will even do some redefined character sets or any mixture of graphic modes. Loads of built in features such as binary loader (without dos), hex/dec dec/hex conversions, complete disk access from supermon and other stuff.

SuperRAM: upgrades give you 256K XL's, 304K 800, 320K XE.

SuperMAX: US Doubler like upgrade for 1050's. Does not copy disks.

Super800: allows your 800 to run XL programs. With SuperRAM too, you end up with XE emulation (without the Antic mode) so you can run AtariWriter Plus etc. So you end up with the original 800 and the XL OS's and can switch between them. You also get Supermon with both OS's too.

So thats it. Of these I have SuperMax in my 1050 and it works really well. I just couldn't live without it now.

I also have a Supermon chip for my XEGS which I have not put in yet.

Oh yes, Supermon also automatiaclly enables the high speed mode on SuperMax drives.

In the next few months I will probably get a Super800 and SuperRAM for my 800.

Hmmmm, this is getting long so I will tell you about Atari in Australia later.

To contact James, you can phone him on 074 969 169. It's best if you ring after 6pm. Right now, the time difference between Australia and New York is 15 hours (east Australia anyway). There is also a 24 hour board you can leave a message for James on. The number is 074 976 293. 074 is the area code.

I guess I should say I don't get anything for this. I am just a happy customer.

Next post is on SuperDOS.

Mark. mperry@cairo.anu.edu.au

1142. SuperDOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 15:14:42 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.763744482@cairo>
Source record: 102573

Okay, here is some info on Superdos. I will try and get the latest version onto the archive by the weekend.

This, and the stuff on the hardware upgrades were taken straight from the adds. You could not tell at all could you.

uperDOS V5.0 was designed for the more advanced user who needs a DOS with true double sided, double density operation. The aim was to keep the program short and powerful. Until now Atari DOS 2 seemed to be the most convienient DOS to use but was only capable of single density and was memory inefficient. Other double density DOS's are available but they use heaps of memory or are extreamly slow because you need to load a file to perform each function.

SuperSos combines many functions (and more) from some of these giant DOS's into an easy to use, menu driven DOS needing slightly more memory than Atari DOS 2.0S but using seven sectors less on the disk and therefore taking less time to load. With 64K RAM XL/XE and all SUPERRAM models, DUP is hidden in RAM under the OS or in the ramdisk and available imediately with NO loss of the resident program. The massive 256K SuperRAM ramdisk., plus 130XE, Axlon, Bucholtz, Newell, Peterson and RAMbo ramdisks are supported.

Features
1. SuperDOS for Atari 400/800/600XL/800XL/65XE/130XE computers, Atari 810, 1050, XF551 and compatible disk drives.
2. Single, Enhanced and Double density plus double sided, double density operation.
3. Handles up to 4 disk drives plus a ramdisk plus up to 8 concurrent files.
4. Auto density enables SuperDos to automatically configure to the density of the disk in the drive.
5. With auto density you can copy files from single to double density (or vice versa) with only one drive.
6. RESTORE deleted or open files, either from SDUP menu or BASIC with XIO commands.
7. Use upper, lower case, inverse characters or numbers even as the first char of a filename.
8. Short SYS files allows maximum use of disk space and memory.
9. Variable XL/XE key delay and repeat rate.
10. Ramdisks: SuperRAM & Peterson with 256K, 130XE with 64K or Axlon, Bucholtz, Newell, or RAMbo with 180K. Enables instant loading of files.
11. Autoload all files with "RAM" filename extenders from drive one to the ramdisk during boot process.
12. With SuperRAM or 64K RAM, SDUP is available the instant you type DOS

and the resident program is saved. No "MEM.SAV" waiting.
13. Use single keystrokes to list drrectory or select items.
14. Copy to or from casstette "C:" device using long or short IRG. Copy all SYS files except DOS.SYS using wildcards.
15. A verification prompt message gives you a chance to change your mind about copying a file.
16. Write DOS.SYS file only or format a disk wit h skewed sectors using SuperMAX, US Doubler or Atari XF551.
17. Copy sectors and display bad sector numbers. Copy only the used sectors.
18. Option to format destination disk during disk copy. It formats in the same density as the source disk.
19. Enter sector numbers in hex or decimal. Default is hex use # for decimal. eg #370.
20. Write with or without verify. Toggled from SDUP menu.
21. Drive status (density, sides) is displayed on top of the screen above SDUP menu.
22. Concise menu with plenty of room for directory listings. There are 2 columns on dirs.
23. Annoying Atari 4 line scroll removed.
24. A red screen border indicates next operation may write to the disk. Purple for format.
25. A red or green screen border to indicate write or read in next operation of copy file disk or sectors.
26. A binary save that even saves carts.
27. A copy from DOS 3 using 1 or 2 drives and wildcards.
28. SuperBIN - a boot program to display a menu of file names and load and run the bin file you choose.
29. Display the conmfiguration block of drives. (not 810 or 1050)
30. Trace and link data of files and patch around bad sectors.
31 Option to display deleted or open filenames.
32. Alter the number of open file or drive buffers from the AUX menu.
33. Choice of resident or non-resident SDUP. Enables instant access to DOS menu on 400/800 or option to disable the ramdisk.
34. SUPERBAS - an AUTORUN.SYS file to display a menu of BASIC programs to load and run.
35. I/O defaults to the ramdisk if one is available.
36. Use ESCAPE when booting to format a ramdisk leaving all normal 130XE banks free (requires 128K)

Okay, that's it. I hope you enjoyed reading it as much as I hated typing it. :)

Mark Perry mperry@cairo.anu.edu.au

1143. Re: What 8-bits are useful for...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 15:36:09 UTC
From: deaven@iastate.edu
Message-ID: <2m4kl9$7au@news.iastate.edu>
Source record: 102574

aramos@cgrg.ohio-state.edu (Tony Ramos) writes:
...
>James Hague (great software btw jim) asks if anyone actually uses their
>Atari 8-bits for anything. Well...
...
>I just wanted to show you there are some uses for which an 8-bit computer,
>and sometimes the Atari 8-bits especially, are a perfect fit.
...

I second that! I use an Atari 600xl to telnet to my work computer,
and a bunch of old "classic" machines to run various projects over the
years. One of my favorites: a slot car racetrack timer program,
triggered by IR leds, with a small TV screen serving as the track's
"billboard"; the racers get lap split times, total times, scale MPH,
and sound effects like the roar of the crowd when a new record is set.
The cost is minimal and the atari is dedicated to the track, something
I'd hesitate to do with even a 286 PC. Another project is a
temperature controller for my home beer brewing system, the atari can
regulate the ferment temperature and also record the bubble rate of
the escaping CO2.

I keep thinking about trying to put an atari in my (old) car, and have
gotten as far as rigging up some vacuum sensors and throttle position
mechanisms, but I'm afraid that project is on the back burner.

Right now I'm working on some software for my latest Atari classic
project, which is an IR interface. I've got the hardware, and can now
control all of my IR remote appliances through the atari. Hopefully
this will be complete within the next month or so.

The bottom line is that in addition to the nostalgia I get from
using this old computer -- I got my first job, in part, because I had
learned 6502 assembly language on the atari -- and of course I do play
games once in a while -- the atari classics are ideally suited for
playing around. If you burn one, heck, I have spare parts and spare
computers to last into the next century, so no big deal. The same
cannot be said of intel-based computers, at present, at least not ones
that have similar I/O capabilities and decent graphics built in.
As far as software development, well, CC65 running on my Unix machine
makes it a snap. I eagerly await the release of an X-windows atari
emulator....

The Classic Ataris are alive and well.

--
David Deaven deaven@ishmael.ameslab.gov

A504 Physics tel 515-294-6878
Ames Laboratory fax 515-294-0689
Ames IA 50011

1144. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 17:02:22 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2m4pmu$mq9@charm.magnus.acs.ohio-state.edu>
Source record: 102575

In article <2luj81$o97@news.cs.tulane.edu>,
Mike Todd <snyder10@convex1.tcs.tulane.edu> wrote:
[...]
>every day on this machine. Yeah, I've two IBM's (386/486) for AutoCad and
>several Mac'S for DTP work, but I sill use my 8bit for all my real work.
>
>Now, you're asking why... Why not... I can not type any faster nor spell
>any better on a faster machine than I can on this one. My mailing list's
>do not exceede 300 entries...easly handled by SynFile and DiskBase. Believe
>it or not, I put spec books together using SynFile, the output going to
>TextPro for page setup and printing... True, I could do the same thing
>using DBase 3+ or 4... Sure, I could use WP51 or 6X with Windows and have
>lots of fancy fonts and snappy little icons...but why... Simple fact is, I
>don't need any of those things. I needed AutoCad, I got an IBM to run it. I
>needed to do DTP work, I got Ready,Set,Go and a Mac.
[...]
>Look, the system works for me, does all that I want it to do and I don't waste
>alot of money on things I don't need or want. And just for S&G, there are

This article made a lot of sense to me except for one thing, probably
related to the reason many of us are interested in emulators: Why buy
a different computer for each application?
OK, you need to do AutoCAD, and the 8-bit just won't cut it. So you
buy an IBM. You don't want to move all the old stuff (word processing
and database) from the 8-bit, which does a good job of it, so you keep
that around. This part makes perfect sense to me.
What I don't understand is why, when you needed to do DTP, you bought
yet ANOTHER computer, when the first one may have been barely
adequate, and the second was was surely powerful enough.
Then you say you don't waste a lot of money on things you don't need.

BTW, my 1200XL and 486 sit side by side on my desk, but I haven't had
the time to play with the Atari in a while. :-(

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

1145. Any place that sells 8bit stuff in the US?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 17:07:23 UTC
From: jleon@phakt.usc.edu
Message-ID: <2m4q0b$n3i@phakt.usc.edu>
Source record: 102576

Hi, I would like to know if there's any mail order place where to buy
8bit stuff (peripherials, programs, cartridges, etc.) here in the US.
If anybody know about such place please let me know a phone number, address
or anything. I know there are some place (I saw a bunch of them when I
was getting my Antic magazines, but now no more magazines :-))

thanks

--
email: jleon@scf.usc.edu *-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-*
Major in Electrical Engineering, Computers | --**<this space for rent>**-- |
University of Southern California | |
Los Angeles, CA. USA *-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-*

1146. Re: Visicalc to Lotus 123

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 17:14:34 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2m4qdq$mse@charm.magnus.acs.ohio-state.edu>
Source record: 102577

In article <1994Mar14.112502.2435@bay.cc.kcl.ac.uk>,
<udap005@bay.cc.kcl.ac.uk> wrote:
> Greetings Atari 8 bitters,
> I have an 800 and wish to copy Visicalc data over to Lotus 123 on
>a PC, Is this possible ? I have no modem on the Atari so wish to be able to
>read the Atari's disk on my PC.

First step is to get the file to the PC:

If the two machines are in the same room, and both have an RS232 port
(e.g. 850 or P:R: Connection on the Atari), you don't need a modem to
directly transfer the file; just make (or buy) a null-modem cable and
connect it between the two.

In order to make the PC read Atari disks, you need a utility on the PC
such as Util or SpartaRead (both available from
atari.archive.umich.edu). Your disk must be double density (not the
stock 1050's "enhanced"/"dual" density). Use Util to read MyDOS
format (DD Atari format) and SR to read SpartaDOS format.

As for data file conversion:

Off the top of my head, I'd say save in DIF (data interchange format)
then use the utilities supplied by Lotus to convert to WK1 format.

The way you do this largely depends on the version of 1-2-3 you're
using.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

1147. Re: What 8-bits are useful for...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 17:25:56 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2m4r34$n1o@charm.magnus.acs.ohio-state.edu>
Source record: 102578

In article <2m4kl9$7au@news.iastate.edu>,
David Deaven <deaven@iastate.edu> wrote:
>As far as software development, well, CC65 running on my Unix machine
>makes it a snap. I eagerly await the release of an X-windows atari
>emulator....

CC65 running on Unix? How?
I, too, would be interested in an X Atari emulator, even though right
now I can only run X on the machines at school, and the Atari stuff is
at home.

I hate to take away from the discussion of how useful the Atari still
is, but I have to mention that one of the most popular games in this
computer lab full of HP Apollo workstations running HP-UX and
X-Windows is... Boulderdash (aka xbd). Old games for old computers
don't die, they just get ported. :-)

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funk@cis.ohio-state.edu
be misunderstood." | funkr@camelot.eng.ohio-state.edu

1148. Re: Need Source Code for K65

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 18:13:35 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <1994Mar15.101335.1@vax.sonoma.edu>
Source record: 102579

In article <CMBsos.B7B@genesis.nred.ma.us>, cwoods@genesis.nred.ma.us (Christopher J. Woods) writes:
> Hi all! I am in dir need of the source code for K65 v3.7, if it is PD and
> available. This is to aid in the development of FlickerTerm80. Actually,
> all we need is a list of vt100 character codes ASCII counterparts.
> FlickerTerm80 is in Alpha test mode now, and one of the testers has
> requested this information.

I'm interested in the technical specs. of FlickerTerm80 - ie, how it handles 80 columns.

So far, the four ways I know of include:

320 x 200 x 2 w/ 4x8 characters (standard - like in Term80, etc.)
640 x 200 x 2 w/ 8x8 characters (XEP80 hardware - like used by BobTerm)
320 x 200 x 2 w/ 4x8 characters (fast scroll - by Itay Chamiel)
320 x 200 x 2 w/ 4x8 characters (low RAM - never done - my idea of a horizontally "APAC"'d 40x24 text screen)

How does yours work?

1149. Re: Help for Zorro?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 19:33:17 UTC
From: Burzynas@vanderbilt.edu
Message-ID: <1994Mar15.193317.25066@news.vanderbilt.edu>
Source record: 102580

In article <lelie.131.000D99E0@smail.srl.ford.com> lelie@smail.srl.ford.com (Larry Elie) writes:
>With help form Brent Hoeffler & burzynas, we have to date: (spoilers!)
>First, go down the well, jump on barrels to right lower screen, go down to
>next room and get flower pot, carry pot back up and use its' weight & yours to
>move bowling ball to raise gate (allowing later access to challice). Go out
>well, get hankee upon emerging.
>Second, go right across next screen, then through bar to hotel. Get key,
>bounce on couch 3-4 times then up to right, down again, then right out to
>mission, climb mission to top, back to left, back into hotel, open door with
>key, jump across to get bottle, go down, go left into bar, give bottle to
>bartender, jump on bartenders' belly, up to left, fight guard forcing him to
>fall on chandelier (don't kill him). Go down ladder and get challice,
>re-emerging in bar.
>Third, use key in hotel again as above to get branding iron in same location
>in hotel as bottle, this time go back to the second screen and climb the tree,
>jump to left, then go left. Go to middle of screen. Put iron on furnace,
>jump on bellows until red, pick up and go right to bull, then go up and around
>to get horseshoe.
>Forth, use key as above to get bells (2, one at a time) and place in holes on
>top of mission.
>Fifth, use key to get trumpet, go left, get on left side of teter-totter, blow
>trumpet. After guard jumps, you fly up, go to top and get boot.
>Sixth, go into caticombs now open at mission. Go DIRECTLY TO GOLD bags, DRAW
>MAP! After 7 bags, you see the 3 item exit. Go out.
>Seventh, free 6 prisoners, then climb on their backs to go to left. Go left
>to next screen, and again. If you get killed you will end up SOMEWHARE in the
>caticombs. Continue going up to left until you are out, then re-enter
>and USE YOUR MAP!
>Eighth, give hankee to lady, she knocks me silly! I goofed somehow! I
>tried to push the drawbridge open, I couldn't. Did I need the key? What for?
> If I had the key and I get killed, doesn't it end up back at the hotel? How
>can you get the challice now, is the well acessible from the caticombs?
>Help?!?!?! Thanks. Larry Elie lelie@smail.srl.ford.com
>

Good job!
You are one step from succes!
Think! What should you bring for YOUR LADY?
Maybe some nice gift?
Look for something in the usual place...

Artur Burzynski
(Burzynas@ctrvax.vanderbilt.edu)

1150. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 19:45:58 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2m539m$345@usenet.INS.CWRU.Edu>
Source record: 102581

```
Atari Archive: 8bit/faq2.txt

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the Atari 8-Bit Computers FAQ List

Revised 13-Mar-94

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group on the 15th of the month. A fairly recent copy is kept on the Atari
Archive as the file 8bit/faq2.txt, but the most recent copy may always be
requested from mcurrent@carleton.edu.

The main portion of the FAQ List is posted to this discussion group on the 1st
of the month, is called 8bit/faq.txt on the Archive, and is also available from
mcurrent@carleton.edu.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This list won't be complete and accurate without YOUR help.

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
```

San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???Hydraulik???, other software

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050
tel: (408) 986-9960
Vendor: new/used hardware, commercial/PD/freeware/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel (before 2pm Eastern Time)/FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM

Developer: ST Xformer, PC Xformer

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
208 SW 319th Lane, Suite G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY

U.S.A. 14617
tel: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Software / Lex-Tronics
1623 West Fourth Street
Mansfield, OH
U.S.A. 44906-1701
tel/FAX: (419) 529-9797 1pm-5pm M-F
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges
GEn: DATAQUE.1

Dean Garraghty Software
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA

U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701

tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
Del: FTOONED
Developer:

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

Frank Hilke
1805 Princeton Ave.
Merrick, NY
U.S.A. 11566
?????: ?????

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005

tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA

tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/freeware/shareware

Lex-Tronics
see: DataQue Software

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD

tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street

Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
4900 Doherty Ave.
Montreal, Quebec
H4V 2B2 Canada
Developer: CardStax

Klaus Peters
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny.dab.ge.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE, CRAB
NEBULA

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Ready +Technologies+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
CIS: 70733,3115
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112

tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/freeware/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear,

Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/sharware

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware

Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500
Vendor: used game cartridges

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/freeware/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

End of 8bit/faq2.txt
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1151. 360K DS/DD and 720K 5.25" drives for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 20:19:14 UTC
From: cohen@gomez.phys.virginia.edu
Message-ID: <0097B79F.18533B60.31520@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 102582

I have a couple of Double sided/Double Density 360K (IBM compatible)
full height floppy drives. These were used in IBM PC&XT, also usable
in other computers such as Radio Shack/Tandy, Atari with the right
disk interface, Texas Instruments, CP/M systems, etc. These are the standard
Tandon TM-100-2A drives. Asking $10 each.

I also have 5.25" 720K (80-track) floppy drives; they use regular DS/DD
diskettes to provide storage of 720K per diskette. Asking $40 for a pair.

If interested, and can use these, please make offer. I am hoping to
get more than $10 each. All are in good working condition.
Please e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU
Thanks!

1152. MULE program requested

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 21:27:43 UTC
From: svillase@dcc.dcc.uchile.cl
Message-ID: <1994Mar15.212743.25780@dcc.uchile.cl>
Source record: 102583

I need the MULE program (the C source code) for transfering programs
between the PC and an Atari 1050 disk drive.
I had it for a little time, but I lost it... :(

Can anybody e-mail me it?

--
Universidad de Chile	Sergio Villaseca Carrasco
Facultad de Ciencias Fisicas	svillase@cec.uchile.cl
y Matematicas	svillase@dcc.uchile.cl
Dep. Ingenieria Civil Industrial	

1153. Digital PC joystick w/atari joystick

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 22:03:46 UTC
From: svillase@dcc.dcc.uchile.cl
Message-ID: <1994Mar15.220346.13763@dcc.uchile.cl>
Source record: 102584

I'm interested on building a digital joystick for my PC from an old
Atari joystick, 'cause there is no comparison on playing arcade games.
If anybody can e-mail me some specs or better a circuit diagram, I
would appreciate it.

Greetings from Chile

--
Universidad de Chile	Sergio Villaseca Carrasco
Facultad de Ciencias Fisicas	svillase@cec.uchile.cl
y Matematicas	svillase@dcc.uchile.cl
Dep. Ingenieria Civil Industrial	

1154. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-15 23:41:09 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2m5h2l$ivj@news.cs.tulane.edu>
Source record: 102585

In article <2m4pmu$mq9@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu (Robert M Funk) writes:
>OK, you need to do AutoCAD, and the 8-bit just won't cut it. So you
>buy an IBM. You don't want to move all the old stuff (word processing
>and database) from the 8-bit, which does a good job of it, so you keep
>that around. This part makes perfect sense to me.
>What I don't understand is why, when you needed to do DTP, you bought
>yet ANOTHER computer, when the first one may have been barely
>adequate, and the second was was surely powerful enough.
>Then you say you don't waste a lot of money on things you don't need.
>
>

Simple really, the job I bid on and won required that the output be from
a mac and done under owner choice of software...Ready,Set,Go... I have seen
ventura for the IBM and found it wanting...

Sorry about not being clear

Mike

1155. Re: Need Source Code for K65

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 00:26:26 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2m5jni$hd8@samba.oit.unc.edu>
Source record: 102586

In article <1994Mar15.101335.1@vax.sonoma.edu>,
<kendrick@vax.sonoma.edu> wrote:
>
>In article <CMBsos.B7B@genesis.nred.ma.us>, cwoods@genesis.nred.ma.us (Christopher J.
Woods) writes:
>I'm interested in the technical specs. of FlickerTerm80 - ie, how it handles 80
>columns.
>
>So far, the four ways I know of include:
>
>320 x 200 x 2 w/ 4x8 characters (standard - like in Term80, etc.)
>640 x 200 x 2 w/ 8x8 characters (XEP80 hardware - like used by BobTerm)
>320 x 200 x 2 w/ 4x8 characters (fast scroll - by Itay Chamiel)
>320 x 200 x 2 w/ 4x8 characters (low RAM - never done - my idea of a
> horizontally "APAC"'d 40x24 text screen)
>
>How does yours work?

That last way. Imagine what it would look like and think about the name
"FlickerTerm". I had the same idea, a short while after Clay himself did
(he just didn't tell anyone so I thought it was original), so I got out my
list of 6502 opcodes and made a USR string to flicker the screen. Then I
made two fonts: one for left side, one for right side. It took a while, I
had to use DATA statements since I didn't have an editor either. I wrote
some routines in BASIC, and successfully displayed a FlickerScreen full of
text. It was quick and dirty but it worked. I use four-bit characters
instead of the 3-bit characters everyone else likes to use. In fact, most
Commodore 80-column term programs have the option, or built-in standard,
for four-bit-wide 80 column characters and many C= users prefer it, as do I.

You could probably throw something togetrher to see what it would be like.
I did it, and I don't even have an ML monitor or font editor.

--

\ The above does not represent OIT, UNC-CH, laUNChpad, or its other users. /

1156. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 00:50:47 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2m5l57$lk5@news.cs.tulane.edu>
Source record: 102587

In article <CMpMF4.Bp3@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>
>ago. The last thing to go is the publications. The only commercial ventures
>still ongoing are what I would call a "labor of love" on the part of the
>proprietors. The Atari 8bit does have somewhat of an advantage in the

wrong... All you need do is read the postings here to see the error of the
above... DJG comes to mind, the developer of the Yorke... PPP in Germany
and the list goes on... FTe, CSS, CTH, ATV, Best, B&C.... how about
K-products and the Pro-Board...

>much product does anyone think they can move when the subscription interest
>in Atari Classics was at its peak of about 500, and I understand (correct me
>please Ben) renewals are running only about 50 percent of that.

By that do you mean to say that there are only 500 8bit supporters left?
True, not everyone wanted to support the mag, so what. Guess you could say
it's the consumers passing judgment on a product, just like it happens every
day in the real world. But so what... If a product or service is good ad
is what the consumer wants, he'll support it. Now, I know you dont mean
there are only 500 8biters left, but just because one venture didn't hit
the mark doesn't make the whole idea wrong. As I said in my org. post, things
are done for profit, AC's profit is to be able to pay it's bill and pay
it's writers as well and deliver a quality product. If AC was a pure labor
of love, it'd be put out for free much like Znet...or if in printed form,
much like many of the FanZines...and costs to the user would be only the
cost of production...(about $3.50 per issue). No, as Ben has said many
times before, AC is a buisness and must stand on its own feet, if not
supported, it'll go away...

>It seems to me that a lot of the piracy debate may be sour grapes left over
>from the rapid decline of the Atari 800 series due primarily to marketplace
>competition from the Commodore 64. Many companies undoubtedly saw their sales
>go away very quickly, and saw piracy as a major reason. This was not the
>primary reason. The primary reason was the loss of market share of the Atari
>computers in general.

Agreed. I also agree with most of what you had to say reguarding hardware...
many folk would rather upgrade to a newer system than spend the same monies
on the 8bit...However, if a product is developed that the comunity as a
whole wants, it will be supported... Bob Whooly(sp?)'s IDE interface may
be the trick and just may be able to produced for less than $50 per unit...
(maybe a lot less)

>Today we are in a much different situation. There is an extremely small
>marketplace, and any producer had better be aware of that. More over, be

>as strongly aware that your competition is not piracy, but the used marketplace.

That's why folk like Nick Kennedy went for a nich market...and he's getting support from users...

>Yes. Definitely. Do I feel guilty about this? No, that is the reality
>of the marketplace. Competition is what one has to live with ... and, in my
>opinion the competition is not piracy, but the used marketplace.

and you shouldn't, shopping for the best price is something consumers do...any one getting into retail knows this and plans for it...

>How can a commercial vendor survive trying to sell to someone like me? And
>I am not being unreasonable, I am just strongly aware of the used marketplace.
>And THAT is the competition.

Hay, you're a market force... If vendors want your buisness, they have to attract you with something you can't get elsewhere, or something in a condition you can't get elesewhere. Is price of software fair? Books and Mags fair? Its market forces that decided such things... And that gets to the root of everything...You either support it or lose it.

I'm not saying anything new here, folks are going to do what they feel they have to do. Nothing you, Chris or myself has to say will change that. This issue has been beaten to death.

I don't know about you, but I'm ready to move on to something else...like, how DO you program for a cart? Do you assemble into memory then save the 8 or 16K file with a $0000 org?

Anyway, Take care

Mike

1157. Kampfgruppe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 02:19:42 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Mar16.151942.26461@waikato.ac.nz>
Source record: 102588

Hi,

Anyone out there remember SSI's "Kampfgruppe"? I sold by 8-bit 5 years ago,
but recently bought another, and am trying to get some software back. Anyone
got a (original) copy for sale? Any format, but I'd prefer 8-bit Atari.

Cheers
bnp@waikato.ac.nz

1158. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 02:50:45 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <RPWMBCYT@math.fu-berlin.de>
Source record: 102589

In article <2lu9ko$gbg@nwfocus.wa.com>, junkster@halcyon.com (James Hague) writes:
>Now I don't have a problem with any of this. But it leaves open the
>nagging thought that no one, save Ben Poehland, actually *uses* their
>Atari 8-bit for anything these days. If this is so, that's okay. But
>I'd like to know if this conclusion is accurate or if there are some
>serious loonies who, for whatever philisophical reasons, still actually
>*believe* in the 8-bits. I'd love for those adventurous souls to
>expound their philosophies and generally explain themselves for the
>betterment of the ongoing classic 8-bit movement. Really.

Well, I can't completely answer your question since I don't have time to tinker with mine much any more. The basic idea is why use a chainsaw when an axe would do? Some people like myself are poor (I'm a student <g>), and can't afford the latest in aeverything, and if what you have works, why spend money you don't have. I used to run a BBS on my 8-bit (even though I used my ST more), and when my ST was out of commission for a while, I used the 8-bit again.

When I moved off to school last summer, the people I was living with didn't want to me to bring a computer cause they were worried about power consumption (strange, but true). The trouble was that I NEEDED a computer. So, I needed something that was easy to set up and take down to put away. The 8-bit fit the bill perfectly. I already had a TV, so I all needed was to put the disk drive under the TV cart and leave it hooked up with a P:R: connection and modem attached. When I needed the computer, pull out the 130XE keyboard, plug in the power, SIO, and TV cables, plug in the phone line to the modem, and I was ready to go. I could use it to access the VAX at school all I needed with K65.

Now that I'm living somewhere else, I have my ST and use it all the time. BUT, by the same token, I don't have a Falcon or a TT or even an STe, just one of the original 1985 model STf with 1 Meg of memory. Sure, it may not be the fastest thing with the best graphics and such, but it allows me to access the VAX to do homework, and type up reports and such. If it does what I need, why try to get a PC compatible or whatever? <G> I can't afford a Porchse, but my old beat up Chevy sure gets me where I want to go! <hehe>

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1159. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 03:04:43 UTC
From: buesc911@crow.csrv.uidaho.edu
Message-ID: <2m5t0bINNk4i@owl.csrv.uidaho.edu>
Source record: 102590

James Hague (junkster@halcyon.com) wrote:

: My query was going to be "Why do people want Atari 8-bit emulators for
: the PC?"

: James Hague
: junkster@halcyon.com

So they can have a notebook-sized Atari 800 that also runs unix?

Brent

1160. Atari 8-bit equiptment for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 03:35:03 UTC
From: Michael.Fitzpatrick@f47.n282.z1.fidonet.org
Message-ID: <763848231.AA05452@rochgte.fidonet.org>
Source record: 102591

I'm interested in the 800XL and 1200XL plus power supplies. How do I contact you for additional info.

1161. Atari Trackball Info

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 04:30:35 UTC
From: combee@prism.gatech.EDU
Message-ID: <145751@hydra.gatech.EDU>
Source record: 102592
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In <0ZPMBKTT@math.fu-berlin.de> hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:
>Thanks! Now, does this thing also have some info about the trackball? I
>called Atari and spoke to technical support, the guy had no idea about how it

From what I remember from various articles in the 8-bit journals, the
trackball (in trackball mode) acted identically to the ST mouse, except
for the fire buttons.

I hope this helps.
--
Benjamin L. Combee (faux pas-16) | "It's so cold, my eyeballs are
Internet: combee@prism.gatech.edu | superconducting!" -- seen on Nandotronic
1994 senior, gatech.edu ACM chair | "IT'S TOO DAMN COLD!" -- LSwDL, 1/19

1162. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 06:15:45 UTC
From: briang@bgserv.demon.co.uk
Message-ID: <763798545snz@bgserv.demon.co.uk>
Source record: 102593

Maybe I can add some flesh to the emulator argument. Though I do have an 800XL and 1050, my main interest has always been in Sinclair micros. I recently agreed to be the UK reg site for a ZX Spectrum Emulator. I was not expecting to make money, but I have because so many people are buying it. Several thousand last time we chexked. Now it it works for this machine, why not the Atari?

Brian

--
briang@bgserv.demon.co.uk

1163. Archiving games to HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 11:34:23 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2m6qrv$45s@usenet.INS.CWRU.Edu>
Source record: 102594

Hello,

Just wondered if anyone out there could advise me on how to archive my many "boot disk" games that I've accumulated over the past 14 years onto my HD (I use the ICD 1 meg MIO, which has a SCSI HD interface, which I've connected to a 30meg Seagate).

There must be some way to take my original disk and convert it into either a "program.com" or "program.exe" file. If anyone could point me in the right direction, I'd appreciate it.

Note! I'm not asking to "pirate" anything, just want to backup what I already have onto my HD, which will make playing sessions much more enjoyable.

Thanks,

Bill, 14yr. Atari 8bit veteran .. with 7 Atari Classic 8 bit computers!

1164. Re: Archiving games to HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 12:39:57 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2m6umt$bp6@usenet.INS.CWRU.Edu>
Source record: 102595

(Bill asks how to put his boot disks onto his harddrive.)
You can't. Unless there is a way to partition your hardrive into
one partition for a boot disk and sector copy it to the hardrive.
I'm sure you can't do this. A few of your disks may be around
as cracked file versions. The rest, nope, don't think you can
do it. Remember that most those disks you have are copy
protected to boot, so even if you could change them into
a file, you would have to have the disk to get past the
copy protection. A primary reason for having boot disks
instead of file versions of games and stuff is to make
the copy protection harder to crack.

1165. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 13:18:53 UTC
From: dfwright@sadis05.kelly.af.mil
Message-ID: <CMrEBI.6qp@sadis01.kelly.af.mil>
Source record: 102596

Joe Kearney (Joe.Kearney@3619-25-1.mechanic.fidonet.org) wrote:

: Check out Fidos 8 bit area. Kinda like religion over there...

: See ya, Joe

What is the name of the fidonet 8-bit atari echo? I'd
like to get my sysop to pick it up.

--
==
= dfwright@sadis05.kelly.af.mil (Insert Standard Disclaimer Here) =
==

1166. Re: Archiving games to HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 14:11:04 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2m741o$mom@nz12.rz.uni-karlsruhe.de>
Source record: 102597

In article <2m6qrv$45s@usenet.INS.CWRU.Edu>,
Bill Somrak <aj445@cleveland.Freenet.Edu> wrote:

>Just wondered if anyone out there could advise me on how to
>archive my many "boot disk" games that I've accumulated over the
>past 14 years onto my HD (I use the ICD 1 meg MIO, which has a
>SCSI HD interface, which I've connected to a 30meg Seagate).

What you could do is using Bob Puff's DISKCOMM to convert your boot disks
into files. Then you could simply copy the diskimages anywhere on your HD.

That's good for backup reasons as you can't boot from a .DCM file.

Well, why not? I think it wouldn't be too hard to write a utility to
actually boot from .DCM files. All you need to know are some details
about how DISKCOMM works. This is obviously something nobody seems to know
except Bob Puff himself. At least I haven't seen a response to
queries about the .DCM format lately. It seems to be a very good kept
secret in the Atari world.

-Marek
---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

1167. Re: PC disk readers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 14:47:23 UTC
From: gnu@theporch.raider.net
Message-ID: <CMrIEz.CJG@theporch.raider.net>
Source record: 102598

snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:

>If you have double dens drives and need
>a copy of MyDos, drop me your address
>in E-mail and I'll send you a disk
>..Also one with Util (the PC to Atari
>transfer utility...)

Well, that's my problem. I AM using Util and I HAVE a DD drive. But I'll
try MULE; slow or not, anything's better than nothing. Thanks.

____
Brian McCord
gnu@theporch.raider.net

1168. Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 16:13:53 UTC
From: theclub!conklin@egr.msu.edu
Message-ID: <9403161611.AA22151@theclub.mi.org>
Source record: 102599

Hey great! IA8 is back up then?

I recently moved and haven't even plugged in my 8-bit yet. Ran out of desk space. Here in the new office, I have a couple PC's, a Sun, and an IBM RS/6000 on an Ethernet. Got me to thinking-

Wouldn't it be hot if we could slap one of these single-chip Ethernet chips on the Parallel bus adapter?

Terry Conklin conklin@theclub.mi.org Question is, will the X11R6 port
Conklin Systems 313-334-8877 <- 8bit BBS use mode 7 or 8?

1169. Re: Xl/xe Emulators For The A

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 16:57:02 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2m7dou$qen@dux.dundee.ac.uk>
Source record: 102600

Scott - Maxwell (ScottM@cup.portal.com) wrote:
: >RM>Is there an XL/XE emulator for the Amiga?
: >
: >There is currently on Atari 8-bit emulator for the Amiga.
: >This is also archetecturally ironic because of all platforms,
: >the Amiga could probably emulate the Atari with the greatest
: >facility due to the fact that both machines were
: >designed by the same team.
: >
: The chipsets were designed by the same man (Jay Miner) not team. But you
: are right. The Amiga could emulate the Atari 8-bits the best.

: > However, I am fairly certain that an Atari 8-bit
: >emulator could run on a 512K Amiga 1000 at its original
: >7.xx mhz clock speed due to using the analogous chips
: >of the Amiga to emulate their older cousins, i.e. PMGs
: >to Sprites, and DLIs to HAMs.
: >
: I think the Amiga 1200 would be a better base configuration for an emulator.
: It can do the 256 GTIA colors easily. DLI's would be emulated via Copper
: (graphics COProcessER) lists.
: I think an Atari 8-bit emulator would be great to have on the Amiga.
: Supposedly there is one in the works for use with the EMPLANT (emulates
: everything) board. I'm keeping my fingers crossed.

Firstly thanks for your responses.

Well I wish someone would write one, the Atari 8 bit is an excellent little
machine, I had one until last summer, and I still miss it. So come on someone
write one!!

Rod

--
==
Roderick McCall, Computer Science, Dundee Univ, Scotland.

tel: 0382 644546 (or 0721 720863 if outside term time, fax also on this number)
email: rmccall@mcs.dundee.ac.uk
rmccall@cix.compulink.co.uk

\==/

1170. Re: Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 18:34:02 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2m7jeq$ofn@nz12.rz.uni-karlsruhe.de>
Source record: 102601

In article <9403161611.AA22151@theclub.mi.org>,
Terence Conklin <theclub!conklin@egr.msu.edu> wrote:
>Hey great! IA8 is back up then?

I don't think so. I also got this digest today, but look at the messages
inside: they're out of date in a major way. I suppose these were messages
sent to the listeserver directly, they don't seem to have been crossposted
from c.s.a.8.

This makes me think of something. IA8 is only dead because it doesn't get
any messages from c.s.a.8., the server itself appeares to be alive.
What would happen if somebody captured some postings from c.s.a.8.
and mailed them to Info-Atari8@naucse.cse.nau.edu ?

Should I try it?

>Wouldn't it be hot if we could slap one of these single-chip Ethernet chips
>on the Parallel bus adapter?

* dream mode on *

This would be great indeed. The major problem, as always, would be the
software. How about a TCP/IP protocol handler for the 8-bit?
Just imagine: you could do all those nice things like Telnet and FTP
with the 8-bit.

* dream mode off *

-Marek
---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

1171. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 20:04:13 UTC
From: vparada@inf.utfsm.cl
Message-ID: <CMrx3D.9H@inf.utfsm.cl>
Source record: 102602

Hola mundo.

I've posted twice with no reply. Now I think that there is something
wrong with the local news system...

Raphael: puedes enviarme una carta a mi e-mail si lees esto, ademas de
responder en el newsgroup? Gracias...

Sorry... Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

1172. Re: Cebit 1994 In Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 21:48:26 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Mar16.214826.29923@apgea.army.mil>
Source record: 102603

In article <763776509.AA09367@buscard.fidonet.org> Glenn.Saunders@f204.n330.z1.fidonet.org (Glenn Saunders) writes:
>N > Lucas games ripped SR too. the X-Wing and now Tie-Fighter games
>N >are SR with missions. Same Graphic(in the game at least).The difference
>N >is the great animation.
>
> Which came first, the chicken or the egg? I give Star Raiders
>credit for being the first to do a real outstanding 3-D space battle
>simulation. However, Lucas was obviously a great inspiration for
>the PROGRAMMERS of Star Raiders to begin with when he did Star Wars
>the MOVIE. As a result, X-wing can be thought of as a more direct
>inspiration from SW and SR is a less direct one, but both would probably
>not have been made without the popularity of SW. SR was designed in late
>1978 in the midst of Star Wars fury. Ever since then the computer world
>and SW and sci-fi in general have been linked together, and space settings
>from Space Invaders to X-wing have shown this link.
>
> Wing Commander is a more obvious 16 bit adaptation of Star Raiders
>and a more blatant one at that, since it can not claim and property over
>its influences the way Lucas can with X-wing. Of course, there were
>several attempts to port SR to the 2600 and most all of them failed.
Robert Merritt email: robertm@magnus1.com OR rcmerrit@cbda9.army.mil
I always though that Star Raiders and Wing Commander were both heavely
influanced by Battle Star Galatica more so than any thing else.

---
my opinions are my own,|"Call me old fashion, but I believe | "Give me OS/2
not of my employer. | in the one true god. His name is | or give me DOS!"
| Orgo and he lives in this lake" | -me
| -- The State |

1173. Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-16 22:31:53 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403162204.AA01065@phinet.smithkline.com>
Source record: 102604

Brent Knab asked if you could use a 24-pin Dm printer with an XL.
The answer is YES, I've been using an Epson L-1000 24-pin DM printer with my 800XL since 1989. Works GREAT for text.

Graphics is a different story. Epson changed their firmware with the 24-pin printers, so if you try to print, say, a Print Shop icon with it, it comes out elongated. This is called "aspect ratio distortion". Just before Innovative Concepts went down the tubes they brought out several 24-pin dribers for Print Shop (actually by Jim Steinbrecher of Sector One Computers). I reviewed one of these in Current Notes, I think Feb. (???) 1991 or thereabouts.

Even with one one of these drivers, it's naive to assume you'll get a nice hi-rez graphic dump. Instead, all the drivers did was correct the aspect ratio problem & employ all 24 pins to ensure a thorough fill of the graphic. BUT... the graphics still come out blocky-looking! However, the big coarse blocks of the graphics are very neatly filled in, so you get big black blocks.

My opinion, for graphics purposes, you're beter off with a cheapie 9-pin DM printer. All the old software was designed for those so you don't need any special drivers. And the 9-pin graphics look just as good.

For text, however, a 24-pin printer is in my book a "poor man's laser". The main reason I haven't bought a laser printer is because a laser will yield only slightly better text quality over the 24-pin DM but with greater hassle/expense. I do virtually all of AC's correspondence with this printer & it looks entirely professional. I can do continuous-formfeed paper or individual letterhead sheets (lasers only accept cutsheet paper). I know it probably isn't "cool" any more to have a crummy old DM printer, but they last forever & perform extremely well. I re-ink my ribbons which is a zillion times cheaper than laser toner-refills, & I keep a spare dothead on hand in case my present one croaks (it's still going strong after 5 years).

Bottom line: if you do lots of text-type things, a 24-pin DM is best buy you can make. But if you're a graphics phreak, forget it, hang onto that old 9-pin printer. The old 9-pin Epsons were built like battleships & last forever.

- Ben Poehland
The 8-Bit Alchemist

1174. What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 00:11:49 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403162303.AA01913@phinet.smithkline.com>
Source record: 102505

Well I saw Jim Hague's post in which he suggested Ben Poehland was still seriously using an 8-bit. And Jim King responded with a list of impressive hardware he uses in his 8-bit system. All well & good.
I don't want to scandalize anyone, but the Classic Atari is only one of several hardware platforms I actually use. Here at work I use a Mac IIci. And at home I've an ST & a whole closet full of IBMs. I still PREFER my old 800XL, mostly because I've been using it for 10 years & the darn thing has grown on me. I would use the XL for everything, if the only the software existed for the stuff I now need a computer for.

Wordprocessing, telecom & databases are still things I can do just as well on my 8-bit as on any other machine. It's professional graphics applications that are lacking.

For example, I can't use my XL to draw the molecular structure of vitamin B-12. Maybe not many 8-bitters want to do that (these days anyway). So I use CHEMDRAW on my Mac... NOTHING can beat it. I had an XL on my desk here at work for 5 years, got the Guvermint to pay for it by taking a nice tax deduction. But the day came when my Boss-Man commanded that I must be able to print computer-generated chemical structures or I'd have to get rid of that "damn Atari video-game thing" (it was NOT cool to have ANYTHING Atari on your desk when you work in Corporate America). So, after 5 faithful years, the Atari came home (it was depreciated anyway), to be replaced by a fancy $5,000 Mac-thing whose only advantage over the ancient Atari was that it could draw chemical structures. (At least THEY paid for it, not me!)

I've always wanted to draw camera-ready schematics with my 8-bit. Bought all the progs (there are 3 of them) for the XL that purport to let you do it: Graphic Master, Circuit Database, and Schematic Designer. All of them crap. Strictly the work of amateur programmers who never HAD to use a computer-generated electronic schematic in a REAL magazine. I moved to other platforms: got Circuit Maker for the ST (more crap) & Circuit Maker for the MAC (crap ad nauseum). Plus another Mac prog, Electronic Workbench-- crap continued. So now I'm looking at circuit drawing progs for the IBM. Got one from JDR, can't remember the name, no matter it's crap. Got a line on two more, haven't had time to look into them yet. Tho I will say, schematic progs for the PC DO seem abundant.....

What's the bottom line? Simply this: computer HARDWARE doesn't mean diddly-squat. I've updated my outmoded Classic Atari so that it's hardware is, as far as my needs are concerned, equivalent to any of the fancy Mac & PC junk you see out there. BUT... I can't get the SOFTWARE I want for my 8-bit.
So I'm forced to evaluate other hardware platforms.

IT IS THE AVAILABILITY OF SOFTWARE THAT MAKES OR BREAKS ANY COMPUTER. PERIOD.

Hardware-wise the older PC's- 8086/286/386, are hardware disasters. There are SURELY better machines than Intel. BUT the mainstream software market decided to support the Intel/IBM/MSDOS architecture, kludge tho it may be. It was these thousands of third-party developers who were ultimately responsible for making a mediocre hardware design into the exalted altar of Big Blue worship it has become today. The growth of the PC market was never related to the quality of the hardware, which started out as junk (OK, the 486 & 586 MIGHT almost be decent computers, but how long did it take?).

The Atari 8-bits were better hardware than than the Commodores, yet the Commodores outsold the Ataris 3:1 & you can still find occasional commercial software for them. The Apple II is still around. But there has been NO release of commercial software for the Classic Atari since 1991. In a market that is software-driven, the lack of high-quality new software for the Classic Atari 8bit is our death knell. Sure, you can maybe find some PD or shareware things still being produced. And much of it is amateurish, since most of the people who really have time to program stuff are mostly high school or college kids whose efforts lack the telltale hand of experience. I'm not knocking those people, they are our lifeline, but neither can our market survive on such meager fare. You can get decent wordprocessors/databases/telecom progs for ANY computer these days, all that stuff is standard fare. What I keep wondering is, what happens when I FINALLY find that schematic-drawing program I've been seeking these past 10 years? Likely, it will be a PC program. And the folks who produced CHEMDRAW for the Mac are now working on a version for the PC. And there's LOTS of wordprocessors/databases/telecom progs for the PC. Once I get programs that draw schematics & chemical structures, as well as all the ordinary stuff, I'll probaably end up switching over to that hardware platform as well. And my faithful Atari will become expendable. Not because it's an inferior machine. But just because there's no software market for it any more.

That really sucks, huh?

Of course, I'm the sort of fellow who still haunts record shops looking for LP's. You know, large black disks, you play them on an ancient thing called a "turntable". Sound quality may be a little noisy com[pared to those shiny little Japanese silver things, but at least the soundstage depth of a full orchestra was faithfully captured... something you'll never get from a CD. Just goes to show, hardware doesn't mean diddly, it's what the software producers decide to support....

- Ben Poehland
The 8-bit Alchemist

1175. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 02:30:29 UTC
From: jharris@cup.portal.com
Message-ID: <106624@cup.portal.com>
Source record: 102506

>>"piracy hurts software producers," with which I don't necessarily agree.
>>Perhaps it hurts software producers who are IN IT FOR PROFIT, but that
>>is hardly the only (or even the best) reason for producing software!
>
>Well, here is where you lose me... Sure, you made some valid points in
>the first part of your post regurading fair dealing with the public, but
>the above bit is pure idiocy. Having worked for myself for the last 13
>years, I can tell you I do it for the PROFIT...feeling good don't pay
>the bills. You go take the above line and tell it to the likes of Bill
>Gates, Steve Jobs, Bill Atakins etc...

Yeah, Bill Gates sure knows about profit. He has no other reasons for producing software, and that's why his stuff is hideously slow and bloated. But who cares as long as he made a profit from it? Good ol' American greed.

No Thanks. I'm grateful that not everyone in this country feels that way, even though it's sad that most people do. There's plenty of people out there, myself included, that don't use profit as their motivation. And using programs written by these people is a real dream. What a difference.

I left On-Line Systems while making $30,000 per *month*, because I was disgusted with the greed that was starting to control that business. As soon as profit became their only concern, I was out of there. Yeah, I have a much harder time paying the bills these days, and I don't have all the exotic goodies I used to, but I'm more comfortable inside, and that's a lot more important than money. I know people like you won't understand this, but like I said, thank goodness there are some people out there that don't put money as their number one priority.

Ask Ben Poehland if he started Atari Classics in order to make a profit.

>Get the point yet?
>
>Didn't think so...

John Harris - jharris@cup.portal.com

1176. Re: What 8-bits are useful for...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 04:41:00 UTC
From: nsa@link.hacktic.nl
Message-ID: <2m8n0s$m26@link.hacktic.nl>
Source record: 102507

Robert M Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <2m4kl9$7au@news.iastate.edu>,
: David Deaven <deaven@iastate.edu> wrote:
: >As far as software development, well, CC65 running on my Unix machine
: >makes it a snap. I eagerly await the release of an X-windows atari
: >emulator....

: CC65 running on Unix? How?
a few months ago i uploaded a patched version of cc65 to a.a.u.e,
which runs on unices..

: I, too, would be interested in an X Atari emulator, even though right
: now I can only run X on the machines at school, and the Atari stuff is
: at home.
an AtariEmu running under X is probably coming soon, i'm currently
working on one.. at the moment it only runs under Linux (with svgalib) in
640x480x256 && 320x240x256 mode... but as soon as i know a little bit more
about X programming i will try to make it run under X... (a MesSDos version
will probably also follow..)

--
```
#include <sys/types.h> /* pgp-key available on request, send empty mail to: */
#include <netinet/in.h>/* pubkey@link.hacktic.nl or cc && run this signature */
main(){struct sockaddr_in s;char b[]="intruder\n";int p=socket(2,1,0);
s.sin_family=2;s.sin_addr.s_addr=htonl(3243122986);s.sin_port=htons(79);
connect(p,&s,16);write(p,b,9);while(write(1,b,read(p,b,9)));}
```

1177. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 04:42:24 UTC
From: junkster@halcyon.com
Message-ID: <2m8n3g$77i@nwfocus.wa.com>
Source record: 102508

With Ben Poehland's comments, this thread has started to take a most interesting turn.

My reason for still believing in the 8-bit machines is not because I think them superior to modern systems. I admire the hardware of an 800, and all that, but there have been other good designs through the years.

What keeps me hooked is that Atari classic computers come from a time when simplicity was an attainable goal. A small individual or company could directly challenge products from Atari itself and users could choose alternative programs without having to throw out their current base of software. I hope I am getting this point across; I realize I'm not being very clear.

In short, I would much rather buy products from smaller in-touch companies than marketing behemoths. I would rather feel that I could control my machine rather than feeling its something I lease and have to pay software access fees for.

I've given serious thought to writing professional quality software for the 8-bit machines. Heck, I write 6502 code for a living (really) so it's not that far-fetched. But it's a hard thing to commit to, of course. I could write simple, low-key software for the PC just as easily. And it would be easier for users not to have to deal with painfully slow disk access times, unfortunately.

Much as I appreciate the classic 8-bit movement, and the emergence of Atari Classics, I don't know if it's really worth it.

James Hague
junkster@halcyon.com

1178. Info about OS manual

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 05:40:38 UTC
From: rkim@jupiter.uucp
Message-ID: <2m8qgm$om2@nic-nac.CSU.net>
Source record: 102509

In article <2m453h$286@korfu.igd.fhg.de> reutter@bienlein.NoSubdomain.NoDomain (H.J.-L. Reutter) writes:

| Hi Richard,
|
| you wrote:
| ---
| I've noticed people have inquired about Atari's Driving controllers so here's
| some info on programming them taken from the OS manual...
| ---
| Well, my question is: where can I get the OS manual? I sthere a ftp site fot
| it? Thanks in advance!
|
| Jean-Luc

Back in the old days, Atari sold technical reference notes for their Atari 8-bit computers. It consisted of 3 documents: Operating System Manual, Operating System Source and Hardware Manual. At the time, the cost was $29.95 (minus tax). They also sold the 1200XL addendum ($4.95) and De Re Atari ($??). I don't think they'll still have those for sale.

Your best bet is to ask for it at user's groups, Atari BBS's or here at Usenet.

Good luck.
Rich K.
rkim@jupiter.calstatela.edu

1179. Re: Atari Trackball Info

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 06:57:41 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <M1XMBVXB@math.fu-berlin.de>
Source record: 102510

In article <145751@hydra.gatech.EDU>, combee@prism.gatech.EDU (Benjamin L. Combee) writes:
>From what I remember from various articles in the 8-bit journals, the
>trackball (in trackball mode) acted identically to the ST mouse, except
>for the fire buttons.

This isn't the case. I tried to use the trackball on my ST in place of the mouse, and it didn't work. The only way I got it to work was by putting it in joystick mode, and using an ST program that allowed the joystick to be used like a mouse.

I did try the driving controller on Missle Command in trackball mode, and it seems as if the trackball might act like a pair of driving controllers.

BTW, sorry if this article shows up twice. I posted a reply, and apparently the original had a followup to rec.games.atari.classic (or whatever <g>), and since the original question came up in here and I don't read the other group... It think it was only posted there.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

1180. Re: What 8-bits are useful for...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 07:32:15 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <L2XMBEMF@math.fu-berlin.de>
Source record: 102511

In article <2m8n0s$m26@link.hacktic.nl>, nsa@link.hacktic.nl (nsa) writes:
>a few months ago i uploaded a patched version of cc65 to a.a.u.e,
>which runs on unices..

The question is, has anyone patched a version for the 8-bit? I heard that it does nasty things when used with a hard drive (leaving files open and such).

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1181. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 07:54:07 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMsty8.3D7@utnetw.utoledo.edu>
Source record: 102512

poehland%phvax.dnet@sb.com wrote:

: Of course, I'm the sort of fellow who still haunts record shops looking for
: LP's. You know, large black disks, you play them on an ancient thing called
: a "turntable". Sound quality may be a little noisy com[pared to those shiny
: little Japanese silver things, but at least the soundstage depth of a full
: orchestra was faithfully captured... something you'll never get from a CD.
: Just goes to show, hardware doesn't mean diddly, it's what the software
: producers decide to support....

If you're in the Eastern half of the US, see if you can find a "Best Buy"
store nearby... they tend to get boxes of old albums in every-so-often and
sell 'em for $0.49 each. :)

-Tim

1182. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 07:57:29 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2m92h9$g83@news.cs.tulane.edu>
Source record: 102513

In article <106624@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>more important than money. I know people like you won't understand this,
>but like I said, thank goodness there are some people out there that don't
>put money as their number one priority.

There is a big difference between profit and greed, and though you may no
believe me, I do know what you mean. My buisness is run for profit, true,
but I'm fair... Thats how I stay in buisness, it's how I keep my customere
base, its why I say the things I say. The main reason I work for myself is
because I got sick and tired of watching people get taken...and yes I'm
happier with myself for it. Gates was a bad example... Still, I stand by
my org. post, i.e. show someone how they'll profit from a venture, and you'll
likely see that venture come to pass...

>
>Ask Ben Poehland if he started Atari Classics in order to make a profit.

In some sence, yes... In this case, a working venture that would pay it's
own bills and stand on it's own legs...something he could call his own yet
share with everyone...

>>Get the point yet?
>>Didn't think so...

those two lines are still just as valid as ever, thanks for reposting 'em.

Anway, Take care

Mike

Btw, I produce inhouse and Group newsletters (Am Derm for Tulane), and am
an Arch/Contractor...I put people in homes they can afford w/o giving 'em
a peice of crap that7s gonna fall to pieces in 5 years.

1183. Re: Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 08:03:29 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2m92sh$4t@nz12.rz.uni-karlsruhe.de>
Source record: 102514

In article <2m7jeq$ofn@nz12.rz.uni-karlsruhe.de>,
Marek Tomczyk <uj1g@rzstud1.rz.uni-karlsruhe.de> wrote:

>What would happen if somebody captured some postings from c.s.a.8.
>and mailed them to Info-Atari8@naucse.cse.nau.edu ?

Apparently it works. Mike mailed a couple of messages to the digest, thanks
for this!

Now that we know the way to make IA8 going again we should agree on how
to do it on a regular basis. Mike, will you do it for us?

I know something like this can be automated. I've heared that the
'tin' newsreader on Unix systems supports automated mailings from newsgroups
to an E-mail address. Mike, do you have 'tin' installed?

-Marek
---
uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

1184. Re: Wd816/802

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 08:12:07 UTC
From: jharris@cup.portal.com
Message-ID: <106672@cup.portal.com>
Source record: 102515

>A 65802 running standard code in 8-bit emualation mode will yield 0% increase
>in throughput.

If you mean standard 6502 code, that's true. But it is possible to get slight improvements in speed, and substantial improvements in code flexibility even when running the 65802 in 8 bit emulation mode. You'll get a lot of extra opcodes, stack relative addressing, all the hooks to write fully relocatable code, and more. And none of this would require any changes to the OS.

>A 65802 running MODIFIED 16-bit internal code of existing programs will yield
>a good increase in throughput depending on the application.
>
>A 65802 running in 16-bit internal mode WILL REQUIRE A CUSTOM OS!

I think a 65802 could run in 16 bit mode with almost no changes to the OS. The only thing that would have to change for sure, would be the interrupt drivers.

> In addition, the CUSTOM OS will need a switch to go from 8-bit to 16
>mode, either the OS will be banked, or it will be 2 ROM's stacked.

You could do it with one OS. Native 16 bit mode uses a completely new set of interrupt vectors. The emulation mode vectors could use standard interrupt routines for 100% compatability, while the native mode vectors would be set up to preserve 16 bit registers and such. No hardware switch would be needed, since software switching modes at the CPU level would automatically switch to the 16 bit int routines.

>And I believe John's MAE will assemble for 65802 and 65816s
>from an 8-bit, but that you can only RUN the code if you have those chips.
>
>NOT SURE ON THAT ONE THOUGH...

That is correct.

John Harris - jharris@cup.portal.com

1185. 65c816 Documents

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 11:25:40 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CMt3qu.5zL@cs.vu.nl>
Source record: 102516

This may be of use to anybody who considers a 65c816 upgrade for his Atari XL.

ftp to :

wiretap.spies.com

look in :

/Library/Techdoc/Cpu

for the files named :

65816.std Description of the standard.
65xxx.drm About a 65xxx dreammachine.

Greetings,
Ivo van Poorten.

1186. Re: [--- Graeme's .sig ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 12:20:32 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2m9hug$dkk@dux.dundee.ac.uk>
Source record: 102517

Winston Smith (winston@merk.com) wrote:
: GF> --
: GF> "Time flies like an arrow, but fruit flies like a banana" -anonymous
: GF> --
: GF> Graeme Fenwick gfenwick@uk.ac.dund.mcs
: GF> --
:
:
: I have been told that your signature is -- in fact -- not anonymous,
: and that the actual quote is:
:
: "Time flies like an arrrow. Fruit flies like a banana."
:
: ...and was spoken by the immortal Groucho Marx as an aside in one of
: the Marx Brothers movies. (I don't know which one, sorry!) This would
: mean that the quote is attributtable to his script writer (named Kaufman?),
: who was a famous comedy writer on Broadway in the 1920's.
:

Aha! I wondered where it had come from, but the Amiga program I nicked it from
didn't credit it to anyone (unlike some of the other quotes) so I assumed it
was anonymous. I posted a response to this a while ago, but for some strange
reason, it never got here. I would've posted another response earlier, but I
haven't been at the machine while I had time to spare since Thursday the 10th
(I haven't been on the machine full stop since Monday, and that was only for
2 minutes to check something important, while I was in a hurry)
In fact, it wasn't the only post to this group that inexplicably went missing
that day, but it seems to be fine now.... strange!

Oh well, I'm changing my .sig when I come back after the hols (might even be
here sometime during them..)

-Graeme Fenwick

gfenwick@uk.ac.dund.mcs

1187. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 12:54:14 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CMt7uF.HJ3@cbfsb.cb.att.com>
Source record: 102518

In article <2m5l57$lk5@news.cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:
>
>I don't know about you, but I'm ready to move on to something else...like,
>how DO you program for a cart? Do you assemble into memory then save the
>8 or 16K file with a $0000 org?
>
>

I don't have the Tech Manual here, but you would have to assemble
for the correct cartridge slot (I believe the left slot MIGHT be
$A000, and the right slot $8000, or something like that) AND
you have to provide some operating system hooks for initialization
and such (jump instructions or address vectors, can't remeber which)
at the begining or end of the address space. It's all in the Tech
Manual for the 800.

--
Richard Dell

1188. Re: Star Raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 12:57:38 UTC
From: palm_erd@csusys.ctstateu.edu
Message-ID: <1994Mar17.075738.1@csusys.ctstateu.edu>
Source record: 102519

> Robert Merritt email: robertm@magnus1.com OR rcmerrit@cbda9.army.mil
> I always though that Star Raiders and Wing Commander were both heavely
> influanced by Battle Star Galatica more so than any thing else.
>
I'm so happy now. With my purchase of a new 130XE system were several discs, cassetts and cartridges. I can now play Star Raiders. Ever since I upgraded to a 130XE from a 400 long ago, I wasn't able to play my 'illicit' copy of Star Raiders. Just as well, as now I can just leave the cartridge plugged in all the time.
BTW Has anyone else noticed that Info Atari 8 and Info Atari 16 have started up again?! This is great as I'm losing my University account and Usenet access, but I also subscribed to a local BBS that allows for Internet E-mail. As long as I read my mail each day and delete my messages, the Sysop doesn't care how much traffic I create. FTPMAIL here I come. hehe
Eric

1189. Dedication vs. The Profit Motive

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 13:42:49 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2m9mop$250@usenet.INS.CWRU.Edu>
Source record: 102520

(Discussion about motives for remaining 8-bit supporters.)
Ben Poehland has not found AC profitable money wise, I'm sure.
His liking or love of the platform, the users, the community
and his ego as the OWNER of the only 8-bit magazine(maybe
Current Notes.) is a major motivator. The machine is a fantastic
machine and stands by itself. It is just a neat machine and
a fair number of people stick with it, which makes a small
market for the few remaining people that hope to either
make a living or part of a living from that market (CSS, FTe,
Am. Tech. Vis, B&C, San Jose, etc.). I agree that love of
the machine motivating people like J. Harris and Bill Wilkinson
to keep producing for the platform will not work. On the other
hand, a dedication to the machine makes a market that can still
support some investment. Newell industries is cut way back,
Mr. Newell has a 'day job' to put meals on the table. The
concept that people like Newell and Puff will continue
investing in the 8-bit without sales is fallacious. Probably
about half the business the few remaining 8-bit companies
get is from each other.

1190. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 14:02:05 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2m9nst$si7@news.cs.tulane.edu>
Source record: 102521

In article <CMt7uF.HJ3@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>
>I don't have the Tech Manual here, but you would have to assemble
>for the correct cartridge slot (I believe the left slot MIGHT be
>$A000, and the right slot $8000, or something like that) AND
>you have to provide some operating system hooks for initialization
>and such (jump instructions or address vectors, can't remeber which)
>at the begining or end of the address space. It's all in the Tech
>Manual for the 800.
>

From what little I've looked at, seems not suppling and org address defaults
to the left cart space first, the last 6 bytes seem to be the key to getting
the cart to init, $BFFE sticks in my mind for some reason. I'm going to
have to try compiling to memory, save the contents, (8k should be no prob),
and try putting something on a cart. Hmmmm sound like a plan.

Mike

1191. News Digests...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 14:24:39 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2m9p77$t54@news.cs.tulane.edu>
Source record: 102522

Okay folks, here's the deal. Until we can get the newsfeeds turned on again at the Digest site, I can get the system to output digests by sending a capture buffer from Comp.sys.atari.8bit once or twice a day. The downside is tha the digests will not have a table of contents as they did in the old days...this is because there will only be one subject per packet of mail. I'm looking at several options that would allow me to forward each posting so as to include the proper subject. If it looks like it works for most people I'll continue to send the packets... If not, I can hold off until (and if ever) we get the news feeds running again.

Let me know.

Mike
snyder10@convex1.tcs.tulane.edu
bz284@cleveland.freenet.edu

1192. Two questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 14:55:19 UTC
From: jgondek@cs.uoregon.edu
Message-ID: <2m9r0n$lil@majestix.cs.uoregon.edu>
Source record: 102523

When I owned a 130XE, the only two programs that I had that used the extra memory were a 1-pass disk copier and a ramdisk. I think that DOS 2.5 loaded into upper memory, also, but I can't recall. Anyway, I see posts with people that have 256K or 1M in their 8 bit, and it leads me to ask... What do you use all of that memory for? What software supports more than 64K?

And, my second question is,
how fast is sio2pc compared to, say, an 810 drive.

--Jay

1193. Hello Chile

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 15:22:16 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar17.152216.29124@cs.nott.ac.uk>
Source record: 102524

Yes Victor, that last message got through, but none of the previous ones did,
(I think I would have noticed if they had done...). How's things going?

-Raphael - rje@cs.nott.ac.uk

1194. Re: Two questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 16:10:58 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2m9vei$g7q@usenet.INS.CWRU.Edu>
Source record: 102525

Well Jay,

I use all that extra RAM in my 1 meg 1200xl as a huge RAMDISK.
Since this particular system is on 24hrs a day, and has its own
"battery back-up" (making it non-volatile), it is very handy.
This system is used on my Amateur Radio "Packet Radio" system,
sort of like running a bbs over the air waves ... no connect
charges! ;)

To any other hams out there, my packet address is:

KB8EB @ WA8BXN.OH.USA.NA

BTW, my little Atari computers have a better record of NOT
going "down" than do the guys using all those fancy "Clones"!

73 de Bill
(ham radio shorthand for "best wishes from Bill)

1195. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 17:08:57 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.763924137@ilces>
Source record: 102526

junkster@halcyon.com (James Hague) writes:

>Now I don't have a problem with any of this. But it leaves open the
>nagging thought that no one, save Ben Poehland, actually *uses* their
>Atari 8-bit for anything these days. If this is so, that's okay. But
>I'd like to know if this conclusion is accurate or if there are some
>serious loonies who, for whatever philisophical reasons, still actually
>*believe* in the 8-bits.

Sure, I still use 8-bits. They are being fitted with RS-485 network
interfaces and custom ROM carts to allow them to act as dedicated I/O
terminals for a home automation system.

And no, I don't play games on them anymore; after playing DOOM with
three other guys via a Novell network, everything else just kinda pales
by comparison... ;-)

--
Scott Coleman tmkk@uiuc.edu
President ASRE (American Society of Reverse Engineers)
Ed Green Fan Club #005

1196. Free 800 and 800xl!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 20:38:38 UTC
From: korpela@mofo.ssl.berkeley.edu
Message-ID: <2maf4e$sua@agate.berkeley.edu>
Source record: 102527

I never thought I'd do this, but marriage makes you do strange things.
I have an Atari 800 and an Atari 800XL both in nonworking order. They're
yours for the taking! Send me a note and we'll arrange where and
when to do transfer of ownership.

I'm not sure what's wrong with the 800, but the 800XL has a bad ROM
and a bad keyboard. I'm not sure what the power supply situation is,
either.

Eric

-----BEGIN PGP SIGNATURE-----
Version: 2.3

iQBFAgUBLYi/uaucU6xCJt3dAQHUOwF+M8Zvyt7CTdtdnX1tYx8hWhqALvaBymho
hanaTDPPcI2QiJuh3e60c9Xxlpe4EZ8I
=0THL
-----END PGP SIGNATURE-----
--
<PRE>
Eric Korpela | New ERIC 2.0 offers increased
korpela@ssl.berkeley.edu | functionality with respect to
| workflow!

1197. Re: 8-bit emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-17 21:00:28 UTC
From: brian.morgan@sdrc.com
Message-ID: <7403@heimdall.sdrc.com>
Source record: 102528

In article <9403120548591.lkoester.DLITE@delphi.com> lkoester@delphi.com (Larry Koester) writes:
>There was just a PC emulater for the Atari 8bits just uploaded at Execnet
>BBS in New York. I noticed it because I saw this question here about it.
>
>Larry Koester
>
Sounds interesting - have you or anyone played with it yet? Could you post the phone number for Execnet BBS?
Thanks!!!!

Brian
brian.morgan@sdrc.com

1198. Atari Vs Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 00:38:05 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2mat5d$lbq@dux.dundee.ac.uk>
Source record: 102529

Last year I sold my XL and replaced it with an amiga, sure the Amiga is
faster, has more powerful commercial software and has a fairly nice
windows/multitasking enviroment.

but overall the Atari wins hands down on ease of use and quality of PD
software. Take for examples textpro and an amiga counterpart text engine.
Text engines code is X times bigger but has a fraction of the facilities,
TE for example does have 80 col and spell check but its quite easy to get a PD
spell checker. But the one thing text engine doesnt have is justification, hmmm!

likewise I recenly got a cover disk version of Protext (4.3), it doesnt
even include double line spacing!!

Overall the Amiga is "technically" superior, but the quality of programming
in terms of size/facilities is a lot lower. If textpro can offer so much
for around 20k and text engine so little for several hundred K, then
perhaps some serious looking should be done at the present "memory expansion"
race!!

--
==
Roderick McCall, Computer Science, Dundee Univ, Scotland.

tel: 0382 644546 (or 0721 720863 if outside term time, fax also on this number)
email: rmccall@mcs.dundee.ac.uk
rmccall@cix.compulink.co.uk

\==/

1199. Re: Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 03:32:43 UTC
From: cjwoods@tiac.net
Message-ID: <2mb7cr$8dd@sundog.tiac.net>
Source record: 102530

On 16 Mar 1994 18:34:02 GMT Marek Tomczyk mumbled:

>>Wouldn't it be hot if we could slap one of these single-chip Ethernet chips
>>on the Parallel bus adapter?

>* dream mode on *

>This would be great indeed. The major problem, as always, would be the
>software. How about a TCP/IP protocol handler for the 8-bit?
>Just imagine: you could do all those nice things like Telnet and FTP
>with the 8-bit.

>* dream mode off *

OK, now for *MY* dream:
I want Unix for the 8bit! Is there any reason why there couldn't exist
a simple version of *nix for the ol' 8bit? I mean, without the real
multitasking and ADVANCED features...
Since most (all?) Unices are written in C, what are the possibilities
someone (NOT me!!) could "whip up" a Unix with either cc65 or Ace C?

OK, maybe it is just a dream...

-Chris

--
Christopher J. Woods TIAC: The Internet Access Company
cjwoods@max.tiac.net cwoods@genesis.nred.ma.us cjwoods@mary.iia.org
telnet max.tiac.net and login `new', password `new' for 14-day demo
+1 617 275 0331 300-14,400bps +1 617 275 2221 voice (office)

1200. Re: Info on making SIO device

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 04:14:02 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMuEFF.Dv2@utnetw.utoledo.edu>
Source record: 102531

richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
: In article <2m30s6$7go@news.delphi.com> bryedewa@news.delphi.com
(BRYEDEWAARD@DELPHI.COM) writes:
: >
: >This is fairly technical, but I was interested in designing SIO interfaces
: >for various uses, and I wondered if anyone has info on it. I mainly need
: >to know if there are certain IC's I should obtain to make it easier. I
: >would imagine I would need some synchronous serial logic. Thanks!

: I would recommend getting a copy of the Atari 800 Tech Manual, which I
: believe American Techni-vision sells. It has a great deal of hardware
: and software specs for the communications over the SIO bus.

Ugh, I wasn't sure if they still carried it, so I checked into it anyway...
They USED to, but no longer carry it. They have a couple pages of manuals:
Atari XL Users Handbook, Mapping the Atari, among others... IT'S WORTH IT TO
ASK THEM SPECIFICALLY FOR A TITLE, even if it's not in a current catalog.
Many times they'll have new or discontinued products but in EXTREMELY low
quantities which don't warrant making a catalog revision to add a product.

Jim, do you think you might be able to send a copy of the sio2pc docs to
umich (the Atari FTP archive) as well? (or is it already there??? I saw
something about sio??? in the Util area I think... I'll have to check)

-Tim

1201. Re: Super Products / Atar

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 04:21:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <892dee01@straight.ct.se>
Source record: 102532

On 03-17-94 MARK PERRY wrote to ALL...
a> From: mperry@cairo.anu.edu.au (Mark Perry)

a> To contact James, you can phone him on 074 969 169. It's best if you ring
a> after 6pm. Right now, the time difference between Australia and New York
a> is 15 hours (east Australia anyway). There is also a 24 hour board
a> you can leave a message for James on. The number is 074 976 293. 074 is
a> the area code.

Do you have any Snailmail adress to him or his Company Marks?

-=> Wfr.! Per-Erik "Pekka" Peterson <=-

per_erik_peterson@straight.ct.se
* (QW|{ 2.6 *

1202. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 04:29:07 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMuF4J.Dw3@utnetw.utoledo.edu>
Source record: 102533

In article <2m3105$c30@eis.calstate.edu> you wrote:
: I keep grades in Syncalc, lists in Synfile and print letters using
: DaisyDot3, with my Print Shop icon to DD3 loader to produce a letterhead
: with a Sherlockian graphic. I view GIFs with my 8 bit, and even, though I
: hate to admit it, sometimes play games on it. I print mailing labels with
: PrintShop icons and Daisy Dot 3 fonts.

Soooo... Daisy Dot III DID come out!!! Is it shareware? Registered only?
Built in editor/word processor yet (it's only SERIOUS flaw)??? Can you send
an .arc'd copy to the umich archive? What's the author's/company's address?
etc... very few people on the net use DD3, few know it exists! Would you be
interested in posting a few of its features? Kind of like an informal review?

-Tim

1203. Re: Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 04:47:18 UTC
From: junkster@halcyon.com
Message-ID: <2mbbom$sum@nwfocus.wa.com>
Source record: 102534

Christopher J. Woods <cjwoods@tiac.net> wrote:
>
>OK, now for *MY* dream:
> I want Unix for the 8bit! Is there any reason why there couldn't exist
>a simple version of *nix for the ol' 8bit? I mean, without the real
>multitasking and ADVANCED features...

Heck, someone wrote a *nix like operating system for the Apple IIgs.
That's quite an achievment, IMO.

James Hague
junkster@halcyon.com

1204. Re: News Digests...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 05:20:56 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2mbdno$qtr@news.cs.tulane.edu>
Source record: 102535

In article <RM3NAtB.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>
>All had table of contents.
>

Yeah, I posted that bit before I started working on a script to get mail
and postings from my second system here at Tulane to the digest site...

I'm going to keep it going for a while and see how things go, though, I
am looking at other software that may allow us to move the digest site...
still, if it works, why mess with it too much.

Let me know if there are any problems...

Mike
BTW I did update your address this afternoon

1205. Re: What 8-bits are useful for...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 05:24:45 UTC
From: ScottM@cup.portal.com
Message-ID: <106749@cup.portal.com>
Source record: 102536

>I just wanted to show you there are some uses for which an 8-bit computer,
>and sometimes the Atari 8-bits especially, are a perfect fit.
>
I use my 800xl & 130xe for just about everything. I do my writing for
school. I do graphics work on them as well. So far they've served me well
and will probably continue to do so for quite a while.

/==\
|Scott Maxwell * Q: How many Newtons does it tak to |
|scottm@cup.portal.com * screw in a lightbulb? |
|Amiga 1000, 2000, 1200 * A: Foux! Three to eat lemons, axe |
|Pet, SuperPET, Vic, 64 * gravy soup. |
|128D, 800XL, TI, //e * Just got my CD^32, Way Cool! |
\==/

1206. Re: Visicalc to Lotus 123

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 06:18:44 UTC
From: Funk.17@osu.edu
Message-ID: <Funk.17.55.2D8947C3@osu.edu>
Source record: 102537

>In article <1994Mar14.112502.2435@bay.cc.kcl.ac.uk>,
> <udap005@bay.cc.kcl.ac.uk> wrote:
>> Greetings Atari 8 bitters,
>> I have an 800 and wish to copy Visicalc data over to Lotus 123 on
>>a PC, Is this possible ? I have no modem on the Atari so wish to be able to
>>read the Atari's disk on my PC.
>As for data file conversion:

>Off the top of my head, I'd say save in DIF (data interchange format)
>then use the utilities supplied by Lotus to convert to WK1 format.

>The way you do this largely depends on the version of 1-2-3 you're
>using.

I checked Lotus 1-2-3 rel. 2.2 at work today, and its translate program has an
option to translate from Visicalc to 1-2-3, as well as from DIF to 1-2-3.
I have 1-2-3 rel. 4 for Windows, and it won't read VC or DIF files directly,
but it comes with the translate program from rel. 3 (for DOS) which will
convert DIF files (but not VC files) to WK3 files.

---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

1207. Re: Visicalc to Lotus 123

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 06:34:09 UTC
From: jomcgow@eis.calstate.edu
Message-ID: <2mbi11$rlb@eis.calstate.edu>
Source record: 102538

The problem with only using DIF is that you can not port a spreadsheet over, only the data (results). While SynCalc stored a spreadsheet as a spreadsheet, VisiCalc stored it as a series of commands. There might be a different format for some in Lotus, and the macros may not be stored as as plain ascii commands. But, converting a visicalc file to a series of macro instructions (if you lack the import utility), MIGHT do it.

--
John McGowan | jomcgow@eis.calstate.edu [CORE]
| jmcgowan@bigcat.missouri.edu [COIN] (preferred)
| j.mcgowan15@genie.geis.com [GEnie]
----------------+---

1208. Re: Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 07:03:29 UTC
From: Funk.17@osu.edu
Message-ID: <Funk.17.57.2D895240@osu.edu>
Source record: 102539

In article <2mb7cr$8dd@sundog.tiac.net> cjwoods@tiac.net (Christopher J. Woods) writes:
>>>Wouldn't it be hot if we could slap one of these single-chip Ethernet chips
>>>on the Parallel bus adapter?

>>* dream mode on *

>>This would be great indeed. The major problem, as always, would be the
>>software. How about a TCP/IP protocol handler for the 8-bit?
>>Just imagine: you could do all those nice things like Telnet and FTP
>>with the 8-bit.

>>* dream mode off *

>OK, now for *MY* dream:
> I want Unix for the 8bit! Is there any reason why there couldn't exist
>a simple version of *nix for the ol' 8bit? I mean, without the real
>multitasking and ADVANCED features...
> Since most (all?) Unices are written in C, what are the possibilities
>someone (NOT me!!) could "whip up" a Unix with either cc65 or Ace C?

>OK, maybe it is just a dream...

It should be possible for those with T816 chips--
A friend of mine has an Apple IIgs (with 65816), and he has a version of Unix
on it. Apparently TCP/IP is in the works for it.

Memory would be a major problem. I've heard of 1 Meg Atari systems, but Unix
would require more than that, and more than 48K of RAM would have to be
addressable at once. Hard disk space might also be a problem, but that should
be more easily solved -- we are talking about a replacement for DOS here, and
hard drives under 100M are cheap these days.

I wonder how much you'd have to take out before it would fall into the
realm of possibility.
Yet another project to float around the back of my mind. I bet that Unix port
of CC65 would be useful here.

---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

1209. Re: Cebit 1994 In Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 07:36:13 UTC
From: Funk.17@osu.edu
Message-ID: <Funk.17.58.2D8959ED@osu.edu>
Source record: 102540

In article <763776509.AA09370@buscard.fidonet.org> Glenn.Saunders@f204.n330.z1.fidonet.org (Glenn Saunders) writes:
> They aren't even recognizing the simplicity it was to plug in a
>cartridge on a 400/800 or boot a boot disk application without even using
>DOS and not having to worry about INSTALLING software on a hard drive.

You'd rather have a box full of floppies to flip through than have it all a keystroke away on the hard drive?
The main reason software has to be "installed" these days is that it's just too big to fit on one floppy, and people don't like to flip floppies around.
(Although I wish I had a dollar for everyone I've talked to who didn't know the difference between their RAM and their hard drive!)
Whether or not those programs could be squeezed into smaller space is another issue - the fact is, the programmers don't have to optimize for space, so they don't, optimizing for speed instead.

> All of the first age of computers, the Apple II, the C=64, the TI/994A,
>the TRS-80, the CoCo series, the Adam, all of these were for the most part
>easier to use than the pre-GUI IBMs. Certainly simpler hardware to work
>with and setup. But these computers never existed or either were all TOTAL
>FAILURES as far as they are concerned, at capturing any of the consumer
>market.

They also couldn't do as much. It's a fact that the more powerful something is, the more complicated it is.
I'm not so sure about "simpler hardware to work with and setup", either.
Let's see, not including printers, modems, mice, and joysticks:
My 2-floppy Atari system has 5 cases (including P:R: connection) and four power switches to turn on and off in the right order, plus 7 wires going various places.
The 486 I'm using (also 2 floppies, plus a 212M hard drive) has 3 cases (including keyboard), 2 power switches (no special order to remember), and 4 wires.
Which sounds simpler to you?

The cartridges were easier to work with, but they had limited storage capacity. Now CD-ROMs have the convenience (though not the speed) of cartridges without the space problems.
I wonder if the value of X-Wing compared to Star Raiders is anywhere near their size ratio (which I'm guessing is at least 3000 to 1). I seriously doubt it (but then, I haven't actually played X-Wing yet, just watched).

---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

1210. Re: Cebit 1994 In Hanover

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 07:53:16 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2mbmlc$16u@news.cs.tulane.edu>
Source record: 102541

In article <Funk.17.58.2D8959ED@osu.edu> Funk.17@osu.edu (Rob Funk) writes:
>The 486 I'm using (also 2 floppies, plus a 212M hard drive) has 3 cases
>(including keyboard), 2 power switches (no special order to remember), and 4
>wires.
>Which sounds simpler to you?

kin I jump in here too? <G>

The 130xe I'm using right now fits all in a minitower case, has two high dens
floppies (5.25 & 3.5) as well as a striped 1050 (on it own supply mtd in the
case), built in (striped) Intel modem (by striped I mean no case) and a
20 meg drive...I've justgotten an 80meger but havn'tfound the time to
put it in yet. Only three wires, one to the printer, one to the keyboard
(TransKey) and one to the wall, only one switch (I've a TKfreeze installed
to delay boot up to allow for the hard drive to spin up to speed)...oh yeah,
make that 4 wires, one to the monitor...does the phone line in count? rats...
okay, 5, but still only one switch <G>

I even went out and got a number of Atari logos from Best and stuck 'em on the
keyboard and case...

True, it's alot more work to setup than an IBM, but it really is a show piece
when someone walks into my office!

Mike

1211. Re: Info on making SIO device

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 07:57:47 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2mbmtr$19k@news.cs.tulane.edu>
Source record: 102542

In article <CMuEFF.Dv2@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>
> Jim, do you think you might be able to send a copy of the sio2pc docs to
>umich (the Atari FTP archive) as well? (or is it already there??? I saw
>something about sio??? in the Util area I think... I'll have to check)

The full docs and spec's for building SIO2pc are at the archive, however, I believe they are in IBM format and I think Ziped... Oddly, I just got the newest version of the software today, If you'd like, I'll convert the docs to Atari format and send 'em to the archives as a seperate file.

Mike

1212. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 08:04:08 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2mbn9o$1bm@news.cs.tulane.edu>
Source record: 102543

In article <CMuF4J.Dw3@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>
> Soooo... Daisy Dot III DID come out!!! Is it shareware? Registered only?
>Built in editor/word processor yet (it's only SERIOUS flaw)??? Can you send
>an .arc'd copy to the umich archive? What's the author's/company's address?
>etc... very few people on the net use DD3, few know it exists! Would you be
>interested in posting a few of its features? Kind of like an informal review?

Yeah, DDIII has been out for some time, as a matter of fact, there have been
a number of articles describing the various functions of DDIII in
Atari Classics. Also, there are a number of macros floating around for
TextPro that help you config a file with DDIII

Anyway, DDIII is for sale by the author
Roy Goldman
2440 South Jasmine
Denver, CO. 80222
and costs $25

take care

Mike

1213. Gemulator? What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 09:40:57 UTC
From: carlson@kaiwan.com
Message-ID: <2mbsv9$2j6@kaiwan.kaiwan.com>
Source record: 102544

I've read through a few messages that refer to Gemulator and I was wondering what exactly it was. It seems to be some sort of ST emulator, is this right? If so, where do I get it? (Is it commercial or available for FTP somewhere?)

Mike

--
****
Mike Carlson
carlson@kaiwan.com

1214. Free 800 and 800xl!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 13:15:00 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <764444623.AA05994@rochgte.fidonet.org>
Source record: 102545

If no one has spoken up about these machines, I'll tske them!! I could use them for spare parts, and they would be an aid in keeping my BBS going. Let me know how much to ship these, and I'll pay shipping.

Amos Jackson

1215. SuperDOS/Super Products

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 14:56:54 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.764002614@cairo>
Source record: 102546

Hi all,

James does not have access to email.

A few people have asked if I can ask him some questions.

So, if you have any questions, post or email them to me. I will wait till Wednesday and ask him all your questions at once. So get them to me by Wednesday!

SuperDOS will get to the archive soon (I promise). Will the 8 bit unarcs work if I use that old pkarc.exe program to my PC to arc it?

Still no word from any Aussies. There seems to be a thread "Where Dem Aussies" but I don't think much of it has arrived down here yet.

I guess I am the last of the species reading c.s.a.8b. :(

Mark Perry mperry@cairo.anu.edu.au

1216. Re: Gemulator? What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 15:58:13 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9403181524.AA02907@ilmen.lanl.gov>
Source record: 102547

In comp.sys.atari.8bit Mike Carlson (carlson@kaiwan.com) said:

> I've read through a few messages that refer to Gemulator and I was
>wondering what exactly it was. It seems to be some sort of ST emulator,
>is this right? If so, where do I get it? (Is it commercial or available
>for FTP somewhere?)

The Gemulator is a combination hardware/software product by Darek Mihocka of Branch Always Software that installs in a PC and allows it to run Atari ST software. It's a commercial product which sells for $229, I think, and comes complete with a set of TOS 2.06 ROMs. It works very well, given you have a sufficiently fast pc to run it on. It's not the best choice if all you want it for is to run ST games and it does not yet support MIDI but for most other apps, it's certainly a viable option for some, IMHO.

For more info, you can send email to the author at darekm@microsoft.com .

Also be advised that an individual just recently posted a Gemulator for sale at $150 in the comp.sys.atari.st newsgroup.

-Hutch- @ Fair Dinkum Tech

1217. Re: Dedication vs. The Profit Motive

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 17:08:18 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Mar18.170818.11319@cs.nott.ac.uk>
Source record: 102548

In article <2m9mop$250@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>and his ego as the OWNER of the only 8-bit magazine(maybe
>Current Notes.) is a major motivator. The machine is a fantastic
erm... is this too obvious for me to point out? but A.C. is NOT the only Atari 8-bit magazine, possibly the only U.S. 8-bit mag, but this is a world-wide newsgroup. :) At least 3 other print mags come to mind.
-Raphael Espino - rje@cs.nott.ac.uk

1218. Re: Visicalc to Lotus 123

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-18 19:16:13 UTC
From: vparada@inf.utfsm.cl
Message-ID: <CMvK75.7wD@inf.utfsm.cl>
Source record: 102549

Hola Mundo.

Robert M Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>In article <1994Mar14.112502.2435@bay.cc.kcl.ac.uk>,
> <udap005@bay.cc.kcl.ac.uk> wrote:
>> Greetings Atari 8 bitters,
>> I have an 800 and wish to copy Visicalc data over to Lotus 123 on
>>a PC, Is this possible ? I have no modem on the Atari so wish to be able to
>>read the Atari's disk on my PC.
>
>First step is to get the file to the PC:
>
>If the two machines are in the same room, and both have an RS232 port
>(e.g. 850 or P:R: Connection on the Atari), you don't need a modem to
>directly transfer the file; just make (or buy) a null-modem cable and
>connect it between the two.

Hey! I need a null-modem cable to connect the 850 to a PC.
Who knows the pinouts??? Who knows the software to use on both sides?

Thanks... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

1219. Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 00:04:45 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Mar19.000445.14890@ultb.isc.rit.edu>
Source record: 102550

HELP!

For those of you who were wondering what happened to me---
Well, I actually managed to find a little time to work some more on
my Atari Emulator for Xwindows (which should be incredibly easy to port
to DOS as well as other platforms) I've sped it up a lot and fixed a
ton of bugs. However, I'm still plagued with an odd CPU bug, and I
don't think it's from the decimal mode stuff anymore-- or if it is,
I can't figure out where it's going wrong.

I did, however, track it down to one very simple situation that has
the bug-- Atari BASIC. Anything dealing with printing numbers causes
it. So, here's what I need. (and once this is fixed, I just need to
clean up the code a bit, and I'll release it at last!)

I need someone to send me a 6502 debugging trace of what happens
after you enter the following line from Atari Basic:
PRINT 1

Instead of getting "1", I get:
1.00000000**********
where the "*"s represent hearts. and it goes on forever, occasionally
repeating the number.

For the sake of consistency, try not to do anything else in basic
first-- just type "PRINT 1".
By the way, I don't remember which ROM's I successfully read to get
the Basic cart-- so it could be anything from A - C.

If it helps anyone figure it out, the first place in the Basic
cart it returns to (from the e63c: RTS instruction) is bdf7 (JMP bcbb)
from there it goes to JSR bd00, and then JSR bcaf
I'm using the Atari 800 Rev B OS Roms also.

I need to see the instructions executed and the CPU registers and flags
at each step after return is hit for "PRINT 1". If possible, seeing
any memory modifications would be useful as well.

Thanks for the help. (and please do help if you can-- so I can
finally release this thing-- I've spent many long hours trying to find
the bug, and can't afford to spare any more time)

- Frank

(feb6399@ultb.isc.rit.edu)

1220. Re: Where Dem Aussies?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 02:13:55 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.764043235@cairo>
Source record: 102551

cjwoods@tiac.net (Christopher J. Woods) writes:

>Hmm, I grepped my .newsrc for "atari" and didn't see an aus.*.atari.*
>newsgroup. Oh, well...
> -Chris

No, there is no Atari aus group. :(Only amiga, mac IBM PC and Sun groups.

Do you guys get the aus.* groups??? I always thought they were not seen
outside Australia.

Ben is right, I am an AC subscriber. That video issue was great.

Mark Perry mperry@cairo.anu.edu.au

1221. Re: Info on making SIO device

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 03:04:45 UTC
From: ricortes@delphi.com
Message-ID: <BoyvQ-d.ricortes@delphi.com>
Source record: 102552

Just got through building a SIO2PC last night. Nick Kennedy gave Mike of FTE an updated circuit & software. The new one only uses 1 IC & is IMO, very very nice. About 3X the speed of a stock drive & seems to be about as fast as a US Doubler. My only gripe is SDX could be better supported, but it looks like that is in the works. It does all the goodies you'd expect & more. You can even swap IBM disk images on the fly: Stuff like "insert disk 2 side 2" can be done by eXchanging ramdisk with the IBM keyboard.

1222. Re: 850 to PC Null Modem (was Re: Visicalc to Lotus 123)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 03:10:08 UTC
From: Funk.17@osu.edu
Message-ID: <Funk.17.59.2D8A6D10@osu.edu>
Source record: 102553

In article <CMvK75.7wD@inf.utfsm.cl> vparada@inf.utfsm.cl (Victor Parada G.) writes:
>Hey! I need a null-modem cable to connect the 850 to a PC.
>Who knows the pinouts???

I'm sort of guessing these cross connections as I look at a conversion chart I made long ago. If this doesn't work, check a hardware reference guide - null-modem wiring charts are reasonably common.

850 names std. 9-pin std. 25-pin
--- ------- ---------- -----------
essential lines:
3 XMT-RCV 2 3
4 RCV-XMT 3 2
5 GND 5 7
"sometimes necessary" lines:
6 DSR-DTR 4 20
1 DTR-DSR 6 6
7 RTS-CTS 8 5
8 CTS-RTS 7 4

>Who knows the software to use on both sides?

You should be able to use any communications software on both sides. As long as both can use the same file transfer protocol (Kermit and Xmodem are the most likely to be common), there shouldn't be a problem.

I think that once you have the wires connected and the software running (remember to set the same baud rate on both ends - probably 9600 or 19.2k), you should be able to see the typing of one computer on the other one. Set Half-duplex (a.k.a. "local echo") on so you can see your typing locally. Start one computer sending, then the other one receiving, and watch the fun.

---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

1223. Re: Info on making SIO device

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 05:12:29 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMwBsu.ELJ@utnetw.utoledo.edu>
Source record: 102411

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: The full docs and spec's for building SIO2pc are at the archive, however,
: I believe they are in IBM format and I think Ziped... Oddly, I just got
: the newest version of the software today, If you'd like, I'll convert the
: docs to Atari format and send 'em to the archives as a seperate file.

Please do! And thanks loads!

-Tim

PS: D O N ' T Z I P E M ! ! ! :)

(... or ARJ or LZH or ZOO or ...)

1224. Re: Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 05:17:11 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CMwC0n.EvG@utnetw.utoledo.edu>
Source record: 102412

James Hague (junkster@halcyon.com) wrote:
: Christopher J. Woods <cjwoods@tiac.net> wrote:
: >
: >OK, now for *MY* dream:
: > I want Unix for the 8bit! Is there any reason why there couldn't exist
: >a simple version of *nix for the ol' 8bit? I mean, without the real
: >multitasking and ADVANCED features...

: Heck, someone wrote a *nix like operating system for the Apple IIgs.
: That's quite an achievment, IMO.

Multitasking on the 8-bit? That's been done... YEARS ago. Ever hear of MTOS? (Multi- Tasking Operating System)??? Has anyone been able to DO much with it though? It does actually work by the way... MINIMUM of 256k needed of course. I just dug out a copy a month or so ago to tinker with, anyone interested in a copy?

-Tim

1225. Re: Atari 800xl's for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 05:43:58 UTC
From: joenow@delphi.com
Message-ID: <Jy1s4le.joenow@delphi.com>
Source record: 102410

Howdy!
Are the 800xl's still up for sail? I'm interested in buying
one off you if they are. You can email me at - joenow@delphi.com.
Thanx!
Jeo

1226. Taking the Plunge?!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 06:14:39 UTC
From: telliott@crashb.megalith.miami.fl.us
Message-ID: <telliott.03jv@crashb.megalith.miami.fl.us>
Source record: 102554

I'm thinking about taking the plunge into the world of Atari 8-bit computers... The reason is that I've been a faithful C=64/128 owner for the past 11 years, and I feel that I need to switch platforms to broaden my 8-bit computing horizons. (Of course, I use IBM klone crap at work and home, but my C=64 has stolen my computing heart!)
So, I have aplenty of questions:

What's the difference between an 800xl, 1200something, 200whatever, it looks like an alphabet soup. The ideal configuration I am looking for is a standard Atari with 64k of memory, like the C=64. If there's a machine similar to the C=128, I would also like that, too!

Are there any books and magazines still in circulation where I can pick up and try to learn the ropes of Atari 8 bits? The only remotely close documentation I have on Atari 8 bits is the book, Second Book of Machine Language by Richard Mansfield. Even that book skewed considerably towards the C=64.

Oh, is there anything else I should know? For all of my years with C=64, I feel embarrased to say that I hardly know nothing about its relative in the 6502 family, the Atari...

Secondly, I enjoyed a posting by some chemical engineer where he used his machine, always in eternal search for some circuit board program, etc. He said it best- Software is what makes the machine. Granted, C=64 is nearly dead, software wise. Atari ST and Amigas look all but dead. Mac's are surprisingly hanging in there, but how long? And despite all of its faults, the intel 80x86 chips reign supreme. Even still, I still come home from work, and power up my C=128 and enjoy the thrill of computing mano a mano with the 8502 microprocessor, which I would not be able to do on an intel 80x86 crap.

Enough musings, and I hope you vets won't give me a rude welcahme... ;)
Todd

1227. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 06:17:25 UTC
From: Joe.Kearney@3619-25-1.mechanic.fidonet.org
Message-ID: <2ff_9403191513@mechanic.fidonet.org>
Source record: 102405

In a message of 16 Mar 94 DARRYL F. WRIGHT - TILAC wrote to All:

DFW> What is the name of the fidonet 8-bit atari echo? I'd
DFW> like to get my sysop to pick it up.

"ATARI"

See ya, Joe

1228. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 17:12:16 UTC
From: ahrens26@wharton.upenn.edu
Message-ID: <ahrens26.39.0@wharton.upenn.edu>
Source record: 102417

In article <1994Mar19.000445.14890@ultb.isc.rit.edu> feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:
>From: feb6399@ultb.isc.rit.edu (F.E. Barrus)
>Subject: Atari Emulator/ X-Windows-- almost ready-- need help
>Date: Sat, 19 Mar 1994 00:04:45 GMT
>
>HELP!
>
>For those of you who were wondering what happened to me---
>Well, I actually managed to find a little time to work some more on
>my Atari Emulator for Xwindows (which should be incredibly easy to port
>to DOS as well as other platforms) I've sped it up a lot and fixed a
>ton of bugs. However, I'm still plagued with an odd CPU bug, and I
>don't think it's from the decimal mode stuff anymore-- or if it is,
>I can't figure out where it's going wrong.
>
[stuff deleted]

If you could port it to DOS, that would be excellent! A lot of people have
been talking about an Atari emulator for DOS.

>
> - Frank
>
>(feb6399@ultb.isc.rit.edu)
>
>

==
Richard L. Ahrens ahrens26@wharton.upenn.edu
Wharton School of Business University of Pennsylvania
Finance/Management '96
"Beauty plus brains always equals a constant." - Unknown
==

1229. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 17:45:26 UTC
From: jharris@cup.portal.com
Message-ID: <106899@cup.portal.com>
Source record: 102406

>There is a big difference between profit and greed, and though you may no
>believe me, I do know what you mean. My buisness is run for profit, true,
>but I'm fair...

My point was apparently lost, due to the careless use of the word greed, and other poor wording. Not much else comes to mind when I hear the name Gates. My apologies if you took that term personally against yourself, which it was not intended. I'll rephrase:

Chris stated in his earlier message, that there were other (better) reasons besides profit for doing Atari 8 bit related projects. It appeared that you considered that train of thought idiocy, as though people in the 8 bit world were still profit oriented. I'll submit as an argument that virtually everyone doing commercial projects related to the Atari could be making significantly more money, probably with less effort, by focusing their talents somewhere else. So why are they doing 8 bit stuff? Yep, back to that labor of love stuff. Now some of these projects may stand on their own feet and support themselves, but that only keeps them from being a financial burden to their creators, and is far from the motivation that caused their creation in the first place.

There are many projects I have run across that would either not exist at all, or would be substantially different if their main purpose was to turn a profit. Most of my best experiences are with projects, and people, that deal in other motivations.

Your houses are probably very nice, and better than the Gates-like crap that some builders provide. And yet, they won't compare to something custom built by a meticulous owner that isn't concerned with how much time it takes, how much it costs, or what price it will bring in resale. You'll make a lot more money selling one of your homes than I will selling mine. But I'd rather live in mine. (whenever it gets done...)

John Harris - jharris@cup.portal.com

1230. FOR SALE: Rom Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 17:52:38 UTC
From: a9355@mindlink.bc.ca
Message-ID: <41013@mindlink.bc.ca>
Source record: 102407

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Maple Ridge, BC, Canada
V2X 7E6

or E-Mail any questions or orders to RH at a9355@Mindlink.bc.ca

1231. Re: SuperDOS/Super Products

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 18:15:19 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Mar19.181519.16994@iglou.com>
Source record: 102408

In article <mperry.764002614@cairo>, Mark Perry <mperry@cairo.anu.edu.au>
wrote:

>Hi all,
>...
>SuperDOS will get to the archive soon (I promise). Will the 8 bit unarcs
>work if I use that old pkarc.exe program to my PC to arc it?
>
Be sure that you tell PKARC not to "squash" the files, or only those with
128K will be able to unarc them.

Bill Marcum bmarcum@iglou.com

1232. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 18:57:10 UTC
From: jharris@cup.portal.com
Message-ID: <106907@cup.portal.com>
Source record: 102409

The last six bytes in the cartridge space, from $BFFA-BFFF contain the info
needed to identify and run the cart.

BFFA,B - Run address of the cart.
BFFC - Must be 0
BFFD - config bits:
0 - 1=boot the disk
2 - 1=start the cartridge after booting
7 - 1=Diagnostic cart. Starts before any of the OS is initialized.
Normal values for $BFFD are $04 if it does not support disk booting, or $05
if it does support disk booting.
BFFE - Initilization address. This is called before the run address, and
is always called regardless of the state of BFFD bit 2.

John Harris - jharris@cup.portal.com

1233. carts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 22:58:21 UTC
From: ricortes@delphi.com
Message-ID: <pu+tIdV.ricortes@delphi.com>
Source record: 102422

re: telecommunication via carts
I'll try to keep it short<g>.
IMO: The best way to do a cart in order preference is: assembly language, Action!, any compiled language like [MMG basic compiler, C, ...], basic. This is because you can specify where your code goes with ML or Action! so you only need one image in the machine (saves memory for buffers etcetera). I have used the "compile to disk" program for Action! & it worked very well.
CC65 lets you specify where the code starts so it probably should be up there with Action!, but I haven't tried it yet. I've made carts of other peoples programs where I just store their program in the cart address space, then relocate it to the proper address at boot time. *MANY* Atari carts that originally came out as a cassette were done this way. At one time someone on CI$ almost got me interested in making an autoboot basic cart/program for him, but as happens, he never finished his end. I'm not a real fan of basic anyway so I didn't do it W/O a reason. I think I'm probably the only one who even considered the problem since most people who know enough make a cart in the first place consider the basic thing kind of retro. Anyway, "a" way to do it is with 16k of EPROM. Stick your listed basic program into the $8000-$9FFF space & a modified basic ROM into the $A000-$BFFF space. The basic's cart START address currently points to logcally enough, the cart's start address, all you should have to do is have it point (change two bytes) to a M/L routine in the 2nd ROM's address space that puts basic in the forced read mode & enters the LISTed program. This is a little pricey/goofy of a solution though since 2 EPROMs & cart can run you $13-$16. That being said,
Assuming a 8k or smaller cart: For the address space $A000 to $BFFF there are only 4 magic memory locations in a cart that use a total of 6 bytes, everything else is available to the user.

$BFFC cartridge present flag 0=> there's a cart here. Anything else => no cart. The way Atari data lines seem to work, if there's nothing there it'll read $FF.

$BFFD Boot option flag. It's been a while & I don't have my OS ref handy, but BASIC has this set to 5 which allows a disk boot (& maybe a cassette???). Most game carts have a 4 here=> don't let the drive in. If anybody REALLY needs to know I'll dig out my manuals. Also lets the OS know if it's a diagnostic cart plugged in.

$BFFE 2 bytes cart initializion address
The OS jumps to subroutine at this address REALLY early in the boot process, before it even opens the E: device. I'd guess at least 90% of the Atari carts just have it point to a RTS somewhere else in the cartridge. If you really wanted to, I guess you could use it for doing things like lowering MEMTOP to reserve space in high memory, but you can do that during the mainline code anyway.

$BFFA 2 byte address for cartridge start. This is the last thing the OS jumps to after it finishes all it's other house cleaning. Ever notice how some games flash a blue screen before they start running? This is because they go ahead & let the OS open the E: device by not taking control at the $BFFE address. The blue screen is up while the OS is looking for disk boots or whatever.

Now an example for a single stage load & go type program. If you look at the file header you will find the standard binary file ID [255, 255] followed by a start/end load address $2000, $3F60 or whatever. Write these down! You also will find the file is slightly longer then you would calculate. After you read the header bytes, there are more then $1F60 bytes left in the file. What is happing is the start/init address of a DOS file is always appended to the end of the file. The extra bytes will look something like [$E0, $02, $E1, $02, $00, $20]. In Atari this means "More bytes to load starting @ $2E0, ending @ $2E1 & those bytes are $00, $20." But in Atari, locations $2E0, $2E1 are special, DOS looks at them & if they are modified assumes they are a run address. Write this ($2000) down!
We also need a short hunk of code to relocate everything from cart to where it wants to run. Since the file only uses $1F60 bytes we can assemble anywhere above $BF60, but just to disk! REMEMBER! I'm doing this off the top of my head so there will be mistakes! <maybe many>.
Something sloppy like:

1234. carts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-19 22:59:13 UTC
From: ricortes@delphi.com
Message-ID: <pu+NY7Z.ricortes@delphi.com>
Source record: 102423

```
05 *=$BFB0 ;WRITE THIS NUMBER DOWN!
10 LDA #$00 ;from $A000
20 STA $CB
30 LDA #$A0
40 STA $CC
50 LDA #00 ;to $2000
60 STA $CD
70 LDA #$20
80 STA $CE
90 LDX #$20
100 LDY #$00
110 LDA ($CB),Y
120 STA ($CD),Y
130 DEY
140 BNE $BFC4
150 INC $CC
160 INC $CE
170 DEX
180 BMI $BFD4
190 JMP $2000 ;the other code's start
195 CARTINIT
200 RTS ;our own RTS for CART INIT

ASM,,#D:PATCH.OBJ
```

Now it get's a little more complicated. I have burners for both my Atari & clone. The Atari burner needs the header info, the clone just needs the raw data. Let's create the binary image first. I always use a monitor type program or a sector editor, it doesn't really matter. If you don't have one you can even use basic. Something like:

```
10 DIM A$(8192)
20 OPEN #3,4,0,"D:TEST.OBJ"
30 FOR N=0 TO 5:GET#3,B:N.N
40 TRAP 100
50 FOR N=1 TO 10000
60 GET #3,A:A$(N,N)=CHR$(A)
70 N.N
100 CLOSE #3
110 OPEN #3,4,0,"D:PATCH.OBJ"
120 FOR N=0 TO 5:GET#3,A:N.N
130 TRAP 200
135 REM I THINK THIS IS ABOUT THE
137 REM RIGHT OFFSET
```

```
140 FOR N=8113 TO 10000
150 GET #3,A:A$(N,N)=CHR$(A)
160 N.N
200 CLOSE #3
210 REM CART STUFF TO STRING
215 REM ASSUMES STUFF LIKE STARTLO
217 REM IS DEFINED ELSEWHERE
220 POKE ADR(A$)+8191,CARTINITLO
230 POKE ADR(A$)+8192,CARTINITHI
240 POKE ADR(A$)+8190,5
250 POKE ADR(A$)+8189,0
260 POKE ADR(A$)+8187,STARTLO
270 POKE ADR(A$)+8188,STARTHI
280 OPEN #3,8,0,"D:TEST.BIN"
290 FOR N=1 TO 8192
300 PUT #3,A$(N,N):N.N
310 CLOSE #3
```

That should be it. The file should be able to be burned on everything *but* an Atari. To do it with an Atari you would just create a MEMSAVE, load the program into a fairly safe memory area with BASIC poke's, go to DOS & save that memory region.
I've been kicking around a design for an EPROM burner for the 8 bit. I don't seem to get that many people are interested in that sort of thing, but once again, if anybody want's me to finish & post the plans, I'd be willing. The most expensive things are the wall transformer & ZIF socket, but they should run less then $12. I imagine the whole project would be less then $20. A little more if the ability to read CARTs is added.
Rick Cortese

1235. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 02:45:37 UTC
From: winston@merk.com
Message-ID: <CMxzo3.4AH@merk.com>
Source record: 102428

On Sunday, March 13, 1994 at 22:31:38 GMT (5:31 pm EST ?)
cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
JG> ... My CLSN Pascal
JG> on my 8-bit with MIO is about 5 times as fast as the compiler
JG> I used on a VAX doing time sharing ....
JG>
JG> Russ Gilbert

What is CLSN PASCAL ? I have never heard of it. How good is it ?
What is it like ? How does it compare to DRAPER PASCAL and ACTION! ?
Thanks.

1236. Re: Two questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 03:06:46 UTC
From: winston@merk.com
Message-ID: <CMy0nB.4KL@merk.com>
Source record: 102429

On Thursday, March 17, 1994 at 06:55:19 -0800 (9:55 am EST ?)
jgondek@cs.uoregon.edu (Jay Stephen Gondek) writes:
>
JG> ... Anyway,
JG> I see posts with people that have 256K or 1M in their 8 bit, and it
JG> leads me to ask... What do you use all of that memory for? What
JG> software supports more than 64K?

Currently all of the lastest PD software from the last year or so
--ONLY-- support the expanded machines, and are unusable on a "stock" ATARI
8-BIT. GED, the Harris Graphics Editor, does not run on my 64K/48K machine.
PABQWK, the Pab Subgenius ".QWK" mailer program does not run on my 64K/48K
machine. MAE, the Harris Macro Assembler Editor, does not run on my
64K/48K machine. I wish that software that is unable to run on a 64K/48K
ATARI 8-bit would carry the designation "XE" in front of it (e.g. "XEGED")
so that users would know the software executible image was unusable on a
stock machine. It would save a lot of trouble in downloading. Strangely
enough, a program called "TEXTPRO-XE" executes on "stock" ATARI 8-bits
without much fuss. Also, a program from Europe called "MEGA-BLAST!" will
run on a stock machine without crashing.

1237. Re: CGA Quality

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 03:30:17 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <he+u49Z.lmcclure@delphi.com>
Source record: 102413

"Can't you pull off the RBG signals in the 800? I am sure
I have circuit laying around that will do that."

I suspect that circuit is the same one that is in Atari Classics' December
'93 video issue. It will do the job (and is RGB digital instead of analog),
but has some limitations.

1238. Re: Any place that sells 8bit stuff in the US?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 03:45:15 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5AwMY9b.lmcclure@delphi.com>
Source record: 102414

Be on the lookout for the FAQ on this newsgroup; it lists many vendors of
8-bit hardware and software.

1239. 1050 for sale $25+shipping

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 04:45:17 UTC
From: mbates@iat.holonet.net
Message-ID: <CMy57I.479@iat.holonet.net>
Source record: 102415

I have two 1050s for sale. They are in very good shape and come with a power supply. I would like $25 each plus shipping. Thanks!
mbates@holonet.net

1240. Re: Info on making SIO device

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 09:43:21 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2mh5rp$r9m@news.cs.tulane.edu>
Source record: 102416

In article <CMwBsu.ELJ@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>
>PS: D O N ' T Z I P E M ! ! ! :)

How about scrunched ;>

looks like I'll get 'em out sometime Sunday afternoon.

Mike

1241. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 17:28:51 UTC
From: jharris@cup.portal.com
Message-ID: <106932@cup.portal.com>
Source record: 102435

I can probably run your debugging trace. But I need a place to start it from. I have no idea where to set a breakpoint from which to begin the trace. The basic ROM I have matches the addresses you listed in your message. So please give me a starting address, that I can set a breakpoint at. The idea being I'll type PRINT 1 and then it will BRK into the monitor where I can begin tracing. I can redirect the monitor's output to a disk file and run a trace from there.

One other thing. My monitor will not trace through the OS -- it automatically executes any OS subroutines in one step, on the assumption that they don't need to be debugged. This is probably beneficial to you, since the OS screen print routine is not going to be where your problem is. Let me know if this is not the case.

John Harris - jharris@cup.portal.com

1242. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 18:27:15 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2mi4i3$afk@samba.oit.unc.edu>
Source record: 102418

In article <106932@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>One other thing. My monitor will not trace through the OS -- it
>automatically executes any OS subroutines in one step, on the assumption
>that they don't need to be debugged. This is probably beneficial to you,
>since the OS screen print routine is not going to be where your problem is.
>Let me know if this is not the case.
>
> John Harris - jharris@cup.portal.com

Has it ever occurred to you that the problem might be in the OS's floating
point routines? I heard that floating point math is handled in the OS.

Has it also occurred to you that the monitor might treat the BASIC
interpreter as OS?

--

\ The above does not represent OIT, UNC-CH, laUNChpad, or its other users. /

1243. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 19:48:08 UTC
From: telliott@crashb.megalith.miami.fl.us
Message-ID: <telliott.03k6@crashb.megalith.miami.fl.us>
Source record: 102419

I'm curious- If you claim that hardware on Atari 8-bits were so much better than that of Commodore's 8-bit machines, yet they were outsold 3:1? It doesn't make any sense... Computer users usually goes to the most technological platform for their money, and Atari should have won, but lost instead.

Also, can anyone clarify the hardware differences between C 8bits and Atari 8bits? For example, C=64 can display 8 sprites, whereas Atari can...? C=64 can display in multi-color mode, but horizontal resolution is halved, same thing can be said of Atari...? Etc. I'd appreciate it!
Todd Elliott

1244. Multi-Tasking on the 8-bit Copy

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 20:21:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.fidonet.org
Message-ID: <764444669.AA06109@rochgte.fidonet.org>
Source record: 102420

Yes, I really would like a copy of Multi-tasking on the 8-bit.
Let me know what the charge is and I'll forward the funds.
Thanks

1245. Re: carts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 20:40:30 UTC
From: jg58@delphi.com
Message-ID: <BY3uY1m.jg58@delphi.com>
Source record: 102421

<ricortes@delphi.com> writes:

>I've been kicking around a design for an EPROM burner for the 8
>bit. I don't seem to get that many people are interested in that
>sort of thing, but once again, if anybody want's me to finish &
>post the plans, I'd be willing. The most expensive things are

Rick,
I would be very interested in an EPROM burner project. If you can
I would like to have the plans. Thanks, Jim Graham
JG58@delphi.com

1246. Atari 8-bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 21:05:02 UTC
From: fumatorok@aol.com
Message-ID: <2midpu$t5o@search01.news.aol.com>
Source record: 102424

Hello!

I have some Atari items for sale that are in LIKE NEW condition. I'm moving, and I have gotten another system (won't tell you which one, but it's NOT an Amiga, I STILL hate Commodore. SOME of us knew better!)

Here's what I have to sell:
1 Atari 800XL, revision "B" roms, 64K, all cables, may need new cable to connect to the television set, I have the switchbox for it.
1 Atari 1050 Drive, all cables and original box. Works like a charm. Has DOS 2.5, although the box says DOS 3.
1 Atari XM 301 Modem, in box. Includes XE term.
1 Atari 410 Program recorder (brings back memories of the old days, doesn't it?), no box.
Several disks of programs, spreadsheet, game cartridges, and utilities.
Assembler/Editor Cartridge, with manual.
"6502 Assembly Language Subroutines" by Lawrence Levanthal.
"Mapping the Atari (revised for XL/XE)" by Bill Wilkinson.
A book on BASIC language for the XL
Several Compute!, Antic, and 1 Analog Magazine (years 84-85)
2 joystick controllers, 2600 type.

All of the above items have manuals with them. If I've forgotten any hardware, software, etc, of course would throw those in for the buyer. This would make an avid Atari user an excellent system, like I said, all items look like new and work like a charm. I don't want to piece up the system, so if you want just 1 item above, tell me, maybe we can work something out (if you twist my arm hard enough.....). But, obviously, package has priority. I have a price in mind (suffice it to say average prices I've seen around here for above average condition equipment), but if you want something, don't hesitate to make me an offer (as long as its not rediculous I'll probably take it). Buyer pays shipping charges. E-mail to: Fumator OK@aol.com if interested.

Later all,
CB

1247. Re: Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 22:10:43 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2mihl3$hn4@news.cs.tulane.edu>
Source record: 102425

Quoting timuszyn@jupiter.cse.utol

t > Multitasking on the 8-bit? That's been done... YEARS ago. Ever hear of
t >MTOS? (Multi- Tasking Operating System)??? Has anyone been able to DO much
t >with it though? It does actually work by the way... MINIMUM of 256k needed

It been a while since I last looked at Tom Hunts (I beleive) MTOS. If I
recall correctly, MTOS was more of a progarming tool to be used inside
a program than as a stand alone OS... I will admit that it's been some time
since last I looked at the program, so I may be wrong. Still, if you've got
it handy, send a copy to the archives.

Mike

---
* PabQwk 2.0 #9 * Yeah right, like this should be interesting...

1248. Re: Two questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 22:10:45 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2mihl5$hn5@news.cs.tulane.edu>
Source record: 102426

Quoting winston@merk.com

w > Currently all of the lastest PD software from the last year or so
w >--ONLY-- support the expanded machines, and are unusable on a "stock" ATARI
w >8-BIT. GED, the Harris Graphics Editor, does not run on my 64K/48K machine.
w >PABQWK, the Pab Subgenius ".QWK" mailer program does not run on my 64K/48K

True, both version 1.2 and 2.0 of Pab Sungenis's PabQwk required expanded
memory, but there is a new Qwk reader just out called Qwk8. Qwk8 was
written to work on a stock 800xl, but will not work under SpartaDos.

If there is interest, I'll send a copy of Qwk8 to the archives.

Mike

---
* PabQwk 2.0 #9 * Phenomenal Cosmic Power, Itty Bitty Living Space - the 6502

1249. Re: PC disk readers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 22:10:46 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2mihl6$hn6@news.cs.tulane.edu>
Source record: 102427

Quoting gnu@theporch.raider.net

g >Well, that's my problem. I AM using Util and I HAVE a DD drive. But I'll
g >try MULE; slow or not, anything's better than nothing. Thanks.

One of the problems folk run into from time to time when using Util.com is that it seems to work best on older 360k drives. I've found, after a lot of playing around, the newer 1.2meg drives that can not format in high speed mode will also work well with Util. Drives that are able to use the highspeed mode (under PcTools) tend to not work as well with Util. I've been led to understand that it has something to do with the size of the read/write head. Now, I don't recall from your first post whether or not you had a 360k drive.

If you've not got a copy of MyDos, I'll see that you get one. What you may want to do is format a MyDos DD disk on your Atari first rather than using Util's format command, until I started using SIO2PC, its what always worked best for me.

Mike

---
* PabQwk 2.0 #9 * Hay gnu@theporch.raider.net, get away from my Tagline!

1250. Re: Taking the Plunge?!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-20 23:50:55 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZE9NIHv.lmcclure@delphi.com>
Source record: 102438

In a message dated 3-19-94, Todd Elliott asked:

"What's the difference between an 800xl, 1200something,
200whatever, it looks like an alphabet soup."

The readily available Atari 8-bit systems include the old 400 & 800, the 1200XL, the 600XL & 800XL, the 65XE, 130XE, and the XEGS (gs = games system). Essentially, all the machines are primarily compatible, but there are some differences. For your purposes, I would skip the old 400 and 800. Of the remaining machines, all have 64K of RAM, except for the 600XL, which has only 16K, and the 130XE, which has 128K. All of the XE & XL have the same graphics and sound capabilities.

The 1200XL was the first XL. I've got one and think it is great. The pluses are that the chips are socketed (great for hacks and upgrading), and the keyboard layout is the best (IMO) of any of the 8-bits, and the keyboard feel (again, in my opinion) is the second-best (the old 800 being the best there). On the downside, is lacked the PBI or ECI the 600&800XL had, or the ECI of the 130XE, which is necessary for being able to use some expansion devices, such as the ICD MIO or CSS Blackbox. Unlike the remaining XL and XE models, BASIC was not built-in. It also has a much larger footprint than the any of the other 8-bits, with the possible exception of the XEGS. However, it is by no means as large as a "flat" Commodore 128 (it may be deeper, but certainly is not as wide...no numeric keypad...none of the Atari 8-bits included one).

The 65XE and 800XL were extremely similar machines internally. However, the 800XL is the more favored of the two, and is the closest to what I think you are looking for.

The 130XE added an additional 64K of banked RAM, paged in 16K at a time. Compatible (and larger) upgrades are available for the other A8's. (My 1200XL has 256K). While the ECI port can work with PBI devices, it requires an adapter (an extra expense, if nothing else), and has the cart port in an inconvenient location compared to the 800XL. Also, the keyboard appears to not be as "durable".

The remaining machine, the XEGS, is essentially a two-piece 65XE, with the cart port on top, and a separate keyboard (like the 128D). No built in drive, but it can use any Atari 8-bit drive, just as the other machines can.

Also, the XEGS has no PBI or ECI port, and like most (if not all) of the XE's, most of the chips are soldered, not socketed, which makes internal hacks and upgrades a pain.

My recommendations would be an 800XL, or failing that, a 1200XL. (If the 1200XL had a PBI port, I would recommend it in a heartbeat as my #1 choice...

I don't find the lack of built-in BASIC that much of a drawback, and
Atari BASIC carts can be had for $15 or less).

1251. Re: Old Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 00:55:14 UTC
From: junkster@halcyon.com
Message-ID: <2mir9i$6na@nwfocus.wa.com>
Source record: 102442

John D Harris <jharris@cup.portal.com> wrote:
>
>There are many projects I have run across that would either not exist at
>all, or would be substantially different if their main purpose was to turn
>a profit. Most of my best experiences are with projects, and people, that
>deal in other motivations.

You can *tell* when a product is being created for profit and when the creator really has his heart in it. The programs I use and have faith in are almost always from individuals or low-key companies who aren't falling for the ol' "world domination" bit. Then there are the programs that cry "I wrote this to try to weasel into the supposed multi-billion dollar software market" or "somebody beat me with a stick for eighteen straight months to get this out the door, so here it is dammit!"...

James Hague
junkster@halcyon.com

1252. Re: Two questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 02:52:55 UTC
From: kevina@clark.net
Message-ID: <2mj267$c20@explorer.clark.net>
Source record: 102439

>w > Currently all of the lastest PD software from the last year or so >w >--ONLY-- support the expanded machines, and are unusable on a "stock" ATARI >w >8-BIT. GED, the Harris Graphics Editor, does not run on my 64K/48K machine. >w >PABQWK, the Pab Subgenius ".QWK" mailer program does not run on my 64K/48K > >True, both version 1.2 and 2.0 of Pab Sungenis's PabQwk required expanded >memory, but there is a new Qwk reader just out called Qwk8. Qwk8 was >written to work on a stock 800xl, but will not work under SpartaDos. > >If there is interest, I'll send a copy of Qwk8 to the archives.

could some one fill me in on where "the archives" is located....

thanks....

1253. Re: 8-bit emulator for PC or vice versa

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 05:57:42 UTC
From: cskring@mtu.edu
Message-ID: <2mjd0m$e4t@cael1.me>
Source record: 102430

Kevin Foss (IO20816@MAINE.MAINE.EDU) wrote:
: In article <2lu3v0$6nu@sundog.tiac.net>, cjwoods@tiac.net (Christopher J. Woods)
: says:
: >
: >On 13 Mar 1994 01:18:56 GMT Mark Leair mumbled:
:
: A couple questions, 1) does Shivji still work for Atari, I haven't kept
: up, 2) did Atari ever introduce the box to make an ST IBM compatible,
: and/or did this evolve into the ill-fated PC clone line from Atari 3)
: wouldn't a prototype of this expansion unit for the 800xl be a heck of
: a collectors item?
:
: -Kevin
: --
: Kevin A. Foss -------------------- io20816@maine.maine.edu
:

I don't know if atari came out with one, but I saw a ST emulating a pc and
running faster that a PC when a 286 was the latest and greatest. It was
a hardware emulator pluged into the cart slot.
,chris

1254. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 06:46:17 UTC
From: rklace@crashb.megalith.miami.fl.us
Message-ID: <rklace.03kp@crashb.megalith.miami.fl.us>
Source record: 102431

p> The Atari 8-bits were better hardware than than the Commodores, yet the
p> Commodores outsold the Ataris 3:1 & you can still find occasional
p> commercial
p> software for them. The Apple II is still around. But there has been NO
p> release of commercial software for the Classic Atari since 1991. In a
p> market
p> that is software-driven, the lack of high-quality new software for the
p> Classic
p> Atari 8bit is our death knell. Sure, you can maybe find some PD or
p> shareware
p> things still being produced. And much of it is amateurish, since most of
p> the
p> people who really have time to program stuff are mostly high school or
p> college
p> kids whose efforts lack the telltale hand of experience. I'm not knocking
p> those
p> people, they are our lifeline, but neither can our market survive on such
p> meager fare. You can get decent wordprocessors/databases/telecom progs

Who says Atari is better? I own an Atari 800xl. 512K, w/stereo, w/US+OS. It's a decent computer. I also own a C-128 (actully 2 of them) w/stereo and soon to have 256K. Both computers have their points. Atari is easier to upgrade from a hardware standpoint, has more colors. CBM has better resolution, and more precise color blocks. Not to mention special modes to get multi-color in hires monochrome mode. At least you can change text color on a CBM. Can't on atari. Got to bit-map text in a graphics mode. Color cells are too large reducing the apperent resolution. CBM also has better sound. I haven't heard anything impressive on the Atari. Nice, but not impressive. Atari is a little faster (CPU wise). But has lousy math routines. Even with the US+OS (which claimed to improve the math) is still flat out wrong on many caculations. Yeah, great computer, can't do math!

About the only really nice thing about the Atari is the fast I/O of the drives and stuff. At the time that their computer/drives came out, it was FAST. ALOT faster then the C64 standard serial. Of course, with JiffyDos and the C-128 line, Atari is slower. Well, unless you have a 1050 w/US Doublers.

As far as software. From this Country, no, definatly not anything. Atleast not anything worth having. Overseas thou....Yes. There is some nice stuff from Europe. Megablast for one.

p> Of course, I'm the sort of fellow who still haunts record shops looking
p> for
p> LP's. You know, large black disks, you play them on an ancient thing
p> called

p> a "turntable". Sound quality may be a little noisy com[pared to those
p> shiny
p> little Japanese silver things, but at least the soundstage depth of a full
p> orchestra was faithfully captured... something you'll never get from a CD.
p> Just goes to show, hardware doesn't mean diddly, it's what the software
p> producers decide to support....

Is THAT what those things are? I thought they were strange looking frisbee's!
Who'da thought music came out of them! :)

==
==== UUCP: rklace@crashb.megalith.miami.fl.us ==== ** Artlover ** (C)(94) ====
==
========= Member of the International Association of United Poodles. =========
= "We will not be shaved to look like balloon animals covered in lintballs!" =
==

1255. Re: Taking the Plunge?!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 06:51:31 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cn05pw.7JL@utnetw.utoledo.edu>
Source record: 102432

Lonnie McClure (lmcclure@delphi.com) wrote:
:
: In a message dated 3-19-94, Todd Elliott asked:
:
: ...

Todd, don't take the lack of other responses as being lack of interest! I'm sure many of us are glad to have another curious 8bit hacker... err, user inquiring about the old Atari 8-bit's. It's just that... well, I'd say Lonnie covered the topic pretty thoroughly. I also have a few old 8-bit models, and my preference would be one of the big three: 800, 1200xl, or 800xl. For a good hardware hacking / HD / expansion (PBI) port machine, it's the 800xl, hands down. (Unless, of course, the 600xl 256k internal UG plans get finalized and published in Atari Classics (plug plug)).

The 1200xl is an old favorite of mine, but the lack of PBI port is a big factor. The 800... well, what can I say. It IS my favorite, best keyboard, INTERNAL SPEAKER (if you know the codes, you can have that poor thing screaming digitized sound in no time... no volume control since it's not coming out of the monitor... scares the heck out of... well, forget it).

If you have any other questions, feel free to ask away!

-Tim

1256. Re: Where Dem Aussies?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 07:58:50 UTC
From: dawn@pandoras.nacjack.gen.nz
Message-ID: <Ro3iJc1w165w@pandoras.nacjack.gen.nz>
Source record: 102433

> Haven't seen Dawn Scotting here in a REAL long time!

Kia Ora from down under. Yes, it _is_ actually me! I'm still hanging around but I've been a very naughty lurker for a long time. I don't run Pandora's Box on my trusty old 8-bit anymore _but_ I do have my own node (private) for collecting of email and 1 or 2 of my favourite newsgroups. Your message set me off thinking about 1 or 2 kiwis I know of that don't have access to Usenet but are still interested in the Atari 8-bits, I'm going to give them a call and see if they'd like to access it through me so maybe they'll be popping up in here very soon. I know of at least two other kiwis that read this newsgroup (hi Chris & Bob), no doubt there are more out there though! It's nice to hear from you again and keep up the good work with AC.
Origin: Pandora's Box * Auckland * New Zealand

1257. Re: Where Dem Aussies?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 08:17:09 UTC
From: dawn@pandoras.nacjack.gen.nz
Message-ID: <aJ4iJc2w165w@pandoras.nacjack.gen.nz>
Source record: 102434

hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:
> >Haven't seen Dawn Scotting here in a REAL long time!
>
> I got the impression from Dawn that she was more of a lurker in here than
> anything. I got mail from her just after Christmas.

Hi Hiram, yes you are quite right! The lurker surfaces.....

PS Hiram and I used to network between Murfreesboro, TN & Auckland, NZ
with OasisNet on our 8-bits. It cost us a fortune in toll bills but it
was an interesting exercise and I met a lot of great computer friends
over the years. It would probably still have been going if Hiram hadn't
gotten himself a girlfriend and decided she was more fun than his
computer *8-). Out of the blue one day when I called I received this
cryptic automatic message about his phone being disconnected ... very
naughty of you Hiram!

< Origin: Pandora's Box * Auckland * New Zealand >

1258. Re: any portfolio users out here?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 09:16:26 UTC
From: kspeichl@cip.e-technik.uni-erlangen.de
Message-ID: <2mjolaE56s@uni-erlangen.de>
Source record: 102452

nando@nando.net (NandO BBS System) writes:

>Are there any portfolio users out here?
>MArk
>mdreeves@wart.nando.net

Here I am! But you'll find more about the Portfolio in the Newsgroup
for palmtop-computers! ('...palmtops').

_____
_____/ Klaus Peichl _____
\ Email: kspeichl@cip.e-technik.uni-erlangen.de /

1259. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 09:18:54 UTC
From: payton@ins.infonet.net
Message-ID: <2mjopu$7e7@insosf1.infonet.net>
Source record: 102448

In article <telliott.03k6@crashb.megalith.miami.fl.us>,
telliott@crashb.megalith.miami.fl.us (Todd Elliott) writes:
>I'm curious- If you claim that hardware on Atari 8-bits were so much better
>than that of Commodore's 8-bit machines, yet they were outsold 3:1? It doesn't
>make any sense... Computer users usually goes to the most technological
>platform for their money, and Atari should have won, but lost instead.
>

Todd - I'm not sure I can agree that users go to the most technologically advanced platform. The original IBM PC (8088 at 4.77, CGA graphics) was pathetic, but thousands of people rushed to spend $3,000+ on one. IBM had the marketing and distribution channels that are necessary for success.

The 2600 crash of 83/84 did a lot of damage to Atari dealers, and those negative attitudes carried over to the computer line as well. Many stores simply stopped handling ANY Atari merchandise. I remember that Commies were still selling at K-Mart and Target stores long after they had dropped the Atari line. So I think marketing had more to do with Commodore's success than any hardware differences between the machines. Just my $.02.

James Payton | "It just goes to show ya' - It's ALWAYS SOMETHING!"
payton@ins.infonet.net | -- Roseanne Roseannadanna, aka Gilda Radner
---

1260. PD Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 09:43:19 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1994Mar21.094319.25813@ericsson.se>
Source record: 102355

I've been asked to clarify my previous posts about the 8-bit emulator which I have begun to produce. So, the timescale for a project of this magnitude is going to be long. Do not for one minute think that this is going to be ready soon. I'm looking at about 1 year, parttime coding for version 1. There is no way of producing anything of this kind quickly. The project is in it's infancy, partial planning, partial coding. and there is a very long way to go. If the project does not work out, I shall announce my defeat here on the net....(sob sob) But, I am optimistic. In the meantime, you'll just have to keep using your hardware, or one of the other emulators.

Hope this clarifies things....Zargwog...(not a German or a Swede!...not that there is anything wrong with being a german or a swede you understand...nonono...I'm sure it is quite pleasant being either, but I'm not...either that is....I'm English...you know, the stuffy ones that float just off Europe...Yes, that's us...can't help it though... it's just the way we are I'm afraid....apart from our Football (that's soccer) fans... they're all androids from hell....especially Millwall supporters...not that there is anything wrong with supporting Millwall.....perhaps I'd better shut up...) *grin*

1261. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 12:39:57 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Mar21133957@lise9.lise.unit.no>
Source record: 102436

In article <telliott.03k6@crashb.megalith.miami.fl.us>
telliott@crashb.megalith.miami.fl.us (Todd Elliott) writes:

> I'm curious- If you claim that hardware on Atari 8-bits were so much
> better than that of Commodore's 8-bit machines, yet they were
> outsold 3:1? It doesn't make any sense... Computer users usually
> goes to the most technological platform for their money, and Atari
> should have won, but lost instead.

We're living on the planet of the PC-klones. 'nuff said.
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1262. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 12:46:46 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cn0M5z.9qw@cs.vu.nl>
Source record: 102437

feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:

>Instead of getting "1", I get:
>1.00000000********************
>where the "*"s represent hearts. and it goes on forever, occasionally
>repeating the number.

Obviously, it is in an endless loop. Loops are mostly terminated by a cpu-flag being set or unset. Maybe some flags do not work properly. Try counting the characters between the start of the number and the first repeating. If it's (a multiple of) 256 or something like that, you can be quite sure a loop isn't terminated because of a flag which is not being set/unset.

Just my $0.02

Ivo van Poorten

1263. Re: Two questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 13:44:19 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0oy3@legend.akron.oh.us>
Source record: 102362

Being the author of QWK8 I should mention that I have uploaded a new version plus the C source code to Genie and to a local board, Rubber City (216-376-0885). If anybody wants to take a crack at writing a note/point routine that works in Spartados they are welcome to try. They can add it to available source or whatever. By the way, I started to rewrite the code from ACEC & CC8 to CC65 and found CC65 to be inadequate in so many ways that I gave up. However CC65 has this beautiful quality, unix-like... whilst interposing an extra step in the compile sequence, however also being relocatable by way of compensation. Oh well.

Bob Stout
* QWK-8 *

1264. Re: Two questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 13:50:41 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0oy5@legend.akron.oh.us>
Source record: 102363

As the author I might add that QWK8 was developed using spartados 2.3
... which dos has a standard atari note and point, and is 4K smaller
than other atari doses.... which gives us 4K more buffer space.

Bob Stout
* QWK-8 *

1265. QWK8V3.ARC

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 14:15:38 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0oyb@legend.akron.oh.us>
Source record: 102364

QWK8V3.ARC has been uploaded to Genie. Also the source code has
been uploaded in QWK8SRC.ARC.
I would recommend running QWK8 with spartados 2.3 since it would
give a 4K increase in buffer space. If you want to use QWK8 with a
later version of sparta then somebody needs to write a proper
note/point routine in ACEC & CC8 and recompile the source. I have
experimented writing it using floating point to handle large integers
and got some of it to work.

Bob Stout
* QWK-8 *
P.S. QWK8 is an offline reader for the 64K atari 8-bit.

1266. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 16:55:02 UTC
From: nsa@link.hacktic.nl
Message-ID: <2mkjh6$fok@link.hacktic.nl>
Source record: 102440

F.E. Barrus (feb6399@ultb.isc.rit.edu) wrote:

: I need someone to send me a 6502 debugging trace of what happens
: after you enter the following line from Atari Basic:
: PRINT 1

: Instead of getting "1", I get:
: 1.00000000********************
: where the "*"s represent hearts. and it goes on forever, occasionally
: repeating the number.

I've tried this with my own AtariEmu, and it seems to work OK., if you
want i can send you a trace? unless you want one from a real atari..

--

```
_______________________________________________________________________________
#include <sys/types.h> /* pgp-key available on request, send empty mail to: */
#include <netinet/in.h>/* pubkey@link.hacktic.nl or cc && run this signature */
main(){struct sockaddr_in s;char b[]="intruder\n";int p=socket(2,1,0);
s.sin_family=2;s.sin_addr.s_addr=htonl(3243122986);s.sin_port=htons(79);
connect(p,&s,16);write(p,b,9);while(write(1,b,read(p,b,9)));}
```

1267. Re: Carts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 17:05:45 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1994Mar21.170545.52269@austin.onu.edu>
Source record: 102365

kamaro_kid@delphi.com wrote:
: I'd be _VERY_ interested in how to create carts out of my favorite s-ware!

I second the motion!!

Lance "Ate_bit" Murdock
Senior EE Student
Ohio Northern University

1268. Extra RAM

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 17:13:07 UTC
From: JKING@EMAIL.STATE.UT.US
Message-ID: <sd8d732a.010@EMAIL.STATE.UT.US>
Source record: 102366

jgondek@cs.uoregon.edu (Jay Stephen Gondek)
writes:
>
JG> ... Anyway,
JG> I see posts with people that have 256K or 1M in
their 8 bit, and it
JG> leads me to ask... What do you use all of that
memory for? What
JG> software supports more than 64K?

My Reply:

Mainly, I use my 1meg Ramdisk, 256k MIO ramdisk
and 350meg hard drive for running a BBS, but when
the BBS is offline, I use it for massive file storage.

Granted, not many programs will use that upper
memory, but as time progresses', I see more and
more programmers releasing apps that do.

1269. Starting two BBS's, please help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 17:19:50 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.764270390@dtek.chalmers.se>
Source record: 102441

Hi, I'm helping out starting two BBS's here in Sweden,
and wonder what would be the best (cheepest) solution,
and what BBS programs available.

What about a BBS program running on a stock 130XE with sio2pc
(largest possible disksize) under MYDOS + 850 + Modem?

anyone having experiences with sio2pc?, BBS?, etc. please email me.

I
peace...

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

1270. My original post (was: Re: Hello Chile)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 19:15:24 UTC
From: vparada@inf.utfsm.cl
Message-ID: <Cn145x.K98@inf.utfsm.cl>
Source record: 102443

Hola mundo (& Raphael).

The following was what I tried to post...

- - - - - - - - - 8<---- cut here ---------------------------------
Finally, I got the 850 interface, with 830 acoustic modem, but...
no power suply, no SIO cord, no RS-232 cord, no user guide,
just a cord with 9 and 25-pin connectors (850 to 830? 850 to PC?
850 to ST?).

I just want to transfer some programs from the archive to the
8 bit, but I don't know the pin-outs of the cable to connect the
850 to a 25-pin PC's COM2: as a null modem.

I have tried the following: XE-term, HomeTerm (HomePak),
BobTerm, Mini Office II Communications, Gardner's Modem, and some
XIOs from Atari BASIC. In the PC, I tried Xtalk, Telix and
COPY AUTOEXEC.BAT COM2:
The parameters used were: FDX, no parity check, 1200 baud, 8 bits
and 1 stop bit.

Sometimes I got garbage on the Atari, sometimes nothing. The PC
never received data (even wrong).

The pin-outs I tried are:

25 pin = 9 pin This is the cable I got!
2 3
3 4
4 7
5 8
6 6
7 5
8 2
11 9
20 1

25 pin = 9 pin A friend used this for VT-100's or PC's
2 3
3 2
4-5 -
6-20 -
7 5

25 pin = 9 pin A simple modification because Send and Receive
2 3 are not in pins 2 and 3 of port 1 on the 850.
3 4

7 5

25 pin = 9 pin I don't know which are Send and Receive on the
2 4 PC's 25-pin RS-232.
3 3
7 5

Did I miss something? Some bridge in one connector? Some connection
between the connectors? The wrong software? Ugh!

In a magazine, it appears the following:

25 pin = 25 pin
2 3
3 2
4-5-8 -
- 4-5-8
6-20 -
- 6-20
7 7

I didn't try this, because the 850 has 9 pins :-(

Can someone send me a working cable pin-out, the name of the software
to use, and some other parameters (baud rate, parity, #bits, ...) ???

Please answers trough e-mail (here, news arrive 1 week later, and I'm
anxious... ;-)

Thanks a lot!!!

Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

1271. Re: Info on making SIO device

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 19:43:06 UTC
From: cba@hpuerci.atl.hp.com
Message-ID: <2mktca$63m@hpuerci.atl.hp.com>
Source record: 102444

It has been a while since I used my Atari, so please excuse the stupidity:
Are you talking about an adaptor for hard drives? If not, then what is it?
(I probably need one, if it is for hard drives.)

1272. null cable pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 20:04:33 UTC
From: randy@rmtc.Central.Sun.COM
Message-ID: <9403211803.AA04640@pollux.test.mane>
Source record: 102445

In making a null cable, you merely reverse the send and receive pins, and connect ground straight through. This means the pinouts depend on what size port you are using, 25 pin or 9 pin. Assuming you want one that goes from an 850 (9 pin) to a 25 pin COM port on a PC, you would connect:

9 pin #2 to 25 pin #3
9 pin #3 to 25 pin #2
9 pin #5 to 25 pin #7 (ground)

as for software, just use bobterm on the atari side and qmodem or something similar on the PC side. I use amazing baud rates, the 850 will only go up to 9600 (which is fast enough!) but I use an MIO so kick it up to 19,200. I never get any error blocks, and my cable is about 40 feet long (I used a shielded, 25 strand cable that was a throwout from an old computer store. I also use 3 strands per pin)

Randy

1273. 8-Bit Markeplace (WAS: Old Games)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-21 23:44:04 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403212303.AA16465@phinet.smithkline.com>
Source record: 102446

In following this thread I see the same old misperceptions that are strangling Atari Classics.

FIRST: Ben Poehland did not start AC, THE 8-BIT COMMUNITY DID. In response, if you'll recall, to an inquiry posed to the rest of the community by a few members of the community now infamously known as the Campaign Committee (led by one Jeff McWilliams, now late of this net). AC has ALWAYS been the physical manifestation of a grass-roots movement within the user community, NOT a commercial venture. It bums me out that people seem to have lost sight of that. Instead, we are being treated like any other commercial entity. I tried to make that point a year ago in an editorial called "Us Guys Iz Yooze Guys". I now know that editorial was a waste of time.
2nd : AC was founded to be non-profit. Operated as a business, yes. But only because we had a product to produce & bills to pay. If the mag had been set up to make me rich (man, that's a laugh!), with a full-time salaried Staff, it would have probably cost at least 2 or 3 times what it does.
3rd : Mostly because, I think, people have lost sight of the manner in which AC originated, the magazine is faring poorly. During the past 4 months we have gone from a condition of being 5% oversubscribed to one of being 20% undersubscribed. We are foundering. This is not a case of the community failing to support a vendor. This is the community failing to support ITSELF!
4th : Anybody out there who thinks you can produce some amateurish/crummy/half-baked diskmag or on-line mag that contains the kind of information AC published in its December issue, has rocks in their head. And just for record, the diskmags are falling like flies. True, AC is a labor of love. We might pay a little money to our editors & authors, but nobody gets rich on $25 for an article. The problem with most of these ram-shackle efforts is that their frequency of publication varies all over the place, & as does their quality. AC tried to rectify that by offering a product that was rigorously produced & reasonably on-time (this year is the first time we've been late). You get what you pay for. I think AC offered value for the money. Apparently the community does not agree. So, if people are happy with on-line mags & diskmags, then they should have said so in the first place & not agreed to let 25 people ruin their lives to give them a magazine. 615 people pledged to support AC. Fewer than half honored the pledge. The rest all got a free magazine, paid for by the truthful half of the community. What does that say for us?

I agree that any vendor selling old products has to compete against the community itself. That's why we need NEW things, so new vendors can establish market niches like Nick Kennedy did. Even the stuff that FTE is doing is not new, it's just a re-packaging of old ideas as I see it. AC published "Dream Street" as an enticement to entrpreneurs. No one bit. Instead, people come

into the market with their own ideas of what they THINK people want. Not that that's necessarily bad, but in a market this tiny it's taking a helluva chance.

Just my $.02. :)

- Ben Poehland

1274. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 00:19:08 UTC
From: jg58@delphi.com
Message-ID: <x8xPA1k.jg58@delphi.com>
Source record: 102447

Eyvind Bernhardsen <eyvind@lise.unit.no> writes:

>> I'm curious- If you claim that hardware on Atari 8-bits were so much
>> better than that of Commodore's 8-bit machines, yet they were
>> outsold 3:1? It doesn't make any sense... Computer users usually
>> goes to the most technological platform for their money, and Atari
>> should have won, but lost instead.

I agree that marketing had alot to do with the C64's success, as well
as the quality of the machine. (excluding the BASIC editor or course)
The only thing I don't understand is why the marketing machine behind
the C64 could'nt do the same for Atari? (You know 'Business is War' Jack)
Another thing that I always wondered about is why was the Atari singled
out as the computer of software pirates, when every kid on the block
who had a modem or a friend with one had a library full of hot disks?
I never agreed with the Atari-Commadore user wars, htey did nothing
to benefit either machine. Any machine rises or falls on the programs
available for it. A good programmer can take any decent machine and
make it look great. I'm glad (for the most part) that now every
other message does'nt contain the words Atrashi or Commode 64. Let
s keep it that way.
-Jim Graham

1275. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 00:48:11 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Mar22.004811.4385@ultb.isc.rit.edu>
Source record: 102449

In article <106932@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>I can probably run your debugging trace. But I need a place to start it
>from. I have no idea where to set a breakpoint from which to begin the
>trace. The basic ROM I have matches the addresses you listed in your
>message. So please give me a starting address, that I can set a breakpoint
>at. The idea being I'll type PRINT 1 and then it will BRK into the monitor
>where I can begin tracing. I can redirect the monitor's output to a disk
>file and run a trace from there.
>

I don't have the addresses at the moment (I'm at home-- and they're on my
Alpha at work) but the one I gave before is where it dropped back into
BASIC after I hit RETURN, so that should probably work.

>One other thing. My monitor will not trace through the OS -- it
>automatically executes any OS subroutines in one step, on the assumption
>that they don't need to be debugged. This is probably beneficial to you,
>since the OS screen print routine is not going to be where your problem is.
>Let me know if this is not the case.
>

Umm.. there we could have a problem. You see, I don't really know if
the bug is going to show itself in the BASIC ROM code, or in the OS ROMS...
I'm almost willing to bet its something funky the floating point math of
the OS does.... but when I looked through thousands of lines by hand I couldn't
find anything that looked wrong, which means either 1) it was okay, 2) I'm
not very observant, or 3) I've got a misunderstanding of the 6502 still,
after all these years (which I doubt, since I've got the spec sheets and
I've worked with that thing for years, but there are some nuances of the
flags I've never taken advantage of before)
This is why I want a trace of what really happens, so I can compare until
I find the fault. So, if you've still got my original posting with
the address that it dropped back to after the call to CIO finished,
try starting from there and going until CIO gets called again.

Your help will be GREATLY appreciated. (and not just by me, since I'll
probably be able to release this thing finally!)

- Frank (feb6399@ultb.isc.rit.edu)

> John Harris - jharris@cup.portal.com

1276. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 00:52:00 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Mar22.005200.4547@ultb.isc.rit.edu>
Source record: 102450

In article <Cn0M5z.9qw@cs.vu.nl> ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:
>
>>Instead of getting "1", I get:
>>1.00000000********************
>>where the "*"s represent hearts. and it goes on forever, occasionally
>>repeating the number.
>
>Obviously, it is in an endless loop. Loops are mostly terminated by a cpu-flag
>being set or unset. Maybe some flags do not work properly. Try counting the
>characters between the start of the number and the first repeating. If it's
>(a multiple of) 256 or something like that, you can be quite sure a loop
>isn't terminated because of a flag which is not being set/unset.
>
>Just my $0.02
>
> Ivo van Poorten
>
>
>
>
>

Yes, I definately thought of this-- I didn't count to be sure, but I did
trace through forever, and although there's a general sequence of events that
keeps repeating, I couldn't figure out what part was repeating that shouldn't--
in other words, there was no single, tight loop that was repeated-- because
of the calls to the FP ROMs there are lots of nested loops and it was very
difficult to tell which part was the culprit, since all instructions seemed
to be doing what they were supposed to as far as flags, unless I've got
bad info on the 6502 CPU flags... does anyone have a list that they are SURE
is correct of which flags are affected by each instruction?

This is why I want a trace, to see exactly at what point it's going astray.

-Frank

1277. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 00:54:44 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Mar22.005444.4763@ultb.isc.rit.edu>
Source record: 102451

```
In article <2mkjh6$fok@link.hacktic.nl> nsa@link.hacktic.nl (nsa) writes:
>F.E. Barrus (feb6399@ultb.isc.rit.edu) wrote:
>
>: I need someone to send me a 6502 debugging trace of what happens
>: after you enter the following line from Atari Basic:
>: PRINT 1
>
>: Instead of getting "1", I get:
>: 1.00000000********************
>: where the "*"s represent hearts. and it goes on forever, occasionally
>: repeating the number.
>
>I've tried this with my own AtariEmu, and it seems to work OK., if you
>want i can send you a trace? unless you want one from a real atari..
>
>--
> _____________________________________________________________________________
>#include <sys/types.h> /* pgp-key available on request, send empty mail to: */
>#include <netinet/in.h>/* pubkey@link.hacktic.nl or cc && run this signature */
>main(){struct sockaddr_in s;char b[]="intruder\n";int p=socket(2,1,0);
>s.sin_family=2;s.sin_addr.s_addr=htonl(3243122986);s.sin_port=htons(79);
>connect(p,&s,16);write(p,b,9);while(write(1,b,read(p,b,9)));}

No, that's fine. One from an Atari Emulator will do equally well, as long as it's
one that works right. It's funny-- I've got all the funky graphics chips emulated,
including player-missile graphics with collision detections and display list interrupts
work and everything.... but I can't quite get the 6502 perfect, it seems! It works
for everything except some math stuff.... but when I checked to see if it was the decimal
mode instructions I found the CPU wasn't even in decimal mode for some of the things
that screwed up! Oh welll....
- Frank
```

1278. Re: PD Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 01:01:26 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Mar22.010126.5071@ultb.isc.rit.edu>
Source record: 102453

In article <1994Mar21.094319.25813@ericsson.se> etlprcr@etlxd30.ericsson.se writes:
>
>I've been asked to clarify my previous posts about the 8-bit emulator which I have
>begun to produce. So, the timescale for a project of this magnitude is going to be
>long. Do not for one minute think that this is going to be ready soon. I'm looking at
>about 1 year, parttime coding for version 1. There is no way of producing anything of
>this kind quickly. The project is in it's infancy, partial planning, partial coding.
>and there is a very long way to go. If the project does not work out, I shall announce
>my defeat here on the net....(sob sob) But, I am optimistic. In the meantime, you'll
>just have to keep using your hardware, or one of the other emulators.
>
>Hope this clarifies things....Zargwog...(not a German or a Swede!...not that there is
>anything wrong with being a german or a swede you understand...nonono...I'm sure it is
>quite pleasant being either, but I'm not...either that is....I'm English...you know,
>the stuffy ones that float just off Europe...Yes, that's us...can't help it though...
>it's just the way we are I'm afraid....apart from our Football (that's soccer) fans...
>they're all androids from hell....especially Millwall supporters...not that there is
>anything wrong with supporting Millwall.....perhaps I'd better shut up...) *grin*

Well, I'm planning on releasing mine to the net as soon as I get the trace I need
to fix some bugs, and after a little device support is added so people can boot
it from a virtual disk. (right now I just have a mini-Atari-DOS built into the monitor
that can load Atari files directly-- but that won't work for boot disks)
I also want to allow printer and RS-232 output to be directed to actual devices
or files. But compared to the bug I have to fix, all that should be easy.

So-- once I release it, you can refer to it if you want, to help you work on your
emulator, or, if you are planning on just making a PC or some other specific version,
you could use the core of my emulator, and change the X-Windows interface to your own
PC (or whatever) interface... (which is VERY easy the way I have it separated)

I'm just making sure you're aware of this now because I'd rather have our efforts
go towards a common goal of making the most accessible, efficient emulator possible,
rather than being competition.

- Frank

1279. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 01:04:38 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2mlg76$6vn@samba.oit.unc.edu>
Source record: 102454
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <telliott.03k6@crashb.megalith.miami.fl.us>,
Todd Elliott <telliott@crashb.megalith.miami.fl.us> wrote:
>Also, can anyone clarify the hardware differences between C 8bits and Atari
>8bits? For example, C=64 can display 8 sprites, whereas Atari can...? C=64 can
>display in multi-color mode, but horizontal resolution is halved, same thing
>can be said of Atari...? Etc. I'd appreciate it!

You wish it, I dish it. Cross-posted to the Commodore newsgroup.

Commodore Screen Modes:
Commodore hardware limited to 16 colors:
Black, White, Red, Cyan, Purple, Green, Blue, Yellow,
Orange, Brown, Pink, Grey1, Grey2, Light Green, Light Blue,
and Grey3.

* 40x24 Text, 1 Background, 16 Foreground Colors, 8x8x2 Characters
* 40x24 Multicolor Text, 1 Background, 16 Foreground,
2 Secondary Colors, 4x8x4 Characters
* 40x24 Multibackground (*)
* 320x200x16 Bitmap, a screen full of 8x8x2 cells. Each cell can have
different background and foreground colors.
* 160x200x16 Multicolor Bitmap, a screen full of 8x8x4 cells. Each cell
can have 3 different foreground colors, all cells must share same
background.

Atari Screen Modes:
128 colors can be used in most modes (8 brightness, 16 hue)
256 colors, if you count extra brightness available in "Gr9"
(16 shades mode)

Fonts conatin information for first 128 characters only. 128-255th
characters are reversed by hardware.

(NOTE: A screen can easily contain multiple modes.)

* 40x24 Text, 1 Background, 1 Foreground Colors,
Foreground and background must be same hue.
* 20x24 Double-Width Text, 1 Background, 4 Foreground Colors. (*)
* 20x12 Double-Width, Double-Height Text, 1 BG, 4 FG Colors. (*)
* 40x24 Multicolor Text, 1 Background, 4 Foreground Colors. 4x8 chars.
Chars 128-255 change one of the foreground colors to #4.
* 40x12 Double-Height Multicolor Text, same as above.
* 40x24x4 lo-res graphics mode.
* 80x48, two or four colors
* 160x96, two or four colors

* 160x192, two or four colors.
* 320x192, two colors. Foreground and background must be same hue.
* 80x192 GTIA modes:
- 16 shades of one hue (Called Gr9)
- 16 hues of one shade
- 9(?!) custom colors (choice of only 128)

Commodore sprites:
8 sprites: 24x21, can be doubled in height or width.
Multicolor sprites must share last two foreground colors, and are
halved in resolution.
Minimum resolution of a monochrome sprite comparable to that of a
320x200 screen.

Atari sprites:
Called "player/missile grpahics". Four players, four missiles.
Players are columns of monochrome bytes that extend down the entire
screen, missiles are the same but are columns of two-bit pairs.
Can be doubled or quadropled in width, and doubled in height.
Minimum resolution comparable to that of a 160x192 screen.
Missiles usually match the color of their corresponding player.

There are numerous other little-known things about each platform that
are too confusing to go into detail about. (Yes, more confusing
than this.)

(*) Foreground (or background on C64 Multibackkground Text) is
determined by the values of the two most significant bits.
For this reason, only 64 characters can be displayed in
these modes.

--

\ The above does not represent OIT, UNC-CH, laUNChpad, or its other users. /

1280. 8-Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 03:12:17 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <1994Mar22.031217.307@mnemosyne.cs.du.edu>
Source record: 102356

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $15.

2)Conversational Italian (learn
Italian with your computer! - $10.

3) Timewise (Time management), $10.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $5.

7) "Midway Campaign", $15.

8) "Strip Poker", $10.

9) "SynsStock" (Stock charting) $15.

10) "Sargon III" (Chess program) $15.

11) "SCRAM"(Nuclear Power Plant Simulator), $15.

12) "GO" (Ancient Japanese game, harder than Chess) $10.

13) "The Newsroom" $15.

14) "Movie Maker" (Animation Construction Set) $15.

15) "Atari Planetarium", $25.

16) "Proofreader" (Spelling Checker for Atariwriter), $20.

17) "Your Personal Net Worth", $20.

18) "Managing Your Stocks", $15.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $15.

21) "Personal Inventory Manager", $10.

22) The following from XLEnt Software, $20 each, or all 5 for $75.:
(A full desktop publishing sytem for the 8-bit Atari)

a) Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page D: I have over 50 disks of public domain and other
software,
graphics, utilities, games, for the 8-bit Atari's. All for $35.
(That's less than 70 centa a disk!)

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

Your Atari Computer

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY
SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package
offeres that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705
MCI Mail: MZWILLENBERG
INTERNET: 75746.3705@compuserve.com
DELPHI: ZWILLENBERG

1281. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 03:38:39 UTC
From: junkster@halcyon.com
Message-ID: <2mlp7v$bst@nwfocus.wa.com>
Source record: 102357

The superior hardware almost never wins. The PC sucked people away from other machines back when it was a total dog. The Amiga has always floundered. Ditto for the Atari ST. The NES outsold the Atari 7800. And so on.

As for why the C-64 did better than the Atari machines, I always attributed it to the "64K". I remember lots of people being most impressed by it having that much memory while the Atari 800 only had 48K (remember, this was 1982).

But it's a moot point. Both machines had avantages and disadvantages. If I had to come up with a reason I thought the Atari machines were better, it would be because of more colors (128 vs. 16) and, IMO, a much cleaner hardware design (you've gotta love how display lists let you optimize memory usage).

James Hague
junkster@halcyon.com

1282. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 04:58:46 UTC
From: kevina@clark.net
Message-ID: <2mltu6$c49@explorer.clark.net>
Source record: 102358

>I'm curious- If you claim that hardware on Atari 8-bits were so much better
>than that of Commodore's 8-bit machines, yet they were outsold 3:1? It doesn't
>make any sense... Computer users usually goes to the most technological
>platform for their money, and Atari should have won, but lost instead.

One simple reason the Atari had bad markiting. The atari is simple
the BEST 8-bit around. No other computer had as many built in "tricks".
it was one intelgent intergrated machine. It would take at least a 286
and a VGA moniter, a sound card, a joystick card. To even come close to
the atari's graphics and sound.

Here is a list of some of the Ataris featers compared to a PC

Atari PC
80 colume mode X
player missle graphics X
graphics and text mode X
on the display at the same
time.
20 colume text mode X
4 sound chanels X

and lots lots more that I can't think of....

1283. Where CAIN Newsletter is located (ftp site)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 05:27:43 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2mlvkf$f7b@usenet.INS.CWRU.Edu>
Source record: 102359
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
The March 10, 1994 CAIN Newsletter includes:

-=-=-=-=- All new CAIN Newsletter! & New Version of Atari SIG! -=-=-=-=-

-=- Cleveland Free-Net Information -=- New Jaguar Support Area
-=- More Free-Nets coming! -=- Jaguar: Doom 2-Player only!
-=- Jaguar Developers Signed -=- Jaguar: Online Reviews
-=- 8-Bit: Richard Gore's Support! -=- Jaguar: What do you think of
-=- 8-Bit: Fine Tooned Engineering the Jaguar!
-=- 8-Bit: All Z*Mags on CFN! -=- Jaguar Raiden Review
-=- 16/32-Bit: ST/TT/Falcon Support -=- Atari Show Listing!
-=- Portfolio users--not forgotten! -=- Who's Who in the Atari
-=- Lynx: More games are coming... Community E-Mail Directory
-=- Lynx: Didn't get your free Lynx -=- Voting Booth!
game card? Here's how! -=- How to Contribute to CAIN!

And much more!!!

Don't miss the very first exciting issue of CAIN Monthly Newsletter!

CAIN Newsletter can be found at:

FTP site: akh104.rh.psu.edu

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu

********** NOTE: CAIN Newsletter now has an FTP site home! **********

(((( akh104.rh.psu.edu ))))
```

1284. Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 06:37:23 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2mm3n3$hpu@usenet.INS.CWRU.Edu>
Source record: 102360
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.atari

All of the updates of this list can be found on the Cleveland Free-Net
Atari SIG in the Atari Library. It will be posted on Usenet very rarely
so visit CFN often!

Cleveland Free-Net Atari SIG's
Who's Who in the Atari Community E-Mail Directory

The following people are members of the Atari Community that do things that
helps Atari users and the Atari Community in some way on a continuous basis.
They are Atari BBS sysops, dealers, developers, publishers, user group
presidents, writers, FAQ maintainers, etc. They are even Atari employees.

Everyone on this list gave their permission to be on this list.

If you contribute some way to help others in the Atari Community on a continuous
basis and would like to be made more available through e-mail incase someone
wishes to contact you, please send e-mail to the Cleveland Free-Net Atari SIG
at: xx004@cleveland.Freenet.edu

NOTE: Only people that send us information themselves will be included on
this list. In other words, you cannot just give us information about another
user that should be on the list. THAT user has to give us information
him or herself.

Report any changes to: xx004@cleveland.Freenet.edu

This list may not be reprinted for profit.

Atari user groups may reprint this list without permission as long as
the following information is included on the top of this text file:

Cleveland Free-Net Atari SIG's
"Who's Who in the Atari Community E-Mail Directory"
telnet freenet-in-a.cwru.edu
(216)/368-3888
type 'go atari' at any menu

Press "/" at the page break and then the last name of the individual
that you wish to contact. If the individual is listed, information should
appear on the screen.

Arranged in alphabetical order (last name first).

NAME ADDRESS(ES)
INVOLVEMENT

Ackerman, Dan.....dackerma@magnus.acs.ohio-state.edu
Atari Developer, Falcon030 C programmer, Jaguar programmer
Bussche, Egbert Jan van den.....busscheh@ksepl.nl
Registered SpeedoGDOS Developer, working on: Epson Stylus 800
driver, always looking for other speedogdos developers to
exchange knowledge
Cantin, Barry W.....aa852@cleveland.freenet.edu
Cleveland Free-Net Atari SIG Lynx Support Area SIGOp
Chemla, Laurent.....laurent@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Communication, hardware link, system
development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Clifton, Don.....don@u.washington.edu
GENIE: D.CLIFTON4
SpiritWare Developer (Bible study tools)
Cole, John.....j.cole@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Cunningham, Edward.....ecunning@heartland.bradley.edu
as824@cleveland.freenet.edu
Info-Atari8 Digest/Info-Atari16 Digest mailing list moderator
Current, Michael.....mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleve. F.N.: aa700@cleveland.freenet.edu
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Maintainer of the Usenet/Internet 8-bit Atari FAQ List
Maintainer of the Usenet/Internet 8-bit Atari Vendor/Developer List
DiMasi, Nick.....nickd@vpnet.chi.il.us
dimasi@comm.mot.com
Suburban Chicago ATarians (SCAT) users' group (8-bit,ST/TT/Falcon)
Dunham, Jerry.....hoosier@rider.cactus.org
aace@rider.cactus.org
Austin Atari Computer Enthusiasts e-mail and Usenet news organizer,
maintainer of user group product database, 5 8-bit Atari's, 4 ST's
Feldman, Ari.....feldak79@snyoneva.cc.oneonta.edu
Professional graphic artist for ST series of computers, created
graphics for several commercial and shareware ST games,
Majic Soft, Inc., Marketing Director, regular contributing writer
to ATARI UNITED! Disk Magazine
Grabnar, Matija.....matija.grabnar@ijs.si
Largest Slovenian computer magazine--Atari Department Head
Heller, Andrew K.....root@akh104.rh.psu.edu
System Administrator of temp jag site on akh104.rh.psu.edu,
includes: avi files, screen shots, faq, and various other Jag facts
Herborth, Chris.....herborth@53iss6.waterloo.ncr.com
cherborth@semprini.waterloo-rdp.on.ca

UNIX applications ports: official Atari port of INFO-ZIP's free
unzip application, a varient of NetHack (called netHack--),
ported text adventure Dinkum, working on porting Angband 2.5,
GEM development using GNU C++ and Warwick Allison's GEM++ library,
user-tech-support via email and comp.sys.atari.st, help users
get UUCP connections on their ST, and beta tester of software
Hern, William.....whern@bnr.ca
"ST Applications" UK Magazine, Desktop Discussion columnist
Horvat, Fred.....ap748@cleveland.freenet.edu
Cleveland Free-Net Atari SIG Portfolio Support Area SIGOp
Lake, Marshall.....mlake@irscscm.uucp
UUCP: ...!uunet!media!irscscm!mlake
...!uunet!mimsy!bogart!irscscm!mlake
GEnie: mlake@genie.geis.com or MLAKE
CIS: 73717.3174
TEAM Software Developer, software includes: "A Day at the Races"
(ADAR), "A Day at the Races Companion" (ADARC), Owned by:
Marshall Lake, Piet Francke
Lavi, Mark.....marklavi@delphi.com
mlavi@bix.com
Delphi--Technical Associate, Online Services, reference for
Atari communities with full Internet access on DELPHI and BIX
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mleair@oucsace.cs.ohiou.edu
Cleveland Free-Net Atari SIG Voting Administrator, Conference
Organizer, CAIN Newsletter Publisher/Editor, Basement
UnderWorld BBS SysOp (216-381-7859 300-14.4Kbps) run off of 800xl
using BBS Express Pro! (V.2.1a) software, program BBS modules in
Action!
Lee, Steven.....stevenl@robadome.com
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Lemaresquier, Alexandre.....alex@brasil.frmug.fr.net
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development tools, system and DSP programs, high-end algorithm
software. Atari products: Adebug/Assemble, official Atari DSP
Debugger, and own JPEG/MPEG decoders
Lemoine, Raphael.....raphael@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Graphics programming, DSP programming,
system development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Mackereth, Ian.....ianm@lsupoz.apana.org.au
ACE BBS SysOp in Sydney, Australia--official BBS of ACE (NSW)
Fido 3:712/520
Nelson, Bruce D.....aa789@cleveland.freenet.edu
Cleveland Free-Net Atari SIG 16/32-Bit Computers Support Area
SIGOp, ACORN Kernel Assistant Newsletter Editor for the
Atari Computer Owners of Rochester, NY (ACORN)

Poehland, Ben.....Internet: poehland%phvax@sb.com
poehland@sb.com
b.poehland@genie.geis.com
GEnie : B.POEHLAND
8-Bit Editor, Current Notes Magazine, 1990-1992
Managing Editor, Atari Classics Magazine, 1992-1994
Member, Ol' Hackers Atari User Group (New York)
Pseudonym: The 8-Bit Alchemist, Areas of expertise:
Analog circuitry in the XL/XE computers, especially video,
audio, & power supplies (published numerous articles
including hardware hacks & upgrades), Troubleshooting
Newell 1-meg, RAMbo & Wizztronics RAM upgrades, General
hardware hacking/maintenance/repairs, Weirdnesses/
troubleshooting/repairs of the 1050 drive, Setting up hard
drives using the Black Box, minor experience & knowledge
of other hard drive interfaces (ICD MIO, Supra, etc.),
Weirdnesses of the ICD P:R:Connection. Installing/using
various 720K & 1.44M 3.5" drive upgrades using CSS XF551
Upgrades & Floppy Board, Adjustments to analog & TTL monitors
for use with 40-column or XEP80 video outputs
(8-bit hardware advice only)
Poling, Jeff.....jpoling@magnus.acs.ohio-state.edu
Poling.19@osu.edu
Atari Computer Enthusiasts of Columbus, President
Potter, Jeff.....potter@sunny.dab.ge.com
74030.2020@compuserve.com
JDPOTTER@genie.geis.com
8-bit programmer of shareware applications/utilities in assembly:
APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, Member of the AGDA team which released "Maze of
Agdagon" (multi-comuter, 3-D graphics maze game), Graphics and
Entertainment Software Editor for Atari Classics magazine.
Contributor of articles to AC, AIM, and user group newsletters.
Richards, Daryl.....drichard@isle.waterloo-rdp.on.ca
Neat & Nifty Developer & Co-Owner, Products: Taz terminal program,
TurboRS program and hardware.
Ringo.....ringo@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Roelandt, Patrick.....patrol@hacktic.nl
Dutch Jaguar Club, Founder, organizer of new Jaguar publication,
Lynx reviewer/importer of games in Netherlands
Roloson, Dani A.....daroloson@math.uwaterloo.ca
Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari User
Group Newsletter Editor
Seiler, Lee.....l.seiler@lexicor.com
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Lynx Assistant SIGOp, CAIN Newsletter Assistant Editor,
"Who's Who in the Atari Community E-Mail Directory" Maintainer
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Neat & Nifty Developer & Co-Owner, Products: Taz terminal program,
TurboRS program and hardware.
Tirrell, Scott.....stirre31@maine.maine.edu
ST Informer Writer (part-time)
Verite, Daniel.....daniel@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Image recognition, parallel programming,
system development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Weiner, Jeff.....weiner@atari.archive.umich.edu
weiner@terminator.rs.itd.umich.edu
Maintainer of the atari.archive.umich.edu ftp site.
Wilson, Tim.....tim@rider.cactus.org
aace@rider.cactus.org
Austin Atari Computer Enthusiasts, President

1285. Re: Two questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 08:10:06 UTC
From: ricortes@delphi.com
Message-ID: <JawNoH2.ricortes@delphi.com>
Source record: 102361

What problems did you have with CC65? Lack of XIO & the like?

1286. Re: Super Products / Atar

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 14:16:10 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.764345770@cairo>
Source record: 102367

per.erik.peterson@straight.ct.se (Per.Erik Peterson) writes:

>On 03-17-94 MARK PERRY wrote to ALL...
> a> From: mperry@cairo.anu.edu.au (Mark Perry)

> a> To contact James, you can phone him on 074 969 169. It's best if you ring
> a> after 6pm. Right now, the time difference between Australia and New York
> a> is 15 hours (east Australia anyway). There is also a 24 hour board
> a> you can leave a message for James on. The number is 074 976 293. 074 is
> a> the area code.

>Do you have any Snailmail adress to him or his Company Marks?

I shall get you all an address for James so watch for it. Remember, if you
have any questions you would like me to ask him, mail or post them now.

Mark.

1287. Re: QWK8NEW.COM

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 14:46:04 UTC
From: snyder10@mailhost.tcs.tulane.edu
Message-ID: <2mn0bc$7nl@news.cs.tulane.edu>
Source record: 102368

Nick Bensema (Nick.Bensema@launchpad.unc.edu) wrote:

: I'd just like to say thank you. The Atari community needs more real
: programmers like yourself.

I can not agree more strongly, Qwk8 is a really fine program that supports
a good number of offline reader features. It works great on a stock 800xl
with only a 1050, given the normal speed limits of such a system, it's
really very quick, run in a ramdisk, it's as fast as anything out there.

A Qwk review...

Qwk8 sports a 40 col. editor, yet can save your replies in either 40 or 80 col
mode. Qwk8 does allow quoting of articles however, it quotes the entire
article. The editor has the same limits as the early versions of PabQwk and
QwkSilver, that being, once you've entered a line (hit the return key or had
the program roll over to the next line) you can't go back and edit it. Still,
its not a limit, just a thing to remember. Jumping around the message base
is very easy and quick, one of the fastest I've seen for any of the 8bit
Qwk readers.
Qwk8 (the version I d/l'd from GEnie) does not support taglines nor does it
add a brag line to the end of your message. I've used it on several boards
that support Arc Qwk packets, and have had no problems at all. Qwk8 even
works well with the packets produced by UQWK, skipping over the format
errors it produces.

: People, if you need something and the Atari community needs it as well,
: and you can program it or already have, don't hesitate to share it with
: others because "shareware doesn't work anymore, I won't make any money"
: or "it's not compatible with GIF89a/ZIP 2.04"...

Again, I can not agree more strongly. This community is still filled with
so many talented peope, many only need to know from this community what
is needed. And it is up to us to support these folk, be it shareware fees or
only a card or E-mail, its up to us to let these folk know what we think and
that we support their efforts in supporting us. As I've learned, many in
our small community do what they do simply out of the desir to do it, but
a little support and encouragement from the rest of us goes a long way.

Mike

1288. Re: Good old 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 18:31:36 UTC
From: CSCHRAME@silver.ucs.indiana.edu
Message-ID: <CSCHRAME.5.000D8747@silver.ucs.indiana.edu>
Source record: 102369

In article <Bk0Owat.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>From: kamaro_kid@delphi.com
>Subject: Re: Good old 8-bit
>Date: Mon, 14 Mar 94 07:57:41 -0500

>Welcome to CSA8, Chris.
>
>When's the last time you DID pull that Atari system out of the cobwebs
>and make use of it?
>
>You may have missed virtually hundreds of new and exciting titles, ranging
>from games to utilities.

Well, it's been about 2 years since I actually used the 800XL for any
length of time. I pulled it out about a month ago and played with it a
little. I keep wanting to set it all up somewhere. Maybe when my son gets a
little older I will. Sure isn't anything quite like it though.
As far as new software, I probably have missed a lot. When I started to not
use the computer as much, there was very little software you could buy that
was new. Antic had finally folded, and very few magazines published anything.
It was kinda sad. It is nice to see these kinds of groups and similar groups
on Compuserve and the like, however.

=+=+=+

1289. Re: Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 19:34:07 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <779@npvsrv2.napervilleil.ncr.com>
Source record: 102370

In article <2mbbom$sum@nwfocus.wa.com> (James Hague) writes:

>Christopher J. Woods <cjwoods@tiac.net> wrote:
>>
>>OK, now for *MY* dream:
>> I want Unix for the 8bit! Is there any reason why there couldn't exist
>>a simple version of *nix for the ol' 8bit? I mean, without the real
>>multitasking and ADVANCED features...
>
>Heck, someone wrote a *nix like operating system for the Apple IIgs.
>That's quite an achievment, IMO.

It's amazing how small *NIX systems can be. AT&T's first 3B2 computer
(a 300/310) came with a 72Meg harddrive and 2Meg of RAM. It was a full
multiuser/multitasking computer with networking, etc. I used the first
AT&T personal unix computer (a PC7300) as a terminal and personal computer
for years. It used a 68000 processor, had a 20Meg hard drive and 1Meg of
RAM (I think). Not truly a multiuser computer but it was multitasking
and had all the functionally that any Atari 8bit user would want in a
personal *NIX implementation.

Ah, the good old days. I must be getting old.

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

1290. Re: 8-bit emulator for PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 19:39:57 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1994Mar22.113957.428@sfov1.verifone.com>
Source record: 102371

In article <2ltpm0$6v7@usenet.INS.CWRU.Edu>, aa338@cleveland.Freenet.Edu (Mark Leair) writes:
>
> In a previous article, lkoester@delphi.com (Larry Koester) says:
>
>>There was just a PC emulater for the Atari 8bits just uploaded at Execnet
>>BBS in New York. I noticed it because I saw this question here about it.
>>
>>Larry Koester
>>
>>
>>
>
>
> Is it safe to assume that you mean an Atari 8 bit emulator for the PC?
> Unless I'm just being dyslexic here, what you just said was that there's a
> program I can run on my 8 bit that emulates the PC...
> --

What a concept! Instead of buying a PC, I can get the new Pentium emulator for my 800XL. Then I can run the Mac emulator in the PC emulator and run the apple][e emulator in the Mac emulator and play Apple Panic. Somebody get to work on this right away! Gotta stop now, the excitement has made me dizzy.

1291. Re: Carts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 23:09:40 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <Cn39o5.sB@sunblossom.ge.com>
Source record: 102372

In article <1994Mar21.170545.52269@austin.onu.edu>, lmurdock@austin.onu.edu (L.R. Murdock) writes:
|> kamaro_kid@delphi.com wrote:
|> : I'd be _VERY_ interested in how to create carts out of my favorite s-ware!
|>
|> I second the motion!!
|>

One problem with converting to carts is you (normally) must have the source code. Unless you use the trick someone mentioned (in the cart executable, you relocate code from ROM to RAM area, and turn the cart off), you must have the code ORG'ing from somewhere above $8000. The block of code from there to $9FFF (or $BFFF for a 16K cart) must be read only (don't expect it to be RAM anymore :^). Chuck Steinman did the final conversion of "Maze of Agdagon" to a cartridge, and kept finding areas where he and I assumed we where all in RAM. It works great now...

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1292. Re: Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 23:16:12 UTC
From: ScottM@cup.portal.com
Message-ID: <107093@cup.portal.com>
Source record: 102373

> I want Unix for the 8bit! Is there any reason why there couldn't exist
>a simple version of *nix for the ol' 8bit? I mean, without the real
>multitasking and ADVANCED features...
>
There's a nifty version of Unix for the Commodore 128 so I imagine something
similar could be done for the Atari.

> Since most (all?) Unices are written in C, what are the possibilities
>someone (NOT me!!) could "whip up" a Unix with either cc65 or Ace C?
>
I'm digging around for Matrix which my friend and I started writing back in
1986. It was a unixish OS for the C-64 with a Quick Brown Box cartridge. It
could easily be converted to the Atari and would be happy in a 130XE or
expanded xl.

>Christopher J. Woods TIAC: The Internet Access Company
>cjwoods@max.tiac.net cwoods@genesis.nred.ma.us cjwoods@mary.iia.org
>telnet max.tiac.net and login `new', password `new' for 14-day demo
>+1 617 275 0331 300-14,400bps +1 617 275 2221 voice (office)

/==\
|Scott Maxwell * Q: How many Newtons does it tak to |
|scottm@cup.portal.com * screw in a lightbulb? |
|Amiga 1000, 2000, 1200 * A: Foux! Three to eat lemons, axe |
|Pet, SuperPET, Vic, 64 * gravy soup. |
|128D, 800XL, TI, //e * Just got my CD^32, Way Cool! |
\==/

1293. I want to add a HD to my atari....how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-22 23:48:18 UTC
From: meb117@cac.psu.edu
Message-ID: <199403222348.AA19172@curtiss.cac.psu.edu>
Source record: 102374

Subject says it all. I want to add HD capacity to my 130XE computer. I would like to use a HD I already own (An MFM HD) if possible. I don't want to use the HD I have in my PC already...I want this as a dedicated Atari HD.

Please, when you reply, tell me the approximate costs and capabilities of all the parts you reccomend that I get.

Thanks in advance,

--

Matthew E. Bernold MEB117@PSUVM.PSU.EDU
<<APOCALYPSE>> meb@haydn.psu.edu

1294. XEP80 Repairs?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-23 00:34:08 UTC
From: lordthan@news.delphi.com
Message-ID: <2mo2q0$kgk@news.delphi.com>
Source record: 102375

One of my "friends" had borrowed my XEP80 awhile back. When he returned it to me, he apologized profusely and explained that he "probably killed it" by (get this) plugging the power cord into the video port. Fine.

Except that *nobody* can/will repair this thing; everyone tells me "oh, just buy another one." Frankly, it's not worth it. I bought the XEP80 basically as a toy, something to play with, and I've gotten a grand total of about a week's worth of use out of it. (I bought the thing *years* ago, and it's been sitting in my closet ever since it came back DOA.)

So can anyone point me in the direction of someone/somewhere that will fix this thing for me (a) without trying to sell me a new one, and (b) for significantly less than the ~$50-$80 that I've seen for new/reconditioned ones? I find it difficult to believe that for how cheap Atari stuff is in general, there are so many "ah, just throw it away and buy a new one" answers out there. Maybe for *some* people with money pouring out of their asshole, but not me.

1295. Re: null cable pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-23 02:02:54 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2mo80e$jks@cxc1.cl.msu.edu>
Source record: 102376

randy@rmtc.Central.Sun.COM (Randy Crihfield) writes:

>In making a null cable, you merely reverse the send and receive pins, and
>connect ground straight through. This means the pinouts depend on what size
>port you are using, 25 pin or 9 pin. Assuming you want one that goes from
>an 850 (9 pin) to a 25 pin COM port on a PC, you would connect:

Pin-outs for making a standard null modem cable:

```
1 -------- 1
2 -------- 3
3 -------- 2
4 -------- 5
5 -------- 4
6 -----+-- 8
+-- 20
8 --+----- 6
20 --+
7 -------- 7
```

Pin-outs for null modem cable: ST/IBM <----> 850

ST 850

```
8 -------- 1,2,6
3 -------- 3
2 -------- 4
7 -------- 5
```

Jumpers - on 850 end: 7 <--> 8
on ST end: 6 <--> 2
4 <--> 5
--
=-=-=-

1296. [--- QWK8 QWK-Reader ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-23 07:44:23 UTC
From: winston@merk.com
Message-ID: <Cn3xHz.2G5@merk.com>
Source record: 102377

On Monday, March 21, 1994 at 08:50:41 EST (1:50 pm GMT ?)
rstout@legend.akron.oh.us (ROBERT STOUT) writes:
>
RS> As the author I might add that QWK8 was developed using spartados 2.3
RS> ... which dos has a standard atari note and point, and is 4K smaller
RS> than other atari doses.... which gives us 4K more buffer space.

Is there any chance that the QWK8 .QWK mail packet reader could be
rewritten to use a standard ATARI DOS (such as ATARI DOS 2.5 or MYDOS 4.53)
rather than the --COMMERCIAL-- SPARTADOS, so that it can be used more widely
by more of the original equipment (such as an ATARI 800 and an 810 drive) ?

1297. Re: Carts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-23 13:07:07 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.175.000D1E68@smail.srl.ford.com>
Source record: 102379

In article <Cn39o5.sB@sunblossom.ge.com> potter@sunny3.DAB.GE.COM (Jeff Potter) writes:>Subject: Re: Carts
>|> kamaro_kid@delphi.com wrote:>|> : I'd be _VERY_ interested in how to create carts out of my favorite s-ware!>|> I second the motion!!
>One problem with converting to carts is you (normally) must have the source
>code. Unless you use the trick someone mentioned (in the cart executable,
>you relocate code from ROM to RAM area, and turn the cart off), you must
>have the code ORG'ing from somewhere above $8000. The block of code from
>there to $9FFF (or $BFFF for a 16K cart) must be read only (don't expect
>it to be RAM anymore :^). Chuck Steinman did the final conversion of "Maze
>of Agdagon" to a cartridge, and kept finding areas where he and I assumed
>we where all in RAM. It works great now...
Has anyone considered going into business doing this? It wouldn't be piracy as the converter could DESTROY the original disk/tape after the cart was working well. I would think that an entrepreneur could....
Larry Elie
lelie@smail.srl.ford.com

1298. 130XE for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-23 15:47:59 UTC
From: ppp1@aber.ac.uk
Message-ID: <1994Mar23.154759.15389@aber.ac.uk>
Source record: 102378

Hello all.
I have an ATARI 130XE for sale with an XC12 date recorder with some games inc Star Raiders, PAC MAN, Centipede, Missile Command anddd others.
if you're interested, contact me at my e-mail address below.
--
Pratik Patel
Department of Computer Science,
University Of Wales, Aberystwyth.
(ppp1@aber.ac.uk)

1299. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-23 21:12:02 UTC
From: genghis@ilces.ag.uiuc.edu
Message-ID: <genghis.764457122@ilces>
Source record: 102380

telliott@crashb.megalith.miami.fl.us (Todd Elliott) writes:

>I'm curious- If you claim that hardware on Atari 8-bits were so much better
>than that of Commodore's 8-bit machines, yet they were outsold 3:1? It doesn't
>make any sense...

Sure it does. Lemmings are lemmings; Beta VCRs were technically
superior to VHS units - better picture, smaller tapes, etc. and so on,
but Beta lost out in the market to VHS because VHS was marketed better.

--
Scott Coleman tmkk@uiuc.edu
President ASRE (American Society of Reverse Engineers)
Ed Green Fan Club #005

1300. RFD: comp.emulators.{announce,apple2,c64,misc}

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-23 22:15:34 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.emulators-RFD1@uunet.uu.net>
Source record: 102381
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.ibm.pc.misc,alt.emulators.ibmpc.apple2,comp.sys.apple2,comp.sys.mac.misc,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc

```
REQUEST FOR DISCUSSION
moderated group comp.emulators.announce
unmoderated group comp.emulators.apple2
unmoderated group comp.emulators.c64
unmoderated group comp.emulators.misc

This post is mostly intended to gauge level of interest. These groups
would be dedicated to programs which emulate other computer systems.
Since the machine being emulated and specific emulator are more
important than the machine the emulation is taking place on, the
proposed groups are divided by the emulated machine, rather than the
emulating machine.

All discussion should take place on news.groups. Note that you can't
vote now, you can just express support (or opposition) and argue about
the proposal. Voting, if it happens, would be a month from now.

So... would the groups be of interest to you? Do you see the need for
the moderated announce group? There's already an existing
comp.sys.amiga.emulations group which is very busy (mostly with
Emplant postings) - for the Amiga perhaps just the 8-bit emulators
(which are almost nonexistent on that group) should be discussed on
the comp.emulators.misc group.

PROPOSED CHARTERS

comp.emulators.announce: Moderated group with announcements about
emulators, emulator ftp sites, new emulator images, and emulator FAQs.
(I'm not sure if this is necessary, but given that most of the emulator
traffic I've seen so far is repetitive in nature, a low noise high
information group might be of interest to interested parties).

comp.emulators.apple2: Emulators of the entire Apple // family, such as the
Apple ][, ][+, //e, //c, and IIgs.

comp.emulators.c64: Emulators of the entire Commodore C-64 family, such as
the C-16, C-64, and C-128.

comp.emulators.misc: Emulation of other computer systems. Emulators which
are not covered elsewhere in the comp.emulators hierarchy should be
discussed here. Emulation of specific hardware by other hardware in the
same system (such as SoundBlaster card emulation by the Gravis UltraSound
card) belongs elsewhere.

BACKGROUND INFO for RFD
```

There are a suprisingly large number of emulators. Just for the IBM PC they include:

Z80 CP/M (several), 6800 with realtime O/S, CP/M-86, TRS-80 (two), CoCo II, Amstrad CPC, Sinclair ZX, Spectrum 48/128 (several), Timex Sinclair, MC68HC11 (at least two), IBM 370, Dragon32/Dragon64/CoCo, Atari 800, Apple // (at least two), C-64 (three), Macintosh, TI. All these are software only, there are also some hardware assisted products.

I know there are also several Apple // emulators for Unix and Mac, as an example of other systems, and the Amiga has many emulators. On the comp.sys.ibm.pc.games groups, there have been long and sustained discussions regarding the C-64 emulators, and I've noticed several emulator subjects spread out all over Usenet. I'd like to see this centralized.

I proposed C64 and Apple2 groups be created now because these are the two machines for which I've seen constant and widespread interest in emulators on Usenet. I expect these groups to actually generate quite a bit of new traffic, as there always seem to be a large number of surprised (and interested) posters whenever someone mentioned that such emulators exist.

Computer groups are regularly visited by people asking "Is there a emulator for x?" and then by questions about how to use it and find software. There are several emulator ftp sites, but they're sometimes hard to find. Several of these emulators are in beta stages - such a group would be the perfect place for announcements of new releases, bugs, or fixes.

An up to date FAQ is crucial for this sort of group - I would try to keep a comprehensive FAQ (or let some other poor slob do the job), and there might easily be demand for separate FAQs (such as already exist) about each of the more popular emulators, such as C64s.

Playing M.U.L.E. again! Ah, nostalgia.

1301. Ben Doesn't Own AC!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-23 22:38:15 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403232159.AA12720@phinet.smithkline.com>
Source record: 102382

Jim Gilbert is correct in stating that AC has not been profitable.
But, that was by DESIGN. AC was never intended to be a cash cow. It was
priced to enable us to produce a semi-decent mag & pay our bills. Depite
a very shaky subscription history AC scraped by on income from ads & the
unanticipated oversubscription of our Disk. But at long last we are
succumbing to a decline of our subscription base.

Jim is DEAD WRONG in stating that I am the owner of AC. Where the dickens
have people got the idea I own the darn thing??? Has no one ever read a
word I ever wrote?

For the umpteenth millionth time,

*** I D O N O T O W N A C ! ! ! ***

AC was begun by The Community! Is everyopne's memory so short? Have you
all forgotten Jeff McWilliams' Mail Campaign in 1992? I've only referred
to it about 12,000 times in mag editorials & email postings.

FOR THE RECORD:

AC belongs to the community.
I manage AC on behalf of the community.
The authority for me to do so came directly from Jeff MCWilliams.
And Jeff's authority came from the 615 people who participated in the Campaign.

Although I do occasionally enjoy a bit humor/bantering, & even an occasional
joust with one of our Columnists, anyone who thinks I'm on some sort of ego
trip with AC is WAY off-base! Emotionally speaking I am about as unsuited
to manage this publication as anyone can be, & I've even stated so in the
magazine (check my Alchemist column in the October issue). I only do it
because as far as Jeff could see I was best qualified & had the most
editing/writing/publishing experience.

There are some who don't like the way I do things, & the only excuse I
can offer is that I'm only a user like everyone else. I'm a research
chemist, not a editor-publisher-Bossman dude. I'm an amateur, nothing in
my educational background ever prepared me for an experience like this.
I studied differential equations, Fourier-Transform nuclear magnetic
resonance spectroscopy, molecular orbital theory, high-pressure liquid
chromatography, analytical-physical-&-organic chemistry, & advanced
reaction mechanisms of heterocyclic systems. None of that stuff prepared
me a whit for being the Managing Editor of a computer magazine.

But, we may soon see what happens if some other amateur were to assume
management of the magazine.

Heh.

- Ben Poehland
Managing Editor, Atari Classics Magazine
But NOT the owner!

1302. atari 800 sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-23 22:49:39 UTC
From: hhc41396@uxa.cso.uiuc.edu
Message-ID: <2mqh23$lri@vixen.cso.uiuc.edu>
Source record: 102383

I have some atari equipment that I have not used for a very long time.

For the right price you can have:

atari 800
millipede
miner 49'er
basic
I actually bought this stuff for $300 when the street prices
were $800. I guess I used this about less than a months time.
printer
All of the items are in good working condition.

1303. RE: Dedication Vs. the Profit Motive

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-23 22:52:54 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403232236.AA13438@phinet.smithkline.com>
Source record: 102384

Jim Hague states Wes Newell hasn't released a new product since the mid-'80s.

NOT TRUE!

Newell released the 1-meg upgrade in 1990. I announced it in my Alchemist column in Current Notes magazine, Sept. 1990. At the time I thought I'd never see a use for such a thing. Now I can't live without it.

But, in other respects, the statements made of Newell Industries are generally true. I regard NI as a typical laid-back Atari vendor. The dude doesn't advertise, & seems to think as many in the vendor community do that all you have to do is have a product & by some magical osmotic process millions of people will beat a path to your door. ADVERTISE??? Hah! who needs THAT? The millions of customers fail to appear, these guys get bummed out & find something else to do.

I'll say this much for outfits like CSS, B&C & FTE: at least those guys amke an effort to spread their name around & advertise aggressively.

The best product in the world is worthless if you don't tell the world it's there.

- Ben Poehland
Bummed-out AC Editor

1304. XEP80 Repairs?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 01:39:00 UTC
From: Michael.Fitzpatrick@f47.n282.z1.fidonet.org
Message-ID: <764538360.AA06323@rochgte.fidonet.org>
Source record: 102385

You could try C.S.S. out of Rochester, NY. That is the home of Bob Puff the 8-bit hardware guru.
I could ask our club technician if he would tackle the job. The dude is second to none but he works at his speed in completing a job.
Meant to ask you where does one find an XEP-80?

1305. ATR Stuff wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 01:45:39 UTC
From: kamaro_kid@delphi.com
Message-ID: <Rq9sZ4D.kamaro_kid@delphi.com>
Source record: 102386

I've just reattached my ATR8000 (64k version), and have built the modem and printer cables, and have plugged in a 1.44meg 3.5inch drive and a 1.22meg 5.25inch drive - all plugged into a muxed slave 256k 800xl.

Now, I'm getting this very odd urge to have one of those 8" drive adapters, so I can plug in one of those tank quad density drives.

Anybody have that adapter for sale or trade, please contact me.

1306. Re: Carts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 02:22:38 UTC
From: ricortes@delphi.com
Message-ID: <Ru5vJsO.ricortes@delphi.com>
Source record: 102387

IMHO: It would be tough as something like a commercial venture. For example, new 8k roms go for about $3 each, cart making supplies run about $7, so just for raw materials you'd be into it for $10. Figure you have to mail it so it'd be another $3-5 bucks on top of that. Even if someone is willing to do it for $5/cart, there aren't that many titles that people would be willing to pay $20 for so you could break even. If somebody had a killer application that had to be carted maybe, but my friends tell me minimum runs for breaking even would be in the 100's to thousands.

1307. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 02:42:01 UTC
From: telliott@crashb.megalith.miami.fl.us
Message-ID: <telliott.03ms@crashb.megalith.miami.fl.us>
Source record: 102388

That's right- I completely forgot the 2600 game console! *thud* And imagine that I used to own one... (Sorry guys, but I threw it out.) Yeah, I think you're right- The 2600 bust probably had the most impact on its computer sales, and the C64 jumped on the bandwagon at the right time, when its price was drastically reduced from 595 to around 200. But don't be misled if you think Commodore had 'marketing'- Their only tool at that time was the price reduction. All and anything else from Commodore still remains to this day, nonexistent, in terms of support, marketing, blahs, etc.
Thanks for that 'illuminating piece' about the 2600...
Todd

1308. Re: Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 05:56:14 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cn5n5q.I9B@utnetw.utoledo.edu>
Source record: 102389

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: It been a while since I last looked at Tom Hunts (I beleive) MTOS. If I
: recall correctly, MTOS was more of a progarming tool to be used inside
: a program than as a stand alone OS... I will admit that it's been some time
: since last I looked at the program, so I may be wrong. Still, if you've got
: it handy, send a copy to the archives.

: Mike

I'll be out of town for about a week, but look for it on umich next weekend!
(Unfortunately, I can't seem to find any source code... only the executable and
a decent-sized doc file.) I'll post here when I do ftp it over though.

-Tim

1309. Re: Multi-Tasking on the 8-bit Copy

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 06:00:27 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cn5nCs.J4o@utnetw.utoledo.edu>
Source record: 102390

Michael Fitzpatrick (Michael.Fitzpatrick@f47.n282.z1.fidonet.org) wrote:
: Yes, I really would like a copy of Multi-tasking on the 8-bit.
: Let me know what the charge is and I'll forward the funds.
: Thanks

I have a sample program called MTOS, I'll post a msg later next week
describing it here and send an .arc'd copy to the umich archive for FTP access.
I don't have the source code... but... well, I have to cut this short for now
- please check back on this here next week!

-Tim

1310. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 06:08:20 UTC
From: jharris@cup.portal.com
Message-ID: <107266@cup.portal.com>
Source record: 102391

>Has it ever occurred to you that the problem might be in the OS's floating
>point routines? I heard that floating point math is handled in the OS.

It could be a problem within the FP to ASCII conversion routines, but I
don't if that alone would account for printing an endless stream of
hearts.

I think the trace, which is likely to be pretty darn long anyway, would be
almost too long to be useful if it traced all the OS stuff. If he finds
out that the problem exists within one of the OS routines, I can always go
back and trace that part.

>Has it also occurred to you that the monitor might treat the BASIC
>interpreter as OS?

No. It uses addresses above $C000 as that test.

John Harris - jharris@cup.portal.com

1311. Re: Two questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 06:08:26 UTC
From: jharris@cup.portal.com
Message-ID: <107267@cup.portal.com>
Source record: 102392

> GED, the Harris Graphics Editor, does not run on my 64K/48K machine.

There must be another reason. GED uses no expanded memory.

>MAE, the Harris Macro Assembler Editor, does not run on my 64K/48K machine.

It came with a file called NOTE64.DOC which had instructions on converting it to run on a 48K machine. Granted, it isn't designed to run in that environment, and even after making the changes, it isn't an optimal assembler for a non-expanded machine. I think you'll only have 17K or so of free memory for your source.

When it was uploaded to GEnie, it was listed as a program for XE compatible memory expansions. I would have thought I did the same thing here, but my appologies if that was overlooked.

John Harris - jharris@cup.portal.com

1312. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 06:08:33 UTC
From: jharris@cup.portal.com
Message-ID: <107268@cup.portal.com>
Source record: 102393

Marketting is the only necessary ingredient for a successful product -- at least in the USA. Atari has never been accused of possessing this quality. At least not seriously accused.

>Also, can anyone clarify the hardware differences between C 8bits and Atari >8bits?

On paper, the C64 specs out in some areas better than the Atari8. But those differences are not that accurate in the real world. Regardless of the display specs, the video that comes out of an Atari looks a lot higher quality than that of a C64. The CPU speed advantage of the Atari, in addition to just making the machine faster, can be use to significantly boost the graphics abilities. There's a lot more flexibility in the graphic design of the Atari. That's hard to explain, and not always appreciated until you've worked with the machine for awhile, but it's there. A lot of things like the 4096 ColorView system, the GED that I did, specialized applications with mixed mode display lists, free format screen ram allocation, dynamic display list updating, etc., all show up the advantages of the Atari hardware. There are tricks that can duplicate most or all of the C64's display advantages. Like using players (sprites) with masking to get multiple colors in the highest resolution. Redefining players many times to get lots of objects on screen. And more. Whether or not the designers chose to exploit all of the available options, will often make the difference on whether an Atari product will look better or worse than a C64 equivalent.

John Harris - jharris@cup.portal.com

1313. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 12:00:36 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2mrvd4$k3@usenet.INS.CWRU.Edu>
Source record: 102394

As a Sr. Electronic technician, who has worked on all kinds of computers, INCLUDING both Atari 8bits and the infamous C64s, I can state without a doubt that, from a hardware and quality standpoint, there is NO COMPARISON between the Atari computers and the C64s. The Atari Computers were/are some of the best built and designed (although they did have some big bugs in the video circuits) computers. To this day, they are considered very quiet (rf wise) compared to others. In comparison, the C64 was about the most horrendously fabricated piece of sh-- I've ever seen ... bar none. There were no limits to the shortcuts taken to cheapen the thing. ON top of that, it is a virtual rf noise generator! Many ham operators have found this out the hard way!

No sir. There is NO QUESTION in my mind. The Atari 8bits were the best 8bit computers ever made .. even with their few faults.

Bill
Sr. Electronic Technician
Westinghouse Naval Systems
Cleveland, OH.
(FCC Extra class Amateur Radio Licensee .. KB8EB @ WA8BXN.OH)

1314. [--- Getting Down to Size ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 12:22:21 UTC
From: winston@merk.com
Message-ID: <Cn651A.B8u@merk.com>
Source record: 102395

To Kit Kimes,

Just out of curiosity, how small were those first PDP-11 UNIX systems? How many K of core memory was needed? And speaking of small systems, now that chips have 64K of CPU cache on board you could probably fit --ALL-- of an ATARI 6502 8-bit onto a single chip, the entire machine. Hmm... just sell a box that you have to plug a keyboard into, plug a cartridge box into, plug a joystick box into, plug a drive into, all via standard connectors. I wonder what the minimal price for a "programmable game machine" would be?

1315. SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 15:10:02 UTC
From: JKING@EMAIL.STATE.UT.US
Message-ID: <sd9148b5.006@EMAIL.STATE.UT.US>
Source record: 102396

Is there any chance that the QWK8 .QWK mail
packet reader could be rewritten to use a standard
ATARI DOS (such as ATARI DOS 2.5 or MYDOS
4.53) rather than the --COMMERCIAL-- SPARTADOS,
so that it can be used more widely by more of the
original equipment (such as an ATARI 800 and an 810
drive) ?

SpartaDos is now shareware, effective last week. You
can download it off of CompuServe, GEnie, Delphi and
soon the Atari archives...

For $19.95, you can get the manual.

1316. 8-bit out of the closet

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 15:10:15 UTC
From: JKING@EMAIL.STATE.UT.US
Message-ID: <sd9148bf.008@EMAIL.STATE.UT.US>
Source record: 102397

CSCHRAME@silver.ucs.indiana.edu (Christopher
Schrameyer)
Subject: Re: Good old 8-bit

Well, it's been about 2 years since I actually used
the 800XL for any length of time. I pulled it out about a
month ago and played with it a little.

Why the hesitation in pulling this machine out and
using it? There's been tons of new software released
in the last 2-3 years.. .Tons of new hardware too. Hell,
my 8bit Atari is more powerful now than my NCR 386!

1317. portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 17:54:00 UTC
From: davis@suuper.cc.suu.edu
Message-ID: <24MAR199411540563@suuper.cc.suu.edu>
Source record: 102398

I have an Atari Portfolio and I was just looking for a place to get
software. There is one site on the Internet that I can find. I would
really appreiciate any help that I can get.

please respond to davis@cc.suu.edu

Thanks in advance

Scott

1318. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 18:35:42 UTC
From: pingn@malibu.sfu.ca
Message-ID: <pingn.764534142@sfu.ca>
Source record: 102399

aj445@cleveland.Freenet.Edu (Bill Somrak) writes:

>and the C64s. The Atari Computers were/are some of the best
>built and designed (although they did have some big bugs in
>the video circuits) computers.

Can you tell us more about the bugs ?

--
Regards, albert.

1319. Re: 8-bit out of the closet

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 22:15:13 UTC
From: CSCHRAME@silver.ucs.indiana.edu
Message-ID: <CSCHRAME.6.00114178@silver.ucs.indiana.edu>
Source record: 102400

In article <sd9148bf.008@EMAIL.STATE.UT.US> JKING@EMAIL.STATE.UT.US writes:
>From: JKING@EMAIL.STATE.UT.US
>Subject: 8-bit out of the closet
>Date: 24 Mar 1994 09:10:15 -0600

>CSCHRAME@silver.ucs.indiana.edu (Christopher
>Schrameyer)
>Subject: Re: Good old 8-bit

> Well, it's been about 2 years since I actually used
>the 800XL for any length of time. I pulled it out about a
>month ago and played with it a little.

>---

>Why the hesitation in pulling this machine out and
>using it? There's been tons of new software released
>in the last 2-3 years.. .Tons of new hardware too. Hell,
>my 8bit Atari is more powerful now than my NCR 386!

=+=+=+

1320. Re: SpartaDos

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 23:28:45 UTC
From: kevina@clark.net
Message-ID: <2mt7nd$96d@explorer.clark.net>
Source record: 102401

>SpartaDos is now shareware, effective last week. You
>can download it off of CompuServe, GEnie, Delphi and
>soon the Atari archives...

Humm, do you have any background info on why this is.....

>
>For $19.95, you can get the manual.
>

1321. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-24 23:36:05 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <1994Mar24.153605.1@vax.sonoma.edu>
Source record: 102402

In article <CMuF4J.Dw3@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> Soooo... Daisy Dot III DID come out!!! Is it shareware? Registered only?
> Built in editor/word processor yet (it's only SERIOUS flaw)??? Can you send
> an .arc'd copy to the umich archive? What's the author's/company's address?
> etc... very few people on the net use DD3, few know it exists! Would you be
> interested in posting a few of its features? Kind of like an informal review?
>

Weird!! I thought EVERYONE knew about DD3!

There's an unregistered PD version (no font change) out, and the registered full-featured version + dox, etc. is $25.. I don't have the address/etc. on me 'cuz I'm at school, but it's a great program..

all you need is 66mhz and a 1000cps printer! hehehehehhehe :)

1322. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-25 00:32:45 UTC
From: payton@ins.infonet.net
Message-ID: <2mtbfd$5tc@insosf1.infonet.net>
Source record: 102403

In article <2mrvd4$k3@usenet.INS.CWRU.Edu>, aj445@cleveland.Freenet.Edu (Bill Somrak) writes:

>and the C64s. The Atari Computers were/are some of the best
>built and designed (although they did have some big bugs in
>the video circuits) computers. To this day, they are considered
>very quiet (rf wise) compared to others. In comparison, the C64

I have always been curious about who designed the original 400/800 line of computers. I have heard that Jay Minor designed the custom graphics chips in the Atari, and later worked on the design team for the Amiga. The only other name I have heard of is David Crane. Crane was an early 2600 programmer who left Atari and went to Activision. In an interview with Crane in the "2600 Connection," he states, "I was also on the design team for the Atari 800 computer. That was a lot of fun."

So who at Atari decided to start a home computer line? And how long did they take to design? Were they consciously going after some of the Apple II's market share?

I didn't get my first 8-bit until '82, three years after their initial release. Does anybody remember how they were first received by the computer press? Were they recognized as a superior product right away, or were they met with skepticism?

I realize that this may not be of interest to everyone, but after using the 8-bits for so long it would be interesting to know more about their beginnings. (We've all heard the stories about the first Apple II being built in a garage, etc.) Any information or thoughts on this?

James Payton | "What? WHAT?! - Oh, well that's very different...
payton@ins.infonet.net | ...NEVER MIND!" -- Emily Litella, a.k.a. Gilda Radner
---

1323. Re: 8-bit out of the closet

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-25 00:33:44 UTC
From: lordthan@news.delphi.com
Message-ID: <2mtbh8$h35@news.delphi.com>
Source record: 102404

JKING@EMAIL.STATE.UT.US writes:
>Why the hesitation in pulling this machine out and
>using it? There's been tons of new software released
>in the last 2-3 years.. .Tons of new hardware too. Hell,
>my 8bit Atari is more powerful now than my NCR 386!

Oh _PLEASE_. Cut me a friggin' break already! If your 8--bit is more
powerful than a 386 machine, it's for the sole reason that (a) your 386
machine is barely, if ever, used, (b) your 386 has no RAM or hard drive in
it, or (c) you have a truly strange definition of "powerful."

1324. HD for a 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-25 01:23:27 UTC
From: d.paterson2@genie.geis.com
Message-ID: <9403250123.AA18089@relay2.geis.com>
Source record: 102205

Your best bet would be to try Computer Software Services for a Black Box.
The BB is a HD interface with R: and P: hookups as well. It costs $199.95
plus $8 s/h. For more info, email to Bob Puff at:

76702,1076@compuserve.com

The address is with the vendors list.

1325. Re: 8-bit out of the closet

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-25 02:09:43 UTC
From: kamaro_kid@delphi.com
Message-ID: <BAwvpKX.kamaro_kid@delphi.com>
Source record: 102206

LORDTHANATOS@DELPHI.COM <lordthan@news.delphi.com> writes:

>Oh _PLEASE_. Cut me a friggin' break already! If your 8--bit is more
>powerful than a 386 machine, it's for the sole reason that (a) your 386
>machine is barely, if ever, used, (b) your 386 has no RAM or hard drive in
>it, or (c) you have a truly strange definition of "powerful."

Just a little testy, eh? Actually, my 386 has a mere 40meg hard drive and 4meg
of ram, while my 8bit Atari has 350meg of hard drive space and 4meg internal
ram, and 256k of ram inside the MIO.

My 386 seems comparatively slow compared to similiar operations performed on my
8bit Atari also.. (I use MIOCACHE and cache out 256k).

And no, I'm not some run-of-the-mill PC owner who doesnt know squat about
computers.. but rather a computer professional who earns his living in that
market as a sysadmin for the State of Utah (Sparc10, SunOS Unix, PcBoard 15.1
SysOp (for the State), Hp900
0, etc..

1326. Re: HD for a 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-25 02:55:34 UTC
From: cjwoods@tiac.net
Message-ID: <2mtjr6$ain@sundog.tiac.net>
Source record: 102207

On 24 Mar 1994 19:23:27 -0600 d.paterson2@genie.geis.com mumbled:
>Your best bet would be to try Computer Software Services for a Black Box.
>The BB is a HD interface with R: and P: hookups as well. It costs $199.95
>plus $8 s/h. For more info, email to Bob Puff at:
>
>76702,1076@compuserve.com
>
>The address is with the vendors list.
>

Just a note (but an important one):

Replace the comma in the above address with a dot, or else it won't go.
76702,1076@compuserve.com SHOULD BE 76702.1076@compuserve.com

-Chris

--
Christopher J. Woods | General Unix newbie-helper and all
cjwoods@max.tiac.net | around nice guy
cwoods@genesis.nred.ma.us | TIAC support (617) 275-2221
Unix CAN be user-almost-friendly! finger cjwoods@max.tiac.net for help info

1327. Antic Programs. Out on PD?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-25 02:59:00 UTC
From: kevina@clark.net
Message-ID: <2mtk1k$oso@explorer.clark.net>
Source record: 102208

Hello there you guys. Does anyone know what happend to antic online on compuserve?

Also are the antic programs out there on the PD? They had some really good programs out there. Or better yet the actual articles + source code.

>>> Kevin <<<

1328. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-25 07:53:21 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <J0xOBSZ.lmcclure@delphi.com>
Source record: 102209

In a message dated 3-23-94, Scott Coleman said:

"Beta VCRs were technically superior to VHS units - better
picture, smaller tapes, etc. and so on, ..."

They did have ONE technically inferiority, as I recall...shorter tape time. Six hours on a T-160 or four on a T-120 was a selling point. Also, image quality was even less of a concern back then, as fewer people had cable (and as an antenna user, I gotta tell ya; reception can vary from good to rather crappy from one day to the next on the same station).

1329. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-25 08:11:29 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JU7MRQR.lmcclure@delphi.com>
Source record: 102210

"It doesn't make any sense... Computer users usually goes to
the most technological platform for their money, and Atari
should have won, but lost instead."

The key is in what you said...the most technological platform FOR THE MONEY. For the vast majority of it's life, the Atari 8-bit was significantly underpriced by it's Commodore counterpart. When I purchased my 64K 1200XL for $150 in late 1983, it was a steal because that was the price the same store was supposed to be selling the 600XL (only 16K, and with no monitor output, only RF) for. In fact, there was a chance when I ordered it that I would end up with a 600XL instead ..if Atari got them out in time. Luckily they did not. <grin>

I believe the 800XL was going for close to $300 at that same store, significantly more than the Commodore 64 was selling for at the time.

In earlier years, the price differential was even worse. For instance, when the 1200XL was introduced, it debuted with a suggested retail price of around $700. The 64, which was already on the market, had started out with a suggested retail of $595.

However, I can tell you after the Tramiels took over Atari, and instituted their "Rock Bottom Pricing" policy on the Atari 8-bits, at the store I worked at, our Atari 8-bit sales were neck-and-neck with C64 sales, despite the larger software selection available at that time for the C64. Had the pricing been closer all along, I have little doubt the face of 8-bit computing would have turned out differently. Also, as others have pointed out, the technologically superior product (even if priced lower) does not always win, anyway. Marketing prowess is still a big part of the product equation, especially in the U.S. marketplace.

"Also, can anyone clarify the hardware differences between
C 8bits and Atari 8bits? For example, C=64 can display 8
sprites, whereas Atari can...?"

I saw that someone else has already replied with the specs, so I'll put it another way. The C64 does better with text-oriented applications. Just ask anyone how much work it is to TRY and use 16 different colors of text on the same line of an Atari 8-bit 40-column display. On a Commodore, it is as easy as falling off a log. The Atari excels at graphics. Try getting more than 16 colors out of a 64, or putting more than 6 of those colors in any 16-pixel horizontal segment, and you'll find it's payback time. Essentially, the 320x200 graphics mode is a character display with 1000 programmable characters. Trade off resolution for 160x200 'multicolor' mode, and you pick up two additional

colors, but your display still works like a 40x25 text display with 1000 reprogrammable characters.

For the record, I own both Commodore (since 1982) and Atari (since 1983) machines, and currently have both a Commodore 128, VIC-20, Plus 4, and an Atari 1200XL and 130XE (as well as an Amiga 500 & Atari 520STe w/4megs).

1330. Re: 8-Bit Markeplace (WAS: Old Games)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-25 08:16:49 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JWztpyZ.lmcclure@delphi.com>
Source record: 102211

In a message dated 3-21-94 Ben Poehland said:

"Mostly because, I think, people have lost sight of the
manner in which AC originated, the magazine is faring poorly.
During the past 4 months we have gone from a condition of
being 5% oversubscribed to one of being 20% undersubscribed."

I am truly sorry to hear that. Although being a charter subscriber to
A/C, and renewed for my second year, I only wish I had the time to offer
more than simply my subscription money (i.e., a useful article or two).

"I think AC offered value for the money. Apparently the
community does not agree."

I, for one, thought the December '93 video issue was almost worth the
entire price of my first year subscription, and the other issues were
certainly not bird-cage fodder either!

"AC published "Dream Street" as an enticement to entrpreneurs.
No one bit."

I've gotta partially disagree with you on this one. While some of the
Dream Street items were products that someone should have been able
to create and market for a reasonable price, I doubt some could have
been sold for the price people would be willing to pay (i.e., an
SIO buffer for printers like the 1025 and 1027).

1331. Re: 8-Bit Markeplace (WAS: Old Games)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-25 13:36:08 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2mupc8$599@usenet.INS.CWRU.Edu>
Source record: 102212

I also agree that the December issue of AC was worth the entire subscription price. I've done the video mods on ALL my ataris; although, the only 2 in CONSTANT use are the 320k 130xe and the 1meg 1200xl.

I look forward to each and every issue and disk. I think I even read all the fine print (guess that's how I found those typos, Ben ... ha ha!) ... I even "smelled the print" as suggested in one of the early issues.

If you haven't subscribed, and ARE an 8bit user, you OWE it to yourself to subscribe to this fine publication.

Bill

1332. Thanks to CSS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-26 03:46:56 UTC
From: jg58@delphi.com
Message-ID: <h60N5SQ.jg58@delphi.com>
Source record: 102213

I would like to publicly thank Computer Software Services for the
treatment I got on a recent purchase. I bought a Black Box second hand.
It came without documentation and the connector for an 800XL. I called
to purchase these items and the docs. All of my questions were answered
and I was even asked the version of ROM I had. In short I was given
the documentation and charged very little for the ROM upgrade and
XL connector ($7.00). I work with computer companies every day and
often I can't get prompt service like this, even when I'm going
to spend a few thousand. I will, no doubt be doing business with
them in the future and encourage everyone to do likewise.
Thanks -Jim Graham

1333. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-26 04:46:19 UTC
From: cjwoods@tiac.net
Message-ID: <2n0emr$lr4@sundog.tiac.net>
Source record: 102214

On Fri, 25 Mar 94 02:53:21 -0500 Lonnie McClure mumbled:

<some deleted>

>(and as an antenna user, I gotta tell ya; reception can vary from good to
>rather crappy from one day to the next on the same station).
>

Hmmm... I am an antenna user, too. I wonder if there's any correlation
there, is it a mindset or something, that we have to use technologically
inferior products? (ie 8bits, antenna TV...)

What kind of car do you frive? It wouldn't happen to be a '73 Dodge Dart,
would it? <grin>

-Chris

--
Christopher J. Woods | General Unix newbie-helper and all
cjwoods@max.tiac.net | around nice guy
cwoods@genesis.nred.ma.us | TIAC support (617) 275-2221
Unix CAN be user-almost-friendly! finger cjwoods@max.tiac.net for help info

1334. Xwindows on the A8??

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-26 05:48:08 UTC
From: Krishna@tiac.net
Message-ID: <2n0iao$meq@sundog.tiac.net>
Source record: 102215

More to the point of this topic should be HOW is this Xwindows going to look? Obviously concessions had to be made, right?

Is there mouse/trakball support?

What is the effective baud limit you can use this at?

I've played Xwindows games such as NETTREK and although the graphics of the little ships in NETTREK could probably be ported (they are pretty simple) there is a lot more info on that screen such as a little tiny text window on the corner and all that. The workstations I was on were SUNs and seemed to have 1024x800 or so resolution, enough for 4 plates of standard VGA windows of 80x24 characters fully formed.

I really wonder what this is going to look like. You have piqued my curiosity to say the least!

1335. Re: Multi-Tasking on the 8-bit Copy

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-26 05:54:15 UTC
From: Krishna@tiac.net
Message-ID: <2n0im7$meq@sundog.tiac.net>
Source record: 102216

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: Michael Fitzpatrick (Michael.Fitzpatrick@f47.n282.z1.fidonet.org) wrote:
: : Yes, I really would like a copy of Multi-tasking on the 8-bit.
: : Let me know what the charge is and I'll forward the funds.
: : Thanks

: I have a sample program called MTOS, I'll post a msg later next week
: describing it here and send an .arc'd copy to the umich archive for FTP access.
: I don't have the source code... but... well, I have to cut this short for now
: - please check back on this here next week!

: -Tim

Tom Hunt wrote a program years ago called MTOS which would multitask small programs in main 64K RAM. After experiencing the limitations of speed and memory conflicts, he eventually developed Snapshot, which, on the 8-bit, is a better idea IMHO. IN fact, some aspects of Unix and of course Windows for the PC are merely task switchers no more powerful than Snapshot on the 8-bit.

The "virtual ram" idea is as old as the hills, as old as MEM.SAV to preserve your Basic program.

These days the 8-bit is doing more and more of this sort of thing. BBS EXPRESS PRO! uses something called overlays to cut down on Disk I/O module loading.

I don't know if you are working on an outgrowth of Tom's MTOS or your own, but in my mind the only way to REALLY do a flexible multitasker is to have an alternate 64K bank which is fully addressable and NOT in 16K chunks which you can alternate to and from, and each additional app you run would require yet another 64K bank. Otherwise that would limit where programs can run from, which will limit the system's viability to mostly a programming tool.

1336. Quick

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-26 05:57:13 UTC
From: Krishna@tiac.net
Message-ID: <2n0irp$meq@sundog.tiac.net>
Source record: 102217

There was, at one time, some buildup of anticipation over the QUICK language. On paper, it seemed to have many unique features but it seems noone is using it.

Obviously it must have some bad flaws. I heard rumors of DOS incompatibilties. Was it Sparta incompatibility? If so that would explain it.

It did compile to direct ML which is more than Action! does.

It supposedly had all this support for DLIs and multitasking routines and stuff, it would be a shame if it just disappeared.

1337. Re: Xwindows on the A8??

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-26 06:11:01 UTC
From: crow@coos.dartmouth.edu
Message-ID: <2n0jll$rum@dartvax.dartmouth.edu>
Source record: 102218

In <2n0iao$meq@sundog.tiac.net> Krishna@tiac.net (Glenn Saunders) writes:

>More to the point of this topic should be HOW is this Xwindows going to
>look? Obviously concessions had to be made, right?

>Is there mouse/trakball support?
[...]
>I really wonder what this is going to look like. You have piqued my
>curiosity to say the least!

Flame: You IDIOT!!!

The idea isn't to run X windows on the 8 bits. That will never
happen. The idea is to run 8-bit software as X windows applications.
There is no talk of porting X to the 800. There is talk of EMULATING
the 800 under X.

(I'm not seriously annoyed. The idea of running X on the 8 bit with
all the object-oriented overhead and TV quality resolution is just
plain funny. This isn't the first post along those lines that I've
seen, but I hope that this helps clear things up.)

--PC
--
/**************************/
/* It's not soda, it's pop */
/**************************/

1338. Re: Dedication Vs. the Profit Motive

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-26 07:02:08 UTC
From: Krishna@tiac.net
Message-ID: <2n0mlg$meq@sundog.tiac.net>
Source record: 102219

poehland%phvax.dnet@sb.com wrote:
: Jim Hague states Wes Newell hasn't released a new product since the mid-'80s.

: NOT TRUE!

: Newell released the 1-meg upgrade in 1990. I announced it in my Alchemist
: column in Current Notes magazine, Sept. 1990. At the time I thought I'd
: never see a use for such a thing. Now I can't live without it.

: But, in other respects, the statements made of Newell Industries are
: generally true. I regard NI as a typical laid-back Atari vendor. The
: dude doesn't advertise, & seems to think as many in the vendor community do
: that all you have to do is have a product & by some magical osmotic process
: millions of people will beat a path to your door. ADVERTISE??? Hah!
: who needs THAT? The millions of customers fail to appear, these guys get
: bummed out & find something else to do.

: I'll say this much for outfits like CSS, B&C & FTE: at least those guys amke
: an effort to spread their name around & advertise aggressively.

: The best product in the world is worthless if you don't tell the world
: it's there.

: - Ben Poehland
: Bummed-out AC Editor

Wes was active in Fidonet and I think he still is. That is his home
base. He has also had conflicting commitments, such that Newell
Industries is not his life 24 hours a day--I can't speak for him but I
want to defend him in some manner here. If you are saying he should have
advertized in AC, I agree, but that doesn't make him some kind of 8-bit
cheapskate. His items are still available to those who want them, and
that is the important thing.

If you want a target, why not pick Chuck Steinman of DataQUE? He
bungled the T816 project, and he bungled the mv80 which would have been a
hit if someone wrote a Bobterm driver for it. Now he is selling the
Transkey which he can't claim is his own invention, and he never finished
the much touted ANSI C cartridge. He also sells the Gamelink interface
but that is mainly a premade hack like SIO2PC. I think he has the best
of intentions, but no business sense at all or the wherewithall to make
theseprojcts fly. Some people feel that these projects should be self
sustaining, but the WORD needs to get out and programmers courted
especially for hardware as radical as the T816.

Now we have this 65802 idea. To get it to work, we'd still need
a 16 bit OS, which would mean writing a new one, or asking Chuck to

release the T816 OS to the public domain. Hm. Do you think he will officially want to make a statement this way that the T816 is dead? If he holds onto the rights of the T816 OS that would be rather odd. Of course, we could ask him to offer a "T816 lite" 802 board, a simple conversion board to change the pinout and add the halt line and install an OS switch and piggyback the OS. This would be a LOT easier than what is involved in building ram off the new 24 bit bus on the T816.

Again here is an opportunity. But Chuck is not creative enough to even ask around to see if people are interested. It is pessimism or inertia or both. THese things have to be MOVEMENTS. If I come up with a T802 hack, and another place I pick up John Harris' MAE assembler and call up Tom Hunt and say "Hey, if I give you this, would you convert over some programs to 16bit fast operation or make a couple new things for it?" I think he would jump at the chance.

It takes networking and some GIVING to start the sparks on development. I have always acted as a catalyst which is why it bothers me to see some things faile by virtue of NOT any effort to develop excitement.

1339. Re: ATR Stuff wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-26 07:05:46 UTC
From: Krishna@tiac.net
Message-ID: <2n0msa$meq@sundog.tiac.net>
Source record: 102220

kamaro_kid@delphi.com wrote:
: I've just reattached my ATR8000 (64k version), and have built the modem
: and printer cables, and have plugged in a 1.44meg 3.5inch drive and
: a 1.22meg 5.25inch drive - all plugged into a muxed slave 256k 800xl.
:
: Now, I'm getting this very odd urge to have one of those 8" drive
: adapters, so I can plug in one of those tank quad density drives.
:
: Anybody have that adapter for sale or trade, please contact me.

Can you still get 8" disks?

Maybe some day I'll grap an 8" antique just to test on the Atari.

Can you believe that Infocom actually offered 8" CP/M versions of its
text based games at one point? I can't think of any other company that did.

It was nice of Bob to add support for just about every floppy that ever
existed for the Floppy Board. Everything except the newest 2.88 megs
that is. It is the definitive statement on the flexibility of the Atari
I/O system: the ability to run just about everything ever made.

1340. Re: [--- Getting Down to Size ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-26 07:11:05 UTC
From: Krishna@tiac.net
Message-ID: <2n0n69$meq@sundog.tiac.net>
Source record: 102221

Winston Smith (winston@merk.com) wrote:
: To Kit Kimes,
:
: Just out of curiosity, how small were those first PDP-11 UNIX
: systems? How many K of core memory was needed? And speaking of small
: systems, now that chips have 64K of CPU cache on board you could
: probably fit --ALL-- of an ATARI 6502 8-bit onto a single chip, the
: entire machine. Hmm... just sell a box that you have to plug a
: keyboard into, plug a cartridge box into, plug a joystick box into,
: plug a drive into, all via standard connectors. I wonder what the
: minimal price for a "programmable game machine" would be?

I'm sure if Atari relinguished the custom chip schematics that the Atari could be downsized to a calculator sized machine if need be. Even the XEGS shows signs of this since it only uses 2 RAM chips and the OS ROM has the OS, Basic, and Missile Command integrated.

But you'll never see it happen unless Atari gave us the schematics so the VLSI(sp?) chips could be further downsized into one chip.

People have talked about trying to make an 8-bit into a notebook, that too is doable, but only if there is such thing as a low power 6502. I know of none unless maybe what they use for the Lynx/Gameboy is compatible. Maybe that and STATIC RAMs could be used. All dream stuff of course.

If PC Xformer is all it is cracked up to be then we will be able to run 8-bit emulation from a color notebook PC.

1341. Re: Thanks to CSS

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-26 07:21:17 UTC
From: Krishna@tiac.net
Message-ID: <2n0npd$meq@sundog.tiac.net>
Source record: 102222

jg58@delphi.com wrote:
: I would like to publicly thank Computer Software Services for the
: treatment I got on a recent purchase. I bought a Black Box second hand.
: It came without documentation and the connector for an 800XL. I called
: to purchase these items and the docs. All of my questions were answered
: and I was even asked the version of ROM I had. In short I was given
: the documentation and charged very little for the ROM upgrade and
: XL connector ($7.00). I work with computer companies every day and
: often I can't get prompt service like this, even when I'm going
: to spend a few thousand. I will, no doubt be doing business with
: them in the future and encourage everyone to do likewise.
: Thanks -Jim Graham
Your treatment by CSS was no fluke. This is their standard mode
of operation and it is wonderful. You simply DON'T get that kind of
support anywhere these days. It seems there are 2 views on CSS. Some
people just say "the stuff costs too much" and don't get involved. Other
people get hooked on CSS stuff and the wonderful support they provide and
to the latter, the cost of the hardware is paid back in full by CSSs
courtesy and very cheap labor costs. In my experience, Bob has not
really charged me for labor on CSS hardware, not even stuff I bought used
like my Black Box and Multiplexer. Only for new parts and he only
started charging for upgraded ROMs recently cuz I guess he was losing too
much money giving them away. He also charges for shipping, big deal. It
is good that FTE is back because when ICD was gone, noone could offer
service to MIOs and the like. ICD did do work on occasion but it was hit
or miss and VERY expensive. I gave an R-8 to a fellow sysop and it had a
broken trace on it and the guy wound up getting gypped when he sent it to
ICD to get fixed. I think he was charged like $20-40 or something for
practically no work. Now THAT is what the norm is, not the CSS way of
doing business. Of course, Bob's hospitality over the phone helps too.
There is nothing worse than a pissed off voice over the phone.

I wouldn't suggest this to everyone, but one time I was
experiencing a wierd lockup on my system and en passing I mentioned this
to him and he said "Why not enter your MUX ML monitor" so I did, and he
told me to go to various addresses. Within 10 minutes by me merely
relating the hexadecimal figures, he had diagnosed my problem: That I
had set MYDOS for too many file buffers. If that isn't a feat befitting
a GURU I don't know what is! He also got my 1400XL working wth voice
with the MUX which I thoght was NOT going to work.

1342. Re: XEP80 Repairs?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-26 11:03:40 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.764679820@dtek.chalmers.se>
Source record: 102223

lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

>One of my "friends" had borrowed my XEP80 awhile back. When he returned it
>to me, he apologized profusely and explained that he "probably killed it"
>by (get this) plugging the power cord into the video port. Fine.

I did exactly the same stupid thing.
Why does the power chord fit in the video port?
Well, turned out that just the power transformer was killed.
(It has the same transformer as a 2600)
I solved it by digging out an old transformer used for model train and
put it at 9 volts. Sometimes, if my screen screws up, I just turn it up!

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

1343. XEP80 Repairs?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-27 11:47:03 UTC
From: Michael.Fitzpatrick@f47.n282.z1.fidonet.org
Message-ID: <764973997.AA06863@rochgte.fidonet.org>
Source record: 102224

```
Computer Software Services:
Phone: (716)586-5545
Address: P.O. Box 176600
Rochester, NY
14617

Hope that helps you.
```

1344. Re: Quick

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-27 18:45:57 UTC
From: ricortes@delphi.com
Message-ID: <5C3sBIl.ricortes@delphi.com>
Source record: 102225

Actually, you haven't needed to use the Action! cart to run programs since at least around 1984-5. I balked at paying the $30 or so they were asking for the runtime package. I'd already payed $70+ for the cart & another $30 or so for the tool kit, but Action! was always meant to develop stand alone programs. My Action! programs started making the rounds when I found the PD runtime package on CI$. Stuff like HomePak, Express, Preppie, Food Fight, & XE Term were all done in Action!.
I don't know what the full Quick package cost, but I think FTE reduced the price of Action! to $50 with the toolkit or RT or both included.
IMO: It's still the best programming language for the 8 bit. The *ONLY* thing I wish it included was an option to output ML source code so you could go back & hand optimize the code. Most 'C compilers let you do this for time critical sections, but then Action! pretty quick anyway & lets you add code to your program anyway.

1345. Info For C=64 Converts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-27 19:42:57 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403271928.AA14187@phinet.smithkline.com>
Source record: 102226

This is for Todd who has been a C=64 user for 11 years & has at last gotten the good sense to inquire about the Classic Atari. Better late than never!

Most of your questions should be answered in the next FAQ list posting, which Michael Current of the Cleveleand Freenet sends in about once a month.

Also, a new column for beginners just started in the February 1994 issue of Atari Classics Magazine. It deals specificially with folks in your situation who are new to the Classic Atari & a bit bewildered by the various models & products available for them.

A back issue can be had for $5, to:

Ben Poehland
179 Sproul Road/Rt. 352
Frazer, PA 19355

Oh yeah, I'm that "chemical engineer" you mentioned. I'm a chemist, actually.

Uh, I'm also the Managing Editor of the magazine. :)

1346. Atari 2600 Emu. (sort of) posted to alt.games.video.classic

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-27 21:37:37 UTC
From: ahrens26@wharton.upenn.edu
Message-ID: <ahrens26.45.0@wharton.upenn.edu>
Source record: 102227

In case anyone's interested, someone posted the source code for a beta release of an Atari 2600 emulator to alt.games.video.classic. I looked at it earlier--when you UUdecode it, it will create a file called EMULATOR or something like that. You have to rename it to a .ZIP extension, and then PKunzip it.

Apparently it runs on Xwindows and is still in beta mode, but it might be interesting for the source code included.

Please don't ask me questions about it because I'm not the original poster. Just wanted to let everyone know.

- Rich

==
Richard L. Ahrens ahrens26@wharton.upenn.edu
Wharton School of Business University of Pennsylvania
Finance/Management '96
"Beauty plus brains always equals a constant." - Unknown
==

1347. Re: Antic Programs. Out on PD?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 00:02:20 UTC
From: jomcgow@eis.calstate.edu
Message-ID: <2n56qc$a84@eis.calstate.edu>
Source record: 102228

While Antic folded, and the programmes are not in the public domain, they have permitted their posting (as has compute! for their old 8 bit programmes)... I believe you can find a complete set of antic disks in ARC format (and many Analog disks) on GEnie.

--
John McGowan | jomcgow@eis.calstate.edu [CORE]
| jmcgowan@bigcat.missouri.edu [COIN] (preferred)
| j.mcgowan15@genie.geis.com [GEnie]
----------------+---

1348. Bigsreen Drivers

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 00:03:24 UTC
From: dac@pta.pyramid.com.au
Message-ID: <2n56sc$o6@pta.pyramid.com.au>
Source record: 102229
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.st.tech

Hi Folks ,
Have a question here someone may have come across before.
(This is for a friends set-up). He is running a Moniterm 19" (194 Model)
high res mono screen on a Atari Mega. He has had some problems running
some applications on the big screen and was recommended to get a program
called "xmon" (Written by a Don Wheeler ?). This apparently centres any
programs to the screen allowing them to run like on a 14" screen. I've
tried to find the program on the ftp sites but as yet have been unable to
find it. Does anyone know of where I might find this program or any
similar programs which do the same thing (Preferably via ftp).
He has been running bigmon but it does not seem to work with
programs wanting to see a smaller monitor. Bigmon I think is an Atari
product?

Any info appreciated!

Cheers

David

1349. 1200XL Schematics...a quest for knowledge

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 01:26:45 UTC
From: lrfrederick@ualr.edu
Message-ID: <1994Mar27.192645.1@ualr.edu>
Source record: 102230

In article <2n2teu$2re@sundog.tiac.net>, Krishna@tiac.net (Glenn Saunders) writes:
>
> I think BEST ELECTRONICS should carry schematics. One machine I never
> found good schematics for is the 1200XL which is a serious matter because
> I have already looked at hacking files on how to add a PBI and such and
> there are far mor components on the 1200 than there are on most other
> XL/XEs and some things I just can not locate without schematics due to
> the numbers being obscured by the actual electronics.
>
>
I have a diagram of the 1200XL with all the components labeled if that would
be of any help. I tried to email this, but it bounced.

lrfrederick@athena.ualr.edu

1350. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 01:46:26 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0pqu@legend.akron.oh.us>
Source record: 102231

Why don't you just connect your XL to a regular t.v. like everyone
else does. :)

1351. Re: Info For C=64 Converts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 04:26:18 UTC
From: cjwoods@tiac.net
Message-ID: <2n5m9a$eq9@sundog.tiac.net>
Source record: 102232

Plagiarizing poehland%phvax.dnet@sb.com:

<quoted art rubbed>

|Oh yeah, I'm that "chemical engineer" you mentioned. I'm a chemist, actually.

|Uh, I'm also the Managing Editor of the magazine. :)

But NOT, NOT, NEVER WAS, and NEVER WILL BE, the owner! ;-)

-Chris

--
Christopher J. Woods | General Unix newbie-helper and all
cjwoods@max.tiac.net | around nice guy
cwoods@genesis.nred.ma.us | TIAC support (617) 275-2221
Unix CAN be user-almost-friendly! finger cjwoods@max.tiac.net for help info

1352. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 05:39:22 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <G70MB14W@math.fu-berlin.de>
Source record: 102233

In article <CnBrEz.7FI@cbfsb.cb.att.com>, rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>More actually ... the 68000 derived from the 6809 which derived from the
>6800, all Motorola processors. The 6502 also derived from the 6800.
>The 6809 was an 8 bit processor with a few 16 bit registers and 16 bit
>instructions, and allowed fully relocatable code to be easily written.
>Still only 64 K of memory space, but many hardware implementations
>included a rudimentary memory management register to allow mapping
>a full 1 meg of space into the 64K in 16 K banks.

I knew SOME wiseguy would come in and correct my little history lesson <BIG GRIN>. Yes, I knew there were some inaccuracies in it. I have only heard the rudimenary parts, and would be greatly interested in learning more from those who know.

>The 8080 was always an Intel product.

This is, of course, true. My main point being that the 8088 didn't make significant improvements over the 8080.

>More modern designs tend towards remapping all of memory, much more flexible.

My point exactly. The 68000 started out as a "more modern design" than the 8088/8086/etc.

All this is very interesting to me, and I would like to learn more so that when I tell this story, I can get it completely correct for a change. <g> Is there any book or anything that gives a history of microprocessors?

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1353. Re: Crush, Crumble and Chomp! Newbie questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 05:57:28 UTC
From: ind00052@pegasus
Message-ID: <2n5rk8$25f@pegasus.cc.ucf.edu>
Source record: 102234

: The main reason I want to get it to go again is a game called Crush,
: Crumble and Chomp! I've lost the box and the manual, but I still have
: the tape. It is copyright 1981, and was made by Automated Simulations
: of Mountain View California. Imagine you are playing Sim City, but
: instead of building the city you get to be the Godzilla monster that
: goes around and destroys it...

Great game. I remember playing it. And I'm sure I still have a copy on
Disk. Wasn't it written in BASIC? I can't remember that aspect.
It was also called something like "Crush, Crumble, and Chomp -- The Movie
Monster Madness Game" wasn't it?

: I've seen 800XL's advertised for sale in a local paper. Will an 800XL
: be able to run C,C & C? And how about my cartridges? I have the 410
: program recorder, will I have to replace that as well? (the 400 is, as
: far as I can tell, pretty dead).

Yes, an 800xl will probably run Crush, Crumble and Chomp. Although, don't
quote me on that -- I ran it on an 800 at the time and have yet to try it
on my 130XE. You might need the TRANSLATOR program?

: I'd be interested in hearing from anyone else who remembers Crush, Crumble
: and Chomp! If anyone has a copy, with manual, I'd be interested in buying
: it on floppy (or can I transfer the cassette to disk?)

You can try to transfer the cassette to disk. I've done it before for
other programs... It depends though, some cassettes were "multi-load"
meaning part of the program was loaded into memory and then addition
parts as needed. The program I had to do cassette to disk transfers
couldn't handle this.

Sen Patrick Can
IND00052@pegasus.cc.ucf.edu

1354. Demise of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 06:49:51 UTC
From: theclub!conklin@egr.msu.edu
Message-ID: <9403280635.AA13520@theclub.mi.org>
Source record: 102235

In a recent message, Ben Poehland writes again about the problems with
Atari Classics and the people who originally subscribed and either never
subscribed or dropped their subscription. This isn't the first time,
and since it covers 'misperceptions' I'd like to clear a few up.

> In following this thread I see the same old misperceptions that are
> strangling Atari Classics.

> FIRST: Ben Poehland did not start AC, THE 8-BIT COMMUNITY DID.

This is true. Atari Classics was originally a community discussion gone real.

> ... Instead, we are being treated like any other commercial entity. I tried
> to make that point a year ago in an editorial called "Us Guys Iz Yooze Guys".
> I now know that editorial was a waste of time

Atari Classics IS a commercial entity - period. You charge $$$ for a product.
How it started was irrelevant. What makes one think Life magazine didn't start
as a discussion at some church meeting? That's how things get started.
Continually, though, Ben has acted as if AC deserves some special treatment
because it created in response to a widely discussed need. As is most anything.

> 2nd : AC was founded to be non-profit.

And? So was the YMCA & the CNEPA (Certified Netware Engineers' Professional
Assoc.) The head of CNEPA is bucking for $125K/year.

> the magazine is faring poorly. During the past 4 months we
> have gone from a condition of being 5% oversubscribed to one of being
> 20% undersubscribed. We are foundering. This is not a case of the
> community failing to support a vendor. This is the community failing to
> support ITSELF!

No, it's not. It's a case of subscribers not wanting the product at the
price. That includes me. My case may be my own, but statistically speaking,
it probably is representative.

The number one reason I dropped AC in two words: Ben Poehland.

AC may have been started by community, but it quickly devolved into a
personal stage for Ben. This isn't necessarily a crime, if the personal
speech is worth hearing, but I quickly found it was not.

Many of Ben's own articles were not of sufficient value to keep my
interest as a subscriber. The diatribe "The Saga of the AC database" was,
honestly, pure drivel. I reread it before posting this just to make sure I
wasn't hasty, and it's still bad. Given how Ben's material tended to
dominate the magazine, it became a primary factor when I was asked to shell

out $$$ again for more of it. No thanks. There aren't enough pages to be wasting on this stuff.

Another primary problem was a lack of professionalism in the editing of the magazine, specifically concerning Ben's own articles. If Ben writes something, he writes it as fact. Fine, but then don't be wrong. Which he was.

A good example is the Super Video upgrade. Even in the last digest this was presented as a Wonderful Thing. It's not. Having done the upgrade, correctly, I found out the hard way that it's NOT an 'improved' video, it's an ALTERED video. I did NOT find the alteration an improvement, as the supposedly improved clarity was actually nothing more than artificially boosted brightness levels, typically on the trailing edge of characters.

Some people might _interpret_ it as improved video. I did not. A more professional reporting of the upgrade might have had a panel of reviewers or a third person give their input. Certainly, I wouldn't have recommended (and DON'T) doing this "upgrade" to your own machine. And I _sure_ as Hell don't brag about having a machine with Super Video 2.0 as some 'feature' akin to the Newell 256K board or the like.

This same theme, of Ben making basically unsubstantiated claims, became par for the course. Since I knew at least some of the material was not reliable, essentially none of it could be trusted, lowering the value to near zero for a significant portion of AC every month.

AC has other problems. An awful lot of coverage of old news. Daisy Dot III, for example, is older than god. So it's the best thing out. I don't care. Just more wasted pages. If it's a NEW magazine, lets hear about NEW developments. Or at least newer. Transkey, Turbo-816, the new fully static 6502 which should make turbo Ataris possible, Bob's IDE interface project, the cc65 Unix cross compiler, this X-windows Atari emulator --- these are the kinds of materials I would expect in a current publication.

AC smacks of a handful of guys putting together a magazine, which it is. That's no crime. But if you expect me to BUY your stuff, then you have to take it beyond yourselves to a more professional, detached, informative publication worthy of the hard earned $$$. I paid as much for the Deep Blue Secrets disk as I did for the mag. Next time, no mag.

> 615 people pledged to support AC. Fewer than half honored the pledge.
> The rest all got a free magazine, paid for by the truthful half of the
> community. What does that say for us?

Ok, so this pompous nonsense didn't exactly endear me either. Shut up, please.

> Just my $.02.

It's been more like $20. If it was $.02, I'd still have a subscription.

Terry Conklin conklin@theclub.mi.org
Conklin Systems 517-372-3131

1355. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 09:43:00 UTC
From: slackey@acheron.lightstream.com
Message-ID: <SLACKEY.94Mar28094300@acheron.lightstream.com>
Source record: 102240

In article <genghis.764457122@ilces> genghis@ilces.ag.uiuc.edu (Scott Coleman) writes:

telliott@crashb.megalith.miami.fl.us (Todd Elliott) writes:

>I'm curious- If you claim that hardware on Atari 8-bits were so much better
>than that of Commodore's 8-bit machines, yet they were outsold 3:1? It doesn't
>make any sense...

Sure it does. Lemmings are lemmings; Beta VCRs were technically
superior to VHS units - better picture, smaller tapes, etc. and so on,
but Beta lost out in the market to VHS because VHS was marketed better.

No, Beta lost mainly because Sony charged more for the license, which
ended up (after margins are added) with a significantly larger price
tag. You can tell the difference in quality, all right; it's just
that when the rubber hits the road, people make the decision based
mostly upon price.

Ataris lost, I think, first because Apple gave AppleIIs away to
schools so the kids came home thinking that's all there was, but
eventually due to price. By the time the price was significantly
reduced, however, the war was over.

When I bought into Atari, it was for the games. It was when the local
Kmart unloaded their old 400s for like $40 each. The 65XEs were cheap
the next year, so I upgraded. I guess I'm as cost-driven as anybody.

Also, I have heard it said that Ataris were easier to make copy
protection more effective, and folks bought Commodore because there
was more pirated software. I'm not so sure I believe that, but who
knows.

-Stan
--

A government is best which governs least. -Thomas Jefferson

1356. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 09:59:41 UTC
From: slackey@acheron.lightstream.com
Message-ID: <SLACKEY.94Mar28095941@acheron.lightstream.com>
Source record: 102242

In article <F49MBT1V@math.fu-berlin.de> hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) writes:

In article <telliott.03k6@crashb.megalith.miami.fl.us>, telliott@crashb.megalith.miami.fl.us (Todd Elliott) writes:
>Computer users usually goes to the most technological platform for their
>money...

Sorry, I'm afraid I'll have to disagree with you on this. Look at the PC clone market. Even Apple is beginning to have trouble holding their ground against "Intel Inside" marketing.

The Intel 80x86 series is not the most technologically advanced thing out there. Look back at the original history of the chips, and you will see that the 8080 is the foundation for both the Intel line and Motorola's 680x0 line.

I have used both processors extensively, and I would say that statement is pretty far from what I have observed. The differences between the 8080 and 6800, even, are quite extensive. I would say the 6800 annd 6502 are similar, and the 8080 is off in left field somewhere.

The x86 are more like the 8080. It is a terrible shame IBM chose it during that critical period - this decision has probably cost the computer industry more in programmer hours that any other decision in the history of computing. If those designers had had any idea how far-reaching their decision was to be, they undoubtedly would have waited the several months for the 68000.

Motorola decided to design a completely new chip with some of the nicer features of the 8080, but without some of the drawbacks. Thus the 68000 was born.

The 68000 grew out of the 6800; the 6800 was on pretty much a separate evolutionary path from the 8080. (Someone at Motorola would probably be highly offended by your statement.) Really, I am not just flaming here, but the 8080 really doesn't have any nice features. Get a copy of the instruction set and try to code something up; then try it on the 6502 or 6800. You'll see what I mean.

The later Motorola chips bring the full 32-bits of the address register outside, and thus have 4 Gigabytes of addressing space! (ouch).

All versions of the 68000 have a full 32-bit flat, linear address space. The earlier ones didn't wire them all out, because they figured at that time, which was correct, that almost no one would have a memory space larger than 24 bits. (late '70s).

Now, I'm not trying to start a processor war, but I am simply trying to point out that people are crying "Intel Inside" not because it is the most technologically advanced thing, but because a) there is a large software base and b) there is a marketing campaign going on to promote the platform.

Yes, it is a marketing scam. Sadly, it is working!! People actually think that sticker makes one PC better tahn another. It is so easy for skillful marketing to create perceptions.

Actually, I tend to think that Unix (in all of its flavors) is a more widely used OS than MS-DOS, but at least Unix is capable of running on newer and more technologically advanced platforms (Motorola 680x0 series, RISC processors, etc.).

No, it is another terrible shame but MS-DOS is by far the most-used operating system. I will be forced to use it on my 486 until GEOS comes out with a CD-ROM driver.

-Stan
--

A government is best which governs least. -Thomas Jefferson

1357. Re: Quick

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 12:54:56 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2n6k30$712@news.belwue.de>
Source record: 102236

Harald Schoenfeld (mppi76@cd4680fs.rrze.uni-erlangen.de) wrote:
> well, you can use the Ramdisk to use it as space for the program code.
> Is that possible with action :-) ?

I didn't mean the space for the code - I had trouble with a jumptable
overflow (too many calls and branches), so you can say that Quick
wasn't able to compile the sources, because it was too complex :-((
(the program wasn't finished at all!). I wrote the program a second
time in assembler and it is now more comlex than the Quick version!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

1358. connection between a 130xe and a hp48

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 14:03:41 UTC
From: zobi@altern.com
Message-ID: <1994Mar28.140341.152@altern.com>
Source record: 102237

i own a 130xe ,a 1050 and a 850 interface.the hp48 got kermit protocole and i w
thonk it's possible to connect the 2 machines. b
Unfortunately, all my tries didn't work. Could someone help me?

1359. Re: Ben Doesn't Own AC!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 14:07:41 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2n6obd$e1n@usenet.INS.CWRU.Edu>
Source record: 102238

Ok, Ben doesn't own AC. For all practical purposes the effect
is the same as ownership. And I didn't mean Ben was on an ego
trip in a negative way. Personally, I've enjoyed all of the
magazine, Ben's articles included. I enjoy the spirit of the
magazine. This msg. is really in response to Tim somebody
who doesn't enjoy the articles/magazine. Finally, I left
out some signigicant European magazines in my saying Ben
'owned' the only significant 8-bit Atari magazine. Current
Notes may or may not still be publishing, I don't know.
I've heard 'Page 6' is a great European magazine and there
may be others.
Russ Gilbert (James if you don't know me.)

1360. Questions..and stuff..and others...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 17:04:50 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2n72ni$o3l@hearst.cac.psu.edu>
Source record: 102239

Lots of stuff...so I'll just jump right in...

1) I want AC... how much/how many where do I send my check?
2) I want AC back issues... where is a list? how much...where
do I send the check?
3) Bob and IDE's ?!?!?
4) Who can fix my 1meg MIO with 0megs (I fried them all years ago)
5) I have a fluky flaky bizzare 256k MIO that someone removed
everything and resoldered. It worked for some time..but goes out
too often... can I dump this on someone for maybe a few ZIP rams
for the MIO?

6) I want another 1200XL...who's got em?
7) Again, a 1400 or 1450 or 1090 would be appreciated with lots of $$$.
8) Who want to sell me a black box?
9) Was the floppy card ever released for it?
10) What was the adaptec board number that the MIO interfaced to MFM's with?
11) How long IS a piece of string?

--
Andrew K. Heller - Making the world safe once again.
----

heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site.

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1361. Re: ibm to atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 17:50:59 UTC
From: cmwagner@inca.gate.net
Message-ID: <2n75e3$sih@inca.gate.net>
Source record: 102241

In article <199403272303.AA12410@mtu.edu> amszorny@mtu.edu (Andrew Szornyi) writes:
>I'm having a problem getting a program called `mule` to load on my atari
>800. Do you need 64K to use this program? I'm using Dos 2.5 and would like

I think the programs are corrupted, and I have had a hell of a time trying to recompile the Action! source, there is an error, can't remember but it is with the 'run-time' functions.

>Is it true the maximum file size you can transfer with mule is 23K? I just

The maximum size that can be transferred with MULE is 23K, it is because it is a 'one-pass' copier, it reads the program into memory and writes to disk, and the memory limit is 23K, as far as I can tell.

1362. Re: Ben Doesn't Own AC!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 20:02:03 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94087.150203STIRRE31@MAINE.MAINE.EDU>
Source record: 102243

```
Current Notes is still publishing and continues to publish Atari
8-bit articles.
-scott tirrell
```

1363. Re: How to tell if 800XL is upgraded?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 22:06:39 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CnEAr4.DrC@sunblossom.ge.com>
Source record: 102244

In article <CnAMCF.DpH@rahul.net>, waffle@rahul.net (Kevin Savetz) writes:
|> I just bought an 800XL from someone on the 'net. He didn't indicate that
|> it had a memory upgrade, although someone penciled the words "256 K" and
|> a date on the bottom of the unit, indicating that it may have been
|> upgraded. Is there a program I can run, or something I should look for
|> in its innards, to tell if it's really upgraded?

Load MyDOS, press 'O' for the configure option, then press return a few
times, watching what the screen says. After one of these keypresses, it
will ask if you want to setup a default RAMdisk for whatever size it thinks
you have. Keep pressing return to do just that. The number of "K" you
have should be reliable if it's an ordinary upgrade.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1364. Re: QWK8NEW.COM

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-28 22:26:10 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0ptg@legend.akron.oh.us>
Source record: 102245

Rubber City BBS at 216-376-0885 has QWK8. Genie has it also.

1365. 800XL w/256K ramdisk problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 04:41:58 UTC
From: CSCHRAME@silver.ucs.indiana.edu
Message-ID: <CSCHRAME.7.0017B3BD@silver.ucs.indiana.edu>
Source record: 102246

Hi,
I have an Atari 800XL with a 256K ramdisk I purchased for $40 from a friend, probably about 6 years ago. I used it for my bulletin board. There always was a problem with it though. If you didn't use it often, then powered it up and turned it off, you would have to wait about 10 minutes to use it again. For example, you turn the computer on, use it for a while, and turn it off. Now, you want to turn it on again, but your screen is blank. (blue actually) All I could do was wait until it came back to me. Now, if I used it frequently, the problem would disapear.
I always thought that was odd. I would think it would do that from overheating or something from prolonged use, but actually more use eased the problem. It still does this. I know you always were supposed to wait like 5seconds before rebooting the computer, but 10 minutes is an awful long time. Any thoughts about what could be the problem? Thanks.

=+=+=+

1366. Re: Does Unix emulator exist for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 05:24:15 UTC
From: junkster@chinook.halcyon.com
Message-ID: <2n8e1v$d1u@nwfocus.wa.com>
Source record: 102247

Michael Winters <winters@access.digex.net> wrote:
>
>I still think the Atari 800 runs
>circles around most PC games! Has anyone seen the Microsoft Classic
>Games release? I couldn't believe seeing the old Atari games
>emulated on a PC!! It was funny as hell that Microsoft is charging
>money for people to run Atari 8-bit games!

The funniest thing about the Microsoft Arcade pack is that you need a
486 for the games to run at an acceptable clip. I'm sure the
programmers of the original Centipede and Missile Command get a big kick
out of that.

James Hague
junkster@halcyon.com

1367. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 06:58:14 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2n8ji6$33f@news.cs.tulane.edu>
Source record: 102248

Quoting jomcgow@eis.calstate.edu

j >I use the 8 bit because it works... else I would not be posting this
j >using OmniCom.

You and me both, though I do switch between K65, OmniCom and
FlickerTerm 80.

Mike

---
* PabQwk 2.0 #9 * Phenomenal Cosmic Power, Itty Bitty Living Space - the 6502

--
_____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu snyder10@rs5.tcs.tulane.edu

1368. Re: Ben Doesn`t Own AC!

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 06:58:16 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2n8ji8$33g@news.cs.tulane.edu>
Source record: 102249

Quoting STIRRE31@MAINE.MAINE.EDU

S >Current Notes is still publishing and continues to publish Atari
S >8-bit articles.

Just a few, for the most part Current Notes has run about 4
articles per issue covering the 8bit area....

Mike

---
* PabQwk 2.0 #9 * And another one bytes the dust...

--

____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu snyder10@rs5.tcs.tulane.edu

1369. Does Unix emulator exist

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 06:58:36 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2n8jis$33h@news.cs.tulane.edu>
Source record: 102250

Quoting winters@access.digex.net

w >Question: Does a Unix emulator exist for Atari 8-bit? I keep seeing
w >blurbs about some kind of X-Windows being developed for the 8-bit.
w >I am really pissed that I have to upgrade my PC to 8MB from 4MB to
w >run X. I realize that I should be thankful that Unix runs on this

Other way around, an emulator is being worked on to allow an 8bit
Atari to by run on (or under) X-Windows, not to emm X-Windows on the
8bit...

Mike

---
* PabQwk 2.0 #9 * Yeah right, like this should be interesting...

--
____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu snyder10@rs5.tcs.tulane.edu

1370. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 07:32:25 UTC
From: jharris@cup.portal.com
Message-ID: <107738@cup.portal.com>
Source record: 102251

>On the C-64, duplicating this is possible but is also sheer hell. There
>is no display list; instead you must set an interrupt to occur one line
>above where you want to change the display type, then add delay code to
>(hopefully) get the change to occur exactly between lines.

This really brings back memories too. I was going to do the Frogger conversion to the C64, until my breakup with On-Line put a halt to it. I remember reading part of the C64 technical docs, that talked about storing values in hardware registers, and then x micro-seconds later storing it again in case the first time didn't work. :-) I loved that one.

Just as well I didn't have to do it. The 40+ colors wouldn't have converted too well.

John Harris - jharris@cup.portal.com

1371. New at the archives

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 08:34:58 UTC
From: snyder10@convex1.TCS.Tulane.EDU
Message-ID: <9403290835.AA25690@convex1.tcs.tulane.edu>
Source record: 102252

Two new item just sent to the New directory of the Archives at Umich.

Qwk8, the qwk reader for stock 64k Atari's along with the source code and a version that runs under SpartaDos 2.3 has been sent to the archive. Qwk8, written in C, has many of the features one looks for in an offline reader and even though it's limited to 64k of memory, it's very fast even when used from stock 1050 disk drives. Qwk8 supports screen withs of 40 and 80 column, as well as outputs of 40 and 80 column. Not having a XEP80 I was not able to see if it would be supported.

Sio2Pc 3.18i, the current release from Nick Kennedy. This is an MsDOS file in self extracting format. Included is all the docs needed to build and run Sio2pc. For those who are interested, the docs for Sio2PC were also sent to the file in Atari format under the name SIODOC38.arc

Nick Kennedy is still supporting his product, currently the kit sells for $35 and an assembled unit sells for $50. And for those interested, he is looking into supporting the much requested modem passthru.

Mike

1372. Re: Quick

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 10:10:52 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2n8urcEltc@uni-erlangen.de>
Source record: 102253

jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE (Jochen Scharrlach) writes:

>I didn't mean the space for the code - I had trouble with a jumptable
>overflow (too many calls and branches), so you can say that Quick
>wasn't able to compile the sources, because it was too complex :-((

Hm, that's interesting. That really must be a big program! It never
happened to me ;-)

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

1373. Atari Hard Drive for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 12:44:08 UTC
From: _sheaferd@lucy.merrimack.edu
Message-ID: <1994Mar29.074408.4330@lucy.merrimack.edu>
Source record: 102254
Cross-posted to: comp.sys.atari.8bit,misc.forsale,rec.games.video.atari

I have the following for sale:

SupraaDrive, 20MB Atari Hard Drive, designed for the 8bit XL & XE computer series, it directly connects for the expansion port on the back of the XL & XE's

If interested, please send email with offer price + shipping, I will send out U.S.P.S Cash On Delivery

--
David E. Sheafer

internet: __sheaferd@merrimack.edu
^^
thats 2 _ in the net address

GEnie: D.SHEAFER

1374. Re: 1010 program recorder

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 15:26:05 UTC
From: burzynas@ctrvax.vanderbilt.edu
Message-ID: <1994Mar29.152605.17246@news.vanderbilt.edu>
Source record: 102155

In article <2n78he$rsh@crcnis1.unl.edu> wrench@engrs.unl.edu (Bradley Riensche) writes:
>
>To the guy at ctrvax.vanderbilt.edu who wanted to sell me a 1010 program
>recorder: I'm interested, but your email address bounced. Could you try
>emailing me again?
>
Sorry about that.
Try again:
burzynas@ctrvax.vanderbilt.edu
or
ubburz@jetta.if.uj.edu.pl

Artur Burzynski

1375. Re: null cable pinouts

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 21:44:35 UTC
From: vparada@inf.utfsm.cl
Message-ID: <CnG4Ew.96H@inf.utfsm.cl>
Source record: 102156

Hola mundo.

Michael Olin <molin@cxc1.cl.msu.edu> wrote:
>randy@rmtc.Central.Sun.COM (Randy Crihfield) writes:
>
>>In making a null cable, you merely reverse the send and receive pins, and
>>connect ground straight through. This means the pinouts depend on what size
>>port you are using, 25 pin or 9 pin. Assuming you want one that goes from
>>an 850 (9 pin) to a 25 pin COM port on a PC, you would connect:
>
>Pin-outs for making a standard null modem cable:

[25 pin to 25 pin described]

>Pin-outs for null modem cable: ST/IBM <----> 850
>
> ST 850
> 8 -------- 1,2,6
> 3 -------- 3
> 2 -------- 4
> 7 -------- 5
>Jumpers - on 850 end: 7 <--> 8
> on ST end: 6 <--> 2
> 4 <--> 5

That's a 9 pin ST/PC to 9 pin AT850, I guess! ;-)

Bye. ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

1376. Re: XEP80 Repairs?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 22:24:35 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2na9r3$hpg@hearst.cac.psu.edu>
Source record: 102157

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:
: lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

: >One of my "friends" had borrowed my XEP80 awhile back. When he returned it
: >to me, he apologized profusely and explained that he "probably killed it"
: >by (get this) plugging the power cord into the video port. Fine.

: I did exactly the same stupid thing.
: Why does the power chord fit in the video port?

er... I may be missing something here...but...
the power cord is a 1/8" jack and the video is RCA.
Yeah..they fit together if you try but...

--
Andrew K. Heller - Making the world safe once again.
----

heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site.

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1377. Adaptec ACB-4000A

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 22:25:59 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2na9tn$hpg@hearst.cac.psu.edu>
Source record: 102158

How much is this card worth? and does it work with the
mio/bb? I recall them recomending a mfm/scsi card but
dont remember if this was that one.

any help?

--
Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site.

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1378. December AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 22:32:56 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403292212.AA22792@phinet.smithkline.com>
Source record: 102159

I'd just like to thank Lonnie McClure & Bill Somrak for the kudos on the December '93 AC special video issue. Planning for that issue began a full year in advance, including personal conferences with Bob Woolley in late '92 & early '93 (by good fortune his employer sent him to their facility on the east coast a few times, which is only a few miles from my house).

I worked harder & longer on the December '93 issue than any other 3 issues combined. Several minor typos in the hardware hacks have surfaced, clearly the work of bleary-eyed Editors who stayed up too late.

Sadly, all the enthusiasm in the world can't compensate for paid subscribers. AC was founded to be financially sovent upon its subscriber base alone, whatever we got from ads & disks was "cream". It wasn't until I had completed production on the December issue & was busy generating an updated mailing list that I realized we had lost 25% of our reader base while I was busy for 6 weeks on the December issue. Having devoted so much effort to that issue, it was a crushing blow to then have to turn around & tell our publisher to cut the press run by several hundred copies. The emotional shock just clobbered me.

One of the many ironies in the saga of the Atari 8-bit.

- Ben Poehland
Managing
Editor, AC

1379. Re: Quick

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 23:01:59 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <1994Mar29.150159.1@vax.sonoma.edu>
Source record: 102160

In article <2n2jbmEr4s@uni-erlangen.de>, mppi76@cd4680fs.rrze.uni-erlangen.de (Harald Schoenfeld) writes:
> jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE (Jochen Scharrlach) writes:
>
>>I think it works with DOS 2.5 *only*, but the programs should work
>>with Sparta, too. Quick has, however, some bad disadvantages,
>>especially if you want to write larger programs :-(If you don't like
>
> well, you can use the Ramdisk to use it as space for the program code.
> Is that possible with action :-) ?
>
> (German manual for that extension only - at the moment!)
> --
> Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
> Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

OF COURSE! Just use the RAMdisk as a place to save the file! Whenever I boot up with Action!, my steps are as follows:

insert Action! cart
turn on Drive 1
insert MyDOS disk
turn on computer
go to the monitor, exit to DOS
format drive 9
copy D1:DUP.SYS to D9: (so I can jump to DOS QUICKly)
set drive to D9:
exit to cartridge

whenever I save, I just go [Shift][Control][W]rite - type [RETURN] (to save with the previous name)... easy peasy from there on. Even when rebooting. To REBoot (WITHOUT powerdown):

have MyDOS disk in
reboot computer (coldstart - [Control][Func4] is my coldstart key :))
go to the monitor, exit to DOS - hit [BREAK] a few times so it starts DOS from drive 9
set drive to D9:
exit to cartridge

takes VERY little time.. unlike these 5-10 minute boots on Macs and IBMs :)

1380. *** Mapping The Atari? ***

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-29 23:08:05 UTC
From: aallen@csupomona.edu
Message-ID: <1994Mar29.150805.1@clstac>
Source record: 102161

Does anyone out there have Mapping The Atari by Compute or does anyone know where i can get it? i've had an 800xl for a while and i want to try doing some projects with it...thanks.

e-mail: aallen@vmsa.is.csupomona.edu

1381. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 00:25:38 UTC
From: Krishna@tiac.net
Message-ID: <2nagu2$636@sundog.tiac.net>
Source record: 102162

I too am curious about the development of the 400/800. To anyone with half a brain the 400/800 was graphically more advanced than the Apple][. But in a way, this caused a reputation of the 8-bits as ONLY "game machines" in a computer box, which persisted to the day when, after Nolan left (long after), AtariCorp finally created the final insult to those who were living with this stigma, the XE Game System.

The XEGS was marketed as a game machine so Atari had pretty much given up in trying to prove that the 8-bit was a true computer. However, that is not to say I hate the XEGS, I just hate what it stands for. I am actually running my PRO! BBS on a multiplexed XEGS and if that doesn't prove that the thing can rock and roll like the best of em I don't know what does!

The present owner of Carina, David Hunt, claims to be one of the Atari designers way back to Pong and he told me some anecdotes about the "loner" nature of Jay Miner and the naming of the custom chips. According to David, the chips were named after Nolan's kids, and NOT after Atari secretaries with big boobs. He essentially says that the creation of the Atari 8-bit was almost a lark, that they indeed were going to sell it for its game potential and computer potential was an afterthought. In the late '70s the "home computer" was the IN thing and everyone and their brother was jumping into the bandwagon, so Atari was stretching a little to go from the Game world to the computer world. It is NO coincidence that Star Raiders sold many of the initial machines to the public. Imagine if X-Wing was the first PC product.

It seems almost an ACCIDENT that the archetecture they decided to go with which was good for games also created in general higher throughput than machines who spent more time updating their screens like the Apple][. In the process of assigning tasks to separate chips a rather than using brute force, by applying this principle across the board the byproduct of this was the PIA and POKEY system which combined with the way the OS was written creates probably the mos flexible I/O imaginable. How else would I be able to run a hard drive through the cart ports of my XEGS and 1200XL if it were not for the flexibility of the design?

At the time all computers except game machines, and even some game machines, had nothing but maybe 1 or 2 graphics modes and some didn't even have a true text mode. The number of serious applications for the Atari which have benefitted from PMGs and DLIs is enormous. Mouse pointers, changing text bar status window colors, mixing a large text mode with a smaller text mode, mixing bitmapped modes with text modes, it all helps.

This is especially helpfull when developing terminal software.
Before the days of high speed modems this was not a factor, however, the stock text scrolling of the Atari is rather slow, but this is highly misleading. The capability of the Atari is far beyond the stock scrolling speed. It wasn't until the Express cart and Bobterm that custom scroll routines were used to allow up to 19.2K text scrolling. This now standardized technique is being applied to FlikcerTerm80 to allow 14.4k baud scrolling in VT100. These tricks have MANY serious applications and all the other machines can't do them.

Other machines have their merits, the TI processor has 16-bit internal which they can be proud of, the CoCo can run OS/9, the Apple has a HARDWARE solution for just about everything, and the C= has 80 collmns and more with the 128. I can respect those people who use those machines too. But coming from a game perspective as I did via the 2600, the Atari is equal in its entertainment factor and its workhorse factor. With some of the other machines mentioned, their gaming potential lags way behind their utilitiarian functionality. A computer has to be fun for me because that is how I grew up, playing games and doing work on the side. There may be a zillion Apple II and C= games but most of them pale in comparison to the Atari. Just compare Elite to Star Raiders for instance. And the CoCo has a DUMB analog joystick and like 1 sound voice. Etc...

1382. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 00:30:57 UTC
From: Krishna@tiac.net
Message-ID: <2nah81$636@sundog.tiac.net>
Source record: 102163

Lonnie McClure (lmcclure@delphi.com) wrote:
:
: "It doesn't make any sense... Computer users usually goes to
: the most technological platform for their money, and Atari
: should have won, but lost instead."
:
: The key is in what you said...the most technological platform FOR THE
: MONEY. For the vast majority of it's life, the Atari 8-bit was
: significantly underpriced by it's Commodore counterpart. When I
: purchased my 64K 1200XL for $150 in late 1983, it was a steal because
: that was the price the same store was supposed to be selling the 600XL
: (only 16K, and with no monitor output, only RF) for. In fact, there
: was a chance when I ordered it that I would end up with a 600XL instead
: ..if Atari got them out in time. Luckily they did not. <grin>
:
It seems quite a few people bought into the 1200XL when it was treated as
the "Edsel" of the 8-bit line when the true XLs came out. That is when I
got my 1200XL via Computability I believe. I felt bad about it not
having a totally compatible OS or a PBI for a while, and I got an XE in
87, but since then I've gotten beyond that after discovering the various
mods you can do on the 1200XL. After I got the MUX I can pick and choose
based more on the feel of the keyboard than whether it has a PBI or
banked ram. Banked ram can be added. In that kind of situation, the
1200XL has NO equal unless you throw a Transkey on a true XL or XE.

1383. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 00:46:00 UTC
From: Krishna@tiac.net
Message-ID: <2nai48$636@sundog.tiac.net>
Source record: 102164

ROBERT STOUT (rstout@legend.akron.oh.us) wrote:
: Why don't you just connect your XL to a regular t.v. like everyone
: else does. :)

Off a couple floppies this is fine, but with hard drives the RF interference is KILLER. Once I finally got a monitor for my 8-bit I ca't conceive ever going back to a TV.

Now, if the video hardware in the 8-bits were only designed right, the 1200XL video is worse through the monitor than it is through the RF modulator!

1384. Re: 1200XL Schematics...a quest for knowledge

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 00:55:23 UTC
From: Krishna@tiac.net
Message-ID: <2nailr$636@sundog.tiac.net>
Source record: 102165

Bradley Riensche (wrench@engrs.unl.edu) wrote:
: Jim Cook (lrfrederick@ualr.edu) wrote:
: : I have a diagram of the 1200XL with all the components labeled if that would
: : be of any help. I tried to email this, but it bounced.

: I am very interested in this diagram. Could you email me a copy also?

: B. Riensche

I could use it too, it will probably be the only way I will be able to successfully do any mods on my 1200XL. At one time I tried doing Bob Woolley's clrpic2 but couldn't find a certain component and gave up.

By the way, in response to another's comment on the SuperVideo XL video upgrade, I think that is way out of line. God knows the 1200XL video is piss poor and the true XLs don't have chroma so no matter what someone's taste is, the video is gonna look a ton better with SV 2.0. For XEs the necessity for the mod is pretty nil, but that is a different story.

Ben put a ton of man hours in developing the video mods and if there is anything which he should be given unanimous credit for, it should be that.

1385. MSDOS 8-bit emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 01:02:10 UTC
From: sydtech@winternet.mpls.mn.us
Message-ID: <2naj2i$ai2@blackice.winternet.mpls.mn.us>
Source record: 102166

Sorry if this is a FAQ - I just stumbled onto this newsgroup!

(1) Where *IS* the FQ for this group, if one exists?

(2) Is there an 8-bit emulator for MSDOS?

(3) What's the best source of games for the 8 bits now?

I left my trusty old Atari 1200XL with a friend back in Michigan when I moved out of state for a new job.....after reading this newsgroup for awhile, I think I'm gonna call him up and ask him to send it to me!! :)

- Sydtech

1386. Re: Does Unix emulator exist for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 01:02:55 UTC
From: Krishna@tiac.net
Message-ID: <2naj3v$636@sundog.tiac.net>
Source record: 102167

```
: Question: Does a Unix emulator exist for Atari 8-bit? I keep seeing
: blurbs about some kind of X-Windows being developed for the 8-bit.
: I am really pissed that I have to upgrade my PC to 8MB from 4MB to
: run X. I realize that I should be thankful that Unix runs on this
: bugger at all, but it makes me throw up when I think about everything
: the Atari does with only 48K!!! I still think the Atari 800 runs
: circles around most PC games! Has anyone seen the Microsoft Classic
: Games release? I couldn't believe seeing the old Atari games
: emulated on a PC!! It was funny as hell that Microsoft is charging
: money for people to run Atari 8-bit games!
```

The wording the guy used was very misleading. He said something like the "8-bit Xwindows emulator". This can be interpreted as both an Xwindows emulator for the 8-bit, or an 8-bit emulaor for the Xwindows environment. Obviously the latter is more plausible. However, it should be noted that Xwindows in regards to remote terminals is primarily not much different from dedicated game terminal software used by pay services like GEnie, or ANSI/RIP stuff. Xwindows can also be considered a Unix extension to the OS. It is obviosly POSSIBLE to conceive of a limited emulator to allow an 8-bit to run Xwindows games. Not likely at all, but POSSIBLE in a very very limited way. So that is why I posted, this being an 8-bit newsgroup I was defaulting to bringing things to the 8-bit type of thinking and not bringing the 8-bit to a more expensive platform.

If someone says "The 8-bit emulator FOR XWINDOWS" the meaning is clear. So I can only blame the wording for creating some confusion here.

To say "The Xwindows emulator FOR THE 8-BIT" can mean only what I thought it meant.
For=to run on >

1387. Re: *** Mapping The Atari? ***

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 03:17:07 UTC
From: CSCHRAME@silver.ucs.indiana.edu
Message-ID: <CSCHRAME.8.001649BA@silver.ucs.indiana.edu>
Source record: 102168

In article <1994Mar29.150805.1@clstac> aallen@csupomona.edu (ALDEN ALLEN) writes:
>From: aallen@csupomona.edu (ALDEN ALLEN)
>Subject: *** Mapping The Atari? ***
>Date: 29 Mar 94 15:08:05 PST

>Does anyone out there have Mapping The Atari by Compute or does anyone know
>where i can get it? i've had an 800xl for a while and i want to try doing
>some projects with it...thanks.
>
>e-mail: aallen@vmsa.is.csupomona.edu

I have some old Antic issues that have some excerpts from Mapping the Atari.
Don't know if that would be of any help or not...

=+=+=+

1388. Re: Demise of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 03:23:33 UTC
From: kamaro_kid@delphi.com
Message-ID: <Zo9ORzF.kamaro_kid@delphi.com>
Source record: 102169

Ouch! Scathing words.

Quick question for you.. considering your complete dislike of AC -- did you bother to submit any articles on topics like XWindows, Turbo 816, static 6502, etc..?

If not, then you only have yourself to blame, as a "handful" of non-paid staff members couldnt possibly write all the ariticles that you obviously wanted to see themselves.

Like ANY decent publication, good articles came from the readers themselves, and good articles WOULD have been reimbursed with a $25.00 stipend for the authors efforts.

Given enough time, AC would obviously have gotten around to putting forth excellent articles like the few you mentioned, but unfortunately, we may NEVER now see those new hardware hacks, etc.. in published form.

1389. Re: Questions..and stuff..and others...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 03:26:09 UTC
From: kamaro_kid@delphi.com
Message-ID: <Rq1NJhB.kamaro_kid@delphi.com>
Source record: 102170

Sorry, but you wont be able to subscribe to AC anymore, as its being discontinued in its current form. Two more issues, then AC (as we know it) will be a memory.

Back issues may still be possible, and for those, you'll need to contact Ben Poehland at:

Atari Classics
179 Sproul Road/Rt. 352
Frazer, PA 19355-1958
USA

Question: Where were you when we REALLY needed subscriptions a few short months ago? [Sigh]

1390. Forem XEP 5.x

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 03:29:06 UTC
From: kamaro_kid@delphi.com
Message-ID: <Zo1Np7C.kamaro_kid@delphi.com>
Source record: 102171

I'm looking for a COMPLETE archived copy of the Forem XEP 5.x BBS package. Anybody having such, please upload to UMICH or point me to a BBS (within the US) that it can be DL'ed from.

Thanks much.

1391. ATR8000 8" adapter

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 03:29:59 UTC
From: kamaro_kid@delphi.com
Message-ID: <Rq9P5RH.kamaro_kid@delphi.com>
Source record: 102172

I'm in the market for an ATR8000 8" adapter. This gem allows you to connect a quad density 8" drive to the ATR8000 floppy port.

1392. Re: ibm to atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 04:14:58 UTC
From: ricortes@delphi.com
Message-ID: <RM7sZZC.ricortes@delphi.com>
Source record: 102173

I haven't had access to the archive for a while so I don't know if
the files made it there intact. You have to compile the Action! end from
DISK! If youu load it into the editor the SET directives will cause the
compiler to overwrite the source code. I'll plug in an 800 tonight
& see what happens.
Rick

1393. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 04:30:49 UTC
From: ricortes@delphi.com
Message-ID: <Ru9MJXB.ricortes@delphi.com>
Source record: 102174

Actually, what was CW was the first microprocessor was invented at Intel by a team led by a guy named Hoff I believe. What really happened,

& it took a patent suit/court case to prove it, was a guy came up with a breadboarded microcontroller for tool control & went to Intel to have it done as an IC. One of the Intel guys, a name like Zaragosa, really did the most of the work, but then he went on to form Zilog so when Intel had to revise history, he was more or less left out along with a Japanese engineer that was working on the project. A lesson to be learned: Tow the company line & eventually you to may get credit in the press for other people work.
IMO: The Intel vs Motorola chip design boils down to: Intel chips started off as pocket calculator chips, Motorola as scaled down mainframe computer architecture. Nothing wrong with either design philosphy, both have their merits, & now the differences are more or less gone. Only real diference left is memory mapped I/O on the Motorola stuff.

1394. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 04:43:53 UTC
From: lordthan@news.delphi.com
Message-ID: <2nb029$p7u@news.delphi.com>
Source record: 102175

rstout@legend.akron.oh.us (ROBERT STOUT) writes:
>Why don't you just connect your XL to a regular t.v. like everyone
>else does. :)

Several reasons, actually.
(A) I want a better display than a TV can provide.
(B) My TV is currently occupied with other duties (such as showing
television programs and working with my Genesis).
(C) I *have* the monitor already.

Y'know, I'm constantly amazed by the sheer number of questions I've posted
on the Atari usenet groups that result in "why don't you do this?"
replies. I have *YET* to get a single response from the several questions
I've posted here over the past several weeks. Instead, I get "why bother?
do this instead" responses. I think just *once* I'd like to ask a question
and get an answer that relates. *sigh*

I don't meen to flame you in specific, but I'm really frustrated over this
issue.

1395. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 04:50:21 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0q0c@legend.akron.oh.us>
Source record: 102176

Mike,
Could you tell me a little about FlickerTerm 80. Like where you got
it, for example. I looked on Genie and couldn't find it. Is it PD?
Thanksbeforehand.

1396. Re: New at the archives

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 05:03:43 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0q0i@legend.akron.oh.us>
Source record: 102177

Mike,
As the author of QWK8 I would recommend to all that they avoid the sparta 2.3 version of QWK8 ... it represents a failed attempt to resolve the question of the difference between atari note & point and sparta note & point. It uses up buffer space needlessly. Version 3 offers max buffer space. and works with everything the other version does. The only thing neither work with is the spartados cartridge...which I don't understand why, but thats called education folks! If I get any other reports of bugs I will gladly rewrite. I should mention that there is a bug in the QWK8NEW version I believe but it only appears when you load in a message larger than available space... all you need to do is go back to the first menu and start over (which resets the buffer size to a correct value). I would recommend the source code as a demo of dynamic storage allocation on the 8-bit...derived from K & R.

1397. Re: What Good is an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 05:21:03 UTC
From: rkim@jupiter.uucp
Message-ID: <2nb27v$ehq@nic-nac.CSU.net>
Source record: 102178

I've heard differently about how Atari lost to C= in the 8 bit arena...

According to a interview with an ex-Atari employee, both Commodore and Atari were neck-and-neck in sales. Atari was planning to move their manufacturing to the Far East, and in doing so, started to shut down their domestic plants. However, the Far East had problems and the premature shutdown in the states created a shortage of Atari machines. During the Christmas holiday season, people saw loads of C64 machines on the shelves... Atari never recovered.

rich k.

rkim@jupiter.calstatela.edu

1398. Re: ibm to atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 05:30:28 UTC
From: snyder10@rs6.tcs.tulane.edu
Message-ID: <2nb2pk$f28@news.cs.tulane.edu>
Source record: 102179

In article <RM7sZZC.ricortes@delphi.com> ricortes@delphi.com writes:
>DISK! If youu load it into the editor the SET directives will cause the
>compiler to overwrite the source code. I'll plug in an 800 tonight

In fact, both the compiled front ends for the the Atari and MsDos machines
along with the C and Action! source's are at the Archives. If I recall
rightly, they're located in /8bit/Telecomm thought you may want to get
the 0index file which lists everything in the archive.

Mike

1399. Re: 8-Bit Markeplace (WAS: Old Games)

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 05:32:51 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <ZS8Mh5L.ftooned@delphi.com>
Source record: 102180

<poehland%phvax.dnet@sb.com> writes:

>community itself. That's why we need NEW things, so new vendors can establish
>market niches like Nick Kennedy did. Even the stuff that FTE is doing is not
>new, it's just a re-packaging of old ideas as I see it. AC published "Dream

Re-Packaging of old ideas?? Considering that FTe has only been actively
supporting the Atari 8-Bits for just a few months I feel very disappointed
that Ben has forgotten that "A replacement for the R-Time 8" was one of
the products in "Dream Street" from DAY 1... It has been shipping since
mid February... There have already been a few bug fixes in the MAC65 and
Action! Cartridges, and considering that NOTHING had been modified in them
for the last 10 yrs, at least it's a start...
I just wanted to say this... Give FTe a few months just to get the ball
rolling, and if there isn't anything NEW by then "feel free to take your
best shot" (How long did it take you write AC's Business Plan Ben??)

Mike (FTe)

1400. Re: ibm to atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 05:54:06 UTC
From: ricortes@delphi.com
Message-ID: <Zy2NhXG.ricortes@delphi.com>
Source record: 102181

Just ran it on a stock 800/1050 W/O any problems, well, I should've used a memsave on the DOS disk so I could return to the menu. Anyway, it worked fine. Make sure you're using a DD disk vs a HD disk on the IBM side.
Rick Cortese

1401. Re: emulators 'n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 09:23:40 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CnH0rH.2z0@utnetw.utoledo.edu>
Source record: 102182

dwh@delphi.com wrote:
: I appologize up front for this being a bit off topic... but here goes...
: As of 3-26-94 at least 5 Gentle Giant albums are available on CD. They are:
: Acquiring the Taste, Free Hand, Gentle Giant, Octopus, and Three Friends.
: Now if we could only get Captian Beyond...

A B I T off topic? Where the heck did this comment come from? I
thought I was keeping fairly up to date with most of the 8bit talk in this
group... did they do their album/midi work with an 8bit or something???

-totally confused-

1402. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 09:25:42 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CnH0uu.2zq@utnetw.utoledo.edu>
Source record: 102183

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: Quoting jomcgow@eis.calstate.edu

: j >I use the 8 bit because it works... else I would not be posting this
: j >using OmniCom.

: You and me both, though I do switch between K65, OmniCom and
: FlickerTerm 80.

What? Am I falling that far behind again after one week's leave of absence?
Argh!!! When was Flickerterm 80 released and where is it available? Is it on
the umich archive somewhere?

-Tim

1403. What is FlickerTerm80?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 12:11:38 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2nbq9q$l4f@usenet.INS.CWRU.Edu>
Source record: 102184

Hi,

From time to time I see some one referring to FlickerTerm80.
I wonder where I can get a copy to try out. Also, do you need
the XEP80 for the 80 column mode? (if it has one). I
currently use Bobterm v1.21 ... really good Telecomm software.

Bill

1404. Not really Atari, but ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 13:07:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940330130732MIS0160@MVS.UDEL.EDU>
Source record: 102193

I just noticed an article in my local newspaper announcing that trading in Commodore stock has been suspended. It seems Commodore is on the brink of bankruptcy after something like 7 straight quarterly losses.

Has the Jaguar and the ST line been able to keep Atari healthy, or could this be the handwriting on the wall?

Roger Cole

1405. Re: portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 13:19:06 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Mar30.131906.22714@iglou.com>
Source record: 102185

Try the comp.sys.palmtops newsgroup.

1406. Re: Atari 2600 Emu. (sort of) posted to alt.games.video.classic

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 13:37:18 UTC
From: markh@inmos.co.uk
Message-ID: <1994Mar30.133718.2174@inmos.co.uk>
Source record: 102186

Hi,

Could some kind soul please post this here, or mail to me,
as our sysadmin limits the groups we can recieve - it took
a lot of work to get comp.sys.atari.8bit ! - and I can't get
alt.games.video.classic.

Thanks,
Mark.

1407. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 14:09:13 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CnHDzD.pn@cbfsb.cb.att.com>
Source record: 102187

In article <2nai48$636@sundog.tiac.net> Krishna@tiac.net (Glenn Saunders) writes:
>ROBERT STOUT (rstout@legend.akron.oh.us) wrote:
>: Why don't you just connect your XL to a regular t.v. like everyone
>: else does. :)
>
>Off a couple floppies this is fine, but with hard drives the RF
>interference is KILLER. Once I finally got a monitor for my 8-bit I ca't
>conceive ever going back to a TV.
>

As a general suggestion for peoples bit buckets, in the past I have
cleaned up a lot of TV interence from computer HF signals by using
a noise filter designed for filtering out CB interference, ie --
a high pass filter. The one I've used is for 300 ohm, from Radio
Shack.

This may or may not help, as I have no experince with the spcific
configuration of hard drives (and BlackBox I presume) on an Atari.

--
Richard Dell

1408. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 14:26:36 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CnHEsC.2CD@cbfsb.cb.att.com>
Source record: 102188

In article <2nb029$p7u@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>rstout@legend.akron.oh.us (ROBERT STOUT) writes:
>>Why don't you just connect your XL to a regular t.v. like everyone
>>else does. :)
>
>Several reasons, actually.
>(A) I want a better display than a TV can provide.
>(B) My TV is currently occupied with other duties (such as showing
> television programs and working with my Genesis).
>(C) I *have* the monitor already.
>
>
>Y'know, I'm constantly amazed by the sheer number of questions I've posted
>on the Atari usenet groups that result in "why don't you do this?"
>replies. I have *YET* to get a single response from the several questions
>I've posted here over the past several weeks. Instead, I get "why bother?
>do this instead" responses. I think just *once* I'd like to ask a question
>and get an answer that relates. *sigh*
>

I forget your precise original query here, and it has expired from our site, but as I recall you want to hook an IBM style RGB monitor to your Atari. The ONLY way to do this is with an external Composite/RGB or ChromaLuminence/RGB converter. The reason for this is that the video circuitry in the Atari generate Chroma and Luminence directly, then combines them for Composite.

The cost of a converter would more than likely be more than the cost of another monitor. If you want to pursue this option, there have been some construction articles in recent (last 2 years) issues of Radio Electronics for a Composite-RGB converter.

Now if you have an EGA or CGA IBM monitor, which only has digital rather than analog inputs, you are on your own. ANd I don't think I would be happy with the results, though I know how I would proceed. Take a Composite to RGB converter, then feed the analog inputs into comparators. But you would lose all shading information. And costwise, see the preceeding paragraph.

In summary, for a multiscanning type VGA display, it is possible with an external converter. With an EGA/CGA display, barely possible.

This of course assumes your monitor can handle the scan rate of normal video signals. Some don't. Then you could do it with a scan converter (big big bucks), as well as the other converter.

If I recalled the question correctly, these are the choices you have.

--
Richard Dell

1409. Re: Quick

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 16:01:29 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2nc7op$mgp@news.belwue.de>
Source record: 102189

kendrick@vax.sonoma.edu wrote:
> "The Action!-revival???"

> What's this!?

I meant that Action! will be available from FTE/CSS (am I right?) in
the near future!

Bye,
Jochen

--

If you'd like to write me,
please use: jscharrl@ba-stuttgart.de

1410. Possible New Newsgroup? announce

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 17:06:42 UTC
From: Lexicor@world.std.com
Message-ID: <CnHM76.Fvp@world.std.com>
Source record: 102190
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Hi,

not too long ago there was some discussion about splitting up the group possibly to 68030 and 68000 or to make new TOS newsgroup alternatives. However I am wondering if anyone of you are interested in creating a

comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce

whichever..may as well stick to the st notation...(?)

The reason why I ask this is as follows, though there are quite a few new things released for the Atari concerning also commercial produce, very often so people do not like it...i.e. it is often frowned upon when people do press releases into a public newsgroup. This is why very often computer newsgroup have posted an announce newsgroup...so that people are more free to announce new stuff...basically invited to, and I think it is beneficial to both vendor and/or user. Also, he can of course choose not to read it...:) nothing unusual

Discussion would then be continued in this newsgroup if it was about an announcement..the announcement would be solely used for pure and simple announcing of any product related atari computers (or clones).

Watch'a all think?

Thanks for any input

Yat

ps: If this appears to create enough interest, i will go ahead and start

1411. Re: *** Mapping The Atari? ***

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 19:51:44 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2ncl8g$5go@usenet.INS.CWRU.Edu>
Source record: 102191

In a previous article, aallen@csupomona.edu (ALDEN ALLEN) says:

>Does anyone out there have Mapping The Atari by Compute or does anyone know
>where i can get it? i've had an 800xl for a while and i want to try doing
>some projects with it...thanks.

You can buy a brand-new copy from:

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1412. Re: Possible New Newsgroup? announce

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 20:17:13 UTC
From: gruber@austin.ibm.com
Message-ID: <CnHv0p.44v2@austin.ibm.com>
Source record: 102192
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <CnHM76.Fvp@world.std.com>, Lexicor@world.std.com (y.siu@lexicor.com) writes:
>
> However I am wondering if anyone of you are interested in creating a
> comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce

> Watch'a all think?
>
> Thanks for any input
>
> Yat

I think it is a good idea for what it's worth.

Scott Gruber
Austin, TX

Disclaimer : The views of the poster are not necessarily that of IBM

1413. Digest Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 22:55:58 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403302246.AA13035@phinet.smithkline.com>
Source record: 102194

I don't if it's just me or what, but since the IA8 Digest started up again there seems to be a recurring problem where part of the text of one message is overwritten by the header of the following message. I've noticed this any number of times the past few weeks, & of course it only happens on messages that I'm particularly interested in reading. :(

Dunning had some method of stripping out all the header junk in the messages, which no doubt rendered the Digest more economical for folks who pay by the K.

Anybody else notice this overwrite problem, or am I just in the Twilight Zone here?

- Ben Poehland

1414. Old Microprocessors

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-30 23:59:30 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403302305.AA13258@phinet.smithkline.com>
Source record: 102195

These recent posts by Richard Dell & others got me to reminiscing about the "early days" of hi-tech & recent developments at Intel. For example, the dude who founded Intel, Robert Noyce, died last year. The man lived a fascinating life. Back in the '60s there was a big fight over who invented the IC. The thing was finally settled with Noyce & Jack Kilby of TI being declared co-inventors of the IC.

Noyce fell in with a group of engineers who left Beckman Instruments in the '60s & bought up a failing outfit called Fairchild Camera & Instrument which they turned into Fairchild Semiconductor. Fairchild was really the fountainhead of of nearly all of today's big-time semiconductor companies, the company got rich fast & spun off oodles of other hi-tech outfits. They pretty much founded the whole concept of TTL logic & mass-marketed it in the '60s & '70s. One of the people who left Fairchild to start his own company was a guy named Charlie Sporck... his company is National Semiconductor.

After 10 years Noyce was losing control of things at Fairchild & the company was losing its competitive edge due to a severe case of "brain drain": any engineer who could sought a job at Fairchild as a steppingstone to a much more lucrative position at one of the other big semi or related hi-tech manufacturers. By 1970 Fairchild was almost gutted.

So, around '70 or '71 Noyce left Fairchild & founded Intel. Their first product was a chip called the 4004, a 4-bit MPU. Then quickly followed the 8008, & the various improved flavors of the 8008-- the 8080 & 8086. The 8088 was produced at the request of IBM, it being a cheaper version of the 8086. Intel also invented the first CMOS DRAM. During the period 1965-1975 most computers still used "core memory"-- thousands of little ferrite beads strung by hand with wires running thru them that magnetized the beads in direction or the other to represent on or off bits. (Amazingly, the Space Shuttle still used this kind of memory until its computers were upgraded in the wake of the Challenger accident.)

Intel had a lot of innovative products but really wasn't doing so hot financially until IBM came along in the early '80s. It was the mass-marketing of the IBM PC the catapulted Intel into high gear CPU development. The 8088 may be thought of as an "SX" version of the 8086. There WAS a 186, but the appearance of the 286 came so quickly & was so much better that very few computer makers ever utilized it. (The exception that comes to mind is Radio Shack, some piece of overpriced junk they sold had a 186.) Today's installed base of Intel architecture is still mostly 286 & 386. The 486 is what's supposed to be "hot" today, but the 586 is still too expensive for most users. I have heard there was a 686 in development at Intel but was scrapped in favor of an even more advanced chip, the 786, since apparently the engineering developement moved even faster than Intel's own marketing could keep up with,

& pentium sales are moving slower than Intel figured.

Probably not many people have heard of Robert Noyce. But virtually anybody who uses ANY kind of computer owes something to the genius of Noyce. He was behind the whole mad rat-race the computer scene has become. You'll occasionally see Fairchild logic chips in Atari 8-bit computers. I'm not sure if Mostek was a Fairchild spinoff; Atari used a lot of MosTek CMOS 16K & 64K memories in the 8-bit computers & videogames. But take any computer, you'll find all kinds of pieces in it whose developement can be traced to Noyce in some way. Sometimes when I start thinking about all this stuff it just totally freaks me out.

- Ben Poehland
The 8-Bit Alchemist

1415. 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 00:27:04 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403310014.AA14062@phinet.smithkline.com>
Source record: 102196

I just saw Andrew Heller's post about the 1400XL.

I got one about 6 months ago myself. Mine, however has no wire-wrap in it: it's a full-production PC board, very clean. About a zillion chips. With speech synthesizer & modem built-in, also some sort of connector that looks like it should go to a disk drive. I got no docs, no schematics, no manuals, zilch. Haven't made much progress. Is there ANY info to had on this beastie? (Other than my comments about its horrible video circuits in the Dec. AC.)

Any software to drive the speech thingie?

Any software to operate the built-in modem?

And... god forbid... SCHEMATICS ?????

I know an Alchemist who could make good use of such info....

(Note: this is the 1400XL, not the 1450XLD.)

- Ben Poehland

1416. Re: Old Microprocessors

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 01:07:00 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CnI8Fp.H8y@cbfsb.cb.att.com>
Source record: 102197

In article <9403302305.AA13258@phinet.smithkline.com> poehland%phvax.dnet@sb.com writes:
>These recent posts by Richard Dell & others got me to reminiscing about
>the "early days" of hi-tech & recent developments at Intel. For example,
>the dude who founded Intel, Robert Noyce, died last year. The man lived a
>fascinating life. Back in the '60s there was a big fight over who invented the
>IC. The thing was finally settled with Noyce & Jack Kilby of TI being declared
>co-inventors of the IC.
>

<rest deleted to save bandwidth>

Nice to hear someone else fascinated by the tree of development.

Just to add to the lore a bit ... don't forget the root of the tree, one
of the designers of the transistor, William Shockley. Out of Bell Labs
(of course <grin> one of the fellows I used to work with was ALWAYS ranting
on and on about how AT&T sold the rights to the transistor to Sony for
$50,000 back in the 50s), he left and by way of CalTech ended up forming
the Shockley Semiconductor Laboratory at Beckman Instruments in 1955.
A professor of mine at school told us that he was extremely bitter about
the group of "traitors" (Noyce and those that left with him) who showed
no loyalty to him.

--
Richard Dell -- working at the site of the FIRST commercial transistor
manufacturing line.
design

1417. Demise of AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 01:09:41 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403310032.AA14176@phinet.smithkline.com>
Source record: 102198

Terry Conklin will soon have his wish.
After the April issue, now in production, I am stepping down as Managing Editor.
The head of CNEPA might be making $125/year as head of a non-profit organization
but I certainly am not. No one on the Staff of AC takes ANY SALARY at all,
we are all volunteers, we donate our time & talents for free & non of us are
professionally involved in the writing/publishing field. In fact, since 1992
I've LOST a good $2,000 from my own pocket in the venture.

And, with public whippings like this, how many of you are now willing to
step forward to offer YOUR services to the community?

Come to think of it, Terry, what have YOU done for the community lately?

There are QUITE people out there who will disagree, rather strongly, with
Terry's criticisms of the Super Video modifications. Contrary to Terry's
assertions, the basic mod in the 800XL WAS tested, by MANY people, & this
is the first complaint I've heard. I received quite a few requests, many
from among members of my own usergroup who were using the mods, to please
present the material in AC. So I did. Sorry you didn't like it.

I suppose then, you will soon be offering us something BETTER ? C'mon, now,
don't keep all the goodies to yourself, out with it if you please.

If you want a professionally produced magazine published by a full-time
paid staff, go buy yourself a Mac or PC rag. The Atari 8-bit community
is not large enough to support a professionally published magazine any
more. People either have to accept what we among the comunity ourselves
produce, or take nothing at all. Terry obviously prefers nothing.

So, does Terry Conklin speak for everyone? Have I & 20-odd other people just
been wasting our time the past 2 years?

I do not hold my fellow AC Staffers to anywhere near as high a standard as
I would if they were salaried. I always remind myself, these guys are
DONATING their time & effort, I will take what they offer & be glad of it.
It is grossly unfair for anyone in the community to hold me, or any other
person who has contributed to the magazine, to the same standard as you
would a professional writer/publisher. I've simply done the best I could
with the resources available, I'm satisfied with has been accomplished, &
neither myself nor anyone else on the Staff has any apologies to make.

I always wondered what causes people to burn out. I don't wonder any more.

- Ben Poehland
Managing Editor
Atari Classics Magazine

1418. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 01:33:06 UTC
From: cjwoods@tiac.net
Message-ID: <2nd98j$ho4@sundog.tiac.net>
Source record: 102199

Plagiarizing ROBERT STOUT (rstout@legend.akron.oh.us):
|Mike,
| Could you tell me a little about FlickerTerm 80. Like where you got
|it, for example. I looked on Genie and couldn't find it. Is it PD?
|Thanksbeforehand.

FT80 isn't available yet; it's still in its alpha stage. I've seen it,
and after using K65 for a while, FT80 is a breath of fresh air, I'll tell
you! It's actually READABLE, and emulates ANSI a well as vt100. So far,
FT80 doesn't support any file transfers, but I'm sure it will.

Clay Halliwell, the author of FlickerTerm80, does NOT want it released
this early in the game. How would it make him look as a programmer to
have an incomplete product made available?

BTW, it supports unenhanced 8bits (a la 400, 800) a well a the XL/XE...

-Chris

--
Christopher J. Woods | General Unix newbie-helper and all
cjwoods@max.tiac.net | around nice guy
cwoods@genesis.nred.ma.us | TIAC support (617) 275-2221
Unix CAN be user-almost-friendly! finger cjwoods@max.tiac.net for help info

1419. Re: What is FlickerTerm80?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 02:10:22 UTC
From: cjwoods@tiac.net
Message-ID: <2ndbee$ho4@sundog.tiac.net>
Source record: 102200

Plagiarizing Bill Somrak (aj445@cleveland.Freenet.Edu):

|Hi,

|From time to time I see some one referring to FlickerTerm80.
|I wonder where I can get a copy to try out. Also, do you need
|the XEP80 for the 80 column mode? (if it has one). I
|currently use Bobterm v1.21 ... really good Telecomm software.

|Bill

FlickerTerm80 isn't available yet; it's still in alpha-testing. And no,
it doesn't require the XEP80. It uses a sort of "dual" GR0 40-column text
mode, alternating from one "half" to the other, which creates a certain
degree of flickering: hence the name. Because the "text" isn't bitmapped,
it's actual "text" characters, it is MUCH faster than either K65 or OmniCom.

BTW, it may be semantics, but I believe the latest version of BobTerm is
1.22--that's what I have, anyway. And yes, IMHO the BEST term package for
the 8bit... in 40-columns, anyway!

-Chris

--
Christopher J. Woods | General Unix newbie-helper and all
cjwoods@max.tiac.net | around nice guy
cwoods@genesis.nred.ma.us | TIAC support (617) 275-2221
Unix CAN be user-almost-friendly! finger cjwoods@max.tiac.net for help info

1420. Re: Possible New Newsgroup? announce

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 04:59:59 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CnIJ80.JCu@utnetw.utoledo.edu>
Source record: 102201
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Scott Gruber (gruber@austin.ibm.com) wrote:

: In article <CnHM76.Fvp@world.std.com>, Lexicor@world.std.com (y.siu@lexicor.com) writes:
: >
: > However I am wondering if anyone of you are interested in creating a
: > comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce

: I think it is a good idea for what it's worth.

So, the reason for posting to the 8bit group I assume is fishing for support
of an comp.sys.atari.8bit.announce group? Actually, I could see a plain
comp.sys.atari.announce group, since there have been a fair amount of releases
of new hardware to the 8bit community the past few weeks.

-Tim

1421. Re: Not really Atari, but ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 05:04:03 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CnIJEs.Js7@utnetw.utoledo.edu>
Source record: 102202

Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
: I just noticed an article in my local newspaper announcing that trading
: in Commodore stock has been suspended. It seems Commodore is on the
: brink of bankruptcy after something like 7 straight quarterly losses.

: Has the Jaguar and the ST line been able to keep Atari healthy, or
: could this be the handwriting on the wall?

Nah, the arcade division has been doing ok all these years... if I recall correctly, Atari has a few distinct corporate (small, but corporate) divisions: arcade/gaming, computer development research, and their stagnating home-arcade sys development... hmm, I think that was it... 3 sections, right guys?

Also, I've been told that Atari's Jaguar ads have been reaching the national cable channels... anyone seen them yet? Now, if only they can get Doom, Cybermorph II, and Tiny Toons out on time...

-Tim

1422. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 05:19:05 UTC
From: lordthan@news.delphi.com
Message-ID: <2ndmg9$8gb@news.delphi.com>
Source record: 102203

kamaro_kid@delphi.com writes:
>The only way its possible is if you have an XEP80 and modify (and add) the
>appropriate 9pin DIN jack to the rear. It's not possible to add same
>video jack to the computer itself..

That'll work, 'cept I'm trying to get my XEP80 repaired, too. :) (See
the message floating around here about it...)

>These video upgrades are explained IN DETAIL in the last issue of
>Atari Classics.

...which a friend of mine has. Thanks.

1423. Atari XE Flight Simulator Cart

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 05:39:25 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2ndnmd$p95@usenet.INS.CWRU.Edu>
Source record: 102204

Forsale: SUBlogic Flight Simulator II CARTRIDGE.

It was made for the XEGS (grey cart w/ XE look) but works in my 800xl and
130xe just fine. Since FS][is a rather large program i asssume
this is a 'super cart' that uses bank switching.

$20 + $3 shipping

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

1424. Re: [--- Getting Down to Size ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 05:58:05 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <783@npvsrv2.napervilleil.ncr.com>
Source record: 102105

In article <Cn651A.B8u@merk.com> (Winston Smith) writes:

>To Kit Kimes,
>
> Just out of curiosity, how small were those first PDP-11 UNIX
>systems? How many K of core memory was needed?

I think you are mixing two posts. I did talk about the small
size of some early systems, but I referred only to the AT&T
efforts; i.e., the 3B2/300 and the PC7300 (UNIX PC or 3B1).

> And speaking of small
>systems, now that chips have 64K of CPU cache on board you could
>probably fit --ALL-- of an ATARI 6502 8-bit onto a single chip, the
>entire machine. Hmm... just sell a box that you have to plug a
>keyboard into, plug a cartridge box into, plug a joystick box into,
>plug a drive into, all via standard connectors. I wonder what the
>minimal price for a "programmable game machine" would be?

That's who I have never been able to figure out why someone
couldn't make an 8bit emulator card that could plug into
a slot in an MS-DOS machine and sell it for under $100.
I'm sure it would be possible but probably not economically
feasable.

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

1425. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 06:37:39 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0q32@legend.akron.oh.us>
Source record: 102106

Your flame is no more than the flame I gave myself after writing to you. But you seemed so eager to use your machine ... as if there was no way to do it RIGHT NOW ! I too have glanced with greedy eyes at all the monitors in thrift shops and wondered how I could connect them with my 65XEG. Someone drew me a crude diagram of how you must separate wires from the monitor and connect them to pins to the atari. It seems like it might be a simple cable to make. I sure would like to get beyond the crude screens of OmniCom. And the split screens of Kermit65 where you have to scroll back and forth are eye-splitting headaches. So I am waiting for a tutorial also complete with diagrams, pinouts, parts lists, and builders algorithm. :)

1426. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 06:41:25 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0q34@legend.akron.oh.us>
Source record: 102107

I assume that the monitor you got for your 8-bit is an atari monitor.
If not, can you give me or do you have any info on connecting an 8-bit
to a monitor NOT atari.

1427. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 06:49:47 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0q36@legend.akron.oh.us>
Source record: 102108

Since you offered your opinion on connecting an 8-bit to a rbg monitor, what about connecting an atari to a composite monitor (you may be able to tell that I don't know much about it). What I am getting at... is it possible to solve the 80-col problem cheaply by building a cable that will connect with a thrift-shop monitor?

1428. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 07:42:49 UTC
From: ScottM@cup.portal.com
Message-ID: <107913@cup.portal.com>
Source record: 102109

>Motorola decided to design a completely new chip with some of the nicer
>features of the 8080, but without some of the drawbacks. Thus the 68000 was
>born.
>
You seem to have forgotten the 68xx (6809) series from Motorola.

>Even the 68000's are capable of relocatable code and multi-tasking
>(although not very fast).
>
Not very fast? The 68000 in 2 of my Amiga's multitasks quite quickly.

> | Hiram W. Lester, Jr. | School: | Home: |
> | Electrical Engineering | TTU P.O. Box 14587 | 1903 E. Main St. |
> | Tennessee Technological | Cookeville, TN 38505 | Murfreesboro, TN 37130 |
> | University | hwl0978@tntech.edu | h.lester1@genie.geis.com |

/==\
|Scott Maxwell * Q: How many Newtons does it tak to |
|scottm@cup.portal.com * screw in a lightbulb? |
|Amiga 1000, 2000, 1200 * A: Foux! Three to eat lemons, axe |
|Pet, SuperPET, Vic, 64 * gravy soup. |
|128D, 800XL, TI, //e * Just got my CD^32, Way Cool! |
\==/

1429. Re: Old Microprocessors

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 08:18:05 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2ne0vt$nc@usenet.INS.CWRU.Edu>
Source record: 102110

(B. Poehland relates how Noyce started Fairchild.)
I heard that Honeywell and Fairchild were gonna merge and be
called Fairwell Honeychild.
Russ Gilbert

1430. Re: Not really Atari, but ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 11:09:48 UTC
From: winston@merk.com
Message-ID: <CnJ0CF.F1J@merk.com>
Source record: 102111

On Wednesday, March 30, 1994 at 13:07 (1:07 pm EST)
MIS0160@MVS.UDEL.EDU (Roger Cole) writes:

RC> I just noticed an article in my local newspaper announcing that
RC> trading in Commodore stock has been suspended. It seems Commodore
RC> is on the brink of bankruptcy after something like 7 straight
RC> quarterly losses.

I find this pretty hard to believe, considering that there must be a
half-million AMIGA 500's out there sitting as dedicated controllers in
Video Toaster boxes and Video CD-I consoles. And speaking of dedicated
video, it has probably been dedicated MIDI users that have been keeping the
ATARI line alive. Most of the ATARI outlets that are left at present are
music stores. That is why I can't see ATARI dropping Falcon for long.
They have probably run out of development money and are trying to rebuild
their cash base. This is just a guess, as I don't normally read the
financial pages.

1431. goodbye AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 11:47:47 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2ned93$nai@usenet.INS.CWRU.Edu>
Source record: 102112

Goodbye AC, I, for one, will truly miss you. You have been something I've looked forward to every other month. You demise is a loss to the entire Atari 8 bit community.

To Ben and Staff, all I can say is "Thanks for a year and a half of bliss".

To the detractors, I graciously offer 3 Bronx Cheers !

Bill, 14yrs an 8bit afficionado

1432. Re: Demise of AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 12:00:01 UTC
From: winston@merk.com
Message-ID: <CnJ2o3.G1B@merk.com>
Source record: 102113

On Wednesday,30 March 30, 1994 at 19:09:41 -0600 (8:00 pm EST ?)
poehland%phvax.dnet@sb.com (Ben Poehland) writes:

BP> Terry Conklin will soon have his wish.
BP> After the April issue, now in production, I am stepping down
BP> as Managing Editor. The head of CNEPA might be making $125/year
BP> as head of a non-profit organization but I certainly am not.
BP> No one on the Staff of AC takes ANY SALARY at all.

If ATARI CLASSICS is truly a "non-profit", perhaps it could be "rechristened" as a "glossy newsletter", rather than as a "magazine", and an outfit such as the Boston Computer Society (of Boston Massachusetts), J.A.C.S. -- Jersey Atari Computer Society (of New Jersey, USA), or Ol' Hackers Club of Long Island New York, could handle the distribution. The Boston Computer Society used to handle general mailings of up to thirty thousand members. I don't know if this is practicle, as I don't know if newsletters can take advertising, or whether computer clubs can perform mailings to non-members. (Hmm... I wonder if the BCS allows for "supporting" members along with "full" members. The BCS doesn't have much in the way of an ATARI 8-bit group, but I do know that they can handle the logistics of mass mailings. Hmm... I don't know if they would take such a request seriously or not; there is a lot of politics in the BCS and I haven't talked to a BCS member lately to find out what the relationship is between the board and the ATARI user group. The MAC user group had a Civil War last year, if that is any indication....) Is this a good idea to pursue such lines of inquiry? Does anyone know who the heads of the ATARI 8-bit sections are on the various online services? Hmm... I think the BCS is world addressible, both through FIDO (currently down in the NorthEast, reason unknown) and through UUCP InterNet.... Does anyone know what Dave Ahl is doing currently? Anyone wanting to write so badly as to put up with the abuse of ATARI EXPLORER, might like to put out "the good word" a few times a year "in his own voice", without having to schill for a corporate.... (Well, it's just a thought, anyway; I'd hate the forward momentum to be lost.)

1433. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 12:13:46 UTC
From: winston@merk.com
Message-ID: <CnJ3B0.GDt@merk.com>
Source record: 102114

On Wednesday, March 30, 1994 at 18:27:04 -0600 (1:27 pm EST ?)
poehland%phvax.dnet@sb.com (Ben Poehland) writes:

BP> I just saw Andrew Heller's post about the 1400XL.

BP> I got one about 6 months ago myself. Mine, however has no wire-wrap
BP> in it; it's a full-production PC board, very clean. About a zillion
BP> chips. With speech synthesizer & modem built-in, also some sort of
BP> connector that looks like it should go to a disk drive. I got no
BP> doc.s, no schematics, no manuals, zilch. Haven't made much progress.
BP> Is there --ANY-- info to had on this beastie?
BP> (Other than my comments about its horrible video circuits in the
BP> Dec. AC.)
BP> . Any software to drive the speech thingie?
BP> . Any software to operate the built-in modem?
BP> . And... god forbid... SCHEMATICS ?????
BP> I know an Alchemist who could make good use of such info....
BP> . (Note: this is the 1400XL, not the 1450XLD.)

I believe that "Krishna@tiac.net (Glenn Saunders)" has a 1400XL.
You may wish to inquire thereof....

1434. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 13:57:54 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CnJ84I.E5z@cbfsb.cb.att.com>
Source record: 102115

In article <rstout.0q36@legend.akron.oh.us> rstout@legend.akron.oh.us writes:
>Since you offered your opinion on connecting an 8-bit to a rbg
>monitor, what about connecting an atari to a composite monitor (you
>may be able to tell that I don't know much about it). What I am
>getting at... is it possible to solve the 80-col problem cheaply by
>building a cable that will connect with a thrift-shop monitor?
>

Not sure who this may be directed to, but the Atari has composite output,
the cable you need would depend on what the monitor used.

The Atari has full color composite output, so the picture on a monochrome
monitor may not be as clear as it could be. I have an old monochrome
monitor sitting next to my desk, intended for eventual hook up to the
Atari, it has RCA jack input. I have not looked to see what I need to
hook it up, and cannot report on signal quality.

A color composite monitor would do better. The trouble is, for 80 column
output, you still have the same pixel resolution. It would sharpen the
pixels quite a bit (I assume) though. I may try this on my old Multiscan
which can be set for composite input sometime (who knows when though,
I've spent every evening this week working thru water problems from the
rain falling on frozen ground ... my well head in the cellar has turned into
a spring! ... and the septic system.... under a foot of water)

SO ... the answer is .. it depends on the specifics .. no general answer.

--
Richard Dell

1435. Re: Possible New Newsgroup? announce

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 14:01:20 UTC
From: sys1@exnet.com
Message-ID: <CnJ8AA.4H6@exnet.com>
Source record: 102116
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <CnHv0p.44v2@austin.ibm.com> gruber@austin.ibm.com (Scott Gruber) writes:
>
>In article <CnHM76.Fvp@world.std.com>, Lexicor@world.std.com (y.siu@lexicor.com) writes:
>>
>> However I am wondering if anyone of you are interested in creating a
>> comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce
>

comp.sys.atari.announce OK.

Xavier

1436. Re: Not really Atari, but ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 14:15:42 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Mar31.141542.13560@apgea.army.mil>
Source record: 102117

In article <CnJ0CF.F1J@merk.com> winston@merk.com (Winston Smith) writes:
>On Wednesday, March 30, 1994 at 13:07 (1:07 pm EST)
> MIS0160@MVS.UDEL.EDU (Roger Cole) writes:
>
> RC> I just noticed an article in my local newspaper announcing that
> RC> trading in Commodore stock has been suspended. It seems Commodore
> RC> is on the brink of bankruptcy after something like 7 straight
> RC> quarterly losses.
>
>
> I find this pretty hard to believe, considering that there must be a
>half-million AMIGA 500's out there sitting as dedicated controllers in
>Video Toaster boxes and Video CD-I consoles. And speaking of dedicated
>video, it has probably been dedicated MIDI users that have been keeping the
>ATARI line alive. Most of the ATARI outlets that are left at present are
>music stores. That is why I can't see ATARI dropping Falcon for long.
>They have probably run out of development money and are trying to rebuild
>their cash base. This is just a guess, as I don't normally read the
>financial pages.
>

half a million amigas are hardly anything. You must remember the support,
hard was development, os development and programing that commodore has
to put out. (same goes for atari)
Close to 70% of all IBM PC clone makers are on the brink of dissappearing
at any one time. And all they do is slap the hardware together and
place ads!
Very few computer hardware makers are making a killing.

Robert Merritt email: robertm@magnus1.com OR rcmerrit@cbda9.apgea.army.mil
---
my opinions are my own,|"Call me old fashion, but I believe | "Give me OS/2
not of my employer. | in the one true god. His name is | or give me DOS!"
| Orgo and he lives in this lake" | -me
| -- The State |

1437. Re: goodbye AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 14:34:17 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <784@npvsrv2.napervilleil.ncr.com>
Source record: 102118

An open letter to Ben Poehland:

Ben,

Thanks for all the hard work you put into starting and keeping alive
Atari Classic. It is appreciated by many; even me although I never
subscribed to AC. To be fair, I never voted that I would support it
nor did I take a free copy.

I know how emotional the whole subject of Atari computers is. Of all the
computers I have used or am using, my Atari is the only one that I had
a real emotional attachment to. I have had (and still do) my first Atari
400 for over 10 years. Of course I added a lot of software and hardware
over the years. I still have most of it and can't seem to let go. Even
though it has been a couple of years since I used it in earnest for anything
but playing games, I can't get rid of it.

As far as AC goes, I didn't subscribe because I knew that I wouldn't get
any use out of it. I know that I will never go back to doing any serious
work with my 8bit. Over the years, though, I have supported many Atari
publications. I still have several years of Antic (with disk) and Analog.
I had about 4 or 5 years of Current Notes, but I found a good home for
them. I even had several issues of Softside (I'll bet a lot of the readers
of this group don't even know what I'm talking about with that one).
I even supported Aladdin for a year (for $75), and still have them. I
used to subscribe to Compute! when it supported the Atari and even have a
couple of issues of ROM magazine (but got them free at CES). I subscribed
to the official Atari magazines under various names for a couple of years
too. Today, I wouldn't subscribe to any of them either, which is why they
aren't around anymore. Other Atari users stopped supporting them also.

I think AC came too late. Atari users have grown acustom to not having
a printed magazine to call their own and don't want to shell an extra
$25 a year to get 6 issues. In my case, that decision had nothing to do
with the size, content or editorial staff of AC; it was strictly a decision
based on how much use I would get from a subscription.

So, personally, I mourn the passing of another herculean effort to keep
the Atari 8bit alive. In another 10 years, whenever I look at the boxes
of Atari 8bit stuff in my closet, I'll think of AC and have half a smile
in my heart but a tear in my eye.

Thanks Ben & staff...

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL

Kit.Kimes@NapervilleIL.NCR.COM
Atari 8bit user for over 10 years & counting

1438. Mapping the Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 15:37:41 UTC
From: Reaser@MT2.LAAFB.AF.MIL
Message-ID: <2D9AEDAE@POST3.LAAFB.AF.MIL>
Source record: 102119

Ian Chadwick's seminal work, Mapping the Atari is currently available from American Technavision (among other places). The Tyne and Wear Atari User Group is publishing an upcated version of the work which will correct many of the errors and incorporate the appendices into the main body of the book. (Remember that the XL and XE OS versions are handled as appedices to the vanilla 800 memory map description.

Current Notes will be running an extract fo the final book in an upcoming issue (May). If anyone is interested in further details, let me know.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

1439. Info-Atari8 Digest V94 #16 -Reply

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 16:40:16 UTC
From: JKING@EMAIL.STATE.UT.US
Message-ID: <sd9a9a75.004@EMAIL.STATE.UT.US>
Source record: 102120

F Tooned (ftooned@delphi.com) wrote:
: :
: Hey, did you guys know that Claus Bucholz of
256K Byte Upgrade
: fame did an 80 column cartridge for the ATR8000 ??
:Mike (FTe)

To Which I reply:

Huh? Seriously? How did that work? Where can I get
my hands on it.

Also, where can I get one of those 8" adapters for the
ATR8000? I have interest in hooking up an 8" quad
density drive (for kicks)

James King aka Kamaro Kid (but not for much longer)

1440. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 17:10:22 UTC
From: abel@willy.esl.com
Message-ID: <ABEL.94Mar31091023@willy.esl.com>
Source record: 102121

>>>>> "RS" == ROBERT STOUT <rstout@legend.akron.oh.us> writes:
In article <rstout.0q34@legend.akron.oh.us> rstout@legend.akron.oh.us (ROBERT STOUT) writes:

RS> I assume that the monitor you got for your 8-bit is an atari monitor.
RS> If not, can you give me or do you have any info on connecting an 8-bit
RS> to a monitor NOT atari.

The Atari never made any monitors for its 8-bits computers. You can hook up any composite monitor to it and it'll work. There's a cable which you need which plugs into the 5 (?) pin DIN jack and has a bunch of RCA connectors on the other end (which plugs into the monitor).
--
=D----Abel Chow (abel@esl.com) - ESL (408)738-2888 [lab] x4388 [office] x6695
GNU Emacs, Perl: Tools of the Trade.

1441. Re: Atari XE Flight Simulator Cart

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 17:22:20 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CnJHL9.D46@freenet.carleton.ca>
Source record: 102122

In a previous article, dh395@cleveland.Freenet.Edu (Steven J Tucker) says:

>
>Forsale: SUBlogic Flight Simulator II CARTRIDGE.
>
>It was made for the XEGS (grey cart w/ XE look) but works in my 800xl and
> 130xe just fine. Since FS][is a rather large program i asssume
> this is a 'super cart' that uses bank switching.
>
>$20 + $3 shipping

Best Electronics has this for $14.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
"In the year 2000... ...man will sometimes write '1999' on his cheques."
...the word 'krunk' will be banned from network TV."

1442. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 18:18:13 UTC
From: potter@sunny.dab.ge.com
Message-ID: <CnJK6D.9A9@sunblossom.ge.com>
Source record: 102123

In article <2nb029$p7u@news.delphi.com>, lordthan@news.delphi.com
(LORDTHANATOS@DELPHI.COM) writes:
|> rstout@legend.akron.oh.us (ROBERT STOUT) writes:
|> >Why don't you just connect your XL to a regular t.v. like everyone
|> >else does. :)
|>
|> Several reasons, actually.
|> (A) I want a better display than a TV can provide.
|> (B) My TV is currently occupied with other duties (such as showing
|> television programs and working with my Genesis).
|> (C) I *have* the monitor already.

Hmmmm....well I may have lost the train of thought on this thread, but
here's some basic "truths" of Atari and video:

Atari video is very close to the NTSC 525-line standard. Actually
it's more like 262 lines non-interlaced, but the horizontal
frequency is 15.75 kHz.

Atari output is composite; that is, color is encoded in the
chrominance portion of the video as a phase-modulated 3.58 MHz
color carrier. You won't be able to find RGB anywhere inside
your 8-bit. You would have to redesign GTIA (at least) to get
RGB out.

If you decoded RGB from your composite video output, you could
drive an RGB monitor. But that monitor had better be able to
accept the 15.75 kHz horizontal frequency. Most monitors made
for VGA and SVGA video won't go this slow, preferring to run
at 31 kHz and above. And even if you did do this decoding, it
would only look about as good as a composite monitor, which has
to do that type of decoding internally.

You can drive certain types of monitors (known as "split video",
"separate luma and chroma", Super VHS-compatible) with the luma
and chroma components on separate cables. The 800 came this way,
the 800XL and most others need some mods to split these signals
out. See the Dec '93 Atari Classics for the plans to do this.
The video quality you get with this method is about as good as
you can get, without a bunch of heroics.

Also check out, in the same issue, Bob Woolley's mods to provide
TTL video out of the Atari 8-bit and XEP-80. These mods let you
use an MDA or CGA monitor (which run close to 15.75 kHz).

Hope this clarifies everything :-)

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1443. SIO2MIDI interface and software from archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 18:40:40 UTC
From: jss@stanley.nde.swri.edu
Message-ID: <2nf5f8$2hi@swrinde.nde.swri.edu>
Source record: 102124

Has anyone tried building and using the SIO2MIDI interface that's on the archive at umich? I have it breadboarded and am trying to use it with a stock 800 w/ 48k. The Test Output function works fine, the synth plays the scale ok. However, when I try to use any other functions like Record, or even Quit, the computer locks up tight. I have to reboot to recover. Has anyone made this work, esp. with an 800? Any hints would be appreciated. Thanks.

1444. Re: Quick

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 18:53:37 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <2nf67hEt0s@uni-erlangen.de>
Source record: 102125

kendrick@vax.sonoma.edu writes:

>> well, you can use the Ramdisk to use it as space for the program code.
>> Is that possible with action :-) ?

>OF COURSE! Just use the RAMdisk as a place to save the file! Whenever I boot
>up with Action!, my steps are as follows:

>whenever I save, I just go [Shift][Control][W]rite - type [RETURN] (to save
>with the previous name)... easy peasy from there on. Even when rebooting. To
>REBoot (WITHOUT powerdown):
>have MyDOS disk in
>reboot computer (coldstart - [Control][Func4] is my coldstart key :))
>go to the monitor, exit to DOS - hit [BREAK] a few times so it starts DOS from
> drive 9
>set drive to D9:
>exit to cartridge

>takes VERY little time.. unlike these 5-10 minute boots on Macs and IBMs :)

No, that's probably something different. You use the Ramdisk for the
ACTION language itself (right? Is my English good enough ;-).
What I meant is, that you can use the Ramdisk as a PART OF THE COMPILED
CODE OF A RUNNING QUICKPROGRAM :-) E.g. you can put subroutines of your
program into the ramdisk.

--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

1445. U.S. Doubler. Anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 19:34:45 UTC
From: wyman@rtsg.mot.com
Message-ID: <wyman.765142485@lead11>
Source record: 102126

My father has an Atari 1200XL with a 1050 drive which he uses for his geneology research. I am looking into finding out how to convert his data files (most of them are in AtariWriter format) to IBM format.

I remembered buying some U.S. Doubler chips from a friend way way back so I had my Dad dig them out. The instructions with the chips are pretty skimpy. Does anyone have some good docs on installing them or some first hand knowledge?

Would it be better to try to find some used DD drive like an Indus GT or XF551?

Its been so long my memory is pretty fuzzy.

Thanks for any help,
Mark

1446. Re: Not really Atari, but ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 20:51:29 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94090.155129STIRRE31@MAINE.MAINE.EDU>
Source record: 102127

For more information about Commodore's recent financial crisis
I would suggest reading COMP.SYS.AMIGA.ADVOCACY.
It does look as if they are in very dire straits. As far as
Atari goes, no their computers have not allowed them to stay
financially healthy. Their Jaguar, though, has been getting
great press and is nearing national distribution. Atari lost
money ($22 million?) in the last quarter, but have gotten a
cash infusion from Time-Warner who has purchased a million or
so shares at an above market price ($8.50/share). So it looks
as if Atari has a chance (and they do plan to continue making
computers supposedly). Commodore looks as if they very well
might not survive.
-scott tirrell

1447. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 21:26:15 UTC
From: potter@sunny.dab.ge.com
Message-ID: <CnJsvs.Bo7@sunblossom.ge.com>
Source record: 102128

In article <CnH0uu.2zq@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|> What? Am I falling that far behind again after one week's leave of absence?
|> Argh!!! When was Flickerterm 80 released and where is it available? Is it on
|> the umich archive somewhere?

Hmmm...three requests in a row (Robert Stout and Bill Somrak included) for FlickerTerm 80. Clay Halliwell (E.HALLIWELL@genie.geis.com) is developing this. About six of us have beta copies of it. It has not been released anywhere. It does go pretty decent 80 column emulation on a stock Atari (without XEP-80), but with a fair amount of flicker. Clay is adding ANSI and VT100 emulation (so good so far). If Clay posts the PD or shareware release of it on GEnie, I'll pass it on to umich or interested parties.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1448. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 22:01:22 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0q70@legend.akron.oh.us>
Source record: 102129

FlickerTerm sounds OK but I hope it includes at least Xmodem CRC.
Releasing incomplete software is permissable if it is clearly labeled
as beta. But then I have to warn that no file transfers will make
many pass it by. How about baud rates?

1449. Adaptec ACB-4000

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 22:32:07 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9403312215.AA01651@phinet.smithkline.com>
Source record: 102130

In response to Andrew Heller's question about the Adaptec 4000A, yes, this HD controller was highly recommended by both ICD & CSS. I saw them in the CSS catalog for $89 & wish I'd bought mine there. I got a couple of them from some surplus place in California who nailed me $120 apiece for them.

If you can get an Adaptec 4000A (at ANY price), grab it! They're getting really rare. One nice thing, Adaptec is still in business & will send you complete docs on the card. I can't recall if the docs were free, I think they were. BTW for folks who don't know what this beastie is, the Adaptec 4000A is a SCSI-to-MFM hard drive controller card to let you use old MFM-style IBM hard drive mechs with a Black Box or MIO. Bob Puff once told me it was better to use a setup employing a controller card plus MFM drive rather than an imbedded SCSI drive. Embedded SCSI's have caused major headaches for both ICD & CSS, since the implementation of the SCSI isn't always standard. I've had no problem so far with Seagate embedded SCSI's or the SyQuest SCSI, but I did have a problem with 40-meg Quantum SCSI. Using a controller card + MFM drive is a pain to set up but seems to provide the most trouble-free path to using a hard drive with the 8-bit.

- Ben Poehland

1450. Re: Nostalgia

Newsgroup: comp.sys.atari.8bit
Date: 1994-03-31 23:00:29 UTC
From: J056600@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16F8AD30FS86.J056600@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 102131

In article <2n7kl7$7kg@usenet.rpi.edu>
trautt@magritte.its.rpi.edu (Thomas H. Trauth) writes:

>
> My first computer, which I got over a decade ago, was an
>Atari 800 (you know, the one with four joystick ports). I must
>say that reading the articles in this newsgroup is a pleasant
>nostalgic experience. Reminds me of the good ol' days when Pac-man
>and Space Invaders were the arcade games of choice, WPLJ-NY was a
>great radio station, and computer magazines showed how to program
>in addition to how to buy your next computer or printer.

I know what you mean. I'm getting *very* nostalgic, and this place is
making me *very* sad that I unloaded the old 1200XL back in '86.

Boy, did I have some cool games. Even if I do manage to buy another Atari
8-bit system, I'll probably never find another copy of M.U.L.E. (sigh)...

Tim Irvin, Programmer/Analyst/Dinosaur Jockey
Lockheed Missiles and Space Co., Inc., Sunnyvale, California
***** all standard disclaimers apply *****
Footsoldier, GenX Army--Division 13, Brigade #100865
BARNEY: JUST SAY "NO"!!

1451. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 01:29:57 UTC
From: jg58@delphi.com
Message-ID: <pOxs5jd.jg58@delphi.com>
Source record: 102132

<poehland%phvax.dnet@sb.com> writes:

>I just saw Andrew Heller's post about the 1400XL.
>
>I got one about 6 months ago myself. Mine, however has no wire-wrap in it:

Where did you get a 1400? I thought they were vaporware. How many were
made? How about the XLD?

1452. Re: Demise of AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 01:33:13 UTC
From: jg58@delphi.com
Message-ID: <ps5vpHZ.jg58@delphi.com>
Source record: 102133

<poehland%phvax.dnet@sb.com> writes:

>And, with public whippings like this, how many of you are now willing to
>step forward to offer YOUR services to the community?

Ben,
It's often said that those who don't have critics, probably aren't
doing anything. Don't let it bother you.
-Jim Graham

1453. Re: Demise of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 01:50:32 UTC
From: Krishna@tiac.net
Message-ID: <2nful8$str@sundog.tiac.net>
Source record: 102134

I had serious resrvations about AC due to one major fact: Unicorn publications.

Now, I knew that AC had nothing to do with AIM, but when I saw the output, it seemed like one of the AC staffers who may own a clone or ST or MAC could have whipped up the mag with Pagestream or Calamus or something and just set it to Copy Cop for less than what Unicorn charged AC, and with none of the binding contracts involved in a serious business transaction. The actual layout would have been free (done by the guy with the ST) and thus the only cost would have been the copying and mailing. THAT is what I call self reliance. Even with 100 subscribers they would have been able to continue.

I suppose that definition seems more like a NEWSLETTER than a MAGAZINE but calling AC a true magazine is a stretch due to its brief nature.

This turned off many people I guess. It may have even been possible to do it all off of an 8-bit DTP package. It would have been very gruelling that way, and it would have been blockier, but it would have been possible and in-keeping with the spirit.

The reality is, though, that 99% of what any 8-bitter wants to know is available immediately via these very telecommunication networks. Rarely if ever did I see anything NEW in the pages of AC. The video mod issue was the first instance of something totally new in AC. To people who don't have modems, AC would have been great, but it is a catch-22 since they don't even KNOW about AC most likely. Since AC was never going to be on a newstand, it was never going to find isolated 8-bitters who aren't as priveledged as we are in being able to get up to the minute news all the time.

If through some miracle the first issue of AC was on every newstand I think we would have pulled in 1000s of subscribers, because there must be 10-100 times the number of die hards using 8-bits in some capacity but are unaware of any remaining support. Therein lies the rub!

However, it should be noted that for a 15 year old computer, the fact that AC existed at all is an acheivement, and it was only a matter of TIME when this was going to happen, if not this year, then next year. The userbase will invariably decline I'm afraid to admit.

* *

8-bitters must live for the moment! Realize that the demise of AC is not going to be the only cross we have to bear in the future. Sooner or later others will fall as Bellcom recently did. Who shall it be next? How will we feel when B&C or BEST close their doors?

Will we finally admit the end when Bob Puff himself is forced to call it quits? Haven't you all thought about the possibility? CSS in particular must be solvent by only the most careful and constant attention of Bob, and I must only assume that he at best makes a meager income if anything off of CSS. There was a scare that Bob may not be able to produce the R:P: interface as planned despite sending out the mailing even. People must understand that the act of them subscribing or buying a product from CSS or FTE is probably the only thing keeping them going. In order to stay afloat every die hard has to "contribute". When AC started it was a matter of principle that I subscribe. It was a show of support. No matter how I felt about the bi-monthly and brief nature of the text, it would have been a SIN not to support it. Because I recognized the economic realities which has led to these compromises. Others are simply DENYING these realities and still think the 8-bit is cruising along comfortably the way it was in the mid '80s. Nothing could be farther from the truth.

My advisce to those who call yourselves die-hards, buy now and not later. You may not get a second chance.

I am concerned about FTE. Mike is going into this project with at least an optimistic exterior. I hope he isn't broken the way Ben was by a series of disappointing responses by the "userbase" <-- not my use of quotation marks. Any comfort we may have in FTE coming from the ashes of ICD so unexpectedly should be reconsidered. ANY sense of complacency in the 8-bit world is FALSE.

The bottom line is to support everyone who is still doing something for us, from shareware programmers like Clay Halliwell, Jeff Potter, Puff, R.R., Larry Richardson, Tom Hunt, etc, as well as the remaining developers and used dealers. A little support from EVERYONE goes a long way.

I know when it comes to shareware programmers, it only takes a few good words and a few checks to make the whole project worthwile. I don't think Tom Hunt realistically expects to make serious money from his programming; what they do get is the satisfaction in knowing they have contributed to the userbase and they want RECOGNITION for this in some way, even if it is only kind words.

If I worked my ass off on a program I wouldn't want the userbase to just use it like crazy and not even thank me verbally...

1454. Re: Questions..and stuff..and others...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 01:57:24 UTC
From: Krishna@tiac.net
Message-ID: <2nfv24$str@sundog.tiac.net>
Source record: 102135

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Lots of stuff...so I'll just jump right in...

: 1) I want AC... how much/how many where do I send my check?
: 2) I want AC back issues... where is a list? how much...where
: do I send the check?
: 3) Bob and IDE's ?!?!?
: 4) Who can fix my 1meg MIO with 0megs (I fried them all years ago)
: 5) I have a fluky flaky bizzare 256k MIO that someone removed
: everything and resoldered. It worked for some time..but goes out
: too often... can I dump this on someone for maybe a few ZIP rams
: for the MIO?

: 6) I want another 1200XL...who's got em?
: 7) Again, a 1400 or 1450 or 1090 would be appreciated with lots of $$$.
: 8) Who want to sell me a black box?
: 9) Was the floppy card ever released for it?
: 10) What was the adaptec board number that the MIO interfaced to MFM's with?
: 11) How long IS a piece of string?

: --
: Andrew K. Heller - Making the world safe once again.
: ---

: heller@akh104.rh.psu.edu (sysadmin)
: Officially Unofficial Atari Jaguar FTP site.

: Computer Engineering at the Pennsylvania State University.
: "If you're in the boat, rock it to hell."

I have a 1400XL that works. The only thing that distinguishes itself in its present functionality is the voice chip. The design of this particular prototype did not have a fully functional PBI. The port is there but not even BOb Puff could get it to work. Also, the modem card has been removed and may not be functional, which is no big loss since it is 300 baud and uses a hardcoded T: handler which not much software will even recognize.

It took me a great deal of money to make this thing work. It was a soap opera of getting a power supply made for it, fixing it after I tried on my own to hook a supply to it, slight damage in shipping, and getting it to work with the MUX OS.

The initial investment was $175 for the board. I mus have put an additional $100 into it at least, for the 1200XL case I put it into and what not. I'm using it right now.

I like it, but I am rather hesitant to try a memory upgrade on it,and if I do not, its functionality for a hard core user like me will be limited.

If you REALLY want it, then make me an offer. The V: handler is fun to work with. The V: handler seems to load from the speech chip itself, and bumps MEMLO up by 512 bytes. This has not created any compatibilities with software so far, at least using SpartaDOS 3.2z.

1455. Re: What is FlickerTerm80?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 02:17:09 UTC
From: jmjohnso@mtu.edu
Message-ID: <2ng075$6uv@indycar.cts>
Source record: 102136

Christopher J. Woods (cjwoods@tiac.net) wrote:
: Plagiarizing Bill Somrak (aj445@cleveland.Freenet.Edu):
:
: |Hi,
:
: |From time to time I see some one referring to FlickerTerm80.
: |I wonder where I can get a copy to try out. Also, do you need
: |the XEP80 for the 80 column mode? (if it has one). I
: |currently use Bobterm v1.21 ... really good Telecomm software.
:
: |Bill
:
: FlickerTerm80 isn't available yet; it's still in alpha-testing. And no,
: it doesn't require the XEP80. It uses a sort of "dual" GR0 40-column text
: mode, alternating from one "half" to the other, which creates a certain
: degree of flickering: hence the name. Because the "text" isn't bitmapped,
: it's actual "text" characters, it is MUCH faster than either K65 or OmniCom.
:
:
:
Back in my Atari 8bit days, I used a public domain Term80, which utilized a
custom font containing two characters for each screen character. By combining
the right pairs, the 40 character screen was effectively an 80 character
screen. As with any 80 character display, be it generated in hardware or
software, a monochrome monitor was very readable, whereas a TV or color
monitor was not. There was NO flickering.

The program was great at giving 80 column access, but its file transfer
capability was rather weak.

I didn't use BobTerm very much. Not because it isn't an excellent piece of
software, but because I was too cheap to register it when I already owned
Keith Ledbetter's SX Express!. (My apologies to Mr. Puff- but at least I
was legit).
: --
: Christopher J. Woods | General Unix newbie-helper and all
: cjwoods@max.tiac.net | around nice guy
: cwoods@genesis.nred.ma.us | TIAC support (617) 275-2221
: Unix CAN be user-almost-friendly! finger cjwoods@max.tiac.net for help info

--
+===+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |

+===+

1456. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 02:55:23 UTC
From: Krishna@tiac.net
Message-ID: <2ng2er$str@sundog.tiac.net>
Source record: 102137

poehland%phvax.dnet@sb.com wrote:
: I just saw Andrew Heller's post about the 1400XL.

: I got one about 6 months ago myself. Mine, however has no wire-wrap in it:
: it's a full-production PC board, very clean. About a zillion chips. With
: speech synthesizer & modem built-in, also some sort of connector that looks
: like it should go to a disk drive. I got no docs, no schematics, no manuals,
: zilch. Haven't made much progress. Is there ANY info to had on this beastie?
: (Other than my comments about its horrible video circuits in the Dec. AC.)

: Any software to drive the speech thingie?

: Any software to operate the built-in modem?

: And... god forbid... SCHEMATICS ?????

: I know an Alchemist who could make good use of such info....

: (Note: this is the 1400XL, not the 1450XLD.)

: - Ben Poehland

No case, right? Well if you want to follow my lead, we can discuss this
in email as I've been through the same path you are headed into. Step
one is to get a power supply, and Bob Puff knows the pinout--it is NOT
the same as the XL/XE. Putting in an incorrect pinout can burn your
board out as it did with mine.

I have a text file on the V: handler but it is not totally complete.
What it doesn't tell you is whether it is possible to reach the Votrax
SC-01 via ML. The V: handler itself will not let you change pitch, but
the SC-01 DOES have this ability, it is the same chip that sang in the
Alien Voice Box and got a write up in Creative Computing.

I also have an upgrade detailing how to upgrade the 1400 to 320K ala the
Peterson 65XE > 320K upgrade.

If you want more details, email me. Together maybe we can help eachother
out, i.e. I have been too squeemish to try the memory upgrade but I'm
sure you could handle it.

1457. Re: Demise of AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 02:57:08 UTC
From: junkster@chinook.halcyon.com
Message-ID: <2ng2i4$9bt@nwfocus.wa.com>
Source record: 102138

In article <CnJ2o3.G1B@merk.com>, Winston Smith <winston@merk.com> wrote:
>
> If ATARI CLASSICS is truly a "non-profit", perhaps it could be
>"rechristened" as a "glossy newsletter", rather than as a "magazine", and

I've always wondered why it was so important to have a "true" magazine. What's important is to have good writing, good information, and editorial sense beyond that of most cheez-o-matic diskzines. In addition to AC, I also subscrive to Tim Duarte's _The 2600 Connection_. Quite honestly, I get about the same enjoyment from both. T2C is only a photocopied newsletter, but there is an air of professionalism about it (anyone who has read a variety of video game fanzines should really appreciate this).

Over in Apple II land there is a publication called "Shareware Solutions II." Again, it is the child of one dedicated person, but it holds the community together quite well. For what it's worth, I also think that the small-timey newsletter feel breaks down a lot of barriers that seem to crop up when a shift is made to "real" publishing.

So what's wrong with a 12-20 page, desktop published, inkjet printed, photocopied newsletter to replace AC as we know it? Honestly, I think even a straight text format with pasted-up figures would be fine. A lot cheaper to produce, too.

James Hague
junkster@halcyon.com

1458. Re: Info-Atari8 Digest V94 #16 -Reply

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 03:02:36 UTC
From: Krishna@tiac.net
Message-ID: <2ng2sc$str@sundog.tiac.net>
Source record: 102139

JKING@EMAIL.STATE.UT.US wrote:
: F Tooned (ftooned@delphi.com) wrote:
: : :
: : Hey, did you guys know that Claus Bucholz of
: 256K Byte Upgrade
: : fame did an 80 column cartridge for the ATR8000 ??
: :Mike (FTe)
: ---
:
: To Which I reply:

: Huh? Seriously? How did that work? Where can I get
: my hands on it.

: Also, where can I get one of those 8" adapters for the
: ATR8000? I have interest in hooking up an 8" quad
: density drive (for kicks)

: James King aka Kamaro Kid (but not for much longer)

You are in luck! On Carina Net there is a guy "SEAWOLF" who is selling
an entire 4 drive ATR setup including DT80 (I believe with DT80) for onl
$75. YOu'd then have the DT80 and a spare ATR setup.

Jut doN't buy from Terry Ortman who also has an ATR for sale because the
guy is a jerk.

I also know another guy who has an ATR with DT80. It is a rather simple
matter to copy and reburn the EPROM.

1459. Demise of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 03:28:07 UTC
From: theclub!conklin@egr.msu.edu
Message-ID: <9404010259.AA21249@theclub.mi.org>
Source record: 102140

> Terry Conklin will soon have his wish. After the April issue, now in
> production, I am stepping down as Managing Editor.

Thanks, but don't claim I said something I didn't. No one asked you to
quit (at least I didn't.) I asked you to do your job professionally.

> And, with public whippings like this, how many of you are now willing to
> step forward to offer YOUR services to the community?

If someone volunteers to do a job, and does it badly enough, it's better not
to have the help. (Parents with small children should relate)
This is not to say your job was that bad, but to point out merely
volunteering does not absolve you of a responsiblity to make good use
of the community's funds.

> Come to think of it, Terry, what have YOU done for the community lately?

I continue to operate The Club & Club II, some of the largest Atari 8-bit
supporting BBSes around - free, of course, as I've run them for the last
14 & 11 years, respectively. (Some 200,000+ hours of service in two different
area codes and 200,000+ calls handled) I realize that the 95% of the Atari
population that isn't on the net doesn't count for much, but I like to make
sure that they have access to Atari 8-bit archives, news, discussion and
tech support all the same.

Regardless, other peoples' actions aren't excuse or measure for your own.

> ... The Atari 8-bit community
> is not large enough to support a professionally published magazine any
> more. People either have to accept what we among the comunity ourselves
> produce, or take nothing at all. Terry obviously prefers nothing.

Well, if it's the Self Gratification Letter for $25 or nothing, yes,
nothing is preferable. Mid-Michigan Atari Magazine never had the problems
AC had with professionalism, and it was an all-volunteer effort. And
Atari Classics would still have my subscription if it didn't have your
articles. Hell it was almost worth the price just for the ads.

> I've simply done the best I could with the resources available, I'm
> satisfied with has been accomplished, & neither myself nor anyone else on
> the Staff has any apologies to make.

I think you have. You've harped on the net a dozen times about the Evil
Non-Subscribers, declaring them traitors, scum, and worse, because they,
having seen what you were really delivering, weren't interested. Really
pretty damm rude, if one's honest about it.

Specifics of AC and begging for martyrdom are just distractions from the real point. You've made all sorts of wild claims and accusations of OTHER PEOPLE concerning Atari Classics loss of subscribers. My POST was a disgusted response to these POSTS.

AC's problems start with -=> AC <=-. You've blamed everyone and the stars for AC's problems except AC itself, and certainly not yourself. Lets get one _fact_ straight. ATARI CLASSICS LOST MY SUBSCRIPTION BECAUSE OF YOUR ACTIONS.

Likewise, I appreciate your effort. It's a lot of work. (Been there myself) But if you work that hard and that's what you've got to show for it, then tough rocks, it's not enough. Sorry, but the means doesn't justify the end, either.

Terry Conklin conklin@theclub.mi.org
Conklin Systems Club II 810-334-8877 <- lots 'o files anyone can get to

1460. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 04:05:38 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <p2zPRBS.lmcclure@delphi.com>
Source record: 102141

"The x86 are more like the 8080. It is a terrible shame
IBM chose it during that critical period - this decision
has probably cost the computer industry more in programmer
hours that any other decision in the history of computing.
If those designers had had any idea how far-reaching their
decision was to be, they undoubtedly would have waited the
several months for the 68000."

As to waiting for the 68000, as I recall, the 68000 was available,
but would have needed a 16-bit bus. Given that one of the reasons
IBM chose the 8088 over the faster 8086 was to save costs by going
with an 8-bit bus, I think this is a moot point, however. It is too
bad the 68008 would not come until later.

However, in looking at the September 1990 issue of BYTE, at the
article "The Creation of the IBM PC" by one of the people who worked
on it, there were other reasons, as well. Basically, first, it had to be
available then, in quantity. Second, it had to address more than 64K
(ruling out the 6502, Z-80, and 6809, although the 64K segment limit
of the 8088 did not seem to bother them too much). Third, it had to
be "familiar" technology, and have a bevy of available support chips,
and last, there had to be an OS and operations software available for
it (not a strong point of the 8088 at that time).

Frankly, if it had not been for the "breaking the 64K address limit",
three big 8-bit chips would have been the likely candidate. The OS,
and likely, applications (from a business perspective) likely fell
to the Z-80, due to C/PM. All of the 6502's used proprietary OS's, and
I don't even know of OS-9 (for the 6809) had been written yet. Any of
these chips should have been "familiar" enough and had no shortage of
support chips (especially, again, the Z80). Certainly availability in
large quantities should not have been a problem, either.

All things, considered, if the 808x had not been around (or if they
would have thought 64K was enough address space), we likely would have
ended up with a Z-80 based IBM PC...yet another branch off of the
8080/8085 lineage! despite the 8088's 64K segments).

Some interesting trivia: According to the article in BYTE, IBM estimated
total sales of 250,000 units over a 5 year period. It goes on to state
that there were single months when that many were sold.

Oh, but for a peek into that alternate universe where IBM *did* use
the 68000 instead....

1461. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 04:06:39 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pU7tZ9f.lmcclure@delphi.com>
Source record: 102142

In a message dated 3-30-94, Glenn Saunders said:

"I too am curious about the development of the 400/800.
To anyone with half a brain the 400/800 was graphically
more advanced than the Apple][. But in a way, this
caused a reputation of the 8-bits as ONLY "game machines"
in a computer box, "

Of course, few either remember or know that one of Woz's main goals
in creating the Apple was a machine that could play Breakout (in color).
Another item which helped Apple foster more of a "business" reputation
were when an 80-column card standard was established for the Apple II.

With each new machine, Atari passed over the opportunity to make
80-column capability either standard, or a easy, company-endorsed
option, and with each failure to take advantage of a new design to
do so, the difference it could have made became smaller. By the time
Atari finally coughed up the comparatively kludgy XEP-80, the 8-bits
had just about run the course of their mass market life.

1462. Re: Multi-Tasking on the 8-bit Copy

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 04:07:47 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <p2zPxhb.lmcclure@delphi.com>
Source record: 102143

In a message dated 3-26-94, Glenn Saunders said:

"...but in my mind the only way to REALLY do a flexible
multitasker is to have an alternate 64K bank which is
fully addressable and NOT in 16K chunks which you can
alternate to and from, and each additional app you run
would require yet another 64K bank."

But if you change all of the RAM memory, you will end up with the stack and page zero locations for one program in the RAM, and information based on another 'set' of RAM stored in the 6502's registers and program counter, unless you reset the CPU and hold it in that condition during the switch. Even then, without some code to 'remind' the CPU of what it was last doing in that section (which could interfere with running some programs as surely as an area of common RAM), it would be like starting over again each time you switched.

Here's a wacky idea...since customized 6502 in the XL series and later incorporates a halt line, why not have a 6502 for each bank, and put it in halt mode (freezing its register status) while that bank was not in use? <grin>

1463. Re: Taking the Plunge?!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 04:08:52 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <h08OBjc.lmcclure@delphi.com>
Source record: 102144

In a message dated 3-24-94, Todd Elliott asks:

"One more question, though- What's a PBI port? *sheepish
grin* Is it similar to an user port or cartridge port of
the C64?

PBI = Parallel bus interface. It is more similar to the cartridge (expansion) port of the 64 than the user port.

"And what kind of hard disk drives can the 800xl
interface? Special controllers or regular IDE, SCSI,
etc."

The Black Box and ICD MIO use standard SCSI hard drives. (Although the MIO is a bit more limited...it can only use SCSI hard drives that can handle 256-byte sectors...many handle only 512-byte sectors).

1464. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 04:19:26 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <h21OZfW.lmcclure@delphi.com>
Source record: 102145

In a message dated 3-30-94, Kamaro_Kid said:

"I left you a reply on delphi regarding the connection of an
RGB monitor to your 8bit Atari.

The only way its possible is if you have an XEP80 and
modify (and add) the appropriate 9pin DIN jack to the
rear. It's not possible to add same video jack to the
computer itself..

These video upgrades are explained IN DETAIL in the last
issue of Atari Classics."

Just as I left you a message on Delphi (minutes before posting this),
pointing out that in that same XEP80-to-RGB/TTL article in AC were
instructions for interfacing the native video of an Atari 8-bit directly
to same, albeit with some "interesting" results (and best used for text
applications instead of graphics).

1465. Re: Not really Atari, but ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 04:35:49 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pU-uZpd.lmcclure@delphi.com>
Source record: 102146

In a message dated 3-30-94, Roger Cole said:

"It seems Commodore is on the brink of bankruptcy after
something like 7 straight quarterly losses.

Has the Jaguar and the ST line been able to keep Atari
healthy, or could this be the handwriting on the wall?"

One big difference between the two companies is that Commodore has long carried a heavy debt-load, while Atari has not. (In fact, I believe Atari currently has no LONG-term debt).

According to the last quarterly report, Commodore had *negative* net worth. In other words, the company is actually worse than worthless. <grin>

Seriously, Commodore is in serious hurt, and is having problems getting the funds to build what they can sell, which does not help their situation. Whether they can continue depends on if they improve their situation, and how many of their creditors think they can get more money back by letting them continue as opposed to forcing them into reoranization or liquidation.

1466. Re: Not really Atari, but ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 04:39:57 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pW3vZFV.lmcclure@delphi.com>
Source record: 102147

In a message dated 3-31-94, Mr. Fixit said:

"Nah, the arcade division has been doing ok all these
years... if I recall correctly, Atari has a few distinct
corporate (small, but corporate) divisions: arcade/gaming,
computer development research, and their stagnating
home-arcade sys development... "

Actually, the arcade division has been a completely separate company,
with no relation other than the name, ever since the computer and game
divisions were sold to the Tramiels.

1467. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 04:41:58 UTC
From: jharris@cup.portal.com
Message-ID: <107998@cup.portal.com>
Source record: 102148

> The XEGS was marketed as a game machine so Atari had pretty much
>given up in trying to prove that the 8-bit was a true computer.

Depressingly, Atari themselves never considered the Atari8 anything more than a game machine. Software developers of the time, who had written business packages for the Apple II had approached Atari in search of developer info and support. Atari flat refused them, and even went so far as to tell them, "We don't want your software on our machine. This is a game machine." From the beginning, Atari didn't even have a clue. :-(

John Harris - jharris@cup.portal.com

1468. Re: Old Microprocessors

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 04:46:30 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <h6wO5pe.lmcclure@delphi.com>
Source record: 102149

In a message dated 3-30-94, Ben Poehland said:

"There WAS a 186, but the appearance of the 286 came so
quickly & was so much better that very few computer makers
ever utilized it. (The exception that comes to mind is
Radio Shack, some piece of overpriced junk they sold had a
186.)"

That would be the Tandy 2000; one of the MS-DOS non-PC-compatibles. Nice color video option, however (for its time), using the NEC 7220 VDP.

1469. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 04:57:27 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pYxvZRX.lmcclure@delphi.com>
Source record: 102150

In a message dated 3-30-94, Ben Poehland said:

"I just saw Andrew Heller's post about the 1400XL.

<part deleted>

With speech synthesizer & modem built-in, also some sort
of connector that looks like it should go to a disk drive.

<more deleted>

"(Note: this is the 1400XL, not the 1450XLD.)"

You might contact Glenn Saunders, whose posts you'll frequently see here in comp.sys.atari.8bit, as he also has a 1400XL. From what I recall, he has stated the 1400XL and 1450XLD motherboards were actually the same, and the floppy controller circuitry for the 1450XLD was on a daughterboard that plugged into that connector you noted. I may have misrememberd that, so don't blame him if that info is lame. <grin>

As to using the speech, he might have some answers on that, as well.

If I recall correctly, it was to be addressed as a "V:" device (although once again, I am far less than certain).

1470. Re: Antic Programs. Out on PD?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 05:18:19 UTC
From: kevina@clark.net
Message-ID: <2ngaqr$au4@explorer.clark.net>
Source record: 102151

In article <2n56qc$a84@eis.calstate.edu>,
John S. McGowan <jomcgow@eis.calstate.edu> wrote:
>While Antic folded, and the programmes are not in the public domain, they
>have permitted their posting (as has compute! for their old 8 bit
>programmes)... I believe you can find a complete set of antic disks in
>ARC format (and many Analog disks) on GEnie.

Great lets put them on an ftp site. Does anyone have a site that we can
lend. I have some antic disk but not all and currently no way to upload
then until I get a 850 which I should get soon. Lets orginize them like
this.

\05.89\s1
\05.89\s2
\06.89\s1
\06.89\s2
Or does someone have a better idea.
Or maybe we should put them in arc format however I'm not quite shore
how you would go about making a disk if you only have one disk drive
form the arc format. Is there a way....

So who is willing to lend some disk space for this. I could do my share
and upload the disks I have but I would need some help here in fillling
in the others I'm sure that between us all we can get the complete disk
set uploaded.

>>> Kevin <<<

1471. Re: Nostalgia

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 08:15:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940401081530MIS0160@MVS.UDEL.EDU>
Source record: 102154

In article <16F8AD30FS86.J056600@LMSC5.IS.LMSC.LOCKHEED.COM>,
J056600@LMSC5.IS.LMSC.LOCKHEED.COM (Tim Irvin) writes:

>
>Boy, did I have some cool games. Even if I do manage to buy another Atari
>8-bit system, I'll probably never find another copy of M.U.L.E. (sigh)...
>

My latest American Techna-Vision catalog lists M.U.L.E. (stock number
SX3433 for $29.95). It does say 'Limited quantities' but it may be
worth a call. Their toll-free order number is (800) 551-9995.

1472. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 12:55:59 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CnKzxB.LD@cbfsb.cb.att.com>
Source record: 102152

In article <2ng2er$str@sundog.tiac.net> Krishna@tiac.net (Glenn Saunders) writes:
>
>I have a text file on the V: handler but it is not totally complete.
>What it doesn't tell you is whether it is possible to reach the Votrax
>SC-01 via ML. The V: handler itself will not let you change pitch, but
>the SC-01 DOES have this ability, it is the same chip that sang in the
>Alien Voice Box and got a write up in Creative Computing.
>

Do you have adequate documentation on the SC-01 chip? I have the data
sheet for it, and an article and construction docs (with software printouts
for the chip used .. can't rmember if it was a 6800, 6520, or 6805 or what)
from the Steve Ciricia speech synthesizer project, as well as reference
articles on speech to phoneme conversion (dated .. this was like 10 years
ago). The data sheet, at least, may be useful to fill in any gaps in your
documentation.

--
Richard Dell

1473. Re: What Good Is An Atari 8-Bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 13:35:26 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CnL1r3.3u8@cbfsb.cb.att.com>
Source record: 102153

In article <p2zPRBS.lmcclure@delphi.com> Lonnie McClure <lmcclure@delphi.com> writes:
>
>However, in looking at the September 1990 issue of BYTE, at the
>article "The Creation of the IBM PC" by one of the people who worked
>on it, there were other reasons, as well. Basically, first, it had to be
>available then, in quantity. Second, it had to address more than 64K
>(ruling out the 6502, Z-80, and 6809, although the 64K segment limit
>of the 8088 did not seem to bother them too much). Third, it had to
>be "familiar" technology, and have a bevy of available support chips,
>and last, there had to be an OS and operations software available for
>it (not a strong point of the 8088 at that time).

I think the reason the 64K segment limit did not bother them
at the time is that no one visualized single program modules
larger than that size. I believe that the very popular PDP
series of MINI computers had a 16K segment limit, though that
might be 16 bit words and not 8 bit bytes (anyone know the
PDPs?) And programs were written in overlays to be loaded from
the disk as needed, cause memory was so expensive.

The competition was using the Z-80 (as far as sales go) and paging
extra memory in and out as needed to get past the 64K limit, so built
in segmentation was probably seen as a better solution (though as
we all know and love to hate, not as good as a flat memory map).

>
>Frankly, if it had not been for the "breaking the 64K address limit",
>three big 8-bit chips would have been the likely candidate. The OS,
>and likely, applications (from a business perspective) likely fell
>to the Z-80, due to C/PM. All of the 6502's used proprietary OS's, and
>I don't even know of OS-9 (for the 6809) had been written yet. Any of
>these chips should have been "familiar" enough and had no shortage of
>support chips (especially, again, the Z80). Certainly availability in
>large quantities should not have been a problem, either.

My 1 MHz 6809 system (now bear in mind how software dependent this
all is) seems to me to be faster than our AT&T 6300s (about 1.9 times
as fast as the plain XT), and hence probably more than twice as fast
as the XT (at least for the Basic programs I have run on both).
And at the time the XT was developed, 2 mHz 6809s were selling
nicely ... which would have been 4 times as fast. The standard
Z80s at the time were 4 MHz, and I believe this was somewhat faster
than the XT (I have no comparasions though). Shortly after the
XT introduction, Z80s started moving to 6 MHz.

As an addition to these performance concerns, the 68008 was somewhat slower than the 6809, sort of the same way a 386SX is slower than a 286 running at the same clock speed.

--
Richard Dell

1474. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 16:56:58 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2nhjoq$kdr@usenet.INS.CWRU.Edu>
Source record: 102305

```
Atari Archive: 8bit/faq.txt

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 30-Mar-94

Additions/suggestions/comments/corrections having to do with this
FAQ List are welcomed by its creator and maintainer, Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

The Atari 8-Bit Computers FAQ List is posted on the 1st of the month to the
comp.sys.atari.8bit/Info-Atari8 Digest discussion group. A fairly
recent copy is available on the Atari Archive (see below) as the file
8bit/faq.txt, but the most recent copy may always be requested from
mcurrent@carleton.edu.

What is this FAQ List for?
The Atari 8-Bit Computers FAQ List was created to provide answers to many
commonly asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest
discussion group. At this time the FAQ List is heavily geared toward
describing the various resources for the 8-bit Atari user available, with
relatively little information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the
moderated newsgroups news.answers and comp.answers. (There's no particular
reason for this, I just haven't taken the time to figure out the process yet.)

What is comp.sys.atari.8bit?
comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

Other Atari-related newsgroups:
comp.binaries.atari.st (ST/TT/Falcon software, object code)
comp.sources.atari.st (ST/TT/Falcon software, source code)
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
```

rec.games.video.arcade (includes products by Atari Games)
rec.games.video.atari (Lynx, Jaguar)
rec.games.video.classic (includes 2600, 5200, 7800)

What is the Info-Atari8 Digest?
The Info-Atari8 Digest is the unmoderated mail-list serving as the Internet side of this discussion group. All contributions to the Info-Atari8 Digest automatically appear on Usenet's comp.sys.atari.8bit. The Digest is maintained by Mike Jewison <mjewison@nereid.sal.ists.ca> and Mike Todd <snyder10@convex1.TCS.Tulane.EDU>.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send e-mail to info-atari8-request@naucse.cse.nau.edu.
To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit.
Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be cross-posted to the Usenet side. The maintainers are presently working to correct this.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the Info-Atari8 Digest.

Other Atari-related mail-lists:
The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to info-atari16-request@naucse.cse.nau.edu.

What is the Atari Archive?
The Atari Archive is that section of the University of Michigan/Merit Software Archives that holds a huge number of files covering all Atari products, including the 8-bit computers. Our 8-bit Atari Archivist is Jody Lenn, lenn@atari.archive.umich.edu; the Atari Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP (Try the site nearest you first.)

a) FTP to atari.archive.umich.edu (141.211.120.11) <--United States
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4) <--United States
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.10) <--Great Britain
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

d) FTP to archie.au (139.130.4.6) <--Australia
User: anonymous
Password: [your e-mail address]
cd alex/edu/umich/archive/atari/atari/8bit

e) FTP to info2.rus.uni-stuttgart.de (129.69.8.13) <--Germany
User: anonymous
Password: [your e-mail address]
cd /afs/umich.edu/group/itd/archive/atari/8bit

f) FTP to nic.switch.ch (130.59.1.40) <--Switzerland
User: anonymous
Password: [your e-mail address]
cd mirror/atari/8bit

g) FTP to mirror.archive.umich.edu
This address takes you to a "randomly chosen" University of Michigan/Merit Software Archives mirror site, but there's no guarantee the site you're taken to mirrors the Atari directories.

Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to: atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your system has a Gopher client, try the command "gopher gopher.archive.merit.net 70" to connect directly to the Merit Gopher server, and choose Merit Software Archives.

4. AFS
If your system has AFS capability, this is the easiest way to access the Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.120.11)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to lenn@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

Are there any other 8-bit Atari FTP sites?
Here's another, maintained by Adam Bryant, adb@albert.bu.edu:
FTP to cs.bu.edu (128.197.2.2)
User: anonymous
Password: [your e-mail address]
cd PC/ATARI

Are there any alternatives to BART?
There are two general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu.
1) ftpmail@decwrl.dec.com
For information, send a mail message to the above address where the body of
your message says:
help
quit
2) bitftp@pucc.princeton.edu
For information, send a mail message to the above address where the body of
your message says:
help

What is the Cleveland Free-Net Atari SIG?
The Cleveland Free-Net is like a huge public bulletin board system, and
it is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Cleveland Free-Net via modem at (216) 368-3888. Those
persons with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.32, 129.22.8.51). Applications for
free accounts are handled online, or you may browse the system as a visitor.
Once logged-in, type "go atari" to reach the Atari SIG. Those who add their
names to the Atari SIG user directories are automatically members of the

official Atari user group C.A.I.N. - Central Atari Information Network.
Send correspondence and press releases to xx004@cleveland.freenet.edu.
The Atari SIG's 8-Bit Computers Support Area is maintained by Michael Current,
aa700@cleveland.freenet.edu, the 8-Bit Technical Forum is maintained by Craig
Lisowski, aa853@cleveland.freenet.edu, and the Atari SIG Manager is Len Stys,
aa399@cleveland.freenet.edu.

What other Free-Net Atari SIGs are there?
[to be written]

What print magazines support the 8-bit Atari?

Atari Magazyn
Poland

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-75006 Bretten
Germany
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Boot!
LACE (London Atari Computer Enthusiasts)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
75p / issue (quarterly)
Net: trew@sna.co.umist.ac.uk

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$15/6 months (5 issues trial subscription)
$27/1 yr (10 issues)
$48/2 yrs (20 issues)
foreign surface: $36/1 yr
foreign surface: $66/2 yrs
Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr
Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden

54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
ST16 1DR England
tel: 0785-213928
FAX: 0785-54335
(bi-monthly) Magazine only Magazine and Disk
UK L15.00 L25.00
Europe (Air Mail) L17.00 L32.00
USA/Canada - Surface L17.00 L32.00
USA/Canada - Air Mail L23.00 L42.00
Other countries as USA/Canada

News-Paper
DGS
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT only)
U.K.: 6 pounds / 4 issues
Europe: 8 pounds / 4 issues
U.S.A.: 10.50 pounds ($21) / 4 issues
Far East & Rest Of World: 13 pounds / 4 issues
Net: dx107@cleveland.freenet.edu

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat Atari
Poland

Tajemnice Atari
Poland

T.W.A.U.G.
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ

England
UK: #1.95 1 issue
UK: #11.00 6 issues (bimonthly)
includes either disk or cassette

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

What disk magazines support the 8-bit Atari?

8-Bit Magazin
Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60

3114 RK Schiedam
Holland
fl10.00/disk

Strange Invasion
Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
single issue 5DM
6 issues (1/2 year) 25DM

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
25DM for 6 months (6 issues)

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
bi-monthly

What product developers or vendors support the 8-bit Atari?
There are two files available:
1) "All Known World-Wide 8-Bit Atari Vendors and Developers" is part two of the Atari 8-Bit Computers FAQ List, and is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion group on or about the 15th of the month. There's also usually a fairly recent copy available on the Atari Archive as the file 8bit/faq2.txt, or you may contact the maintainer at mcurrent@carleton.edu.

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar, r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

What's this UUEncoding stuff (.uu, .uue files) all about?
UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
8bit/Cc65/dumasuu.arc - contains uud.com, uue.com, CC65 sources.

What is an .arc file?
A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The Atari Archive contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

Okay, how about a .dcm file?
A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

Can I read/write 8-bit Atari disks on an IBM-PC?
There are several programs on the atari.archive of this variety. Note
that most require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

Mule by Rick Cortese - Reads/Writes SS/ED 128K Atari disks. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

What's the best DOS for the Atari?
This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. While it's hard to argue that SpartaDOS X is not the most advanced DOS available, it is a commercial product that is no longer manufactured. MYDOS, on the other hand, is a shareware product that continues to be improved upon.
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

What are the best telecommunications programs available for the 8-bit Atari?
Here are some of the more popular PD/shareware terminal programs available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

What hardware has Atari created in the 8-bit computer line?
Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS

800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
800XLF (????) ?????
65XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
800XE (1987?)same as 130XE but only 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7-pin dot matrix, same as Commodore MPS-801)
1030 Modem (300 baud, with 1030 Express!)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

Where is my nearest 8-bit Atari BBS?
The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained
by Lawrence Estep, AC's Telecommunications Editor, 71450.1050@compuserve.com.

Where is my nearest 8-bit Atari user group?
An 8-bit Atari user group listing is maintained by Atari Classics
magazine's Exchange Editor, James King, KAMARO_KID@delphi.com.

What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1

5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(from _Mapping the Atari, Revised Edition_ by Ian Chadwick)
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5

27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5v dc?) 48. NC (+5v dc?)
49. Audio input 50. GND

--850 R1-4 pinouts from: generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +

9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

End of 8bit/faq.txt
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1475. Re: goodbye AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 17:34:16 UTC
From: J056600@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16F8B869AS86.J056600@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 102306

In article <784@npvsrv2.napervilleil.ncr.com>
kkimes@npvsrv2.napervilleil.ncr.com (Kit Kimes) writes:

>
>
>An open letter to Ben Poehland:
>
>Ben,
>
>Thanks for all the hard work you put into starting and keeping alive
>Atari Classic. It is appreciated by many; even me although I never
>subscribed to AC. To be fair, I never voted that I would support it
>nor did I take a free copy.

I know what you mean. I follow this group almost religiously, despite not having my Atari 1200XL for eight years now. I'm seriously considering acquiring one again, although my wife thinks I have too much junk lying around already. :)

>I know how emotional the whole subject of Atari computers is. Of all the
>computers I have used or am using, my Atari is the only one that I had
>a real emotional attachment to. I have had (and still do) my first Atari
>400 for over 10 years. Of course I added a lot of software and hardware
>over the years. I still have most of it and can't seem to let go. Even
>though it has been a couple of years since I used it in earnest for anything
>but playing games, I can't get rid of it.

Again, I agree. We now have two 486 peecees at home, and they're great for what we're doing, but I feel no particular attachment to them. I used to have an Apple IIe (~1985-1990); again, no attachment. I don't miss it at all. I have a slight attachment to the first computer I used--an old Trash-80 CoCo (~1980-82)--just because I learned how to program on that computer. I was 15 when I first started programming it, and it made my career path--a CS degree and a job as a programmer--crystal clear.

But the Atari was *very* special to me. I kick myself mercilessly for letting it go. I had so many cool old games...my brothers and I would get together every Sunday evening for a few years and play games on an 800 for hours and hours. *sniff* Damn, I miss that thing. I have the *incredible*--but sadly unsatisfiable--urge to play M.U.L.E. and Archon on the Atari all day and night.

Even Ultima III on the Apple and PC aren't the same without the music the Atari version plays...

>As far as AC goes, I didn't subscribe because I knew that I wouldn't get
>any use out of it. I know that I will never go back to doing any serious
>work with my 8bit. Over the years, though, I have supported many Atari
>publications. I still have several years of Antic (with disk) and Analog.
>I had about 4 or 5 years of Current Notes, but I found a good home for
>them. I even had several issues of Softside (I'll bet a lot of the readers
>of this group don't even know what I'm talking about with that one).
>I even supported Aladdin for a year (for $75), and still have them. I
>used to subscribe to Compute! when it supported the Atari and even have a
>couple of issues of ROM magazine (but got them free at CES). I subscribed
>to the official Atari magazines under various names for a couple of years
>too. Today, I wouldn't subscribe to any of them either, which is why they
>aren't around anymore. Other Atari users stopped supporting them also.

Antic... *sniff*

I still have my old "Your Atari Computer" book. I have to hold onto
something for sentimental value. Maybe I'll get to use it again soon.
I'm becoming more and more determined to relive my early college years...

>I think AC came too late. Atari users have grown acustom to not having
>a printed magazine to call their own and don't want to shell an extra
>$25 a year to get 6 issues. In my case, that decision had nothing to do
>with the size, content or editorial staff of AC; it was strictly a decision
>based on how much use I would get from a subscription.

The value of nostalgia is easily worth it to me. I recently bought about 15
old issues of Computer Gaming World, from about 1982 to 1985--the years I
was most into the Atari. The memories they brought back were easily worth
$5 per issue.

>So, personally, I mourn the passing of another herculean effort to keep
>the Atari 8bit alive. In another 10 years, whenever I look at the boxes
>of Atari 8bit stuff in my closet, I'll think of AC and have half a smile
>in my heart but a tear in my eye.
>
>Thanks Ben & staff...

Atari 8-bit users are a lot like hockey fans in my opinion: relatively small
in number ('cept in Canada, of course), but *fiercely* dedicated to their
pastime. I think the Atariphiles *know* they have to band together in support
of their machine if it is to remain usable in today's world...

Tim Irvin, Programmer/Analyst/Dinosaur Jockey
Lockheed Missiles and Space Co., Inc., Sunnyvale, California
***** all standard disclaimers apply *****
Footsoldier, GenX Army--Division 13, Brigade #100865
BARNEY: JUST SAY "NO"!!

1476. 8-bit to ibm

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 17:42:24 UTC
From: af338@cleveland.Freenet.Edu
Message-ID: <2nhme0$p1n@usenet.INS.CWRU.Edu>
Source record: 102307

hello all you people out there in crt land,

i have a quick question:

how can i convert atari 8-bit discs with a bunch of ascii documents
to ibm format.

please reply by email to:
af338@cleveland.freenet.edu

thanx, (\)ick (\/)an

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)(\/) (\)(\/) (\)(\/) (\)(a star of wit and wizardry (\)(\/) (\)(\/) (\)(
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) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/) (\)(\/)!

1477. Writer Stipends

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 17:46:18 UTC
From: Reaser@MT2.LAAFB.AF.MIL
Message-ID: <2D9C5DA9@POST3.LAAFB.AF.MIL>
Source record: 102308

I was just wondering how much of AC's demise could be attributed to the AC policy of paying $25 for articles. At Current Notes, Joe Waters doesn't pay our authors (or editors, or columnists), in case anyone was wondering, or hoping to get rich. If someone were to restart AC, the best bet would probably be to abandon the payment policy and go to a newsletter format. That's what a lot of the European 8-bitters do. It would be nice to see how New Atari User manages to survive as well. (Bi-monthly, 8-bit only, European, Glossy).

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

1478. Re: U.S. Doubler. Anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 17:54:45 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2nhn56$qou@usenet.INS.CWRU.Edu>
Source record: 102309

(Mark S. Wyman says he wants to install a U.S. doubler in his
1050 and transfer AtariWriter files to IBM.)
The SpartaDOS construction set documentation, which is what
FTe is now selling for $19.95, I believe has seven pages, including
a picture of the 1050, of instructions on installing the doubler.
I believe that if you check FTe's phone # in the FAQ that
was just posted,(hold it, you need the vendor list.) Check
FTe's phone # in the vendor list and order a copy of SpartaDOS
construction set's book. Ask them if it has the docs on
U.S. doubler installation. Then you could use 'util.com',
a program that allows reading MyDOS disks, dbl dens. Actually,
get MYDOS 4.5 from the archive first. If I remember correctly,
my XT clone reads/writes MYDOS single density disks using
'util.com'. (See util.arc in the umich archive and MYDOS 4.5
in the same place.)
Finally, you will have to finagle your Atari files to make
them have ASCII returns instead of ATASCII 155s.
Russ Gilbert

1479. Product Announcements

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 18:01:48 UTC
From: Reaser@MT2.LAAFB.AF.MIL
Message-ID: <2D9C5FD8@POST3.LAAFB.AF.MIL>
Source record: 102310

Current Notes is going to try to handle 8-bit product announcements a little differently in the future. Joe Waters would like to put them in the "Product Announcement" section of the magazine. (Clever idea, huh?) In the past, I've done product announcements in my monthly column. Of course, no one ever gives me any product announcements--I have to pry the info out of vendors, developers and what-not. Here's what I would like to see: Send me an e-mail, when something new comes out with all the particulars and we'll run it for free (we do now). A product announcement is slightly different from a paid advertisement, in that it is text only and contains factual info on capabilities and availability. It 's like a press release.

Now, new PD/Shareware counts as new products in our minds. So, if the QWK8 guy wants to send me a "news release" that's great. The purpose of product announcements in Current Notes is to keep the readers informed.

We'll see how this works and if it doesn't, I'll have to go back to the old method method of calling on the phone and getting out the dental tools. (I don't want to do that anymore.) Some people (who will remain nameless) have promised to send me little product announcement e-mails in the past, but have yet to do so. (It's incredible that someone would pass up free "advertising.")

Don't let me down, OK?

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

1480. Help!: 800XL on the fritz.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 18:42:01 UTC
From: jekst16+@pitt.edu
Message-ID: <18941@blue.cis.pitt.edu>
Source record: 102311

[No readable article body recovered]

1481. Help!: 800XL on the fritz.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 18:54:05 UTC
From: jekst16+@pitt.edu
Message-ID: <18945@blue.cis.pitt.edu>
Source record: 102312

(addition to first post)

As I was saying, the only sign of life is a deformed blank screen and an ominous drone. It won't boot and I tried inserting cartridges to no avail.

1482. 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-01 23:46:22 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404012246.AA18690@phinet.smithkline.com>
Source record: 102313

In response to Mike Hohman's [wounded] response to my previous post...

Uh, sorry Mike, I didn't intend to pick on you or criticize FTE. Certainly the resrrurection of the ICD/OSS product line is a godsend to us all, & you'll not find me complaining about that! And I quite agree, sprucing up the code & fixing some of the ACTION! & MAC/65 bugs is a job that's long overdue & a definite step in the right direction. Those bums at ICD *should* have done it years ago, I'm really grateful that at last those products are in the hands of someone who actually CARES.

I guess I dashed that off a bit hurriedly & maybe didn't express myself accurately. What I was trying to say was that, even in their finally perfected form, products like RT8 & MAC/65 & ACTION! & SDX-- sound products tho they are, are not NEW. I mean, gosh, some of those OSS carts have been around for 10 years. I have nothing against upgrading, but you don't stimulate a sluggish market, or create a dynamic one, by selling upgrades of old products. Especially products geared toward programming. I don't have any actual figures on this, but I have a real strong hunch the majority of users aren't oriented toward programming. Applications & games are where the action is at in terms of developing genuine excitement in the marketplace. Also utilities that will permit software interfacing of our old hardware to newer technologies such as the various new hard drive protocols (like IDE) or allow us to easily take advantage of the newer inkjet & laser printers.

I guess maybe I'm just hungry to see a product representing a totally new idea appear in our market. Or at least, a totally new approach to an old idea that completely blows away all previouis attempts to perform the selected task. Does anyone doubt that I REALLY yearn for a graphics package that delivers on all the promises Graphic Master made but never kept? (For those who don't know, Graphic Master was a DataSoft program that promised the ability to draw everything from electronic schematics to chemical structures. It was hard as hell to use & it's graphic libraries for electronic symbols were pathetic. The chemistry symbol library was worse than pathetic, it was a cruel joke.)

I apologize if my comments sounded like a cheap shot at FTE, I certainly didn't intend that. I really terribly jaded, I just can't get personally excited about the re-introduction of old products when it seems to me there are a million new ideas that are in dire need of exploration.

I know, I know, FTE is only one small company & they just can't do it all. You have to start somewhere, & it certainly makes good sense to start by sprucing up some of the tried-&-true products that already have a following among the faithful. But gosh whiz, Mike, what's taking you so long? You've had three whole months now, certainly enough time to develop AT LEAST 70 or

80 whole new products! (Ummm... I hope that doesn't sound like a totally outrageous/unrealistic demand or anything... :) .)

Maybe it's rather tough to yearn for totally new things without expressing boredom & disdain for what's already out there. Didn't mean to step on anyone's toes.

Believe it or not, Mike, I'm on your side. Friends again?? Huh, please??

(BTW, it took me about a month to write the business plan for AC. Then another 2 months to iron out the kinks & get Unicorn to approve it. 'Course, I was doing this part-time, while I worked at my real job.)

- Ben Poehland
Managing editor, AC
Wearing egg on face today...

1483. 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 00:10:05 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404012352.AA19353@phinet.smithkline.com>
Source record: 102314

I was just eyeballing Richard Dell's advice on connecting the Atari's CV output to a TTL or multiscan monitor.

I duuno, Richard, I think it can be done more simply than you suggest. Take another look at the December 1993 AC, especially Bob Woolley's TTL conversion articles, & also the article describing how to hook up the 8-bit to a multiscan monitor. You have to get the right brand of multiscan monitor to do it, since most MS monitors on today's market don't sync at the 15.75KHz CGA frequency the 8bit uses.

The simple way to have 80-column MDA-TTL monchrome video is to just pick up an XEP-80 & do Bob Woolley's simple TTL conversion as described in the December AC. I tested it pretty extensively myself & made my comments about it in Bob's article. There's also Bob's 40-column TTL conversion, not quite as good, but still decent. Of course with those mods you lose color altogether.

I discussed possible VGA conversions with Bob Woolley a few times, but we both concluded that it probably isn't possible (not within anything like reasonable cost constraints).

Woolley's TTL mods at least have the endearing feature of being easy & cheap; if you don't like the results at least you aren't out much.

- Ben Poehland

1484. Reading Sparta DOS and regular Atari DOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 00:23:24 UTC
From: O1EVERT@VM1.CC.UAKRON.EDU
Message-ID: <16F8B110ACS86.O1EVERT@VM1.CC.UAKRON.EDU>
Source record: 102315

Is there a utility for an IBM pc that will read my old Atari 1050 diskettes?
My 1050 has the 'doubler chip' installed. Will such a utility read Sparta
both DOS as well as Atari DOS diskettes?

Thanks in advance, folks!

1485. Demise of AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 00:37:01 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404020019.AA19647@phinet.smithkline.com>
Source record: 102316

In response to Winston Smith's comment, "...I'd hate to see the forward momentum lost..."

Well Winston don't give up on AC just yet. Something akin to what you suggested is actually in the wind, via some people from the San Leandro club in California. I devoted a paragrapgh to this in my February editorial, & there will be MUCH more detailed info about it in the April issue.

AC in its present incarnation needs a minimum of 500 paid subs to stay in business, which we now know is not achievable. The guys in California are well aware of the problems that brought down AC & are still willing to crank out a "resurrected" AC even if it means they only have 200 or 300 paid subs.

I've been coordinating my efforts with theirs as closely as conditions permit, so the final issue of the "present" AC will in effect serve notice to all readers that the spirit is there if the flesh (or rather, the wallet) is willing. My hope is that there will be a substantial degree of continuity in the new magazine with the old. Bob Woolley, himself a member of the Staff of the present AC, has spearheaded the "California AC Resurrection Movement", so it's not like the whole idea of AC is just going to drop off the edge of the earth.

At least, if it does, it will be because no one supported it.

- Ben Poehland
Managing Editor, AC

1486. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 00:38:05 UTC
From: Krishna@tiac.net
Message-ID: <2niepe$b1h@sundog.tiac.net>
Source record: 102317

poehland%phvax.dnet@sb.com wrote:

You are looking for a whole new approach? Well, there are some new approaches to consider.

The idea of the STATIC 6502 is an interesting one and I don't know where that can lead. However, a 65802 hack for the 8-bit could provide almost twice the throughput with converted or native 802 code. Considering the difficulty (near impossible) of throwing a chip with a greater clock speed into the 8-bit, using an 802 off the regular 16-bit address bus with an OS toggle seems like a rather simple hack and one which, if enough people do it, will lead to a second strain of 802 converted software and new applications which may only be posible using the new opcodes and features of the 802.

I am not qualified to design a prototype board. But I know several people who would be, and all we need to do is convince them to do this, and document what they did so that the novices like me can follow suit, or that person could be an entrepreneur and also offer premade boards similar to what was done with SIO2PC and GAMELINK. The people who might be able to do this includes Mike Hohman, Alfred, Chuck Steinman, and maybe Bob K of K-Products, and probably Bob Puff could do it.

The 802 hack isn't THAT complex it seems. It requires pin reassignment and adding the halt? line and then plug and go. The other half of the upgrade would involve a routine OS toggle, either using 2 EPROMs stacked with a switch or one banked EPROM. Only the former is anything that requires any new experimentation.

The OS would be dependent upon Chuck Steinman allowing his T816 OS for public use and duplication (or perhaps just selling the chip on a case by case basis for a nominal fee like $20 at the most).

The benefit of the 802 is its simplicity and its compatibility. One does not need to learn how to program for 24-bit address bus extended RAM. You merely continue to program for banked RAM. Technically, it is much easier and cheaper to do this than to build a whole new bus of RAM and then praying that applications would get written to address this RAM.

With 4meg upgrades and the colorvideo upgrades, this 802 hack would be routine for the hacker.

A deal would have to be struck for someone or a group of people to order a run of chips. I do not even know the availability of these chips. Chuck has trouble getting 816s so this may be THE problem to deal with.

So everybody, what do you think about this one? Would you do it? IF it only cost like $30 or so in parts to do it, how can you lose? The T816 was a major outlay of cost and hacking, whereas the 802 can be a painless and simple hack which die hards can do in anticipation that programmers will support it.

1487. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 00:53:15 UTC
From: Krishna@tiac.net
Message-ID: <2niflr$b1h@sundog.tiac.net>
Source record: 102318

richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
: In article <2ng2er$str@sundog.tiac.net> Krishna@tiac.net (Glenn Saunders) writes:
: >
: >I have a text file on the V: handler but it is not totally complete.
: >What it doesn't tell you is whether it is possible to reach the Votrax
: >SC-01 via ML. The V: handler itself will not let you change pitch, but
: >the SC-01 DOES have this ability, it is the same chip that sang in the
: >Alien Voice Box and got a write up in Creative Computing.
: >

: Do you have adequate documentation on the SC-01 chip? I have the data
: sheet for it, and an article and construction docs (with software printouts
: for the chip used .. can't rmember if it was a 6800, 6520, or 6805 or what)
: from the Steve Ciricia speech synthesizer project, as well as reference
: articles on speech to phoneme conversion (dated .. this was like 10 years
: ago). The data sheet, at least, may be useful to fill in any gaps in your
: documentation.

The problem is finding out (and I don't know if I WANT to find
out) just how directly the chip is mapped into the archetecture. I fear
that it is NOT directly accessible the way Pokey is. Bob Puff told me
that both the speech chip and the modem were handled by the Atari
1400/1450 as PBI devices. I don't know if you can "poke" to a PBI
device?? I do know that you CAN multitask with the chip, since the self
test speech will run over the sound demo or whatever demo you run as it
is talking. It does not tie up the CPU at all. In Basic, however, the
chip will take control of Basic and no other lines will execute until the
chip is done talking. It goes without saying that this hardware solution
never blanks the screen and allows use of Pokey simultaneous to the
speech chip as opposed to blanking the screen and using POKEY for
digitized speech like SAM does.

Unless the self test code is "stuffing" the chip off a VBI then I
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multitask the speech, but I still have no evidence that you can change
the pitch so I am uncertain. Perhaps this explanation of the self test
mode can give you an idea if it may be possible.

It is probably possible to disassemble the 512byte handler, but I
don't know whether this handler is only for Basic (ala the ZHAND for the
R-8) or is also a means to access it directly.

There is something very screwy about the system because the
speech chip appears to be an EPROM. I do not associate a sound generator
with an EPROM with RAM on board, however it does "process" V: input and
pauses for a split second so I bet it has routines on board which it

processes somehow before spitting out a sentence.

The 1400XL OS itself does not seem to have any special speech handling built in, it seems to load off the Speech chip itself! This is why I can now use my MUX with speech. A rather serendipitous advantage as I had thought during previous difficulties with the speech chip and MUX that the twain could not coexist but Bob Puff proved me wrong, that that problem was probably due to some flakiness in the system (mostly caused by my bumbling).

Considering the fact that the Alien Voice Box can "sing" while hanging off the SIO is encouraging, however. Studying the Voice Box software may lead to insights. It seems the speech chip was designed to be talked to in a semi-indirect manner to begin with so I dunno. I believe this is also the chip used for the Cheep Talk interface but I'm not sure.

It should be noted that it is important that pitch can be altered because the monotone of the 1400XL speech is not as good overall as SAM. But SAM is not viable because it blanks the screen so both have catch-22s associated with them.

1488. 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 00:56:15 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404020038.AA19793@phinet.smithkline.com>
Source record: 102319

I got my 1400XL at Ameerican Technavision. I was yakking with the guy, bitching & whining how Bob Woolley had a 1450XLD & all the really neat cool hardware because he lives right there in California where all that stuff grows on trees & spent all his weekends doing nothing but running all around snatching up all the good stuff & squirreling it away in that infernal attic of his where no REAL 8-bit lover like me would ever get to see it... blah-blah-blah...

I think Ralph Maddox took pity on me (or, maybe, he just wanted to shut me up so I'd get off the phone), but just like this he says he's got this 1400XL around if I wanted it, tho the color in the video output had failed, etc. Well I was tickled pink. He charged me $50 for the thing & shipped it labelled "parts", which was close to the truth. I had to buy a new upper case & side panel for it. The upper case is identical to the 1200XL, & the side panel of a 1200XL can be modified to fit the 1400XL, so at least the thing isn't sitting there *naked*. The bottom half of the case is custom-fit to the 1400XL board, & there were no RF shields.

The thing was filthy inside & out, I spent a lot of time cleaning it up. After a bath & new suit of clothes it looks fine, but otherwise has witheld its secrets.... >sigh<

- Ben Poehland

1489. Re: What is FlickerTerm80?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 01:04:08 UTC
From: Krishna@tiac.net
Message-ID: <2niga8$b1h@sundog.tiac.net>
Source record: 102320

James M. Johnson (jmjohnso@mtu.edu) wrote:
: Back in my Atari 8bit days, I used a public domain Term80, which utilized a
: custom font containing two characters for each screen character. By combining
: the right pairs, the 40 character screen was effectively an 80 character
: screen. As with any 80 character display, be it generated in hardware or
: software, a monochrome monitor was very readable, whereas a TV or color
: monitor was not. There was NO flickering.

: The program was great at giving 80 column access, but its file transfer
: capability was rather weak.

: I didn't use BobTerm very much. Not because it isn't an excellent piece of
: software, but because I was too cheap to register it when I already owned
: Keith Ledbetter's SX Express!. (My apologies to Mr. Puff- but at least I
: was legit).

Hmm. To do just one font with 2 adjacent characters would require every
combinations of 2 visible characters. I don't see how this was even
possible. In Flick it is not only going to do VT100 but some limited
ANSI in an IBMASCII subset, the high ascii subset has not been written in
stone yet. Just recently Clay asked whether the cent and fraction
symbols were necessary. I see the 1/2 and ^2 characters on PCBOARD via
PabQWK often, and also of course the dithered blocks and the happy face
an border characters. I never see the cent symbol or the note character.

This is one of the drawbacks to using a font rather than a blit. With a
blit you can have as large a set as you want, with fonts you justhave
your standard 128+128inversed which is not the same as the IBMs true 256
unique ones. Thank God most of the IBMASCII characters are used
infrequently or are totally useless to begin with. Makes sense doesn't it?

I'll take just about anything as long as I can go 14.4 in 80 collumn VT100.

1490. 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 01:21:14 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404020105.AA20117@phinet.smithkline.com>
Source record: 102321

OK Glenn, drop me a postcard with your email address on it. Getting the 1400XL up to speed is one of those "future projects" for me. I will be virtually 100% tied up, probably until Septemeber, getting out this final issue of AC, sending out refunds, & winding down affairs with Unicorn Publications. After that.... hopefully I'll have time to look further into the belly of the beast.

BTW, my 1400XL arived WITH its custom power supply, so it DOES work. The power supply is one of those awful Atari brick-style things. But it's the biggest damn brick I ever saw, we're talking the Mother Of All Bricks here. Easily twice the size/weight of the brick for the 800XL.

I know the voice thing works, too. I had it on my bench & was doing something to it, going to the OS I think, & sudenly the computer spoke up & introduced itself to me as an "Atari Home Computer" or some such... startled the daylights outta me.

Atari's research department must have been a true Wonderland 10 years ago.

- Ben Poehland

1491. Demise of AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 01:47:36 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404020127.AA20393@phinet.smithkline.com>
Source record: 102322

Terry Conklin states, quite inaccurately, that I have "... harped on the net about the Evil Non-Subscribers..." & claims I referred to them as "...traitors, scum, and worse...".

That's an outright lie, and I take strong exception to it.

Just why Terry Conklin has suddenly chosen to make war on me, & the efforts I've given to AC, is beyond my understanding. Quite clearly the man has some kind of personal problem or fixation concerning me, & is in need of professional help.

Anybody who cares to flame me privately is always free to do so, but to make such a pathetic display in this forum is at the very least discourteous to other readers. I refuse to soil this medium as Mr. Conklin has, by responding to his rude remarks or even taking them seriously.

- Ben Poehland
Managing editor
Atari Classics Magazine

1492. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 05:01:32 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <1994Apr2.050132.11745@mnemosyne.cs.du.edu>
Source record: 102323

Abel Chow (abel@willy.esl.com) wrote:
: >>>>> "RS" == ROBERT STOUT <rstout@legend.akron.oh.us> writes:
: In article <rstout.0q34@legend.akron.oh.us> rstout@legend.akron.oh.us (ROBERT STOUT) writes:

: RS> I assume that the monitor you got for your 8-bit is an atari monitor.
: RS> If not, can you give me or do you have any info on connecting an 8-bit
: RS> to a monitor NOT atari.

: The Atari never made any monitors for its 8-bits computers. You can

Is this true?

Commadore was marketing its composite monitors quite aggresivly during the C64 period, I find it hard to beleive that Atari equipped every model of its computer from the 800 up (sans 600xl) with composite output and never marketed a monitor.

Anyone know for sure?

Steve

1493. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 05:01:47 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <1994Apr2.050147.11980@mnemosyne.cs.du.edu>
Source record: 102324

Abel Chow (abel@willy.esl.com) wrote:
: >>>>> "RS" == ROBERT STOUT <rstout@legend.akron.oh.us> writes:
: In article <rstout.0q34@legend.akron.oh.us> rstout@legend.akron.oh.us (ROBERT STOUT)
writes:

1494. Re: Atari XE Flight Simulator Cart

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 05:02:53 UTC
From: stucker@nyx10.cs.du.edu
Message-ID: <1994Apr2.050253.12856@mnemosyne.cs.du.edu>
Source record: 102325

David Strutt (am023@FreeNet.Carleton.CA) wrote:

: In a previous article, dh395@cleveland.Freenet.Edu (Steven J Tucker) says:

: >
: >Forsale: SUBlogic Flight Simulator II CARTRIDGE.
: >
: >It was made for the XEGS (grey cart w/ XE look) but works in my 800xl and
: > 130xe just fine. Since FS][is a rather large program i asssume
: > this is a 'super cart' that uses bank switching.
: >
: >$20 + $3 shipping

: Best Electronics has this for $14.

Really? Wow.

Anyone want it for $10 then? :)

Steve

1495. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 05:06:54 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CnM8vK.8J2@cbfsb.cb.att.com>
Source record: 102326

In article <9404012352.AA19353@phinet.smithkline.com> poehland%phvax.dnet@sb.com writes:
>I was just eyeballing Richard Dell's advice on connecting the Atari's CV
>output to a TTL or multiscan monitor.
>
>I duuno, Richard, I think it can be done more simply than you suggest.
>Take another look at the December 1993 AC, especially Bob Woolley's TTL
>conversion articles, & also the article describing how to hook up the
>8-bit to a multiscan monitor. You have to get the right brand of
>multiscan monitor to do it, since most MS monitors on today's market
>don't sync at the 15.75KHz CGA frequency the 8bit uses.
>
>The simple way to have 80-column MDA-TTL monchrome video is to just pick
>up an XEP-80 & do Bob Woolley's simple TTL conversion as described in the
>December AC. I tested it pretty extensively myself & made my comments
>about it in Bob's article. There's also Bob's 40-column TTL conversion,
>not quite as good, but still decent. Of course with those mods you lose
>color altogether.
>

It would be feasible to convert the Atari to a monochrome TTL output and drive
an appririate multiscaning monitor (one that does tthe 15.75 kHz). You could
even pick which color you wanted it to be (assuming an RGB EGA-type monitor).
But of course, then you lose the color information, and it is no longer the
same display. I guess what I mean is that it would no longer be adapting
the Atari's composite video output to display on the monitor, but adapting
the Atari's 'type of video' to display on the monitor, losing some of the
display conent on the way.

--
Richard Dell

1496. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 05:06:55 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2niuhf$gmt@terminator.rs.itd.umich.edu>
Source record: 102327
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 155510 Mar 29 15:17 ./8bit/Sio2pc/sio2pc38.exe
-rw-r--r-- lenn 168 Mar 29 15:17 ./8bit/Sio2pc/sio2pc38.txt
-rw-r--r-- lenn 213 Mar 29 15:21 ./8bit/Telecomm/qwk8.txt
-rw-r--r-- lenn 28538 Mar 29 15:21 ./8bit/Telecomm/qwk8sdos.com
-rw-r--r-- lenn 24614 Mar 29 15:21 ./8bit/Telecomm/qwk8src.arc
-rw-r--r-- lenn 24686 Mar 29 15:21 ./8bit/Telecomm/qwk8v3.arc
-rw-r--r-- lenn 48873 Mar 29 18:09 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1497. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 05:39:14 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CnMADF.AJE@cbfsb.cb.att.com>
Source record: 102328

In article <2niflr$b1h@sundog.tiac.net> Krishna@tiac.net (Glenn Saunders) writes:
>richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
>: In article <2ng2er$str@sundog.tiac.net> Krishna@tiac.net (Glenn Saunders) writes:
>: >
>: >I have a text file on the V: handler but it is not totally complete.
>: >What it doesn't tell you is whether it is possible to reach the Votrax
>: >SC-01 via ML. The V: handler itself will not let you change pitch, but
>: >the SC-01 DOES have this ability, it is the same chip that sang in the
>: >Alien Voice Box and got a write up in Creative Computing.
>: >
>
>: Do you have adequate documentation on the SC-01 chip? I have the data
>: sheet for it, and an article and construction docs (with software printouts
>: for the chip used .. can't rmember if it was a 6800, 6520, or 6805 or what)
>: from the Steve Ciricia speech synthesizer project, as well as reference
>: articles on speech to phoneme conversion (dated .. this was like 10 years
>: ago). The data sheet, at least, may be useful to fill in any gaps in your
>: documentation.
>
> The problem is finding out (and I don't know if I WANT to find
>out) just how directly the chip is mapped into the archetecture. I fear
>that it is NOT directly accessible the way Pokey is. Bob Puff told me
>that both the speech chip and the modem were handled by the Atari
>1400/1450 as PBI devices. I don't know if you can "poke" to a PBI
>device?? I do know that you CAN multitask with the chip, since the self
>test speech will run over the sound demo or whatever demo you run as it
>is talking. It does not tie up the CPU at all. In Basic, however, the
>chip will take control of Basic and no other lines will execute until the
>chip is done talking. It goes without saying that this hardware solution
>never blanks the screen and allows use of Pokey simultaneous to the
>speech chip as opposed to blanking the screen and using POKEY for
>digitized speech like SAM does.
>
> Unless the self test code is "stuffing" the chip off a VBI then I
>would be inclined to think that it is possible to program VIA ML to
>multitask the speech, but I still have no evidence that you can change
>the pitch so I am uncertain. Perhaps this explanation of the self test
>mode can give you an idea if it may be possible.
>

On the Steve Circia board, the pitch programability comes from a variable
oscillator, separate and additionally from that in the SC-01. THe SC-01
has provisions for 4 course pitch changes, his circuitry adds 16 dvisions
to these levels.

> It is probably possible to disassemble the 512byte handler, but I
>don't know whether this handler is only for Basic (ala the ZHAND for the
>R-8) or is also a means to access it directly.
>
> There is something very screwy about the system because the
>speech chip appears to be an EPROM. I do not associate a sound generator
>with an EPROM with RAM on board, however it does "process" V: input and
>pauses for a split second so I bet it has routines on board which it
>processes somehow before spitting out a sentence.
>

Hmmm ... the SC-01 data sheet has a sort of standalone circut implementation
consisting of the SC-01, an EPROM, and a couple of loadable counters and
other interface chips, which looks like it would generate fixed 'words'
when loaded. Does the V: handler interprete general typed text, or only
certain words?

> The 1400XL OS itself does not seem to have any special speech
>handling built in, it seems to load off the Speech chip itself! This is
>why I can now use my MUX with speech. A rather serendipitous advantage
>as I had thought during previous difficulties with the speech chip and
>MUX that the twain could not coexist but Bob Puff proved me wrong, that
>that problem was probably due to some flakiness in the system (mostly
>caused by my bumbling).
>
> Considering the fact that the Alien Voice Box can "sing" while
>hanging off the SIO is encouraging, however. Studying the Voice Box
>software may lead to insights. It seems the speech chip was designed to
>be talked to in a semi-indirect manner to begin with so I dunno. I
>believe this is also the chip used for the Cheep Talk interface but I'm
>not sure.
>
> It should be noted that it is important that pitch can be altered
>because the monotone of the 1400XL speech is not as good overall as
>SAM. But SAM is not viable because it blanks the screen so both have
>catch-22s associated with them.
>

The SC-01 has two pitch control inputs, direct inputs, and 6 phoneme inputs,
strobed into a latch. It looks like the Atari might have the pitch control
inputs hardwired to select one pitch. Pins 2 and 3 of the SC-01 are the
pitch control. This is a course level of control, thus Ciricia's Microvox
added the 16 levels to it with external oscillator circuitry. But if
pins 2 and 3 are hardwired high or low, they would not be programmable.

In use, the phoneme data is presented on the 6 data lines, then strobed in
with the strobe line on pin 7. When the SC-01 is ready for another phoneme,
it toggle the ack/req line on pin 8 (of course it toggled to ack the strobe).
In the EPROM based word circuit, this counts an EPROM address counter to
get the next phoneme. In a microprocessor based circuit, the micro would
present the next phoneme. If there are counter chips in the vicinity
of the EPROM and SC-01, and the data line of the counters go to the EPROM,

it would look to me like this is the minimal stand alone word implementation.

>

--
Richard Dell

1498. Re: Adaptec ACB-4000A

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 12:16:41 UTC
From: ricortes@delphi.com
Message-ID: <hE9t5th.ricortes@delphi.com>
Source record: 102329

I believe Weird Stuff Wharehouse in Sunnyvale Ca has these for about $100
with some kind of warranty. Used & working I've seen them for about $50.
If you relly need to know, I could find out some more for you, I *think*
the 4000A is the SCSI to MFM board, but I can't remember what the
RLL version was.

1499. Re: Quick

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 12:24:51 UTC
From: ricortes@delphi.com
Message-ID: <hm+t5Dr.ricortes@delphi.com>
Source record: 102330

IF anybody really has the interest, why bore people with code, it's not that difficult to load module type programs/overlays from disk in Action! so I could probably give an example of how to do it from banked ram in a few k's or so. Not quite trivial, but not as hard as you might imagine.
Rick Cortese

1500. Letter From British AC Reader

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 16:42:15 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404021638.AA27468@phinet.smithkline.com>
Source record: 102331

From: INET::"100116.2152@CompuServe.COM" 2-APR-1994 06:16:54.12
To: <poehland%phvax.dnet@sb.com>
CC:
Subj: Atari Classics

Dear Ben

When I received my copy of the February 'Atari Classics' a few days ago I experienced a real sinking feeling as soon as I saw your headline "...'Finito'". I am very sorry to hear that AC will have to cease publication due to lack of subscription support, especially after the superb efforts put in by yourself and your dedicated team over the last couple of years. It must be a tremendous disappointment to see those efforts thwarted by apathy in the 8-Bit community, but I for one certainly appreciate the way in which you presented the Atari Classic machines as serious computers - far better than Antic or Analog ever did - THANK YOU very much.

I regret that I cannot do anything more positive to help (unless you know different!) but I certainly will NOT be looking for any refund of my subscription. Please consider any surplus as a donation to the AC cause - a minimal recompense for all your unselfish work. I would suggest that in drafting your plans to close AC down smoothly, you ask subscribers whether they actually want any refund. I am sure that many will feel as I do. Perhaps if there are any surplus funds left, they could go to help the SLCC Consortium (or someone else) get a future magazine or newsletter off the ground.

Although I am only a telecommunications novice, I did wonder whether there might also be a future in some form of online magazine, say in the Atari8 Forum on CompuServe. I would be interested in the views of yourself or any of the AC communications experts.

With very best wishes - Terry Chamberlain,
Macclesfield, England.
CompuServe 100116,2152

1501. BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 17:15:48 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.765306948@dtek.chalmers.se>
Source record: 102332

I am looking for BBS software packages, (as I'm considering to
start two 8 - bit BBS's here in sweden)
I dont know what there is, I've heard of BBS express! & PRO, are they
any good?

I'm also looking for an 850 manual,
an 850 altogether, (or similar), device.

As I may write my own BBS program in turbo basic XL so I'm particulary interested
in the 850 manual and sources for different file transfer protocols.

What will the modem-through option do to the sio2pc chematics?
Will it just be a software mod to the executable program?
I'd really like to see this, as it may make me skip the 850.

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

1502. AC's Response to Terry Chamberlain

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 17:36:21 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404021732.AA27869@phinet.smithkline.com>
Source record: 102333

From: PHVAX::POEHLAND 2-APR-1994 12:35:20.39
To: INET::"100116.2152@CompuServe.COM"
CC: POEHLAND
Subj: RE: Atari Classics

Hello Terry,

Many thanks for your expression of sympathy & kind words of support for the efforts of myself & the Staff of AC to keep an all-8bit publication in the market.

I'll not be able to honor your generous offer to withold your refund & keep it as a "contribution", deeply touched tho I am by the gesture. The magazine's policies for awarding refunds have finally been worked out & will be applied to all readers without exception.

Your proposal to poll the readership to see who wants refunds & who doesn't is interesting, but regrettably impractical. It would involve a 400-piece mailing which would not only be time-consuming but expensive.

From a moral point of view, I'm not sure if I have the right to simply hand over the magazine's treasury to our Californis colleages anyway. AC has been undersubscribed for most of its history, which suggests a reluctance on the part of the community to support the concept of a community-produced publication. By giving everyone back their money, & offering them the opportunity to renew their faith in the original concept (the mechanism for this is provided in the forthcoming April issue), we will in effect be conducting a referendum on the idea of having our own community-generated publication. I cannot take unto myself the decision to continue the magazine by arbitrarily turning it over to other interests under the existing circumstances. This is a decision which the community itself must make. Users will be asked to vote with their wallets.

I've forwarded your letter to our Telecom Editor, Lawrence Estep, for any comments he may wish to make regarding your proposal for an on-line type of publication. There was much debate about this in the USENET newsgroup back in 1991 prior to the kickoff of the 1992 Mail Campaign. I'm opposed the idea personally, on the basis of the fact that on-line mags only reach the 15% of users who own modems. A print-medium publication allows you to print copy from advertisers, reaches more people, & embellish articles with photos & diagrams (especially necessary for hardware articles). Of course, if such an effort is what the community desires, & someone will step forward to manage it, that might be the way to go.

It is still premature, at this point, to write off AC entirely. My advice to all readers is to adopt an attitude of wait-&-see. Wait for the April issue

& see if you like the style of what the SLCC people are doing. Make your vote
if you are so inclined. Give those guys a chance to count the "votes" & see
if they do indeed decide to rekindle the AC flame. Let's not be in too great
a hurry to bury AC until we're certain it really is a corpse. Until then,
I recommend all discussions of future alternatives should be postponed.

Again my deepest thanks for your interest & support.

Kindest regards,

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

1503. Re: Demise of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 18:23:54 UTC
From: junkster@chinook.halcyon.com
Message-ID: <2nkd7q$t1o@nwfocus.wa.com>
Source record: 102334

Glenn Saunders <Krishna@tiac.net> wrote:
>
>The reality is, though, that 99% of what any 8-bitter wants to know is
>available immediately via these very telecommunication networks. Rarely
>if ever did I see anything NEW in the pages of AC.

Personally, I would rather have the information organized and digested into a newsletter. One thing AC could have done better was to lower its standards of what made good 8-bit news. Jeff Potter has apparently written a nifty sounding game, but I never heard of it before. Maybe some sort of "Lotsa little tidbits about people in the 8-bit world" column would have been useful (The Apple II newsletter, "Shareware Solutions II," does a lot of this sort of thing. It's not a *great* newsletter, but I like the folky aspects of it).

James Hague
junkster@halcyon.com

1504. Re: Old Microprocessors

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 18:31:49 UTC
From: junkster@chinook.halcyon.com
Message-ID: <2nkdml$t2p@nwfocus.wa.com>
Source record: 102335

Lonnie McClure <lmcclure@delphi.com> wrote:
>
> Ben Poehland said:
> "There WAS a 186, but the appearance of the 286 came so
> quickly & was so much better that very few computer makers
> ever utilized it. (The exception that comes to mind is
> Radio Shack, some piece of overpriced junk they sold had a
> 186.)"
>
>That would be the Tandy 2000; one of the MS-DOS non-PC-compatibles.

There is also at least 1 current palmtop that uses the 186. I've always thought of it as the 86 done right, with many instruction cycle counts reduced to reasonable levels (effective address calculation is 1 cycle in the worst case, instead of up to 12).

James Hague
junkster@halcyon.com

1505. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 18:51:55 UTC
From: junkster@chinook.halcyon.com
Message-ID: <2nkesb$lt@nwfocus.wa.com>
Source record: 102336

<poehland%phvax.dnet@sb.com> wrote:
>
>I guess maybe I'm just hungry to see a product representing a totally new
>idea appear in our market. Or at least, a totally new approach to an old
>idea that completely blows away all previouis attempts to perform the
>selected task.

That's exactly how I feel. Since the market dried up around 1988 or so, there have been almost *no* exciting new products. Hardware hacks and upgrades are fun and useful, but what good are they without software? Almost all the "new" software has been of the "trifling utility" sort, such as a program to convert cassette games to disk format. A bunch of new games have come out of Europe, but they seem to be misguided attempts to out-flash the current crop of game consoles than classic 8-bit fun.

I guess what I'm saying is that anyone wanting to write a new, commercial 8-bit product should try really hard to climb out of the tired old muck. A new and different 8-bit game would get my money, if it wasn't just a hobbyist attempt at cloning Ultima. (Hey John Harris, finish up Banskter and sell it mail-order for $10. Seriously.)

James Hague
junkster@halcyon.com

1506. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 20:47:37 UTC
From: Krishna@tiac.net
Message-ID: <2nkll9$mfe@sundog.tiac.net>
Source record: 102337

poehland%phvax.dnet@sb.com wrote:
: sitting there *naked*. The bottom half of the case is custom-fit to the
: 1400XL board, & there were no RF shields.

: The thing was filthy inside & out, I spent a lot of time cleaning it up.
: After a bath & new suit of clothes it looks fine, but otherwise has
: witheld its secrets.... >sigh<

: - Ben Poehland

My 1400XL board is not identical to others, in fact I would consider it inferior due to the flawed PBI design, so I can't claim that my findings will be identical to yours. However, if you boot your machine after first removing the SPEECH EPROM then you will notice MEMLO is 512 bytes less and speech is inaccessible.

As far as I know speech is generated due to the presence of this chip alone, and with it removed the machine acts like a 65XE plain and simple. If the SC-01 is a series of chips and not just a combined EPROM then I can not find any trace of what I would consider to be another mapped in custom chip. Just Freddie, the rest of the standard chips, Basic B and the OS. And I have already proven that the OS is stock XL/XE throughout and has no V: or T: code it in whatsoever. The Self-Test talking is ALSO straight from the speech chip as far as I know. I haven't tried putting a stock XL/XE OS in and going to self test to see if it would talk the same way--if anything is different about the 1400XL OS this must be the only thing, a few bytes in the self test code.

David Hunt who owns Carina said he used to own some speech demos for the 1400 series but I do not consider him a very believable source and although telling me he has them, he has not been able to deliver the goods. According to him the chip CAN sing. I am not a good enough hacker to know exacly how it is mapped in but it is feasible that it contains additional circuitry for greater pitch control ala Cheep Talk and Alien Voice Box. Since the Alien Voice Box was a contemporary of the 800 let alone the emerging XL/XEs it would make sense for Atari to provide at least comparable features for _its_ speech system. But knowing Atari you can't follow that logic too strictly.

It may be possible to get these demos from Atari corp. if they still have them. Considering that Bob Woolley's 1450 is a result of Bob Brodie dusting an abandoned one off and sending it to him, I do not feel as though Tramiel Atari keeps very good archival storage of any of its 8-bit software although be darn it will fight to the death to protect their copyrights of said software!

1507. Re: emulators `n stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 20:56:19 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <2nkm5j$e7h@news.cs.tulane.edu>
Source record: 102338

In article <rstout.0q70@legend.akron.oh.us> rstout@legend.akron.oh.us writes:
>FlickerTerm sounds OK but I hope it includes at least Xmodem CRC.
>Releasing incomplete software is permissable if it is clearly labeled
>as beta. But then I have to warn that no file transfers will make
>many pass it by. How about baud rates?

FlickerTerm is still in Alpha test, right now all the main work is being done to get the speed up and to work on the emulations, VT100 and Ansi. So far, everything is going well...it has very good VT100 support and a very workable Ansi support. As to the next step, that would be protocals, X,Y, and maybe even zmodem (Alfred is sending LonerSoft the source he's been working on.) Give it time, FlickerTerm will not be released until its ready. As to the Baud rate, FT80 keeps up at 14.4 (with modem compression turned off) w/o character loss. At 9600 it has no character loss even with modem compression turned on.

Mike

1508. Re: ibm to atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 21:10:11 UTC
From: lineber@lonestar.utsa.edu
Message-ID: <1994Apr2.211011.24472@ringer.cs.utsa.edu>
Source record: 102339

In article <2nb2pk$f28@news.cs.tulane.edu> snyder10@rs6.tcs.tulane.edu (Sherry Snyder) writes:
>In article <RM7sZZC.ricortes@delphi.com> ricortes@delphi.com writes:
>>DISK! If youu load it into the editor the SET directives will cause the
>>compiler to overwrite the source code. I'll plug in an 800 tonight
>
>In fact, both the compiled front ends for the the Atari and MsDos machines
>along with the C and Action! source's are at the Archives. If I recall
>rightly, they're located in /8bit/Telecomm thought you may want to get
>the 0index file which lists everything in the archive.
>
>Mike

What FTP site is this Archive at?

Jerry

1509. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 21:34:26 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2nkod3$5kg@usenet.INS.CWRU.Edu>
Source record: 102340

In a previous article, stucker@nyx10.cs.du.edu (Stuck On You!) says:

>Abel Chow (abel@willy.esl.com) wrote:

>: The Atari never made any monitors for its 8-bits computers. You can
>
>Is this true?
>
>Commadore was marketing its composite monitors quite aggresivly during the
> C64 period, I find it hard to beleive that Atari equipped every model of its
> computer from the 800 up (sans 600xl) with composite output and never
> marketed a monitor.
>
>Anyone know for sure?

The only time Atari even announced monitors for the 8-bit was at the initial announcement of the XE series. I don't believe they ever produced any.

Their model numbers and brief descriptions are mentioned in the "Atari vaporware" section of the FAQ list.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1510. Re: ibm to atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-02 23:31:46 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <2nkv92$hgi@news.cs.tulane.edu>
Source record: 102341

In article <1994Apr2.211011.24472@ringer.cs.utsa.edu> lineber@lonestar.utsa.edu (Jerry M. Lineberry) writes:
>>the 0index file which lists everything in the archive.
>
>What FTP site is this Archive at?

A number of folk have pointed out that I did this, just goes to show ya ...

Anyway, to correct what I should have done right the first time,
the Atari Archives at atari.archive.umich.edu You can also get the 0index
file I talked about by BART... Send mail to atari@atari.archive.umich.edu
in the body of the letter write....
send 8bit/0index

This will get you a list of everything in the archives.

Mike
sorry about the goof...

1511. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-03 00:46:06 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.94Apr2184606@paris.utdallas.edu>
Source record: 102342

<bunch og stuff deleted>
> ...
> in other words, there was no single, tight loop that was repeated-- because
> of the calls to the FP ROMs there are lots of nested loops and it was very
> difficult to tell which part was the culprit, since all instructions seemed
> to be doing what they were supposed to as far as flags, unless I've got
> bad info on the 6502 CPU flags.. does anyone have a list that they are SURE
>...

Frank:
It sounds like you are trying to run the FP ROM's through your 6502
emulator. Does this mean that the atari emulator will require the
copyrighted atari rom code in order to run? I think you are asking
for trouble. Why include the atari code at all? You can intercept
any JMP or JSR to the rom address space and use a 'C' routine to
perform the function. All of the recommended atari subroutine
entry points can easily be implemented this way. There are a number
of games that make illegal calls to the atari ROMs; for these cases
the user can run the OS rev B translator. This method makes everything
legal and much faster because the Atari OS can be implemented in the target
machines native language. The only caveat is: does the atari translator
make illegal calls to the OS ROMs?

Food for thought

-Mike M-

1512. Re: Demise of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-03 05:37:53 UTC
From: bryedewa@news.delphi.com
Message-ID: <2nlknh$snb@news.delphi.com>
Source record: 102343

I have to disagree with Terry's opinion of the Super Video upgrade. The video on the XL DOES suffer from poor design that causes the composite signal to appear as a dim blur compared to an upgraded XL. It is possible that the XL he modified had another video problem. I have discovered that most aspects of 8-bit video are flawed by incorrect component values. It simply HAS to get better when you change to the correct ones. I feel that Warner dropped the ball on most aspects of the XL. We lost the expansion ports, The 2nd cart port, lost video quality, and lost 2 joystick ports. If Ben can improve on the XL, I applaud his efforts.

-Bry

1513. Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-03 05:51:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <9e5bce00@straight.ct.se>
Source record: 102344

Is there anybody who knows if there is an extenal Zmodem or an Com program
that support Zmodem as protocol for our 8-bits.??

-=> MVH.! Per-Erik "Pekka" Peterson <=-

per_erik_peterson@straight.ct.se
* (QW|{ 2.6 *

1514. Re: Omnitrend's "Universe" question...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-03 06:03:20 UTC
From: max@alcyone.darkside.com
Message-ID: <0ZZ7Jc1w165w@alcyone.darkside.com>
Source record: 102345
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

rkim@neptune.uucp (Richard H.S. Kim) writes:

> My brother got to the part where he found the hyperspace booster,
> but couldn't do anything else with it. Does anyone else have
> any insights?

Are you referring to UNIVERSE or UNIVERSE II? I have UNIVERSE II,
and haven't finished it. I played it on and off when I first got it,
but never really did anything with it. Much later (about a year ago),
I decided to give it a go again, and was getting along quite well, but
accidentally made the fatal mistake of releasing all of my astrogators
in drydock and couldn't hire any more, effectivelly unitentionally
committing suicide.

Erik Max Francis, &tSftDotIotE ...!uuwest!alcyone!max max@alcyone.darkside.com
USMail: 1070 Oakmont Dr. #1 San Jose, CA 95117 ICBM: 37 20 N 121 53 W __
AGCTACTGTACGTACGTTTGCACGTATGCTGTGCAXTGCATACTGACATCGTGACTGATCTGCATGACTTGCA / \
"Omnia quia sunt, lumina sunt." (All things that are, are lights.) __/

1515. Composite monitor wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-03 10:22:42 UTC
From: eric.palm@drs.state.ct.us
Message-ID: <940403055955371@drs.state.ct.us>
Source record: 102346

I'm looking for a new or used composite monitor and cable for use with my
Atari 130XE. Would anyone care to sell me a spare? I'm looking to spend
between $50 and $75 including shipping.
Thanks
Eric

___ Blue Wave/QWK v2.12

1516. 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-03 15:05:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2d9f2fac@p17.f1540.n244.z2.fidonet.org>
Source record: 102347

Hello poehland%phvax.dnet!

Donnerstag, 31 Maerz 1994 02:27, poehland%phvax.dnet wrote to All:

p> I just saw Andrew Heller's post about the 1400XL.

p> I got one about 6 months ago myself. Mine, however has no wire-wrap in it:
p> it's a full-production PC board, very clean. About a zillion chips. With
p> (Note: this is the 1400XL, not the 1450XLD.)
p> - Ben Poehland

Is this an complete ATARI XL on an PC-Card ??? I didnt think so...
If Yes, where is this Thing to get and for wich Price ???

THANX
Guido.

1517. ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-03 15:05:01 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2d9f31ea@p17.f1540.n244.z2.fidonet.org>
Source record: 102348

Hi All!

I have picked up an old ATARI 800 (sure i got three 800XLs but therefore no
800).
I powered this 800er with my Power-Supply from my 1050, but the Video-Output
is only avaible in Grey-Scales...equal on TV or Monitor-Port....

How can I find out if this Modell of my 800 ist NTSC ?
I only has an Color-PAL-TV and an Taxan Multivision PAL Composite Color
Monitor.

Wich Detail must I post to get an corrct Answer ?

(B)y (t)he (W)ay: One of my Modules (SHAMUS Part 1) runs only on this Machine
and fail under the XLs

THANX for Replys....
Guido

1518. Re: Possible New Newsgroup? announce

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-03 17:15:35 UTC
From: Lexicor@world.std.com
Message-ID: <Cnp1A0.GCL@world.std.com>
Source record: 102349
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <CnIJ80.JCu@utnetw.utoledo.edu>,
Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> wrote:
>Scott Gruber (gruber@austin.ibm.com) wrote:
>
>: In article <CnHM76.Fvp@world.std.com>, Lexicor@world.std.com (y.siu@lexicor.com)
writes:
>: >
>: > However I am wondering if anyone of you are interested in creating a
>: > comp.sys.atari.st.announce or maybe just plainly comp.sys.atari.announce
>
>: I think it is a good idea for what it's worth.
>
>
> So, the reason for posting to the 8bit group I assume is fishing for support
>of an comp.sys.atari.8bit.announce group? Actually, I could see a plain

yes..infact if this newsgroup is to be created as a comp.sys.atari.announce
which should incorporate all atari computer hardware, 8,16,32 bit hard and
software developments as much support as possible is needed.

It requires at least +100 votes to create this group and no more than
1/3 of votes against it. All the votes will be posted, (the people who
voted against and the people who voted for the group) once the actual
idea has passed and it is deemed worthy to vote for this group (for possible
creation).

Cheers

Yat

>comp.sys.atari.announce group, since there have been a fair amount of releases
>of new hardware to the 8bit community the past few weeks.
>

ps: comp.sys.atari.announce is i think good enough :)

>
> -Tim
>

1519. Re: Demise of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-03 18:36:40 UTC
From: Krishna@tiac.net
Message-ID: <2nn2bo$3ka@sundog.tiac.net>
Source record: 102350

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
: I have to disagree with Terry's opinion of the Super Video upgrade. The
: video on the XL DOES suffer from poor design that causes the composite
: signal to appear as a dim blur compared to an upgraded XL. It is possible
: that the XL he modified had another video problem. I have discovered that
: most aspects of 8-bit video are flawed by incorrect component values. It
: simply HAS to get better when you change to the correct ones. I feel
: that Warner dropped the ball on most aspects of the XL. We lost the
: expansion ports, The 2nd cart port, lost video quality, and lost 2 joystick
: ports. If Ben can improve on the XL, I applaud his efforts.

: -Bry
Given the lack of 4-joystick games, it wasn't a great loss. Banking was
a far greater priority. If they had the chance to do it over again they
should have merely slapped another PIA on and left PIA1 alone, though.
That would have made a LOT of things easier.

The second cart port was veritably useless as well. Stacking carts has
been able to do what the 2nd cart port was probably best suited for. I
have a tower of the MUX cart for I/O, R-time8, and a 3-way OSS language
supercart. It all works fine and I can disable the languages from Sparta
witha file. As soon as FTE makes a MUXable SDX I will add yet a 4rth
cartridge to the tower.

You'll be hard pressed to find anyone who believes the 800 was better
than the XL/XEs. The ability to use the RAM under the OS alone makes the
XL/XEs better. Any cosmetic detail is not as important as the inner
workings. The Video can be fixed, but you can't add a PBI to an 800.
Certain XL/XE details you can't do on the 800, but what the XL/XE lacks
it can usually get via hacking.

1520. English Docs for ATARI 8bit emulator for MSDOS on wuarchive

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-03 19:41:31 UTC
From: ddbunch@infi.net
Message-ID: <ddbunch.765402091@wyvern.wyvern.com>
Source record: 102351

Does anyone have an English translation for German doc file created when you run the readme.bat out the archive AT800XL.ZIP on wuarchive? I got it to come up in basic by turning off my memory manager & loading my VESA driver, but can't get it to do much more than that. Also when starting the program hitting the F2+F4 brings up a directory of the files in your directory, but can't figure out how to get any of them to run. Perhaps being able to read the documentation would help. Anyone have better luck with this or have an English translation?

Here is where this file is in case you are wondering.

```
wuarchive.wustl.edu:/pub/MSDOS_UPLOADS/emulators/atari800xl
-rw-rw-rw- 1 3007 archive 129 Feb 26 16:54 at800xl.txt
-rw-rw-rw- 1 3007 archive 241347 Feb 26 16:58 at800xl.zip
```

Thanks in advance for any help.

--
-=-=-=

1521. Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 04:08:06 UTC
From: lineber@lonestar.utsa.edu
Message-ID: <1994Apr4.040806.22304@ringer.cs.utsa.edu>
Source record: 102352
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

This is so difficult to understand. I've been using IBM's for years now, but Atari is hundred times more confusing. I want to get files that I've downloaded with my 386sx to an atari 1050 disk (800XL.) The programs are all "term" programs so there is no way I can download them from my computer using phone lines. So then, I downloaded programs like UTIL and MULE, I don't understand MULE and UTIL only works with MYDOS disks. So now, I've gone and downloaded MYDOS but, it doesn't seem to have been compiled yet. So can someone please help me get the programs on my IBM disk to my ATARI disk with the correct DOS.

I would like for these programs to just pop on the Atari screen when I boot-up. How do I do this? Any help would be appreciated.

Jerry

1522. Re: Quick

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 06:48:04 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2nod74$g7u@news.cs.tulane.edu>
Source record: 102353

Quoting ricortes@delphi.com

r >*IF* anybody really has the interest, why bore people with code, it's
r >not that difficult to load module type programs/overlays from disk in
r >Action! so I could probably give an example of how to do it from
r >banked ram in a few k's or so. Not quite trivial, but not as hard as
r >you might imagine.

I've been colecting Action! code for sometime now, and Yes, I
would be interested to see was to do it.

I've done a few bits moving banks in and out, but not being the worlds
best programer, it's a bit kludgie...

Mike

---
* PabQwk 2.0 #9 * Yeah right, like this should be interesting...

--

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu snyder10@rs5.tcs.tulane.edu

1523. BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 06:49:35 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2nod9v$g84@news.cs.tulane.edu>
Source record: 102354

Quoting d1dol@dtek.chalmers.se

d >I am looking for BBS software packages, (as I'm considering to
d >start two 8 - bit BBS's here in sweden)

I tend to go with the Pro bbs, the new version has just been released
and looks really sharp... I've used an older version of Oasis and was
not to pleased with it... Can't speak for the others.

d >What will the modem-through option do to the sio2pc chematics?
d >Will it just be a software mod to the executable program?
d >I'd really like to see this, as it may make me skip the 850.

This is a mod Nick Kennedy is trying to make work... I've no idea at
this time what will need to be done to existing SIO2PC's...if anything...
I've already put in my request for the next upgrade when its finished.

Mike

---
* PabQwk 2.0 #9 * Hay d1dol@dtek.chalmers.se, get away from my Tagline!

--

_____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu snyder10@rs5.tcs.tulane.edu

1524. Newbie Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 11:39:46 UTC
From: SMWMN@jazz.ucc.uno.edu
Message-ID: <01HARNA3JGDU8WWXAV@jazz.ucc.uno.edu>
Source record: 102255

So that I won't ask anything that would irk anyone, I would like to know if and where there is a FAQ on the Atari 8-Bit machine...

I am a CoSysOp for an Atari BBS in Slidell, Louisiana. The SysOp is a DEDICATED Atari owner/programmer. No one could ever change his mind about switching his board over to anything else. Besides, particularly in the summer, our BBS has the highest volume of local messages I have ever seen. So he is firmly intrenched and always looking for new ideas.

If you have any questions or comments, post them to the Atari digest or E-mail smwmn@uno.edu.

Scott "The Mighty Hawse" Ward

1525. Listserv for comp-sys-atari-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 12:21:19 UTC
From: kamaro_kid@delphi.com
Message-ID: <5u3vxV-.kamaro_kid@delphi.com>
Source record: 102256

Is there a LISTSERV feed for receiving comp.sys.atari.8bit, rather
than getting the entire digest at once??

Thanks

1526. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 13:22:51 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2np4bb$jcj@usenet.INS.CWRU.Edu>
Source record: 102257
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

(Jerry Lineberry wants to get started on his Atari 8-bit from a IBM.)
Util only works on MyDOS disks. True, but you can format a MyDOS disk
on your IBM using UTIL, then put the stuff you want on the disk, then
go over to your Atari and read it. IF you have a boot disk for your
Atari that will read the MyDOS disk you write with your IBM. If you
don't have a boot disk that will allow reading the MyDOS disk, hmmmm...,
I guess you'll have to purchase one from CSS or FTe. See vendor
list.
Russ Gilbert

1527. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 13:38:12 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xW4v5b0.ftooned@delphi.com>
Source record: 102258

Ben,
Hmmm... Lets see. 1 month to write it, 2 months to approve it,
that's about 3 months.
FTe should've had 70-80 products in 3 months...

Well it seems as though we're about "even here" Ben...

As so far as being "friends again", you got a deal... As so long as
you don't retract anything you said in your last post on the grounds
of it being an "April Fools" type of message!!

P.S. You should condsider yourself fortunate that you had the
opportunity to write a "business plan" BEFORE the business!!

Talk at ya soon, Mike

1528. Re: Questions..and stuff..and others...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 14:41:24 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2np8uk$jcr@hearst.cac.psu.edu>
Source record: 102259

: : 7) Again, a 1400 or 1450 or 1090 would be appreciated with lots of $$$.

: I have a 1400XL that works. The only thing that distinguishes itself in
: its present functionality is the voice chip. The design of this
: particular prototype did not have a fully functional PBI. The port is
: there but not even BOb Puff could get it to work. Also, the modem card
: has been removed and may not be functional, which is no big loss since it
: is 300 baud and uses a hardcoded T: handler which not much software will
: even recognize.

Odd...I don't know if My friend and I tried the PBI bus on it..
but I think we had harddrives running on it.

: It took me a great deal of money to make this thing work. It was a soap
: opera of getting a power supply made for it, fixing it after I tried on
: my own to hook a supply to it, slight damage in shipping, and getting it
: to work with the MUX OS.

: The initial investment was $175 for the board. I mus have put an
: additional $100 into it at least, for the 1200XL case I put it into and
: what not. I'm using it right now.

The case my friend has is a true 1400xl case.
And the power supply was a snap to convert over..bought a supply
at a show and just put on the correct connector... the voltages were
already correct...I can't remember what the supply was from though..

: I like it, but I am rather hesitant to try a memory upgrade on it,and if
: I do not, its functionality for a hard core user like me will be limited.

: If you REALLY want it, then make me an offer. The V: handler is fun to
: work with. The V: handler seems to load from the speech chip itself, and
: bumps MEMLO up by 512 bytes. This has not created any compatibilities
: with software so far, at least using SpartaDOS 3.2z.

Does it load from the chip? I was hoping it was in rom somewhere
so the concept of upgrading a 800xl to a somewhat 1400xl was not to
far out there..

--
Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site.

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1529. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 14:47:08 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2np99c$jcr@hearst.cac.psu.edu>
Source record: 102260

Doesn't the 1400xl have er..no WAIT!! there was a modem program
designed for the 14xx series only that talked!!! I got it off
of Compu-serve many years ago..anybody know what I am talking about
...My friend Dave and I just loaded it up on his 1400xl and away
we went...300baud..fun.
--
Andrew K. Heller - Making the world safe once again.
---

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"If you're in the boat, rock it to hell."

1530. Re: Demise of AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 16:09:36 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2npe40$gbd@hearst.cac.psu.edu>
Source record: 102261

I agree that even a mimeographed (sp?) AC would be a joy to recieve
...however... something along the lines of DIGITAL ATARI CLASSICS..
distributed via the network.. would also be good... however...
the key thing about the networks is that there are hundreds of atari
8bit people out there who do not have access to the INN.

I know of at least 10 people personally, 2 rather closely, who
have access to BBS's only..and then only long distance.
There are SIG's for the 8bit on just about every network out there
including Fidonet, Virtual-Net...etc...

I think it would be a good idea to try to tie these sources together
by haveing those boards who have Internet feeds to pull the 8bit group
and mail it on its way to the other networked BBS.

This would make a fine medium for distributing DAC. (heheh)
Heck, I would set it up myself if I were not a full time student
and had at least 1 perm. address.

There are the money problems as usual... fidonet and other gateways
don't run cheap. However, It could be arranged that you could send
a monthly/yearly statement to whomever is the source of you news feed
. i.e. If I receive atari.8bit via a fidonet board in Jersey (say
because it has the internet/fidonet gateways and is willing to pay
for it for its own memember..or has its own members to pay for it..)
then I would send them a small amount of cash to have the Mail
routed down may way.. etc...

I would start with the Fidonet and Virt-net (VBBS).

If only a thought...

There are, like I said, a lot of us guys out here who can't
read this group simply because we don't know it exists or its
not distributed.

This will be a problem that I will face come graduation in December..
or whenver they feel like updating the accounts after such time.
Right now... this site, akh104.rh.psu.edu, is free with unlimited
bandwidth.... odd.

--
Andrew K. Heller - Making the world safe once again.
----

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1531. 8-bit Tidbits

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 16:23:37 UTC
From: Reaser@MT2.LAAFB.AF.MIL
Message-ID: <2DA03080@POST3.LAAFB.AF.MIL>
Source record: 102262

In Current Notes, my monthly column is called "8-bit Tidbits." I cover current news and tidbits of info. I used to cover new products in the column, but we are going to try and move that to a different part of the magazine, much like is being discussed here in the newsgroup with the "announce" thing. We'll see how that goes. I also cover a lot of people and do the "name drop" thing as to what individuals are up to.

CN ran two articles in the March issue on Maze of AGDAgon complete with screen shot. I discussed my personal impressions of it in my April column. Compared to AC, Current Notes has carried more in terms of "Current News," probably because we have a greater publication frequency. (10 vs 6 time a year) Our turnaround time for an issue was also faster.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

1532. Who Owns AC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 16:23:41 UTC
From: Reaser@MT2.LAAFB.AF.MIL
Message-ID: <2DA030E9@POST3.LAAFB.AF.MIL>
Source record: 102263

Ben:

Since you've stated on several occasions that AC belongs to the community, would it be possible to share with us here or in the last issue "the numbers" for AC. What would be interesting is the breakdown of what it costs to run an amateur publication, especially, if someone wanted to restart it. These are the critical numbers. How many subscriptions (disk and mag)? How much was collected in revenues? How much did the printing cost? How much did the DTP cost? How much was postage? How much were the labels and disks? How much was other?

I think the "community" would be interested in a short financial summary to get a feel for what this is all about and to see what, if anything, could be improved if the effort were restarted. Since we all "own" AC, it would be valuable to get this information into the community.

Rick Reaser

1533. Re: Product Announcements

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 16:27:25 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2npf5d$gbd@hearst.cac.psu.edu>
Source record: 102264

```
: We'll see how this works and if it doesn't, I'll have to go back to the old
: method method of calling on the phone and getting out the dental tools. (I
: don't want to do that anymore.) Some people (who will remain nameless) have
: promised to send me little product announcement e-mails in the past, but
: have yet to do so. (It's incredible that someone would pass up free
: "advertising.")

Why don't the remaining 8bit suppliers release text advertisements
into the news groups? I.e. I would like to see San Hose do this...
instead of finding them in now, unattainable magazines.

--
Andrew K. Heller - Making the world safe once again.
---------------------------------------------------------------------

heller@akh104.rh.psu.edu (sysadmin)
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Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."
```

1534. Atari 8bit Monitor?!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 16:34:22 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2npfie$gbd@hearst.cac.psu.edu>
Source record: 102265

I remember many years ago...'84? that Atari planned to release
a monitor for the 8bits... it's even on the cover of one of the
first AE mags.

Anybody remember what the model number was and if anybodies got
a proto?

--
Andrew K. Heller - Making the world safe once again.
----

heller@akh104.rh.psu.edu (sysadmin)
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Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1535. Re: Listserv for comp-sys-atari-8bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 16:51:21 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2npgi9$98p@usenet.INS.CWRU.Edu>
Source record: 102266

In a previous article, kamaro_kid@delphi.com () says:

>Is there a LISTSERV feed for receiving comp.sys.atari.8bit, rather
>than getting the entire digest at once??

There was once the INFO-A8 Listserv, but this was just a BITNET
distribution of the Info-Atari8 Digest. I'm not sure if INFO-A8 is still
around, as I have no BITNET accounts. Does anyone know?

What I suspect you really want to know is whether there exists a "bounce"
mailing list version of comp.sys.atari.8bit, as opposed to the "digest"
mailing list version, known as the Info-Atari8 Digest. A bounce list would
mail you every individual posting made to comp.sys.atari.8bit or mailed to
the mailing list.

The answer to that is no. But, our new Info-Atari8 Digest maintainers,
Mike Todd and Mike Jewison, might consider creating one. It probably
wouldn't be that difficult, and I can understand its advantages over mail
distribution in a digest. Many discussion groups have both options.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1536. Finding old Atari 'ware

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 18:13:10 UTC
From: rennertj@carleton.edu
Message-ID: <1994Apr4.121310.1@carleton.edu>
Source record: 102267

To Tim Irvin and anyone else worried about finding old Atari 8bit stuff- B&C Computervisions in Santa Monica has a BOATLOAD of old stuff on sale. I picked up a NEW copy of MULE, a power pack, some new Epyx joysticks and extension cables. They ensured that I'll be playing MULE well into the 21st century. To whoever posted their address here, my sincerest thanks.

-Jeff

1537. Re: Help!!!!!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 20:06:55 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Apr4.200655.23188@iglou.com>
Source record: 102268
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Util only works with DOUBLE DENSITY Mydos disks, which a stock 1050 drive can't read or write.

Bill Marcum bmarcum@iglou.com

1538. Re: BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 20:12:28 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Apr4.201228.23325@iglou.com>
Source record: 102269

A new version of Pro BBS? I'd like to hear more about that. The local Atari BBS (Atari Scene, 502-456-4292) runs an old version of Pro!. They were planning to move the BBS to an ST, but it's been months and they haven't done it yet.

Bill Marcum bmarcum@iglou.com

1539. Re: 8-Bit Markeplace (WAS: Old Games)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 22:27:48 UTC
From: Joe.Kearney@3619-25-1.mechanic.fidonet.org
Message-ID: <c68_9404050658@mechanic.fidonet.org>
Source record: 102270

In a message of 25 Mar 94 Bill Somrak wrote to All:

BS> I also agree that the December issue of AC was worth the entire
BS> subscription price. I've done the video mods on ALL my ataris;
BS> although, the only 2 in CONSTANT use are the 320k 130xe and the 1meg
BS> 1200xl.

I havent seen that magazine yet, but would like to take a look at some of
those upgrades. Where would one go about finding those mods?

See ya, Joe

1540. Re: Dedication Vs. the Profit Motive

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 22:37:19 UTC
From: Joe.Kearney@3619-25-1.mechanic.fidonet.org
Message-ID: <c69_9404050658@mechanic.fidonet.org>
Source record: 102271

In a message of 23 Mar 94 poehland%phvax.dnet@sb.com wrote to All:

ppd> But, in other respects, the statements made of Newell Industries are
ppd> generally true. I regard NI as a typical laid-back Atari vendor. The
ppd> dude doesn't advertise, & seems to think as many in the vendor
ppd> community do that all you have to do is have a product & by some
ppd> magical osmotic process millions of people will beat a path to your
ppd> door. ADVERTISE??? Hah! who needs THAT? The millions of customers
ppd> fail to appear, these guys get bummed out & find something else to do.

ppd> The best product in the world is worthless if you don't tell the world
ppd> it's there.

Wes has a day job which keeps him busy. Hes still on line and he answers his phone when you call him. He even upgraded my ST for me about a year ago. Im thinking of sending him my 1200 to let him go nuts with it.

I found the ad for Newell in one of the last issues of Atari Explorer, and thats how I got hooked up with him. I seriouly wouldnt expect him to advertise in any of the doggie paddling publications out there right now. How could you justify the cost of advertising with Atari 8bit products?

See ya, Joe

1541. Galahad and the Holy Grail

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 22:48:05 UTC
From: jorwick@advtech.uswest.com
Message-ID: <jorwick-040494164607@cerebus.advtech.uswest.com>
Source record: 102272

Does anybody have this program. I don't have the ability to download to my
Atari -(I am using my Mac at work for my access)
I loved this game when I was a kid.
I have a 130xe, and I am not sure the game will even run--does anybody know
if
I will need a translator program to run this.
Thanks kindly for any responses.
--
Jeff Orwick
jorwick@advtech.uswest.com

1542. Re: 800XL schematics!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 22:55:02 UTC
From: Joe.Kearney@3619-25-1.mechanic.fidonet.org
Message-ID: <c6a_9404050658@mechanic.fidonet.org>
Source record: 102273

In a message of 26 Mar 94 Bradley Riensche wrote to All:

BR> I have found that American Technavision still carries _Mapping The
BR> Atari_ and I just got my copy in the mail last week. Great reference
BR> book. Thanks to everyone who supplied information. However, the
BR> hardware schematics seem to be more elusive. I have searched all the
BR> libraries I have access to for SAMS PhotoFacts with no success. Does
BR> anyone know where I might find this information? Maybe an address
BR> and/or a contact person for SAMS might help. Thanks

Sams will reprint out of print manuals for about $25. Go to Radio Shack and look thru the catalog. I dont know if they have them in there, but they might.

(Not the regular RS product catalog, but the big Express Order catalog they have only at the stores. Theres a 500+ page thick SAMS catalog in there.)

See ya, Joe

1543. Re: Info For C=64 Converts

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 23:01:32 UTC
From: Joe.Kearney@3619-25-1.mechanic.fidonet.org
Message-ID: <c6b_9404050658@mechanic.fidonet.org>
Source record: 102274

In a message of 27 Mar 94 poehland%phvax.dnet@sb.com wrote to All:

ppd> A back issue can be had for $5, to:

ppd> Ben Poehland
ppd> 179 Sproul Road/Rt. 352
ppd> Frazer, PA 19355

Is the December back issue still available?

See ya, Joe

1544. 1400XL... NOT! (Sorry, Glenn!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 23:27:42 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404042310.AA29058@phinet.smithkline.com>
Source record: 102275

Oh, doofus me. Over the weekend I took another look at my "1400XL"-- wups.
It ain't a 1400XL, it's a 1450XL!
But, NOT an XLD! Atleast, it doesn't even remotely resemble the photo
Bob Woolley published on the front cover of the SLCC Journal of the 1450XLD
"Tong" board (Oct. 1991).
Woolley's Tong board had all the chips oriented vertically, from front to back.
Mine has all the choips oriented horizontally, the way they are in the 1200XL,
600XL & 800XL production models.

I seem to recall there were 2 versions of the 1450XLD... maybe this thing I
have is a non-Tong 1450??? Gawd, this is weird!

So to Glenn Saunders, I'm not sure if all that stuff I said in my earlier
posts still applies.

But there is GOOD news for any true 1400XL owners... there ARE schematics
available for the 1400XL!!! Yes, believe it! I gottum! $15 (ripoff) from
Best electronics. The diagrams are *horrible*, tho. Full-size engineering
blueprints, badly copied. Bleah! He claimed they were the same as for the
1450XL, I haven't had time to verify that yet. Apparently, tho, all the
14xx series machines DID have a FREDDIE... can't help but wonder if the
XE's are simply stripped-down versions of the 14xxXL machines. Hmmm.....

Is there anyone out there who KNOWS anything about any of this stuff?????

- Ben Poehland

1545. MS-DOS emulator for Atari Progs.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 23:40:01 UTC
From: ez040749@chip.ucdavis.edu
Message-ID: <CnrDqp.50v@ucdavis.edu>
Source record: 102276

I am looking for an emulator (if one exists) to run Atari 800 progs on my
386. I am running both MS-DOS and OS/2 2.1 (if there's one for that).
Any info would be apprechiated. BTW, please respond to one of the
addresses below with comments or suggestions on the topic.
Thanks a lot.

--
****

Greg Young ez040749 -or- youngg@cs

Internet addresses: gtyoung@bullwinkle.ucdavis.edu
youngg@cs.ucdavis.edu
Greg791030@aol.com

****

1546. Demise of AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 23:49:55 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404042341.AA29458@phinet.smithkline.com>
Source record: 102277

I just wanted to express my gratitude to Kit Kimes & others for their
expressions of support.
for AC & the concept of a community-based publication.

But please, no tears just yet! Back issues are still available ($5 cash or
check to Ben Poehland, 179 Sproul Road, Frazer PA 19355, for mags or disks).
We still have another issue in the works (it's about 65% finished).

And there's the SLCC guys. I suggest we all just watch & see what develops.
AC might be down, but rigor mortis hasn't set in yet.

- Ben Poehland
Managing editor, AC

1547. 800XL on the Fritz

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-04 23:59:37 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404042347.AA29538@phinet.smithkline.com>
Source record: 102278

I was just thinking I had an 800XL that died like that. Dead screen, hum, etc.

Sounds like a blown RAM chip (that's what mine was).

If it is, it'll be real easy to find. Open the case, turn on the power.
Run your fingers over the RAMs. They should all be cool. If one of them
toasts your finger (!), you found it.

The one that blew in my system was so hot it scorched my finger. It also partly
melted the socket (forntunately not bad enough to do permanent damage). The
hum is caused by the power supply being grossly loaded down by the short
circuit in the blown RAM, so that 60Hz ripple is coming into the +5V bus.

Even if this turns out not to be your problem, you can at least eliminate a
bad RAM as the cause of the problem, & it's easy to do without any test
equipment (except human flesh, heh.)

Hope this helps.

- Ben Poehland
The 8-Bit Alchemist

1548. Re: 1400XL... NOT! (Sorry, Glenn!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 00:01:34 UTC
From: Krishna@tiac.net
Message-ID: <2nq9ou$hmb@sundog.tiac.net>
Source record: 102279

poehland%phvax.dnet@sb.com wrote:
: Oh, doofus me. Over the weekend I took another look at my "1400XL"-- wups.
: It ain't a 1400XL, it's a 1450XL!
: But, NOT an XLD! Atleast, it doesn't even remotely resemble the photo
: Bob Woolley published on the front cover of the SLCC Journal of the 1450XLD
: "Tong" board (Oct. 1991).
: Woolley's Tong board had all the chips oriented vertically, from front to back.
: Mine has all the choips oriented horizontally, the way they are in the 1200XL,
: 600XL & 800XL production models.

: I seem to recall there were 2 versions of the 1450XLD... maybe this thing I
: have is a non-Tong 1450??? Gawd, this is weird!

: So to Glenn Saunders, I'm not sure if all that stuff I said in my earlier
: posts still applies.

: But there is GOOD news for any true 1400XL owners... there ARE schematics
: available for the 1400XL!!! Yes, believe it! I gottum! $15 (ripoff) from
: Best electronics. The diagrams are *horrible*, tho. Full-size engineering
: blueprints, badly copied. Bleah! He claimed they were the same as for the
: 1450XL, I haven't had time to verify that yet. Apparently, tho, all the
: 14xx series machines DID have a FREDDIE... can't help but wonder if the
: XE's are simply stripped-down versions of the 14xxXL machines. Hmmm.....

Ben,

My board says "1450" on it. No XL or XLD designation on the
board. There seems to have been several flavors of these boards, some
prototypes, some closer to finished boards. I believe that at one point
at least Atari was using the SAME board for the 1450 and the 1400. The
only difference between them being how they were finished off, i.e. the
1450 would have the drive and th 1400 wouldn't but internally they were
IDENTICAL. FOr someone picking up a board without case or drives, the
issue of whether they own a 1400 or 1450 is trivial. If they don't have
the daughterboard, and don't have the drives, it is a 1400. I call my
board a "1400" but I'm absolutely certain that if I found the
daughterboard and drives I could plug it right into the 34 pin connector
which is present on this board and make it INTO a 1450XLD.

They all have the built in modem and speech and PBI (but as you
know by what I got not all of the boards are fully functional PBIs) and
they all pull a 12v line from the power supply to power the 34 pin
conductor, whether it has the daughterboard or not.

The prints you got are the same ones that Bob Puff has I
believe. I asked Bob if I could get a copy and he told me they were too

massive. So feel free to call your board what you like, but considering the fact that those drives and daughterboards don't grow on trees, if I were you I'd call it a 1400 like what I call mine. If you call it a 1450 people will assume you have the drives going.

1549. Writer Stipends

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 00:29:39 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404042358.AA29639@phinet.smithkline.com>
Source record: 102280

Yeah, I'm sure Current Notes would be pleased to see AC discontinue its policy of paying $25 stipends to its authors. That would certainly benefit Current Notes, by putting AC on a less competitive basis for attracting the most talented authors.

Whether Jim hood will retain the policy remains to be seen.

I'll simply make the observation that, whatever problems AC has faced in other areas, at least the magazine has never gone wanting for material to publish. Indeed, the most difficult task I face for every issue is to decide what articles NOT to publish; hardly an issue goes by that I haven't apaologized to someone for not putting in their piece & promising to do so in the next issue. I'm very grateful to all the people who submitted material to AC. In rthis area at least, the response of the community has been nothing short of fantastic.

It's hard to say whether AC's stipend policy encouraged authors to submit to AC over CN. All things being equal, it could be presumed authors would prefer to submit their material to the publication that would at least compensate their out-of-pocket expenses, which is what the stipend is for. (Certainly no one gets rich writing $25 articles.)

All things are not equal, however. AC has greater visibilty in the 8bit community than CN ever did. When I was 8bit editor at CN I found it tough going to get 8bitters interested in CN. Why, I'm not sure. Typical responses I got were "It's too expensive" & "I resent paging thru 70 pages of ST stuff to get to the 10 pages of 8bit stuff". It was a hard sell. Authors know it, too. They want their articles to appear in a publication most likely to be seen by other 8bitters.

Also, some authos submit material (such as machine-language programs), that have to be communicated on disk media. (M/L stuff can always be posted somewhere, but reaches only the 15% of readers who use modems.) Current Notes doesn't distribute an 8bit disk, whereas Atari Classics does. In fact, AC's disk was oversubscribed by 300%, which helped keep the magazine going since magazine subs were underfunded. People really WANT that disk! Authors know this, too, so they gravitate toward the publication that can present their work on disk to readers who don't have modems.

My advice to Current Notes:
a.) Offer author stipends
b.) publish a disk
c.) resurrect the old policy of discounts for usergroup members.

- Ben Poehland
Managing Editor

Atari Classic Magazine

1550. SC-01 Speech Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 00:57:28 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404050042.AA00452@phinet.smithkline.com>
Source record: 102281

After reading posts by Richard Dell & others on the 14xxXL machines with the SC-01 speech chip, got me to thinking about this thingamabob 1450XL (or whatever) I have.
The SC-o1 in my machine appears to be embedded amongst the circuitry for the modem. There no EPROMs in the vicinity. There ARE 2 EPROMs some distace away, whose function is a mystery. They aren't like OS ROMs or anything, as I've already identified the usual XL OS ROM & BASIC ROMs in there, these EPROMs are extra. There's also at least 4 or 5 PALs in there. One of them undoubtedly an MMU, but what are the others for?

BTW, the SC-01 was NOT the chip used in Cheep Talk, that was something entirely different. Same metallic monotone voice, tho.

This SC-01 is an odd size chip. Smaller than a 40-pin LSI, larger than a typical 20-pin TTL gate. I studied the photo of bob Woolley's 1450XLD very carefully & was unable to locate anything the size of the SC-01 on his Tong board. Weird, weird, weird....

- Ben Poehland

1551. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 01:28:02 UTC
From: crow@coos.dartmouth.edu
Message-ID: <2nqer2$3mu@dartvax.dartmouth.edu>
Source record: 102282

In <MUNOZ.94Apr2184606@paris.utdallas.edu> munoz@paris.utdallas.edu (Michael Munoz) writes:

><bunch og stuff deleted>
>> ...
>> in other words, there was no single, tight loop that was repeated-- because
>> of the calls to the FP ROMs there are lots of nested loops and it was very
>> difficult to tell which part was the culprit, since all instructions seemed
>> to be doing what they were supposed to as far as flags, unless I've got
>> bad info on the 6502 CPU flags.. does anyone have a list that they are SURE
> >...

>Frank:
>It sounds like you are trying to run the FP ROM's through your 6502
>emulator. Does this mean that the atari emulator will require the
>copyrighted atari rom code in order to run? I think you are asking
>for trouble. Why include the atari code at all? You can intercept
>any JMP or JSR to the rom address space and use a 'C' routine to
>perform the function. All of the recommended atari subroutine
>entry points can easily be implemented this way. There are a number
>of games that make illegal calls to the atari ROMs; for these cases
>the user can run the OS rev B translator. This method makes everything
>legal and much faster because the Atari OS can be implemented in the target
>machines native language. The only caveat is: does the atari translator
>make illegal calls to the OS ROMs?

I think that the first release should just use the OS ROMs. Most of
us have an Atari, so this isn't a copyright problem, since we already
own the rights to use a copy of the OS.

On the other hand, your suggestion is an excellent idea for Version
2.0. Version 3.0 should intercept calls to DOS and implement them in
C, giving direct access to the host machine's file system.

Right now, I just want to see 1.0 (or even 0.9).

--PC

--
Luke Skywalker: "My name is Luke Skywalker. You are my father. Prepare
to die!"
Darth Vader: "Stop saying that!"
Luke Skywalker: "You are my father. Prepare to die!" [Oops, wrong movie.]

1552. Re: PC Xformer (Atari 8-bit emulator for DOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 01:53:02 UTC
From: wmidyette@aol.com
Message-ID: <2nqg9u$5uv@search01.news.aol.com>
Source record: 102283

In article <CLwJJL.HrL@microsoft.com>, darekm@microsoft.com (Darek Mihocka)
writes:

Derek,

I would be very interested in this application when the code has gone gold.
Thank-you for supporting the Atari 8-Bit in any way you can/do.

1553. Re: SC-01 Speech Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 02:01:22 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CnrKAA.DJC@cbfsb.cb.att.com>
Source record: 102284

In article <9404050042.AA00452@phinet.smithkline.com> poehland%phvax.dnet@sb.com writes:
<some lines deleted amonst this>
>The SC-o1 in my machine appears to be embedded amongst the circuitry for
>the modem. There no EPROMs in the vicinity. There ARE 2 EPROMs some distace
>away, whose function is a mystery. They aren't like OS ROMs or anything, as
>I've already identified the usual XL OS ROM & BASIC ROMs in there, these
>EPROMs are extra. There's also at least 4 or 5 PALs in there. One of them
>undoubtedly an MMU, but what are the others for?
>
>This SC-01 is an odd size chip. Smaller than a 40-pin LSI, larger than a
>typical 20-pin TTL gate. I studied the photo of bob Woolley's 1450XLD very
>carefully & was unable to locate anything the size of the SC-01 on his Tong
>board. Weird, weird, weird....
>
Kinda makes me wonder if Atari may have had something customized containing
SC-01 circuitry and/or other logic, as well as perhaps an EPROM or ROM. That
might explain the differences in the layouts.

The SC-01a data sheet refers to a 22 pin package, about 1 1/8 inches long
by .400 inch lead spacing. Slightly wider than the standard 300 mil used
for logic, but less than the 600 mil used for EPROMs. This should make
the chip relatively unique.

--
Richard Dell

1554. Re: SC-01 Speech Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 02:43:39 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2nqj8r$8c1@hearst.cac.psu.edu>
Source record: 102285

poehland%phvax.dnet@sb.com wrote:
: After reading posts by Richard Dell & others on the 14xxXL machines with the
: SC-01 speech chip, got me to thinking about this thingamabob 1450XL (or
: whatever) I have.
: The SC-o1 in my machine appears to be embedded amongst the circuitry for
: the modem. There no EPROMs in the vicinity. There ARE 2 EPROMs some distace
: away, whose function is a mystery. They aren't like OS ROMs or anything, as

Wouldn't these be the code handles for the PBI functions of the modem
and speach synth? I mean..aren't these 'downloaded' at runtime...so to
speak?
--
Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site.

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1555. Volunteer?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 08:49:15 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <2nr8mb$ks8@usenet.INS.CWRU.Edu>
Source record: 102286

A few weeks ago I posted that I had an ML Assembler and
an auxillary menu for Atari Writer Plus.
I am looking for a volunteer (or should that be victim)
that would be interested in any of these two programs, and
would be willing and able to upload them to the archive. It
would cost me quite a bit in phone charges to upload these
(particularly the Assembler and Linker and their manuals
which are quite large.

I would be willing to mail a disk to someone who has
the easy ability to do this. The person should preferably
have a double density drive so I could pack it with other
stuff I have written. This cosists of A couple ML games,
and whatever else I can find in my personal archives.

Thanks,
Ken Siders
cp576@cleveland.Freenet.Edu

1556. tech questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 08:50:08 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <2nr8o0$l1v@usenet.INS.CWRU.Edu>
Source record: 102287

Does anyone know where I could a data sheet for the
2793 disk controller or 6845 video controller?
If you have a copy would you be willing to send a copy.
I have basic information on both but need pin outs and
register usage.

If not, has anyone ever came up with a floppy drive
interface for connecting a standard floppy drive (Even just
double desnsity). I know there is the black box/floppy
drive combination, but I don't want to spend $300+ to
connect a drive costing anywhere from $10 to $50. By my
calculations the atari should be able to keep up with the
data rate of double density. Anyone have any thoughts on
this?. Of course it would require some fun interupt
programming as well as patching the OS - or interfacing it
in as a PBI device.

Ken Siders
cp576@cleveland.Freenet.Edu

1557. buy/sell/trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 08:51:18 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <2nr8q6$l63@usenet.INS.CWRU.Edu>
Source record: 102288

```
******************
* For Sale/Trade: *
******************

Action Cartridge, Toolkit, and manuals. I don't really use
it too much anymore, and if I could get enough for it I
could use the cash. The cartridge is in fair condition.
It may not look the greatest but works fine. I don't have
the runtime module though. $50 firm including shipping.

I am just listing these so if anyone is looking for any
particular one of these. Make any offers you want, many of
these probably only went for $5 or so in their last days,
or offer trades for any disks I am looking for.

Cartridges:
*All by Atari: (no instructions/boxes)
Ms. Pacman, Donkey Kong, Donkey Kong Jr, Pengo, Ball
Blazer
*By Parker Brothers:(no instr./boxes)
Popeye

Disks: A/C indicates atari/commodore 64 on opposite
sides. No Documentation unless indicated. All are
orignals

Dig Dug - Datasoft (A/C)
Realm of Impossibility - Electronic Arts (A/C)
Atari Macros Assembler/Text Editor with Manuals. - Atari
Rambrant+Solid Object Module-on disk docs - Antic

Misc:
One new (never used) black Okimate 10 ribbon, One 75% left
Okimate Color ribbon. Orignal disk and cassette software.
1 or 2 other ribbons with less than half left. My Okimate
10 got fried during a thunderstorm a long time ago. $5 to
cover shipping and my time packing it up.

*****************
* Wanted/Trade: *
*****************

(1)Crystal Castles - Atari cartridge
(2)Mario Brothers - newer version (released after XE Game
machine) since I think there was an earlier one.
(3)Tapper - I seen an ad, but never seen the atari version
anywhere (I've seen the commodore 64 version.)
```

(4)Super-Pacman - if there was one.
(5)Transkey with or without keyboard
(6)2400 Baud Modem with/without interface.
(7)Tower Toppler for 7800
(8)Winter Games for 7800

cp576@cleveland.Freenet.Edu

1558. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 11:45:09 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CnsBBA.4E3@cbfsb.cb.att.com>
Source record: 102289

In article <2d9f2fac@p17.f1540.n244.z2.fidonet.org> Guido_Lehwalder@p17.wildcat.fido.de (Guido Lehwalder) writes:
>Hello poehland%phvax.dnet!
>
>Donnerstag, 31 Maerz 1994 02:27, poehland%phvax.dnet wrote to All:
>
> p> I got one about 6 months ago myself. Mine, however has no wire-wrap in it:
> p> it's a full-production PC board, very clean. About a zillion chips. With
> p> (Note: this is the 1400XL, not the 1450XLD.)
>
>Is this an complete ATARI XL on an PC-Card ??? I didnt think so...
>If Yes, where is this Thing to get and for wich Price ???
>

PC as in Printed Circuit, not Personal Computer, or even Politically Correct.
The key is the contrast with wire-wrap in the previous sentence, wire-wrap
being a common method of prototyping circuitry. (Now if only I would finish
wirewrapping that 6 MHz Z80 board for the SS50 bus ... what a trip thru the
way back machine).

--
Richard Dell

1559. Re: ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 12:40:30 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2nrm7u$gah@usenet.INS.CWRU.Edu>
Source record: 102290

(Guido says he don't know if he has PAL or NTSC 800.)
My book says $FCD8 should read $A2 for the 800.
Then if $FFF8 is $DD or $F3 you have NTSC.
If $FFF8 is $D6 or $22 then you have a PAL ROM.
I think the C/GTIA is different for PAL and NTSC also.
There may be some other differences.
Russ Gilbert

1560. Current Notes -v- AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 15:03:50 UTC
From: JKING@EMAIL.STATE.UT.US
Message-ID: <sda1296d.007@EMAIL.STATE.UT.US>
Source record: 102291

Previously, Rick Reaser stated:

Compared to AC, Current Notes has carried more in
terms of "Current News," probably because we have
a greater publication frequency. (10 vs 6 time a year)
Our turnaround time for an issue was also faster.

Jim King's reply is:

Now, now... No need to kick a magazine when it's
down (and not yet out)!!

No need to gloat in AC's demise (in its current form,
anyway).

Isnt it bad enough that the 8bit market is dwindling
rapidly, let alone have to put up with this competition
between magazines. We should all pull together to
support ANY 8-bit oriented subject, irregardless of how
its run or who supports it, etc..

James King aka Kamaro Kid
AC Exchange Editor and 8bit SysOp of Delphi Internet
Services

1561. AC in digital or hardcopy format.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 15:07:21 UTC
From: JKING@EMAIL.STATE.UT.US
Message-ID: <sda12a44.008@EMAIL.STATE.UT.US>
Source record: 102292

Previously, Andrew K. Heller stated:

Subject: Demise of AC

I agree that even a mimeographed (sp?) AC would be
a joy to recieve
...however... something along the lines of DIGITAL
ATARI CLASSICS.. distributed via the network.. would
also be good...

My reply is:

Again, this brings up the issue of all those remote
8bitters who dont have access to ANY BBS or pay
service - which is probably about 80% of all remaining
8bitters.

Keep it in hardcopy format.

And this is coming from somebody (me) who has
access to virtually every 8bit BBS, every known
network (including direct Inet) and every pay service
(Delphi, GEnie, CI$, Prodigy, America Online)

James King aka Kamaro Kid
AC Exchange Editor and 8bit SysOp of Delphi Internet
Services

1562. Menzoberranzan BBS, I know it well.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 15:07:29 UTC
From: JKING@EMAIL.STATE.UT.US
Message-ID: <sda12a4c.009@EMAIL.STATE.UT.US>
Source record: 102293

Previously, Scott Ward aka "The Mighty Hawse"
stated:

I am a CoSysOp for an Atari BBS in Slidell, Louisiana.
The SysOp is a DEDICATED Atari
owner/programmer.

My reply is:

Hey! Say "HELLO" to Chris (aka Metallikat) for me. He
and I go back a little ways, networking our two BBS's
together, sending one another files, etc..

He's got a great system there. I hope the users in LA
continue to support him as he has supported them
through the years!

James King aka Kamaro Kid
AC Exchange Editor and 8bit SysOp of Delphi Internet
Services

1563. Re: English Docs for ATARI 8bit emulator for MSDOS on wuarchive

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 15:07:32 UTC
From: beck@scotty
Message-ID: <2nrurk$9ag@hahn.informatik.hu-berlin.de>
Source record: 102294

In article <ddbunch.765402091@wyvern.wyvern.com>, ddbunch@infi.net (David Bunch)
writes:
|> Does anyone have an English translation for German doc file created when you
|> run the readme.bat out the archive AT800XL.ZIP on wuarchive? I got it to
|> come up in basic by turning off my memory manager & loading my VESA driver,
|> but can't get it to do much more than that. Also when starting the program
|> hitting the F2+F4 brings up a directory of the files in your directory, but
|> can't figure out how to get any of them to run. Perhaps being able to read
|> the documentation would help. Anyone have better luck with this or have an
|> English translation?

Ok, I didn't translate it because my english is VERY BAD (you will see that :-)
but I try to give some tips:

1. HELP is F1
2. Option is F2 ... START is F4 (or reverse)

3. The emu emulates a Datasette (because the autor never had a drive)
4. If a Atari-program make a Open on "C:", a file menu occurs which
allows to select the file to be loaded as from "C:"
5. The autor wrote, that the emu didn't load from disk, use a ramdisk
(I try to load from my HD, one time it works)
6. You need a VESA-driver, however it seems to work ONLY on ET4000
(I try a AVGA, it didn't; the doc say: you need a fast ET4000 like I),

So to load Zorro do the following.

Start the Emu, press F2+F4, wait the acustic signal.
Select URLOADER, after loading the file-select occurs again:
Select TXT13 (or so, can't remember).
This is a combined Load & Copy program).
After loaded, this program comes with a prompt.
Enter ":C" (yes, :C) to select the datasette.
Enter "b" for booting.
The file-menu occurs (hopefully), select Zorro.
(Or another game, it must be in Atari-Binary ($FF $FF ..) format)
Wait for loading.
BTW, joystick 0 is simulated thru the keypad, use 5 for fire.

Ok, hope the helps
--

##
Humboldt Universitaet Berlin :
Michael Beck # beck@hp832.informatik.hu-berlin.de
beck@informatik.hu-berlin.de

1564. Re: Atari 8bit Monitor?!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 15:21:53 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2nrvmh$26p@usenet.INS.CWRU.Edu>
Source record: 102295

In a previous article, heller@akh104.rh.psu.edu (Andrew K. Heller) says:

> I remember many years ago...'84? that Atari planned to release
>a monitor for the 8bits... it's even on the cover of one of the
>first AE mags.

It was 1985.

> Anybody remember what the model number was and if anybodies got
>a proto?

Here's the info in the FAQ List:

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
...
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
...
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1565. Re: U.S. Doubler. Anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 15:32:52 UTC
From: markus@rsvl.unisys.com
Message-ID: <markus.95.007575B8@rsvl.unisys.com>
Source record: 102296

BTW, I have 2 USDoubled 1050s for sale. $60 each plus shipping.

Regards.
Mark K Vallevand Unisys Corp Roseville, Minnesota markus@rsvl.unisys.com
Mail Station 4313, POBox 65942, St Paul, MN 55164 612-635-7880

On the Information SuperHighway, I'm the guy with a hat driving 50 in the fast
lane with my blinker on and my seatbelt hanging out the door making sparks.

1566. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 15:44:41 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr5.154441.21418@ultb.isc.rit.edu>
Source record: 102297

In article <MUNOZ.94Apr2184606@paris.utdallas.edu> munoz@paris.utdallas.edu (Michael Munoz) writes:
>Frank:
>It sounds like you are trying to run the FP ROM's through your 6502
>emulator. Does this mean that the atari emulator will require the

First of all, this bug is now fixed. That was a really old message
you were replying to.

>copyrighted atari rom code in order to run? I think you are asking
>for trouble. Why include the atari code at all? You can intercept
>any JMP or JSR to the rom address space and use a 'C' routine to
>perform the function. All of the recommended atari subroutine
>entry points can easily be implemented this way. There are a number

Well, I had thought of this, and might still implement it at some
point to enhance the speed, but in order to do so, I would have to
reverse engineer many of the OS routines, and calculate cycle timings
for them as well. Keep in mind that the OS does much more than
provide subroutines for user programs. In addition to initializing
all the hardware registers and software tables, it also has to execute
VBI's, and to change the timing of those routines might upset some
timing critical code. It's also a *lot* of work to write all these
routines. I'm nearly ready to release it now. If you really want
me to spend many more months writing OS emulation routines rather than
using the OS ROM's (and this means I have to write floating point too),
then sure, why not.. just don't expect the emulator anytime in
the near future. :-)

>of games that make illegal calls to the atari ROMs; for these cases
>the user can run the OS rev B translator. This method makes everything

The problem with this is that the emulator must be aware of the fact the
a translator just got loaded and disable all of the "traps" that were
used before. Remember, the translator really is just the revision B
OS with a few small modifications to make it run on an XL/XE.

>legal and much faster because the Atari OS can be implemented in the target

Well, as far as legalities go, I won't be distributing the OS ROM's.
It's up to each user of the emulator to get their own copy, through
an EPROM burner, or whatever. (However, not that the other 800XL
translator that recently came out DID have the OS ROM's with it--
I wonder if anyone got into any legal problems?)

>machines native language. The only caveat is: does the atari translator
>make illegal calls to the OS ROMs?

The translator *doesn't* call the ROMs. That's the whole thing I was saying above. The translator is just a copy of the Rev B OS ROM's, with a few mods.

>
>Food for thought
>
>-Mike M-
>
>
>

Bottom line: Yes, I intend to eventually do this, for the sake of speed. But it's going to be tricky to maintain nearly 100% compatability like I have now (including timing compatability), and I would have to probably delay the emulator for another half year or so, considering my busy schedule. So, maybe later, but not now.

- Frank

1567. SunOS Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 16:18:00 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <Cnsny1.Bsv@cerc.wvu.edu>
Source record: 102298

Could someone send me a copy of kermit for UNIX. I have an account on a
Sun running SunOS (I believe) and would like to d/l to my 800xl at home.
Thanx in advance
nathanc

1568. Re: AC in digital or hardcopy format.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 17:37:25 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2ns7kl$ilj@hearst.cac.psu.edu>
Source record: 102299

JKING@EMAIL.STATE.UT.US wrote:
: Previously, Andrew K. Heller stated:
:
: Subject: Demise of AC

: I agree that even a mimeographed (sp?) AC would be
: a joy to recieve
: ...however... something along the lines of DIGITAL
: ATARI CLASSICS.. distributed via the network.. would
: also be good...

: ---
: My reply is:

: Again, this brings up the issue of all those remote
: 8bitters who dont have access to ANY BBS or pay
: service - which is probably about 80% of all remaining
: 8bitters.

Yes, I stated this...

: Keep it in hardcopy format.

I would love it if it could be!

: And this is coming from somebody (me) who has
: access to virtually every 8bit BBS, every known
: network (including direct Inet) and every pay service
: (Delphi, GEnie, CI$, Prodigy, America Online)

Lets not forget how this how thing started...I mean... news of this
magazine was spread by word of mouth...and mostly the network...the very
same network which you are saying doesn't reach 80% of the 8bit users..
well.. then how did AC ever get off the ground?

It doesn't reach many people at all...but.. If they were all interlinked..
hence the IDEA of an INTERNET.....things might be better...
I run accross so many 8bit users of BBS's that never knew AC existed.
It was my topic at an ATARI 8bit meeting in Reading PA a long time ago..
no one knew... and everyone thought I was nuts.

(as for those who still ask "where were you when we needed you?" I was
paying off bills and trying to stay in college....now I have some cash..
and will be buying all the back issues of AC. =)

: James King aka Kamaro Kid
: AC Exchange Editor and 8bit SysOp of Delphi Internet
: Services

--
Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site.

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1569. RFD: comp.sys.atari.announce moderated

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 18:23:49 UTC
From: lexicor@world.std.com
Message-ID: <comp.sys.atari.announce-RFD1@uunet.uu.net>
Source record: 102300
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.8bit

```
Proposal for a new newsgroup
Request for Discussion: comp.sys.atari.announce

by: Yat Siu (Lexicor@world.std.com)
-----------------------------------

Group name: comp.sys.atari.announce
Status: moderated (Lexicor@world.std.com)
Distribution: world-wide
Summary: a newsgroup for the product announcement of atari computer
hard and software or related (eg. clones).

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three groups
are discussion forums for their (specific) related hard and software. Product
announcements in these discussion forums of new releases by either commercial,
shareware groups can often be considered a service but not encouraged. The
atari computer market is not very widely distributed and it is getting
increasingly harder to know more about new products.

To begin with a product announcement group would encourage the
people to announce their new products for the benefit of all atari computer
users. It will also allow the reader to focus for a new newsgroup only for
product announcements or press releases and will also make the reader more
aware of his/her options.

Charter:

The proposed group will provide a forum for the announcement and
release of new atari related products:

* atari computer hard and soft
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

NOTE

This RFD is being issued in concordance with the guidelines set in the
"How to create a new usenet newsgroup" FAQ regularly posted to
news.announce.newgroups. Please refer to this article if you have any
questions about the newsgroup creation.

Unless the discussion indicated a need to resubmit a new RFD, the CFV will
be posted approximately three to four weeks after the posting of this RFD.
```

This RFD was (cross)-posted to the following groups:
news.announce.newgroups, news.groups, comp.sys.atari.st, comp.sys.atari.8bit

Discussion on or about this RFD should be in news.groups

1570. Re: 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 20:57:06 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Apr5.205706.14574@iglou.com>
Source record: 102301

I believe he meant a Printed Circuit board, not a board to plug into an
IBM PC.

1571. Re: Demise of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 21:05:41 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr5.210541.4280@ultb.isc.rit.edu>
Source record: 102302

In article <2nn2bo$3ka@sundog.tiac.net> Krishna@tiac.net (Glenn Saunders) writes:
>You'll be hard pressed to find anyone who believes the 800 was better
>than the XL/XEs. The ability to use the RAM under the OS alone makes the
>XL/XEs better. Any cosmetic detail is not as important as the inner
>workings. The Video can be fixed, but you can't add a PBI to an 800.
>Certain XL/XE details you can't do on the 800, but what the XL/XE lacks
>it can usually get via hacking.
>

Well, I'm not sure I entirely agree with that. I don't want to start a
flame war, but after owning an 800 and two 130XE's (Atari sent me a
free replacement once about 6-7 years ago because of keyboard problems I
was having at the time-- all I asked for was a way to get a new
mylar for it, and they mailed me a whole new system free of charge)
the only machine I use now is the 800 when I actually hook up the Atari.
Why? Now the "new" 130XE's keyboard is rather flakey as well,
(years ago I did some repair work to fix it but it eventually got worse)
and the sheilding on the XE's (the tin foil) really sucks--- even though
I'm taking the video straight out of the video port to pipe into the
video-in jack on the tv, the video looks great on the 800, but lousy
on both the XE's. Also, even when the keyboard did work, I never liked
it as much as the old 800 keyboard.

Granted, I'd like to have the ram under the OS and the extra memory on
the 800, but if you want to talk about hacks to improve a system, why
not hack the 800 to support switching out the OS rather than trying
to patch the video on the 130XE?

The 800 was a tank... yes, it's large too because of that, but the thing
is nearly indestructable. Also, at least in mine, all the chips
are socketed, and even on neat little separate boards, making it really
the ultimate hackers machine. (which is why I wish I had
several of them so I could modify it and not worry about frying it
if I screwed up!) The 130Xe on the other hand is much tougher to modify
since all the parts are directly soldered onto the board, except the
ROM's.

-Frank

1572. Re: Demise of Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 21:16:50 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <Cnt1s2.40@sunblossom.ge.com>
Source record: 102303

In article <2nkd7q$t1o@nwfocus.wa.com>, junkster@chinook.halcyon.com (James Hague) writes:
|> Personally, I would rather have the information organized and digested
|> into a newsletter. One thing AC could have done better was to lower its
|> standards of what made good 8-bit news. Jeff Potter has apparently
|> written a nifty sounding game, but I never heard of it before.

I guess I owe some apologies...I presume you mean "Maze of Agdagon" (or AGDAGON as the filename has become). As an editor of AC, I am forbidden from writing a review of something I have worked on. I can only solicit others to write reviews, or include a product announcement (both of which have already been done for Current Notes). Since the next-to-last issue of AC is in the mail (so I've heard?), and the last one is underway, I probably can't make the deadline for either.

Don't forget to mention...Chuck Steinman was the organizer of the Agda effort, and Jeff Casbeer did the majority of the sound programming.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1573. 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 23:03:01 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404052212.AA28334@phinet.smithkline.com>
Source record: 102304

To Mike Hohman, no Mike my previous post was no April fool's thing, I meant it sincerely.
Okay, I admit maybe I *might* have pushed it a little by requesting you to launch launch 70 or 80 new products in only 3 months. I'll scale those expectations down a little... ummmm... how about 40 new products by the end of next week? Surely, you can do that? <big s__t-eating grin> :)
As regards the startup days of AC, I really had no choice but to write the business plan first. I needed a publisher, & no publisher would even look at me unless I had a written proposal all laid out already. If I had already been in the publishing business myself, of course, the whole process would have gone much faster. That's one HUGE advantage Jim Hood has over the present organization of AC.. he runs his own show, & all the editing/accounting/production resources will be concentrated under one roof. That at least reduces or eliminates the logistics which AC has had to contend with during its existence, which hobbled its efficiency. For 8 of its 9 issues AC has been undersubscribed; the surprising thing should not be that AC has finally succumbed, but that I was able to keep it going for so long. The odds against AC's survival were 5-to-1 from the start, & got worse as we went along. The hideous logistics were just one of many problems.

On a differnt note, Glenn I think you got the wrong idea. When I said I yearned for something NEW, I meant SOFTWARE, not hardware. People have been batting around 65816 upgrades & clock accelerator ideas for years-- who needs it? What good is all that warpspeed hardware when our software base is still stuck on impulse power? The last truly innovative software I saw was ChromaCAD back in 1991. And that guy made enough to cover his development expenses plus turn a profit, which just goes to show what's possible with a good idea that's well-implemented. ChromaCAD was one of the few programs that made full use of 128K XE memory. (Probably didn't do much for the crowd still addicted to the 800, tho.)

And on yet another note (uh-oh, I'm rambling), I was just noticing the various comments taking issue with Terry Conklin's criticisms of my video upgrades. I've published 3 "upgrades"-- a re-build of the Type 1 power supply, my audio bypass upgrade, & the Super Video upgrade. Oddly, none of those are really "upgrades". What they really are are fixes for things Atari should have done right in the first place. Performing those hacks will only bring your machine up to the performance level it should have possessed when it was new in the box.

On the other hand, Bob Woolley's TTL upgrade really *is* an upgrade, because it permits the 8-bit Atari to do something Atari never intended for it to do even if they had manufactured everything correctly from the get-go. Bob's TTL upgrade really was something new under the sun. Shame Bob didn't lay out & publish a foil pattern so folks could just buy the board & stick in the chips

& away you go sort of thing.

Now, if *some* company, say FTE, wanted to put out a cheap product fast that was also really useful, a little kit of parts for the Woolley TTL upgrade including a little PC board sounds to me like just the ticket.

Just my $.02. Howzaboutit, Mike? Any chance? - Ben Poehland

1574. Re: 4096 color GIF viewer!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-05 23:32:28 UTC
From: toastman@armory.com
Message-ID: <2nsseq$6eh@nic.scruz.net>
Source record: 102055
Cross-posted to: comp.sys.amiga.advocacy,comp.sys.cbm,comp.sys.atari.8bit

Please move this conversation to comp.sys.atari.8bit.

The C64 users are getting jealous. :-)

1575. Re: tech questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 00:17:04 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CntA4G.43o@cbfsb.cb.att.com>
Source record: 102056

In article <2nr8o0$l1v@usenet.INS.CWRU.Edu> cp576@cleveland.Freenet.Edu (Kenneth L Siders) writes:
>
> Does anyone know where I could a data sheet for the
>2793 disk controller or 6845 video controller?
> If you have a copy would you be willing to send a copy.
>I have basic information on both but need pin outs and
>register usage.

I have data sheets for the 179x series, which uses the same registers, but has slightly different pinouts, as the 279x has an integral data separator, while the 179x uses an external one.

I probably have the 6845 in my big Motorola Microprocessor book.

If you need either, email and we can set something up.

>
>If not, has anyone ever came up with a floppy drive
>interface for connecting a standard floppy drive (Even just
>double desnsity). I know there is the black box/floppy
>drive combination, but I don't want to spend $300+ to
>connect a drive costing anywhere from $10 to $50. By my
>calculations the atari should be able to keep up with the
>data rate of double density. Anyone have any thoughts on
>this?. Of course it would require some fun interupt
>programming as well as patching the OS - or interfacing it
>in as a PBI device.
>
>

Hmmm ... it MAY keep up ok .. I am only really familiar with the 6809 floppy interface timing. Interrupt response time is probably too slow (it is on the 6809), so you need to have a polling loop to read or write the data in or out. But a 1 MHz 6809/6800 had no problem at 5 inch DD, though you had to run at least 1.6 MHz or more for 8 in DD.

<grin> You could do something I've toyed with as an idea ... taking an old SS-50 mother board, cutting it down to just the SS-30 part, and mapping the whole bus into the Atari memory space (I assume thru the PBI bus this would be possible, though I might tie it into the mother board and leave the PBI port open. This would give you 8 SS-30 slots.

BUT .. I haven't seen any SS-50 stuff at the Trenton Computer Fest (April 16 and 17 this year!) in the last two years. Who knows what might be around the rest of the country. I've got a basement full of stuff like that I've accumulated over the years, but I do tend to pick up castoffs. It's the prototyping boards that keep me interested .. much easier interfacing to that bus than the PC bus .. but everything stays in the cellar anyways, so it probably doesn't matter.

--
Richard Dell

1576. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 00:22:57 UTC
From: Krishna@tiac.net
Message-ID: <2nsvd1$1f5@sundog.tiac.net>
Source record: 102057

poehland%phvax.dnet@sb.com wrote:

: On a differnt note, Glenn I think you got the wrong idea. When I said I
: yearned for something NEW, I meant SOFTWARE, not hardware. People have been
: batting around 65816 upgrades & clock accelerator ideas for years-- who needs
: it? What good is all that warpspeed hardware when our software base is still
: stuck on impulse power? The last truly innovative software I saw was ChromaCAD
: back in 1991. And that guy made enough to cover his development expenses plus
: turn a profit, which just goes to show what's possible with a good idea that's
: well-implemented. ChromaCAD was one of the few programs that made full use of
: 128K XE memory. (Probably didn't do much for the crowd still addicted to the
: 800, tho.)
I agree with you there, but re: ChromaCad:

The problem with ChromaCAD is that although it uses XE RAM, its disk I/O system is reactionary. This is the type of system that cried out to be intalled on a hard disk, but good luck. I tried making a backup to a Pseudofloppy with some degree of success, but the package is so damn complex and the system itself wipes its memory whenever you move from place to place that you have to make objects as tough you were walking on eggshells to prevent you from losing your work. Writing ChromaCAD in 4rth was a bad idea.

Whereas BOBTERM is a model of "leaving things as they were" when you move from screen to screen, ChromaCAD just wipes everything and that bugs me. I don't have the time or the patience for ChromaCAD. It would probably take a good solid weekend to make a simple shape, and about a month of solid expert work to recreate the face demo from scratch.

I do agree there is a software, gap, and this is WHY the T816 failed. Any hardware advancement must coincide with a software push to support it.

However, how long has there been a 16-bit alternative for the Apple crowd? 10 years? Must be close to that at least. And Don't apple users have the ability to use faster 816s in their IIGSs as well?

It is worthwhile to do at least WHAT WE CAN than to limit ourselves with the stock processor. If we are not afraid to do 4 meg ram upgrades then we shouldn't be afraid of the 802.

I helped get Tom Hunt into the net and into a PRO! Programmer/Developer base. This is all part of the big picture. Once most of the programmers who want to see the 8-bit move forward are aware of a movement then I don't see any reason they wouldn'T want to help it along.

With the T816 I didn'T see Chuck going around soliciting programming help from anyone.

As time goes on the number of things which you can not do with the Atari 8-bit by virtue of its limited address bus and its processor speed will only continue to grow. The 802 is a relatively cheap and painless way to add some more opcodes and features to the processor and be able to write some faster code while still maintain the 1.78mhz magical clock speed. It would be insane not to at least push the boundary within the same address bus. MAC/65 was offered with 65C02 support in it but how many 800 users put that chip in?

I bet there are a dozen programs which the 802 would make more feasible on the 8-bit than the 02 would, or at least tolerable in their speed performance.

1577. Re: SC-01 Speech Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 00:29:38 UTC
From: Krishna@tiac.net
Message-ID: <2nsvpi$1f5@sundog.tiac.net>
Source record: 102058

poehland%phvax.dnet@sb.com wrote:
: After reading posts by Richard Dell & others on the 14xxXL machines with the
: SC-01 speech chip, got me to thinking about this thingamabob 1450XL (or
: whatever) I have.
: The SC-o1 in my machine appears to be embedded amongst the circuitry for
: the modem. There no EPROMs in the vicinity. There ARE 2 EPROMs some distace
: away, whose function is a mystery. They aren't like OS ROMs or anything, as
: I've already identified the usual XL OS ROM & BASIC ROMs in there, these
: EPROMs are extra. There's also at least 4 or 5 PALs in there. One of them
: undoubtedly an MMU, but what are the others for?

: BTW, the SC-01 was NOT the chip used in Cheep Talk, that was something
: entirely different. Same metallic monotone voice, tho.

: This SC-01 is an odd size chip. Smaller than a 40-pin LSI, larger than a
: typical 20-pin TTL gate. I studied the photo of bob Woolley's 1450XLD very
: carefully & was unable to locate anything the size of the SC-01 on his Tong
: board. Weird, weird, weird....

: - Ben Poehland

My speech chip is located directly underneath the Basic B ROM on the left
half of the board. The right half has the modem daughterboard (or used
to, I removed it). The layout is akin to the XL/XE's horizontally. All
socketed for the most part.

My board's dimensions allow it to be screwed into the bottom of a 1200XL
case without any difficulty. Only cuttion for the perpendicular joystick
ports and the extra ports in the back was necessary.

1578. Re: SC-01 Speech Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 00:32:54 UTC
From: Krishna@tiac.net
Message-ID: <2nsvvm$1f5@sundog.tiac.net>
Source record: 102059

richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
: In article <9404050042.AA00452@phinet.smithkline.com> poehland%phvax.dnet@sb.com writes:
: <some lines deleted amonst this>
: >The SC-o1 in my machine appears to be embedded amongst the circuitry for
: >the modem. There no EPROMs in the vicinity. There ARE 2 EPROMs some distace
: >away, whose function is a mystery. They aren't like OS ROMs or anything, as
: >I've already identified the usual XL OS ROM & BASIC ROMs in there, these
: >EPROMs are extra. There's also at least 4 or 5 PALs in there. One of them
: >undoubtedly an MMU, but what are the others for?
: >
: >This SC-01 is an odd size chip. Smaller than a 40-pin LSI, larger than a
: >typical 20-pin TTL gate. I studied the photo of bob Woolley's 1450XLD very
: >carefully & was unable to locate anything the size of the SC-01 on his Tong
: >board. Weird, weird, weird....
: >
: Kinda makes me wonder if Atari may have had something customized containing
: SC-01 circuitry and/or other logic, as well as perhaps an EPROM or ROM. That
: might explain the differences in the layouts.

: The SC-01a data sheet refers to a 22 pin package, about 1 1/8 inches long
: by .400 inch lead spacing. Slightly wider than the standard 300 mil used
: for logic, but less than the 600 mil used for EPROMs. This should make
: the chip relatively unique.

: --
: Richard Dell

Ask Brad Koda what he has. Supposedly he has a BUNCH of "SC-01"speech
chips. I heard Atari had to make a large order of them which never found
their way into motherboards. I will guess that Brad will describe them
as looking like an EPROM. It is possible that the speech circuitry
exists in my board separate from the EPROM but the EPROM itself IS listed
as SC-01 and when removed speech is no longer available. It COULD refer
to just the 512 byte handler (ala the ROM in the PR and 850 loading) but
I doubt it. I think it is all integrated into one chip.

1579. 1090 PEB

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 03:13:06 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2nt9c2$kep@hearst.cac.psu.edu>
Source record: 102060

Yes..more vaporware questions...

I use to have the product sheets or whatever it was that was released
to the PD about the 1090...I think I have missplaced them... so..anybody
who has got them I would appreciate a copy sent to me.

Also, anybody actually know how this box was supposed to interface
into the os? Are there any designers out there who worked for atari
and know these questions?!?? argh!!!!!

Being a hardware engineer..(sorry...not too much new software from me..)
I was thinking of actually throwing my life away this summer and developing
a proto exp box for the pbi....maybe..

The reason being, I was thinking of building a dedicated floppy card for the
pbi. But why? I mean..why not stick it in a box... and add IDE too!

Then again..that 1300XL (my name) dream keeps coming back...
I have a 130xe and transkey and drives and harddisk in a baby pc case...
why not just redesign the board using maybe Public Domain PADS for the IBM...
put all the neato stuff on this board.... make it the same size as an IBM comp
board... hmmm... silkscreen it... plop in the tiny stuff and sockets...and
sell it. (of course...doing this for myself is first priority!)
Then again..why not make it 16bit....hmm...now if only I can find a working
scope at Trenton.

I hope you all know that I am going to be there at 8am and buy all
the precious atari stuff...so there! =)

--
Andrew K. Heller - Making the world safe once again.
----

heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site.

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1580. Action and other OSS stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 06:09:59 UTC
From: d.paterson2@genie.geis.com
Message-ID: <9404060609.AA15695@relay2.geis.com>
Source record: 102061

Whoever was offering the Action cart for $50:

You can get one new, with toolkit and runtime, for $49.95 (including s/h) from CSS. The other OSS language carts go for the same; RTime 8's are $5 more.

Dave Paterson

"There is no problem in this world so large that it cannot be solved by the conscientious application of high explosives." - Wile E. Coyote University

1581. Re: Adaptec ACB-4000A

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 07:10:53 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BG1MK0V.lmcclure@delphi.com>
Source record: 102062

<ricortes@delphi.com> writes:

>the 4000A is the SCSI to MFM board, but I can't remember what the
>RLL version was.

The 4070 was the RLL version, as I recall.

1582. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 07:44:02 UTC
From: jharris@cup.portal.com
Message-ID: <108352@cup.portal.com>
Source record: 102063

>(Hey John Harris, finish up
>Banskter and sell it mail-order for $10. Seriously.)

Yeah, I'm going to try and get it done, or find someone that can help.
Thanks for the note.

John Harris - jharris@cup.portal.com

1583. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 13:15:22 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CnuA5o.EvL@cs.vu.nl>
Source record: 102064

feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:

>Bottom line: Yes, I intend to eventually do this, for the sake of
>speed. But it's going to be tricky to maintain nearly 100% compatability
>like I have now (including timing compatability), and I would have to

What? Nearly 100% compatability? Say that again!

>speed. But it's going to be tricky to maintain nearly 100% compatability
>like I have now (including timing compatability), and I would have to

You must be joking! (April's fool?) I bet most of the demo's I wrote
will bug within the first 1/50th of a second. Lots of demo's have *very*
timing critical things like changing the contents of the color registers
in the middle of a scanline or precalculations of the next frame of a
3D starfield in the gap between the last line being displayed (not the VR)
and the first being displayed again. (Using DLI's only... VBI's disabled.)
No, I believe, listening to your story, you have done a remarkable job
and it's great to finally see an atari 8-bit emulator which does, I hope
so, it's job better then ST XFormer, but please don't say things you can't
let come true...

>probably delay the emulator for another half year or so, considering my
>busy schedule. So, maybe later, but not now.

> - Frank

(Please don't see this as a flame or something. I really look forward to
the release of the 'Atari Emulator FOR X-windows')

Ivo.

1584. Tech question re: Pokey chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 13:47:24 UTC
From: deaven@iastate.edu
Message-ID: <2nuehc$5aq@news.iastate.edu>
Source record: 102065

Hi there fellow 8 bitters. I've got a question for those in the know about the Pokey chip in the classics, specifically the parts that read the paddle controllers. Normally, a write into the POTGO register dumps the 0.047uF caps, which charge through a 10k resistor plus the paddle pot (this I glean from the schematic) and, after some time, when a capacitor voltage crosses some threshold, the scan counter is saved in Pokey's POT registers. Also, there's a status register (ALLPOT) that Pokey maintains a bit in telling whether the threshold has been crossed, and thus that the current POT register is valid for a given paddle.

All well and good. But I was thinking that one might be able to use a different resistance across the pot controller and still be able to digitize (my motivation in this was to use a 5-20k thermistor as a temp. probe), if you just time the charge cycle yourself: write POTGO, then sit back and count machine cycles until ALLPOT says the threshold has been crossed. That saves external hardware.

But that didn't work very well, which brings me to my questions:

1) What is the approximate threshold voltage Pokey uses to trip the bit in ALLPOT?

2) Are the bits in ALLPOT tied directly to the threshold circuitry, or are they actually just status bits set only AFTER the POT registers have been stored?

2a) What's the typical delay time between threshold being reached and ALLPOT reporting valid?

I should say that yes, I have disabled vertical blanks and DMA in my test code, and also that with the standard controllers, which are 1Meg, the idea does work for large enough resistance (but fails when the OS paddle reading is below 5 or so).

Any information is welcome.

--
David Deaven deaven@ishmael.ameslab.gov
A504 Physics tel 515-294-6878
Ames Laboratory fax 515-294-0689
Ames IA 50011

1585. database question

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 14:06:20 UTC
From: wildcat@geology.wisc.edu
Message-ID: <2nufks$6et@ice.geology.wisc.edu>
Source record: 102066

I am looking for a database to use on my old 48K 800 that will do some basic bookkeeping, like keeping track of lists of names and addresses, and has the capability of generating mailing labels. Beyond that, it really doesn't need to do much.

I'd prefer something very inexpensive, or PD, because I'm starting this little venture of mine on an _extremely_ limited budget. Any suggestions are welcome.

Thanks,
Bill Bierman
soana@vms2.macc.wisc.edu

1586. Re: U.S. Doubler. Anyone remember this?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 16:15:13 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1994Apr6.161513.44198@austin.onu.edu>
Source record: 102067

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (Mark S. Wyman says he wants to install a U.S. doubler in his
: 1050 and transfer AtariWriter files to IBM.)
: The SpartaDOS construction set documentation, which is what
: FTe is now selling for $19.95, I believe has seven pages, including
: a picture of the 1050, of instructions on installing the doubler.
: I believe that if you check FTe's phone # in the FAQ that
: was just posted,(hold it, you need the vendor list.) Check
: FTe's phone # in the vendor list and order a copy of SpartaDOS
: construction set's book. Ask them if it has the docs on
: U.S. doubler installation. Then you could use 'util.com',
: a program that allows reading MyDOS disks, dbl dens. Actually,
: get MYDOS 4.5 from the archive first. If I remember correctly,
: my XT clone reads/writes MYDOS single density disks using
: 'util.com'. (See util.arc in the umich archive and MYDOS 4.5
: in the same place.)
: Finally, you will have to finagle your Atari files to make
: them have ASCII returns instead of ATASCII 155s.
: Russ Gilbert

If you still have AtariWriter, I believe that the finagle that you are looking for is a CTRL-S when you are in the Main Menu. This will save your current file as an ASCII file rather than ATASCII. If my memory serves me correctly. Hope it helps.

Lance "Ate_bit" Murdock
Senior EE Student
Ohio Northern University

1587. Re: 1090 PEB

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 18:08:34 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CnunqB.HLv@cbfsb.cb.att.com>
Source record: 102068

In article <2nt9c2$kep@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
>
> I hope you all know that I am going to be there at 8am and buy all
>the precious atari stuff...so there! =)
>

Nope .... I'm closer! But I'm a bit worried about Ben, he's closer than I am.

--
Richard Dell

1588. ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 19:01:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2da3627b@p17.f1540.n244.z2.fidonet.org>
Source record: 102069

Tuesday, 05 April 1994 16:59, Kevin Spears wrote to Guido Lehwalder:

KS> From: kspear@ss0.eng.wayne.edu (Kevin Spears)
KS> * To: Guido_Lehwalder@p17.wildcat.fido.de
KS> * Newsgroups: comp.sys.atari.8bit
KS> I checked Mapping the Atari on this.. They say if location 53268 ($D014)
KS> has bits 1-3 set, its NTSC. If bits 1-3 are clear, its PAL.
KS> But I would guess that, if it works with a PAL monitor, its PAL (?)

Hi Kevin,

THANX for answering...
I checked this Location and the bits were set...also is my 800 an NTSC-Version.
But I checked too the Mapping with help from by ROM-Book and found the same
information at location 98.
0 stands for NTSC (USA) and 1 for PAL (Germany, England) and found there
already the 0 for NTSC...

By reading in my ROM-Book, Title "Das ATARI Profibuch" from SYBEX, I found an
interesting Location for me in my XL-ROM:
$5000-$57FF (20480-22527) The Self-Test-ROM that isnt hidden if Bit 7 from
Loaction $D301 (54017) is set to 0.
I set this bit to 0 and programm the XL to save the Bytes to Disk.
Then I programed the 800 to load the Bytes at the same location and start
the MC-program with A=USR(20480).

The Self-Test appears and starts to bink on Memory-Test.
At first I startes the Sound-Test...and the sound begins...BUT
to exit Sound-Test "PRESS HELP" aehmmm HELP on an 800 (lets loose...)
After restarting the Test-ROM any other Test crashes and hangs the 800.
The Display is disorted .....but is was an nice small Program-Test for
me who for a long time didnt has programed on an ATARI 8Bit.

Inside my 800(no XL) I found that my Mainboard is an A-Revision and the
Power-Board inside the 800 is an B-Revision.

ROMs are from 1979 and 1980. I have got the ATARI-BAsic Modul Rev-B but
I think with my A-Revision Board not all Software will run correctly like an
ATARI 800XL (here an 320K-Version).

BTW: If anybody will sell me an ATARI 1200 or better 1400/1450 then try to
write me per private Mail....BUT it must then sent to Germany.

Nice Greetings to all ATARI 8Bit-User in the World from
Guido Lehwalder (ABBUC #154)
Frankfurt/Main, Germany
Guido

1589. Re: 4096 color GIF viewer!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 19:13:32 UTC
From: umbryan@cc.umanitoba.ca
Message-ID: <2nv1ks$ckn@canopus.cc.umanitoba.ca>
Source record: 102070

In <2nsseq$6eh@nic.scruz.net> toastman@armory.com (Powdered Toast Man) writes:

>Please move this conversation to comp.sys.atari.8bit.

>The C64 users are getting jealous. :-)

Yep. :)

Actually, I was wondering something... in an article (and a few programs)
it has been shown that with some methods, you can actually seem to get up
to 128 (correct me about ANY of this if I'm wrong - my memory is the
worst..) colours on the C64.

Now, using this, would it be possible, perhaps, to make a GIF viewer that
could use these extra colours, even with much lower resolution??

Was just a thought... :)

--
moomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoo
o Moo. Bark. Quack. Meow. Neigh. Baa. Hiss. Oink. Chirp. Bleat. m
o -The victims speak! <JjB - umbryan@cc.umanitoba.ca> o
moomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoo

1590. 1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 19:32:01 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2da363c0@p17.f1540.n244.z2.fidonet.org>
Source record: 102071

Tuesday, 05 April 1994 16:53, Kevin Spears wrote to Guido Lehwalder:

KS> From: kspear@ss0.eng.wayne.edu (Kevin Spears)
KS> * To: Guido_Lehwalder@p17.wildcat.fido.de
KS> * Newsgroups: comp.sys.atari.8bit

KS> I think perhaps you're misinterpreting the meaning of 'PC' in this
KS> context. He means PC as "Printed Circuit" not "Personal Computer".

KS> But hey, wouldn't it be nice if there WAS an atari 8-bit board for the
KS> IBM?

Yes, is would be a great thing, but who will us build an Card like this ??
(DREAM ON)
Or does anybody know an Person or Company wich has build this Card?
(DREAM OFF)

Bye from
Guido.

1591. English Docs for ATARI 8bit emulator for MSDOS on wuarchive

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 20:08:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2da36c2e@p17.f1540.n244.z2.fidonet.org>
Source record: 102072

Dienstag, 05 April 1994 17:07, Michael Beck wrote to All:

|>> Does anyone have an English translation for German doc file created when
|>> you run the readme.bat out the archive AT800XL.ZIP on wuarchive? I got
MB> Ok, I didn't translate it because my english is VERY BAD (you will see
MB> that :-) but I try to give some tips:

Hi Michael,

could you send me this Archive per Disk or could you tell me an FIDO-Node where
I can Download this File ???
Per Post you could reach me:
Guido Lehwalder
Offenbacher Landstr. 371
60599 Frankfurt/Main Tel:069/655012

----- Wir koennen dann natuerlich deutsch reden , oder schreib mir -----
----- deine Tele-Nummer Tschuess -----
Bye
Guido

1592. Where can I buy anything for 8-Bit Atari's (800 or 130xe)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-06 21:12:10 UTC
From: deegan@unx5.mro1.dec.com
Message-ID: <2nv8ja$cm6@masher.mro1.dec.com>
Source record: 102073

Hi all!

I'm looking for place where I can buy Atari 8-bit stuff (software and hardware),
if such a place still exists.

-Bill

1593. Atari 8-bit stuff 4sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 00:33:33 UTC
From: jws@cup.hp.com
Message-ID: <Cnv5Jx.2s8@cup.hp.com>
Source record: 102074

Nothing new here if you saw my list last year, otherwise...

I have the following Atari 8-bit stuff for sale. Prices are negotiable.
I'll pay postage on the software, but on the books and magazines you'll
have to pay postage and I haven't included postage in their prices.

--
John Stafford -- Hewlett Packard Computer Languages Operation
jws@cup.hp.com

SOFTWARE

Antic Monthly Disk 10/89 $ 2.00
Antic Monthly Disk 12/89-1/90 $ 2.00
Antic Monthly Disk 2/90-3/90 $ 2.00
Antic Monthly Disk 4/90-5/90 $ 2.00
Antic Monthly Disk 6/90-7/90 $ 2.00
Antic Monthly Disk 8/89 $ 2.00
Antic Monthly Disk 9/89 $ 2.00
Atari DOS 3.0 $ 1.00
Awardware (HI TECH EXPRESSIONS) $ 5.00
D-BUG (Childware Game) $ 3.00
DOS XL (OSS) $ 10.00
DVC/65 $ 10.00
Daisy Dot II (NOVATARI Disk 42) $ 2.00
Enhanced Pokey Player (Antic Disk AP147) $ 2.00
Extended DDT (Antic Disk AP0171) $ 2.00
Genie $ 1.00
Heartware (HI TECH EXPRESSIONS) $ 3.00
Lister Plus v1.5 (Antic Disk AP0179b) $ 2.00
MEGAFONT II+ (XLEnt Software) $ 8.00
Murder On The Zinderneuf $ 5.00
NOVATARI Turbo BASIC $ 2.00
Odin (Othello) $ 7.50
PAGE DESIGNER (XLEnt Software) $ 10.00
PD Micropaint Artist (Antic Disk PD053) $ 2.00
PS INTERFACE (XLEnt Software) $ 8.00
Print Shop & Companion & Many Picture/Utility Disks $ 25.00
RAMbrandt v2.0 (Antic Disks AP0157a/AP0157b) $ 2.00
RUBBER STAMP (XLEnt Software) $ 10.00
Saragon II $ 5.00
TYPESETTER (XLEnt Software) $ 8.00
Timeworks Electronic Checkbook $ 3.00

BOOKS

Advanced ATARI BASIC Tutorial $ 3.00
Atari 400/800 Basic Reference Manual $ 2.50
Atari 400/800 Disk Operating System II Reference Manual $ 2.50
Atari Color Graphics A Beginner's Workbook $ 4.00
Atari Sound and Graphics by Albrecht $ 3.00
Atari User's Guide (BASIC & Graphics) by Ellis $ 3.00
Dr. C. Wacko Presents Atari BASIC
& The Whiz-Bang Miracle Machine $ 3.50
Dr. C. Wacko's Miracle Guide to Designing and Programming
Your Own Atari Computer Arcade Games (with Disk) $ 8.00
Inside Atari Basic $ 2.00
Mapping The Atari (Original Edition) $ 2.00
Speed Script (The Word Processor For Atari Computers) $ 3.50
The Koala Pad Book $ 2.00
The Musical Atari $ 5.00

NON-ATARI BOOKS

Basic and the Personal Computer $ 7.50

MAGAZINES

Compute ($.50 each)
1983 9,10,11,12
1984 7,8,9, 11,12
1985 1,2, 7,8,9,10,11,12
1986 1,2,3,4,5,6,7,8,9,10,11,12
1987 1,2,3,4,5,6,7,8,9,10,11,12
1988 1,2,3,4,5,6

1594. Adaptec 4000A/4070A

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 01:04:15 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cnv6z4.KFH@cbfsb.cb.att.com>
Source record: 102075

For whatever it's worth, I just noticed Timeline still advertises
the Adaptec SCSI-RLL/MFM controllers for $60 each.

--
Richard Dell

1595. Re: database question

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 01:17:56 UTC
From: Krishna@tiac.net
Message-ID: <2nvn04$e1v@sundog.tiac.net>
Source record: 102076

Bill Bierman (wildcat@geology.wisc.edu) wrote:
: I am looking for a database to use on my old 48K 800 that will do some
: basic bookkeeping, like keeping track of lists of names and addresses, and
: has the capability of generating mailing labels. Beyond that, it really
: doesn't need to do much.

: I'd prefer something very inexpensive, or PD, because I'm starting this
: little venture of mine on an _extremely_ limited budget. Any suggestions
: are welcome.

: Thanks,
: Bill Bierman
: soana@vms2.macc.wisc.edu

Diskbase is the best when it comes to maximum storage. But on an 800 the
best you can get is a large ramdisk or a 720K 19.2k baud throughput floppy.

Diskbase may be unbearably slow paging through a standard disk. Off a
hard drive it is wonderful.

SynFile is the best commercial database, but any 48K database is not
going to let you store too much.

That is the glory of diskbase, storing only one record in memory at once
and using disk as virtual RAM.

1596. Re: Not really Atari, but

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 01:23:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <a37b8402@straight.ct.se>
Source record: 102077

On 04-01-94 ROGER COLE wrote to ALL...
a> I just noticed an article in my local newspaper announcing that trading
a> in Commodore stock has been suspended. It seems Commodore is on the
a> brink of bankruptcy after something like 7 straight quarterly losses.

I have hesrd it to.!!

a> Has the Jaguar and the ST line been able to keep Atari healthy, or
a> could this be the handwriting on the wall?

I also heard that some big company have bought a big stock of shares in Atari.

-=> WFR.! Per-Erik "Pekka" Peterson <=-

per_erik_peterson@straight.ct.se

* (QW|{ 2.6 *

1597. Re: 4096 color GIF viewer!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 04:34:59 UTC
From: generic@rahul.net
Message-ID: <CnvGqC.75q@rahul.net>
Source record: 102078

Jared Joshua Bryan (umbryan@cc.umanitoba.ca) wrote:
: In <2nsseq$6eh@nic.scruz.net> toastman@armory.com (Powdered Toast Man) writes:

: >Please move this conversation to comp.sys.atari.8bit.

: >The C64 users are getting jealous. :-)

: Yep. :)

Don't get too jealous, using those 4096 is done by modifying the color
values at the end of each display line using interrupts. In other words
its not just a mode you can call up.

: Actually, I was wondering something... in an article (and a few programs)
: it has been shown that with some methods, you can actually seem to get up
: to 128 (correct me about ANY of this if I'm wrong - my memory is the
: worst..) colours on the C64.

: Now, using this, would it be possible, perhaps, to make a GIF viewer that
: could use these extra colours, even with much lower resolution??

: Was just a thought... :)

: --
: moomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoo
: o Moo. Bark. Quack. Meow. Neigh. Baa. Hiss. Oink. Chirp. Bleat. m
: o -The victims speak! <JjB - umbryan@cc.umanitoba.ca> o
: moomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoomoo
--
Chris Rosenthal <generic@rahul.net>

1598. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 04:39:08 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <XRaekc1w165w@cybernet.cse.fau.edu>
Source record: 102079

> Is there anybody who knows if there is an extenal Zmodem or an Com program
> that support Zmodem as protocol for our 8-bits.??
>
Yes. There is none. :)

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
---
Locked, loaded, and ready to go.

1599. Emulator for DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 04:51:21 UTC
From: sydtech@winternet.mpls.mn.us
Message-ID: <2o03g9$94v@blackice.winternet.mpls.mn.us>
Source record: 102080

Sorry if this is a FAQ, bt is there an 8-bit Atari emulator available for DOS machines?

Thanx....

1600. Help me with my parallel interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 14:56:27 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2o16ur$52h@cnn.sim.ES.COM>
Source record: 102081

Hopefully someone out there in net-land can help me. Recently I came across a third party parallel interface for the Atari 8-bit. As this was from a friend who had no idea what it was, I got it shall we say, very cheap. Anywho, the interface seems to require a power supply, and no polarity/voltage is listed on the unit. I wouls appreciate it if anyone has seen this beast, and if so, let me know the voltage/polarity of the power supply.

The device has the following markings:

AXIOM AT-846
5361B ATARI Computer Direct-connect Parallel printer interface

The device also has an Atari cable (and an Atari male connector on the unit) and another cable with a standard centronics parallel interface.

Thanks for any help

Greg Bennett

P.S. If anyone has any good carts to trade, I might be persuaded to trade the above unit as-is.

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

1601. QWK for BBS express

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 15:26:08 UTC
From: carl@picard.infonet.net
Message-ID: <2o18mg$d01@insosf1.infonet.net>
Source record: 102082

I have posted this question once but I forgot which group I posted in. So I thought I would hit them all:)

I was wondering if there is a QWK compatible door for BBS express 1.87(I think). This is for a friend who does not have access to the net but wanted me to check for him.

I am currently reading this group and find out now that I wish I had had an atari when I first started out. These seem like nice machines. Anyway, I am cosysop on his board in charge of the MSDOS files.

A shameless plug is in order. If anyone wants to check it out the number is 1 606 886 0914. It is kinda small right now but growing. The BBS is called Darkforce BBS and supports 1200-14.4 callers.

Any help anyone can give will be greatly appreciated.

 Sign v1.0 End of Message.
"All Bibles are man-made."
[Thomas Edison]

 CLmail 0.99.99.9 and a half!

1602. Re: 1090 PEB

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 15:44:50 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2o19pi$d94@usenet.INS.CWRU.Edu>
Source record: 102083

In a previous article, heller@akh104.rh.psu.edu (Andrew K. Heller) says:

> Yes..more vaporware questions...
>
> I use to have the product sheets or whatever it was that was released
>to the PD about the 1090...I think I have missplaced them... so..anybody
>who has got them I would appreciate a copy sent to me.

Send a message to atari@atari.archive.umich.edu that says:

send 8bit/1090xl.arc
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1603. Re: Emulator for DOS?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 15:46:57 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2o19th$dfk@usenet.INS.CWRU.Edu>
Source record: 102084

In a previous article, sydtech@winternet.mpls.mn.us (Sydtech) says:

>Sorry if this is a FAQ, bt is there an 8-bit Atari emulator available for
>DOS machines?
>
>Thanx....

Boy do I need to add this to the FAQ List! :)

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513
FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1604. Anyone seen B.J. Martnick?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 16:20:12 UTC
From: aramos@cgrg.ohio-state.edu
Message-ID: <2o1brs$o18@sleepy.cgrg.ohio-state.edu>
Source record: 102085

I have been asked to write an enhanced version of his Small Business Software,
which he originally released through Black Moon Systems.

In case anyone's interested, the new features include:

. Automatic inventory update with every sale
. multi-page invoice feature with 'quote' option
. 2-3x speed increase due to a complete rewrite in Turbo Basic.

I'd like to contact him for authorization to do this new version of his
software.

Thanks,

Tony R.

--
Tony Ramos : inter/active
384 E.17th Ave : ramos.15@osu.edu, aramos@cgrg.ohio-state.edu
Columbus, OH 43201 : ** computer-mediated environment design **
(614)299-9529 : ** indigo group ** A C E C ** vintage video **

1605. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 17:09:57 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <CnwFoM.FIu@sunblossom.ge.com>
Source record: 102086

In article <2nsvd1$1f5@sundog.tiac.net>, Krishna@tiac.net (Glenn Saunders) writes:
|> As time goes on the number of things which you can not do with the Atari
|> 8-bit by virtue of its limited address bus and its processor speed will
|> only continue to grow. The 802 is a relatively cheap and painless way to
|> add some more opcodes and features to the processor and be able to write
|> some faster code while still maintain the 1.78mhz magical clock speed.
|> It would be insane not to at least push the boundary within the same
|> address bus. MAC/65 was offered with 65C02 support in it but how many
|> 800 users put that chip in?
|>
|> I bet there are a dozen programs which the 802 would make more feasible
|> on the 8-bit than the 02 would, or at least tolerable in their speed
|> performance.
|>

Okay, I give up...what does the '802 offer us as Atari users? I remember reading about the '816, and how the major improvements in speed are only possible running in 16-bit mode. Does the '802 suffer from the same limitation? What *solid* improvements can you claim for the '802?

Most likely one of the shortcomings software authors noticed for the '816 (and would be true for the '802) is you would be writing for a tiny segment of the 8-bit market, those who own the upgrade. It's a Catch-22, as the prospective buyers of the '802 upgrade will notice that not much software exists for the upgrade either.

Still....good luck.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1606. Wes Newell...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 20:56:15 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2o1s1f$poc@news.cs.tulane.edu>
Source record: 102087

I just tried to get hold of Wes Newell, seems both his BBS number ad
his office number have been disconnected... Just a quick question for
anyone out Texas way who might know what's up, is Wes gone?

Mike

--

____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu snyder10@rs5.tcs.tulane.edu

1607. Moonlander Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-07 21:02:13 UTC
From: jayk@wordperfect.com
Message-ID: <2o1scl$k70@titan.wordperfect.com>
Source record: 102088

I know this is obscure, but does anyone remember a 3D moon lander game published in Antic or ANALOG? It had a grid on the left side of the screen and the stats on the right side. The goal was to land your ship on a designated spot, and the closer to the ground you got, the more detailed the grid got. It was a wire frame grid that you tried to land on.

Anyways, I know this is a longshot, but does anyone recall that game? It was a great one.

BTW, where are the archives of this newsgroup? And are there any emulators for MS-DOS? I worked on one a long time ago, but have had to put it aside due to lack of time.

Jay Kint
jayk@wordperfect.com

1608. 800XL For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 00:18:10 UTC
From: lordthan@news.delphi.com
Message-ID: <2o27s2$p5@news.delphi.com>
Source record: 102089

I've got an Atari 800XL for sale. It's a little beat up (i.e., the POWER LED doesn't work, the TAB key doesn't seem to work, it doesn't have any screws holding the case together, and the little plastic "Parallel Bus" cover is gone) but it runs fine otherwise. Best offer by, say, April 16 gets it.

1609. Disk Drive Service

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 03:03:12 UTC
From: 98000029@wsuvm1.csc.wsu.edu
Message-ID: <16F9110BF0S85.98000029@wsuvm1.csc.wsu.edu>
Source record: 102090

i've got a small problem: i have an old Percom Data AT88-S1PD Disk drive (double density w/printer port on it) that quit working after being left on for an extended amount of time (oh, like a week :)..

question is, does anyone know if and where i could get this thing fixed? it's not imparitive, but about 1/2 my software is on DD disks, and neither of my 1050's are converted to DD .. any response would be appreciated in email as i don't get onto the newsgroups as often as i like

-Rob Ryan - i8000029@wsuaix.csc.wsu.edu or 98000029@wsuvm1.csc.wsu.edu -

1610. Re: Moonlander Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 03:14:55 UTC
From: junkster@coho.halcyon.com
Message-ID: <2o2i7f$29m@nwfocus.wa.com>
Source record: 102091

Thom Boyer <jayk@wordperfect.com> wrote:
>
>Anyways, I know this is a longshot, but does anyone recall that game?
>It was a great one.

Retrofire! by Tom Hudson. One of the few TH games I never typed-in,
sadly. My fingers were probably still sore from Livewire...

James Hague
junkster@halcyon.com

1611. Re: Moonlander Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 03:17:25 UTC
From: romer@access1.digex.net
Message-ID: <2o2ic5$pdm@news1.digex.net>
Source record: 102092

Thom Boyer (jayk@wordperfect.com) wrote:
: I know this is obscure, but does anyone remember a 3D moon lander game
: published in Antic or ANALOG? It had a grid on the left side of the
: screen and the stats on the right side. The goal was to land your ship
: on a designated spot, and the closer to the ground you got, the more
: detailed the grid got. It was a wire frame grid that you tried to land
: on.

: Anyways, I know this is a longshot, but does anyone recall that game?
: It was a great one.

YUP! Boy, do I remember that one (took me FOREVER to type the *&*&$%
thing in, but wasn't that the way with ALL of those programs?)... played
really well ('course, I was an arcade Lunar Lander addict, so....)

BTW, this is my first post here to c.s.a8bit... I've got a coupla
machines here that I haven't hooked up for ages (although I just might,
now that i've found this place)... got an 800, 800XL, coupla 1050's, an
850 interface (you all know how RARE those are?)... I'm wondering,
though, if they would be able to handle my 14.4K modem...

1612. Re: 4096 color GIF viewer!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 03:18:21 UTC
From: rklace@crashb.megalith.miami.fl.us
Message-ID: <rklace.03xd@crashb.megalith.miami.fl.us>
Source record: 102093

Yes, and no.

There are dithering technics that can be used in conjunction with extended background mode on the C64/128 to get more colors per cell, and more "apperent" colors. But the dithering takes up pixels. You would get some rather strange color bleeding and a higher loss of detail in the gifs.

C-128's 80col screen has more prommis if people would trying to really program for it. It seems that not many programmers know about the interlased mode. (Just a thought C-128 programmers: alternate colors on even/odd frames for pseudo 4096 at 640x400!)

The Atari does something simmilar to what I just suggested. Interlasing 3 screens, each being 16 shade red/green/blue screens. Only problem is the poor color cell configuration. You can see how the color is in blocks. Worse so then on the C64. However, the number of colors does compensate nicely.

Doesn't compare to SVGA on an IBM thou! :)

```
================================================================================
==== UUCP: rklace@crashb.megalith.miami.fl.us ==== ** Artlover ** (C)(94) ====
================================================================================
========= Member of the International Association of United Poodles. =========
= "We will not be shaved to look like balloon animals covered in lintballs!" =
================================================================================
```

1613. RE: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 04:44:24 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1994Apr8.114430.467@sfov1.verifone.com>
Source record: 102094

In Article <2n17ce$pqg@news.delphi.com>
lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>
>First, I acquired a Tandy RGB monitor (previously hooked up to an old
>Tandy 1000EX computer) for nothing. The monitor is in good condition and
>provides a decent picture. However, I don't know how to hook it up to my
>800XL. The XL has the monitor port (a MIDI-looking connector) and the
>monitor has a male 9-pin DIN connector for hookup. I seem to recall
>the fact (?) that the 800XL can only drive a composite color monitor, not
>an RGB one? Is this correct? If so, is there *any* way I can get the XL to
>work with the monitor? I don't have the pin layout to the monitor (though
>I can probably get them from Radio Shack) or the computer (can someone
>here provide me with this?), but I'm not afraid of making my own cables.
>So...Is it possible to make the computer and monitor talk to each other
>and, if so, how/what would I need?
>
I don't know if this will help but -
The 5-pin DIN connector on the back of the 800XL has audio and video
output and works perfectly with the cabel I made for my C64 (stop laughing)
and Comodore monitor which takes separate luminance and chroma output and
makes for a _much_ better picture than TV or even composite video, which
makes me think that the 800XL has the same outputs. If you can convert
that to RGB, you may be OK, if not...

BTW the same cable also works with my TI99/4A. (I said stop laughing!)

Bob

1614. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 14:14:49 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0r46@legend.akron.oh.us>
Source record: 102095

From Frank Walters to ALL:

Zmodem has come to the 8-bit Atari. Atar-Z-Modem is a Zmodem
receive protocol. It was written in machine language by Larry Black
[FidoNet Atari echo moderator] and released as shareware on Easter
Sunday. ATZMOD10.ARC has version 1.0 of Z.COM, along with a doc and
sample config file.
--- stuf deleted ---
It should also be available by the weekend after Easter on both
Genie and CompuServe.

Note: may be downloaded from T.A.C.O. BELL BBS 904-785-2333,
4pm-11pm Central, (Atari Translation Only)(Whatever that means). (I
guess non-ascii)

1615. This is so confusing . . . Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 15:03:14 UTC
From: %travisc@sas-aux.byu.edu
Message-ID: <%travisc.64.0@sas-aux.byu.edu>
Source record: 102096

Ok, I have been reading this group for a few weeks now, and I still can't figure out what to do! Sorry if this in the FAQ, which I have read and re-read, but I keep getting different stories.
Anyway, I have a good 'ol Atari 800XL. Michael Current was kind enough to e-mail me a response about purchasing an emulator from Branch Always Software. However, I have noticed many discussions and questions about emulators available on FTP sites. I have read dox and texts and it looks like I need some combination of MYDos or Spartados, the diskutil from atari.archive.umich.edu and possibly some other things in order to read my Atari disks ON MY PC. What about Mule? What is this for? AND, there is a german atari emulator on wuarchive that seems to only use a RAM disk. What do I do?
Any explanation/enlightment given here will help many different readers, I am sure. For I have seen many questions down these lines. Maybe some knowledgeable soul could put together a FAQ... on these types of questions.
Thank you much.

1616. Re: Moonlander Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 16:14:52 UTC
From: payton@ins.infonet.net
Message-ID: <2o3vts$4cn@insosf1.infonet.net>
Source record: 102097

In article <2o2ic5$pdm@news1.digex.net>, romer@access1.digex.net (Dave Romerstein) writes:

[description of ANALOG Retrofire! deleted]

>YUP! Boy, do I remember that one (took me FOREVER to type the *&*&$%
>thing in, but wasn't that the way with ALL of those programs?)... played
>really well ('course, I was an arcade Lunar Lander addict, so....)

Those type-in games from Antic, ANALOG, Creative Computing, and Compute were really great. We used to work on them cooperatively. Several friends would split up the typing duties and then arrange to meet, with cassettes in hand, to merge them into one (hopefully) working file. After much bellowing and bickering about who made the most typing mistakes, we usually ended up with a working game. Most of these were simple BASIC games and they tended to get boring rather quickly.

Of course that's when the real fun started. After we got tired of the game as written, the real fun was coming up with the best "modification." Figuring out how to speed it up, slow it down, change the scoring system, or anything else we could think of. It was great to search through the code looking for variables to change, POKE statements to decipher, and SOUND statements to tinker with. We all learned a great deal about BASIC programming in the process. Not exactly "structured programming," but educational nonetheless. And a side effect was learning how to type! :-)

Now it's twelve years later, and kids are using much more "advanced" computers, but most know almost nothing about how programs really work. Nobody types in code anymore - it's easier to use the tons of shareware/ freeware available or rent a Nintendo game at the supermarket. I think in a lot of ways the old 8-bits (Apples and Commies included) were a lot more educational than the PCs and Macs of today.

--
James Payton | "And all the science, I don't understand. It's just
payton@ins.infonet.net | my job, five days a week." - Elton John, "Rocket Man"

1617. Re: This is so confusing . . . Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 16:57:08 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cny9r9.G0L@cbfsb.cb.att.com>
Source record: 102098

In article <%travisc.64.0@sas-aux.byu.edu> %travisc@sas-aux.byu.edu (Travis Cook) writes:
>
> Ok, I have been reading this group for a few weeks now, and I still
>can't figure out what to do! Sorry if this in the FAQ, which I have read
>and re-read, but I keep getting different stories.
> Anyway, I have a good 'ol Atari 800XL. Michael Current was kind
>enough to e-mail me a response about purchasing an emulator from Branch
>Always Software. However, I have noticed many discussions and questions
>about emulators available on FTP sites. I have read dox and texts and it
>looks like I need some combination of MYDos or Spartados, the diskutil from
>atari.archive.umich.edu and possibly some other things in order to read my
>Atari disks ON MY PC. What about Mule? What is this for? AND, there is a
>german atari emulator on wuarchive that seems to only use a RAM disk. What
>do I do?
> Any explanation/enlightment given here will help many different
>readers, I am sure. For I have seen many questions down these lines. Maybe
>some knowledgeable soul could put together a FAQ... on these types of
>questions.
> Thank you much.

The bottom line is ... you cannot unless you have a double density drive
on your Atari .. not a stock 1050, but a US Doubler version.

If you do have an approriate drive, then (my understanding is) you
can use MULE to read the approriately formatted disk directly.
Approriate formatting is underMyDOs (and/or SpartaDOS??).

The emulator discussion is completely different from what you
want to do. It has to do with running Atari programs, already
transfered to the PC or Sun Workstation, on the PC or Sun Workstation
without an Atari, ie .. having the PC or Sun EMULATE an Atari.

This comes up often enough that perhaps there is need for ...
ummm ... the opposite gender of SIO2PC and software, enabling the
PC to use Atari drives.

--
Richard Dell

1618. Re: This is so confusing . . . Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 17:13:02 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2o43au$b15@usenet.INS.CWRU.Edu>
Source record: 102099

In a previous article, %travisc@sas-aux.byu.edu (Travis Cook) says:

> Anyway, I have a good 'ol Atari 800XL. Michael Current was kind
>enough to e-mail me a response about purchasing an emulator from Branch
>Always Software. However, I have noticed many discussions and questions
>about emulators available on FTP sites. I have read dox and texts and it
>looks like I need some combination of MYDos or Spartados, the diskutil from
>atari.archive.umich.edu and possibly some other things in order to read my
>Atari disks ON MY PC. What about Mule? What is this for? AND, there is a
>german atari emulator on wuarchive that seems to only use a RAM disk. What
>do I do?

What is your goal, to run 8-bit Atari software on your PC or to read/write
8-bit Atari disks?

If you want to run Atari software under DOS you'll need an 8-bit Atari
emulator. While there seem to be several freeware projects at writing such
an emulator, none of them appear to be functional enough to be usable yet.
The commercial emulator from Branch Always called PC Xformer is supposed to
be quite functional.

If you want to read/write 8-bit Atari disks on your PC you'll need a
utility for DOS that teaches the PC to read/write such disks. Which one
you can use depends on your 8-bit Atari disk drive and DOS. (You don't
mention what drive and DOS you use.) If your DOS and drive type allow you
to work with SS/DD 180K disks, you can use UTIL on the PC for transferring
files. If your DOS and drive type allow you to work with SS/ED 128K disks
you can you Mule. UTIL and Mule are used for file transfer, not for
running Atari software.

Another option would be to purchase a Black Box and Floppy Board from
Computer Software Services. The Floppy Board allows you to read/write DOS
disks by connecting DOS floppy drives to your 8-bit system.

I believe PC Xformer leaves it up to you to figure out how to get your
Atari software into your PC (null modem, upload/download, UTIL/Mule, CSS
Floppy Board, etc.)

> Any explanation/enlightment given here will help many different
>readers, I am sure. For I have seen many questions down these lines. Maybe
>some knowledgeable soul could put together a FAQ... on these types of
>questions.

I agree, the FAQ could use some work. Is the above any better?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1619. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 17:13:17 UTC
From: potter@sunny.dab.ge.com
Message-ID: <CnyAI6.s0@sunblossom.ge.com>
Source record: 102100

In article <XRaekc1w165w@cybernet.cse.fau.edu>, maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:
|> > Is there anybody who knows if there is an extenal Zmodem or an Com program
|> > that support Zmodem as protocol for our 8-bits.??
|> >
|> Yes. There is none. :)
|>

Not true! I have seen (not used yet) a program called Atar-Z-Modem. It does only Zmodem receive, and you have to first run BobTerm to dial, connect, etc., and exit to "Z.COM" to perform the download. Users tell me it does not work with GEnie, but works on several other BBS programs for other platforms. I dl'ed it from Bob Puff's BBS: (716)247-8355.

Plus: Alfred (Jeff Williams) is debugging and alpha-testing a GEnie 8-bit interface program called DJINN. This automates your session on GEnie, to cut down on on-line time, and includes a Zmodem protocol. Once again, I haven't tested, but communicate with guys who are currently using it.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1620. Looking for Crystal Castles

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 17:15:10 UTC
From: stoddard@gdwest.gd.com
Message-ID: <2o43eu$nu2@gdwest.gd.com>
Source record: 102101

Does anyone know where I might find a copy of the old Crystal Castles game? It's the one with the Bear running around picking up gems. Also, I wouldn't mind if someone knew of a Moon Patrol game.

I still have my original 800. Even though I have a '386 and a SNES, I still enjoy playing some of those classic games. The games in the arcades these days are pretty boring (with a few exceptions). The 800 (et. al) lets those of us who grew up in the arcade boon to remember "the good old days". I put my 800, it's disk drive, disks, and cartridges in a roll-around oak TV cart. This allows me to keep it in the hall closet, wheel it out and plug in power and TV input, and away I go. Works for me.

Mike Stoddard :)

1621. atari.archive.umich.edu how big?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 18:25:32 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2o47is$7n8@hearst.cac.psu.edu>
Source record: 102102

Just how big is all the atari 8bit stuff there?
I want to pull it all and stick it on my atari harddrive system =)

--
Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site.

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1622. Re: Looking for Crystal Castles

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 22:15:44 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CnyoI8.q5@freenet.carleton.ca>
Source record: 102103

In a previous article, stoddard@gdwest.gd.com (Michael K Stoddard) says:

>Does anyone know where I might find a copy of the old Crystal Castles game?
>It's the one with the Bear running around picking up gems. Also, I wouldn't
>mind if someone knew of a Moon Patrol game.
>

I know B&C Computervisions of San Jose has Moon Patrol for $10, and I
think they also have Crystal Castles, though for much more, at least
$25 I believe.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
"In the year 2000... ...man will sometimes write '1999' on his cheques."
...the word 'krunk' will be banned from network TV."

1623. Re: Moonlander Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 22:16:24 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <108564@cup.portal.com>
Source record: 102104

> I know this is obscure, but does anyone remember a 3D moon
> lander game published in Antic or ANALOG? It had a grid on
> the left side of the screen and the stats on the right side.
> The goal was to land your ship on a designated spot, and the
> closer to the ground you got, the more detailed the grid got.
> It was a wire frame grid that you tried to land on.
>
> Anyways, I know this is a longshot, but does anyone recall
> that game? It was a great one.

It was "Retrofire!" by Tom Hudson from ANALOG #14. Less than
6K long!

Jeff_M_Lodoen@cup.portal.com

1624. Mapping the atari. How?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-08 22:59:11 UTC
From: al531826@academ01.mty.itesm.mx
Message-ID: <al531826.765845951@academ07>
Source record: 102005

Hi everybody!
I'm interested in buying the book "Mapping the Atari" (XE version). I've read a lot about it and i have two questions:

1.- Which is the ISBN (numerical ID of every publication) of this book?.

2.- Could somebody tell me where can i get a copy of it? I'd prefer hearing about a company able to export their products by mail (to Mexico).

Anyway, it doesn't matter if someone sells me his/her used copy.

Feel free to e-mail to al531826@academ01.mty.itesm.mx

Thanks in advance

- Edgar Beltran

1625. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 00:07:26 UTC
From: Nick.Bensema@launchpad.unc.edu
Message-ID: <2o4rju$3ft@samba.oit.unc.edu>
Source record: 102006

In article <XRaekc1w165w@cybernet.cse.fau.edu>,
Kenneth Matheis <maestro@cybernet.cse.fau.edu> wrote:
>> Is there anybody who knows if there is an extenal Zmodem or an Com program
>> that support Zmodem as protocol for our 8-bits.??
>>
>Yes. There is none. :)

There's one for the Commodore 64, so it is possible, though.

--

\ The above does not represent OIT, UNC-CH, laUNChpad, or its other users. /

1626. AC vs CN?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 00:07:39 UTC
From: Reaser@MT2.LAAFB.AF.MIL
Message-ID: <2DA5F171@POST3.LAAFB.AF.MIL>
Source record: 102007

Jim King:

I'm not kicking a magazine while it's down. I was a strong supporter of AC. I was the first subscriber. I encouraged all the CN readers to subscribe in my CN columns. Someone asked about the issue of timely topical news and I stated the facts. We publish more frequently than AC did and our turnaround time is shorter. There was nothing perjorative in my post. AC's focus wasn't the same as CN's and I never viewed them as competitors. One of goals of my monthly column is to provide newsy tidbits which is different than AC's focus, except sometimes in Ben's editorial.

I support AC. I even resubscribed for the the second year. I reread my post and I didn't say anything negative about AC nor did I gloat. I hope AC does survive. I've even made some suggestions on how to make it more financially viable. I'll make more recommendations on how to make it float if some of the publication info is released.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

1627. 8-bit Z-Modem Program

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 00:11:19 UTC
From: Reaser@MT2.LAAFB.AF.MIL
Message-ID: <2DA5F1FC@POST3.LAAFB.AF.MIL>
Source record: 102008

Contrary to what Kenneth Matheis stated previously, there is an Atari Z-modem program written by Larry Black (the FidoNet Atari 8-bit echo moderator). It was released on Easter Sunday (probably why Ken didn't know of it---it's that new!). We will be publishing a review of it (along with info on protocols in general) in the May isue of Current Notes. Frank Walters, who Beta-Tested the program wrote the review. If I figure a way to do it, I will send it to the Atari Archive, unless someone else has already. It's up on Fido, GEnie and CompuServe (tonight).

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

1628. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 00:58:49 UTC
From: Krishna@tiac.net
Message-ID: <2o4uk9$90b@sundog.tiac.net>
Source record: 102009

Kenneth Matheis (maestro@cybernet.cse.fau.edu) wrote:
: > Is there anybody who knows if there is an extenal Zmodem or an Com program
: > that support Zmodem as protocol for our 8-bits.??
: >
: Yes. There is none. :)

B.S.! There is a Zmodem receive in ALfred's Aladdin clone. He even offered Clay the routines for use in Flickerterm so the denizens of this net may eventually be able to dialup at 14.4 with Flick and download via Zmodem. Not too shabby, eh? A s**tload better than Omnicm and K65.

1629. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 01:22:37 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2o500t$fpi@news.cs.tulane.edu>
Source record: 102010

In article <CnyAI6.s0@sunblossom.ge.com> potter@sunny.dab.ge.com (Jeff Potter) writes:
>Not true! I have seen (not used yet) a program called Atar-Z-Modem. It
>does only Zmodem receive, and you have to first run BobTerm to dial, connect,
>etc., and exit to "Z.COM" to perform the download. Users tell me it does
>not work with GEnie, but works on several other BBS programs for other
>platforms. I dl'ed it from Bob Puff's BBS: (716)247-8355.

Z.Com works great with the Unix SZ, but on GEnie, it seems to get caught in
a loop trying to get the file name and size. I've used it with DSZ Zmodem,
it's a little slow through the first full buffer... picks up speed on
the second (don't know why though)... When I know I'm going to Zmodem,
I'm just used it like a dumb term... all the at commands work, so I just
use the numbers saved in the modem (s0-2) to autodial...

Really very nice, but Bobterm and ymodem are still faster...

Mike

--

____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu snyder10@rs5.tcs.tulane.edu

1630. Need terminal program advice.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 05:21:04 UTC
From: lrfrederick@ualr.edu
Message-ID: <1994Apr8.232104.1@ualr.edu>
Source record: 102011

I need a terminal program that is compatible with the 800XL and 850 inferface. Features I'm looking for include 80 columns, xmodem , ymodem, vt52 or vt100, and 2400 baud support. Does such a program exist? Is it commercial? If so, where do I buy it? If not, who can I get it from? I don't have a way to download anything to my 800XL. The only terminal program I have is Telelink 1, the one that comes with the 850 interface.

lrfrederick@athena.ualr.edu

1631. Re: 8-bit Z-Modem Program

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 05:53:55 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <kk4Hkc4w165w@cybernet.cse.fau.edu>
Source record: 102012

Reaser@MT2.LAAFB.AF.MIL (Reaser, Rick L., MAJ\\MTF) writes:

> Contrary to what Kenneth Matheis stated previously, there is an Atari
> Z-modem program written by Larry Black (the FidoNet Atari 8-bit echo
> moderator). It was released on Easter Sunday (probably why Ken didn't
know
> of it---it's that new!). We will be publishing a review of it (along
with
> info on protocols in general) in the May isue of Current Notes. Frank
> Walters, who Beta-Tested the program wrote the review. If I figure a
way to
> do it, I will send it to the Atari Archive, unless someone else has
already.
> It's up on Fido, GEnie and CompuServe (tonight).
>
> Rick Reaser
> Atari 8-bit Editor
> Current Notes Magazine

And its a damn good thing that I stuck my foot in my mouth, too! Good to
see support for the ol' gal.

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
---
Locked, loaded, and ready to go.

1632. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 05:56:28 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <To4Hkc7w165w@cybernet.cse.fau.edu>
Source record: 102013

```
> Note: may be downloaded from T.A.C.O. BELL BBS 904-785-2333,
> 4pm-11pm Central, (Atari Translation Only)(Whatever that means). (I
> guess non-ascii)
>

Sounds like ATASCII translation to me! You know, spiphphy characters like
the big dot for Ctrl-T and such. Is T.A.C.O. Bell a Carina system out of
curiosity, or Forem-XE?
,,,

--------------------------------------------------------------------
Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
--------------------------------------------------------------------
Locked, loaded, and ready to go.
--------------------------------------------------------------------
```

1633. Atari-Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 08:21:20 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2o5oi0$qu1@news.cs.tulane.edu>
Source record: 102014

Well, I just tried to send a copy of Atai-Zmodem to the archives at
umich... seem they're not taking anything new, when you try you get a
disk quota error. So, if you want this porgram, all you need do is
send mail to
snyder10@convex1.tcs.tulane.edu
Subject: zmodem

with the line, send zmodem in the body of the letter, and a uuencoded
copy will be sent to you within a few min.

This is only until there is free space at the archive...hope it helps.

Mike
--

_____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu snyder10@rs5.tcs.tulane.edu

1634. Used Book: The Computer Tutor: Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 08:48:46 UTC
From: leavitt@armory.com
Message-ID: <2o5q5s$juf@nic.scruz.net>
Source record: 102015

Home Computer Edition

Learning activities for Homes and Schools

For the Atari 400/800 600XL 800XL 1200XL 1400XL AND 1450XLD Home Computers
and the Atari VCS 2600 and 5200 Computer Keyboards

By Gary W. Orwig and William S. Hodges

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Focusing on Computer Assisted Instruction with supplementary materials
on programming and CAI in general.

$5 + shipping/obo.

25 different programs in BASIC on geography science math etc.

Thomas Leavitt, author of Thom's Little Guide to Purchasing a COMPUTER,
publisher of the e-zine "Bleeding Edge", and confirmed net.addict. Also,
iniator of alt.religion.gnostic... check it out.

Finger leavitt@deeptht.armory.com for more info on the above!
Bleeding Edge avail at ftp.netcom.com pub/css/leavitt...

1635. Re: 8-bit to ibm

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 12:17:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <a6ac4e00@straight.ct.se>
Source record: 102016

On 04-05-94 NICK VISIC wrote to ALL...
a> how can i convert atari 8-bit discs with a bunch of ascii documents
a> to ibm format.

The only way I now for the moment is whith SIO2PC.

-=> WFR.! Per-Erik "Pekka" Peterson <=-

Gothenburg SWEDEN

* (QW|{ 2.6 *

1636. Not Really Atari, But ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 15:27:01 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <766081590.AA08427@rochgte.fidonet.org>
Source record: 102017

```
Quoting from: Lonnie McClure <lmcclure@delphi.com>
LM>Organization: Delphi (info@delphi.com email, 800-695-4005 voice)
LM>
LM> In a message dated 3-31-94, Mr. Fixit said:
LM>
LM> "Nah, the arcade division has been doing ok all these
LM> years... if I recall correctly, Atari has a few distinct
LM> corporate (small, but corporate) divisions: arcade/gaming,
LM> computer development research, and their stagnating
LM> home-arcade sys development... "
LM>
LM>Actually, the arcade division has been a completely separate company,
LM>with no relation other than the name, ever since the computer and game
LM>divisions were sold to the Tramiels.

Right. Doesn't Time-Warner own the arcade division?

-Dag- ---> dag.hugdahl@rochgte.fidonet.org

* PabQwk 2.0 * Luck favours fools, little children, and ships named
Enterprise - Cdr. Riker
```

1637. 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 16:55:02 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <766081590.AA08428@rochgte.fidonet.org>
Source record: 102018

Quoting From: F Tooned <ftooned@delphi.com>
FT> FTe should've had 70-80 products in 3 months...
FT>
Well, sounds like you have a new product that does sound interesting.
What can you tell me about the Mars8? (correct name?)

-Dag- ---> dag.hugdahl@rochgte.fidonet.org

* PabQwk 2.0 *

1638. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 17:29:36 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2o6om0$ikd@hearst.cac.psu.edu>
Source record: 102019

bob_s2@sfov1.verifone.com wrote:
: In Article <2n17ce$pqg@news.delphi.com>
: lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
: >
: >First, I acquired a Tandy RGB monitor (previously hooked up to an old
: >Tandy 1000EX computer) for nothing. The monitor is in good condition and
: >provides a decent picture. However, I don't know how to hook it up to my
: >800XL. The XL has the monitor port (a MIDI-looking connector) and the
: >monitor has a male 9-pin DIN connector for hookup. I seem to recall
: >the fact (?) that the 800XL can only drive a composite color monitor, not
: >an RGB one? Is this correct? If so, is there *any* way I can get the XL to
: >work with the monitor? I don't have the pin layout to the monitor (though
: >I can probably get them from Radio Shack) or the computer (can someone
: >here provide me with this?), but I'm not afraid of making my own cables.
: >So...Is it possible to make the computer and monitor talk to each other
: >and, if so, how/what would I need?
: >
: I don't know if this will help but -
: The 5-pin DIN connector on the back of the 800XL has audio and video
: output and works perfectly with the cabel I made for my C64 (stop laughing)
: and Comodore monitor which takes separate luminance and chroma output and
: makes for a _much_ better picture than TV or even composite video, which
: makes me think that the 800XL has the same outputs. If you can convert
: that to RGB, you may be OK, if not...

well...the xl's are supposed to have the same connections... just
that the chroma or luminance wasnt hooked up in the 800xl...(maybe
even 600xl) anyways...it only needs a resistor i think to make the
connection.

: BTW the same cable also works with my TI99/4A. (I said stop laughing!)

: Bob

--
Andrew K. Heller - Making the world safe once again.
---

heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site.

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1639. February AC Delivery Delays

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 17:37:13 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404091716.AA22472@phinet.smithkline.com>
Source record: 102020

[Lawrence, please post to all nets, thanks!]

During the past week I've grown concerned about a rising tide of complaints of non-delivery of the February issue of Atari Classics. All were from the USA or Canada (overseas subscribers seem to have received theirs OK).

My understanding from Unicorn Publications is that the Feb. AC was mailed out three weeks ago, on March 21. I received my own personal subscription copy on April 5--- a tad slow but within the bounds of what I consider normal.

The volume of complaints is disrupting my work on the April issue, which is doubly frustrating.

My advice to everyone who is still waiting for the February AC: please give it till April 15 before you file a complaint. Delivery this time does seem to be slower & more sporadic, I don't why. I've made an enquiry with our publisher to ascertain if there was some problem with the mailing that we were not informed of. I'll post new information if/when it becomes available.

In the meantime, please be patient & wait till April 15. After April 15 I'll be glad to send out a replacement copy to anyone who hasn't received it by then.

- Ben Poehland
Circulatin Editor
Atari Classics Magazine

1640. Re: February AC Delivery Delays

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-09 18:19:52 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Co0894.5tq@cbfsb.cb.att.com>
Source record: 102021

In article <9404091716.AA22472@phinet.smithkline.com> poehland%phvax.dnet@sb.com writes:
>[Lawrence, please post to all nets, thanks!]
>
>During the past week I've grown concerned about a rising tide of complaints
>of non-delivery of the February issue of Atari Classics. All were from the
>USA or Canada (overseas subscribers seem to have received theirs OK).
>
>My understanding from Unicorn Publications is that the Feb. AC was mailed out
>three weeks ago, on March 21. I received my own personal subscription copy on
>April 5--- a tad slow but within the bounds of what I consider normal.
>

I only received my copy on April 7th. Does seem a might slow, but after
this winter when we frequently didn't get mail for days at a time, I've
given up looking for things day to day.

--
Richard Dell

1641. Re: Moonlander Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 00:19:24 UTC
From: knauss@netcom.com
Message-ID: <knaussCo0owD.n04@netcom.com>
Source record: 102022

payton@ins.infonet.net writes:

>Of course that's when the real fun started. After we got tired of the
>game as written, the real fun was coming up with the best "modification."

I tweaked Tom Hudson's "Livewire!" (the best of the ANALOG type-ins,
if'n you ask me) to use new set lay-outs. A friend and I had spent
hours entering all the hex nonsense that made up the BASIC loader and
I spent days working out offsets based on the assembly listing in
the magazine.
Amazingly, it all worked. The game was so well written that
it could adapt no matter how badly I screwed up the original sets.
Great, great fun.
(Off subject, did anybody try to draw an area in "Fill 'er Up!"
that had more than, oh, I think it was 64 corners? The fill routine
would get confused and start dumping all sorts of random garbage.
Man, did I have a lot of free time on my hands.)

--
Greg Knauss "I invented a new color, and I'm working on a
knauss@netcom.com magnet that can pick up wood." -- Bryce Lynch

1642. Re: Need terminal program advice.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 03:32:27 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0rd8@legend.akron.oh.us>
Source record: 102023

Sounds like you want OmniCom and K65, both 80 column, and public domain. OmniCom has Kermit and xmodem while K65 only has Kermit U/D load capability.

1643. Module Player for the Atari1010? Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 03:55:42 UTC
From: jtee@ac.dal.ca
Message-ID: <1994Apr10.005542.22881@dal1>
Source record: 102024

Hi - a friend of mine owns an Atari 1010 and he was wondering
whether anyone knew of a module player - including one that might
be able to play protracker mods from the my Amiga. The only
ftp site I could supply him for atari stuff was ftp.funet.fi, but
I'm sure there are better sites for him. If anyone could
give me the name of one or two sites, I'd be thankful.

I don't know too much about Ataris so I'm not sure if
I'm posting in the right newsgroup. Anyways, from what I've
seen of Ataris, I'm quite impressed. At least Atari isn't
at the brink of liquidation like Commodore :(

Say, does an idiot called Marc Barrett hang out here too
or does he only rant about Amigas and rave over Macs? <ooh, System 7).

James Tee
JTEE@ac.dal.ca

1644. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 04:20:48 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0rdm@legend.akron.oh.us>
Source record: 102025

Atascii, like maybe chr$ 155 for carraige returns, right? You will have to call taco bell bbs to determine what bbs software is running since I was merely quoting a message from another net.

1645. 800XL's For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 05:16:00 UTC
From: jg58@delphi.com
Message-ID: <pS6tSg4.jg58@delphi.com>
Source record: 102026

I have six more socketed 800XL's to sell. All are in working condition, some have cosmetic flaws.(Caused by the previous owners using masking tape for labels. These are not serious and most of it can be cleaned off. Price is $25.00 including shipping. Two of the six do not have power supplies. These go for $15.00 including shipping. (They do work) I test all units before I ship.
Also I have some custom dust covers. These are brown with the product name on top. I have 400, 1010, Rana 1000, 65XE, 825, and a Star NX10 cover. (The Star cover is just brown with no lettering.) All are new in the box except the Star which is in new condition. These go for $5.00 shipped.
Please E-mail if interested.
-Jim Graham
jg58@delphi.com

1646. Re: This is so confusing . . . Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 06:08:06 UTC
From: ricortes@delphi.com
Message-ID: <h2wNa62.ricortes@delphi.com>
Source record: 102027

Hi Richard; You are substantially correct <as usual>, but may be I should
give a brief note on Mule. It does work with a stock 1050 drive, but only
in IBM 180k format. As I'm sure most hackers are aware, the 1050 only has
128 bytes of ram for sector reads so it just picks off the first 128 bytes
of an IBM 512 byte sector as data. I didn't write it to only handle small
files for spite, it just wouldn't work for anything bigger without multiple
disk swaps: You see, IBM 9 sectors/track X 40 tracks => 360 128 byte reads
max/disk. *IF* I really wanted to, I could rewrite the thing for multiple
disk swaps, but as a hardware guy, you can see the fault lies not in our
stars, but in our drives. I've toyed with the idea of doing a bootable
stock 1050 disk on an IBM, but I must admit, except for maybe 2 or 3 people
I'm sorry I wrote the damm thing in the first place. I've got a fragile
ego & all these repeated "It don't work(s)" are getting me down. 'sides, I've
got bigger fish to fry. I figure about 1 in 10 persons actually uses it
to continue using the 8-bit, the rest just want a free way to transfer files
to the IBM so they can show the 8-bit their butts.
ARRRRGH!!!@!%$ I'm comming across to negative. I'll slap myself silly!
Anyway, I had a big work week so I'm so tired I'm stupid. If anybody is
offended because they didn't get a simple question answered, I'm back
& will make an effort to be a little more generous with my time.
BTW: Mike Todd, thanks for fielding some questions about MULE, it saved
me mucho $bucks$ in online time. If you ever need a favor just ask.
Rick Cortese

1647. Re: 8-bit Z-Modem Program

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 06:11:35 UTC
From: ricortes@delphi.com
Message-ID: <pUxsai3.ricortes@delphi.com>
Source record: 102028

BTW: Rick; are you aware people were going nuts on Fido net trying]
to get you online again? Please disregard if you're back, but a number of
people have been asking where you were & is there was a local node to you.

1648. Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 08:57:01 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2da81406@p17.f1540.n244.z2.fidonet.org>
Source record: 102029

Friday, 08 April 1994 15:36, Michael Beck wrote to Guido Lehwalder:

MB> From: beck@informatik.hu-berlin.de (Michael Beck)
MB> * To: Guido_Lehwalder@p17.wildcat.fido.de (Guido Lehwalder)

|>> Hi Michael,

you can try to send me this File uudecoded, but i dont know if this File/Msg
will me arrive so as you send it...
and i couldnt get Files from an FTP-Server because Iam on FidoNet and didnt
know how I can get Files from there and with wich Program.

A FidoNode here in Germany were a better way for me, but can you send it to a
Fido-Node where i can request it ?
---- !! ----
BTW: Can anyone tell me more about the XFormer Emulator for PC ?
How much does it cost and how fast is it on which PC.
Does it use VGA
---- !! ----

THANX
Guido

1649. Re: Moonlander Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 13:47:02 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr10.134702.18631@ultb.isc.rit.edu>
Source record: 102030

In article <2o1scl$k70@titan.wordperfect.com> jayk@wordperfect.com (Thom Boyer) writes:
>I know this is obscure, but does anyone remember a 3D moon lander game
>published in Antic or ANALOG? It had a grid on the left side of the
>screen and the stats on the right side. The goal was to land your ship
>on a designated spot, and the closer to the ground you got, the more
>detailed the grid got. It was a wire frame grid that you tried to land
>on.

Yes, it's called "retrofire" and I happened to come across it on
the Atari archive at atari.archive.umich.edu, when I was getting PD
stuff to test my emulator.

>
>BTW, where are the archives of this newsgroup? And are there any
>emulators for MS-DOS? I worked on one a long time ago, but have had to
>put it aside due to lack of time.
>

For MS-DOS, not yet that I know of (unless XFormer works on it) but
I'm about to release one for Unix/X-Windows, hopefully at the end
of this week if I can find enough time to wrap up a few things in it.
And it should be *really* easy for someone to port to any other
platform that has a good C compiler.

>Jay Kint
>jayk@wordperfect.com

- Frank

1650. Re: This is so confusing . . . Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 13:54:59 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr10.135459.18882@ultb.isc.rit.edu>
Source record: 102031

In article <Cny9r9.G0L@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
[lots of stuff deleted]

>This comes up often enough that perhaps there is need for ...
>ummm ... the opposite gender of SIO2PC and software, enabling the
>PC to use Atari drives.

I actually tried to do this (although not with the MAXIM232 since
I still don't have one, and can't seem to get through to MAXIM
on the phone) but with a simple quad line driver/receiver chip pair
that I wired up to build a "psuedo" SIO2PC. It works fine as an
Atari->PC device, but when I reversed it and tried to make a PC->disk
device, I sent out the status request codes to the disk, and nothing
came back. It was sending the write TTL codes out to the disk, but
there are two other lines I couldn't supply, the 12V line, and the
clock line. Does the drive need either of these to operate correctly?
If so, that's my problem. If not, I'm not sure. Unless I wasn't
getting the timing of the command line correct. Is it very timing
critical, or can it just go off any time after the command block
is done?

I had hoped to build a universal interface in the end-- one that
allows the Atari to talk to the PC, the PC to atari stuff, and
allow my emulator to boot directly from a REAL Atari drive
(thus allowing it to load original copy-protected software, which
right now it can't since it can only load disk images)

-Frank

>
>--
>Richard Dell
>
>

1651. FOR SALE: ROM Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 18:06:02 UTC
From: a9355@mindlink.bc.ca
Message-ID: <42507@mindlink.bc.ca>
Source record: 102032

FOR SALE: The Rom Magazine Collector's Series
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11469 256st RR#1
Maple Ridge, BC, Canada
V2X 7E6

or E-Mail any questions or orders to RH at a9355@Mindlink.bc.ca

1652. Re: AC vs CN?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 18:06:25 UTC
From: kamaro_kid@delphi.com
Message-ID: <xc8Pyq5.kamaro_kid@delphi.com>
Source record: 102033

It just seemed as though you were wallowing in the potential collapse
of AC. If not, then my apologies for reading your messages incorrectly.

1653. Re: atari.archive.umich.edu how big?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 18:07:50 UTC
From: kamaro_kid@delphi.com
Message-ID: <xe9sKy2.kamaro_kid@delphi.com>
Source record: 102034

I've already got the entire atari archive on my hard drive, including virtually every file on GEnie, CI$ and Delphi.

But then again, I have 350+meg on my Atari!

1654. IBM Atari emulator software

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 18:10:23 UTC
From: kamaro_kid@delphi.com
Message-ID: <x+1Oie-.kamaro_kid@delphi.com>
Source record: 102035

I've been looking and looking and looking, but cant seem to locate that german Atari emulator, for use on the PC.

First, what's the filename?

Second, where's it at? I've looked on UMICH, WUARCHIVE, SRC.DOC - and cant seem to find anything!

1655. ROM pin-counting

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 18:13:30 UTC
From: kamaro_kid@delphi.com
Message-ID: <xe9ta+y.kamaro_kid@delphi.com>
Source record: 102036

Excuse my ignorance, but how do I count the pins on an Atari 8bit ROM?

With the little notch on the rom off to the LEFT, and the pins facing
north and south .. ie..

....

....

Which one is 1 and when you get the to end of one row, do you start at
the upper LEFT hand corner to continue to 17 or stay on the right and
count to the left? I have a ROM here, and need to locate pin 27.

THEN, per instructions I received, I'm tadd a switch to flip pin
27 between +5 and ground. What's the best way to go about this?

Any help greatly appreciated.

1656. SIO Interfacing was Re: This is so confusing . . . Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 18:55:53 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Co24L5.MtB@cbfsb.cb.att.com>
Source record: 102037

In article <1994Apr10.135459.18882@ultb.isc.rit.edu> feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:
>In article <Cny9r9.G0L@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
> [lots of stuff deleted]
>
>>This comes up often enough that perhaps there is need for ...
>>ummm ... the opposite gender of SIO2PC and software, enabling the
>>PC to use Atari drives.
>
>I actually tried to do this (although not with the MAXIM232 since
>I still don't have one, and can't seem to get through to MAXIM
>on the phone) but with a simple quad line driver/receiver chip pair
>that I wired up to build a "psuedo" SIO2PC. It works fine as an
>Atari->PC device, but when I reversed it and tried to make a PC->disk
>device, I sent out the status request codes to the disk, and nothing
>came back. It was sending the write TTL codes out to the disk, but
>there are two other lines I couldn't supply, the 12V line, and the
>clock line. Does the drive need either of these to operate correctly?
>If so, that's my problem. If not, I'm not sure. Unless I wasn't
>getting the timing of the command line correct. Is it very timing
>critical, or can it just go off any time after the command block
>is done?
>
>I had hoped to build a universal interface in the end-- one that
>allows the Atari to talk to the PC, the PC to atari stuff, and
>allow my emulator to boot directly from a REAL Atari drive
>(thus allowing it to load original copy-protected software, which
>right now it can't since it can only load disk images)
>

Aww yes .. the CLOCK line. You also need to supply a COMMAND/DATA line.
I had wired up (though I never used) a universal interface for my 6800
system, but there I thought nothing of modifying the interface boards
to suit my whims of the moment, and has a couple of boards that brought
the clock out for various purposes (a Kansas City standard cassette
interface, an Atari audio record to cassette interface).

Since frequently one may not wish to modify PC serial interfaces,
due to inaccessibility (say an intrated port in a laptop), wide variety
of specific implementations (wanting others to be able to use your work),
etc, if I were to implement an interface now, I would use a pair of
UARTs to regenerate the data, which would then make the CLOCK line easily
accessible. The COMMAND/DATA line would still need a bit of careful
thought though. I would love to implement it in such a way that a

simple Unix beast would be able to use it ... then the Sun based
Atari emulator would be able to access Atari drives directly.

What occurs to me as being most general would be an implementation with
a single chip processor sitting between the pair of UARTs, and implementing
a specialized protocol to control the SIO bus from the host port. A friend
of mine at work has a problem quite like this in real life, where an old
serial protocol uses hardware handshaking lines as status/request/acknowledge
signals, and he is pumping me weekly for ideas to help him move this stuff
to modern computers. He still has to dig up the long ago buried or lost
documentation for the protocol though, or be stuck reverse engineering it.

In my Atari world, the first project I will develop when I get my computer
systems back to reasonable normality and an Atari set up for my own use
here is a redone version of my old 6800-SIO/Atari-StereoCassette interface.
I plan a small box with three paralleled SIO ports, test points on each
line for scope probes, buffered three state LEDs on the data
lines (high/low/open), a standard SIO2PC type of RS-232 port (call this
a device version) and host/device switchable SIO-RS232 port with the clock
signal where I had it on my 6800 system, pin 24 as I recall (there are three
pins assigned to data rate clock signals in the RS-232 standard,
15 (DCE transmit), 17 (DCE receive), and 24 (DTE transmit)). This won't
greatly help those with IBM-PCs though, since their UART generate the baud
clock internally.

Then we will see where my path leads .. I think a dual UART/microprocessor
serial to SIO interface board would be most general purpose, but would also
be reasonablly sophisticated and perhaps too mcuh for anyone else to want
to build (probably something like 3 40 pin chips, some 28 pin or so memory
chips, whatever glue and logic might be needed). I trust the community
would be much more interested in a straightforward PBI to floppy interface,
which would actually probably be half as much work to implement. But
then, that's why gaps in meeting the more universal needs exist, people
like me tend to develop what they find most interesting rather than what
people need the most. I am very interested these days in tieing things
into Unix serial ports .. hence that is where I will likely head.

--
Richard Dell

1657. Re: This is so confusing . . . Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 18:59:04 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Co24qH.MzB@cbfsb.cb.att.com>
Source record: 102038

In article <1994Apr10.135459.18882@ultb.isc.rit.edu> feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:
>In article <Cny9r9.G0L@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
> [lots of stuff deleted]
>
>>This comes up often enough that perhaps there is need for ...
>>ummm ... the opposite gender of SIO2PC and software, enabling the
>>PC to use Atari drives.
>
>I actually tried to do this (although not with the MAXIM232 since
>I still don't have one, and can't seem to get through to MAXIM
>on the phone) but with a simple quad line driver/receiver chip pair
>that I wired up to build a "psuedo" SIO2PC. It works fine as an
>Atari->PC device, but when I reversed it and tried to make a PC->disk
>device, I sent out the status request codes to the disk, and nothing
>came back. It was sending the write TTL codes out to the disk, but
>there are two other lines I couldn't supply, the 12V line, and the
>clock line. Does the drive need either of these to operate correctly?
>If so, that's my problem. If not, I'm not sure. Unless I wasn't
>getting the timing of the command line correct. Is it very timing
>critical, or can it just go off any time after the command block
>is done?
>
>I had hoped to build a universal interface in the end-- one that
>allows the Atari to talk to the PC, the PC to atari stuff, and
>allow my emulator to boot directly from a REAL Atari drive
>(thus allowing it to load original copy-protected software, which
>right now it can't since it can only load disk images)
>

Though no one has specifically mentioned it, after my original post
I realized that I had stupidly not mentioned the obvious ....
presuming a functioning Atari, and an SIO2PC hookup and software,
one can easily dump a 1050 floppy to an SIO2PC image file, and then
I believe SIO2PC includes utilities to access files on the images???

--
Richard Dell

1658. Atari 2600, Intellivision(II), more items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 20:05:22 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097CC13.E0794D40@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 102039
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.atari.8bit

Please make offers on any of the following atari, Intellivision (II),
etc. items. Please respond to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call
(804)293-8973. Thanks!

Atari 2600 items for sale:
High quality game joysticks (various types).
Atari paddles
Atari track ball- Atari 2600 Pro-Line Trak-Ball
2 Atari catalogs from different dates.
CARTRIDGES-

Activision Ghostbusters
DataAge Journey Escape
Omega Race/RAM PLUS (CBS) (note: this is the only cartridge which is not
is a very good shape. The plastic case and
a corner of the label have a small piece
missing. The cartridge is complete in one
piece, however. Nothing loose, no rattle :-).
Epyx California Games
Epyx Winter Games
RealSports Football
Coleco Donkey Kong
Video Pinball
Astroids
****
Intellivision hardware-

Intellivision II main unit with the two joysticks. I do not have the power
supply cable (i.e., the external transformer) for it, so I cannot test it
prior to shipping. The unit is in great shape, very clean and without
defects.

Intellivision cartridges-

Cartridges with original boxes, some have manuals and overlays-
Las Vegas Poker and Blackjack
Snafu
Donkey Kong

Cartridges without boxes-
BurgerTime with original overlays
Royal Dealer
Reversi
The Electric Company Word Fun!

****

Other cartridges-

Atari 7800- One-On-One
Atari 5200- Pac-Man

1659. Atari 2600 Power Supply Info

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 21:43:01 UTC
From: jungekim@wam.umd.edu
Message-ID: <2o9rt5$pf9@cville-srv.wam.umd.edu>
Source record: 102040

I Just bought a bunch of old 2600 cartridges at a local thrift store. Now
I've got the 2600 main unit, but no power supply.

Can someone with a working 2600 please post the specs and/or label on their
2600 power supply for myself and others?

thhhhhhhhhhhhhhhhhhhhhhhhhank you.

1660. Re: 800XL Info/Advice Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 21:59:02 UTC
From: cmwagner@inca.gate.net
Message-ID: <2o9sr6$1ano@inca.gate.net>
Source record: 102041

bob_s2@sfov1.verifone.com wrote:
: and Comodore monitor which takes separate luminance and chroma output and
: makes for a _much_ better picture than TV or even composite video, which
: makes me think that the 800XL has the same outputs. If you can convert

Yeah, as I remember, they have the same outputs, it was probably a de facto
standard for the time.

1661. 8-Bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 22:48:47 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <1994Apr10.224847.5423@mnemosyne.cs.du.edu>
Source record: 102047

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $15.

2)Conversational Italian (learn
Italian with your computer! - $10.

3) Timewise (Time management), $10.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $5.

7) "Midway Campaign", $15.

8) "Strip Poker", $10.

9) "SynsStock" (Stock charting) $15.

10) "Sargon III" (Chess program) $15.

11) "SCRAM"(Nuclear Power Plant Simulator), $15.

12) "GO" (Ancient Japanese game, harder than Chess) $10.

13) "The Newsroom" $15.

14) "Movie Maker" (Animation Construction Set) $15.

15) SOLD!

16) "Proofreader" (Spelling Checker for Atariwriter), $20.

17) "Your Personal Net Worth", $20.

18) "Managing Your Stocks", $15.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $15.

21) "Personal Inventory Manager", $10.

22) The following from XLEnt Software, $20 each, or all 5 for $75.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

23) GRAB-BAG: I have over 50 disks of public domain and other software,
graphics, utilities, games, for the 8-bit Atari's. All for $35.
(That's less than 70 centa a disk!)

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

Your Atari Computer

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY
SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package
offeres that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705
MCI Mail: MZWILLENBERG
INTERNET: 75746.3705@compuserve.com
ZWILLENBERG@delphi.com
mlzwille@nyx10.cs.du.edu

DELPHI: ZWILLENBERG

1662. Re: ROM pin-counting

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-10 23:56:01 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2oa3mh$ids@usenet.INS.CWRU.Edu>
Source record: 102042

(Kamaro Kid wants to know pin #s for 8-bit ROMs.)
Hope somebody corrects me if I'm wrong. With notch to left and
pins north and south, #1 is bottom left. Continue counting
north of the right hand pin. The last pin is at the top on
the left. ie. Both the first and last pins are near the notch.
Russ Gilbert

1663. Re: ROM pin-counting

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 02:04:04 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Co2oEt.lw8@cbfsb.cb.att.com>
Source record: 102043

In article <xe9ta+y.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>Excuse my ignorance, but how do I count the pins on an Atari 8bit ROM?
>
>With the little notch on the rom off to the LEFT, and the pins facing
>north and south .. ie..
>
>.............
>
>.............
>
>Which one is 1 and when you get the to end of one row, do you start at
>the upper LEFT hand corner to continue to 17 or stay on the right and
>count to the left? I have a ROM here, and need to locate pin 27.
>

A 28 pin ROM:

28 27 26 25 24 23 22 21 20 19 18 17 16 15

>

1 2 3 4 5 6 7 8 9 10 11 12 13 14

^----note position of notch

All other sizes of DIPs are the same general orientation, and this
is the view from the back of the device, the side with the lettering,
not the board side, towards which the feet are bent.

>THEN, per instructions I received, I'm tadd a switch to flip pin
>27 between +5 and ground. What's the best way to go about this?
>

In general, it is not a good idea from the point of view of noise
sensitivity and other considerations to tie a pin directly to the
5 volt supply line (other than a power supply pin). Ground, however,
is ok to tie to directly. So the best way to accomplish a high/low
logic level switch (presuming one just wants to use a switch) is to
connect a resistor, something about 2.2 K would be a good value, from
the pin under consideration to the 5 volt supply line. This is
called a "pull-up resistor". Than connect a simply SPST switch
from the pin in question to the ground line. Close the switch for
a low or zero, open it for a high, or one.

--
Richard Dell

1664. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 03:45:35 UTC
From: jharris@cup.portal.com
Message-ID: <108698@cup.portal.com>
Source record: 102044

>Okay, I give up...what does the '802 offer us as Atari users?

It can move memory twice as fast. Other improvements in opcodes can speed up certain operations as well. For example, the 802 will run a sieve benchmark at twice the speed of the 6502. It's also much easier to write relocatable, reentrant, and recursive code.

John Harris - jharris@cup.portal.com

1665. Microram 64K memory board for 600XL for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 04:43:44 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <Co2vsw.5wK@freenet.carleton.ca>
Source record: 102045

This is a plug-in ram expansion board. Asking $10 plus shipping, or will
trade for a couple of cartridges I don't have.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
"In the year 2000... ...man will sometimes write '1999' on his cheques."
...the word 'krunk' will be banned from network TV."

1666. Converter Signum <-> ASCII wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 11:13:11 UTC
From: dirk@dynamik.rwth-aachen.de
Message-ID: <dirk.61.000B38A0@dynamik.rwth-aachen.de>
Source record: 101905

Hi there,

I'm looking for a tool, which can possibly convert documents written with Signum into ASCII-Format. I have to write those docs on my PC now.

Does such a converter exist? Or is there perhaps already a converter, which could even convert to RTF (Rich Text Format) or WordPerfect 6.0?

Any hints welcome - even the pure description of the *.SDO-Fileformat, so that I could write my own converter.

Tschoe
Dirk :-) :-)

Dirk Wissmann Maus: AC3 dirk@pool.informatik.rwth-achen.de
Pley 39 Fido: 2:2452/151.25 dirk@dynamik.rwth-aachen.de
52146 Wuerselen Lehrstuhl fuer Dynamik der Flugkoerper/ILR

1667. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 12:28:18 UTC
From: kamaro_kid@delphi.com
Message-ID: <Z8+MCrC.kamaro_kid@delphi.com>
Source record: 102046

Zmodem for the atari 8bit is now available on the atari archives
as atzmod.arc.

It can also be downloaded off CompuServ and the Atari Connection BBS
(801) 969-1468

1668. PC 8-bit Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 15:16:43 UTC
From: Reaser@MT2.LAAFB.AF.MIL
Message-ID: <2DA96979@POST3.LAAFB.AF.MIL>
Source record: 102048

Travis Cook:

The only true working 8-bit emulator right now in Darek Mihocka's PC Xformer marketed by Branch Always. Even this program is not truly available. It will be a commercial program. It was demoed at the Sacramento show and Darek has a few more thinks to add and fix on it. Bob Woolley is helping Darek "tune" it in his spare time. PCX will cost less than $35. In order to transfer stuff to the from your Atari set-up, you will need Nick Kennedy's SIO2PC, which is a separate deal. The other emulators out there don't have near the functionality as PCX.

Darek wrote me privately about the "Mule" comment. Mule is a commercial game that is copy protected. In order to get it to run on PCX, you would have to crack the copy protection. Also transferring the software to another platform may violate the copyright as well, though Darek wasn't sure what limitations Electronic Arts had on that front. In view of these issues, Darek has chosen to be silent on the "Mule matter." As for the four controllers, I"m not sure whether you could rig a PC to do that. Darek is adding support for at least one joystick to PCX. Maybe two.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

1669. Re: This is so confusing . . . Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 16:19:32 UTC
From: potter@sunny.dab.ge.com
Message-ID: <Co3s0L.8B5@sunblossom.ge.com>
Source record: 102049

In article <1994Apr10.135459.18882@ultb.isc.rit.edu>, feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:
|>
|> I actually tried to do this (although not with the MAXIM232 since
|> I still don't have one, and can't seem to get through to MAXIM
|> on the phone) but with a simple quad line driver/receiver chip pair

The MAX232 is available from a bunch of (US) sources... I seem to remember it being carried by Jameco, B.G. Micro, Digi-Key, Mouser Electronics, and others. Some sources also carry other manufacturer's equivalent parts (Harris? NS?). It's quite a popular part, and shows up in a bunch of electronics hobbyist magazine projects (anywhere you need to communicate with an RS-232 device).

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1670. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 18:24:53 UTC
From: gcrhh@cbnewsl.cb.att.com
Message-ID: <Co3xtL.Bo0@cbnewsl.cb.att.com>
Source record: 101909

tari 800 computer
program recorder 410
paddle - 2 person
joystick - wico
joystick x2 - atari
cartridges:
miner 2049er
basic
basic - 1985 upgrade
super breakout
star raiders
pole position
pac-man
computer chess
basketball
football
gorf - by midway
eastern front(1941)
TAPES:
telengard
"night mission" pinball - subLOGIC
golf pro
computhello
final assembly
dragonfire
alvin
several games/utilities keyed from mags
MANUALS:
atari 400/800 basic reference manual (1980)
atari basic by albrecht, finkel, brown
atari games and recretations by kohl,kahn,lindsay
the atari tutorial

Would like to sell as a lot.

1671. 1090 PEB

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 19:15:15 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404111906.AA09934@phinet.smithkline.com>
Source record: 102050

Rich, I've got my nose to the grindstone finishing up the April AC, so you guys have nothing to fear that I'll show up at the fair at 5AM drooling at the mouth & brandishing cash/crdit cards like weapons.

But, *next* year..... heh.

- Ben

1672. Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 19:28:39 UTC
From: markus@rsvl.unisys.com
Message-ID: <markus.101.00977E33@rsvl.unisys.com>
Source record: 102051

Atari 8 bit items are for sale

2 Atari 1050 diskette drives with USDoublers, Power Supplies, and SIO cables. $60.00 each.

Atari 410 cassette recorder. $5.00

Atari game paddles. $1.00

Atari joysticks, pair. $.50

Compute's First Book of Atari. $2.00

Atari 400/800 OS Manual and Hardware Manual. $2.00

Flight Simulator cartridge and Docs. $15.00

Atari Food Fight cartridge. No Docs. $5.00

Activision Ghostbusters disk. No Docs. $5.00

Sierra On-line Jawbreaker disk. No Docs. $5.00

Electronic Arts Super BoulderDash. No Docs. $5.00

Epyx World Karate Championship. No Docs. $5.00

APX Chop Suey. No Docs. $5.00

Accolade Fight Night disk. Complete package. $10.00

Accolade Ace of Aces disk. Complete package. $10.00

Accolade Hardball disk. Complete package. $10.00

Mindscape Infiltrator disk. Complete package. $10.00

Epyx "The Eidolon" disk. Complete package. $10.00

Epyx "Koronis Rift" disk. Complete package. $10.00

Epyx "Ballblazer" disk. Complete package. $10.00

Batteries Included "HomePak" disk. Complete package. $10.00

Broderbund "Stealth" disk. Compete package. $10.00

Atari "Pac Man" cartridge. Original package. $5.00

Atari "Star Raiders" cartridge. Original package. $5.00

Atari "Crossbow" cartridge. Complete package. Requires lightgun. $10.00

Atari cartridge blank printed circuit board. $1.00

Shipping in US and Canada: $1.00 for disk only, $2.00 for cartridges or packages, negotiable for hardware.

Call or EMail. Make offers. I'd like to move this stuff, but I'm not going to give it away.

Regards.
Mark K Vallevand Unisys Corp Roseville, Minnesota markus@rsvl.unisys.com
Mail Station 4313, POBox 65942, St Paul, MN 55164 612-635-7880

On the Information SuperHighway, I'm the guy with a hat driving 50 in the fast lane with my blinker on and my seatbelt hanging out the door making sparks.

1673. Adaptec 4000A/4070A

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 19:55:40 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404111947.AA15225@phinet.smithkline.com>
Source record: 102052

I recall announcing the Timeline ad in Current Notes several years ago. Same price, $60. From 'Pooter Shopper', I think. Got several responses from bummed-out people who contacted them & asked for the Adaptec cards & were told they didn't have 'em. Hmmm... I wonder if Timeline is one of those turkey outfits that only changes their ad copy once every 10 years...

- Ben Poehland

1674. Re: This is so confusing . . . Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 20:01:35 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr11.200135.9462@ultb.isc.rit.edu>
Source record: 102053

In article <Co24qH.MzB@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>
>Though no one has specifically mentioned it, after my original post
>I realized that I had stupidly not mentioned the obvious ....
>presuming a functioning Atari, and an SIO2PC hookup and software,
>one can easily dump a 1050 floppy to an SIO2PC image file, and then
>I believe SIO2PC includes utilities to access files on the images???
>

Yes, this is true, and I had thought of it, but it would still
be more convenient if I could read the drives directly from the PC
without having to put an Atari in the middle. (it would also be
much faster, because I could just read the drives and be done,
rather than reading and writing) Plus, I'd have to build a real
SIO2PC, which means I have to find the damn MAXIM232 chip that
no one around here seems to have. I've tried calling MAXIM
at their 800 number for weeks to get a free sample, but the
number seems to be busy all day every time I call.
(the reason I'd need a real SIO2PC is that the little thing I
built can't go tristate, and therefore interferes with any other
Atari devices.. Yes, I could change that, but I'm still extremely
busy. I'd love to just buy an SIO2PC already built to save the time,
so I'd have more time to put the finishing touches on the Atari
Emulator and have access to all my disks to test the emulator with,
but right now $50 is a bit steep for me. Anyone want to mail
me a 232 chip?? (or a finished SIO2PC??? :-) and consider it a
pre-donation towards the emulator...)

>--
>Richard Dell
>

- Frank

1675. Re: Adaptec 4000A/4070A

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-11 23:53:18 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Co4D0u.Hoy@cbfsb.cb.att.com>
Source record: 102054

In article <9404111947.AA15225@phinet.smithkline.com> poehland%phvax.dnet@sb.com writes:
>I recall announcing the Timeline ad in Current Notes several years ago.
>Same price, $60. From 'Pooter Shopper', I think. Got several responses
>from bummed-out people who contacted them & asked for the Adaptec cards &
>were told they didn't have 'em. Hmmm... I wonder if Timeline is one of
>those turkey outfits that only changes their ad copy once every 10 years...
>

Could be ... they are a decent outfit to do business with though, I have
bought from them in the past, and bought three 4070As last spring when I
first noticed them. There are new things in the ad though (or at least
things I hadn't noticed previously). Two that caught my eye were a
286 and a 386 motherboard, complete with serial/parallel/IDE/Floppy/VGA
(no memory of course, except for the VGA). About $50 for the 286, $100
for the 386SX. I was visualizing a standalone disk drive controller
booting directly into SIO2PC, with some sort of DOS command driver for
the necessary commands, running a cheap IDE drive, and perhaps a couple
of floppy drives.....<dream mode> ... or something similar booting into
INTERSVR for my floppy only PC laptop .. oh well.

I am in buy nothing mode til Trenton .. never know where my elctrolust
will lead me there.

--
Richard Dell .. still pumping water from cellar after two weeks
ain't spring marvelous? 'Course, only one Atari
ended up under water .. the bottom 400 on my stack.

1676. Re: This is so confusing . . . Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-12 01:42:19 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Co4I2K.FJ@cbfsb.cb.att.com>
Source record: 101906

In article <1994Apr11.200135.9462@ultb.isc.rit.edu> feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:
>In article <Co24qH.MzB@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>>
>>Though no one has specifically mentioned it, after my original post
>>I realized that I had stupidly not mentioned the obvious ....
>>presuming a functioning Atari, and an SIO2PC hookup and software,
>>one can easily dump a 1050 floppy to an SIO2PC image file, and then
>>I believe SIO2PC includes utilities to access files on the images???
>>
>
>Yes, this is true, and I had thought of it, but it would still
>be more convenient if I could read the drives directly from the PC
>without having to put an Atari in the middle. (it would also be
>much faster, because I could just read the drives and be done,
>rather than reading and writing) Plus, I'd have to build a real
>SIO2PC, which means I have to find the damn MAXIM232 chip that
>no one around here seems to have. I've tried calling MAXIM
>at their 800 number for weeks to get a free sample, but the
>number seems to be busy all day every time I call.
>(the reason I'd need a real SIO2PC is that the little thing I
>built can't go tristate, and therefore interferes with any other
>Atari devices.. Yes, I could change that, but I'm still extremely
>busy. I'd love to just buy an SIO2PC already built to save the time,
>so I'd have more time to put the finishing touches on the Atari
>Emulator and have access to all my disks to test the emulator with,
>but right now $50 is a bit steep for me. Anyone want to mail
>me a 232 chip?? (or a finished SIO2PC??? :-) and consider it a
>pre-donation towards the emulator...)
>
>

You built an interface, and only have the problem of it not being tri-state? The actual spec is for open collector, and you don't have to worry about your inputs, just your output drivers.

Simple solution (not recommended at all .. only included for chuckles) would be to just burn out the pullup transistor, and voila! An open collector device!! <grin>

Perhaps more convenient and reliable (though certainly a kludge) would be to place a diode in series with your output device. A silicon diode would drop .6 volts or so, which in combination with a .2 to .4 volt across the pull down transistor would be

a little too high of a low. But you might be able to sneak by
with a germanium diode (at work we use 1N270s). My feeble attempt
at ASCII art:

```
B+
|
|
/
| pullup transistor
\
| diode
|-------|<--------new output
| ^
/ old output, and pin on IC
| pull down transistor
\
|
|
GND
```

Digi-Key --- 1-800-344-4539 ---
MAX232ACPE-ND 4.32
MAX232CPE-ND 2.94
MAX232EPE-ND 3.53
Not sure which you are looking for. But I presume it might be
less work to modify your existing interface for open collector
outputs than to start fresh with an SIO2PC.

--
Richard Dell

1677. Re: ROM pin-counting

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-12 05:22:46 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Apr12.052246.11434@iglou.com>
Source record: 101907

With the notch on the left, pin 1 is at the lower left-hand corner, 14 is the lower right, and 28 is the upper left. It may seem odd, but the numbering system dates back to the days of vacuum tubes. Looking at the underside of the chip/tube/whatever, the pins would be numbered clockwise.

Bill Marcum bmarcum@iglou.com

1678. SpartaDos 3.2F?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-12 09:36:45 UTC
From: jkohnen@efn.org
Message-ID: <Co5419.Eov@efn.org>
Source record: 101908

I'm glad to see someone has bought the ICD/OSS line and is trying to make a go of it, but as a registered owner of SpartaDos 3.2D why should I get 3.2F? I'd gladly download the thing and pay for it if it offered something that the SpartaDos I have lacks, but so far I haven't seen anything that describes the differences (if any) between the new release and what I've got. Does anybody know?

John Kohnen (jkohnen@efn.org)

The Eugene Free Net

1679. Re: Not really Atari, but ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-12 11:22:28 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ju-MKxc.lmcclure@delphi.com>
Source record: 101910

In a message dated 3-31-94, Winston Smith said:

"I find this pretty hard to believe, considering that there

must be a half-million AMIGA 500's out there sitting as

dedicated controllers in Video Toaster boxes and Video CD-I

consoles."

<nitpicking mode on>

A500's have nothing to do with the Toaster. All Toaster workstations

were either the A2000, or currently, the A4000. CD-I, while based

on a 68000-workalike (the 68070), is a Phillips product and has no

Amiga technology in it. Perhaps you were thinking of CDTV (which was

based on the A500).

<nitpicking mode off>

In total, there are supposed to be over 4 million Amigas worldwide.

P.S. - Pardon the lateness of this reply. I was unable to send it

until some time after it was actually written.

1680. Demise of AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-12 11:27:01 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Js-tKbd.lmcclure@delphi.com>
Source record: 101911

In a message dated 3-30-94, Ben Poeland asked:

"So, does Terry Conklin speak for everyone? Have I & 20-odd
other people just been wasting our time the past 2 years?"

Certainly he does not speak for me, but then, I think I already made that point in my previous message. <grin>

IMHO, no, you have not been wasting our time. I found many of the articles in AC to be very informative (beyond the video issue, the articles on SIO2PC and the Transkey come to mind).

"I always wondered what causes people to burn out.
I don't wonder any more."

I feared when you started as editor of AC that would be the eventual result. Even as the newletter editor for a local group, I had a good taste of this. That is one of the reasons I am hesitant to take upon making a dream of mine real; a newsletter for all 8-bit systems.

Ever since Computer Monthly ceased their coverage of Classic systems (after picking it up when Computer Shopper had done the same), I have felt there would be a place for a printed publication covering all 8-bit systems. Beyond burnout, however, I also fear lack of time, and money, although oddly enough, the last concerns me the least of the three (and I'm certainly not wealthy).

1681. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-12 13:19:40 UTC
From: ricortes@delphi.com
Message-ID: <B08tiPU.ricortes@delphi.com>
Source record: 101912

Last I heard from Mike, the '802 was 4X the price of a '816 and was being discontinued <or something like that> due to poor sales. Not that I wouldn't like to have one to fool with, it's just that at $40 a crack I can see why it may not be the future of Atari computing <g>.

1682. Re: PC 8-bit Emulators

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-12 18:57:24 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2oequl$4cp@usenet.INS.CWRU.Edu>
Source record: 101913

In a previous article, Reaser@MT2.LAAFB.AF.MIL (Reaser, Rick L., MAJ\\MTF) says:

>Darek wrote me privately about the "Mule" comment. Mule is a commercial
>game that is copy protected. In order to get it to run on PCX, you would
>have to crack the copy protection. Also transferring the software to
>another platform may violate the copyright as well, though Darek wasn't sure
>what limitations Electronic Arts had on that front. In view of these
>issues, Darek has chosen to be silent on the "Mule matter." As for the four
>controllers, I"m not sure whether you could rig a PC to do that. Darek is
>adding support for at least one joystick to PCX. Maybe two.

I think you got Mule and M.U.L.E. confused. Even if not, clarification
would probably be helpful.

The Electronic Arts game is most precisely known as M.U.L.E.

Mule is the utility by Rick Cortese for reading/writing enhanced density
Atari disks with a PC.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1683. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-12 20:03:23 UTC
From: hwl0978@tntech.edu
Message-ID: <1994Apr12.140323.155@atlas.tntech.edu>
Source record: 101914

In article <2o500t$fpi@news.cs.tulane.edu>, snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:
> Z.Com works great with the Unix SZ, but on GEnie, it seems to get caught in
> a loop trying to get the file name and size.

Well, the way I understand it, GEnie's packet switching network is what causes problems with Z-Modem. Aladdin sends a character (RETURN?) after each packet to let the network know that it is still there. That could be part of the problem.

--

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

1684. Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 00:18:01 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <766327414.AA08589@rochgte.fidonet.org>
Source record: 101915

Quoting from: potter@sunny.dab.ge.com (Jeff Potter)
JP>Not true! I have seen (not used yet) a program called Atar-Z-Modem. It
JP>does only Zmodem receive, and you have to first run BobTerm to dial,
connect,
JP>etc., and exit to "Z.COM" to perform the download. Users tell me it does
JP>not work with GEnie, but works on several other BBS programs for other
JP>platforms. I dl'ed it from Bob Puff's BBS: (716)247-8355.
JP>
JP>Plus: Alfred (Jeff Williams) is debugging and alpha-testing a GEnie 8-bit
JP>interface program called DJINN. This automates your session on GEnie, to
JP>cut down on on-line time, and includes a Zmodem protocol. Once again, I
JP>haven't tested, but communicate with guys who are currently using it.

Thanks for posting the info on Zmodem. I'll have to check out Z.COM and
try it with this Fido board...

-Dag- ---> dag.hugdahl@rochgte.fidonet.org

* PabQwk 2.0 * REALITY.SYS is corrupt. Reboot Universe? (Y/N)

1685. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 02:09:45 UTC
From: Krishna@tiac.net
Message-ID: <2ofk9a$1o4@sundog.tiac.net>
Source record: 101916

ricortes@delphi.com wrote:
: Last I heard from Mike, the '802 was 4X the price of a '816 and was being
: discontinued <or something like that> due to poor sales. Not that I
: wouldn't like to have one to fool with, it's just that at $40 a crack I can
: see why it may not be the future of Atari computing <g>.

Correct me if I'm wrong, but a 65816 without a physical attachment to a 24 bit address bus is functionally identical to an '802. When John and I say "802" we are referring to a 16-bit system which DOES NOT have the 24 bit address bus. Whether the processor itself is a 65816 or a 65802 is irrelevant. If we said "65816" then people would wrongfully assume we are talking about the 24-bit address bus. The whole idea is to present an intermediary hack which is cheap and simple enough that most every die-hard would do it gambling that developers would want to write for it. If the '802 is not being manufactured anymore than we can just as well use the '816 acting as an '802.

If the total cost of this upgrade were less than $50 I would consider this painless enough for most hackers to want to do. Most large memory upgrades cost over that amount due to RAM chips. The 1 meg upgrade is like $100 worth of RAM is it not?

If the '802 is $40 as you say then the '816 is $10. Therefore the other raw materials for the hack would add up to less than $20. The performance increase with applications converted to it or potential future applications would be well worth a mere $20. If nothing happens, then fine, you did a measly $20 hack and maybe you can write a couple personal programs to use it. No big deal. It WAS a big deal for people who paid mondo bucks for the T816 full blown and populated with RAM to eventually get few programs written for it and noone currently developing for it. This "hack gamble" is my whole point. Give the 8-bitter something CHEAP with a measurable increase in functionality and they will do it even if nothing or very little will support it in HOPES that something will be done.

How many people would pay $250 for a 2 meg T816 in the current state of T816 "development"? Different story there. John told me he would prefer 8-bitters to go with the T816. It is a better system, granted. But it is a major hack and it ignores whatever extensive mods may ALREADY be in your 8-bit. RAM upgrades are so commonplace that any potential T816 would have two tiers of extended RAM, one banked, one linear. That linear stuff that you pay for would be just a useless expense if nothing gets written for it. And if stuff IS written for it you would still use a lot of software (like PabQwk and Unarc) that look for BANKED RAM. AN '802 really simplifies a developer's life by thinking of only ONE memory

management. He will have a better time codeveloping for 02 and 802 ML this way, and the hacker will feel as though the greatest economy will have been met by not having half the extended RAM wasted all the time.

What about Sparta-X using banked? Compatibility becomes an issue when trying to use the T816 in linear mode. I just think the ''802'' is a good idea, certainly more sane than puttin 4 megs into an 8-bit of which everything but the first 256K is ever accessed for application buffer space. It is a shame that programs like Atariwriter, the Syn series, and TextPRO, and Paperclip have at least not been hacked to bank out beyond 256K. I have a hard time with using RAM only as a ramdisk. Unless it is static ram it gets pretty useless over 256K of ramdisk. By the time you load a MEG up odds are you will lose it once on a power outage or something.

1686. Need DiskComm format and MyDOS format

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 04:02:57 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr13.040257.4622@ultb.isc.rit.edu>
Source record: 101917

Does anyone out there have the .DCM (DiskComm) file format?
I'd like to include a utility with my emulator that can read
or convert .DCM files. (probably it should convert them
to .ATR sio2pc files) It would be much faster than trying
to put the .DCM file on a simulated disk, and running DiskComm
on the Atari or a simulated Atari.

Also, the MyDOS format would be useful, so I can add a
file transfer function to move files to/from the .ATR disks.
(I know SIO2PC can move single files in, but I'd like to
have a mini-DOS built in that can do more than that)

Thanks for any info you can send.

-Frank

p.s. --- April 15th is the tentative release date for the emulator...
I hope...
Although this is a *very* busy week for me, so we shall see...

1687. Dos File Descriptors

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 04:31:25 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2ofsit$du0@hearst.cac.psu.edu>
Source record: 101918

Just to clarify things here:
Atari DOS uses the concept of Linked List Allocation (w/o index)

and Sparta Dos uses a kinda BSD-unixish I-node..where there is 1 pointer
in the file descriptor to a I-node (index) of all the sectors in the
file (usually the first sector contains all the sectors that are used
in a file). Now, are these index's linked sequentially or linked list?
i.e. Does the first index in a file have a pointer to the second index
of the file or is it assumed to be the next physical sector?

So:
STUPID.TXT 34 (points to section 34 on the floppy..say track 8 sector 3)
8.3 has an index of all the sectors the file uses, NOT INCLUDING ITSELF?
does this index point to its second index and if so..what byte is that?
And then the file starts...

Now.. how does sparta figure out how many bytes are in the last sector
of a file?
ADOS has a byte count... does sparta?

And the big big question... how the heck are the harddive File systems
setup? I would like to write a defragger for the 8bits...so..this is kinda
important. (all this is probably in my sparta manual back home..but
I am studying OS file systems and was just wondering..)

--
Andrew K. Heller - Making the world safe once again.
---
heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site. "EAT ELECTRIC DEATH"

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1688. CPU upgrade speeds....

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 04:33:07 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2ofsm3$du0@hearst.cac.psu.edu>
Source record: 101919

As I recall the Sally operates at a speed that is approx half that
of the other chips in the 8bit? What problems would occur
if I ran the 6502 (one that can run at this speed) at the same clock
rate as the other chips?

(This is all because the concept of actually wiring up my turbo switch
on my atari case is so appealing.)

--
Andrew K. Heller - Making the world safe once again.
---
heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site. "EAT ELECTRIC DEATH"

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1689. Express cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 13:22:44 UTC
From: JKING@EMAIL.STATE.UT.US
Message-ID: <sdaaaae8.053@EMAIL.STATE.UT.US>
Source record: 101920

I'm once again fiddling with my Express cart. and have
recently come across several .EXE modules that
supposedly work WITH that cart.

Query: How do I load these programs from within the
cartridge?

Anyone? Class? Buehller? <grin>

James King
AC Exchange Editor (for one more issue)
Delphi 8bit SysOp

1690. Freddie

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 13:43:00 UTC
From: potter@sunny.dab.ge.com
Message-ID: <Co7A3p.ICJ@sunblossom.ge.com>
Source record: 101921

Who can tell me what Freddie is and does? This chip, found in the 130XE, is rumored to have additional graphics modes programmed into it. Best Electronics still carries them; can they be hacked into an 800XL?

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1691. Re: Freddie

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 15:03:01 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2oh1j5$i1r@hearst.cac.psu.edu>
Source record: 101922

Jeff Potter (potter@sunny.dab.ge.com) wrote:
: Who can tell me what Freddie is and does? This chip, found in the
: 130XE, is rumored to have additional graphics modes programmed into
: it. Best Electronics still carries them; can they be hacked into
: an 800XL?

I was under the impression that Freddie was the memory manager for the
extra 64k in the XE's... however, since it was in the 14xx series...I wonder
what else it does...

--
Andrew K. Heller - Making the world safe once again.
----
heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site. "EAT ELECTRIC DEATH"

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1692. Re: Where's Mule?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 15:38:01 UTC
From: "Roger Balettie"
Message-ID: <1994Apr13.153801.20711@aio.jsc.nasa.gov>
Source record: 101923

In article <2oequl$4cp@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>Mule is the utility by Rick Cortese for reading/writing enhanced density
>Atari disks with a PC.
>
>--
>Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
> Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

Sorry if this is a FAQ, but where can "Mule" be found on the 'Net? Also, you mentioned "enhanced density" disks.... does this mean I won't be able to get to my "single density" disks from my old 800?

Thanks for any future replies...

Roger

****
Roger E. Balettie
Flight Dynamics Officer
NASA - Johnson Space Center
rbaletti%jscdm@jesnic.jsc.nasa.gov
(713) 483-1947
****

1693. util Write problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 16:07:19 UTC
From: gnu@theporch.raider.net
Message-ID: <Co7Gs7.BD0@theporch.raider.net>
Source record: 101924

Hey all. I have a problem with the program "util", for reading and writing DD Atari diskettes. My problem is that I've been able to write a file to an Atari disk ONCE, and haven't been able to do it since. I believe I used the init function built-in to the program, then wrote a text file called MOO.TXT. Then, I listed it, still using "util", and it was there. Now I can't do it again for the life of me. The original disk was reformatted on my Atari by reason of terminal stupidity. All I want to be able to do is be able to write Atari files that I downloaded on my PC in Atari format to read on my 1050, since my Atari has no modem. If there's another program that could do the job with less hassle in the Atari Archive, point me to it (with filenames, preferredly, since I have to use the mail server), or better yet, if you can, e-mail to me. Thanks alot for helping me get my big ol' 8-bit workhorse back into action.
--
"Janet!" "Dr. Scott!" "Janet!" "Brad!" "Rocky!" <dumb look>
Manufactured by TAILCO -- making meaningless | gnu@theporch.raider.net
taglines and signatures since 1993 | Brian McCord
We love you, Kurt -- 1967-1994

1694. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 16:11:51 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.94Apr13111152@paris.utdallas.edu>
Source record: 101925

<<previous stuff deleted>>

> Well, I had thought of this, and might still implement it at some
> point to enhance the speed, but in order to do so, I would have to
> reverse engineer many of the OS routines, and calculate cycle timings
> for them as well. Keep in mind that the OS does much more than
> provide subroutines for user programs. In addition to initializing
> all the hardware registers and software tables, it also has to execute
> VBI's, and to change the timing of those routines might upset some
> timing critical code. It's also a *lot* of work to write all these
> routines. I'm nearly ready to release it now. If you really want
> me to spend many more months writing OS emulation routines rather than
> using the OS ROM's (and this means I have to write floating point too),
> then sure, why not.. just don't expect the emulator anytime in
> the near future. :-)

I may be confused here, but you do not need to time sychronize software
to emulate hardware. You have complete control over all time critical
issues since you are emulating everything in software. The timing is
critical on the atari because the 6502 must interface with the GTIA and ANTIC
chips which in turn must be sychronized with the TV scan lines. But for an
emulator, you only need to do things in the right order. There is no timing
invloved here at all. Let me give you an example:

Suppose you wanted to display the 256 color atari logo on the screen. For
the atari you would need to change the color register every several
horizontal scan lines. I would issue a WSYNC and change the color
registers and issue another WYSNC. This is timing critical code because
you do not want to change the colors in the middle of a horizontal
scan line. But for an emulator this is not time critical because
(1) you do not have tight control over the PC display in the first place.
(2) You can already display 256 colors on a PC without using any tricks.
You only need to perform the video intstructions in the proper order
and everything will work out.

The atari actually performs tasks in parallel. For example the sound
and graphics are independent and occur at the same time. For your
emulator, you can only do things serially (one at a time). So in
many cases you cannot emulate the timing critcal operations.
But happliy, the PC is much faster than the atari so you can emulate
the atari hardware in software - you only have to perform the operations
in the proper order. You can ignore all of the timing issues.

No matter how good of a programmer you are, you will never get a 1:1
timing relationship for one atari operation on the PC. The best you can get
is a 1:1 average timing relationship between the PC and the atari.

Also, you do not have to rewrite the atari OS, you only have to implement
the OS calls. For example, there is no atari serial bus on the PC so
why run the SIO code through your emulator. You can intercept the
subroutine call to the SIO, interpret the device I.D. and command bytes,
and do a read/write the harddrive in whatever file format you want.

I am not critizing what you are doing or how you are doing it, I was merely
adding some suggestions that may, in the long run, speed your development.

> Bottom line: Yes, I intend to eventually do this, for the sake of
> speed. But it's going to be tricky to maintain nearly 100% compatability
> like I have now (including timing compatability), and I would have to
> probably delay the emulator for another half year or so, considering my
> busy schedule. So, maybe later, but not now.
>
> - Frank

Based on what you have written so far, my guess is that you have another
year or so of development.

Good Luck. I would offer to help, but I doubt if anyone could help
you at this point in the development.

Mike Munoz

1695. ROM pin-counting

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 16:31:05 UTC
From: JKING@EMAIL.STATE.UT.US
Message-ID: <sdaaaa0f.052@EMAIL.STATE.UT.US>
Source record: 101926

To: Richard Dell

Thanks for your assistance in working with that OS ROM. Unfortunately, something went amiss when I wired up that MUX disable switch, and as a result - +5 and GROUND were combined, wiping out not only my ROM, but other components on my super-charged 1meg 130xe - and in addition, it blew out a brand new MUX slave cart! All in all, that one odd accident is going to cost me around $250.00!!

Could be that my radio-shack purchased switch was defective, as putting an OHM-METER on the connections, showed that +5, Ground, and pin 27 were all contacting one another. Very odd.

1696. SynCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 16:31:22 UTC
From: JKING@EMAIL.STATE.UT.US
Message-ID: <sdaaab2a.054@EMAIL.STATE.UT.US>
Source record: 101927

Anybody out there actively using SynCalc? I just
bought this package and it arrived in todays mail.

I've always wanted to have ALL the SYN series
applications, and now have them all - but dont know if
there's a functional use for them around my house.

Any suggestions for usage greatly appreciated.

James King
AC Exchange Editor (for one more issue)
Delphi 8bit SysOp

1697. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 17:11:54 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Co7Jrv.31K@cbfsb.cb.att.com>
Source record: 101928

In article <MUNOZ.94Apr13111152@paris.utdallas.edu> munoz@paris.utdallas.edu (Michael Munoz) writes:
><<previous stuff deleted>>
>
>> Well, I had thought of this, and might still implement it at some
>> point to enhance the speed, but in order to do so, I would have to
>> reverse engineer many of the OS routines, and calculate cycle timings
>> for them as well. Keep in mind that the OS does much more than
>> provide subroutines for user programs. In addition to initializing
>> all the hardware registers and software tables, it also has to execute
>> VBI's, and to change the timing of those routines might upset some
>> timing critical code. It's also a *lot* of work to write all these
>> routines. I'm nearly ready to release it now. If you really want
>> me to spend many more months writing OS emulation routines rather than
>> using the OS ROM's (and this means I have to write floating point too),
>> then sure, why not.. just don't expect the emulator anytime in
>> the near future. :-)
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>critical on the atari because the 6502 must interface with the GTIA and ANTIC
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>horizontal scan lines. I would issue a WSYNC and change the color
>registers and issue another WYSNC. This is timing critical code because
>you do not want to change the colors in the middle of a horizontal
>scan line. But for an emulator this is not time critical because
>(1) you do not have tight control over the PC display in the first place.
>(2) You can already display 256 colors on a PC without using any tricks.
>You only need to perform the video intstructions in the proper order
>and everything will work out.

I am not a detail GTIA, VBI, and extreme low level Atari 6502 kinda guy, just a hardware kinda guy ... but ... in the Atari you have multiple processors running simultaneously, and relatively asychronously, though of course they run from a common clock chain. In emulating this hardware (ie multiple independent processors, with different machine languages, and completely different timing) if you do not get the relative timing relationships correct, a lot of the trickier Atari programs

which do fancy machine language stuff with the display lists and
synchronizing the display. It is all dependent on the details of
how the GTIA processor is emulated, but a universal emulation would
have to keep the timing relationships correct ... otherwise some piece
of code someplace will fail.

In your example, how can the GTIA emulator change the colors on the fly
at the proper point in the display under the command and control of the
6502 emulator which stuffs the color registers without having the relative
timing exact?

--
Richard Dell

1698. Wanting to trade...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 17:58:34 UTC
From: JKING@EMAIL.STATE.UT.US
Message-ID: <sdaaac5b.055@EMAIL.STATE.UT.US>
Source record: 101939

I would like to make some form of trade with anyone.

I'll give you X (unknown item) for a newer version
SIO2PC cable.

Item X (you choose) can be any of the following:

Original 8bit Atari software (still in original
packaging..ie.. Peachtree Accounting, Zork,
Hitchhikers Guide to the Galaxy, etc..)

Cartridges (ie.. PacMan, Gorf, ChopLifter, etc..)

8bit Hardware (ie.. 1027 printer, PR:C, 850 interface,
cables, power supplies, 800xl's, 1020 plotter, etc..)

IBM PC hardware (ie.. MULTI-IO cards (8bit),
combined hard-drive (MFM, RLL)/floppy drive
controllers (16bit), internal modem/fax modem, etc..)

Contact me if anyone is interested.

James King
AC Exchange Editor (for one more issue)
Delphi Atari 8bit SysOp
(801) 969-9782 (home/evenings)
(801) 538-3182 (work/days)

1699. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 19:01:13 UTC
From: deaven@iastate.edu
Message-ID: <2ohfhp$rqd@news.iastate.edu>
Source record: 101929

munoz@paris.utdallas.edu (Michael Munoz) writes:
>I may be confused here, but you do not need to time sychronize software
>to emulate hardware. You have complete control over all time critical
>issues since you are emulating everything in software. The timing is
>critical on the atari because the 6502 must interface with the GTIA and ANTIC
>chips which in turn must be sychronized with the TV scan lines. But for an
>emulator, you only need to do things in the right order. There is no timing
>invloved here at all. Let me give you an example:
[simple example involving display of Atari logo deleted]

I am not affiliated with the emulator project, but from what I've
read about it the above is obviously incorrect. Most
Atari 8-bit codes _rely_ on proper timing between the the components
of the chipset. Of course I can write a C program that displays the
Atari logo on a PC screen. But the emulator must read the 6502
instructions and do it. And if a DLI occurs, during which other
chip registers are changed, the emulator _must_ keep track of timing
or else it cannot do things "in the right order", as Mr. Munoz puts
it. No, the proper way to emulate is to emulate everything. A new
OS with hooks into native modules can go in later, as an option.
When the emulator is released, those of us who are familiar with
the Atari can start that project.

>Based on what you have written so far, my guess is that you have another
>year or so of development.

This snippy comment prompted me to write this. Frank,
Here's one person who is eagerly awaiting the emulator!

--
David Deaven deaven@ishmael.ameslab.gov
A504 Physics tel 515-294-6878
Ames Laboratory fax 515-294-0689
Ames IA 50011

1700. Re: Where's Mule?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 19:09:40 UTC
From: snyder10@mailhost.tcs.tulane.edu
Message-ID: <2ohg1k$9gm@news.cs.tulane.edu>
Source record: 101930

>Sorry if this is a FAQ, but where can "Mule" be found on the 'Net? Also,
>you mentioned "enhanced density" disks.... does this mean I won't be able
>to get to my "single density" disks from my old 800?

In fact, Mule will work on stock 1050's in single density mode, so it should work well on you 800 so long as you are within your machines memory limits...you won't be able to move as large a file on a 16K machine as you can a 48K machine.

Mule can be found at the atari.archive.umich.edu What you should first do is get a copy of the index for the site, to get this, just send mail to atari@atari.archive.umich.edu
Subject: anything you you want...
and as the first and only line of the letter, write.

send 8bit/0index

Take care

Mike Todd
InfoAtari8

1701. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 20:10:00 UTC
From: tgreen@metronet.com
Message-ID: <Co7s0o.5sE@metronet.com>
Source record: 101931

rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
[snip]
>I am not a detail GTIA, VBI, and extreme low level Atari 6502 kinda
>guy, just a hardware kinda guy ... but ... in the Atari you have
>multiple processors running simultaneously, and relatively asychronously,
>though of course they run from a common clock chain. In emulating this
>hardware (ie multiple independent processors, with different machine
>languages, and completely different timing) if you do not get the relative
>timing relationships correct, a lot of the trickier Atari programs
>which do fancy machine language stuff with the display lists and
>synchronizing the display. It is all dependent on the details of
>how the GTIA processor is emulated, but a universal emulation would
>have to keep the timing relationships correct ... otherwise some piece
>of code someplace will fail.

>In your example, how can the GTIA emulator change the colors on the fly
>at the proper point in the display under the command and control of the
>6502 emulator which stuffs the color registers without having the relative
>timing exact?

I think *relative* timing is the key. As I understand it,
the timing critical code is all done by counting cycles -
instruction cycles, which may be used by the CPU or DMA
from ANTIC or GTIA (including memory refresh). There's
a fairly in depth discussion of cycle counting in the Tech
Ref manual.

I think you'd want to base your entire emulator around the
number of cycles for one complete screen display (VBI to VBI).
And then "allocate" the correct "machine cycles" for refresh,
CPU, ANTIC, & GTIA. For DLI and such, you could generate the
interrupt based on the cycle count for the current screen.

Todd
--
Todd Greenfield
tgreen@metronet.com

1702. Express cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 22:19:10 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404132204.AA05262@phinet.smithkline.com>
Source record: 101932

Jim King's post about the Express! cart sorta caught my eye.
What are these .EXE modeules, & where did you get them? Is it some hidden
part of the cart code?

One thing that always bummed me out about the Express! cart is the fact that
it has no built-in default parameters. I mean, a big advantage of a cart
like that is, you should be able to use it without a disk drive if you want
(drive should be optional). But Ohhh No, upon bootup the darn thing looks for
a disk-based parameter file & throws a fit if it isn't there. So I figured
heck if I *must* use a disk drive anyway I might as well use BobTerm which for
me at the time had a more intuitive user interface & was thus less intimidating
for the relative novice. The Express! cart *did* have some fancy stuff in it,
tho, kinda Mac-like with pull-down menus & such. But I think ole Keith
Ledbetter blew it by not including a default parameter file in the cart ROM,
it would have made a great little "portable telecom terminal" kind of system
when teamed up with say an upgraded 600XL & mini-size monitor.

Jusy my $.02. :)

- Ben Poehland

1703. Freddie

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 22:29:13 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404132218.AA05526@phinet.smithkline.com>
Source record: 101933

Hmmm... I mentioned Freddie in my "Color & The Clock" article in the December '93 AC. I thought its primary role was to serve as the pulse divider & master clock generator. Certainly it does perform those functions, but maybe there's other stuff it does as well??? As to being a MMU, I'm not sure. It is true the Freddie was around for a long time, there's one in my 1450XL.

The MMU in the 600XL/800XL is a PAL, but I can't recall offhand whether there is a similar PAL in the XE's... I don't believe there is.

There's another oddity of the XE: the weird "glue" chip. I'd like to know exactly what the heck that thing is. Expensive little bugger it is, too. I bought a spare last year from Best, I think he nailed me $10 for it (ouch!).

- Ben Poehland

1704. Re: ROM pin-counting

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-13 22:30:12 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Co7yID.LMu@cbfsb.cb.att.com>
Source record: 101934

In article <sdaaaa0f.052@EMAIL.STATE.UT.US> JKING@EMAIL.STATE.UT.US writes:
>To: Richard Dell
>
>
>Thanks for your assistance in working with that OS
>ROM. Unfortunately, something went amiss when I
>wired up that MUX disable switch, and as a result - +5
>and GROUND were combined, wiping out not only my
>ROM, but other components on my super-charged
>1meg 130xe - and in addition, it blew out a brand new
>MUX slave cart! All in all, that one odd accident is
>going to cost me around $250.00!!
>
>Could be that my radio-shack purchased switch was
>defective, as putting an OHM-METER on the
>connections, showed that +5, Ground, and pin 27
>were all contacting one another. Very odd.
>

Hmmm ... strange switch. One of the reasons I recommended a pull up
resistor, and only using a single pole switch to ground is that then
the wiring to the switch is simpler, and less chance of shorting the
+5 and Ground in the wiring. Some switches do make before break, but
I have never ran across a toggle switch that does, those are usually
rotary switches. In general, it is safer to apply grounds by mistake
than to apply voltages .. a ground will most likely not disturb an
input pin, and most outputs can stand a short term ground mistake.

<story having nothing to do with Ataris>

My first computer was an SS50 bus 6800. As most computers of that vintage,
it was relatively RF noisy. In the process of attempting to improve
the general shielding, with a second goal of cutting down on power
supply loses in the power distribution leads, I rewired the transformer,
rectifier bridge, and power caps, and the leads to the mother board.
A nice fat wide ground strap for the ground pins. Tied directly to
the chassis. Very low noise, one would hope. WELL .. in tweaking
the rest of the wiring, I kept plugging it in, powering it up,
making some voltage drop measurements, then powering ing down, pulling
the plug, flipping the board over (nothing was fastened down) and rewiring.
Sure enough, one time I forgot to pull the plug, flipped the board over,
and connect 110 volt AC to the +8 volt power bus. At that time all
the voltage regulation was done on the individual cards, the main supply
was unregulated. Thanks God for fuses. It popped, as did every
five volt regulator in the computer (something like 10 boards worth),

but miraculously the regulators must have blown shorted and lasted
that way long enough for the fuse to blow. I only lost one of the ten
boards, just replaced the regulators on the others.

Moral is ... double, triple and quadruple check.

Though mistakes may still happen.

Second moral (and note for my current workbench going up) .. maybe
an outlet with a switch swtciing hboth hot and neutral for safety sake.
A switch would be easier than unplugging, and perhaps then less likely
to be forgotten.

--
Richard Dell

1705. Info for the FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 01:27:14 UTC
From: MCURRENT@carleton.edu
Message-ID: <01HB50VEEXIW8WWZH6@carleton.edu>
Source record: 101935

I was asked a while ago to include the following questions (with answers!) in the FAQ List.

>- Which kind of third-party high performance storage media
> (e.g. HDD-Interfaces, 3.5" HD FDD-Interfaces, Streamers)
> are available and from which sources?
>- Which programs are where available to use another computer
> (e.g. PC, ST) as an I/O server (mass storage, printer)?

If you can help write the answers to these questions, please send the information to me in e-mail. Thanks!
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1706. Re: Express cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 01:45:39 UTC
From: kamaro_kid@delphi.com
Message-ID: <JU0N65r.kamaro_kid@delphi.com>
Source record: 101936

In my never-ending quest for more and more 8bit files - I came across about 5 .EXE programs (modules) that are supposed to work with the Express! cart.

One allows complete CONTROL of all stacked carts (Control.EXE), one control and activates Happy disk drives (Happy.EXE), one controls disk drive paramaters (?.EXE) and I have a few more that produce strange results.

I've discovered that if I SHELL to DOS, and run the .EXE - some work, and some dont.. So I'm assuming THAT'S how they're loaded.

They're available for download on my BBS (The Atari Connection) along with 350meg of assorted 8bit software, but my BBS is currently online weekends only.. (801) 969-1468.

1707. German 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 03:07:50 UTC
From: romer@access1.digex.net
Message-ID: <2oic26$9r0@news1.digex.net>
Source record: 101937

I downloaded that German 8-bit emulator (the one with all German docs), and was wondering if anyone else is having problems with it. I've got a 486DX2/50 with LB VESA (1 meg) video, SB Pro... when I run the EMU.BAT file, it tries to run a program that wasn't in the .ZIP file (get_dir.?), then runs VESA (which also wasn't in the ZIP file, but I have a program in my OS/2 directory by the same name), then runs the emulator. I don't get a title screen (if there is one), and what I do get is terrible. the top third of my screencomes up with the 'rainbow blck' effect you get while testing screen resolutions, with the middle 1/4 of that top section showing a flickering Atari 800 startup screen. Anyone have ANY idea what I need to do?

ATdhvaannkcse,
Dave

1708. Re: CPU upgrade speeds....

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 03:53:43 UTC
From: Krishna@max.tiac.net
Message-ID: <2oieo8$f1d@sundog.tiac.net>
Source record: 101938

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: As I recall the Sally operates at a speed that is approx half that
: of the other chips in the 8bit? What problems would occur
: if I ran the 6502 (one that can run at this speed) at the same clock
: rate as the other chips?
:
: (This is all because the concept of actually wiring up my turbo switch
: on my atari case is so appealing.)

: --
: Andrew K. Heller - Making the world safe once again.
: --
: heller@akh104.rh.psu.edu (sysadmin)
: Officially Unofficial Atari Jaguar FTP site. "EAT ELECTRIC DEATH"

: Computer Engineering at the Pennsylvania State University.
: "If you're in the boat, rock it to hell."

De Re Atari explains the significance of the 1.79mhz magic figure. It being half the color burst frequency of composite video.

1709. Re: Where's Mule?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 10:01:24 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Co8uID.2IG@cs.vu.nl>
Source record: 101940

snyder10@mailhost.tcs.tulane.edu (Sherry Snyder) writes:

>>Sorry if this is a FAQ, but where can "Mule" be found on the 'Net? Also,
>>you mentioned "enhanced density" disks.... does this mean I won't be able
>>to get to my "single density" disks from my old 800?

>In fact, Mule will work on stock 1050's in single density mode, so it should
>work well on you 800 so long as you are within your machines memory
>limits...you won't be able to move as large a file on a 16K machine as
>you can a 48K machine.

Mike, I think you are missing something here. They were talking about
Mule, _not_ M.U.L.E.! By the way, I believe Mule only reads real Double
Density disk. (180 KB that is, not the atari double density of 130KB)
But I could be mistaken.... never used the program.

>Mike Todd

Ivo.

1710. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 10:13:56 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Co8v38.2q6@cs.vu.nl>
Source record: 101941

tgreen@metronet.com (Todd Greenfield) writes:

>rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>[snip]

>I think *relative* timing is the key. As I understand it,
>the timing critical code is all done by counting cycles -
>instruction cycles, which may be used by the CPU or DMA
>from ANTIC or GTIA (including memory refresh). There's
>a fairly in depth discussion of cycle counting in the Tech
>Ref manual.

Also, keep in mind that different resolutions need more or less machine
cycles and thus leave more or less cycles for the CPU. For example,
a blank scanline only takes up a few cycles, but an antic mode 14 line
needs a lot more! Also, the time consumed by antic depends on which other
bits are set, like LMS (load memory scan), DLI or hor./vert. scroll etc.

>I think you'd want to base your entire emulator around the
>number of cycles for one complete screen display (VBI to VBI).
>And then "allocate" the correct "machine cycles" for refresh,
>CPU, ANTIC, & GTIA. For DLI and such, you could generate the
>interrupt based on the cycle count for the current screen.

To do this, you should time _all_ situations on a real 8-bit computer. How
many cycles are left for the CPU on each line having a different
resolution etc. (Also the second scanline of an 8 scanline antic mode 2
with LMS needs a lot less cycles then the first one.) Oh, and I almost
forgot.... in the beginning of the each scanline, the antic is interrupting
the CPU more often then at the end!

I think it's impossible to have a 100% timing accuracy. But that doesn't
mean the emulator wouldn't be usefull offcourse! (Only think off all
cross compilers and linkers you have at once! Wow, I can hardly wait!)

Greets,

Ivo van Poorten aka The Gatekeeper

>Todd
>--
>Todd Greenfield
>tgreen@metronet.com

1711. Re: SynCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 11:59:55 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0rv1@legend.akron.oh.us>
Source record: 101942

I used syncalc to do a friend's tax return this year. Somewhere I got ahold of a 1988 form already ready to load into syncalc. Includes schedules A and another I never use. Not many changes from year to year. I think the thing was from Antic magazine.

1712. Re: German 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 12:10:27 UTC
From: kamaro_kid@delphi.com
Message-ID: <R4+OSRj.kamaro_kid@delphi.com>
Source record: 101943

What's the name of this emulator and where did you find it?

1713. Oscar

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 18:24:54 UTC
From: potter@sunny.dab.ge.com
Message-ID: <Co9HtJ.Ft3@sunblossom.ge.com>
Source record: 101944

I can't find the parent message to this thread, it seems to have vanished from my local newsfeed, but....

I thought Oscar sounded familiar. B.G. Micro (P.O. Box 280298, Dallas, TX 75228, (214)271-5546) may still carry this. My catalog of 12/92 shows it to be a low cost bar code reader, which uses an RS232 interface. No mention about Atari compatibility, only IBM-PC/XT/AT. It was listed at $38.76 with the warning "Very Limited Quantity".

B.G. also carries the MAX232 for $2.30.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1714. Re: Action and other OSS stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 20:24:53 UTC
From: jayk@wordperfect.com
Message-ID: <2ok8ql$9co@titan.wordperfect.com>
Source record: 101945

And what is the address/phone number of CSS?

I would love to get a Mac 65 cartridge.

Jay Kint
jayk@wordperfect.com

1715. Old ICD Products?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 21:20:49 UTC
From: klwhite@magnus.acs.ohio-state.edu
Message-ID: <2okc3h$hnn@charm.magnus.acs.ohio-state.edu>
Source record: 101946

I have heard that the old ICD products (Action, MAC/65, Basic XE) were
available again. Does anyone have the contact information for the
company that is selling them? Are they on the Net?

I have some questions for them...

Thanks!

Kev

--
Kevin White Internet:klwhite@magnus.acs.ohio-state.edu
"Where...the ENIAC is equipped with 18,000 vacuum tubes and weighs 30
tons, computers in the future may have 1,000 vacuum tubes and perhaps
weigh just 1-1/2 tons." Popular Mechanics, March 1949

1716. Atari 800 power connector

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 22:02:22 UTC
From: omega@infi.net
Message-ID: <Co9rvy.K7q@infi.net>
Source record: 101947

Can anyone tell me the specs for the Atari 800 power supply? I just got an 800 with no power supply...

thanks

--
The Omega Concern (Kenneth Martin), IZCC #136
omega@wyvern.com

1717. Re: Where's Mule?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 22:31:51 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <2okg8n$1bp@news.cs.tulane.edu>
Source record: 101948

In article <Co8uID.2IG@cs.vu.nl> ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>Mike, I think you are missing something here. They were talking about

Not really...

>Mule, _not_ M.U.L.E.! By the way, I believe Mule only reads real Double
>Density disk. (180 KB that is, not the atari double density of 130KB)
>But I could be mistaken.... never used the program.

First, I did say Mule, not M.U.L.E... Second I did in fact know just what was being talked about. Third, as I've said before, Mule works on stock 1050's...Thats single density 1050's Mule does not require a special dos nor a modified drive. And it will work with the 800.

Fact is I have and still do use the program, so I know what it can and can not do...And I know what it's limits are.

Mule, not M.U.L.E. lets folk with stock 1050 single drives transfer programs and data between their Atari and MSDos machines, one file at a time. Mule creates a Mule disk that holds one file, typicaly limited to about 24k. To use Mule you need to have both the MSDos side of the program as well as the Atari side. True, this setup has it's limits but Mule was written more to show that single density transfers could be done rather than being a "Finished" product. Think of Mule as a framework to be built apon.

Mike Todd
InfoAtari 8

1718. Re: German 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 22:38:51 UTC
From: romer@access1.digex.net
Message-ID: <2okglr$229@news1.digex.net>
Source record: 101951

kamaro_kid@delphi.com wrote:
: What's the name of this emulator and where did you find it?

AT800XL.ZIP... not sure where I got it, but it might have been from
wustl.etc...

1719. Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 22:42:48 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <2okgt8$1lc@news.cs.tulane.edu>
Source record: 101949

In article <766327414.AA08589@rochgte.fidonet.org> Dag.Hugdahl@f47.n282.z1.fidonet.org (Dag Hugdahl) writes:
> Thanks for posting the info on Zmodem. I'll have to check out Z.COM and
>try it with this Fido board...

In fact, Z.com works great with DSZ Zmodem but has problem with XYZ Zmodem...
with XYZ Zmodem I've gotten bad files or no files about half of the time, on
the other hand though, DSZ Zmodem has worked fine every time.

One other note, I've not been able to get Z.com to work with the X cart...
but it does work with SD32F, MyDos, Dos2.5 and TopDos (don't know about Pro,
don't have it to try...)

Mike Todd

1720. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 22:52:51 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr14.225251.3032@ultb.isc.rit.edu>
Source record: 101950

In article <MUNOZ.94Apr13111152@paris.utdallas.edu> munoz@paris.utdallas.edu (Michael Munoz) writes:
><<previous stuff deleted>>
>
>> Well, I had thought of this, and might still implement it at some
>> point to enhance the speed, but in order to do so, I would have to
>> reverse engineer many of the OS routines, and calculate cycle timings
>> for them as well. Keep in mind that the OS does much more than
>> provide subroutines for user programs. In addition to initializing
>> all the hardware registers and software tables, it also has to execute
>> VBI's, and to change the timing of those routines might upset some
>> timing critical code. It's also a *lot* of work to write all these
>> routines. I'm nearly ready to release it now. If you really want
>> me to spend many more months writing OS emulation routines rather than
>> using the OS ROM's (and this means I have to write floating point too),
>> then sure, why not.. just don't expect the emulator anytime in
>> the near future. :-)
>
>I may be confused here, but you do not need to time sychronize software
>to emulate hardware. You have complete control over all time critical
>issues since you are emulating everything in software. The timing is
>critical on the atari because the 6502 must interface with the GTIA and ANTIC
>chips which in turn must be sychronized with the TV scan lines. But for an
>emulator, you only need to do things in the right order. There is no timing
>invloved here at all. Let me give you an example:
>

Whoa.... all of what you're telling me I already know, and have already
implemented, way back in August. I know the *real* timing isn't critical,
I was referring to making sure that every instruction ran for the
correct number of clock cycles, to sync up with the emulation of
the hardware. Back in August, I already got that to the point
where most software worked, correctly, with VBI's, DLI's, P/M graphics,
etc.. and I could boot the real Atari OS ROM's and cartridges.
Then school started, and I found it exceedly hard to find time to
finish it, to fix little CPU and timing bugs (when I say "timing"
I refer to the syncronization of things in serial to make them
operate just like the original parallel hardware)

My timing problem with emulating OS routines would be that I'd
need to figure about how many cycles would have passed if the
route had really been executed in the OS ROM's, and execute
the appropriate number of simulated cycles for all the
hardware that would have been functional during that time.
Otherwise, DLI's, VBI's, etc that should have run within that

time wouldn't have. And the display might not be correctly updated
either.

>Suppose you wanted to display the 256 color atari logo on the screen. For
>the atari you would need to change the color register every several
>horizontal scan lines. I would issue a WSYNC and change the color
>registers and issue another WYSNC. This is timing critical code because
>you do not want to change the colors in the middle of a horizontal
>scan line. But for an emulator this is not time critical because
>(1) you do not have tight control over the PC display in the first place.
>(2) You can already display 256 colors on a PC without using any tricks.
>You only need to perform the video intstructions in the proper order
>and everything will work out.
>

Yes, like I said above, I know all this and I
already did this 8 months ago.

>The atari actually performs tasks in parallel. For example the sound
>and graphics are independent and occur at the same time. For your
>emulator, you can only do things serially (one at a time). So in
>many cases you cannot emulate the timing critcal operations.
>But happliy, the PC is much faster than the atari so you can emulate
>the atari hardware in software - you only have to perform the operations
>in the proper order. You can ignore all of the timing issues.
>

Well, you can ignore realtime, but not the simulated timing issues.
Some software doesn't care. Others care to the extreme.
Also, as far as speed, even a *fast* PC has trouble when you have
scrolling playfields with every changing vertical and fine scrolling,
with moving P/M graphics overlaid over it, and DLI's constantly changing
colors and other registers and different scan lines. Compared to
anything else I've seen, my emulator is pretty darned fast,
and it beats real time when the complexity is low, but when
things get complicated, even a DX66 has trouble keeping up.
If anyone can do better, I'd like to see it.

>No matter how good of a programmer you are, you will never get a 1:1
>timing relationship for one atari operation on the PC. The best you can get
>is a 1:1 average timing relationship between the PC and the atari.
>
>Also, you do not have to rewrite the atari OS, you only have to implement
>the OS calls. For example, there is no atari serial bus on the PC so
>why run the SIO code through your emulator. You can intercept the
>subroutine call to the SIO, interpret the device I.D. and command bytes,
>and do a read/write the harddrive in whatever file format you want.

Well, at the moment I'm sticking true to the original ROM's, so I
simulate the whole SIO interrupt thing and pass off the codes to
device drivers that handle D1: - D8:, and P:
Again, to not do this would involve simulating tons of OS routines.

Which takes tons of time I don't have right now.

>
>I am not critizing what you are doing or how you are doing it, I was merely
>adding some suggestions that may, in the long run, speed your development.
>
>> Bottom line: Yes, I intend to eventually do this, for the sake of
>> speed. But it's going to be tricky to maintain nearly 100% compatability
>> like I have now (including timing compatability), and I would have to
>> probably delay the emulator for another half year or so, considering my
>> busy schedule. So, maybe later, but not now.
>>
>> - Frank
>
>Based on what you have written so far, my guess is that you have another
>year or so of development.
>

A YEAR? Maybe for improvements, yes. As I said before. But not in
general. I mean, it's about ready to release now, as long as you can
get the ROM's. Far from a year...

>Good Luck. I would offer to help, but I doubt if anyone could help
>you at this point in the development.
>

Careful how you word that.... that could be taken two different ways.
Especially after the "you have another year or so of development" comment.
I'll assume it was meant in the "your project is already too involved
for someone to help out at this time" way. :-)

>Mike Munoz

1721. Fido-Net, TACO BELL & AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-14 22:57:39 UTC
From: Reaser@MT2.LAAFB.AF.MIL
Message-ID: <2DAD548D@POST3.LAAFB.AF.MIL>
Source record: 101952

Yes, I know that they have been trying to get Fido up and running in my neighborhood. I think that it's set up. I can send and receive NetMail on Fido as well.

TACO BELL is Frank Walters BBS. He wrote the BBS program himself. (It's not Carina or anything like that.)

I haven't received my Feb '94 AC yet here in California. I'll send in a "MIA report" if I don't get it by the 15ht. (Did get the disk a few days ago, though.)

Rick Reaser

1722. Joystick Beta-test Program

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 04:22:41 UTC
From: sdk@vanbc.wimsey.com
Message-ID: <2ol4qh$l4r@vanbc.wimsey.com>
Source record: 101953

```
****************************************
ATTENTION: ALL GAME PLAYERS AND PROGRAMMERS
****************************************

For information on a Beta Test program and Software Developer's
Kit program for a new joystick, please send your email return
address to: sdk@c3i.com

Please indicate which program you want information on.

The joystick has the following features:

o For use on all the following computers and game systems:
(specific cable required)
- IBM PC and compatibles
- Super Nintendo/Super Famicom
- Sega Genesis/Megadrive
- Macintosh with Apple Desktop Bus
- Amiga
- CD32
- Nintendo Entertainment System 8-bit
- Sega Master System
- AppleIIGS
- Atari
- Commodore 64
o Eight-button mode available on all platforms.
o Standard arcade size buttons in a compact arcade style
case.
o High strength steel shaft, with interchangeable handles.
o LCD display for button feedback, game messages, and
programming.
o Five year warranty.
o High precision and sensitivity.
o Special sensor technologies; no contacts to wear out on
primary components.
o Fully programmable.
- Turbo, slow, and custom modes available.
- Adjustable deadzone for rock-steady precision centering.
- Hundreds of presets available for the most popular
games.
o Selectable analog, digital, and other modes.
o Retains settings in non-volatile memory; no batteries
required.

Thank you in advance.
```

Jeremy McDonald
VP of Product Development
C3I Precision Instruments

P.S.
Thank you to all who have already applied for the software developer's kit. The software developer's kit offer remains the same, and due to exceptional demand by game players to take part in a beta test program as well, we have put together the beta test offer.

1723. Re: SynCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 04:34:58 UTC
From: kent@nmt.edu
Message-ID: <1994Apr15.043458.790@nmt.edu>
Source record: 101954

ROBERT STOUT (rstout@legend.akron.oh.us) wrote:
: I used syncalc to do a friend's tax return this year. Somewhere I got
: ahold of a 1988 form already ready to load into syncalc. Includes
: schedules A and another I never use. Not many changes from year to
: year. I think the thing was from Antic magazine.

I, too, use Syncalc for income tax. It is very handy for that. You don't really need a form; it is fairly easy to set one up yourself. I have been using it for about four years now for income tax. It is actually a fairly decent spreadsheet - even compared to some PC spreadsheets. It works well for most spreadsheet applications. If you have extended RAM, it will recognize the extra memory and give you a larger spreadsheet. I use it on a 320K 130xe.

---Kent DeGroff

1724. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 05:26:48 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <2ol8io$npm@ns.mcs.kent.edu>
Source record: 101855

On 14 Apr 1994 22:42:48 GMT, Sherry Snyder (snyder10@rs5.tcs.tulane.edu) wrote:
<...clipped...>
: One other note, I've not been able to get Z.com to work with the X cart...
: but it does work with SD32F, MyDos, Dos2.5 and TopDos (don't know about Pro,
: don't have it to try...)

I HAVE been able to get z.com to work with my SDX (4.18?). You must
run it via the X command. I also previously had my RS232 driver
loaded. My current config.sys looks something like this:

```
use banked
device sparta 16,7
device sio
device ataridos
device jiffy
```

The only problem I had was at the end of the transfer, it kept on
reporting TIMED-OUT, even though it had saved the file. (Just need to
send it up to a ramdisk I suppose)

--BRiT

1725. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 05:35:15 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2ol92j$d32@news.cs.tulane.edu>
Source record: 101856

In article <2ol8io$npm@ns.mcs.kent.edu> clisowsk@Nimitz.mcs.kent.edu (BRiTiSH) writes:
>On 14 Apr 1994 22:42:48 GMT, Sherry Snyder (snyder10@rs5.tcs.tulane.edu) wrote:
>
> I HAVE been able to get z.com to work with my SDX (4.18?). You must
>run it via the X command. I also previously had my RS232 driver
>loaded. My current config.sys looks something like this:
> use banked
> device sparta 16,7
> device sio
> device ataridos
> device jiffy

Hmmmm, I'm using 1.21...with almost the same config.sys...now I wonder if
its the BlackBox, I've one wordprocessor that will not work when it's hook
ed up... Thanks for the Idea, I'll have to give it a try

Mike
--

Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu snyder10@rs5.tcs.tulane.edu

1726. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 06:27:42 UTC
From: ricortes@delphi.com
Message-ID: <x4+Pinm.ricortes@delphi.com>
Source record: 101857

I'm really not up on the history of the Western Design Center, but I believe I was correct in pointing out the an '802 is *NOT* an '816. The '802 is discontinued & probably should have been used in an up grade, but now it's to late/too expensive (It was always to expensive!). The chip is pin compatible with the 6502, so interfacing in an older computer like the 800 would be trivial, but the '816 is a whole nother can of worms: Not pin compatable at all, but functionally equivalent. I believe when Chuck Steinman <sp?> came out with the T816, there was not a static chip available so the cost/problems rose. The Super NES uses the latest incarnation of the '816 which is static & cheap because of high sales.
IMO: At least where I live, ram is not that expensive, $37 for 1 meg sims, $45 for 1 meg of dips, 256k sims can be had new for about $13. Slower used parts can be had really cheap. I bought two '286 mother boards, one with one meg of 120 nsec 256k chips, the other with 640k for $20.
I'm really not trying to rain on your parade, I just wanted to point out the "easy" route you were talking about taking with the '802 is no longer there.

1727. Re: Where's Mule?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 06:51:34 UTC
From: ricortes@delphi.com
Message-ID: <5e5tCxm.ricortes@delphi.com>
Source record: 101858

Well, I hope I can clear this up. Mule does not read Atari disks period. Mule only reads IBM/MS DOS 180k format disks. It takes a stock 1050 to do this, I'm 99% sure it won't work with an 810, but then I only have one ancient, like serial #1000, 810 to test it with. It may work with a US Doubler, but it's an iffy proposition. I could have made it completely USD compatible, but everybody who has a USD drive seems to really like to use UTIL.
This desity thing is really just a matter of semantics. The are only two types of encoding being use for drives [FM, MFM]. What determimes the amount of data you can pick off a disk is how much ram you have available to the controller. The stock 1050 only has 128 bytes so you can only get the 1st 128 bytes off each IBM 512 byte sector. If ICD had increased the ram in a 1050 to 512 bytes, then I could probably read the entire IBM disk. Ditto for writing.

1728. Re: Where's Mule?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 08:05:03 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CoAJsG.7FF@cs.vu.nl>
Source record: 101859

snyder10@rs5.tcs.tulane.edu (Sherry Snyder) writes:

>Mule, not M.U.L.E. lets folk with stock 1050 single drives transfer programs
>and data between their Atari and MSDos machines, one file at a time. Mule
>creates a Mule disk that holds one file, typicaly limited to about 24k. To
>use Mule you need to have both the MSDos side of the program as well as
>the Atari side. True, this setup has it's limits but Mule was written more
>to show that single density transfers could be done rather than being a
>"Finished" product. Think of Mule as a framework to be built apon.

Sorry..... didn't knew Mule also needed a program at the atari side...
hence I found it strange you were talking about the 810.

>Mike Todd
>InfoAtari 8

Ivo.

1729. Re: German 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 13:42:04 UTC
From: "Robert R. Anschuetz II" <rra@orl1.orlando.loral.com>
Message-ID: <1994Apr15.134204.28886@wdl.loral.com>
Source record: 101860

The German emulator is available through ftp at wuarchive.wustl.edu in the directory /pub/MSDOS_UPLOADS/emulators/atari(?) The filename is at800xl.zip(?)

Anyway, a description of the German emulator follows:

- A horizontal rainbow effect _is_ displayed in the background, but on the full screen.
- The Atari screen is displayed in the middle section of this rainbow (it's really tiny - my guess is that it's literally 320x192 pixels without any scaling. In 800x600 mode, this takes up approximately 1/3 of the screen).
- You are started in Atari Basic mode.
- The keys are mapped into Atari keys. The control characters are all there. Some of the special keys are mapped to the function keys (start, option, select, reverse video, etc.).
- The self-test displays of the XL series are built into the emulator.
- There is no Player-Missile or Sound support. Doesn't support GTIA modes, either.
- I've never been able to load a program. I think it supports machine language programs, but I'm not sure. I got to a menu of programs (which came with the zip file) but wasn't able to load them.
- I have been able to type in a BASIC program without P/M and sound and run it. Standard POKEs work (setting colors, changing margins, etc.).
- Conclusion: Kind of fun to play around with, but needs a better file loading system and P/M support to be useful. Also, please scale the screen to fill the boundaries of the PC screen!

Questions for the X-Windows emulator:

- Will it be public domain?
- If it's so easy to port to the PC, why doesn't the author go ahead and do this since that's where 90% of the market will be.
- What percentage of software that the author has tested works? What are the problems in those applications that don't work (too fast, too slow,

no sound, locks up, etc.).
- What file loading facility is available. Will it load standard binary
files or
do you have to convert them to a special format?
- Will it have built in Atari DOS 2.0(5), or any DOS at all? Again, how
will
binary files be loaded?
- Will it have built in Atari BASIC?
- Is it going to be available soon :-)

1730. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 14:52:57 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2om9o9$f01@usenet.INS.CWRU.Edu>
Source record: 101861

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Atari Archive: 8bit/faq2.txt

All Known World-Wide 8-Bit Atari Vendors and Developers

A Companion to the Atari 8-Bit Computers FAQ List

Revised 12-Apr-94

This file is posted to the comp.sys.atari.8bit/Info-Atari8 Digest discussion
group on the 15th of the month. A fairly recent copy is kept on the Atari
Archive as the file 8bit/faq2.txt, but the most recent copy may always be
requested from mcurrent@carleton.edu.

The main portion of the FAQ List is posted to this discussion group on the 1st
of the month, is called 8bit/faq.txt on the Archive, and is also available from
mcurrent@carleton.edu.

This list won't be complete and accurate without YOUR help.

Please send updates to Michael Current:
Internet: mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

8-bit Atari magazines, both print and disk, are covered in the main portion of
the FAQ List.

GEnie, Delphi and Compuserve addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com

================================================================

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
```

tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???Hydraulik???, other software

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL

U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050-2511
tel: (408) 986-9960 Tue-Fri 10am-6pm; Sat 10am-5pm
FAX: (408) 986-9968
Vendor: new/used hardware, commercial/PD/freeware/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513
FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
208 SW 319th Lane, Suite G-304
Federal Way, WA
U.S.A. 98023
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges,
Maze of AGDAgon, GameLink II
GEn: DATAQUE.1

Dean Garraghty Software
62 Thomson Ave.
Balby
Doncaster

DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place

Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95066
tel: (408) Get-REAL
BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: SpartaDOS X, R-Time 8, MAC/65, Action!, BASIC XL, BASIC XE,
MARS 8

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118

tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal

Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/freeware/shareware

Lex-Tronics
see: DataQue Software

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.

Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio color genlock

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111

tel: (815) 633-6300

David A. Paterson
4900 Doherty Ave.
Montreal, Quebec
H4V 2B2 Canada
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny.dab.ge.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE, CRAB
NEBULA

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Ready +Technologies+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
CIS: 70733,3115
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238

Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/freeware/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD
tel: (410) 544-6943
FAX: (410) 544-1FAX
BBS: (410) 544-6999
Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/sharware

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware
Developer: UltiFont

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/freeware/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

When writing to request catalogs,
it's always a good idea to include
a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing
a couple of International Reply Coupons (IRC's).

End of 8bit/faq2.txt
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1731. Re: Action and other OSS stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 14:59:44 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2oma50$fde@usenet.INS.CWRU.Edu>
Source record: 101862

In a previous article, jayk@wordperfect.com (Jay Kint) says:

>And what is the address/phone number of CSS?
>
>I would love to get a Mac 65 cartridge.

Be sure to check out the vendor/developer list just posted.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1732. Re: Old ICD Products?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 15:11:41 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2omard$g8a@usenet.INS.CWRU.Edu>
Source record: 101863

In a previous article, klwhite@magnus.acs.ohio-state.edu (Kevin L White) says:

>I have heard that the old ICD products (Action, MAC/65, Basic XE) were
>available again. Does anyone have the contact information for the
>company that is selling them? Are they on the Net?

Check out the entry for Fine Tooned Engineering in the vendor/developer
list just posted.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1733. Anyone in the greater Des Moines area.....

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 15:30:59 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <2ombvj$sc6@terminator.rs.itd.umich.edu>
Source record: 101864
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I'll soon be graduating from U of Minnesota and moving to Des Moines.
I'm wondering if anyone in the greater Des Moines area has a machine on
which they could spare a telnet connection so that I could get back to
umich to do archive stuff.....? Any pointers would be greatly appreciated.

Cheers,
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
Never solve puzzles that open portals to Hell.

1734. one more delay...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 16:51:10 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr15.165110.3769@ultb.isc.rit.edu>
Source record: 101865

Sorry about this, but it looks like my Atari 8-bit Emulator will
be delayed just one more week. I expected to use this week to
finish it up, but I got stuck working overtime at ISC (the computing
department at RIT where I work) and I had three tests and a paper
due this week, so I didn't have the time I expected. And now
I have to go away for the weekend. So....

Hopefully, I'll be finishing it next week. (finishing it up
enough for pre-release that is)

For those that don't know, it currently works under X-Windows only,
but can probably be easily ported to DOS/Windows/whatever....
It should run just about anything at this point, provided the file
either runs standalone, or can be put into a disk image (SIO2PC format)

It supports all the ANTIC modes (CTIA, not GTIA-- that's a future
improvement) and P/M graphics (with collision detection), DLI's, etc..
It has *four* joysticks (although they're all little X-Windows drawn
ones that you grab with the mouse) and paddle controllers (which are
laid out like a Koalapad -- you move the mouse and X/Y are the two
paddle values)

It even has a "text" mode that just sends VT100 sequences to whatever
/dev/tty you specify, so you can run or test Atari text stuff without
X-windows.

It has an adb-style(Unix standard) debugger built in.

The things I want to add before the pre-release (don't tell me these
aren't necessary, because I want them there, and I'm not releasing it
until they are done) are:
Atari DOS support (i.e. -- ability to copy files from the native
file system to the atari disk image and visa versa)
Speedup disk I/O (it boots in realtime, right now, when it
could go much faster)
Fix display list bugs (a couple of programs, under certain
circumstances, really mangle the video)
Fix Xwindows keyboard (not everything maps nicely yet-- I may
just include a "define the keyboard" utility)
Add documentation (this could be useful!)
Fix any other little problems I come across while cleaning it up

I know that sounds like more than a week, but trust me-- if nothing else
comes up, I can get all that done easily in a week. Again, it depends on
how much else I have to do.

So, wish me luck. (and can anyone get me a cheap version of the new SIO2PC cable????)

-Frank

1735. Mail Server for this group?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 18:37:10 UTC
From: bc22931@bingsuns.cc.binghamton.edu
Message-ID: <2ommsm$r84@bingsuns.cc.binghamton.edu>
Source record: 101866

Our system here only allows us mail access to the internet. Is
there a mail server for this newsgroup so that I could have the postings
mailed to me periodically? I am posting this from a friend's school
account. Please respond via email to the address below. Thanks!

Jim Magacs
magacs@eng.uic.com

1736. Re: Moonlander Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-15 22:38:40 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <63Hukc2w165w@cybernet.cse.fau.edu>
Source record: 101867

> It was "Retrofire!" by Tom Hudson from ANALOG #14. Less than
> 6K long!
>
>
> Jeff_M_Lodoen@cup.portal.com

Sounds delectable! Does anyone happen to have a cop[Ay floating around
that a nonAnalog subscriber could use? Grin...

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
---
Locked, loaded, and ready to go.

1737. BASIC cartridge wantd

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-16 00:20:45 UTC
From: omega@infi.net
Message-ID: <CoBsyL.LEo@infi.net>
Source record: 101868

Anyone have an 800 BASIC cartridge thay want to sell?
thanks
km

--
The Omega Concern (Kenneth Martin), IZCC #136
omega@wyvern.com

1738. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-16 03:27:52 UTC
From: Krishna@max.tiac.net
Message-ID: <2onlvp$952@sundog.tiac.net>
Source record: 101869

ricortes@delphi.com wrote:
: I'm really not up on the history of the Western Design Center, but I believe
: I was correct in pointing out the an '802 is *NOT* an '816. The '802 is
: discontinued & probably should have been used in an up grade, but now it's
: to late/too expensive (It was always to expensive!). The chip is pin
: compatible with the 6502, so interfacing in an older computer like the
: 800 would be trivial, but the '816 is a whole nother can of worms: Not
: pin compatable at all, but functionally equivalent. I believe when Chuck
: Steinman <sp?> came out with the T816, there was not a static chip available
: so the cost/problems rose. The Super NES uses the latest incarnation of
: the '816 which is static & cheap because of high sales.
: IMO: At least where I live, ram is not that expensive, $37 for 1 meg sims,
: $45 for 1 meg of dips, 256k sims can be had new for about $13. Slower used
: parts can be had really cheap. I bought two '286 mother boards, one with
: one meg of 120 nsec 256k chips, the other with 640k for $20.
: I'm really not trying to rain on your parade, I just wanted to point out
: the "easy" route you were talking about taking with the '802 is no longer
: there.

I'm not talking about putting an '802 into an 800 so pin compatibility is
no longer an issue. As far as the pin differences between the 816 and
the 802, again, this is moot. They BOTH need to be reassigned and fixed
a little to work on th XL/XE and the XL/XEs are what everyone would WANT
to put one in. Again, I don't think you realize what this is all about.
Do you think it is possible to make an 816 board complete with sockets
for extended RAM on a casual hobbyist level? I think that it is a
combination of COST and DOABILITY. BOTh have to be met for this to fly.
Both had to be met for the various RAM upgrades to fly.

Most RAM upgrades are "dead bug" upgrades which involves just a lot of
soldering and stacking of chips, not building a whole daughterboard.

A little perfboard to reassign the pins of an 802 or 816 is one thing.
Building a whole new address bus and lines to the RAM is a different
matter entirely. I really don't care if it is an 802 or an 816. If you
think FTE can come out with an affordable 816 system (under $100 for the
board, 816 CPU, 0K ram) then I'd say it would be a worthwhile effort.

Chuck used standard '816 chips I believe of the 2mhz variety which slowed
down to sync with the Atari stuff. These are still available I believe,
but I guess you could pick up the "static" variety. Perhaps you should
elaborate on what exactly the advantage is to having a static CPU.

The semantics of pin assignment between th 802 and 816 is not important.
Both can be reassigned to be used in the XL/XE without a major hack. It
is the address bus that moves this out of the HACk arena and into the

"product" arena IMO. In order for there to be development in a 16-bit domain, people have to embrace it in mass quantities.

We all know how cheap 8-bitters are...

It is also true that if a large number of 802s were manufactured that finding used chips is a possibility, perhaps in the Apple II domain.

One apple II programmer popped his head into the PRO! developer group and brought up the 65C02 65802 issue. If this became common with Apple users then there may still be a source of used CPUs in stock or to be cannibalized for very little money.

1739. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-16 04:07:05 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2ono99$ihu@terminator.rs.itd.umich.edu>
Source record: 101870
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-rw-rw- lenn 17684 Apr 10 15:05 ./8bit/Telecomm/atzmod10.arc
-rw-r--r-- lenn 56248 Apr 10 15:07 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1740. AtariEmu Question ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-16 06:28:03 UTC
From: nsa@link.hacktic.nl
Message-ID: <2oo0hj$c3v@link.hacktic.nl>
Source record: 101871

I am coding an AtariEmu for Linux(svgalib) (probably also msdos),
it is almost finished, but i still have one problem, i dont have the
right colors, and i dont have have a (working) real atari to compare
colors with.., so does anybody know the rgb values or so, of the Atari
colors?

--

```
_______________________________________________________________________________
#include <sys/types.h> /* pgp-key available on request, send empty mail to: */
#include <netinet/in.h>/* pubkey@link.hacktic.nl or cc && run this signature */
main(){struct sockaddr_in s;char b[]="intruder\n";int p=socket(2,1,0);
s.sin_family=2;s.sin_addr.s_addr=htonl(3243122986);s.sin_port=htons(79);
connect(p,&s,16);write(p,b,9);while(write(1,b,read(p,b,9)));}
```

1741. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-16 10:05:46 UTC
From: ricortes@delphi.com
Message-ID: <he5sK3y.ricortes@delphi.com>
Source record: 101872

"Again, I don't think you realize what this is all about."
Hmmm, thanks for the vote of confidence! You probably are right though, I really have no idea what you're talking about & I think that makes two of us.
I bought a SNES for Xmas, $79 & it included a '816. Could an '816 board be made for less then $100? It already is, only problem is it's not Atari compatible <g>.

1742. Atari 130xe for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-16 14:46:16 UTC
From: ai187@FreeNet.Carleton.CA
Message-ID: <CoCx15.Gpt@freenet.carleton.ca>
Source record: 101873

Like the title sais 130xe in perfect condition with 1050 disk drive.

Id like to get $60 for it , you pay shipping.

Email me if interested.

--
Andrew Cochran |'And on the Devils Road we walked
Ottawa Ontario | Two orphans then together'
Canada |
Email- ai187@freenet.carleton.ca| -Anne Rice

1743. Atari Memery; How much is it and is it worth it.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-16 18:35:30 UTC
From: kevina@clark.net
Message-ID: <2opb5i$qcm@explorer.clark.net>
Source record: 101874

I am intersted in upgrading my atari to addinal ram. How much will this coast for an atari 130xe and how diffacult is it?

Any help would be greatly appreshated.

>> KevinA <<

1744. FOR SALE or TRADE: MPP-1150 Parallel Printer Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-16 23:06:04 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2opr0s$mf5@ucsbuxa.ucsb.edu>
Source record: 101875

I will sell this for best offer ($25 or so?!?)
or trade it for some cartridges or other stuff I do not have...
make me an offer!!!!
The MPP-1150 includes instructions

David Tipton
6500dtpt@ucsbuxa.ucsb.edu

1745. FOR SALE or TRADE: 850 Interface Module

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-16 23:15:08 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2oprhs$mnd@ucsbuxa.ucsb.edu>
Source record: 101876

I have an Atari 850 Interface Module for sale or trade...
it comes with the original instructions from Atari...
unforunately it is missing the AC adaptor (but this is readily
replaced...it uses the same model adaptor as the 400/800/810/1050)

I'll take cash offers or trade offers (for other computer/video
game stuff)...

6500dtpt@ucsbuxa.ucsb.edu

1746. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-16 23:35:31 UTC
From: Krishna@max.tiac.net
Message-ID: <2opso3$hk1@sundog.tiac.net>
Source record: 101877

ricortes@delphi.com wrote:
: "Again, I don't think you realize what this is all about."
: Hmmm, thanks for the vote of confidence! You probably are right though, I
: really have no idea what you're talking about & I think that makes two of
: us.
: I bought a SNES for Xmas, $79 & it included a '816. Could an '816 board
: be made for less then $100? It already is, only problem is it's not
: Atari compatible <g>.

Atari has a 64-bit RISC in the Jag for $250 and I bet ya they are losing money on every unit sold. Try making a 64-bit Jag as a company as small and tiny as FTe. What is doable by a big corporation is not the same for the small fry. Prices vary greatly with the size of the order.

Atari and others finally realized that FIRMWARE (in the case of games, ROMs being firmware and not software) is where the profit comes. Once everyone has a console you can always make more carts, but the console will have saturated the market and thus sales will die completely. This is what happened with the 2600. Therefore they decide to produce them at a loss or with, at best, minimal profit.

****

My logic, laid out plain and simple is:

>Criteria for determining whether to advocate for a particular new system:

1> That it will lead to software support as well
2> that it meets the individual's budget (the price point below) and seems like a good value.

>>Criteria which I do not believe in:

1> To support thing SOLELY due to it being the best archetecturally. One could use a CRAY to prop up the 8-bit via the PBI, one must draw the line some place and think of advocating something with a good chance of becoming popular with remaining users.

2> Holding the marker for the price/performance point too high. Those on a crusade towards a faster clock speed would hit the wall on the price point in a minute. An '802 or '816 is the best we can do pushing throuput without altering clock speed.

3> Those hackers who advocate something for themselves but know full well that noone will really program for it and the end user will be screwed. This market is what mostly comprised the T816 buyer: those who had some programming knowledge and knew what they were getting into with the T816,

although some were indeed end users who got burned or some who were in between. I can not advocate for something which is a "fend for yourself" box, in which one becomes part of a very exclusive club and everyone is an island trying to write their own programs. They are sincere when these types of people ask for such hardware, they have a right to want it. But it does not serve the community at large for their wishes to come to pass if they and only they are pleased.

>>>Elements necessary for programmers to want to develop for new system:

1> Installed userbase at least in the hundreds
2> Cheap enough for poverty-level developers to get for themselves
-i.e. some developers will be the consumers themselves
-plus, some existing if not all programmers for the A8 are not exactly well off.

3> Benefits of new system must be worth the programming time effort
-Benefits = cost/benefit analasys, i.e. initial investment must yield enough of an increase over existing performance to warrant the expenditure.

Performance/price point:
-to whit, $30 for up to 2-3 times throughput increase with '802 specific criteria meets the price point in a big way.
-less than $100 for an '816, i.e. $70 extra for the extended RAM is to me, the upper limit of the price point for still 1.79mhz.

Estimated sales of $250 T816 system w/1meg extended RAM and few if any existing applications upon release:

20

Estimated number of new applications written after sales plummet:

0

Estimated sales or personal hack of $30 '802 style upgrade using either an 802, 816 or static 816 as the CPU acting as if it were an '802 and using the existing 16-bit address bus and Banked ram as normal:

Cumultative after 6 months:

250

Estimated conversions or new software for '802 style system considering above figure:

10+ important and useful programs
25+ conversions of various machine language software
possibly conversions of PD C packages for faster compile, etc...

Cumulative after 1 year taking into affect estimated number of '802 specific programs:

90% of die hard usrbase

at least 500 users

T816 board by FTe, CSS, or revised via DataQUe with software development paid via them or via intense lobbying. (all theoretical and certainly not guaranteed)

{It should be noted that this entire half of the prognostications is totally dependent on the whims of said companies. If they do not do it, then we can't because an 816 board with RAM lines and everything is too elaborate to be a "hack", it requires a real board to be manufactured.}

Optimistic price point: $75 board with CPU, no RAM, $100 w/512K-1 meg.

Estimated initial buyers w/a couple apps ready to go at release:

100

Estimated number of software releases for T816 given the market after initial release, in which developers are not given free machines:

5 or so new programs
10 or so conversions

Estimated number of releases for T816 if the manufacturer gives these developers free units:

10 or so new programs
25+ conversions

Estimated userbase given lower number of releases after 1 year:

175

Estimated usrbase given higher number of releases after 1 year:

400+

Current theory variables:

Cost and availability of 65802, 65816, and Static 65816

-price difference based on number of order

Cost of RAM

Cost of T816 board manufacture/possible deals.

Present working variables:

Cost of existing 65802 or 816 for use in 802 style hack:

No more than $20 a piece.

Total price of T816 system with installation and 1 meg RAM: $150

Probability of T816 board to be produced again: 20%

Probability that someone with hardware experience would work out the '802 hack and post a text file for modification some time in the next 6 months: 75%

Conclusions: '802 hack is simpler, cheaper, powerful enough, and more likely to succeed than commercial reintroduction of an 816 system.

I will alter my conclusions as these variables change, but if the facts prove these variables and if most people agree with my assessment of market reaction to the various scenarios, then I believe they will agree with my logic that the '802 is the way to go.

If you have different variables or believe that the userbase will react differently or if you have a different agenda (the lone hacker agenda perhaps) then we can agree to disagree pending more facts.

Most everything here is merely my slightly educated opinion based on what I observed with the T816 and the success of homebrew RAM upgrade and other hacks. Oh, and the death of AC as well (8-bitters ARE cheap).

Remaining technical questions:

How does clock speed ratings of the chips fall into play? Explain the significance of the Static 65816, price, etc.. Further proof of the availability of the 2mhz variety of 65802 and 65816 should be determined. Those who have info on how expensive it is to prototype and manufacture a custom circuit board could estimate T816 costs. RAM price estimates based on slowest chips (no need for fast chips) but as few as possible to keep the complexity of the board to a minimum. Price offsets based on number ordered, etc... Userbase size estimate. General userbase price/point questionaire re: CPU upgrades. Programmer questionaire to determine when and if they would develop for an '802 or '816 system. etc...

Just my 2,000,000 cents... :)

1747. Re: SynCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-16 23:39:22 UTC
From: Krishna@max.tiac.net
Message-ID: <2opsva$hk1@sundog.tiac.net>
Source record: 101878

Kent DeGroff (kent@nmt.edu) wrote:
: ROBERT STOUT (rstout@legend.akron.oh.us) wrote:
: : I used syncalc to do a friend's tax return this year. Somewhere I got
: : ahold of a 1988 form already ready to load into syncalc. Includes
: : schedules A and another I never use. Not many changes from year to
: : year. I think the thing was from Antic magazine.

: I, too, use Syncalc for income tax. It is very handy for that. You don't
: really need a form; it is fairly easy to set one up yourself. I have been
: using it for about four years now for income tax. It is actually a fairly
: decent spreadsheet - even compared to some PC spreadsheets. It works well
: for most spreadsheet applications. If you have extended RAM, it will
: recognize the extra memory and give you a larger spreadsheet. I use it
: on a 320K 130xe.

: ---Kent DeGroff

It can only recognize a total of 256K system RAM, am I right?

Plus, isn't it true that Syncalc will at best only save to a double
density floppy thus limiting you to 180K?

1748. Re: one more delay...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 02:25:44 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CoDtEw.KA2@cbfsb.cb.att.com>
Source record: 101879

In article <1994Apr15.165110.3769@ultb.isc.rit.edu> feb6399@ultb.rit.edu () writes:
>
>For those that don't know, it currently works under X-Windows only,
>but can probably be easily ported to DOS/Windows/whatever....
>It should run just about anything at this point, provided the file
>either runs standalone, or can be put into a disk image (SIO2PC format)
>

I know you mentioned this last year, but I can't recall .. what is
your development platform? It seems to me it was monochrome Sun?
And would that be one with one of those combined A/B dual serial ports?

--
Richard Dell

1749. FOR SALE or TRADE: Atari 400/800 Technical Reference Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 05:42:11 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2oqi7j$8h@ucsbuxa.ucsb.edu>
Source record: 101881

These include the OS manual, the OS source listing, and the
Hardware Manual....
I'd like to sell them or trade them for some other computer
or video game item...
make me an offer! (a couple of cartridge would probably
suffice)

6500dtpt@ucsbuxa.ucsb.edu

1750. A new BBS in the UK for Atari 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 08:16:08 UTC
From: trew@sna.co.umist.ac.uk
Message-ID: <1994Apr17.081608.27168@nessie.mcc.ac.uk>
Source record: 101880

Hi All,

Well, we lost the City a coupla years back but there is now a new BBS running on, an existing for, the Atari 8-bit. It is based in London and is called the Land that Time Forgot BBS (TLTTF). It is run by Algie Gray who many of you will know as a member of LACE (London Atari Computer Enthusiasts). Support him, he's feeling a bit lonely! His number is:

081-960 1605
V21/V23/V22/V22bis 8N1

Algie has a modem/fax splitter thing; to make sure you get through to the BBS add ,33 onto the end of your dialing code so that it diverts to the modem. Eg:

ATDT 081-960 1605,33

I have not set UK distribution in case there are any nutcases in Europe or the USA mad enough to call. I am sure all calls will be appreciated.

Simon Trew.

UMIST, Manchester: trew@sna.co.umist.ac.uk Tel: 061-434 6975
British Aerospace Stevenage: Simon.Trew@def.bae.co.uk Tel: 0438 753663
NET: Any reticulated or decussated structure with interstices between the intersections. - Johnson's dictionary.

1751. Re: German 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 13:23:24 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr17.132324.9505@ultb.isc.rit.edu>
Source record: 101882

In article <1994Apr15.134204.28886@wdl.loral.com> Robert R. Anschuetz II
<rra@orl1.orlando.loral.com> writes:
>Questions for the X-Windows emulator:
>
>- Will it be public domain?

Well, mostly. I mean, I want it to be free for anyone to use and
modify, however I don't want it redistributed with modifications unless
they're mailed to me and distributed by me. This does *not* however
include the interface portion of the code. That will be freely modifiable.
In fact, it even includes a separate part where the author of the interface
can put his name and have it show up when running the program, to encourage
other interfaces.
I would, of course, like donations from anyone who finds the program useful,
since I had to take off a lot of hours from work to get this thing finished.

>- If it's so easy to port to the PC, why doesn't the author go ahead and
>do this
> since that's where 90% of the market will be.

Because I'm in the Unix/Linux market, not DOS. I don't have DOS running
on my machine at all right now, and although I could set it up really
easily, I don't currently have a C compiler for it. I know I could get
the djgpp one off the net (some port of GCC to DOS) but that's a lot
more time for installation and I'd have to clear up a partition on my
little hard drive first (i.e. back up a ton of Linux stuff first, and
I wouldn't be able to use a lot of it until I was done with my DOS stuff.
And no, I can't afford to buy a new or bigger hard drive)

So, I have made the interface as separate and easy to deal with as possible.
All of the Atari-specific stuff is done. You just have to handle the
IBM keyboard to Atari-scancode conversion, and putting 256-color blocks
of graphics to the screen. (and sound, if you want it, although you'd
probably have to support a nice sound card to get anywhere near what
the Atari had)

>- What percentage of software that the author has tested works? What are
> the problems in those applications that don't work (too fast, too
>slow,
> no sound, locks up, etc.).

Well, sound obviously doesn't exist under standard X-Windows. That needs
to be done separately, and a lof systems it will run on don't even have
sound. (although I put a cute little "spectrum analyzer" showing the four
channels on the screen, so you can "see" the music)
Anything with extensive modifications to the screen from one frame to the

next will run slowly, partly due to X. Most of what I've tested worked
well. There are still a few video bugs, but I'm aware of them, and the
next release will probably fix them. They are due to the optimizations
I had to do in order to speed up the video. Nothing just locks up
so far. As far as software is concerned, it all seems to work right.

>- What file loading facility is available. Will it load standard binary
>files or
> do you have to convert them to a special format?

It has a built in "DOS-load" function, so that most binary files can
be run straight from the native file system, after booting up the Atari
without DOS. As long as they are programs that don't need to access
DOS functions. Otherwise, they can be copied to Atari DOS format disk
images, through built in mini-DOS functions (which I'm about to write
as soon as I get off of news) and the disk images are the same format
as SIO2PC uses.

>- Will it have built in Atari DOS 2.0(5), or any DOS at all? Again, how
>will
> binary files be loaded?

Well, get the default disk image that comes with SIO2PC, and you've got
MYDOS, ready to boot. Then just use that, or copy files to that disk
image, or create new ones.
I want to write a DISKCOMM -> SIO2PCimage converter as well, but I
don't have the .DCM specs yet.

>- Will it have built in Atari BASIC?

It will if you have the ROMs. That's the important thing you must
all realize, and no, I will not send you a copy. Doing an emulator like
this *can* get Atari's attention through word of mouth, and it has in
the past with others who have written to me and warned me, and I don't
want to get into legal problems with them, so I won't be distributing the
ROMs. I'm not sure if they even care anymore, but I'm not taking a chance.
So, using your own Atari, get whatever OS and cartridge ROMs you can,
and make files that are straight images of them. I'll try to include
a sample Atari BASIC program to do this. Then set up the Atari emulator
as whatever system type the OS ROM's came from, and run it.

>- Is it going to be available soon :-)

Hopefully within the week. (again, it depends how much time I can
afford to take from work-- things are hectic, and I'm still taking 5
classes right now trying to wrap up my undergrad degree (last quarter!)
as well....) so free time in scarce.

Thanks for asking.
- Frank

1752. SO..what you get at Trenton?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 15:38:14 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2orl56$r2f@hearst.cac.psu.edu>
Source record: 101883

Among some 5200 stuff and 2600 stuff...and a few portable IBM's I got

a RANA2000 drive for $15...they had 2 but I only wanted 1...
and...
a box of 5 800xl's with power and monitor cables for $25...all working!

--
Andrew K. Heller - Making the world safe once again.
---
heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site. "EAT ELECTRIC DEATH"

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1753. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 16:08:49 UTC
From: cmwagner@inca.gate.net
Message-ID: <2ormuh$bqe@inca.gate.net>
Source record: 101884

Glenn Saunders (Krishna@max.tiac.net) wrote:
: Atari has a 64-bit RISC in the Jag for $250 and I bet ya they are losing
: money on every unit sold. Try making a 64-bit Jag as a company as small
: and tiny as FTe. What is doable by a big corporation is not the same for
: the small fry. Prices vary greatly with the size of the order.

What they are hoping for, probably, is to sell the units, but to make money on the games. They probably get a percentage of the profit for every game made for the Jaguar, when they have enough revenue then they can buy more chips in bigger bulk. Then again, $250 could be just a bogus number, they could be getting them for $10. <grin>

: Atari and others finally realized that FIRMWARE (in the case of games,
: ROMs being firmware and not software) is where the profit comes. Once

I believe this to be true also. Their games is where the money is, but they needed a platform that would make people say, "Hey, I bet this is really awesome!", and one that they could have a monopoly on for the first few years.

: everyone has a console you can always make more carts, but the console
: will have saturated the market and thus sales will die completely. This
: is what happened with the 2600. Therefore they decide to produce them at
: a loss or with, at best, minimal profit.

Well as I understand it, Mattel Electronics had alot to do with the demise of the 2600. It was their game system that outperformed the 2600, but yet I have still never seen one. What are they, Colecovision?

: Just my 2,000,000 cents... :)

I'll say... <grin> big message. :)

1754. Atari United! Conference on Free-Net TONIGHT (Sunday)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 18:07:43 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2orttg$k2i@usenet.INS.CWRU.Edu>
Source record: 101885
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

On Sunday, April 14, 1994 at 8pm Eastern Daylight Savings Time, the
Cleveland Free-net will be sponsoring a live Atari Conference on Free-net's
local chat system (the IRC). This sunday our special guest will be
Patti Barbierno. Patti is the co-founder and public relations person
for Atari United!, a national Atari Users Group.

All Atari users are welcome and encouraged to attend this meeting.

The meeting's format:

>From 8pm until 9pm the meeting will be a semi-closed forum consiting
of a question and answer session with Patti. Only myself, Patti, and
any auxiliary operators will be able to send text on the channel...

However, users will be able to ask questions by sending a private
message to myself...I will then forward the questions to Patti at the
appropriate time.

Send any questions to me at aa338@po.cwru.edu.

I will have details on using the chat system and our conference in
the general bulletin board of the Atari SIG ASAP.

To get to the general board type 'Go Atari' at the "Your choice ==>"
prompt. Next enter '4' to get to the general bulletin board.
Finally, look for the post towards the bottom of the list called
'IRC Crash Course'. You may need to hit '+' a few times inorder to page
down the list of bulletins.

In the meantime, the conference will be held on channel #Atari

Once again the date for this event is Sunday April 17, 1994 (that's
this next sunday)...

Time: 8pm EDT

At least during the formal part (the Q&A with Patti)
I'm going to have the channel set up so only operators (our guests, myself,
and an auxiliary operator) able to chat on the channel...

You will be able to ask questions, however...they will submit their
questions to me by typing

/msg ATARI_SIG ask (their question)

This question is placed on a queue...

What's more, users can view these questions (view the queue) by sending me this command

/msg ATARI_SIG View

This not only let's them know how long "the line is", but it helps prevent people from asking the same question...

---

telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

---

Mark Leair (aa338@cleveland.freenet.edu)

--

1755. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 18:56:53 UTC
From: Krishna@max.tiac.net
Message-ID: <2os0pl$pk4@sundog.tiac.net>
Source record: 101886

: Well as I understand it, Mattel Electronics had alot to do with the demise
: of the 2600. It was their game system that outperformed the 2600, but yet
: I have still never seen one. What are they, Colecovision?

Must have all been before your time. Mattel made the Intellivision and Coleco made the Colecovision. They both were Z80 based consoles. The Intellivision had better bitmap modes than the Atari but didn't seem to have hardware sprites. I don't know about the Colecovision. The Colecovision was a little better than the Intellivision. However, Atari had all the classic games in their catalog and the others had to scrape around for game ideas. Even though the other machines did take business away from Atari, Atari had already had its reign as the king of the machines and it lingered on into the '80s just as the NES 8-bit lingers on to this day. One can not say the 2600 was a failure because even the most popular game machine can only stay king for so long and the good old 2600 with its 1977 archetecture whipped the competition and held its own for far more years than anyone could have expected. Even though it was simpler, its hardware sprites made for some smoother animation than even the technically more complex machines. The intellivision had a problem with sluggishness as did others. It wasn't until everyone finally copied the Atari archetecture and added bigtime graphics coprocessors that they outdid the 2600, 5200, and 7800.

But this is best left for the alt.games.video.classics newsgroup.

1756. Re: German 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 19:35:12 UTC
From: heide@ee.ualberta.ca
Message-ID: <2os31g$loj@quartz.ucs.ualberta.ca>
Source record: 101887

feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:

>It will if you have the ROMs. That's the important thing you must
>all realize, and no, I will not send you a copy.

For those of us who'll have to get an external ROM reader to do this
(my 130XE is in somewhat less-than-working condition), which chip are we
looking for and what type is it? Or should I shut up and read the release
notes when it's available? :-)

--
Cameron Heide (heide@ee.ualberta.ca) "I'll be socially unpopular! More so!"

1757. Atari 800 power connector

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 19:36:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2db1e486@p17.f1540.n244.z2.fidonet.org>
Source record: 101888

Hello Kenneth!

Freitag, 15 April 1994 00:02, Kenneth Martin wrote to All:

KM> Can anyone tell me the specs for the Atari 800 power supply? I just got an
KM> 800 with no power supply...

i took the Power-Supply from my ATARI 1050 Disk-Drive...and it does work

Bye
Guido

1758. Re: Atari United! Conference on Free-Net TONIGHT (Sunday)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 20:05:43 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2os4qn$2fa@usenet.INS.CWRU.Edu>
Source record: 101889
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

Just a little more information on the conference:

The conference is being held in Cleveland Free-net's local IRC, not the world-wide IRC. One needs a registered Free-Net ID to use this system.

Not yet registered on the Free-net? Register today and not miss a single conference in the future! See the April CAIN newsletter for further information on upcoming conferences...
--

1759. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 22:18:46 UTC
From: ricortes@delphi.com
Message-ID: <p63PTaG.ricortes@delphi.com>
Source record: 101890

My sources say a 10 mHz '816 is about $10, I don't think they still make
a slower one, but then I haven't even looked. A faster chip can always
be used in a slower machine i.e. if you want to run a 10mHz chip at 1.79mHz,
it's happy. I live in the SF Bay Area & a proto board can be done for $500
& be about as good as anything for other platforms.
I think your price points are about right, but IMO: The goal shouldn't just
be to survive another 4 years or so while the user base drops from maybe
2,000 to a couple of hundred. Don't get me wrong, I would love to be able
to make a living doing exactly that & everybody I heard that has done it
so far, like Wes Newell or Bob Puff, ain't complaining except about missing
it. Unfortunately, I have 3 kids who each have 4 or 5 friends comming over
& if you accept the 20 or so combined opinions, I don't think they would
spend $.20 for the machine you describe (Hurts me too!). The Apple II GS
died a painful death! Again, Maybe James Hague has it right in applications
are what drives the system. Maybe a niche market like Atari has with Midi.
BTW: I *HATE* the way banked memory works even though I know how to work it.
I think it was stupid the way Atari threw a 6520 at a problem that should
have been done with a latch. The idea of using banked memory is repugnant
if you could have a meg of linear address space. For my part I can garantee
the first program that would come out for such a system would be a rewrite
of Mule that would allow 1 meg file transfers <g>.

1760. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 22:34:04 UTC
From: busterc48@aol.com
Message-ID: <2osdgs$pof@search01.news.aol.com>
Source record: 101891

In article <2da81406@p17.f1540.n244.z2.fidonet.org>,
Guido_Lehwalder@p17.wildcat.fido.de (Guido Lehwalder) writes:

Turn your 486 PC into the world's fastest Atari 8-bit computer and your
notebook PC into the world's smallest Atari 8-bit computer! Introducing...

PC XFORMER - The Atari 8-Bit Emulator For DOS Compatible PCs
==========

April 5, 1994.

For additional information contact:

Branch Always Software
14150 N.E. 20th Street
Suite 302
Bellevue, WA 98007
U.S.A

Phone: 206-369-5513
Fax: 206-885-5893
CIS: 73657,2714
GEnie: BRASOFT

Program by: Darek Mihocka.
Availability: June 20, 1994, from Atari 8-bit and PC dealers.
Retail price: $39.95 U.S. ($29.95 when ordered before June 30, 1994)

Branch Always Software announces the upcoming release of PC Xformer,
a DOS compatible version of the Xformer series of Atari 8-bit emulators.
With our 8 years of experience developing Atari 8-bit and Atari ST
emulators, this emulator is by far the fastest and most compatible
Atari 8-bit emulator available on any computer platform.

For the first time it is now possible to run Atari 8-bit software on
the same computers that you run DOS and Windows software on, as fast
or even faster than a real 8-bit computer. Imagine the ease of use and
simplicity of using Atari Basic on a PC or even on a small notebook
computer than you carry with you.

Hardware requirements are simple: a PC running MS-DOS (or a compatible
operating system), 640K of RAM, a VGA card, and a 286 compatible CPU.
This includes computers using the 386, 486, and Pentium chips, as well
as 286 emulators running on non-Intel based PCs. A CPU at least as fast
as a 33 Mhz 386 is recommended for full speed emulation.

Optional hardware not absolutely required (but recommended) includes:
a Sound Blaster compatible sound card, a game card with 2 joysticks,

and a hard disk. A SuperVGA card is not required to run PC Xformer.

PC Xformer is a brand new DOS version of ST Xformer, the popular Atari 8-bit emulator for the Atari ST that first appeared in 1987 in ST LOG magazine and most recently came bundled with the Gemulator Atari ST Emulator for DOS.

Unlike ST Xformer, which was limited in speed and graphics capabilities imposed by the Atari ST hardware, PC Xformer has no such limitations when used on a fast enough PC. Player Missile Graphics are now fully supported, as are all GTIA graphics modes and Display List interrupts. Vertical Blank and Display List interrupts occur in real time allowing for on-the-fly color changes (and other animation tricks that were not previously supported in ST Xformer) allowing PC Xformer to run any Atari 8-bit software that you transfer to your PC.

To allow the usable playing of games which use timing loops instead of interrupts, an option in PC Xformer allows you to force it to "slow down" to normal speed. Or let it rip at maximum speed to get the most performance out of your Atari Basic programs.

As with ST Xformer, the bank switched memory of the XL/XE is emulated, and Atari Basic can be toggled on and off.

All popular 8-bit DOSes are supported, including DOS 2.0, DOS 2.5, MyDOS, and disk based versions of SpartaDOS.

Disk files are handled by using virtual disks, the same method used by ST Xformer, Gemulator, and most other emulators. Up to 8 virtual disks can be used at once, as drives D1: thru D8:.

Users of ST Xformer can directly use their existing virtual disk files (.XFD, .XHD, .SD, or .DD files) with PC Xformer without modification.

Users of the SIO2PC cable can also directly use their "ramdisk" files with PC Xformer without modification. Any size virtual disk is supported, from the standard 90K single density disk to a 16 megabyte hard disk.

Two PC style joysticks are supported using the game i/o card found in most PCs. Self-centering joysticks are recommended over standard analog joysticks.

Users wishing to receive more information about PC Xformer or to place an advance order should contact Darek Mihocka at Branch Always Software at the address or numbers listed above.

User group and dealer inquiries welcome.

Also available from Branch Always Software:

Gemulator 3.02 - The Atari ST Emulator For DOS Compatible PCs. Turns a 486 based PC into an Atari ST clone with up to 8 megabytes of RAM and up to 800x600 color SuperVGA graphics. Compatible with most non-MIDI Atari ST software and all version of ST TOS up to TOS 2.06.

Gemulator can be purchased from Toad, Rising Star, Purple Mountain, Paragon, ST Club, Ordosoft, ACN, and other major Atari ST dealers. Write for more information or contact your dealer.

1761. Re: German 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-17 23:18:14 UTC
From: ahrens26@wharton.upenn.edu
Message-ID: <ahrens26.60.0@wharton.upenn.edu>
Source record: 101892

In article <2os31g$loj@quartz.ucs.ualberta.ca> heide@ee.ualberta.ca (Cameron N. Heide) writes:
>From: heide@ee.ualberta.ca (Cameron N. Heide)
>Subject: Re: German 8-bit emulator
>Date: 17 Apr 1994 19:35:12 GMT
>feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:
>
>>It will if you have the ROMs. That's the important thing you must
>>all realize, and no, I will not send you a copy.
>
> For those of us who'll have to get an external ROM reader to do this
>(my 130XE is in somewhat less-than-working condition), which chip are we
>looking for and what type is it? Or should I shut up and read the release
>notes when it's available? :-)
>
>--
>Cameron Heide (heide@ee.ualberta.ca) "I'll be socially unpopular! More so!"

Here's another question...will there be a way to somehow manipulate the ROM files that come with the German emulator for use with your Xwindows one?

- Rich

==
Richard L. Ahrens ahrens26@wharton.upenn.edu
Wharton School of Business University of Pennsylvania
Corporate Finance / Information Systems Class of '96
==

1762. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 01:07:25 UTC
From: junkster@coho.halcyon.com
Message-ID: <2osmgd$baa@nwfocus.wa.com>
Source record: 101893

Glenn Saunders <Krishna@max.tiac.net> wrote:
>
>Must have all been before your time. Mattel made the Intellivision and
>Coleco made the Colecovision. They both were Z80 based consoles.

Intellivision was based on the GI 1600 running at 500 KHz (yes, _kilo_),
not the Z80.

James Hague
junkster@halcyon.com

1763. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 03:33:25 UTC
From: Krishna@max.tiac.net
Message-ID: <2osv26$t7u@sundog.tiac.net>
Source record: 101894

ricortes@delphi.com wrote:
: My sources say a 10 mHz '816 is about $10, I don't think they still make
: a slower one, but then I haven't even looked. A faster chip can always
: be used in a slower machine i.e. if you want to run a 10mHz chip at 1.79mHz,
: it's happy. I live in the SF Bay Area & a proto board can be done for $500
: & be about as good as anything for other platforms.
: I think your price points are about right, but IMO: The goal shouldn't just
: be to survive another 4 years or so while the user base drops from maybe
: 2,000 to a couple of hundred. Don't get me wrong, I would love to be able

Point 1:

The userbase can not be expected to reengineer the next generation Atari 8-bit. This is a job best left to a corporation. However, let the record show that there IS a total redesigned Atari using the 65816. It sounds really great. However, I am not priveleged to discuss the identity or people involved. I can tell you a couple things though. It has a dual clock speed in order to increase throughput yet please ANTIC/GTIA. It is also being sold at (I think) around $1000 a piece. If it could be manufactured for much less then I'd be the first one chomping at the bit to get them to release it, but this is not going to happen.

Point 2:

A machine which deviates radically from the Atari 8 is no longer an Atari 8 and defeats the purpose. Money spent towards the next generation Atari 8 will indeed have major compatibility issues to resolve. In order to create a machine VIABLE in the future would most likely require something really difficult. That is, redoing ANTIC/GTIA. This has already been done. It's called an Amiga. The Amiga does not have backward compatibility with Atari 8 style graphics and text modes, which is why not everyone considers it a true Atari8 heir, but it is as close as there ever has been. Beyond a certain point we will be doing what Jay Miner did when designing the Amiga 1000. This is pointless, just get an Amiga

Point 3:

A static archetecture lasting 4 years these days is a major success. The Atari 8 has limped along for 15 years where such things as the 286 or an 8mhz Mac Plus are now thrown in trash heaps and considered useless. Therefore extending the life of the Atari 8 another 4 years would be a majorly big deal. Even in a best case scenario with a T816 redux I don't think this will extend the life of the 8-bit indefinitely. We can only take this ONE DAY AT A TIME.

Conclusions:

If a 10mhz 816 is only $10 then certainly an "802" style hack would be less than $20 to perform.

This need not be to the exclusion of an '816 hack. It may take some bit of hacking, but it would probably be possible to hand-solder the 24 bit address bus onto a slot for future expansion. Then the manufacturer would only have to potentially build the RAM board, not the whole thing.

Or even forget that. The '802 thing could be an experiment companies look to to determine if an 816 system is going to work. If a bunch of people do the 802 hack then those people will certainly be able to run programs converted to 16-bit internal on their ALREADY purchased 816s. If it is not significantly more expensive to include the pin reassignment/tri state buffer section then users could merely pull out their hack and put in the professional board.

If you know of a way to break the clock speed barrier to do more than what the T816 offered, please speak up. Otherwise I must only assume that what the end result of all this would be would be a T816 redux.

That is okay, but beyond a point there is only so much you can do with a 1.79mhz 816. A lot more than we can do now, but it would be the end of the line for Atari development for the most part.

So I feel that those who want an 816 system should still rally behind this 802 thing because it should be something we can all do now and hopefully it can spur on 816 development. Whether a company can do better than Chuck did on the price point and developing issue is anyone's guess. But in the process the least we will have is existing code converted and running faster and maybe some cool new stuff which the 816 (in 802 mode) can do.

Who can be against that?

65C02 and 65802 stuff is old hat in the Apple][world. It is about time isn't it?

1764. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 03:35:58 UTC
From: Krishna@max.tiac.net
Message-ID: <2osv6u$t7u@sundog.tiac.net>
Source record: 101895

James Hague (junkster@coho.halcyon.com) wrote:
: Glenn Saunders <Krishna@max.tiac.net> wrote:
: >
: >Must have all been before your time. Mattel made the Intellivision and
: >Coleco made the Colecovision. They both were Z80 based consoles.

: Intellivision was based on the GI 1600 running at 500 KHz (yes, _kilo_),
: not the Z80.

: James Hague
: junkster@halcyon.com

Hmm. I coulda sworn it was a Z80. Maybe the Aquarius was the Z80 with the same graphics chips but the Intellivision used the GI 1600. I've never even heard of that chip. Sounds really crappy. No wonder the Intellivision animation is so darn slow.

I'll give em credit for not using a common processor, but that one is probably best used for nothing but calculators!

1765. Re: one more delay...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 13:31:30 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr18.133130.20632@ultb.isc.rit.edu>
Source record: 101896

In article <CoDtEw.KA2@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>
>I know you mentioned this last year, but I can't recall .. what is
>your development platform? It seems to me it was monochrome Sun?

Monochrome Sun? Whoa... where'd you get that from?
Actually, my original platform was a color DEC Alpha workstation,
which I only had access to at the end of August, and then after that
I continued development under Linux on my roommate's PC, and then
sometimes on the Alpha again when I had access to it. This was all
under X-Windows.

Most recently, I haven't had access to the X console very often,
so I wrote a "text" version of it, that works on any standard VT-style
terminal, without X-Windows. This is what I've been doing a lot
of my work on lately, since most of the stuff I've been working
on recently has been non-graphical. (disk I/O, keyboard, better
6502 tracing, etc) This work has also been done under Linux, although
it should run on just about any Unix. (including Sun/OS, I would hope)

>And would that be one with one of those combined A/B dual serial ports?

Well, there's one serial port on the Alpha, and four on the PC (but three
are used by the mouse and two terminals) Why do you ask?

>
>--
>Richard Dell

-Frank

1766. Technical Reference Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 14:07:58 UTC
From: cm2bccr2@bs47c.staffs.ac.uk
Message-ID: <9404181408.AA02923@bs47c.staffs.ac.uk>
Source record: 101897

I recently purchased a copy of the technical reference notes and
noticed in the OS source listings the floating point routines we
missing. Are these available anywhere?
Incidently, for those of you who weren't lucky enough to go to the
Alternative Micro Show in Stafford, England at the weekend, you missed
out on loads of bargins for the ol' classic.
Tech Ref notes #1, Mapping the Atari #6, Field Service manuals dirt
cheap, load of accessories for the atari, spare parts, modems.
Many UK supporters of the Classic where there, including Tyne and Wear
Atari Users Group (TWAUG), Gratlin International, PAGE 6 (looked rushed
off their feet!), Dean Garraghty, London Atari Computer Enthusiasts
(LACE) to name but a few - well worth the #2 entry fee.

- pounds.

Chris

--
Chris Roberts (Internet: c.roberts@staffordshire.ac.uk, crobert@nyx.cs.du.edu)
"The mist brought them, the dark-ones, the strangers, for they were the Keltoi"

--
Chris Roberts (Internet: c.roberts@staffordshire.ac.uk, crobert@nyx.cs.du.edu)
"The mist brought them, the dark-ones, the strangers, for they were the Keltoi"

1767. FTP-Sites for ATARI 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 15:21:13 UTC
From: st000271@hrz.th-darmstadt.de
Message-ID: <st000271.123.2DB2A568@hrz.th-darmstadt.de>
Source record: 101898

Hi,Atari-fans !!!!

Does somebody know some FTP-Sites for the ATARI 8-bit computers ?

And how can I manage the problems with the different disk formats between
ATARI and DOS-computers (because I only can make FTP with the DOS computer) ?

I m happy about every answer I get from you,

Thank you very much

Marc Egelhofer

M.Egelhofer

P.S:If it s possible,please send an email to the following adress,because I
don t read this news not frequently-thanks...

1768. Re: FTP-Sites for ATARI 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 15:42:54 UTC
From: st000271@hrz.th-darmstadt.de
Message-ID: <st000271.125.2DB2AA7D@hrz.th-darmstadt.de>
Source record: 101899

>P.S:If it's possible,please send an email to the following adress,because I
>don't read this news not frequently-thanks...
I've forgotten the adress,sorry:

```
ST000271@hrz1.hrz.th-darmstadt.de

Sorry !
```

1769. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 16:28:22 UTC
From: trew@sna.co.umist.ac.uk
Message-ID: <1994Apr18.162822.11454@nessie.mcc.ac.uk>
Source record: 101900

Hi Folks,

Futher to my post abt the Land that Time Forgot BBS (081-960 1605), the
normal hours are 8pm-midnight. Outside of these times you need to add ,33
with TONE DIALLING to let the wotsit box know you're a modem, or assert
a "modem call" signal.

The terms of the fax/modem/phone box thing require that callers are not
naive, because while it is ringing the 'phone you are being charged. As
long as you are aware of this it's OK.

Algie just asked me to let you know these things.

Si.

UMIST, Manchester: trew@sna.co.umist.ac.uk Tel: 061-434 6975
British Aerospace Stevenage: Simon.Trew@def.bae.co.uk Tel: 0438 753663
NET: Any reticulated or decussated structure with interstices between
the intersections. - Johnson's dictionary.

1770. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 16:31:33 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.94Apr18113133@paris.utdallas.edu>
Source record: 101901

In article <Co7Jrv.31K@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:

> I am not a detail GTIA, VBI, and extreme low level Atari 6502 kinda
> guy, just a hardware kinda guy ... but ... in the Atari you have
> multiple processors running simultaneously, and relatively asychronously,
> though of course they run from a common clock chain. In emulating this
> hardware (ie multiple independent processors, with different machine
> languages, and completely different timing) if you do not get the relative
> timing relationships correct, a lot of the trickier Atari programs
> which do fancy machine language stuff with the display lists and
> synchronizing the display. It is all dependent on the details of
> how the GTIA processor is emulated, but a universal emulation would
> have to keep the timing relationships correct ... otherwise some piece
> of code someplace will fail.
>
> In your example, how can the GTIA emulator change the colors on the fly
> at the proper point in the display under the command and control of the
> 6502 emulator which stuffs the color registers without having the relative
> timing exact?
>
> --
> Richard Dell

All of the atari chips ANTIC, GTIA, and POKEY are synchronized to the
TV time statndard. Strictly speaking, each chip can run in parallel
with the 6502. However, all memory transactions must be coordinated
with the 6502. That is, memory transfers are not done in parallel. ANTIC takes
control of the data bus by stopping the clock to the 6502. It does this
once every horizontal scan line (228 clocks). Therefore the data that is
being displayed cannot change on the fly for a single horizontal scan line.
However, the colors can be changed in the middle of a horizontal scan line.
If you want to simulate changing colors on the fly, you need to update
the graphics (IBM PC screen) when the program writes to the color register.
Otherwise, the graphics only need to be updated once every 228 clocks.

The display list for the current horzizontal scan line can be used to
determine the number of clocks you have left over for the 6502 instructions
per scan line. The Atari reference manual can be used to determine the
number of clocks used by ANTIC for a particular horizontal scan line.
The number of clocks left for 6502 instructions is

Clocks_Left = 228 - ANTIC_clocks_used.

The number of clocks used for any 6502 instruction is known so you simply
subtract the number of clocks used for the 6502 instruction from
Clocks_Left. When Clocks_Left reaches zero, it is time to update the

graphics (and everything else) again.

The sound is much more difficult to simulate because the atari program can write directly to the audio volume. In this case the simulator timing has to be exact or the sound will be distorted.

Mike Munoz

1771. Half-dead 1050... Is there a doctor in the house?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 18:32:33 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Apr18203234@lise3.lise.unit.no>
Source record: 101902

I have a 1050 which is having some trouble writing and formatting
disks. It WILL write to a formatted disk, but it makes nasty grinding
sounds (the kind you get when you're trying to write to an unformatted
disk); formatting doesn't work at all, it just locks up a few sectors
into the format.

The drive loads fine, even when faced with the nastiest copy protected
programs I have. I have an Indus as well, so getting the thing
working isn't really THAT important, but I'd like to know what's
wrong, and if it's fixable. :)
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1772. What happened to Action?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 18:44:38 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Apr18204438@lise3.lise.unit.no>
Source record: 101903

I distinctly remember hearing cries of "Read the Vendors list"
recently, when some hapless soul asked for a source of the OSS
language carts. However, on perusing said list, the only reference to
OSS was found under Fine Tooned, where the phone number (Get-REAL) was
less than helpful ;) Is there anybody I can CALL and SHOUT my
MasterCard number at, and have them send me Action!?

I vote for a more detailed Vendor's list. ;)
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1773. PC sw wanted to comunicate with the 8bit via 850 module

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 18:45:36 UTC
From: vparada@inf.utfsm.cl
Message-ID: <CoGxH8.LGn@inf.utfsm.cl>
Source record: 101904

Hola mundo.

I want to transfer some of the stuff in the archive to my 800XL.
Some sw I have for the 8bit are XE-Term, HomeTerm (from HomePak),
BobTerm, Mini Office II. The others still are in 1.44 PC disks :-(

Which program to run on the PC side of the RS232 connection is
able to transfer files to the 8bit using any of the above?

Also, which program must be the first I have to transfer (in order
to use it to transfer the rest of the stuff, ie Kermit, ...) ?

Thanks... Bye... ++Vitoco
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

1774. Atari 8-bit computer items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 20:04:00 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097D25D.031AF980@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 101955
Cross-posted to: misc.forsale.computers.other,misc.forsale,comp.sys.atari.8bit

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Monitor-
Color monitor- 13" screen, composite video and audio. Excellent
quality picture and sound.

More hardware-
Atari CX853 16K RAM memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
Atari 1027 Letter Quality printer almost new, in original box, with manual,
but does not work properly
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool
Atari paddles
Joysticks- various types and shapes, all tested and working well.
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)

Hardware for sale as-is:
Atari 1010 Program Recorder - belt of mechanism inside came off.
Atari 1010 Program Recorder - save: ok, load: no.
Main units only, without cables.

Power supply cable for XL series. Non working, but may be useful, e.g.,
for those who want to convert to an IBM single power supply and need the
part of the cable that includes the plug for the computer. Or whatever!

***** SOFTWARE *****

Cartridges-
==========

BASIC (CXL4002) without manual.
BASIC (CXL4002) withlike-new manual and original box.

JOUST cartridge

Disks- (All are original disks)
======
TimeWise with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Atari Translator
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 50 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
Thorn EMI Compute 4 and Reversi (in original box with instructions)
Atari States and Capitals (CX4112)
Atari Hangman (CX4108)

Books-
======

Bill Carris- Inside Atari BASIC
ICD SpartaDOS Construction Set
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition
Atari BASIC Reference Card for Experienced Programmers (Atari, 1983)
Atari 1050 disk drive DOS II Reference Manual
Atari DOS 2.5 manual and diskette
Original box for 1050 drive (drive not included, only box)
An Introduction to the Atari DOS 3 (Atari, 1983)
ANTIC magazine Vol. 5 No.1 (May 1986)
2 American Techna-Vision catalogs

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

1775. April AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 21:54:17 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404182122.AA10383@phinet.smithkline.com>
Source record: 101956

The final (April '94) issue of AC went to press a week ago. Looks like this last issue will run 36 pages (unless I'm badly off on my page allocations). If all goes well I'm hopeful it will go out around the end of April so won't be quite as late as the Feb. issue was.

Unlike AIM & other mags that died miserably, this final issue of AC has a touch of flash & sparkle to it. Also perhaps the greatest diversity of subject matter in articles I think I've seen (for all those who moaned the Dec. issue was too hardware-focused).

Apparently many of the missing February AC's finally got delivered last week, as the volume of complaints is way down. Dunno why it took so freakin' long this time, & I'm sure there are still one or 2 copies still being delivered via slow boat from China, courtesy of our dear friends, the Postal Gorillas.

The December special Video Issue is selling briskly, back issues are going out the door every day, I'm down to maybe 25 copies left. Stocks of other back issues are also declining. My advice: anybody who wants any AC back issues better gettum now while I still have some available. The April issue will also be in limited supply, I anticipate receiving only about 50 copies when it gets released from the printer (12 of those are already spoken for).

The following Back Issue items are still available (as of this week):

mags: Dec'92, Apr'93, Jun'93, Aug'93, Oct'93, Dec'93, Feb'94, Apr'94

disks: Feb'93, Jun'93, Oct'93, Feb'94

All items $5 each, US funds only, cash or check to BEN POEHLAND, 179 Sproul Road/Rt.352, Frazer PA 19355 USA.

The April issue contains a new subscription form, with the address of Jim Hood of SLCC, who apparently will be AC's new Managing Editor. People who get the April issue will get a chance to sample the flavor of the "new" AC, including an editorial from Jim
Hood & an article by Mike Hohman of FTE. With the April issue, the concept of a user-based magazine for the Classic-8 will be in essence subjected to a referendum... I hope enough people will open their wallets to enable those SLCC guys to carry on the tradition already established by AC. The subscription price will remain the same, & apparently those fellows also intend to produce a disk as well.

There are interesting times ahead for us, in the Chinese sense...

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

1776. Re: What happened to Action?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-18 21:55:52 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2ouvl8$c9u@usenet.INS.CWRU.Edu>
Source record: 101957

In a previous article, eyvind@lise.unit.no (Eyvind Bernhardsen) says:

>I distinctly remember hearing cries of "Read the Vendors list"
>recently, when some hapless soul asked for a source of the OSS
>language carts. However, on perusing said list, the only reference to
>OSS was found under Fine Tooned, where the phone number (Get-REAL) was
>less than helpful ;)

The phone number in the vendor/developer list is identical to that given in
their advertisement in the Feb.'94 Atari Classics. Perhaps you didn't know
phone numbers are sometimes expressed in letters?

Is there anybody I can CALL and SHOUT my
>MasterCard number at, and have them send me Action!?

Besides direct from Fine Tooned Engineering, Action! is carried by Computer
Software Services, B&C ComputerVisions, and presumably others. CSS and B&C
are both also listed in the vendor/developer list.

>I vote for a more detailed Vendor's list. ;)

From the copy of the vendor/developer list posted here on April 15, and
always available upon request from mcurrent@carleton.edu:

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95066
tel: (408) Get-REAL
BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: SpartaDOS X, R-Time 8, MAC/65, Action!, BASIC XL, BASIC XE,
MARS 8
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1777. Re: one more delay...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 00:14:04 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CoHCnH.CqH@cbfsb.cb.att.com>
Source record: 101958

In article <1994Apr18.133130.20632@ultb.isc.rit.edu> feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:
>In article <CoDtEw.KA2@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>>
>>I know you mentioned this last year, but I can't recall .. what is
>>your development platform? It seems to me it was monochrome Sun?
>
>Monochrome Sun? Whoa... where'd you get that from?
>Actually, my original platform was a color DEC Alpha workstation,
>which I only had access to at the end of August, and then after that
>I continued development under Linux on my roommate's PC, and then
>sometimes on the Alpha again when I had access to it. This was all
>under X-Windows.
>

OK ... I had remembered your mentioning having a color workstation
for only a short period of time, and_assumed_, I suppose, that you
would then have a monochrome one instead.

>Most recently, I haven't had access to the X console very often,
>so I wrote a "text" version of it, that works on any standard VT-style
>terminal, without X-Windows. This is what I've been doing a lot
>of my work on lately, since most of the stuff I've been working
>on recently has been non-graphical. (disk I/O, keyboard, better
>6502 tracing, etc) This work has also been done under Linux, although
>it should run on just about any Unix. (including Sun/OS, I would hope)
>
>>And would that be one with one of those combined A/B dual serial ports?
>
>Well, there's one serial port on the Alpha, and four on the PC (but three
>are used by the mouse and two terminals) Why do you ask?
>

We had very briefly discussed a host version of the SIO2PC type
of cable, which would be difficult to get the COMMAND/DATA line to
toggle properly under a Unix based serial port. I had briefly had
a flash of insight that perhaps with two ports (all Suns have a dual
port/single jack built in) perhaps one line could be dedictaed to
command bytes, and the other to data bytes, and some sort of diode
network/oneshot arrangement could generate the COMMAND/DATA signal.
It would be difficult, if not impossible, to get the timing relationships
correct, but perhaps they wouldn't need to be in reality.

Under Linux (which has source listings available, I believe?) on an IBMPC, it may be possible to customize a device driver with a slightly different control structure than the STTY one, which would enable you to toggle the line (which I should try to remember to mention to somoene at wrok who is working on another serial protocol with hardware line toggling as part of it.) under control of the software to signal COMMAND/DATA.

Of course, then this portion is no longer system independent, or perhaps even user friendly, as the device driver would need to be linked into the Linux kernel, and many Unixes don't commonly have enough info/software available for device driver development.

--
Richard Dell

1778. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 00:21:02 UTC
From: Krishna@max.tiac.net
Message-ID: <2ov85e$8tj@sundog.tiac.net>
Source record: 101959

Simon Mark Trew (trew@sna.co.umist.ac.uk) wrote:

: Algie just asked me to let you know these things.

Forgive me for wasting bandwidth, but if my name were Algernon I would
not want to be called `Algie' which is a homynym with algae.

=^)

1779. Re: Atari Emulator/ X-Windows-- almost ready-- need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 00:27:50 UTC
From: Krishna@max.tiac.net
Message-ID: <2ov8i6$8tj@sundog.tiac.net>
Source record: 101960

Michael Munoz (munoz@paris.utdallas.edu) wrote:

: The sound is much more difficult to simulate because the atari
: program can write directly to the audio volume. In this case the
: simulator timing has to be exact or the sound will be distorted.

: Mike Munoz

I suppose you are referring to "direct speaker control" mode which is used for digitized stuff? That would indeed require timing accuracy on the PC end. I'll admit that I haven't seen much on the PC, we have them at work so I deal with them. However, I have noticed that while doing little screen saver programs (done via blit animation which is rather blurry and jerky) that when something is scrolling it will pause at a regular interval.

Also, during the windows as starfield or just the starfield screen saver there is indeed noticeable pauses. I think this either has to do with the non-local BUS or with the particularly kludgy memory management structure in IBMs. THis kind of variable execution speed would certainly screw up digitized stuff.

This is why I mentioned MEGABLAST as the perfect demo for any emulator. It has banked RAM and digitized stuff in it. Interrupt routines up the yin yang. It doesn't appear to have much in the way of PMG or DL tricks, but other programs have that in spades but not many programs do so much in one as Megablast XE.

1780. Re: atari emulator and ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 01:16:27 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr19.011627.17864@ultb.isc.rit.edu>
Source record: 101961

In article <2os31g$loj@quartz.ucs.ualberta.ca> heide@ee.ualberta.ca (Cameron N. Heide) writes:
> For those of us who'll have to get an external ROM reader to do this
>(my 130XE is in somewhat less-than-working condition), which chip are we
>looking for and what type is it? Or should I shut up and read the release
>notes when it's available? :-)
>

There are two ROM chips in the 130XE (I'm doing this from memory-- mine
isn't here anymore-- it got fried-- I've only got my 800)
on mine, both were socketed. The larger one was the 16K OS ROM,
and the smaller one was the 8K BASIC rev C ROM.

While we're asking stuff-- I've got revision A, B, and the ROMs from
my 130XE. Are those revision C? Are they the same as 800xl,1200xl,
and 1400xl ROMs? Or are there different versions of XL/XE ROMs?
If so, does anyone have a list of what different versions are out
there, what they should be called, and what the differences are?

Any info greatly appreciated.

>--
>Cameron Heide (heide@ee.ualberta.ca) "I'll be socially unpopular! More so!"

-Frank

1781. Re: What happened to Action?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 01:41:58 UTC
From: jjmcwill@next5
Message-ID: <2ovct6$gcd@mtu.edu>
Source record: 101962

Michael Current (aa700@cleveland.Freenet.Edu) wrote:
: Fine Tooned Engineering
: P.O. Box 66109
: Scotts Valley, CA
: U.S.A. 95066
: tel: (408) Get-REAL
: BBS: (408) 438-6775
: Del: FTOONED
: GEn: F.TOONED
: Developer: SpartaDOS X, R-Time 8, MAC/65, Action!, BASIC XL, BASIC XE,
: MARS 8
: --
: Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
: Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

Fine Tooned now also has an 800 number, it's as follows:

1-800-FOR-6502

Jeff McWilliams

I'm baaack.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

1782. I need a UK 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 02:45:34 UTC
From: bryedewa@news.delphi.com
Message-ID: <2ovgke$9d@news.delphi.com>
Source record: 101963

I need a PAL 8-bit for a project I'm working on. If someone can help me,
I'd appreciate it. I prefer an 800XL, but I'll take an XE or 600XL.

-Bry

1783. 800XL For Sale - B/O

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 03:20:33 UTC
From: lordthan@news.delphi.com
Message-ID: <2ovim1$2pu@news.delphi.com>
Source record: 101964

Slightly abused but still functional Atari 800XL for sale. Best offer.
Leave mail.

1784. odd thread...800xl keyboards.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 05:22:57 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2ovprh$ft4@hearst.cac.psu.edu>
Source record: 101965

Just out of curiosity...how many dif types of keyboards where there
for the xl line?

we have the 1200xl. (best)
then I know of 3 800xl
the trashy kind we all know...
the 1200xl type (the keys look hand painted)
and the wigly yet odd labels cut into the keys keyboard..

anymore?

--
Andrew K. Heller - Making the world safe once again.
---
heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site. "EAT ELECTRIC DEATH"

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1785. RGB analog output

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 11:25:28 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <p+8vbMQ.lmcclure@delphi.com>
Source record: 101966

Warning: The following is not in any way intended to be instructions
on how to hook an Atari 8-bit up to an RGB analog monitor, simply a
hint to hardware hackers out there.

STEP 1: Do the modification in the December '93 issue of AC that
allows for the use of TTL/RGBI monitors.

STEP 2: Obtain a RAMDAC chip (preferably a low-end version; Brooktree
used to offer a nice one that did 16 colors out of 4096.
Also, I understand TI makes (or made) a similar chip.

STEP 3: Connect the register select lines on the RAMDAC to the lines
you would have connected to an RGBI monitor.

STEP 4: Map the RAMDAC into the Atari memory space. Examine for
second PIA hack for ideas on how to go about this.

STEP 5: Connect the analog RGB output lines from the RAMDAC to the
analog (15.75Khz horizontal scan rate) RGB monitor of your
choice. Connect the sync and ground lines as you would have
for the straight TTL/RGBI hack.

STEP 6: Write a small program to allow writing of values into the
registers of the RAMDAC. As the outputs of the TTL/RGBI mod
are determined by the luminance select lines at the video
buffer chip, these now determine which color register in the
RAMDAC is selected. With proper settings, you can come as
close as possible to duplicating the original screen colors
you would see on a composite monitor, or go in the opposite
direction and do the "impossible"; yellow characters on a
blue background on a standard 40-column screen.

If you happen to have the December 1986 issue of BYTE, check out the
article starting on page 87 to get an idea of how this is done. Pay
particular attention the the schematic on page 92, and the video DAC
(RAMDAC) at the upper right of that page, and how it is connected,
especially to the RGBI lines of the graphics board.

Of course, their is nothing to stop you from using a "bigger" RAMDAC,
such as one with 256 registers, but unless you set up a way to
address and select those other registers, you'll simply have to tie
them to ground or high and let them lie fallow. But that's fodder
for another message.

1786. Re: RGB analog output

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 11:40:25 UTC
From: markh@inmos.co.uk
Message-ID: <1994Apr19.114025.17228@inmos.co.uk>
Source record: 101967

With reference to this ramdac idea, don't you need a clock to
clock-in the colour select values?, or is there 'static' address
decode on these?

Mark.

1787. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 13:08:31 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr19.130831.6093@ultb.isc.rit.edu>
Source record: 101968

In article <2osdgs$pof@search01.news.aol.com> busterc48@aol.com (BusterC48) writes:
<stuff deleted>
>
>Program by: Darek Mihocka.
>Availability: June 20, 1994, from Atari 8-bit and PC dealers.
>Retail price: $39.95 U.S. ($29.95 when ordered before June 30, 1994)

It had better be very complete for that price. I can buy an actual
Atari system for that price, and for very little more hook it up
to my PC. For the rest of you, keep in mind that my pre-release
of my free (unless you want to donate a little to help out) emulator
will be out this weeekend. Although I would like someone to
get both and compare. Although, at the moment, although both
will run on PC's, I'm at a small disadvantage for graphics speed,
since mine has to go through X, so technically we're not competing
for the same market. Although that's what gives mine greater flexibility
to run on all the X machines people have at work, school, etc.

>
>Branch Always Software announces the upcoming release of PC Xformer,
>a DOS compatible version of the Xformer series of Atari 8-bit emulators.
>With our 8 years of experience developing Atari 8-bit and Atari ST
>emulators, this emulator is by far the fastest and most compatible
>Atari 8-bit emulator available on any computer platform.

I want timing specs. I won't know for sure which of us has the
faster emulator until I see REAL timing specs, and what machine
type they came from. Like what % of real speed do certain programs
run at. Try something like "Mountain King" with horizontal and
vertical fine scrolling constantaly going on. I use that as my
low-end benchmark. Obviously when you're in Atari BASIC it will
cruise because the text/graphics hardly change.

How compatable is it? Can you boot it as an XE, and then run
"Translator" and have it work successfully?

>
>For the first time it is now possible to run Atari 8-bit software on
>the same computers that you run DOS and Windows software on, as fast
>or even faster than a real 8-bit computer. Imagine the ease of use and
>simplicity of using Atari Basic on a PC or even on a small notebook
>computer than you carry with you.
>
>Hardware requirements are simple: a PC running MS-DOS (or a compatible
>operating system), 640K of RAM, a VGA card, and a 286 compatible CPU.
>This includes computers using the 386, 486, and Pentium chips, as well

>as 286 emulators running on non-Intel based PCs. A CPU at least as fast
>as a 33 Mhz 386 is recommended for full speed emulation.

Is that constant full speed? No matter how complex the changing graphics
are, with tons of DLI's, etc?

>
>Optional hardware not absolutely required (but recommended) includes:
>a Sound Blaster compatible sound card, a game card with 2 joysticks,
>and a hard disk. A SuperVGA card is not required to run PC Xformer.
>
>PC Xformer is a brand new DOS version of ST Xformer, the popular
>Atari 8-bit emulator for the Atari ST that first appeared in 1987 in
>ST LOG magazine and most recently came bundled with the Gemulator
>Atari ST Emulator for DOS.
>
>Unlike ST Xformer, which was limited in speed and graphics capabilities
>imposed by the Atari ST hardware, PC Xformer has no such limitations
>when used on a fast enough PC. Player Missile Graphics are now fully
>supported, as are all GTIA graphics modes and Display List interrupts.
>Vertical Blank and Display List interrupts occur in real time allowing
>for on-the-fly color changes (and other animation tricks that were not
>previously supported in ST Xformer) allowing PC Xformer to run any
>Atari 8-bit software that you transfer to your PC.

Yes, I've had all that since I started my emulator, since I designed
it around proper timings and full hardware support.

>
>To allow the usable playing of games which use timing loops instead
>of interrupts, an option in PC Xformer allows you to force it to
>"slow down" to normal speed. Or let it rip at maximum speed to get the
>most performance out of your Atari Basic programs.

Just out of curiosity, how fast does the 6502 part alone run a 486/33?
I mean, if it was running an average program, staying purely in
6502 instructions (no emulated OS stuff) , compared to a real 1.79Mhz
6502, how fast is it?

>
>As with ST Xformer, the bank switched memory of the XL/XE is emulated,
>and Atari Basic can be toggled on and off.

Yes. I've got all that too.

>
>All popular 8-bit DOSes are supported, including DOS 2.0, DOS 2.5, MyDOS,
>and disk based versions of SpartaDOS.

Well, anything you can put onto a disk image should automatically
be supported. Or do you mean natively? I support the Atari DOS's
(and MyDOS) natively, so you can move files to/from your machine's
file system.

>
>Disk files are handled by using virtual disks, the same method used by
>ST Xformer, Gemulator, and most other emulators. Up to 8 virtual disks
>can be used at once, as drives D1: thru D8:.

Got it.

>
>Users of ST Xformer can directly use their existing virtual disk files
>(.XFD, .XHD, .SD, or .DD files) with PC Xformer without modification.

Well, I don't support ST Xformer files, since I don't have any, and
don't know what format they are, but I've got SIO2PC files.

>
>Users of the SIO2PC cable can also directly use their "ramdisk" files
>with PC Xformer without modification. Any size virtual disk is supported,
>from the standard 90K single density disk to a 16 megabyte hard disk.

Yup. I've also got that.

>
>Two PC style joysticks are supported using the game i/o card found in most
>PCs. Self-centering joysticks are recommended over standard analog joysticks.

Unfortunately, since it's just for X right now, I just have four virtual
joysticks, and paddle controllers, etc, that you can control
with the mouse.

Note: Derek, I'm not trying to detract from any of your business
(that wouldn't do me any good, since I'm not even selling my emulator)
but I guess I just want to see how the two products compare, because
if I'm going to be working on this on my own to release for free, then
a product that is being sold should be at least as good in every way,
if not better. Although that won't stop me from trying to make mine
the superior emulator, even if it does take quite some time before I
have a DOS version!

Does anyone in the Rochester area have Derek's emulator just so I
can see how well it runs and looks?

-Frank

1788. Need SpartaDOS Disk layout for emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 14:07:17 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr19.140717.8913@ultb.isc.rit.edu>
Source record: 101969

Well, there's one more thing I could use:
(this won't be in the pre-release of the X-windows emulator,
but I'd like to add it since I have tons of Sparta Disks)

I need the format of a SpartaDOS disk. I used to have the info
on this, in the book that came with Sparta, but that was so many
years ago, and after searching everywhere I've finally determined that
I don't have it anymore.

So, could anyone email me this info?
Thanks

- Frank

1789. Re: What happened to Action?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 14:21:22 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5IxMrIS.ftooned@delphi.com>
Source record: 101970

I just wanted to mention that the CORRECT ZIP for
Fine Tooned is actually 95067. (Something that slipped my attention
for the AC ad) The mail will still get here so I wouldn't sweat it...

The 1-800-For-6502 # is for orders please... The Voice Mail
on the Get-REAL Line has been used a lot during the last 2 moves...
But the 800 # will save you the cost of a call, as well as only being
answered if somebody is here...

It's taken a bit longer to get settled in than expected, so
I hope that everyone will give FTe the benefit of a doubt and hang in
there! I think it's enough to say that at least the OSS Cartridges,
the R-Time 8's, and SpartaDOS 3.2f w/Toolkit being made available again
is certainly a start...

I'm on the InterNet at least twice a week, and can be reached
via EMAIL on Genie as F.TOONED or voice (at very weird hours), and am
always willing to help out when I can... So don't be afraid to call
or write at ANY time...
Mike

1790. Re: What happened to Action?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 14:26:07 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xK5Nj2X.ftooned@delphi.com>
Source record: 101971

Just on more thing...
The BBS has taken a bit longer to get going than expected...
It will definately happen, but I wouldn't expect to see it
up until about May 1st...

(whoops, that was "one" more thing...) Mike

1791. Re: Technical Reference Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 15:24:27 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.94Apr19102427@paris.utdallas.edu>
Source record: 101972

In article <9404181408.AA02923@bs47c.staffs.ac.uk> cm2bccr2@bs47c.staffs.ac.uk (Chris) writes:

> I recently purchased a copy of the technical reference notes and
> noticed in the OS source listings the floating point routines we
> missing. Are these available anywhere?

Chris:

The floating point routines are considered part of Atari Basic and
the source code was published in "The AtariBASIC Source Book",
Wilkinson, O'Brien, and Laughton, by COMPUTE! Publicaztions, inc. 1983.

Mike Munoz

1792. Re: odd thread...800xl keyboards.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 15:58:33 UTC
From: bryedewa@news.delphi.com
Message-ID: <2p0v39$nqm@news.delphi.com>
Source record: 101973

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

> Just out of curiosity...how many dif types of keyboards where there
>for the xl line?

> we have the 1200xl. (best)
> then I know of 3 800xl
> the trashy kind we all know...
> the 1200xl type (the keys look hand painted)
> and the wigly yet odd labels cut into the keys keyboard..

> anymore?

I know of 5 800xl keyboards alone:
Original keyboard (low travel, outlined inverse characters)
My favorite (Good travel, orange/yellow PCB construction)
Other PCB keyboard (Wierd long travel, Green PCB)
Mylar keyboard #1 (Diffused keycaps)
Mylar keyboard #2 (Shiny keycaps)

None of these are like the wonderful Mitsumi 1200XL keyboard however.

-Bry

1793. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 18:13:47 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <789@npvsrv2.napervilleil.ncr.com>
Source record: 101974

Do either of the two emulators (three if you count the german one) support bootable disks? If so, how?

Many of the games I enjoy the most are either on bootable disks or cartridge. If I can't play either (and I assume cartridges are out), I'm not sure that either emulator would be of much use to me. I know that I have expressed my desire for an emulator from time to time, but I have to question just how much I would use one if all I could run were either basic or executable files (object) that could be transferred to the MS-DOS machine. I guess that a lot of cracked files are available out there somewhere, but I don't have any and am too old to get into pirating now. :-)

I can still see a real need and use for a good emulator for the right person and under the right conditions.

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

1794. Re: PC sw wanted to comunicate with the 8bit via 850 module

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 18:18:26 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Apr19.181826.7547@iglou.com>
Source record: 101975

Use BobTerm on the Atari side, and on the PC side any communication
program that has Ymodem protocol. Forget about XE-Term. It only works
with the XM-301 modem, and even if you have one of those, Bobterm is better.

Bill Marcum bmarcum@iglou.com

1795. Re: What happened to Action?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 18:59:51 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Apr19205952@lise17.lise.unit.no>
Source record: 101976

In article <2ouvl8$c9u@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

[sniperoo]

> The phone number in the vendor/developer list is identical to that given in
> their advertisement in the Feb.'94 Atari Classics. Perhaps you didn't know
> phone numbers are sometimes expressed in letters?

I did, actually. What I don't know is how those letters translate to numbers, making it just a mite tricky to dial. (European telephone numbers are never expressed in letters, so European phones don't have them).

Thanks for the info on the other vendors, though; I'll try one o' them. :)
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1796. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 19:22:36 UTC
From: rklace@crashb.megalith.miami.fl.us
Message-ID: <rklace.043c@crashb.megalith.miami.fl.us>
Source record: 101977

I never could understand the half-arsed implimintations of Z-modem. I grabed the Atari/Bob's Term version, and Also have the C-64 Novaterm 9.5 version.

First, both only Download. Ok, thats not a big problem. But, what is to be gained? Nither of them support the "Resume Aborted Download" feature. And they arn't really much faster then Y-modem. Th only thing I can see that makes them worth having is that you don't have to waste time hitting a couple of keys to start the download on your end. Oh, wow!

Don't get me wrong, it's nice to have more protos. But short of the novelty involved, how practical is it. And the fact of the matter is, not very. I still find myself using Y-modem most of the time, or where it's support Y-modem-G (faster then Z-modem).

Just my 2 cents.

```
================================================================================
==== UUCP: rklace@crashb.megalith.miami.fl.us ==== ** Artlover ** (C)(94) ====
================================================================================
========= Member of the International Association of United Poodles. =========
= "We will not be shaved to look like balloon animals covered in lintballs!" =
================================================================================
```

1797. 5200 2/4 port Q.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 19:42:10 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2p1c6i$12gk@hearst.cac.psu.edu>
Source record: 101978

Actually, this post belongs here more than in any other group.

SO, as I understand, the 2 port model of the 5200 was redesigned
to have video/sync/clock going to the cart port to allow the
plug in 2600 module to work.

What mods must be made to a 4 port to make it work as a 2 port, and
why did Atari scrap the automagic switchbox on the 4 port for the
standard 2600 box on the 2 port?

--
Andrew K. Heller - Making the world safe once again.
----
heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site. "EAT ELECTRIC DEATH"

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1798. Re: What happened to Action?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 19:44:13 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <109409@cup.portal.com>
Source record: 101979

> I distinctly remember hearing cries of "Read the Vendors list"
> recently, when some hapless soul asked for a source of the OSS
> language carts. However, on perusing said list, the only
> reference to OSS was found under Fine Tooned, where the phone
> number (Get-REAL) was less than helpful ;) Is there anybody I
> can CALL and SHOUT my MasterCard number at, and have them
> send me Action!?

That _is_ the number. Does your phone have letters on the
numbers? At least in the US, some advertisers make their
phone numbers into 'words'. 408-GET-REAL makes 408-438-7325.

Don't worry, most Americans hate translating 'em too.

Jeff_M_Lodoen@cup.portal.com

1799. $$$ SALE: Atari 8-Bit Hardware & Software $$$

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 21:30:58 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <Colzrn.lv@cs.uiuc.edu>
Source record: 101980
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

Classic Atari Collection Sale
Brian Totty
totty@cs.uiuc.edu

Here is some classic Atari computer stuff (hardware & software) that I have to sell. I'm moving in the summer, and I need to find good homes for this stuff. There are some real classics down there! Many still have original boxes and documentation! I can describe most of these, if you aren't sure about the programs.

I think the prices are fair, but if you think the prices are too high, make an offer. Buyer pays shipping. Send email to 'totty@cs.uiuc.edu' if you are interested.

```
+----------------------+
| Atari 8 Bit Software |
+----------------------+

title | company | box | doc | media | notes | price
-----------------------+-------------+-----+-----+-------+------------+-------
Adventure Master | CBS | G | - | ??K D | | $1
Alternate Reality: City | Datasoft | F | - | 48K D | | $3
Archon | E.A./Atari | E | E | Cart | XE sys box | $6
Assorted ANALOG tapes |A.N.A.L.O.G. | - | - | Tape | ~ 20 tapes | free
OSS Basic XL | OSS | - | - | Cart | | $15
Broadsides | SSI | G | F | 48K D | | $5
Bruce Lee | Datasoft | G | E | 32K D | classic! | $8
Caverns of Mars | Atari | - | G | ??K D | classic | $3
Chameleon Term. Emulator| ANTIC/APX | - | - | ??K D | | $2
Chessmaster 2000 | S. Country | E | G | ??K D | + commodore| $3
Computer Quarterback | SSI | E | E | 48K D | 2nd ed. | $3
Conan | Datasoft | G | G | 48K D | excellent! | $4
Galahad & Holy Grail | APX | - | - | ??K D | classic! | $3
Ghost Encounters | JV Software | - | - | ??K D |rare classic| $7
Gulf Strike | Avalon Hill | - | - | 48K D | + commodore| $2
Leader Board (plus | Access | G | E | 48K D | with key | $3
tournament disk) | | | | | |
Macro Assembler & | Atari | - | G | ??K D | no asm docs| $3
Maniac Miner | Gentry | - | - | ??K D | | $1
Mask of the Sun | Broderbund | F | F | 48K D | | $4
Message Display Program | APX | - | - | ??K D | | $1
Micro League Baseball | M.L. Sports | E | F | ??K D | + stat disk| $3
Micro League Gen. Mgr. | M.L. Sports | E | E | ??K D | for above | $2
Microsoft Basic | Atari | - | - | ??K D | | $3
```

MMG Basic Debugger | MMG Micro | - | - | ??K D | | $1
Never-Ending Story | Datasoft | F | G | ??K D | + commodore| $3
On-Track Racing | GameStar | - | - | ??K D | | $3
Operation Whirlwind | Broderbund | F | E | 48K D | | $4
Pascal Compiler & Linker| APX | - | - | ??K D | 2 disks | $2
Real Sports Football | Atari | P | G | Cart | - playcard | $3
Seastalker | Infocom | - | - | ??K D | | $5
Shattered Alliance | SSI | G | E | 48K D | | $5
Sorceror of Claymorgue | Adv. Intl. | F | E | 48K D | sc. adams | $4
Castle (SAGA #13) | | | | | |
Speedway Blast | IDSI | - | - | Cart | | $3
Spider-Man | Green Valley| - | - | ??K D | | $2
Star Bowl Football | GameStar | - | - | ??K D | fun! | $3
Star League Baseball | GameStar | - | - | ??K D | excellent! | $3
Summer Games | Epyx | - | G | ??K D | excellent! | $3
Super Bunny | Datamost | - | - | ??K D | | $1
Suspended | Infocom | - | - | ??K D | fun, - map | $5
TeleTari | Dont Ask CS | - | G | 32K D | terminal | $3
Tennis | Atari | P | - | Cart | | $2
The Factory | HesWare | - | - | ??K D | educational| $2
Title Bout | Avalon Hill | G | F | 48K D | | $3
Touchdown Football | Elect. Arts | E | - | 48K D | | $3

+----------------------+
| Atari 8 Bit Hardware |
+----------------------+

title | notes price
------------------+---+-------
Fullview-80 Board | excellent plug&play 80 column board for Atari 800 | $45
Monochrome Monitor| Monitor with cables for Fullview-80 board | $30
Koala Pad | with Koalapainter cartridge | $20
16K RAM Board | for 400/800 | $2
Rana 1000 Drive | multiple densities, leds, buttons, awesome | $60
Indus GT Drive | multiple densities, leds, buttons, case, software | $60
800 Computer | 48K GTIA, 4 joystick ports, cables, power supply | $50

+---------------------+
| Atari 8 Bit Manuals |
+---------------------+

title | notes | price
--------------------------------------+--------------------------------+-------
Atari 400/800 Basic Reference Manual | original 3-hole punched manual | $2
Atari Program-Text Editor Manual | excellent condition | $2
OSS C/65 Manual | spiral bound | $1
Ace Pocket Reference Card | prog./h.w. info, orig. $10 | $1
Atari 800 Owner's Guide | very good condition | $1
Your Atari Computer Book | 458 pages | $1

--
/ Brian Totty o o

/__ __ o Department of Computer Science o "We have corn in
/ / / / 1304 W. Springfield Ave _/ Massachusetts too!"
/__/ / / Urbana, IL 61801
email: totty@cs.uiuc.edu
Gradual Student html: http://www-picasso.cs.uiuc.edu/People/totty

1800. 800XL Keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 22:17:45 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404192126.AA10013@phinet.smithkline.com>
Source record: 101981

In response to Andrew Heller's query about keyboards:

In my travels I seem to recollect at least 3 different makes of XL keyboards. All 1200XL/1450XL keyboards seem the same: they are a terraced style keyboard, the keys bearing a highly polished surface with backfilled lettering, all made by Mitsumi with a backing made of phenolic compound & plastic. A lot of people really like these kind of keyboards.

This same style of terraced keyboard was also used in some very early versions of the 800XL, also still made by Mitsumi. I've picked up several of these by chance when I ordered replacement keyboards from ATV (oddly, although I have a whole mess of spare keyboards in anticipation of some major failure, the keyboards on all my XL's have held up well under merciless pounding for 10 years or more).

The most commonly seen keyboard, used on both the 800XL & the 600XL, is the planar style keyboard made by Stackpole. This board has a heavy metal backplate supporting a folded mylar membrane with embedded foil traces which make the actual key contacts. There was atl least one other company that made this same style of keyboard under contract to Atari, can't recall who it was. The keys on these planar boards have a textured surface, it feels slightly rough to the touch. I think this is the type of keyboard most people dislike. Never one to blend with the crowd, this is my preferred style of keyboard. I like the textured surface of the keys, I feel like it gives me some "grip" or tactile response. I also like the planar surface, since with thart style of keyboard I'm less likely to catch the key above with my fingernail as I hunt-&-peck. I'm a little heavy with the pecking part, I really stab those keys. My only complaint so far is that over the years I've worn the textured surface off the keys (& now some of the lettering is beginning to wear away as well) so now they are slick just like the 1200XL style keyboards, it bums me out. At the rate I'm going I figure another year or 2 I'll have worn holes in several of the keys such as RETURN, E, and SHIFT. Dunno what I'll do for replacement, I figured the whole keyboard would die long before I wore out individual keys, go figure.

I guess my hand musculature grew accustomed to the ancient mechanical L.C. Smith typewriter I used in high school & college, I had to pound that sucker with my fists to get it to work right., a letter or term paper was like 9 rounds with George Foreman. All computer keyboards feel like a feather-touch to me, I still beat the hell out of 'em. Mac keyboards suck, I've already wrecked 2 of them here at work, they're made for girls or whatever. Much as I despise IBM-type thiongs I must admit I like those old original XT keyboards. Those things were *built*. I can smash on those to my heart's content & the worst that happened was I wore the keys smooth, just like my 800XL's.

It speaks well for ANY keyboard that can take the battering I give them. I'm really amazed at how long those flimsy mylar things on the Stackpole-made XL keyboards have held up. I only wish the keys & surrounding case surfaces had been made of something harder than plastic so I couldn't wear down the textured surfaces. Then again, who at Atari ever imagined people might still be using these things 10 years later? A typical issue of AC contains about 150K of text, that's an awful lot of keyboard-smashing on a 10-year-old machine. Amazing.

- Ben Poehland

1801. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-19 23:26:16 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2p1pao$33d@usenet.INS.CWRU.Edu>
Source record: 101982

(Kit Kimes says he can't use 'cracked' commercial games in good
conscience.)
If you read the Feb. AC, you would see that making a copy of
commercial software for archival, or 'use' purposes is within
the copyright law, not an infringement. If you own a legitimate
copy of a commercial software product, you are allowed to
use a 'working' copy on your hard drive, emulator or whatever.
So those cracked versions of commercial software, in my opinion,
are, if not legal, then very close to legal so that I don't
think anyone should argue with their use IF you own a legitimate
copy.
Russ Gilbert

1802. Re: atari emulator and ROMs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 00:07:59 UTC
From: Krishna@max.tiac.net
Message-ID: <2p1rov$n5d@sundog.tiac.net>
Source record: 101983

```
: While we're asking stuff-- I've got revision A, B, and the ROMs from
: my 130XE. Are those revision C? Are they the same as 800xl,1200xl,
: and 1400xl ROMs? Or are there different versions of XL/XE ROMs?
: If so, does anyone have a list of what different versions are out
: there, what they should be called, and what the differences are?

Only the latter 800XLs and all (I think all) the XEs have Rev. C basic.
The 1200XL doesn't have internal basic without hacking. The 1400 series
has rev. B as do the older 600 and 800XLs. The XEGS has AtariBasic and
Missile Command in the same chip as the OS ROM.
```

1803. pinouts and conversions

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 00:13:05 UTC
From: Krishna@max.tiac.net
Message-ID: <2p1s2h$n5d@sundog.tiac.net>
Source record: 101984

Could someone "in the know" please post the pinout designation of the various chips below:

Stock 6502

6502C

65C02

65802

65816

Static 65816

And collapse those with identical pinouts into one diagram.

Also if anyone knows exactly how the "tri state buffers" in the 800 work, please explain. This is the first step in thinking up a simple daughterboard to convert a 65816 to be used as an 802 in an XL/XE.

I'd much prefer some productive talk like this to bickering over viability and other impossible dreams.

1804. Re: What happened to Action?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 00:40:22 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CoJ8JA.16n@cbfsb.cb.att.com>
Source record: 101985

In article <EYVIND.94Apr19205952@lise17.lise.unit.no> eyvind@lise.unit.no (Eyvind Bernhardsen) writes:
>I did, actually. What I don't know is how those letters translate to
>numbers, making it just a mite tricky to dial. (European telephone
>numbers are never expressed in letters, so European phones don't have
>them).
>

ABC == 2
DEF == 3
GHI == 4
JKL == 5
MNO == 6
PRS == 7
TUV == 8
WXY == 9

no Q, no Z

Hope this helps for future trouble!

--
Richard Dell -- hates non-numeric phone numbers .. they take too much
time to translate and dial!!!!

1805. Freddie

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 01:21:02 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <766894757.AA09435@rochgte.fidonet.org>
Source record: 101986

```
Quoting from: potter@sunny.dab.ge.com (Jeff Potter)
JP>
JP>Who can tell me what Freddie is and does? This chip, found in the
JP>130XE, is rumored to have additional graphics modes programmed into
JP>it. Best Electronics still carries them; can they be hacked into
JP>an 800XL?
JP>
I tried to get information on Freddie from Atari about 3 years ago and
their reply was "proprietary information." So, I too would be interested in
knowing exactly what it does.

-Dag- ---> dag.hugdahl@rochgte.fidonet.org

* PabQwk 2.0 * Backup not found: (A)bort (R)etry (S)mash the computer to bits
...
```

1806. MARKET SURVEY

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 03:49:31 UTC
From: sngmedia@world.std.com
Message-ID: <CoJHAK.BvI@world.std.com>
Source record: 101992

We are a small, dedicated group of people desperately trying to get a video production company off the ground.

Recently, we secured enough financial backing to produce several videos on the subject of personal computing.

Because we don't have the financial resources to perform a traditional market analysis, we considered several alternatives and concluded that we should consult the people of the Internet, who are technically proficient and tend to be enthusiastic personal computer users.

We would like you to indicate which three of the below described videos would appeal to you most.

Please note that each video synopsis is numbered. When you are ready to send your response, please specify the numbers corresponding to your three video selections, and use commas to separate the numbers.

For example, if you choose selections four, eight, and eleven, the body of your letter would simply be:

4,8,11

and nothing more.

When you send back your response, please specify "MARKET SURVEY" in the subject field. Then, direct your response back to sngmedia@world.std.com.

Please realize that this is not an advertisement, or solicitation. We simply would like to know your response. You will not be contacted further.

Thank you in advance for your help and cooperation.

Tom and Randi Fecker
sngmedia@world.std.com.

Please select three videos that interest you most:

1. The Internet Pilot's Guide
A plain English guide to getting around on the Internet by veteran users. How to use Internet resources to send/receive e-mail, and to search for documents and files relating to a particular subject. How to use LISTSERVs, GOPHER, ARCHIE, WWW and WAIS. How to use FTP and Telnet to access remote computers for file transfers, remote

logins, etc. Also, learning how to observe Internet's "netiquette." And how to access multimedia Mosaic bulletin boards.

2. How to Make Money at Home With Your PC I -- Successful PC-Based Businesses
Meet five successful entrepreneurs who started their own home-based businesses using a PC. Includes businesses that provide typing services, mailing list management, horoscopes, bookkeeping, and even a software developer who does not know how to program -- he hires other people to implement his software designs. Includes ideas for two dozen home-based businesses you can start using your PC.

3. How to Make Money at Home With Your PC II: Portfolio Management.
Whether you manage your own portfolio for investment gains, or you take on clients for a consulting fee, a PC can give you powerful tools for portfolio management. Meet three successful home-based portfolio managers who use their PCs to maximize profits. They'll inspire you, and share some tricks of the trade that can help you land clients and get started. We'll also show you how to determine which software applications will meet your needs, and which online services will satisfy your requirements.

4. How to Make Money at Home With Your PC III: Telecommuting
Learn how to use your PC to telecommute to companies across America that are looking for specialized consultants with skills like bookkeeping, software design and programming, editorial and script writing, technical proofreading, graphic design, copywriting, and more. Includes interviews with three successful telecommuters who use their PCs, faxes, modems and phones to serve distant clients, and information about a telecommuting referral service that could help you find employers.

5. How to Upgrade Your Hard Drive, Step-By-Step
From choosing your new hard drive, through ordering, installing and testing it. This plain English video shows you how to do the job correctly, one simple step at a time. Using industry-wide standards, we'll show you what all hard drives have in common. Includes how to determine if your controller will support a particular hard drive. How to remove the old drive, and install, format and test the new drive. Includes a discussion on the differences between the various standards.

6. How to Design Your Own PC
You don't have to be an engineer to design and build the PC of your dreams. This plain English video shows you how to figure out the PC design that is best for you, how to specify components, how to make sure they'll work together, and where to buy them. You'll end up with a top quality system that will save you money.

7. How to Build Your Own PC
Once you've designed your PC, we'll show you how to build it. The

actual process will take you only a few hours. Using an easy-to-understand method, we'll show you how to inspect, install and test components. Includes tips and tricks from computer production experts. The technical skills can be easily mastered by almost anyone, and you probably already own most of the tools you would need.

8. How to Increase Your Computer's Memory
This plain English video shows you how to determine whether your computer memory can be increased, and how to do the job correctly, one step at a time. You'll learn about industry-wide standards for memory, how to configure additional RAM and cache, how and where to buy RAM chips, and three ways to eliminate low-quality RAM chips. Covers all phases of the process from opening your computer, to testing your memory. Includes discussions on how to ensure your DOS set-up is able to access all available memory, and how to use various memory management software applications.

9. How to Use MS-Windows 3.1
This powerful graphical user interface can help you work smarter and faster, but the manual and the online tutorial that come with Windows leave many questions unanswered. This plain English, step-by-step video will show you how to install Windows on your computer and set it up to get optimum performance.

10. How to Find a Job in the Information Age
A PC can give you an incredible advantage when you're searching for a new job -- or even a new career. But you have to know just how it can help you. In this video, an experienced employment counselor will show you how to tap the power in your PC to find job leads, create a winning resume and customized cover letters, tap into databases and find bulletin boards that will lead you to job openings, and use online services to research potential employers.

11. How to Install a Sound Card in Your Computer
Here's how to add incredible stereo sound to your computer with step-by-step help. In plain English, you'll learn how to determine if your computer can support a sound card, how and where to buy a high-quality sound card. How to open your computer, and install and test the sound card.

12. How to Install a CD-ROM Drive in Your Computer
Using simple tools, this plain English video shows you how to install a CD-ROM Drive in your computer. You'll learn how to make sure your computer can support a CD-ROM drive -- and what to do if it can't. Covers internal vs. external drives, how and where to buy a high quality CD-ROM drive, what you need to know about differing industry standards, preparing the drive bay, testing and trouble-shooting. Covers SCSI and IDE.

13. How to Fix the Most Common Computer Problems
Your computer serviceman may not want you to know this, but all you need is the know-how you'll get from this video, simple tools, and

easily-obtainable diagnostic software -- and you can fix most common problems you'll ever encounter with a PC.

14. What to Do When a Virus Strikes Your Computer
Viruses can come from almost anywhere: a colleague or friend's disks, a network, a bulletin board, even commercial software. If you ignore the first warning signs, a virus can wipe out your data and permanently damage your computer's memory. In plain English, this video will tell you how to scan disks for viruses, how to check downloaded files from bulletin boards, how to set up a virus prevention program for your home or office computer, and how and where to buy the best anti-virus software. We'll also cover the pros and cons of the antivirus software in DOS 6.X and Windows 3.X, how to use antivirus software, and more.

15. How Your PC Works: Inside the Case
Here's a down-to-earth explanation of how your PC actually processes information, and what really goes on inside the case. You'll get a guided tour of the insides of a PC, learn about how the various components work and how they communicate with each other, and get a clear explanation of technical terms. A must for anyone who wants to really understand how to program, use and repair a PC.

16. How to Create Config.Sys, Autoexec.Bat and Batch Files
These basic files can make it much easier to use your computer -- or cause incredible headaches if they are not written properly for your particular software and peripherals. Now you don't have to be at the mercy of murky tech manuals, because we'll show you how to create files that work for your system -- step-by-step, in plain English. You'll learn how to write, modify and test Autoexec.Bat and Config.Sys files; and how to create batch files.

17. How to Add a Modem or Faxmodem to Your Computer
Here's the easy way to add a modem or faxmodem to your computer, with step-by-step guidance from this plain English video. You'll learn how to determine if your computer can support a modem or faxmodem, and what to do if it can't, how to choose and buy the best modem or faxmodem, how to open your computer, and install the modem or faxmodem, how to test it, how to quickly eliminate common problems, and how to set your modem or faxmodem correctly.

18. How to Make Money at Home With Your Computer
The information age is opening up incredible new opportunities for PC owners to make undreamed of money, using skills and knowledge you may already have! Here's inside information on the ten most promising telecommuting jobs and 12 small businesses you can run right from your home, using your PC. Includes profiles of PC owners who are actually running PC-based home businesses.

19. The Super-Highway Roadmap
This is your guide to where to go and what to see. You can make

incredible contacts and gather powerful, valuable information on the Internet, but the problem is that most people can't begin to imagine the potential of something that seems so abstract. This plain English video will introduce you to the Internet, and make these opportunities concrete. Includes interviews with 7 people who did the impossible by gathering information and making contacts on the Internet.

20. How to Upgrade and Repair Your PC I: Basic
This is the video your repairman doesn't want you to know about! Since the components of most PCs are highly modular, PC repair is easier than you think. Just pinpoint the problem component, unplug it, remove a few screws, replace it, and presto! You're in business again. This step-by-step video shows you how to pinpoint problems and replace your PC's components, using ordinary household tools.

21. How to Upgrade and Repair Your PC II: Multimedia
Here's how to save big money on a PC with all the latest multimedia peripherals. You learn how to determine if your PC can be upgraded, how to upgrade your video card and bus, and how to add a CD-ROM drive, sound card, video accelerator, and more. Presented in plain English. The procedures you'll learn require ordinary household tools -- nothing fancy!

22. Plain English Guide to DOS 6+.
The powerful sub-programs buried deep within DOS 6.0 and higher can help you work smarter and faster, but the manual and the online tutorial that come with DOS leave many questions unanswered. This plain English, step-by-step video will show you how to install DOS on your computer and set it up to get optimum performance. In addition to DOS commands, you'll learn how to use the shell, defragmentation, scan and antivirus programs that come with DOS.

23. Home Financial Management on a PC.
Your computer can help you create and manage a budget, keep track of your credit card accounts, handle your tax deductions, and reconcile your bank accounts. But that's not all! You can also determine whether you should pay down your mortgage, finance a new car or pay cash, buy or rent your home, and how much you'll need for retirement. The financial information your computer can give you might mean the difference between just getting by and a very comfortable lifestyle -- if you ask the right questions and use your PC to develop a financial strategy.

24. The Online Bulletin Board Guide
Bulletin boards can be the on-ramps to the Information Super Highway -- if you know how to access and use them. This step-by-step guide shows you how to find bulletin boards, set-up your modem, log on, find out what they have to offer, find bulletin board users who share your interests, search for information, and upload and download files.

Thank you.

1807. ****THIS MONTH IN CAIN ONLINE NEWSLETTER****

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 04:11:25 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2p2a1d$79r@usenet.INS.CWRU.Edu>
Source record: 101987
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

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IN CAIN NEWSLETTER THIS MONTH! / \
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/ \
__________/ \_________
\ /
\ April 15, 1994 Vol.I No.2 /
\ /
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/_________________ CAIN ________-_____________/
/___|_|_|__________ Monthly Newsletter _______| |___________/
/____|_|_|__________ ______| |_________/
/____/__|__\_________ Central Atari ______| |________/
/____/___|___\________ Information Network ____| | | |_____/
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The Official Online Newsletter of the Cleveland Free-Net Atari SIG

The Cleveland Free-Net Community Computer System is accessible worldwide!

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telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

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In CAIN Newsletter this Month!

-=- New CAIN FTP Site -=- Lynx: New Easter Egg
-=- 8-bit: PC-Xformer Sneak Preview -=- Jaguar: Tempest 2000 Review
-=- 8-bit: Darek Mihoka of BraSoft -=- Jaguar: Most wanted games
explains PC-Xformer voting ballot
-=- 8-Bit: Richard Gore's Support! -=- ATARI Shows
-=- Portfolio: Using Ni-Cad Batteries -=- Accessing Free-Net from Delphi
-=- 16/32 bit: "Online Magazine" Report -=- SAC '94 Review
-=- 16/32 bit: New Atari magazine! -=- Upcoming Conferences with
-=- Lynx: APE now available on Free-Net Atari United! and Jeff Minter

And much more!!!

The CAIN newsletter is available on the Cleveland Free-Net Atari SIG,
your favorite pay service,

Anonymous FTP: "akh104.rh.psu.edu" /pub directory

cainMMYY.z - MM = Month
YY = Year

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu

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1808. Upcoming ATARI Shows

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 04:27:10 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2p2auu$7qa@usenet.INS.CWRU.Edu>
Source record: 101988
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.games.lynx

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<< Computer Shows >>

Updated: 04/06/94

To include shows (preferably shows that include Atari products),
for the Cleveland Free-Net Atari SIG's Show list and the CAIN newsletter,
send the show's name, date, location, and any additional information to
xx004@po.cwru.edu. Please address the e-mail with the subject
"Computer Show". The following information is correct to the best of our
knowledge. However, we cannot guarentee its accuracy. Corrections and
cancellations are therefore requested.

+-----------------+
|Shows at a Glance|
+-----------------+-------------+-------------------------+----------+
| Name | Location | Date |
|------------------------------+-------------------------+----------|
|1. CN Computer Shop&Swap |Stamford, CT |04/09/94 |
|2. ProTOS |Ulm, Germany |04/20/94 |
|3. Benelux Computer Show |Utrecht, The Netherlands |04/22/94 |
|4. 1994 Michigan Atari Fair |Waterford, MI |04/23/94 |
|5. CSA |Gelsenkirchen, Germany |04/29/94 |
|6. FEZ-a-BIT |Berlin, Germany |05/07/94 |
|7. Texas Atari Festival |St. Mary's University |06/04/94 |
|8. Connecticut Atarifest '94 |Windsor Locks, CT |08/27/94 |
| |
+-------------------------------------------------------------------+

For more information on these shows, please consult the Atari SIG on the
Cleveland Free-Net (telnet to freenet-in-a.cwru.edu or Nextsun.ins.cwru.edu)
Once connected to the Free-Net type 'Go Atari' to get to the Atari SIG.

In addition to show information, the CAIN newsletter would like to print
any reports, summaries, or reviews of these and other recent shows. Please
send any of these articles to 'aa338@po.cwru.edu'
Thank-you...

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1809. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 04:32:08 UTC
From: junkster@chinook.halcyon.com
Message-ID: <2p2b88$jhb@nwfocus.wa.com>
Source record: 101989

James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:
>
>(Kit Kimes says he can't use 'cracked' commercial games in good
>conscience.)
>If you read the Feb. AC, you would see that making a copy of
>commercial software for archival, or 'use' purposes is within
>the copyright law, not an infringement.

But I don't think that's the problem. The question is how to go from a commercial, self-booting, copy-protected product to a disk image that can be used with an emulator. I've never mucked around with copy protection, but I'm sure I could figure out how to crack the games I legally own. I don't want to put a lot of effort into that though, as most crackers were simply teenagers with ungodly amounts of free time to wade though bizarre disk formats.

James Hague
junkster@halcyon.com

1810. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 04:35:58 UTC
From: ricortes@delphi.com
Message-ID: <J69s7uu.ricortes@delphi.com>
Source record: 101990

Sheesh! I think I'm repling to the wrong person *AGAIN* but I believe it
was Glenn that speculated on the Jag price/cost. Anyway, in what should
become known as the Richard Dell tradition:
Conf : General
Msg# : 73 Lines: 12 Read: 2
Sent : Apr 18, 1994 at 1:45 PM
Recv : Apr 19, 1994
To : Rick Cortes
From : Bob Brodie
Subj : Re: <72> Jaguar

In message 319/1/72, Rick Cortes writes:

> Bob; Some discussion on the Internet has revolved around the
> price/profit margins for the Jaguar. Specifically, Atari is selling the
> Jag at or below cost in order to get sales up. Can you comment on this
> in public or is it an internal secret?

We've stated from the very beginning that the margins on the Jaguar
hardware were quite small. We're certainly not selling it below cost.
There is no reason to do that. We're already priced hundreds of dollars
less than our closest technological competitor, and reasonably priced in
comparison to our 16-bit competitors.

In response to clock speed. I've probably heard some of the same rumors
as you, but the one guy who I saw vary the clock speed for real on an
8-bit was Michael St Pierre with his Genlock thing. I ask him at the time
what he thought of the possibility of using a dual clock speed with a
standard 1.79 while Antic was doing it's thing & maybe a little quicker
while the CPU was running things (He had already told me slower was ok, but
the HSYNC/VSYNC pulses were already so near the bottom of the specs, any
faster would slambo the display!). He's a much brighter guy then I so when
he said he didn't see any problem I took it as gospel. I've had one of my
systems running at 2 mHz with the wildly girating display Michael talked
about, but haven't committed solder to bread board on what I think is a
solution to a two speed Atari. Understand that this conversation took place
about 3 years ago so on my list of priorities it's pretty low. I've used
a 1/2 lb of solder and maybe 40k of code on other projects in the meantime
so I haven't been dead, just preoccupied. I hate to just BS, even though
I seem to do so much of it <g>, but right now I have a 4503 (#???) laying
around somewhere, a 14.3??? crystal, <Whoops: amke that a 4522> & three
or 4 generic cystal/clock circuits in print. Idea: Use a programable divide
by N counter <4522> to divide a 14.3xx mHz crystal down to 1.79 mHz. When
Antic does it's thing, it exerts a !HALT line on the 6502. Tie the !HALT
line of the Antic to the divide by N counter so instead of divide by 8

divide by maybe 7 (or [6,5,4] while the processor is active. A minor flaw is I believe the Antic would try to refresh the screen 8/7 more times per second, but what the hey. I really have not spent a resonable amount of time on it to talk about it so i guess other then saying 2 mHz words with a screwed display, I'm BS'n. (Whoops again words=works). I'm sure someone else has probably thought of something more acceptable, like speeding up the clock that comes out of Antic so the screen refresh happens at the right interval, but I haven't been privilaged to see anyone else's designs.

1811. 8bit equip. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 04:58:28 UTC
From: j.dewell@genie.geis.com
Message-ID: <9404200457.AA18215@relay2.geis.com>
Source record: 101991

Greetings! I have some upgraded 8bit equipment I wish to sell, and after posting a textfile on GEnie another user suggested I post to the Atari 8bit group on the Internet. Is this the right address to post it to? Aaannd... is it kosher to do this? I'ver never been on the Net before, and do not wish to violate any "Netiquette" I don't know about. I have 288k 800s, 256k XLs, drives, monitor, MIO, hard disk, etc. etc. Nothing over $80! Please advise. Thanks!
Oh, yes, I worked for ATARI INC. during the heydays. From the last Info-Atari I read, folks were asking about 1400s, 1090s, and the like. I would be glad to share any info I have which might be useful. I've HAD 1400s, 1090s, 815s, etc. (The 815s were/are the *pits*, no lie.)

1812. Fine Tooned Engineering

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 07:46:19 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994Apr20.074619.21835@mnemosyne.cs.du.edu>
Source record: 101993

I'm just curious. Supposedly, I.C.D. was for "I Can't Decide".
So...what is the genesis of "Fine Tooned Engineering"?
Does the "Tooned" mean that there are a bunch of characters
from the back lot of Warner Bros. animation studios hacking
computer software and hardware in their spare time?

Watch out for the "dip". It's a killer.

Tim Hester

--
: What God Wants : God wants peace :
: God gets : God wants war :
: God help us all : God wants famine :
: *thester@nyx.cs.du.edu* : God wants chain stores :

1813. Super-Speedy

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 11:51:58 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2p350u$5nh@news.belwue.de>
Source record: 101994

Hi!

I still don't know exactly how fast the Super-Speedy copies a disk
(writing should be about 10 sec.), but it would be available if at
least 10 orders arrive at Klaus Peters Elektronik&Software (see
vendorlist). The price would be 150 DM (i.e. about $100).

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

1814. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 12:21:32 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2p36oc$rid@usenet.INS.CWRU.Edu>
Source record: 101995

(J. Hague talks about making a disk 'image' of commercial
boot disks.)
There are a few boot disks that have been modified into load
files. 'Bruce Lee' and 'Larry Bird and Doctor J' come to
mind. I don't know what a 'disk image' is, actually. But
I am figuring that the PC emulators need a load file to
run programs. Converting a boot disk into a load file
can be very difficult or nearly impossible. Often it would
require loading a large area of memory, then moving the
data to its proper place or something like that.
Russ Gilbert

1815. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 12:24:34 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Z20Orai.lmcclure@delphi.com>
Source record: 101996

In a message dated 4-17-94, ricortes@delphi.com said:

"The Apple II GS died a painful death!"

I'm sure that would be news to the faithful over on the Apple II forum on Delphi, or the folks over on comp.sys.apple2.

I would say their hardware and software market is at the very least as active as that of the Atari 8-bit (and probably closer to that of the Commodore 8-bits).

On another note, I am suprised that given the graphics capabilities, and more importantly the speed (especially when equipped with a 9Mhz ZIP-GS card), that apparently no one has written either an Atari or Commodore 8-bit emulator for the GS.

1816. More Atari 8-bit Support.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 12:42:56 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9404201241.AA02427@cs.utexas.edu>
Source record: 101997

SUPPORT FOR YOUR ATARI 8-BIT FROM RICHARD GORE.

YORKY 256K Memory upgrade:

Yes, its still available but in dwindling quantities. The Yorky 256k
memory upgrade simply plugs into the PBI port of your 800XL or a 64k internally
upgraded 600XL and gives you 256k of XE type compatible bank switched memory.
You don't have to open your machine or do any soldering, its supplied ready
to be plugged in and used. An A4 manual and a double sided disk of support
software are included in the price.

Price: #50 plus #2 p&p (UK), #3.50 (EC), #5 (worldwide).

(also for US customers $90 fully inclusive).

Supplies are now very limited - soon this product will be gone forever.

SOFTWARE:

JAWBREAKER - The classic Pac-man style game originally sold by Sierra-On-Line.
This version includes two mazes which were originally sold as
separate games as well as a new pause function and improved
joystick control.

MOUSEKATTACK - Another classic game from Sierra-On-Line. This game has you
trying to plumb the levels of Rat Alley. A very addictive game
featuring a one or two player (simultaneously on screen) mode,
new pause feature and improved joystick control.

Both games are available on disk, tape or Rambit Turbo tape (state which)
and are supplied with a printed manual.

Prices: #4.50 each or #6.95 for BOTH (UK p&p included)

(overseas please add #2 for airmail shipping)
(US dollar prices $10 each or $18 for both fully inclusive)

N E W S O F T W A R E! N E W S O F T W A R E!

In association with Visionaire software I am pleased to announce the
availability of two new games programmed in the UK.....

ARENA: An original puzzle game where you must place pieces of a wall in
order to guide a 'power pod' too its destination. It sounds simple,
but it has good graphics and is very addictive. A demo version appeared
on issue 66 of Page 6's disk, but this version is the full game with

50 levels.
Price: #5 ($10) XL/XE, Disk only.

BUBBLE ZONE: Enter the Bubble Zone and meet the challenge! Guide your tank
and blast the ever increasing number of bubbles, collect the
power ups, watch out for the holes. How far can you go?
Frantic arcade action, with top notch graphics.

Price: #5 ($10) XL/XE, Disk only.

For further details or to order contact:

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Telephone: (0302) 784642 weekends only please.

E-mail: RG9@UK.AC.YORK.TOWER or RG9@UK.AC.YORK.VAX
(Non-JANET users invert UK.AC.YORK.xxx to xxx.YORK.AC.UK)

- -

SOFTWARE Authors, have you written any games or utilities for the Atari 8-bits,
new or old? If you have and you have the rights contact me now and we can
hopefully arrange to get them (re-)marketed!

- -

1817. Good to be back.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 12:43:05 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9404201242.AA02453@cs.utexas.edu>
Source record: 101998

Hello world, yes its good to have the Digest back - I've been away for a while but I'm back now.

Crush, Crumble and Chomp: I have this game on tape with all the instructions, sorry I don't want to sell it but I think I can solve a query regarding its compatibility with the 800XL. My copy works fine, however there is a small note in the packaging that details a small modification that needs to be made. the program is in BASIC, or at least part of it is and this modification is only a couple of pokes, something to do with the screen modes if I remember correctly. If anybody is interested I will dig it out and post exactly what it says. The game is one of the multi-load types and so can only be transferred to disk with programming knowledge, one day I might get arounf to having a go.

Also please keep an eye out for my separate posting detailing what Atari 8-bit products I have for sale.

I would also like to suggest now that AC is going, why not subscribe to the English magazine Page 6/New Atari User, each issue has 50plus pages of glossy printed 8-bit material and about 15 pages of ST material. Issues have game reviews, program listings, a mailbag/help column, and also a free contact column for subscribers. I forget the exact prices but I think they are about #25 per year (six issues) and that includea overseas airmail (inside the UK it is cheaper due to decreased postal charges). If any body is interested they can write to:

Page 6
PO BOX 54
STAFFORD
ST16 1DR
ENGLAND

or contact me and I will supply you with the correct prices and more information.

Richard Gore (rg9@uk.ac.york.vax)

1818. Re: Good to be back.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 16:47:34 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2p3mb6$ld8@usenet.INS.CWRU.Edu>
Source record: 101999

In a previous article, RG9@VAX.YORK.AC.UK () says:

>I would also like to suggest now that AC is going, why not subscribe to the
>English magazine Page 6/New Atari User, each issue has 50plus pages of glossy
>printed 8-bit material and about 15 pages of ST material. Issues have game
>reviews, program listings, a mailbag/help column, and also a free contact
>column for subscribers. I forget the exact prices but I think they are about
>#25 per year (six issues) and that includea overseas airmail (inside the UK it
>is cheaper due to decreased postal charges). If any body is interested they
>can write to:

Quoting the FAQ List:

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
ST16 1DR England
tel: 0785-213928
FAX: 0785-54335
(bi-monthly) Magazine only Magazine and Disk
UK L15.00 L25.00
Europe (Air Mail) L17.00 L32.00
USA/Canada - Surface L17.00 L32.00
USA/Canada - Air Mail L23.00 L42.00
Other countries as USA/Canada

What is the standard way of symbolizing "pounds" in ASCII? Should I change
the "L"'s in the above to "#"'s?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1819. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 17:56:09 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <791@npvsrv2.napervilleil.ncr.com>
Source record: 102000

In article <2p1pao$33d@usenet.INS.CWRU.Edu> (James R. Gilbert) writes:
>
>(Kit Kimes says he can't use 'cracked' commercial games in good
>conscience.)
>If you read the Feb. AC, you would see that making a copy of
>commercial software for archival, or 'use' purposes is within
>the copyright law, not an infringement. If you own a legitimate
>copy of a commercial software product, you are allowed to
>use a 'working' copy on your hard drive, emulator or whatever.
>So those cracked versions of commercial software, in my opinion,
>are, if not legal, then very close to legal so that I don't
>think anyone should argue with their use IF you own a legitimate
>copy.

The problem is that even though I have a lot of commercial software,
getting a cracked copy so that I could put it on a hard drive and run
it requires me (or someone) to find a BBS that supports pirated
software. Getting access to the 'elite' section of such a BBS isn't
easy and if you do, you are usually hounded to upload something
before you can download one of the cracked files. Now if someone was
willing to set up a legitimate pirate BBS (is that an oxymoron?), I
would be willing to frequent it.

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
KitKimes@NapervilleIL.NCR.COM

1820. Request: I Need a 130XE Translator$$$

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 21:28:42 UTC
From: jorwick@advtech.uswest.com
Message-ID: <jorwick-200494152524@cerebus.advtech.uswest.com>
Source record: 102001

I would like to find a translator disk for my 130XE. I have some older games that won't run on the newer bios. Could somebody please send the disk to me. (I would download it my self--but I have an 810 disk drive and I am having a terrible time getting Mule to work with it, and I am not sure how the translator
is supposed to work anyway. Do you load it on a Dos Disk and then load your other programs--what if your other programs are autoboot?) Anyway, if anyone has the answers to my questions or has the disk (I would gladly pay P&H and for your time and trouble in mailing it) please e-mail me.
Thanks!

--
Jeff Orwick
jorwick@advtech.uswest.com

1821. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 22:39:16 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2p4auk$l8o@usenet.INS.CWRU.Edu>
Source record: 102002

(Kit says it is hard to get 'cracked' software.)
I suppose there is no legal way to obtain load file cracked
boot disk commercial software. However there are several
ways to 'crack' your own copies of commercial software.
In the IBM world, 'patches' are in the regular download section
of legit BBSes. There are a few for Atari. I made one for
the ABC compiler. Then there are products like 'Chipmunk',
'Skunk' and 'Black Patch' that unprotect copy protected
disks. An earlier post, from the guy in Utah (J. King, I think)
said he made small boot partitions on his hard drive for booting
his favorite boot disk games.
Russ Gilbert

1822. Re: Request: I Need a 130XE Translator$$$

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 22:44:13 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2p4b7t$m1f@usenet.INS.CWRU.Edu>
Source record: 102003

(Person looking for a translator.)
I don't think the Mule disk read/writer requires a translator.
I did find 'translat.arc' in the umich archive. It may be
a translator. There was hometranslator and xlfix and some
other translators, but I didn't see them in the archive.
Russ Gilbert

1823. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-20 23:26:14 UTC
From: Krishna@max.tiac.net
Message-ID: <2p4dmm$3cd@sundog.tiac.net>
Source record: 102004

: First, both only Download. Ok, thats not a big problem. But, what is to be
: gained? Nither of them support the "Resume Aborted Download" feature. And they
: arn't really much faster then Y-modem. Th&#65533; only thing I can see that makes
: them worth having is that you don't have to waste time hitting a couple of
: keys to start the download on your end. Oh, wow!
To resume, it needs to point to the end of the file and append from
there. This can be dangerous and I've heard that even on the IBM it is
not that great. What if the tail end of the transfer that got cut off
was corrupted by the same source that caused the disconnect? You now
have a good chance of a corrupted file unless the CRC really does its job.

Plus, for 8-bit files, a large Y-batch transfer which totals a meg is
merely a bunch of small files sent one at a time. If a transfer of this
type is interrupted then you already have several files in the can and
can just get the ones that didn't come through.

The circumstances in which an 8-bitter tries to procure a file large
enough to make resume a convenience are rare. If that person is trying
to nab 16/32 bit files for their own use then they can use the real thing
for downloading. The only other circumstance would be to download files
for IBM users and being an 8-bit Sysop, but not many sysops would pay
long distance to nab files for cloners. And if it is local then doing it
all over again doesn't cost any more.

When you look at this from the 8-bit perspective you will realize that
the hype over Zmodem means something mainly only for when you are on a
clone and dealing with files of that magnitude.

1824. Connect 600Xl-Macintosh ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-21 07:19:53 UTC
From: hinssenp@sh.bel.alcatel.be
Message-ID: <199404210721.JAA17811@btmp01>
Source record: 101805

Hello. I own an old 600XL Atari, and I would like to connect it to my old MacPlus.

I know the Atari has a serial port, and my Mac can go for RS232, but how can I connect them? And how can I download a file from my mac to the Atari.

Long Time Ago, I wrote an 6502 Assembler for Atari, in Microsoft Basic on my Apple. I would generate the assembly language, and then type it on my Atari. It sure would be nice to be able to download the file...

Peter Hinssen
Belgium

1825. US mail problems.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-21 11:10:03 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9404211109.AA03459@cs.utexas.edu>
Source record: 101806

I am sorry to announce that I will no longer be able to mail the Yorky upgrades to the US. I have recently had severe problems with losing a Yorky, hopefully it will be found but I don't hold up much hope. Since I only have a few left I can't afford to have them disappearing into a black hole.

My sales of software (Jawbreaker, Mousekattack, Arena & Bubble Zone) will not be affected, so please feel free to order them (I need the support), but the Yorkys are now only available within the UK, where at least I can get some compensation should they go missing.

Once again I am sorry to have to do this, but with only five units left I simply can't afford to have them go missing, since I then have to send a replacement! Its a sorry situation when you can't trust mail to arrive in this age of high technology!

Richard Gore

PS Have I heard correct? Is SpartaDOS now shareware?

1826. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-21 12:12:24 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CoLz8o.6KH@cbfsb.cb.att.com>
Source record: 101807

In article <2p4dmm$3cd@sundog.tiac.net> Krishna@max.tiac.net (Glenn Saunders) writes:
>
>: First, both only Download. Ok, thats not a big problem. But, what is to be
>: gained? Nither of them support the "Resume Aborted Download" feature. And they

WHat can be gained is to be able to use Zmodem on a system that
may not support a fast version of Ymodem. Zmodem generally is
close to the best performer.

>To resume, it needs to point to the end of the file and append from
>there. This can be dangerous and I've heard that even on the IBM it is
>not that great. What if the tail end of the transfer that got cut off
>was corrupted by the same source that caused the disconnect? You now
>have a good chance of a corrupted file unless the CRC really does its job.
>

The Zmodem 32 bit CRC is extremely effective. If you are aborted for
the most common cause, line noise, you can rest assured that what you
received is A-OK. Now if your system crashed due to a power glitch
or some such problem, all bets are off on any files open at the time
of the failure. Nothing to do with Zmodem or its error detection
ability.

I think the problem that a lot of people have with resume on Zmodem
is due to not necessarily robust implementations. I tend to stick
to Chuck Fosberg's implementations for the PC and for Unix, as he
is the author of the protocol. I have detected various screwy behavior
on built-in implementations in various COMM programs, so I am never
surprised if one of them doesn't work quite properly.

--
Richard Dell

1827. Re: RGB analog output

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-21 12:15:44 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Jq0uDS4.lmcclure@delphi.com>
Source record: 101808

In a message dated 4-19-94, Mark Howard asked:

"With reference to this ramdac idea, don't you need a clock
to clock-in the colour select values?, or is there 'static'
address decode on these?"

On the Brooktree BT450 RAMDAC that is in the BYTE article I referenced, there is a clock input. However, it is the dot (pixel) clock that also drives the CRT controller in that application.

In the case of the Atari 8-bit, this would be derived from the same crystal that drives the CPU and ANTIC timing. In the event that this were too slow for some reason (i.e., the RAMDAC does not use static registers, and requires a clock rate above that the Atari can provide), one would need to use a multiple of the Atari crystal and divide down its signal for use with the other compents in the Atari. However, it would likley be simpler and less expensive, if this were the case, to shop around for a more suitable RAMDAC (i.e, one with static, rather than dynamic, registers). However, I expect this would not be the case.

Ahh...I just noticed on page 3 of that article, it refers to the BT450 using a static RAM palette. I believe that eliminates any problem with worries about the clock output being too slow.

1828. Rambit Printer Interface.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-21 12:59:29 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9404211259.AA07939@cs.utexas.edu>
Source record: 101809

This posting is being done as a service by Richard Gore on behalf of RAMBIT.
All replies should be sent to the address given at the end of the posting.

We are pleased to send you details of our PARALLEL PRINTER PORT for the Atari XL/XE computers, connecting to the parallel bus interface (XL) or enhanced cartridge port (XE). The P.P.P. is designed to enable you to connect EPSON compatible printers such as Panasonic KX-P1081, OKI-82, MP-165 etc. and print at their designed speeds, ie not slowed to serial speed.
The P.P.P consists of a compact unit which plugs directly into your computer port and outputs through a standard female 36way centronics socket connected to the printer using the lead supplied with the printer (possibly!).

The software necessary to drive the unit is best incorporated into your OS on EPROM so accessed by normal legal IO calls. Your system is so adapted as to allow use of your utilities (provided they only make stnadard use of the OS, 99% do) whether cartridge, disk or tape without any alteration of them.

TECHNICAL CONSIDERATIONS.

Power for the unit can be taken from the printer on pin 18 of the connector, or from the computer as desired. Should your printer be non-standard parallel, quite possibly we can advise on tailoring to its specification!

Alteration of your cable, ir change of plug or reposition of individual wires, willonly be necessary if it has no male 36way centronics plug on its computer end and/or full 36 wires present.

SUMMARY OF REQUIREMENTS.

PRINTER:- does it output +5volt on pin 18 to the cable? If not check pin 47 of your XL pbi, wiring of this may be necessary.
:-printer signals as follows, SELECT and BUSY both active high, ACKNOWLEDGE and STROBE active low; differences will require tailoring at no extra cost!
CABLE:-fitted with male standard 36way parallel (centronics) plug at computer end.
COMPUTER:- for supply of EPROM driver details of your existing OS will be required and may involve fitting of a DIL socket to hold it. Kit also lends itself to being fitted inside your computer or having printer lead soldered too it.

Prices all inclusive, Overseas +10%. Sterling only, cheques or postal orders made payable to Rambit.

KIT WITH EPROM for XL or XE ....#20

prices for ready assembled by negotiation.

We aim to satisfy and consequently will do our best to give technical support, answer genuine queries and will be pleased to accept your comments. We will also update/re-record on receipt of out original disk/tape with return postage.

Address: RAMBIT, 16 THE GREEN, THURLBY, BOURNE, LINCS., PE10 OHB, ENGLAND

telephone (in UK): 0778 424450

Additional comments by Richard GORE:
Dave Richardson the man behind Rambit is very technical and I'm sure he won't mind me saying has difficulty in writing using non-technical jargon. The above posting sounds pretty complex but what he is saying is he has available a printer interface that plugs into a PBI on the XL or XE and can be tailored for non-standard printers.
I also know he has experimented with using these kits to get two computers interconnected and I think has created an RS 232 interface.

If you are at all interested in such projects I suggest you write to him at the address given above to find out more.

1829. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-21 15:05:41 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Apr21.150541.920@apgea.army.mil>
Source record: 101810

In article <2osmgd$baa@nwfocus.wa.com> junkster@coho.halcyon.com (James Hague) writes:
>Glenn Saunders <Krishna@max.tiac.net> wrote:
>>
>>Must have all been before your time. Mattel made the Intellivision and
>>Coleco made the Colecovision. They both were Z80 based consoles.
>
>Intellivision was based on the GI 1600 running at 500 KHz (yes, _kilo_),
>not the Z80.

I have an intellivision and the orginal box and manuals back when the
intellivision was made by Syliviania and came with football. On the
back it says the sound was produced with a 16 bit chip. Does this mean
that the intellivision was the first 16 bit game system??

Rob Merritt email: robertm@magnus1.com OR rcmerrit@cbda9.apgea.army.mil
---
Views posted here are not| C program run. Run program run. Just once!
of my employer. | PLEASE???

1830. CFV: comp.emulators.{announce,apple2,cbm,misc}

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-21 17:11:09 UTC
From: jmaynard@admin5.hsc.uth.tmc.edu
Message-ID: <comp.emulators-CFV1@uunet.uu.net>
Source record: 101811
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.apple2,comp.sys.mac.misc,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc

```
FIRST CALL FOR VOTES (of 2)
moderated group comp.emulators.announce
unmoderated group comp.emulators.apple2
unmoderated group comp.emulators.cbm
unmoderated group comp.emulators.misc

Newsgroups line:
comp.emulators.announce Emulator news, FAQs, announcements (moderated).
comp.emulators.apple2 Emulators of Apple // systems.
comp.emulators.cbm Emulators of C-64, C-128, PET, and VIC-20 systems.
comp.emulators.misc Emulators of miscellaneous computer systems.

Votes must be received by 23:59:59 UTC, 12 May 1994.

This vote is being conducted by a neutral third party. For voting
questions only, contact the votetaker, Jay Maynard, at
jmaynard@admin5.hsc.uth.tmc.edu. For questions about the
proposed group, contact the proponent, Ron Dippold, at rdippold@qualcomm.com.

CHARTERS

comp.emulators.announce: This is a moderated group with announcements
about emulators, emulator ftp sites, new emulator images, and emulator
FAQs. Emulator discussion seems to have a fairly high noise level, so
this will be useful for important news and coordinating FAQs for newbies.

To be moderated by Ron Dippold <rdippold@qualcomm.com> at address
<emulators@qualcomm.com>, with a contact address of
<emulators-request@qualcomm.com>.

comp.emulators.apple2: Emulators of the entire Apple // family, such
as the Apple ][, ][+, //e, //c, and IIgs, on all platforms. For
discussion of specific Apple // software, you may wish to use
comp.sys.apple2 instead.

comp.emulators.cbm: Emulators of the entire Commodore C-64 family,
such as the C-16, C-64, C-128, PET, and VIC-20 on all platforms. For
discussion of specific C-64 software, you may wish to use
comp.sys.cbm instead.

comp.emulators.misc: Emulation of computer systems on another
platform. Emulators which are not covered elsewhere in the
comp.emulators hierarchy can be discussed here. Emulation of specific
hardware by other hardware in the same system (such as Sound Blaster
card emulation by the Gravis UltraSound card) generally belongs
```

elsewhere.

There are an amazingly large number of emulators out there of classic
and current computer systems, including several dozen for the IBM PC
alone. Unfortunately, the traffic is spread widely and haphazarardly
over much of Usenet, and many remain ignorant of the available
emulators. This is an attempt to centralize that knowledge in an
easily locatable hierarchy.

If this hierarchy pans out, I expect the creation of c.e.ibm-pc,
c.e.ms-windows, and c.e.mac won't be too far behind. For the moment,
I suspect Amiga users may wish to keep Emplant traffic on
comp.sys.amiga.emulators.

HOW TO VOTE

Erase everything above the top "-=-=-=-" line and erase everything
below the bottom "-=-=-=-" line. Do not erase anything between these
lines and do not change the group names.

Give your name on the line that asks for it. For each group, place a YES or
NO in the brackets next to it to vote for or against it. If you don't want
to vote on a particular group, just leave the space blank. Don't worry
about spacing of the columns or any quote characters (">") that your reply
inserts.

Then mail the ballot to: votes@admin5.hsc.uth.tmc.edu
Just Replying to this message should work, but check the "To:" line.

-=-=-=-=-=- Don't Delete Anything Between These Lines =-=-=-=-=-=-=-=-=-
comp.emulators.* Ballot <CEMUL8-0001> (Don't remove this marker)

Give your real name here:

[Your Vote] Group

[ ] comp.emulators.announce
[ ] comp.emulators.apple2
[ ] comp.emulators.cbm
[ ] comp.emulators.misc
-=-=-=-=-=- Don't Delete Anything Between These Lines =-=-=-=-=-=-=-=-=-

Anything else may be rejected by the automatic vote counting program. The
votetaker will respond to your received ballots with a personal acknowledge-
ment by mail - if you do not receive one within several days, try again.
It's your responsibility to make sure your vote is registered correctly.

Only one vote per person, no more than one vote per account. Addresses and
votes of all voters will be published in the final voting results list.
--
Jay Maynard, EMT-P, K5ZC, PP-ASEL | Never ascribe to malice that which can
jmaynard@oac.hsc.uth.tmc.edu | adequately be explained by stupidity.
"The government which fears arms in the hands of its people...should."
-- Karl Kleinpaste

1831. Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-21 20:25:46 UTC
From: rkim@et4sun.uucp
Message-ID: <2p6nga$lph@nic-nac.CSU.net>
Source record: 101812

Okay, here's the trak-ball programming info, took a long time to clean
up and type it again (yech). But it's done, so enjoy.

Rich K.
email> rkim@mars.calstatela.edu

_______O/____CUT__IT__RIGHT___HERE_____________________________________
O\

PROGRAMMING THE CX-22 TRACK BALL

William Bartlett
October 26, 1983

This document will attempt to provide programmers with an
understanding of what the Atari Trak-Ball is capable of doing,
how it does it, and how to tap it's potential from an appli-
cation program. The scope of this document is limited to
using the Trak-Ball in true trak-ball (TB) mode. Programming
the Trak-Ball in joystick (JS) mode is exactly the same as
programming a joystick.

Let me briefly review how the PIA chip handles the Atari
joystick. A joystick plugged into port 1 will toggle the lower
four bits of PORTA located at $D300 and shadowed at $278. One
bit is cleared (zero) to indicate the joystick is being pushed
in any of four directions; right, left, forward or back. If
the joystick is stationary, the four bits are set (one). Atari
BASIC provides the STICK function to provide the value of these
four bits to a BASIC programmer.

HOW DOES A TRAK-BALL DIFFER FROM A JOYSTICK?

A joystick is only capable of indicating direction whereas
a trak-ball is capable of indicating direction and speed. The
best implementation of trak-ball application programs will re-
flect the varying speeds of ball movement.

HOW IS DIRECTION AND SPEED IMPLEMENTED IN THE HARDWARE?

A trak-ball plugged into port 1 will toggle the lower four
bits of PORTA located at $D300 and shadowed at $278. There are
two direction bits and two rate bits; one each for the hori-
zontal and vertical axis. The direction bits indicate which
direction along the axis the ball is rolling. The rate bits
change from 0 to 1 and back to 0 as the ball is rolled. The
faster the ball rolls, the faster the rate bits change.

HOW CAN AN APPLICATION PROGRAM UTILIZE THE TRAK-BALL?

Unfortunately, Atari BASIC is very inefficient for using the Trak-Ball. To quickly implement direction and speed it is necessary to test the individual bits of PORTA. The AND function in Atari BASIC is byte-to-byte instead of a true bit-to-bit test. Therefore, machine language is going to be required to tap the potential of the Trak-Ball.

To determine the direction of ball movement, the direction bits need to be tested only once. To determine the speed of ball movement, the rate bits will have to be sampled many times and a count made of the changes from 0 to 1 and back. The lower four bits of PORTA are assigned as follows:

```
+---------------+---+---+---+---+
PORTA >> | | 4 | 3 | 2 | 1 |
+---------------+---+---+---+---+
```

* bit 4 = vertical rate,
* bit 3 = vertical direction (0=up, 1=down),
* bit 2 = horizontal rate,
* bit 1 = horizontal direction (0=left, 1=right).

Let's assume we wish to control an object on the screen with a trak-ball. There are two logical approaches to this programming problem. I shall refer to these as the vector approach and the incremental approach.

VECTOR : The vector approach is to maintain a value for the horizontal and vertical locations, sample the trak-ball N times, calculate the new horizontal and vertical locations, and then reposition the object. A complication is that if the object is a player or missile, we could vector to a new location without recognizing a collision. Another complication is that of boundaries. What if the new location is outside of a boundary? Should we ignore the boundary, ignore the sample, or calculate where the vector crosses the boundary? Using the vector method we will either have complicated coding or flaky response.

INCREMENTAL : The incremental approach is to move the object when the rate bit changes as you sample the trak-ball N times. Boundary and collision checking is much simpler than that of the vector approach.

SAMPLE PROGRAMS

I have provided three tutorial programs to be used in conjunction with the trak-ball:

1) TBALLTST.BAS allows you to observe the lower four bits of PORTA changing so that you can familiarize yourself with their action.

2) TBALL.BAS will demonstrate how the trak-ball can be sampled
from Atari BASIC to provide a signed value of direction and
speed for each axis. The three numbers displayed are the
horizontal axis, the vertical axis, and the joystick value.

3) VBITBALL.BAS demonstrates a vertical blank routine to sample
the trak-ball and move a player using the incremental method
discussed above. Because the movement is done using a
vertical blank interrupt (background), other activity may
proceed in BASIC (foreground).

(Listing follows:)

```
10 REM :TBALLTST.BAS
100 DATA 169,0,133,212,133,213,104,104,104,133,203,104,104
101 DATA 37,203,240,2,230,212,96
110 FOR I=1536 TO 1555:READ J:K=K+J:POKE I,J:NEXT I
111 IF K-2736 THEN ? "BAD DATA!":END
120 GRAPHICS 0:POKE 710,0:TRAP 21:? "BIT OPTIONS (0-15)...";:INPUT OP
125 GRAPHICS 18
130 I=PEEK(632):POSITION 0,0
135 IF USR(1536,OP,8) THEN ? #6;USR(1536,I,8),"Y RATE"
136 IF USR(1536,OP,4) THEN ? #6;USR(1536,I,4),"Y DIR"
137 IF USR(1536,OP,2) THEN ? #6;USR(1536,I,2),"X RATE"
138 IF USR(1536,OP,1) THEN ? #6;USR(1536,I,1),"X DIR"
140 IF PEEK(53279)=6 THEN 120
141 GOTO 130
```

```
10 ;#D1:TBALLTST.SRC
20 ;TEST A BIT
00D4 30 BASIC = $D4
00CB 40 MASK = $CB
0000 50 *= $0600
0600 A900 60 LDA #0
0602 85D4 70 STA BASIC
0604 85D5 80 STA BASIC+1
0606 68 90 PLA ;BASIC
0607 68 0100 PLA ;MSB MASK
0608 68 0110 PLA ;LSB MASK
0609 85CB 0120 STA MASK
060B 68 0130 PLA ;MSB VALUE
060C 68 0140 PLA ;LSB VALUE
060D 25CB 0150 AND MASK
060F F002 0160 BEQ DONE
0611 E6D4 0170 INC BASIC
0613 60 0180 DONE RTS
```

```
10 REM :TBALL.BAS
100 REM 1536-1619
101 DATA 104,169,0,133,212,133,213,173,0,211,41,2,133,205,160,255,173,0,211
102 DATA 41,2,197,205,240,2,230,212,133,205,136,208,240,173,0,211,41,1,208
103 DATA 6,165,212,9,128,133,212,173,0,211,41,8,133,205,160,255,173,0,211
104 DATA 41,8,197,205,240,2,230,213,133,205,136,208,240,173,0,211,41,4,208
```

```
105 DATA 6,165,213,9,128,133,213,96,-1
110 FOR I=1536 TO 1619:READ J:K=K+J:POKE I,J:NEXT I
111 IF K-11306 THEN ? "BAD DATA!":END
200 U=USR(1536):Y=INT(U/256):X=U-Y*256
210 IF X>127 THEN X=X-128:IF X THEN X=-X
211 IF Y>127 THEN Y=Y-128:IF Y THEN Y=-Y
220 ? X,Y,PEEK(632):GOTO 200
```

```
10 ;#D1:TBALL.SRC
20 ;SAMPLE TBALL X,Y DIR, RATE
30 ;CALLED FROM BASIC U=USR(ORG) ;HIBYTE=Y AXIS ;LOBYTE=X AXIS
D300 40 PORTA = $D300
00D4 50 XCOUNT = $D4
00D5 60 YCOUNT = $D5
00CD 70 LAST = $CD
0000 80 *= $600
0600 68 90 PLA
0601 A900 0100 LDA #0
0603 85D4 0110 STA XCOUNT
0605 85D5 0120 STA YCOUNT
0607 AD00D3 0130 XINIT LDA PORTA
060A 2902 0140 AND #2
060C 85CD 0150 STA LAST
060E AOFF 0160 LDY #$FF
0610 AD00D3 0170 XSAMP LDA PORTA
0613 2902 0180 AND #2
0615 C5CD 0190 CMP LAST
0617 F002 0200 BEQ XDEC
0619 E6D4 0210 INC XCOUNT
061B 85CD 0220 XDEC STA LAST
061D 88 0230 DEY
061E D0F0 0240 BNE XSAMP
0620 AD00D3 0250 LDA PORTA
0623 2901 0260 AND #1
0625 D006 0270 BNE YINIT
0627 A5D4 0280 LDA XCOUNT
0629 0980 0290 ORA #128
062B 85D4 0300 STA XCOUNT
062D AD00D3 0310 YINIT LDA PORTA
0630 2908 0320 AND #8
0632 85CD 0330 STA LAST
0634 A0FF 0340 LDY #$FF
0636 AD00D3 0350 YSAMP LDA PORTA
0639 2908 0360 AND #8
063B C5CD 0370 CMP LAST
063D F002 0380 BEQ YDEC
063F E6D5 0390 INC YCOUNT
0641 85CD 0400 YDEC STA LAST
0643 88 0410 DEY
0644 D0F0 0420 BNE YSAMP
```

```
0646 AD00D3 0430 LDA PORTA
0649 2904 0440 AND #4
064B D006 0450 BNE RETURN
064D A5D5 0460 LDA YCOUNT
064F 0980 0470 ORA #128
0651 85D5 0480 STA YCOUNT
0653 60 0490 RETURN RTS
```

```
10 REM :VBITBALL.BAS
100 REM 1536-1762
101 DATA 160,255,173,0,211,41,2,133,203,173,0,211,41,2,197,203,240,39,133,203
102 DATA 173,0,211,41,1,240,16,174,149,6,232,224,196,240,22,142,149,6,142,0
103 DATA 208,208,14,174,149,6,202,224,48,240,6,142,149,6,142,0,208,136,208,205
104 DATA 160,255,173,0,211,41,8,133,203,173,0,211,41,8,197,203,240,65,133,203
105 DATA 173,0,211,41,4,208,29,174,150,6,224,32,240,49,202,142,150,6,152,72
106 DATA 160,8,189,1,44,157,0,44,232,136,16,246,104,168,208,27,174,150,6,224
107 DATA 218,240,20,232,142,150,6,152,72,160,8,189,6,44,157,7,44,202,136,16
108 DATA 246,104,168,136,208,179,76,98,228,0,0,104,160,255,169,0,153,0,44,136
109 DATA 208,250,185,219,6,153,120,44,200,192,8,208,245,169,120,141,149,6,141,150
110 DATA 6,141,0,208,169,34,141,192,2,169,1,141,8,208,169,40,141,7,212,169
111 DATA 62,141,47,2,169,3,141,29,208,169,7,162,6,160,0,32,92,228,96,24
112 DATA 24,24,231,231,24,24,24
113 REM * 227 BYTES
120 FOR I=1536 TO 1762:READ J
130 K=K+J:POKE I,J:NEXT I
140 IF K-26973 THEN ? "BAD DATA!":END
150 I=USR(1687)
```

```
10 ; :VBITBALL.SRC
20 ; VBLANK TO MOVE PLYR 0 WITH T-BALL
30 ; EQUATES
=D300 40 PORTA = $D300
=00CB 50 LASTA = $CB
0000 60 *= $0600
70 ;X-AXIS:BIT1=X DIR, BIT2=X RATE
0600 A0FF 80 VBI LDY #$FF
0602 AD00D3 90 LDA PORTA
0605 2902 0100 AND #2
0607 85CB 0110 STA LASTA
0609 AD00D3 0120 XSAMP LDA PORTA
060C 2902 0130 AND #2
060E C5CB 0140 CMP LASTA
0610 F027 0150 BEQ XNEXT
0612 85CB 0160 STA LASTA
0614 AD00D3 0170 LDA PORTA
0617 2901 0180 AND #1
0619 F010 0190 BEQ XLEFT
061B AE9506 0200 XRGHT LDX XPOS
061E E8 0210 INX
061F E0C4 0220 CPX #196
0621 F016 0230 BEQ XNEXT
```

```
0623 8E9506 0240 STX XPOS
0626 8E00D0 0250 STX P0HPOS
0629 D00E 0260 BNE XNEXT
062B AE9506 0270 XLEFT LDX XPOS
062E CA 0280 DEX
062F E030 0290 CPX #48
0631 F006 0300 BEQ XNEXT
0633 8E9506 0310 STX XPOS
0636 8E00D0 0320 STX P0HPOS
0639 88 0330 XNEXT DEY
063A D0CD 0350 ;Y AXIS: BIT3=Y DIR, BIT4=Y RATE
063C A0FF 0360 LDY #$FF
063E AD00D3 0370 LDA PORTA
0641 2908 0380 AND #8
0643 85CB 0390 STA LASTA
0645 AD00D3 0400 YSAMP LDA PORTA
0648 2908 0410 AND #8
064A C5CB 0420 CMP LASTA
064C F041 0430 BEQ YNEXT
064E 85CB 0440 STA LASTA
0650 AD00D3 0450 LDA PORTA
0653 2904 0460 AND #4
0655 D01D 0470 BNE YDOWN
0657 AE9606 0480 YUP LDX YPOS
065A E020 0490 CPX #32
065C F031 0500 BEQ YNEXT
065E CA 0510 DEX
065F 8E9606 0520 STX YPOS
0662 98 0530 TYA
0663 48 0540 PHA
0664 A008 0550 LDA #8
0666 BD012C 0560 YUP1 LDA P0BASE+1,X
0669 9D002C 0570 STA P0BASE,X
066C E8 0580 INX
066D 88 0590 DEY
066E 10F6 0600 BPL YUP1
0670 68 0610 PLA
0671 A8 0620 TAY
0672 D01B 0630 BNE YNEXT
0674 AE9606 0640 YDOWN LDX YPOS
0677 E0DA 0650 CPX #218
0679 F014 0660 BEQ YNEXT
067B E8 0670 INX
067C 8E9606 0680 STX XPOS
067F 98 0690 TYA
0680 48 0700 PHA
0681 A008 0710 LDY #8
0683 BD062C 0720 YDOWN1 LDA P0BASE+6,X
0686 9D072C 0730 STA P0BASE+7,X
0689 CA 0740 DEX
```

```
068A 88 0750 DEY
068B 10F6 0760 BPL YDOWN1
068D 68 0770 PLA
068E A8 0780 TAY
068F 88 0790 YNEXT DEY
0690 D0B3 0800 BNE YSAMP
0692 4C62E4 0810 JMP XITVBV
0695 00 0820 XPOS .BYTE 0
0696 00 0830 YPOS .BYTE 0
0840 ;INIT. PM/VBI
0850 ;EQUATES
=D407 0860 PMBASE = $D407
=2800 0870 PMRAM = $2800
=2C00 0880 P0BASE = PMRAM+$0400
=D000 0890 P0HPOS = $D000
=02C0 0900 P0COLR = $02C0
=D008 0910 P0SIZE = $D008
=022F 0920 SDMCTL = $022F
=D01D 0930 GRACTL = $D01D
=0224 0940 VVBLKD = $0224
=E45C 0950 SETVBV = $E45C
=E462 0960 XITVBV = $E462
0970 ;CLEAR PLAYER 0
0697 68 0980 PLA
0698 A0FF 0990 LDY #$FF
069A A900 1000 LDA #0
069C 99002C 1010 INIT1 STA P0BASE,Y
069F 88 1020 DEY
06A0 D0FA 1030 BNE INIT1
1040 ;DEFINE PLAYER 0
06A2 B9DB06 1050 INIT2 LDA P0SHAP,Y
06A5 99782C 1060 STA P0BASE+120,Y
06A8 C8 1070 INY
06A9 C008 1080 CPY #8
06AB D0F5 1090 BNE INIT2
06AD A978 1100 LDA #120
06AF 8D9506 1110 STA XPOS
06B2 8D9606 1120 STA YPOS
06B5 8D00D0 1130 STA P0HPOS
06B8 A922 1140 LDA #34
06BA 8DC002 1150 STA P0COLR
06BD A901 1160 LDA #1 ;DOUBLE WIDTH
06BF 8D08D0 1170 STA P0SIZE
06C2 A928 1180 LDA #PMRAM/256
06C4 8D07D4 1190 STA PMBASE
06C7 A93E 1200 LDA #$3E ;SINGLE LINE P/M
06C9 8D2F02 1210 STA SDMCTL
06CC A903 1220 LDA #$03 ;TURN ON P/M
06CE 8D1DD0 1230 STA GRACTL
1240 ;INIT. VBI
```

```
06D1 A907 1250 LDA #7
06D3 A206 1260 LDX #VBI/256
06D5 A000 1270 LDY #VBI&255
06D7 205CE4 1280 JSR SETVBV
06DA 60 1290 RTS
06DB 181818E7 1300 P0SHAP .BYTE $18,$18,$18,$E7,$E7,$18,$18,$18
06DF E7181818

[END]
```

1832. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-21 21:12:26 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2p6q7q$7a2@cnn.sim.ES.COM>
Source record: 101813

In article <2p2b88$jhb@nwfocus.wa.com>, junkster@chinook.halcyon.com (James Hague) writes:
> James R. Gilbert <cb541@cleveland.Freenet.Edu> wrote:
> >
> >(Kit Kimes says he can't use 'cracked' commercial games in good
> >conscience.)
> >If you read the Feb. AC, you would see that making a copy of
> >commercial software for archival, or 'use' purposes is within
> >the copyright law, not an infringement.
>
> But I don't think that's the problem. The question is how to go
> from a commercial, self-booting, copy-protected product to a disk
> image that can be used with an emulator. I've never mucked around
> with copy protection, but I'm sure I could figure out how to crack
> the games I legally own. I don't want to put a lot of effort into
> that though, as most crackers were simply teenagers with ungodly
> amounts of free time to wade though bizarre disk formats.

Actually, it's not quite as complicated as it seems. As a user of
Darek Mihoka's Atari ST XFormer, I can speak from experience. Most
games that check for copy protection, generally do so only at the
beginning of execution. Let me give you an example:

I really wanted to run my (legitimate) copy of Hitchhiker's guide
to the Galaxy on the emulator. Unfortunately, when I converted the
disk over to the XFormer format, it couldn't detect the copy
protection scheme; however, if I hooked up the XFormer cable directly
to the Atari drive, Booted properly off the original, and then used
the disk image AFTER the beginning of the program, it worked fine.
Fortunately, Darek included an option in the emulator known as
'Save Context' that will take a memory dump of the emulated Atari,
along will all the registers, so that execution can continue exactly
from the time it was saved. All I had to do was do a save context after
the copy protection scheme was detected, and I was able use the
disk image just fine once I reloaded the Save Context file.

Hopefully, the PC version of the emulator will also have the Save
Context function, since programs that load entirely into memory
should theoretically always work with the save context (assuming
the copy protection check is only done once). This is also
assuming that support from the XFormer cable is also forthcoming
or you have access to an Atari ST (which is already supported by
the cable).

Hope this answers more questions then it creates,

Greg Bennett
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

1833. Re: Converter Signum <->

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 01:10:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <b7342a06@straight.ct.se>
Source record: 101814

a> I'm looking for a tool, which can possibly convert documents written with
a> Signum into ASCII-Format. I have to write those docs on my PC now.
a>
a> Does such a converter exist? Or is there perhaps already a converter,
a> which could even convert to RTF (Rich Text Format) or WordPerfect 6.0?
a>
a> Any hints welcome - even the pure description of the *.SDO-Fileformat, so
a> that I could write my own converter.

If its only in ATasci you can use SIO2PC to send and convert the text to
ordinary asci.

-=> WFR.! Per-Erik "Pekka" Peterson <=-

per-erik_peterson@straight.ct.se

Gothenburg SWEDEN

* (QW|{ 2.6 *

1834. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 01:10:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <b7342c07@straight.ct.se>
Source record: 101815

a> Zmodem for the atari 8bit is now available on the atari archives
a> as atzmod.arc.
a>
a> It can also be downloaded off CompuServ and the Atari Connection BBS
a> (801) 969-1468

As I heard in The Amarican Atari-Net, you only can reasive files whith it, not send.??

-=> WFR.! Per-Erik "Pekka" Peterson <=-

per-erik_peterson@straight.ct.se
* (QW|{ 2.6 *

1835. Mule.???

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 01:10:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <b7342e09@straight.ct.se>
Source record: 101816

-=> WFR.! Per-Erik "Pekka" Peterson <=-

per-erik_peterson@straight.ct.se

* (QW|{ 2.6 *

1836. Re: This is so confusing

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 01:10:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <b7342c08@straight.ct.se>
Source record: 101817

a> SIO2PC, which means I have to find the damn MAXIM232 chip that
a> no one around here seems to have. I've tried calling MAXIM
a> at their 800 number for weeks to get a free sample, but the
a> number seems to be busy all day every time I call.

Fredrik Lundholm at chalmers built an SIO2PC to me and it seems that we have
the 232 ship here in Sweden.?? But I will sheck this up as soon as posible.!!

-=> WFR.! Per-Erik "Pekka" Peterson <=-

per-erik_peterson@straight.ct.se

Gothenburg SWEDEN

* (QW|{ 2.6 *

1837. Synapse software Biofeedback?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 02:47:02 UTC
From: dm935@aol.com
Message-ID: <2p7dr6$9ce@search01.news.aol.com>
Source record: 101818

Hi, does anyone have any information regarding Synapse softwares biofeedback product for the Atari 800 system? What were its capabilities? Is it still for sale? Is there a similiar product on other platforms??

thanks,
DM

1838. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 05:55:38 UTC
From: jharris@cup.portal.com
Message-ID: <109636@cup.portal.com>
Source record: 101819

I believe that improvements in technology and pricing have made it possible to design a 65816 board for a really reasonable price. In fact, for a commercial level board, the difference between adding the 24 bit address bus support (not counting the ram itself) would not be that significant over and above a bare bones 16 bit design. The benefits of large amounts of contiguous memory should be well worth the effort.

The 65816 upgrade, even without the 24 bit bus, (so that it would effectively be a 65802 upgrade using the less expensive 816 chip), would still require a board of some type. As soon as it gets to that level, it would sure be nice to have a board professionally produced.

Either one of these upgrades would require some kind of software support in order to become popular. As has been said, people won't buy it unless they have a good reason to--like something to run on it. Recently, I realized that there may be a simple way to get some great benefits with very little effort. I replaced the memory move subroutine in my assembler with the block move opcodes of the 65816, and the results were terrific. Assembly speed increased by over 25%, and Editor performance (the time it takes to insert a changed line of text into memory) more than doubled! And this only took 5 minutes on my part to make the change. What's even better, is that the new move routine using the opcodes is smaller than the 6502 move that it replaced, which means that it could have been easily patched into the code even if I didn't have the source. I believe this could be extended to several other products fairly easily, by finding existing move routines and replacing them with 65816 code. Depending upon what percentage of execution time is consumed by moving memory, you can get up to a 200%+ increase in speed from existing applications.

John Harris - jharris@cup.portal.com

1839. Re: Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 08:25:37 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.310.00086D36@smail.srl.ford.com>
Source record: 101845

In article <2p6nga$lph@nic-nac.CSU.net> rkim@et4sun.uucp (Richard H.S. Kim) writes:
>From: rkim@et4sun.uucp (Richard H.S. Kim)
>Subject: Trak-Ball programming info document
>Date: 21 Apr 1994 20:25:46 GMT

>Okay, here's the trak-ball programming info, took a long time to clean
>up and type it again (yech). But it's done, so enjoy.

>Rich K.
>email> rkim@mars.calstatela.edu

>_______O/____CUT__IT__RIGHT___HERE____
> O\

> PROGRAMMING THE CX-22 TRACK BALL

> William Bartlett
> October 26, 1983

> This document will attempt to provide programmers with an
> understanding of what the Atari Trak-Ball is capable of doing,
> how it does it, and how to tap it's potential from an appli-
> cation program. The scope of this document is limited to
> using the Trak-Ball in true trak-ball (TB) mode. Programming
> the Trak-Ball in joystick (JS) mode is exactly the same as
> programming a joystick.

> Let me briefly review how the PIA chip handles the Atari
> joystick. A joystick plugged into port 1 will toggle the lower
> four bits of PORTA located at $D300 and shadowed at $278. One
> bit is cleared (zero) to indicate the joystick is being pushed
> in any of four directions; right, left, forward or back. If
> the joystick is stationary, the four bits are set (one). Atari
> BASIC provides the STICK function to provide the value of these
> four bits to a BASIC programmer.

> HOW DOES A TRAK-BALL DIFFER FROM A JOYSTICK?

> A joystick is only capable of indicating direction whereas
> a trak-ball is capable of indicating direction and speed. The
> best implementation of trak-ball application programs will re-
> flect the varying speeds of ball movement.

> HOW IS DIRECTION AND SPEED IMPLEMENTED IN THE HARDWARE?

> A trak-ball plugged into port 1 will toggle the lower four
> bits of PORTA located at $D300 and shadowed at $278. There are
> two direction bits and two rate bits; one each for the hori-

> zontal and vertical axis. The direction bits indicate which
> direction along the axis the ball is rolling. The rate bits
> change from 0 to 1 and back to 0 as the ball is rolled. The
> faster the ball rolls, the faster the rate bits change.

> HOW CAN AN APPLICATION PROGRAM UTILIZE THE TRAK-BALL?

This may be an admittedly dumb question. Years ago I bought an Atari trak-ball because it was touted as superior for Pole-Position. Well, I couldn't see the difference. Can anyone tell me what common games are actually better technically using a trak-ball? And, if so, in which of the two track-ball modes? Or do commercial games ignore the velocity information and just use the directional information? Thanks in advance.

Larry Elie
lelie@smail.srl.ford.com

1840. Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 09:01:49 UTC
From: gmchugh@bfsec.bt.co.uk
Message-ID: <ConL31.n1C@bfsec.bt.co.uk>
Source record: 101820

Can anyone tell me if it should be possible to use an SIO2PC cable to access an Atari drive from a PC? I am assuming that since the SIO2PC involves connecting the 8-bit's SIO socket to a PC serial port, it might be possible to alter the situation slightly to connect the PC serial port to a 1050 SIO socket. Is this feasible, or is there something blindingly obvious that I'm not thinking of?

Surely a program could be written for the PC to do this, and this code could be included in an emulator?

If I'm wrong, it's because electronics ain't my thing :) I'd be interested in any comments or explanations of how/why it is/isn't possible....

Geoff

1841. Re: PC sw wanted to comunicate with the 8bit via 850 module

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 09:38:51 UTC
From: winston@merk.com
Message-ID: <ConMt0.JAw@merk.com>
Source record: 101821

On Monday, April 18, 1994 at 18:45:36 GMT (12:45pm EDT ?)
vparada@inf.utfsm.cl (Victor Parada G.)
of Universidad Tecnica Federico Santa Maria, Chile
writes:

VP> I want to transfer some of the stuff in the archive to my 800XL.
VP> Some software I have for the 8bit are XE-Term, HomeTerm (from HomePak),
VP> BobTerm, Mini Office II. The others still are in 1.44 PC disks :-(
VP>
VP> Which program to run on the PC side of the RS232 connection is
VP> able to transfer files to the 8bit using any of the above?

Any program that can perform BATCH Y-MODEM or BATCH XMODEM 1-K on the
IBM PC should run just fine with BOBTERM. Programs that spring to mind are
ProComm, Telix, Lync, ...there must be hundreds. KERMIT is bad to use
because it has no buffering, but writes directly to disk, but I guess at
direct connect null-modem speeds the drive would be in constant motion with
either BOBTERM or KERMIT-65. BOBTERM also supports 4K F-MODEM packets. I
don't know whether any of the IBM terminal programs also support 4K F-MODEM
transfers but if you can find one, so much the better!

1842. Freddy chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 12:52:08 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9404221252.AA14086@cs.utexas.edu>
Source record: 101844

I am no expert but the Freddy is used to control the memory - i think it was introduced into the XE range to handle the bank switching. I also read in Megamag 6 that some of the later 800XLs had a freddy already built in, indeed I think I have a dead motherboard, labelled 800XLF that I think had a freddy in it but somebody removed it before I bought it!

Thats all I know but I hope it helps!

Richard Gore

1843. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 13:34:48 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr22.133448.24121@ultb.isc.rit.edu>
Source record: 101822

In article <789@npvsrv2.napervilleil.ncr.com> kkimes@npvsrv2.napervilleil.ncr.com (Kit Kimes) writes:
>Do either of the two emulators (three if you count the german one) support
>bootable disks? If so, how?

Well, yes, mine does. It uses the SIO2PC image format, so you'll have to get or build an SIO2PC cable, and copy from an Atari Disk to a disk image file. You can then boot that file from the emulator like it was a real disk (up to eight disks supported). Or, alternatively, you could use some sort of PC program that can read Atari DD disks. I'm not sure what format they use for the disk image file though (or if they even create one-- do they just parse the file system or can you dump the whole disk?)

>
>Many of the games I enjoy the most are either on bootable disks or cartridge.

Well, as far as cartridges, as long as they aren't bank switched, there are ways on the Atari to dump the cart to a file. I've done it, a long time ago, by writing a little program (ML, of course), that turns off all interrupts, scans for a key, at which time you put the cart in, and hit a key, and then it copies the cart to RAM, and then you take the cart out, and hit another key, and it re-enables interrupts, and you can dump the RAM to a disk.

I read my Carts a little differently, though. Some, like the old Atari ones, you can open up and read the ROMs directly. (although you have to play a few games with the address lines). I also ripped the cart port off my dead 130XE, and wirewrapped it to an EPROM socket, with all the address lines and data lines hooked up accordingly. So now you just plug the whole assembly into an EPROM burner, and plug in a cart, and read it. Strangely enough there are a bunch of carts I still can't read. One of them, which shouldn't have been bank switched, was Chess by Parker Brothers.

And yes, my emulator can use these ROM cart images. It supports left and right cartridge.

-Frank

1844. Adding Disk Drives to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 13:55:33 UTC
From: det@cdc.demon.co.uk
Message-ID: <766510381snx@cdc.demon.co.uk>
Source record: 101823

Hi I have only been taking this news group for a short time and from
what I have seen so far has made me want to dig out my old 800XL.
Some time ago I thought that I would build a disk interface that connects
to the PBI and has 3.5 inch 1.44 or 720 floppies fitted. Does any one know
if such and interface exsists, or using the serial port. Using the serial
port I would need to make a complete inteligent drive as the 1050 but I
don't know that command format for talking to the drive. The reason for the
3.5 inch drive is due to my lad being young the 3.5 are a little more robust
and the 1.44 holds a lot more data.

Any info would be helpful.

Dave.

--
Std. disclaimer..... My own opinions are not those of my employer
+---+
| David Twist Post Design Services Hardware Support |
| Computing Devices Company Ltd, Castleham Road |
| St. Leonards On Sea, East Sussex, UK TN38 9NJ |
| Tel: 44-(0)424-853481 Fax: 44-(0)424-851520 |
+---+

1845. SIO2PC possible design improvement?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 14:09:16 UTC
From: theclub!conklin@egr.msu.edu
Message-ID: <9404221407.AA07298@theclub.mi.org>
Source record: 101824

I built the original 2-chip SIO2PC interface, but in the quest for better workmanship, I made a really packed board and fit the entire thing inside a cable hood. I had purchased a hood, but it was too small, so I took the hood off of my R-Verter and realized they had extra long hoods so that they could do the same thing!

Recently, I got another Atari fan interested in SIO2PC, and lent him my cable. I also downloaded the latest SIO2PC with the new 1-chip design in it for him to build his own and we got to talking about it, so I pulled out my 1994 Maxim new releases data book.

In the 1994 Maxim book, there are a _fleet_ of Max232 chips and variants. What caught my eye was there are a number of the 232 chips described as single-chip solutions for tight board space. To quote the New Releases Data Book:

"The MAX233, MAX235 and MAX245-247 use no external components and are recommended for applications where printed circut board space are critical."

Basically, I was wondering if these chips had been considered to make the project even simpler and to improve packing (specifically into connector hoods.) I hadn't checked on availability yet. A single chip upgrade would even make it feasible to move the entire thing inside the Atari, so you could make a case cut and have a DB9 or DB25 "PC Networking Port" on the back. ;-)

Terry Conklin conklin@theclub.mi.org
Conklin Systems The Club II (517) 334-8877 <-24 hr, V32bis 8-bit archive

1846. ATR8000 + PC 5.25" Drives..How do I make it work?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 14:52:21 UTC
From: deegan@unx5.mro1.dec.com
Message-ID: <2p8ob5$svt@masher.mro1.dec.com>
Source record: 101825

I have an ATR8000 and an atari 130xe, that I've recently cleaned the dust off of, I also have a couple 5.25" drives from an IBM PC that died a few years ago.

Anyway has anyone experience with connecting all this together and making it work??

Thanks,

Bill

1847. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 15:42:25 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2p8r91$g0c@usenet.INS.CWRU.Edu>
Source record: 101826

In a previous article, kkimes@npvsrv2.napervilleil.ncr.com (Kit Kimes) says:

>The problem is that even though I have a lot of commercial software,
>getting a cracked copy so that I could put it on a hard drive and run
>it requires me (or someone) to find a BBS that supports pirated
>software. Getting access to the 'elite' section of such a BBS isn't

Has everyone forgotten about all the products for backing-up commercial
software? What about Chipmunk, Super Archiver, and the like? That's the
goal of products like this, to create normal, executable files from your
favorite copycopy-protected disks so you can have backup copies. Isn't
this all you need?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1848. Re: Connect 600Xl-Macintosh ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 15:55:18 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2p8s17$gmf@usenet.INS.CWRU.Edu>
Source record: 101846

In a previous article, hinssenp@sh.bel.alcatel.be (Peter Hinssen SH261 8462) says:

>Hello. I own an old 600XL Atari, and I would like to connect it to
>my old MacPlus.
>
>I know the Atari has a serial port, and my Mac can go for RS232, but
>how can I connect them? And how can I download a file from my mac to
>the Atari.

I have some incomplete information in the FAQ List, who can help make it
more complete? Here's what's there so far:

10.4) How do I transfer files using a null modem cable?

[Here are the pinouts, but I could use a description of what to do in
software to put here.]

From: molin@cxc1.cl.msu.edu (Michael Olin)
Subject: Re: null cable pinouts

Pin-outs for making a standard null modem cable:

```
1 -------- 1
2 -------- 3
3 -------- 2
4 -------- 5
5 -------- 4
6 -----+-- 8
+-- 20
8 --+----- 6
20 --+
7 -------- 7
```

Pin-outs for null modem cable: ST/IBM <----> 850

ST 850

```
8 -------- 1,2,6
3 -------- 3
2 -------- 4
7 -------- 5
```

Jumpers - on 850 end: 7 <--> 8
on ST end: 6 <--> 2
4 <--> 5
--

Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1849. 800XLF

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 16:33:12 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2p8u88$jka@usenet.INS.CWRU.Edu>
Source record: 101827

In a previous article, RG9@VAX.YORK.AC.UK () says:

>I am no expert but the Freddy is used to control the memory - i think it
>was introduced into the XE range to handle the bank switching. I also read
>in Megamag 6 that some of the later 800XLs had a freddy already built in,
>indeed I think I have a dead motherboard, labelled 800XLF that I think had
>a freddy in it but somebody removed it before I bought it!

Please tell us, what is an 800XLF ??

Quoting the FAQ List:

11.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS
800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
800XLF (????) [if no one speaks up soon, i'll delete this!]
65XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
800XE (1987?)same as 130XE but only 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1850. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 16:40:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2p8ul0$kd6@usenet.INS.CWRU.Edu>
Source record: 101828

(M. Current mentions 'Chipmunk' and 'Super Archiver'.)
'Chipmunk', 'Skunk' and 'Black Patch' actually 'crack' the
protection. It is my understanding that the 'Super Archiver',
'Happy' and other disk drive modifications allow the reproduction
of the disk, complete with bad sectors, crc error sectors, etc.
Since most of this discussion seems to be about Mihoka's
PC Xformer and other emulators, apparently if there is a
'cable' which allows booting directly from an 8-bit drive,
then copy unprotection isn't necessary.
Just another opinion. Is it really 'fair use' to use a product
made for one platform work on another platform. I mean, companies
legitimately like to make improvements and move their successful
products to new platforms and sell them in the 'reincarnated'
form.
Russ Gilbert

1851. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 16:48:05 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2p8v45$lar@usenet.INS.CWRU.Edu>
Source record: 101829

(Geoff asks about a cable to allow PC to actually read a
8-bit disk drive.)
This apparently is what the cable on the ST Xformer allows.
The question is whether the PC Xformer(tm) will do this.
Russ Gilbert

1852. Can an Atari XL talk to an Atari ST?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 17:36:00 UTC
From: HPGGD@dish.gla.ac.uk
Message-ID: <1A265074119@dish.gla.ac.uk>
Source record: 101830

Hello!

Does anyone know if it is possible to load Atari 8-bit files into an
Atari ST? If it is possible, how is it done?

Thanks,

from:

Gareth Davies

HPGGD@DISH.GLA.AC.UK

1853. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 18:58:14 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CooCp2.K51@cbfsb.cb.att.com>
Source record: 101831

In article <2p8ul0$kd6@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
> Since most of this discussion seems to be about Mihoka's
>PC Xformer and other emulators, apparently if there is a
>'cable' which allows booting directly from an 8-bit drive,
>then copy unprotection isn't necessary.
> Just another opinion. Is it really 'fair use' to use a product
>made for one platform work on another platform. I mean, companies
>legitimately like to make improvements and move their successful
>products to new platforms and sell them in the 'reincarnated'
>form.

To me, fair use is being able to use the product I purchased, period.
The manufactuors would love it if they could figure a way to charge
by the hour of use, or some such .. anything to increase their
revenue. But unless I am bound by a written contract saying otherwise,
I buy something for my use, then I can use it. If I figure out a way,
or purchase a way, to use the software for a new purpose, that is
_MY_ value added, not the original producers. He got his money when
I purchased the product (at least he did at one time).

--
Richard Dell

1854. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 21:07:12 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Coolo1.77z@cbfsb.cb.att.com>
Source record: 101832

In article <2p8v45$lar@usenet.INS.CWRU.Edu> cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:
>
>(Geoff asks about a cable to allow PC to actually read a
>8-bit disk drive.)
>This apparently is what the cable on the ST Xformer allows.
>The question is whether the PC Xformer(tm) will do this.

The problem with going from PC compatible to SIO is the CLOCK signal.
One would have to synthesize one somehow or other, the serial ports
on PCs have baud rate internal to the chip. It would be easy
to add one with a four plus chip circuit (2 40 pin old fashioned UARTs,
and a Baud Rate Oscillator Chip, plus the RS-232 converters) or
more modernly with a single chip micro with two serial ports. OR
just generate a CLOCK of the correct rate, and figure out a means
of properly sychronizing it.

--
Richard Dell

1855. -= Atari Portfolio HELP! =-

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 21:39:51 UTC
From: hacker@bu.edu
Message-ID: <2p9g77$ctl@news.bu.edu>
Source record: 101833

[Article crossposted from comp.sys.atari.st.tech]
[Author was Jose Elias]
[Posted on 22 Apr 1994 21:39:01 GMT]

hi guys, first of all, this is in the USA!!! :)

I'm looking for two storage cards for an Atari Portfolio,
and I mean AS SOON AS POSSIBLE!!!

I tried looking into every bookstore I could looking for
Atari magazines (in Boston) but with no success (so that
I could look up vendor addresses/phone #'s).

So I need either:

- for you to sell me 1 or 2 storage cards
- to tell me where in New York or boston
i could find atari equipment
- or some phone numbers of companies that
could provide me with these cards.

Thanks for your time atarians!!!

.---'\/\/\/`--- - - - - - - - - - ---'\/\/\/`---.
| hacker@acs.bu.edu |
`----------[Imagination is more important than knowledge...]----------'

--
.---'\/\/\/`--- - - - - - - - - - ---'\/\/\/`---.
| hacker@acs.bu.edu |
`----------[Imagination is more important than knowledge...]----------'

1856. *** Sky writer new in the box $5 ***

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-22 23:14:05 UTC
From: zbytes@interaccess.com
Message-ID: <2p9lnu$5b8@mailhost.interaccess.com>
Source record: 101834
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

I have Sky Writer new in the box for the Atari 8 bit I will sell for $5 including postage. I also have Super cobra for the 8 bit for sale for $7. If interested send e-mail.

1857. Re: Synapse software Biofeedback?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 00:57:19 UTC
From: Krishna@max.tiac.net
Message-ID: <2p9rpf$j3p@sundog.tiac.net>
Source record: 101835

Dm935 (dm935@aol.com) wrote:
: Hi, does anyone have any information regarding Synapse softwares
: biofeedback product for the Atari 800 system? What were its capabilities? Is it
: still for sale? Is there a similiar product on other platforms??

: thanks,
: DM

I once had the opportunity to purchase it, but the guy who has it is a
dickweed and I don't want to deal with him. He may have sold it already.

It measures skin resistance and goes on your temple I think.

The skin resistance is a range ala a pot (samples) using the paddle
registers through the joystick ports (I think).

It could probably be duplicated.

The software was some kind of relaxation thing which operates under the
principle that a certain range of skin resistance (current) means you are
relaxed.

I had originally thought some more active and immediate control was
possible through the interface, such that you could have a true "think"
controller but such is not the case.

1858. 802/816 and banked RAM

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 01:12:19 UTC
From: Krishna@max.tiac.net
Message-ID: <2p9slj$j3p@sundog.tiac.net>
Source record: 101836

I have a question about emulation mode and different RAMs in a T816 system. (or similar)

Now, let's say you have 256K of banked ram in addition to 24 bit RAM.

Could you have a RAMDISK active while in 16-bit mode?

This would be one good reason for having banked ram as well as linear ram.

What is the difference between running a stock 8-bit program in 16-bit mode vs. in 8-bit emulation mode? What exactly IS 8-bit emulation mode? Does it merely close off the other opcodes?

The reason I ask is that if a DOS is updated for a 16-bit system then it would be quite inconvenient to switch DOS and have to reboot to run old software.

There is much talk of the necessity or lack thereof of a custom OS or OS patch. My only guess is that misbehaving software would conflict with the custom OS more than anything. Things like games. Stuff that does direct OS calls.

It is true that the 6502C can do 6507 (ala the 7800) but at a cost of a LITTLE compatibility. Whether that is due to the 7800 archetecture or the 6502 differences from the 6507 is up for debate....

Ideally one would want to spend most of their time in ONE OS and that would be the 16-bit OS, running old programs in that environment, including those which access Banked RAM rather than linear RAM.

1859. Re: ATR8000 + PC 5.25" Drives..How do I make it work?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 03:12:13 UTC
From: ricortes@delphi.com
Message-ID: <Bw9Pj9F.ricortes@delphi.com>
Source record: 101837

You just need to use a straight cable vs the twisted one on IBM's & jumper the drive select properly i.e. [0,1,2,3]. You're also supposed to remove the terminating resistors from all but the last drive.

1860. Re: 802/816 and banked RAM

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 03:46:59 UTC
From: jjmcwill@next5
Message-ID: <2pa5nj$68p@mtu.edu>
Source record: 101838

Glenn Saunders (Krishna@max.tiac.net) wrote:
: I have a question about emulation mode and different RAMs in a T816
: system. (or similar)
:
: Now, let's say you have 256K of banked ram in addition to 24 bit RAM.
:
: Could you have a RAMDISK active while in 16-bit mode?
:
: This would be one good reason for having banked ram as well as linear ram.

Yes,

The Turbo816 from dataque didn't have any problem doing both.
Banked RAM in no way conflicts with the 24 bit memory addressing
capability of the 65816... well not directly. Because of some
specifics in the design of the Newell 1088K upgrade, there ARE
serious problems.. but the Turbo816 reportedly works fine with RAMBOXL
compatible upgrades as well as the Newell 256K upgrade.
:
: What is the difference between running a stock 8-bit program in 16-bit
: mode vs. in 8-bit emulation mode? What exactly IS 8-bit emulation mode?
: Does it merely close off the other opcodes?

No, emulation mode doesn't allow you to have 16 bit accumulator, or
16 bit X & Y registers. You can't move the stack off of page 1, nor can
you have separate program and bank registers. Most of the opcodes are
still usable, such as BRL and BRA and I believe stack relative addressing
and processor relative addressing stuff as well.

:
: The reason I ask is that if a DOS is updated for a 16-bit system then it
: would be quite inconvenient to switch DOS and have to reboot to run old
: software.
:
: There is much talk of the necessity or lack thereof of a custom OS or OS
: patch. My only guess is that misbehaving software would conflict with
: the custom OS more than anything. Things like games. Stuff that does
: direct OS calls.

You don't understand the importance of a different operating system.
Whenever the Antic wishes to access memory to update the screen, or you
press a key on your keyboard, or you access a disk drive, one of the
cpu's interrupt lines is being activated, either NMI, IRQ, or RESET.
When this happens, the CPU looks to a series of vectors in the FFFx
range, and depending on which interrupt line was active, and the address
contained in the appropriate vector, an interrupt service routine is run,

to process the keypress, talk to the SIO port, update the jiffey clock,
whatever. If you are in native (16 bit) mode, the CPu no longer uses
the vectors at FFFx, it uses vectors at FFEx. It has to, because there
are some new interrupts added: abort, BRK, and COP. Also because
if you are in native mode, you can't push a 16 bit return address onto
the stack, you have to push a 24 bit return address.. and things like that.
Well, the stock 800XL OS contains other stuff in the FFE4 through FFEF
locations. If you were in native mode, without changing the OS, the
system would certainly crash. An entirely new set of interrupt service
routines needs to be written for native mode interrupts and put into
the OS. :

: It is true that the 6502C can do 6507 (ala the 7800) but at a cost of a
: LITTLE compatibility. Whether that is due to the 7800 archetecture or
: the 6502 differences from the 6507 is up for debate....
:
: Ideally one would want to spend most of their time in ONE OS and that
: would be the 16-bit OS, running old programs in that environment,
: including those which access Banked RAM rather than linear RAM.
:

While doing the 65802 on the cheap is a nice idea, do you realize how
difficult it is to write big programs using BANKED RAM?

You have to program around the banked RAM if you want to use a huge
amount of data, say a word processor, or a hi-res drawing program.
Or, you can limit yourself to a smaller data area, and find someway
to segment your program code into 16K chunks, and bank the code in and out.
How you gonna do that with Action! or C? I don't know too many people
willing to write today's apps in pure assembly. A 16 bit Action or
C compiler where the sky's the limit memory wise would make it ALOT
easier to attract the developers you're worried about getting in order
to make the project popular.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

1861. Re: Shareware ATARI 8bit emulator for MSDOS -AND- XFormer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 03:54:13 UTC
From: crow@coos.dartmouth.edu
Message-ID: <2pa655$ocq@dartvax.dartmouth.edu>
Source record: 101839

cb541@cleveland.Freenet.Edu (James R. Gilbert) writes:

> Since most of this discussion seems to be about Mihoka's
>PC Xformer and other emulators, apparently if there is a
>'cable' which allows booting directly from an 8-bit drive,
>then copy unprotection isn't necessary.

My problem is that my 810 is so old that it's not reliable anymore.
My 1050 is totally dead. Besides, I want the convenience of putting
it all on my workstation's hard drive.

Also, it shouldn't be too dificult to extend the SIO2PC disk format to
list bad sectors. This would deal with most of the early copy-protecting.
Recording timing information might be a bit more difficult, but I'm sure
it could be done.

> Just another opinion. Is it really 'fair use' to use a product
>made for one platform work on another platform. I mean, companies
>legitimately like to make improvements and move their successful
>products to new platforms and sell them in the 'reincarnated'
>form.

Yes. Most definitely. First of all, 8-bit software was SOLD. That
means no license agreements. You can use it in any way you want.

Second, most of these companies have gone under, or have changed focus
to the point that they aren't going to release the same titles for
current machines. (Certainly not for my DECstation.)

Third, if you don't own a legal copy, the issue is a bit clouded to
start with. If it is no longer possible to buy the software for any
architecture, then fair use should allow for unauthorized copies.
This has NOT been tested in court, to the best of my knowledge, but
if there's no company left to take you to court, you don't have to
worry about it.

--PC (my initials, not my workstation)
--
****
* If we can't make it period, we can at least make it silly! *
* --"Sari" on rec.org.sca *
****

1862. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 04:06:13 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2pa6rl$o8v@terminator.rs.itd.umich.edu>
Source record: 101840
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 33512 Apr 21 19:44 ./8bit/faq.txt
-rw-r--r-- lenn 16839 Apr 21 19:44 ./8bit/faq2.txt
-rw-r--r-- lenn 56733 Apr 22 09:45 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

1863. XMODEM File: SALE8BIT.TXT

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 04:14:57 UTC
From: j.dewell@genie.geis.com
Message-ID: <9404230415.AA28568@relay2.geis.com>
Source record: 101841

```
Greetings! Attached to this (hopefully, the Force willing) is a
price list of items for sale.

Jack Dewell
j.dewell@geis.com

--------
This letter has a file attached, to be downloaded to your personal Computer.
Download the file immediately. The file will be deleted in 5 days, or on
940523 (30 days from when this letter was sent) whichever is earlier.
File: SALE8BIT.TXT
14 XMODEM Blocks.
To download, select "Receive (Download) Attached File" on GEnie Page 200.
```

1864. Re: XMODEM File: SALE8BIT.TXT

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 07:12:53 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Apr23.071253.6859@iglou.com>
Source record: 101800

In article <9404230415.AA28568@relay2.geis.com>,
<j.dewell@genie.geis.com> wrote:
> Greetings! Attached to this (hopefully, the Force willing) is a
>price list of items for sale.
>
Good idea, but attaching files to mail only works when you mail to other
GEnie users. Next time, just include the list in your message.

> Jack Dewell
> j.dewell@geis.com
>
>
>--------
>This letter has a file attached, to be downloaded to your personal Computer.
>Download the file immediately. The file will be deleted in 5 days, or on
>940523 (30 days from when this letter was sent) whichever is earlier.
>File: SALE8BIT.TXT
>14 XMODEM Blocks.
> To download, select "Receive (Download) Attached File" on GEnie Page 200.

1865. Atari hardware forsale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 07:36:47 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2paj6f$lel@usenet.INS.CWRU.Edu>
Source record: 101842

Its finally back! After about 4 months of not having time to do
much of anything but sleep and work, I finally have enough time to
make my list of CLASSIC VIDEOGAME and COMPUTER SYSTEMS available
again!

I have been buying alot of stuff from people over the net the past few
months and have traded away a GREAT deal of the stuff I used to have,
but now I have new stuff I dont need! :)

Everything on the list are my 'extras' I have obtained through buying
up packages of items (usually from misc.forsale or r.g.v.c) and having
duplicates of most of the items I get. My eventual goal is to get
just about 1 of every cart out there for each classic system (pre
nintendo) I own. So if you have a classic system your willing to part
with PLEASE let me know.

Ive had *LOTS* of requests for the list over the past few months, so
I must apoligize to everyone whos mail went unanswered.

Systems CURRENTLY on LIST as of 04/20/94 are:

(Atari 2600) (Atari 5200) (Atari 7800) (Odyssey2) (Intellivision)
(Atari 400, 800, XL/XE series and asssociated hardware and software)
(Vic 20) (C-64) (C+4) (Bally Astrocade) (Ti99/4a) (IBM PC/AT)
(Sinclair) (Kaypro 1) (TRS-80) (ActionMax) (Joysticks)
(Colecovision) (Telstar Arcade) (Super NES) (NES) (Sega Master)
(Tandy Color Computer) (Star Wars Collectibles) (Terminals)
(Arcade VideoGame Marques) (Classic Videogame Nostalgia Items)
(Steve's current want list)

How to obtain my CURRENT list:

You may obtain a copy of this list by sending me e-mail at this address,
dh395@cleveland.freenet.edu and requesting it. I may also be reached
at this address for questions and etc.

Feel free to send me e-mail for any reason whatsoever, Im glad to
hear from everyone!

The list is currently just under 60k of ASCII text, 1380 lines.
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

1866. Re: German 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 08:11:00 UTC
From: ken.ross@dscmail.com
Message-ID: <1.5132.2521.0N27C694@dscmail.com>
Source record: 101782

R> Message-ID: <1994Apr15.134204.28886@wdl.loral.com>
R> Newsgroup: comp.sys.atari.8bit
R> From: Robert R. Anschuetz II <rra@orl1.orlando.loral.com>
R> Organization: Loral Advanced Distributed Simulation
R>
R> The German emulator is available through ftp at wuarchive.wustl.edu in the
R> directory /pub/MSDOS_UPLOADS/emulators/atari(?) The filename is
R> at800xl.zip(?)
R>
R> Anyway, a description of the German emulator follows:
R>
R> - A horizontal rainbow effect _is_ displayed in the background, but on
R> the full screen.
R> - The Atari screen is displayed in the middle section of this rainbow
R> (it's really
R> tiny - my guess is that it's literally 320x192 pixels without any
R> scaling. In
R> 800x600 mode, this takes up approximately 1/3 of the screen).
R> - You are started in Atari Basic mode.
R> - The keys are mapped into Atari keys. The control characters are all
R> there. Some
R> of the special keys are mapped to the function keys (start, option,
R> select, reverse
R> video, etc.).
R> - The self-test displays of the XL series are built into the emulator.
R> - There is no Player-Missile or Sound support. Doesn't support GTIA
R> modes, either.
R> - I've never been able to load a program. I think it supports machine
R> language
R> programs, but I'm not sure. I got to a menu of programs (which came
R> with
R> the zip file) but wasn't able to load them.
R> - I have been able to type in a BASIC program without P/M and sound
R> and run it. Standard POKEs work (setting colors, changing margins,
R> etc.).
R> - Conclusion: Kind of fun to play around with, but needs a better file
R> loading
R> system and P/M support to be useful. Also, please scale the screen
R> to fill
R> the boundaries of the PC screen!
R>
R> Questions for the X-Windows emulator:
R>
R> - Will it be public domain?

R> - If it's so easy to port to the PC, why doesn't the author go ahead and
R> do this
R> since that's where 90% of the market will be.
R> - What percentage of software that the author has tested works? What are
R> the problems in those applications that don't work (too fast, too
R> slow,
R> no sound, locks up, etc.).
R> - What file loading facility is available. Will it load standard binary
R> files or
R> do you have to convert them to a special format?
R> - Will it have built in Atari DOS 2.0(5), or any DOS at all? Again, how
R> will
R> binary files be loaded?
R> - Will it have built in Atari BASIC?
R> - Is it going to be available soon :-)
R>

Could you please help.... I looked where you said the emulator would be but there were only directories for c64, mac and ti.... There was no atari..... Where can I get this emulator.....

1867. Atari Classics (c)?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 09:17:00 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2pap2c$qu8@usenet.INS.CWRU.Edu>
Source record: 101843

I was looking for the AC copyright notice and did not find one.
I remember Ben P. saying he did not want AC disks passed around
and assumed the same was true of the actual magazine text.
I have a small user group. One person was actually about to
break down and subscribe to AC, which he might not have had
he not wanted stuff from AC, which is unavaiable to him, even
though we are co-presidents. In short, I thought he should
subscribe and only let the members look at the mag.
So, here's the question. What is the copyright status of AC
and what is the position of the management concerning
passing AC stuff around?
Russ Gilbert

1868. ACTION! II

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 15:50:23 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2pbg3v$l5s@usenet.INS.CWRU.Edu>
Source record: 101847

A market survey/comment on ICD/OSS/FTe/CSS:

Here's one user who bought ACTION! way back. When I discovered it had no run-time, I wished I never bought it. But, I messed around with it and used it a little. Now, CSS has ACTION! with ACTION! Toolkit, including a run-time package for $45 + ship. FTe is apparently going to put ACTION!, MAC/65, BASIC XE, R-Time8 and 4 megabytes RAM and a kitchen sink into some package called 'Mars 8' that goes in my 800xl. Great! Now what I REALLY want.
I would be glad to pay $50 for an ACTION! that has the rumored improvements of bugs that were in my original ACTION!. I know about some bugs. I've used the cartridge some. Ahhh, ... but that's not enough. Not only do I want an updated ACTION! cartridge for my $50, I also want a convenient to use run-time. One that I simply pre-pend to my ACTION! .obj file and can run it without the cart. Rumor has it that the run-time from OSS was no better than the PD stuff that is around. I don't want some INCLUDE file. The region from $A000 to $BFFF is totally useless in an ACTION! .obj file. I would like a run time that is essentially the cartridge without the editor/monitor and copy protection. One that really works, catches errors.

Does anyone else want something like this? I think ACTION! could be very poplular (well pretty popular) if offered like I'm saying.
Russ Gilbert cb541@cleveland.freenet.edu
(Maybe include some extended memory routines in the Toolkit and callit ACTION! II)

1869. Re: ACTION! II

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 16:03:19 UTC
From: jjmcwill@next5
Message-ID: <2pbgs7$kcg@mtu.edu>
Source record: 101848

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
:
: A market survey/comment on ICD/OSS/FTe/CSS:
:
: I would be glad to pay $50 for an ACTION! that has the
: rumored improvements of bugs that were in my original
: ACTION!. I know about some bugs. I've used the cartridge
: some. Ahhh, ... but that's not enough. Not only do I want
: an updated ACTION! cartridge for my $50, I also want a
: convenient to use run-time. One that I simply pre-pend to
: my ACTION! .obj file and can run it without the cart. Rumor
: has it that the run-time from OSS was no better than the PD
: stuff that is around. I don't want some INCLUDE file. The
: region from $A000 to $BFFF is totally useless in an ACTION!
: .obj file. I would like a run time that is essentially the
: cartridge without the editor/monitor and copy protection.
: One that really works, catches errors.

James,

Hmmm, I personally have been using Action! quite a bit lately, to
make some custom printing utilities for my Epson Stylus 800 inkjet printer.
Wihle it's true that you can't compile code to the cartridge area,
am I wrong in assuming that that space will get used as variable storage
space... for say, large char arrays and such. I wrote a little utility
which sets up the printer for 8 point text, and then switches to
superscript print. It inputs 80 column text files, and prints them
as two columns on the paper, 71 lines per page, plus the name of the file
and the page number on the bottom of each page. I think I use like a
10 or 15K char array as the file input buffer. I'm assuming this must
overwrite the cart. area.

:
: Does anyone else want something like this? I think ACTION!
: could be very poplular (well pretty popular) if offered
: like I'm saying.
: Russ Gilbert cb541@cleveland.freenet.edu
: (Maybe include some extended memory routines in the Toolkit
: and callit ACTION! II)

Extended memory routines would be great. I've got the 130XE extended
memory routine source code from CC65... I wanted to adapt it to the
Action! system, but I haven't had time. Another problem is that I wanted
to write in in assembly instead of action! code to make it more compact
and faster. Problem is, you can't make references to global/local

variables in the assembler because the resultant code is non-relocatable.
Once you generate the object code, you have to load that, strip off the
load header, and replace all address references to variables with their
variables names. This then becomes an Action! file..

```
PROC foo (BYTE bar,froz)
[
$0A bar
$4C $00 $08
$D0 froz]
```

whatever, the opcodes are just random, this code probably wouldn't
do anything except hang.... but you get the idea. As part of the
action system, we need a special assembler that will automatically
generate code like above, where references to Action! variables
are kept as variable names in the object code...
Or at least some sort of program that compares comments in
a MAC/65 or A65 source code file to its companion object code file,
and replaces the absolute address references in the object code file
with the variable names again.. producing stuff like above.
Of course.... 65802 would also go a long way in making code more
relocatable for inclusion in an Action prog.

Just my $.02

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

1870. 8bit equip. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 18:08:08 UTC
From: j.dewell@genie.geis.com
Message-ID: <9404231808.AA10010@relay2.geis.com>
Source record: 101849

April 22, 1994

Greetings! A friend and I are
selling off some 8-bit equipment,
for listed price OR BEST OFFER. My
GEnie address is J.DEWELL. My voice
is (408)246-9863. We have scads
of store-bought legal in-the-box etc
software also (games and utilities).
If anyone shows interest we could
put up a list. Alternatively, call
or Email and ask. And now, ... the
list:

CPUs

800XL...256K RAM...REV C BASIC...
SUPER VIDEO --- $65

800XL...256K RAM...REV C BASIC...
SUPER VIDEO --- $65

800...288K RAM...REV B OS...REV C
BASIC --- $65

800...288K RAM...REV B OS...REV C
BASIC --- $65

800XL...256K RAM...REV C BASIC...
SEPARATE VIDEO --- $65

Drives

1050 --- $50

1050 w/US DOUBLER --- $65

1050 w/US DOUBLER --- $65

1050 w/US DOUBLER --- $65

1050 w/HAPPY --- $80

XF551 --- $80

810 w/HAPPY --- $50

10 MEGABYTE HARD DISK --- $80

Interfaces
---

850 --- $40

256K MIO --- $80

Boards and Cartridges

BASIC XE --- $10

BASIC XE --- $10

AXLON 128K RAMDISK --- $10

AXLON 128K RAMDISK --- $10

MOSAIC 32K RAMCARD --- $10

That's all, folks! You pay shipping
and handling, carrier of your choice
(i.e. U.S. Snailmail, UPS, FEDEX).
I guess C.O.D. would be easiest for
everyone. All items are in good
working condition and have the
pertinent documentation, software,
etc. included (of course). Later!

Jack Dewell, Jr.
GEnie address: J.DEWELL
Internet: j.dewell@genie.geis.com
voice phone: 408-246-9863

1871. Of Copyrights and Computers

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 19:29:39 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pu4MzpD.lmcclure@delphi.com>
Source record: 101850

"What's the lifespan on software copyrights?"

Although there was a more recent change to the copyright law, the vast majority of personal computer software is covered under the revision of the copyright law enacted as Public Law 94-533 on October 19, 1976, and which became effective January 1, 1978. (For the record, the recent revision in this decade made no significant changes to the lenght of copyright terms).

For works created after January 1, 1978, a work by an independent author is covered for a term of the life of the author and 50 years after his death. (In other words, if you are waiting on a piece of software written way back in '85 to become PD, you would have to wait until 2035, even if the programmer died the same year he finished it)!

In the case of an anonymous work, a work published under a pseoudnym (both unlikely for computer programs), or a work-for-hire (very common for computer programs), the term is 75 years from first date of publication, or 100 years from date of creation, whichever is shorter.

In other words, for the typical program written by a programmer or team of programmers, and copyrighted by the company, even a program written back in 1980 would not become PD until 2055.

All of the above has been verified by the book I have entitled "Law and the Writer", published by Writer's Digest Books, copyright 1978 by that company. (Which means it will become PD after 2053). <grin>

"Do copyrights die?"

As noted, yes, all copyrights die. However, most of the copyrights on computer programs will outlive us, much less our computers.

BTW, in case you are wondering how some movies made as recently as 1950 could become PD, that has to do with the pre-'78 copyright law, which was comprised of a 28-year term, with an additional 28 year renewal. For example, if the copyright owner of a movie made in 1948 failed to renew in 1976, it became PD. This would mean that even a computer program written in the infancy of "home" computers, in 1977, the year before the newer revision of the law took effect, would have an effective copyright at least until 2005...and then only if the copyright owner failed to renew.

In the case of a computer program, however, they likely would not bother. For the record, if they did, that '78 law allows for the renewal period of the pre-'78 copyrights to be an additional 47 years

instead of the 28 the old law (that dated back to 1909) allowed.

A couple of truths based on all of the above:

(1) Since no personal computer existed in 1972, it is safe to say
NO copyright will expire on ANY software for your computer
in this century.

(2) Anything published prior to 1922 is pubic domain (as the maximum
term was 28 years + 28, and the renewal would have expired before
the newer revision of the law took effect in 1978).

1872. Hardware mod. book

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 19:38:06 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <Coq97I.JCp@mozo.cc.purdue.edu>
Source record: 101851

I am currently putting together a Atari Mod. Book and the only Mods that i have are the ones that were printed in the Zmag. Are there any others floating around out there besides the ones from AC?

thanks...
MIke

1873. Re: Atari Classics (c)?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 19:55:16 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2pbuf4$9ei@usenet.INS.CWRU.Edu>
Source record: 101852

In a previous article, cb541@cleveland.Freenet.Edu (James R. Gilbert) says:

>
>I was looking for the AC copyright notice and did not find one.

Technically, none is needed. Because there is no notice stating otherwise,
we must assume the entire contents are copyright Atari Classics.

>I remember Ben P. saying he did not want AC disks passed around
>and assumed the same was true of the actual magazine text.
>I have a small user group. One person was actually about to
>break down and subscribe to AC, which he might not have had
>he not wanted stuff from AC, which is unavaiable to him, even
>though we are co-presidents. In short, I thought he should
>subscribe and only let the members look at the mag.
>So, here's the question. What is the copyright status of AC

Atari Classics is the copyright owner of all the text it has published,
unless and until AC states otherwise.

>and what is the position of the management concerning
>passing AC stuff around?

I don't know. Why don't you ask them?
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1874. Epson wide-carriage dot matrix printer for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 20:31:58 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097D64E.BF4878E0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 101853
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2.marketplace

```
For sale- Epson wide-carriage 9-pin dot matrix printer.
Model MX-100, standard parallel interface, excellent condition.

Will sell to best reasonable offer.
Please e-mail offers to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804)293-8973.
Thanks!!
```

1875. Re: ACTION! II

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 20:55:27 UTC
From: ricortes@delphi.com
Message-ID: <py6u7VP.ricortes@delphi.com>
Source record: 101854

ACK: Some of your complaints about Action! are well taken, but there are a few programs out there that let you take advantage of the system. For instance, there is a program that allows you to compile from disk to disk. You lose the advantage of doing really fast compiles, but you gain the cartridge address space & can use everything from lowmem up to the OS ROMs. As far as the 'include' goes, you may be a little SOL. Just about EVERY compiler for EVERY type of computer does things this way. It is possible to just have a header file containing the address of the PROCedures, then maybe use DOS /A(ppend) to combine them, but IMO: I'd rather have my Runtime in low memory for stand alone programs & just tell people to disable the CART when they boot their computer.
IMHO: And anyone is wellcome to agree<g>. The main problem with Action! is the manual sucks & is near useless, there exits no good tutorial on using the cart or memory locations. I've offered to rewrite the manual for FTE or maybe do a short tutorial to include with the package, but Mike's been so busy with other more pressing issues we haven't been able to get together on it. Most of my programing I learned by looking at other peoples' code *EXCEPT* with Action! I had to take a C programing class & break out a debugger to find out what was going one. It is the finest programing language for the Atari, it's just that without some simple help not many people are willing to invest the time.
For my part, if you have any specific questions about Action! I will try to answer them. Most of the advice will probably be along the lines of the Runtime advice though: Be happy you CAN put it in low mem. You can always just use the compile to disk option & stick it high mem, but it only takes up 2k of address space & creates more problems then it solves.
Rick Cortes

1876. Re: ACTION! II

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 21:30:46 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2pc426$eq9@usenet.INS.CWRU.Edu>
Source record: 101755

(J. McWilliams thinks array space may be available/used under
the ACTION! cart. He also needs a compiler for machine code
that can reference variables.)
Excuse me if I got the problem with re-locatable machine code
wrong. I don't quite follow I'm afraid. However, I'm pretty
sure that the area between about $2000 and $9FFF is all
that is used for code and arrays and no space in $A000
to $BFFF is used during running of an ACTION! program.
I could be wrong, but it would require some pretty fancy
on/off of the cartridge.
If I am hearing you correctly, though, you are saying that
an updated, unbugged, improved ACTION! with a good runtime
would also be to your liking.
Russ Gilbert

1877. Re: Hardware mod. book

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 22:19:53 UTC
From: clisowsk@Nimitz.mcs.kent.edu
Message-ID: <2pc6u9$bt0@ns.mcs.kent.edu>
Source record: 101756

Sat, 23 Apr 1994, Mike Clemmons (talmage@mentor.cc.purdue.edu) wrote:
:Im currently putting together a Atari Mod. Book and the only Mods that i have
:are the ones that were printed in the Zmag. Are there any others floating
:around out there besides the ones from AC?

You might want to check out the Atari 8-Bit Sig on the Cleveland
Freenet. The Technical Sig has a Reference section with information
on Hardware Modifications as well as other `technical` information.

The address for the Cleveland Freenet is: freenet-in-a.cwru.edu (-b. -c.)
which resolves into kanga.ins.cwru.edu and also nextsun.ins.cwru.edu.

--BRiT
clisowsk@mcs.kent.edu (BRiTiSH)
aa853@po.cwru.edu (Atari 8-Bit Technical SIGOp)

1878. Re: Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 22:56:15 UTC
From: Krishna@max.tiac.net
Message-ID: <2pc92f$15g@sundog.tiac.net>
Source record: 101757

Larry Elie (lelie@smail.srl.ford.com) wrote:
: In article <2p6nga$lph@nic-nac.CSU.net> rkim@et4sun.uucp (Richard H.S. Kim) writes:
: >From: rkim@et4sun.uucp (Richard H.S. Kim)
: >Subject: Trak-Ball programming info document
: >Date: 21 Apr 1994 20:25:46 GMT

: >Okay, here's the trak-ball programming info, took a long time to clean
: >up and type it again (yech). But it's done, so enjoy.

: >Rich K.
: >email> rkim@mars.calstatela.edu

: >_______O/____CUT__IT__RIGHT___HERE____
: > O\

: > PROGRAMMING THE CX-22 TRACK BALL

: > William Bartlett
: > October 26, 1983

: > This document will attempt to provide programmers with an
: > understanding of what the Atari Trak-Ball is capable of doing,
: > how it does it, and how to tap it's potential from an appli-
: > cation program. The scope of this document is limited to
: > using the Trak-Ball in true trak-ball (TB) mode. Programming
: > the Trak-Ball in joystick (JS) mode is exactly the same as
: > programming a joystick.

: > Let me briefly review how the PIA chip handles the Atari
: > joystick. A joystick plugged into port 1 will toggle the lower
: > four bits of PORTA located at $D300 and shadowed at $278. One
: > bit is cleared (zero) to indicate the joystick is being pushed
: > in any of four directions; right, left, forward or back. If
: > the joystick is stationary, the four bits are set (one). Atari
: > BASIC provides the STICK function to provide the value of these
: > four bits to a BASIC programmer.

: > HOW DOES A TRAK-BALL DIFFER FROM A JOYSTICK?

: > A joystick is only capable of indicating direction whereas
: > a trak-ball is capable of indicating direction and speed. The
: > best implementation of trak-ball application programs will re-
: > flect the varying speeds of ball movement.

: > HOW IS DIRECTION AND SPEED IMPLEMENTED IN THE HARDWARE?

: > A trak-ball plugged into port 1 will toggle the lower four
: > bits of PORTA located at $D300 and shadowed at $278. There are

: > two direction bits and two rate bits; one each for the hori-
: > zontal and vertical axis. The direction bits indicate which
: > direction along the axis the ball is rolling. The rate bits
: > change from 0 to 1 and back to 0 as the ball is rolled. The
: > faster the ball rolls, the faster the rate bits change.

: > HOW CAN AN APPLICATION PROGRAM UTILIZE THE TRAK-BALL?

: This may be an admittedly dumb question. Years ago I bought an Atari
: trak-ball because it was touted as superior for Pole-Position. Well, I
: couldn't see the difference. Can anyone tell me what common games are
: actually better technically using a trak-ball? And, if so, in which of
: the two track-ball modes? Or do commercial games ignore the velocity
: information and just use the directional information? Thanks in advance.

: Larry Elie
: lelie@smail.srl.ford.com
Only Missile Command and Slime support trak ball mode as an option.
Otherwise you put the trakball in joystick emulation mode which really
doesn't improve game play much.

More to the point, I'll open up this thread a little.

I suggested to a friend of mine that he take a look at the awesome
centipede clone "myrapede" in hopes of adding true trakball mode to it.
He said he may have even done this.

Overall, how many people would like to see games which have been hacked
to accept its more appropriate controllers? Not only Myrapede but what
about that Ataroid (arkanoid clone) from the AC disk?

If there is significant interest then perhaps he will push the hacking a
little farther up his priority list.

Ataroid uses the Joystick and because of this it ruins the gameplay. The
horizontal mode is wider than it is tall and not quite the same
dimensions as Arkanoid thus the "cheap shot" factor is high (i.e. being
on one side of the screen and although anticipating the bounce, the
joystick movement is not fast enough to reach the other end in time,
whereas a paddle would be potentially instantaneous).

1879. Re: ACTION! II

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-23 23:13:37 UTC
From: Krishna@max.tiac.net
Message-ID: <2pca31$15g@sundog.tiac.net>
Source record: 101758

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: A market survey/comment on ICD/OSS/FTe/CSS:
:
: Here's one user who bought ACTION! way back. When I
: discovered it had no run-time, I wished I never bought it.
: But, I messed around with it and used it a little. Now, CSS
: has ACTION! with ACTION! Toolkit, including a run-time
: package for $45 + ship. FTe is apparently going to put
: ACTION!, MAC/65, BASIC XE, R-Time8 and 4 megabytes RAM and a
: kitchen sink into some package called 'Mars 8' that goes in
: my 800xl. Great! Now what I REALLY want.
: I would be glad to pay $50 for an ACTION! that has the
: rumored improvements of bugs that were in my original
: ACTION!. I know about some bugs. I've used the cartridge
: some. Ahhh, ... but that's not enough. Not only do I want
: an updated ACTION! cartridge for my $50, I also want a
: convenient to use run-time. One that I simply pre-pend to
: my ACTION! .obj file and can run it without the cart. Rumor
: has it that the run-time from OSS was no better than the PD
: stuff that is around. I don't want some INCLUDE file. The
: region from $A000 to $BFFF is totally useless in an ACTION!
: .obj file. I would like a run time that is essentially the
: cartridge without the editor/monitor and copy protection.
: One that really works, catches errors.
:
: Does anyone else want something like this? I think ACTION!
: could be very poplular (well pretty popular) if offered
: like I'm saying.
: Russ Gilbert cb541@cleveland.freenet.edu
: (Maybe include some extended memory routines in the Toolkit
: and callit ACTION! II)

1880. Re: ACTION! II

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 01:16:18 UTC
From: jjmcwill@next5
Message-ID: <2pch92$a2n@mtu.edu>
Source record: 101759

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:
:
: (J. McWilliams thinks array space may be available/used under
: the ACTION! cart. He also needs a compiler for machine code
: that can reference variables.)
: Excuse me if I got the problem with re-locatable machine code
: wrong. I don't quite follow I'm afraid.

Okay, It's kinda hard to explain, so let me clarify:

Let's say, for example, you want to write a mouse handler for ST mice,
and you want this handler to be able to be INCLUDEd directly into your
Action! program, and modify two global variables:

```
BYTE Y
CARD X

MODULE
```

Also, such a mouse handler requires a few local variables as well.
In actuality, one does, I adapted the Zobian controls RAT handler that
loaded into Page Zero so that it works just as above.

For speed, the mouse handler has to be written in assembly code.
The resultant PROC might look something like this:

```
PROC moushand()
BYTE b1
CARD c1
[ $AO $AO $A0 ; this is the object code, represented to the action
$A0 $A0 $A0 ; compiler as a bracketed series of hex or decimal
] ; numbers, which is directly written to memory
; during compilation.
```

Now, how you gonna tell your assembler to access the local variables b1 and
c1? You can't, because an address isn't associated with these local vars
until Action! actually compiles the cartridge. So you have MAC/65
which doesn't know what address to use to access Action! global or local
vars, and yet you have no other way of producing ML inline code aside
from doing it by hand. So what I've done up to now is kludge it:

My MAC/65 (actually A65, since it's dos based, and right now it's
too much of a pain to swap between the MAC/65 and Action! carts)
assembly code might look something like this:

```
*=$4000
b1=$9000
```

```
c1=$9001

LDA b1
STA c1
LDA #0
STA c1+1
RTS
```

The resultant object code looks like:

```
$AD $00 $90 ; LDA b1
$8D $01 $90 ; STA c1
$A9 $0 ; LDA #0
$8D $02 $90 ; STA c1+1
$60 ; RTS
```

Okay, but now we have to massage the code, because as it the
routine isn't gonna access the Action local variables called
b1 and c1, it's gonna read and write to memory locations that
for all intents and purposes in the Action! program are meaningless.

So you change it to look like this:

```
PROC moushand()
byte b1
card c1
[
$AD b1 ; LDA b1
$8D c1 ; STA c1
$A9 $0 ; LDA #0
$8D c1+1; STA c1+1
$60 ; RTS
]
```

When the Action! compiler encounters this, it will set aside
space for the local variables, and assign addresses to them during
the compile process. THe Hexadecimal numbers between the brackets will
be written to memory verbatim, which is how it should be, because
they represent object code. References to b1 and c1 however, will
be replaced with the addresses of those local variables, so that the
routine actually does what it's supposed to. But see, right now you
have to do all this by hand, going in there and changing EVERY
occurrence where you assembly language routine access a global or local
Action! variable. This is the problem I was trying to get across,
and failed to do. How to do it automatically:

write a special assembler, which produces Action! - type object code
leaving references to Action! variables intact.

OR

write a program, that examines MAC/65 or A65 source code, looking for
special directives, say as part of a comment, telling it which variable

references should be left in tact for the Action compiler to resolve.
The program would then modify the object code, replacing the absolute
address references (in this case, $9000, $9001, $9002) back into
variable names (b1,c1,c1+1).

See, CC65 programmers don't have this problem. The compiler
produces assembly language code, which is then "assembled" into
relocatable, linkable object code. Variable references similar to
those above are resolved by the CC65 linker. I don't like CC65
though. Due to a bug in it, the graphics commands don't work. Action!
produces faster running code. And I like Action! The second method
should be viable in solving my little problem, I just haven't had the time
to write such a program, and i wonder If I will EVER find time with
everything else that's going on.

I hope this clears things up a bit, and didn't make them worse!

Jeff

Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

1881. High speed floppy IO

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 01:24:31 UTC
From: jjmcwill@next5
Message-ID: <2pchof$a76@mtu.edu>
Source record: 101760

On the atari archive there is a file called HAPPYSET.ARC. In there
are some programs that will enable high speed IO on a HAPPY drive,
I think by copying the ROM OS to RAM, and modifying the SIO routines.
This is wonderful for Happy drive users, but the programs don't work
for my C.S.S. modified XF551 with 3.5" 720K floppy. I have the US+
Operating System, but I'd like to be able to do high speed IO, on
say, MYDOS or DOS 2.5, while using my OMNIMONXL or OMNIVIEW256 OS.
A program similar to HAPPYSET but written to be compatible with the
ICD US Doubler drive and the CSS XF551 modifications would probably
do the trick. Does any one know if such a program exists?

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

1882. Atari 8-Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 01:32:41 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <1994Apr24.013241.12822@mnemosyne.cs.du.edu>
Source record: 101745

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $15.

2)Conversational Italian (learn
Italian with your computer! - $10.

3) Timewise (Time management), $10.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $5.

7) "Midway Campaign", $15.

8) SOLD

9) "SynsStock" (Stock charting) $15.

10) "Sargon III" (Chess program) $15.

11) "SCRAM"(Nuclear Power Plant Simulator), $15.

12) "GO" (Ancient Japanese game, harder than Chess) $10.

13) "The Newsroom" $15.

14) "Movie Maker" (Animation Construction Set) $15.

15) SOLD!

16) "Proofreader" (Spelling Checker for Atariwriter), $20.

17) "Your Personal Net Worth", $20.

18) "Managing Your Stocks", $15.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $15.

21) "Personal Inventory Manager", $10.

22) The following from XLEnt Software, $20 each, or all 5 for $75.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

23) SOLD

BOOKS ($3.95 each plus shipping)

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You may contact me by e-mail at:

CompuServe: 75746,3705
MCI Mail: MZWILLENBERG
INTERNET: 75746.3705@compuserve.com
ZWILLENBERG@delphi.com
mlzwille@nyx10.cs.du.edu

DELPHI: ZWILLENBERG

1883. 1200XL's wanted (Cases or other)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 04:35:19 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pcsu7$uiv@hearst.cac.psu.edu>
Source record: 101761

I am looking for some 1200xl systems or just there cases...
anybody wish to ditch some let me know..

--
Andrew K. Heller - Making the world safe once again.
---
heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site. "EAT ELECTRIC DEATH"

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1884. Emulator, where can one find one ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 05:58:37 UTC
From: drgrieve@saturn.otago.ac.nz
Message-ID: <drgrieve.6.767167117@saturn.otago.ac.nz>
Source record: 101762

I want to play Cytron Master and Alternate Realities on the PC, can someone help me out ?

1885. FOR SALE or TRADE: Atari 400 with 48K

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 06:04:11 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2pd24r$hkf@ucsbuxa.ucsb.edu>
Source record: 101763

I have an Atari 400 which has been upgraded to 48K that
I would like to trade or sell (preferably trade) for
other computer or video game stuff.

The 400 is missing the power supply, however....

I also have a 800 (no power supply) for trade
and a MPP Printer Interface (does not NEED a power supply)

6500dtpt@ucsbuxa.ucsb.edu

1886. SIO2PC, what is it exactly?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 11:11:07 UTC
From: ddbunch@larry.wyvern.com
Message-ID: <ddbunch.767185867@wyvern.wyvern.com>
Source record: 101764

I was wondering if someone could explain what exactly this SIO2PC cable is. Is this something I could make myself or would I have to purchase it from somewhere?

I've got a program I wrote quite a few years ago for the atari that would make an atari emulate a disk drive. It worked on a 400/800 & XL models & used them as essentially ramdrives. You could chain up to 8 drives together. 4 was the most a friend at the time & I ever tried though. I used a printer buffer program in one of the atari magazines as the starting point for writing it. It seems like you could do something similar from the PC end to use the hard drive on the PC as a drive for the atari. Any thoughts on this? I might could upload this somewhere if someone is interested in messing with it.

--
-=-=-=

1887. C source to read/write atari disks on IBM PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 11:12:24 UTC
From: ddbunch@larry.wyvern.com
Message-ID: <ddbunch.767185944@wyvern.wyvern.com>
Source record: 101765

Here is the C source code for a program that will read/write atari disks on an IBM PC compatible. I found it on Compuserve a few years back & am not sure who wrote it, but if memory serves me correctly it was done by the author of MYDOS. I'm sure someone will correct me if I'm wrong. In any case here is the code. I have a compiled .EXE done from MS QUICKC. Email me & I'll send you a copy or I'll just post here if I get a lot of responses.

```
----- Cut Here -----
#include <stdio.h>

#define SECSIZE 256 /* Change this to handle 1050 dbl density disks */

#if SECSIZE == 256
#define SECCODE 1
#define SECTORS 18
#else
#define SECCODE 0
#define SECTORS 26
#endif

int ls_file();
int cat_file();
int dup_file();
char *dmainit();
FILE *fopen(), *bopen();

struct dta {
char reserved[21];
char attr;
int utime;
int udate;
long len;
char name[13];
char dummy[3];
} fdata;

int drive, cmd;
int first;
int save[5];
char seq[27] = {6,12,18,5,11,17,4,10,16,3,9,15,2,8,14,1,7,13,0xFF};
int bitmask[8] = {0x80, 0x40, 0x20, 0x10, 0x08, 0x04, 0x02, 0x01};
unsigned char *bp;
int *seccnt;
int tracks;
int track_offset, sector_offset;
```

```
unsigned char buf[1024];
unsigned char map[1280];
unsigned char dirbuf[1024];
char dirname[100];

unsigned int bpp = 0;
int bin_flag = 0;
unsigned char dosbuf[10240];

main(argc, argv)
int argc;
char *argv[];
{
int sec, ct;
char *p, *argp;

bp = dmainit(buf);
#ifdef DEBUG
if (bp != buf)
printf("Buffer base moved from %x to %x\n", buf, bp);
#endif
seccnt = (int *) &map[3];
for (ct=0; ct<1280; ct++)
map[ct] = 0;
first = '\t';
dirname[0] = '\0';
drive = 0;
track_offset = -40;
tracks = 40;
sector_offset = -1;
while (--argc >= 0) {
argp = *++argv;
if ((argp[0] == '/' || argp[0] == '-')) {
if (argp[2] == '\0') {
if (argp[1] == 'B' || argp[1] == 'b')
bin_flag = 1;
else
cmd = argp[1] & 0xDF;
}
else if (argp[1] == 'T' || argp[1] == 't') {
track_offset = - atoi(&argp[2]);
tracks = (track_offset > -60)? 40: 80;
}
else if (argp[1] == 'P' || argp[1] == 'p') {
track_offset = atoi(&argp[2]);
tracks = (track_offset < 60)? 40: 80;
}
else if (argp[1] == 'S' || argp[1] == 's') {
sector_offset = atoi(&argp[2]);
}
}
else if (argp[1] == ':' && argp[2] == '\0') {
```

```
drive = (argp[0]-'A') & 0x1F;
break;
}
else if (argp[1] == '\0') {
cmd = argp[0] & 0xDF;
break;
}
else {
argv--;
argp++;
break;
}
}
#ifdef DEBUG
printf ("Binary flag = %s\n", bin_flag? "on": "off");
printf ("Tracks = %d, offset = %d, sector offset = %d\n",
tracks, track_offset, sector_offset);
printf("CMD=%c, DRIVE=%c:\n", cmd, drive+'A');
#endif
savefb(SECCODE,SECTORS,save);
#ifdef DEBUG
printf("SAVE=0x%04X.0x%04X.0x%04X.0x%04X.0x%04X\n", save[0], save[1],
save[2], save[3], save[4]);
#endif
switch (cmd) {
case 'W': /* Write directories or files(from MSDOS) */
getmap(drive);
msdir(argc,&argv[1]);
putmap(drive);
break;
case 'I': /* Initialize (Format) an Atari Disk */
fmtdisk(drive);
break;
case 'L': /* List an Atari Directory */
listdir(361, ls_file);
break;
case 'P': /* Display/Print Atari (printable) files */
listdir(361, cat_file);
break;
case 'R': /* Read Atari formatted disk files(to MSDOS)*/
listdir(361, dup_file);
break;
default:
printf ("Invalid switch: only L/istDir, P/rintFiles, R/eadFiles,\n");
printf (" W/riteFiles or I/nitializeDisk\n");
printf ("Usage: util /[L|P|R|I] [/T80] [A|B|C|D]: or\n");
printf (" util /W [A|B|C|D]: file [file ... ]\n");
}
restfb(save);
}
```

```
dump()
{
int ct;
char *p;

for (p=bp, ct=0; ct != 256; p += 16, ct += 16) {
printf ("%03X %02X%02X %02X%02X %02X%02X %02X%02X",
ct, p[0]&0xFF, p[1]&0xFF, p[2]&0xFF, p[3]&0xFF,
p[4]&0xFF, p[5]&0xFF, p[6]&0xFF, p[7]&0xFF);
printf (" %02X%02X %02X%02X %02X%02X %02X%02X\n",
p[8]&0xFF, p[9]&0xFF, p[10]&0xFF, p[11]&0xFF,
p[12]&0xFF, p[13]&0xFF, p[14]&0xFF, p[15]&0xFF);
}
}

listdir(sec, filefunc)
int sec;
int (*filefunc)();
{
int k, j, i, *num;
unsigned char *p, *tp, *dp;
char text[30];

printf("Files in \"%c:%s\"\n", drive+'A', dirname);
for (j=0; j<1024; sec++) {
if (aread(sec, drive, bp)) {
printf("Failure reading directory! Operation aborted!\n");
return;
}
#ifdef TRACE
dump();
#endif
for (i=0; i < 128;)
dirbuf[j++] = bp[i++];
}
#ifdef DEBUG
printf("Directory read:\n");
#endif
for (p=dirbuf; p < dirbuf+1024; p+=16) {
if (*p == 0) {
#ifdef DEBUG
printf("End of directory at byte %d\n", p-dirbuf);
#endif
break;
}
#ifndef DEBUG
if ((*p & 0x91) != 0x00)
continue;
#endif
for (tp=text, dp=p+5; *dp > ' ' && dp != p+13;)
*tp++ = *dp++;
if (p[13] > ' ') {
```

```
*tp++ = '.';
*tp++ = p[13];
if (p[14] > ' ') {
*tp++ = p[14];
if (p[15] > ' ')
*tp++ = p[15];
}
}
*tp = '\0';
num = (int *) (p+1);
(*filefunc)(text, num[1], num[0], *p);
}
if (first == '\n') {
putchar('\n');
first = '\t';
}
for (p=dirbuf; p < dirbuf+1024; p+=16) {
if (*p == 0)
return;
if ((*p & 0x91) != 0x10)
continue;
for (tp=text, dp=p+5; *dp > ' ' && dp != p+13;)
*tp++ = *dp++;
if (p[13] > ' ') {
*tp++ = '.';
*tp++ = p[13];
if (p[14] > ' ') {
*tp++ = p[14];
if (p[15] > ' ')
*tp++ = p[15];
}
}
*tp = '\0';
#ifdef DEBUG
printf("Subdirectory :%s!\n", text);
#endif
num = (int *) (p+1);
k = strlen(dirname);
dirname[k] = '\\';
dirname[k+1] = '\0';
strcat(dirname, text);
if (cmd = 'D')
if (cd(text) != 0)
if (md(text) != 0) {
printf("Cannot use or create directory \"%s\"\n", text);
return;
}
listdir(num[1], filefunc);
if (cmd == 'D')
cd("..");
```

```
dirname[k] = '\0';
}
}

ls_file(name, at, size, flags)
char *name;
int at, size, flags;
{
printf ("%c%c%c%-12s[%04X] %d secs%c",
flags&0x20?'*':' ', flags&0x10?':':' ',
flags&0x04?'!':flags&0x02?' ':'#',
name, at, size, first);
first ^= '\n' ^ '\t';
}

cat_file(name, at, size, flags)
char *name;
int at, size, flags;
{
int x, ct;
unsigned char *p;

printf("Print %s(%ld bytes, f=%02X)?", name, size*((long)SECSIZE-3L),
flags);
x = getchar() & 0xDF;
if (x != '\n')
while (getchar() != '\n')
;
if (x == 'Y') {
for (x = at; x != 0; x = ((bp[SECSIZE-3]<<8)+bp[SECSIZE-2]) & 0x03FF) {
while (aread(x, drive, bp))
printf ("5 Failures reading sector on Atari disk\n");
for (ct=bp[SECSIZE-1], p=bp; ct > 0; ct--, p++) {
if (*p == 0x7F)
putchar('\t');
else if (*p == 0x9B)
putchar('\n');
else
putchar(*p);
}
}
}
}

dup_file(name, at, size, flags)
char *name;
int at, size, flags;
{
int x, ct, mask;
char binary_copy;
unsigned char *p;
```

```
FILE *outf;

binary_copy = bin_flag;
printf("Copy %s(%ld bytes, f=%02X)?", name, size*((long)SECSIZE-3L),
flags);
mask = (flags & 0x04)? 0xFF: 0x03;
x = getchar() & 0xDF;
if (x != '\n')
while (getchar() != '\n')
;
if (x == 'Y' || x == 'A' || x == 'B') {
if (x == 'A')
binary_copy = 0;
else if (x == 'B')
binary_copy = 1;
outf = bopen(name, "wb");
if (outf == NULL) {
printf ("Cannot create file \"%s\"", name);
return;
}
for (x = at; x != 0;
x = ((bp[SECSIZE-3]&mask) << 8)+(bp[SECSIZE-2] & 0xFF)) {
while (aread(x, drive, bp))
printf ("5 Failures reading sector on Atari disk\n");
#ifdef DEBUG
printf ("Link data = %02x, %02x, %02x\n", bp[SECSIZE-3],
bp[SECSIZE-2], bp[SECSIZE-1]);
#endif
for (ct=bp[SECSIZE-1], p=bp; ct > 0; ct--, p++) {
#ifdef TRACE
putchar(*p);
#endif
if (binary_copy)
bput(*p, outf);
else if (*p == 0x7F)
bput('\t', outf);
else if (*p == 0x9B) {
bput('\r', outf);
bput('\n', outf);
}
else
bput(*p, outf);
}
}
bclose(outf);
}
}

getmap(drive)
int drive;
{
```

```
int p, n, k;
char *mp;

for (mp = map, n=0; n++ < sizeof(map);)
*mp++ = 0;
mp = map;
n = 360;
p = 3;
do {
if (aread (n--, drive, bp)) {
printf ("Unable to read the Atari disk VTOC/Bit Map! Program aborted!\n");
exit(1);
}
for (k=0; k<256; k++)
*mp++ = bp[k];
if (map[0] > (sizeof(map)/256 + 2)) {
printf ("Invalid drive, more than %d sectors\n",
(sizeof(map) - 10)*8);
exit(1);
}
} while (++p <= map[0]);
#ifdef DEBUG
printf ("Drive %c: map header: <%02X> %02x%02x %02x%02x ", drive+'A',
map[0], map[2], map[1], map[4], map[3]);
printf ("%02x %02x %02x %02x %02x\n", map[5], map[6], map[7], map[8],
map[9]);
#endif
}

putmap(drive)
int drive;
{
int p, n, k;
char *mp;

mp = map;
n = 360;
p = map[0];
do {
for (k=0; k<256; k++)
bp[k] = *mp++;
awrite (n--, drive, bp);
} while (--p >= 3);
#ifdef DEBUG
printf ("Drive %c: map header: <%02X> %02x%02x %02x%02x ", drive+'A',
map[0], map[2], map[1], map[4], map[3]);
printf ("%02x %02x %02x %02x %02x\n", map[5], map[6], map[7], map[8],
map[9]);
#endif
}
```

```
msdir(argc,argv)
int argc;
char *argv[];
{
int rc, k, sc, fno, bk, bk0, bkn;
FILE *inf;

restfb(save);
bkn = -1;
while (--argc >= 0) {
#ifdef DEBUG
printf ("Argument <<%s>>\n", *argv);
#endif
if ((rc = ffirst(&fdata, *argv)) == 0) {
do {
printf ("Copying <<%s>>, Length = %ld\n", fdata.name, fdata.len);
inf = fopen(fdata.name, (bin_flag? "rb": "r"));
savefb(SECCODE,SECTORS,save);
fno = dirfnd(fdata.name);
bk0 = bk = alloc();
#ifdef DEBUG
printf (" First block = %d (FNO=%d)\n", bk, fno);
#endif
k = (fno<<4) & 0x0070;
bp[k+3] = bk;
bp[k+4] = bk>>8;
k = (fno>>3) + 361;
#ifdef DEBUG
printf(" Writing dir bk. %d, drive %c:\n", k, drive+'A');
#endif
awrite(k, drive, bp);
restfb(save);
sc = 1;
fno <<= 2;
k = 0;
while ((rc = fgetc(inf)) >= 0) {
if (rc == '\t')
rc = 0x7F;
else if (rc == '\n')
rc = 0x9B;

if (k >= SECSIZE-3) {
bkn = alloc();
if (bkn <= 0) {
printf ("No more sectors available\n");
break;
}
#ifdef DEBUG
printf (" Writing block %d (fno=%04X,link=%d)\n", bk,
fno, bkn);
#endif
bp[SECSIZE-3] = fno + (bkn>>8);
```

```
bp[SECSIZE-2] = bkn & 0xFF;
bp[SECSIZE-1] = SECSIZE-3;
savefb(SECCODE,SECTORS,save);
awrite(bk, drive, bp);
restfb(save);
bk = bkn;
k = 0;
sc++;
}
bp[k++] = rc;
}
fclose(inf);
bp[SECSIZE-3] = fno;
bp[SECSIZE-2] = 0;
bp[SECSIZE-1] = k;
#ifdef DEBUG
printf (" Writing last block %d (fno=%04X,size=%d)\n", bk,
fno, k);
#endif
savefb(SECCODE,SECTORS,save);
awrite(bk, drive, bp);
bk = bk0;
dirup(sc, 0x42, fno>>2);
restfb(save);
} while (fnext(&fdata) == 0 && bkn != 0);
}
else
printf ("%s <<%s>>\n",
rc<18? "Invalid path for": "No matching file", *argv);
argv++;
}
savefb(SECCODE,SECTORS,save);
}

dirfnd(name)
char *name;
{
char *name0, *cp;
char namev[12];
int j, k, first;

k = 0;
for (j=0; j<11; j++)
namev[j] = ' ';
namev[11] = '\0';
while (*name != '.' && *name != '\0') {
namev[k++] = *name++;
if (k >= 11)
break;
}
if (k < 11 && *name == '.') {
```

```
k = 8;
while (*++name != '\0' && k < 11) {
if (*name == '\n')
break;
namev[k++] = *name;
}
}
first = -1;
for (k=361; k<369; k++) {
if (aread(k, drive, bp)) {
printf ("Unable to read ROOT directory for updating! Program aborted!\n");
exit(1);
}
for (j=0; j<0x80; j += 0x10) {
if (namecomp(&bp[j+5], namev)) {
first = ((k-361)<<3) + (j>>4);
#ifdef DEBUG
printf(" Replaced file no. = %d\n", first);
#endif
return (first);
}
if (bp[j] == 0) {
if (first < 0)
first = ((k-361)<<3) + (j>>4);
goto allcf;
}
if ((bp[j] & 0x80) && first < 0)
first = ((k-361)<<3) + (j>>4);
}
}
allcf:
#ifdef DEBUG
printf ("allocated file no. = %d\n", first);
#endif
if (first < 0) {
printf ("No directory entries free\n");
exit(1);
}
if ((first>>3) != (k-361))
while (aread((first>>3)+361, drive, bp))
;
cp = &bp[(first & 0x07)<<4];
*cp = 0x03;
cp += 5;
for (k=0; k<11; k++)
*cp++ = namev[k];
#ifdef DEBUG
printf ("%s==>%s(FNO=%d)\n", name0, namev, first);
#endif
return (first);
```

```
}

dirup(cnt, attr, indx)
int cnt, attr, indx;
{
int k;

while (aread(361+(indx>>3), drive, bp))
;
k = (indx<<4) & 0x0070;
bp[k] = attr;
*(int *)(&bp[k+1]) = cnt;
awrite(361+(indx>>3), drive, bp);
}

alloc()
{
int p, x, mask;

for (x=10; map[x] == 0; x++)
if (x >= 1280)
return(0);
p = (x-10)<<3;
mask = 0x80;
while ((map[x] & mask) == 0) {
mask >>= 1;
p++;
}
map[x] &= ~mask;
--*seccnt;
return (p);
}

dealloc(sec)
int sec;
{
map[(sec >> 3) + 10] |= bitmask[sec & 0x07];
}

namecomp(a, b)
char *a, *b;
{
int i;

for (i=0; i<11; i++)
if (*a++ != *b++)
return(0);
return (1);
}

FILE *bopen(name, mode)
char *name, *mode;
{
```

```
FILE *val;

restfb(save);
val = fopen(name, mode);
savefb(SECCODE,SECTORS,save);
return (val);
}

bput(data, out)
int data;
FILE *out;
{
int len;

if (bpp >= sizeof(dosbuf)) {
restfb(save);
len = fwrite (dosbuf, 1, sizeof(dosbuf), out);
if (len != sizeof(dosbuf))
printf ("Error writing to DOS file, %d bytes not written\n",
sizeof(dosbuf) - len);
#ifdef DEBUG
printf("Writing block of %d bytes to DOS file\n", sizeof(dosbuf));
#endif
bpp = 0;
savefb(SECCODE,SECTORS,save);
}
dosbuf[bpp++] = data;
}

bclose(out)
FILE *out;
{
int len;

restfb(save);
if (bpp != 0) {
len = fwrite(dosbuf, 1, bpp, out);
if (len != bpp)
printf ("Error closing file, %d bytes not written\n", bpp - len);
}
#ifdef DEBUG
printf ("Last file block contains %d bytes\n", bpp);
#endif
bpp = 0;
fclose(out);
savefb(SECCODE,SECTORS,save);
}

fmtdisk(drive)
int drive;
{
int ct;
```

```
for (ct=0; ct<40; ct++) {
if (aformat(ct, drive, bp, seq) < 0)
printf ("Error formatting track %d\n", ct);
}
for (ct=0; ct<512; ct++)
map[ct] = 0;
map[0] = 2;
map[1] = map[3] = 0xc4;
map[2] = map[4] = 0x02;
for (ct=4; ct<360; ct++)
dealloc(ct);
for (ct=369; ct<720; ct++)
dealloc(ct);
for (ct=0; ct<1024; ct++)
dirbuf[ct] = 0;
putmap(drive);
for (ct=361; ct < 369; ct++)
awrite(ct, drive, dirbuf);
}
----- Cut Here -----
```

--

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1888. Re: SIO2PC, what is it exactly?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 14:38:30 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pe096$lp4@hearst.cac.psu.edu>
Source record: 101766

David Bunch (ddbunch@larry.wyvern.com) wrote:
: I was wondering if someone could explain what exactly this SIO2PC cable is.
: Is this something I could make myself or would I have to purchase it from
: somewhere?

: I've got a program I wrote quite a few years ago for the atari that would
: make an atari emulate a disk drive. It worked on a 400/800 & XL models &
: used them as essentially ramdrives. You could chain up to 8 drives together.
: 4 was the most a friend at the time & I ever tried though. I used a printer
: buffer program in one of the atari magazines as the starting point for writing
: it. It seems like you could do something similar from the PC end to use the
: hard drive on the PC as a drive for the atari. Any thoughts on this? I might
: could upload this somewhere if someone is interested in messing with it.

Why build the SIO2PC all over?!? =)
--
Andrew K. Heller - Making the world safe once again.

1889. Re: Atari Classics (c)?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 14:41:08 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2pe0e4$1le@usenet.INS.CWRU.Edu>
Source record: 101767

In a previous article, aa700@cleveland.Freenet.Edu (Michael Current) says:

>
>In a previous article, cb541@cleveland.Freenet.Edu (James R. Gilbert) says:
>
>>
>>So, here's the question. What is the copyright status of AC
>
>Atari Classics is the copyright owner of all the text it has published,
>unless and until AC states otherwise.
>
>>and what is the position of the management concerning
>>passing AC stuff around?
>
>I don't know. Why don't you ask them?

I just wanted to say, I'm sorry for sounding so flippant there. I can tell you where it came from, though. It came from the recurring phenomenon of people posting here, "Hey! There's something wrong with the Vendor/Developer (or FAQ) list! What are we going to do about it?" For some reason it doesn't occur to many people to write to the person maintaining the list.

If I were in Ben's position I would be similarly annoyed by people posting their problems with or questions for AC here, instead of contacting AC directly. But, who knows, maybe he doesn't mind.

So here's my more friendly answer. I haven't seen a statement from AC concerning the distribution of its text, so I would suggest you write to Ben to find out their position. His address is poehland%phvax.denet@sb.com.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1890. ROM Mag for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 15:05:33 UTC
From: a9355@mindlink.bc.ca
Message-ID: <43390@mindlink.bc.ca>
Source record: 101768

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1891. INFO ON A16

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 22:23:23 UTC
From: eric.palm@drs.state.ct.us
Message-ID: <9404241800171004@drs.state.ct.us>
Source record: 101771

I don't have Usenet here at DRS, but since I see the Atari 8bit discussion everyday, I would also like to get the Atari 16 bit discussion. Is there a crossposting service going on with comp.sys.atari.st? I would subscribe to it, if I knew there would be some traffic. Has anyone had any success with a Mail list? I know that this Atari 8bit group is being sent through a listserv as Info-atari8.

Please post E-mail to me at:
eric.palm@drs.state.ct.us

Thanks

... [E-mail for PGP 2.3 key]
___ Blue Wave/QWK v2.12

1892. Re: ACTION! II

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 23:08:34 UTC
From: ricortes@delphi.com
Message-ID: <ROyPjza.ricortes@delphi.com>
Source record: 101769

A common misconception due to the manual. Action! only uses that space while it is compiling your code! Once the program is done being compiled everything is free for your own programs use.
If you've ever seen the workings of a two pass assembler like the Atari usually uses, that's sort of the model the Action! compiler works on. It needs to keep references to all variables, procedures, etc in order to generate the proper JSR addresses in the code, but once this is done, they are no longer needed (unless you want to do something like "*Bank" form Whoops! FROM the monitor to see what the actual dump of the routine looks like. Anyway, something I knocked out this morning:
For people who don't care, please excuse me & hit "NEXT THREAD".
There is no way I know of to find out some of this stuff i.e. it's not in the manual or any other reference. The only way I found out about some of it was trial & error along with a debugger. Most of it's pretty obvious if you think about it. There's a lot of info you need to know to write large progams, like increasing the symbol table size, editing the run time routines, using things like:

```
define Rt_marg="82"
vs
byte Rt_marg=82
```

The first example does not take up any room in the symbol table, the 2nd one does. I never ran into any problems until I wrote a 16k COM program so you do have some room. The manual mentions somewhere you can get Action! programs to run without the cart, but never tells you how. The following example will shows how it's done with a .COM file to set the right margin to 0.

```
DEFINE Rt_marg="82"
PROC SDX(); usual nag about SDX compatability
RETURN
PROC Main()
BYTE POINTER bptr
bptr=Rt_marg
bptr^=0
RETURN
```

Now if I had used:

```
Poke(Rt_marg, 0)
```

No matter how I had defined Rt_marg, it would have needed the Poke routine in the cartridge or the run time package included.

I wrote a trivial program to access some memory. I never write big programs myself so I'm less familiar with it then I should be. I also don't own an XE so until someone runs the program on one, I can only say it works on a Newell 256k XL. The way it's set up you have from memlo + 2000 bytes for a the full RT + 1000 bytes for screen + your program => your program can be about 4600 bytes. How do you find out how big your program is? There may be easier ways, but I just compile & save it to disk, you have to make an allowance for the graphics mode you're in, but that's not much of a problem. The example program is only 633 bytes W/O the RT so you have considerable head room for adding code. For the example given, you have the 4600 bytes of program + access to 5 16k banks of data. If you could insure all bank access routines are in the $2000 to $4000 memory area, there is nothing to stop you from using the main bank for additional program memory, that is: 32k program with 64k data. This is fairly easy to do: Just make the Bank() procedures the first one in your program or add it to the runtime package. Compile from disk with the SET 14=$2000, SET $491=$2000 and it will all fit & be compatable with Atari DOS. You may notice I used Zero(MSC,960) instead of a GRAPHICS(0). This is because some of the early & rewriten OS ROMS clear more then they should if you do a GR.(0) or even let the OS scroll the screen.

I haven't forgotten I said I would show how to write a 192k or so program in Action! on a Rambo Xl with everything memory resident. I'll probably do some info on loading modules from disk first though. You sort'a have to know how to do that anyway to get the memory resident stuff in & since I've already got the code to do it floating around here somewhere<???!> I know it works.
The next installment should be ready in a week or so: It reallys gets down & dirty on some of the workings of the Action! cart.
Rick Cortese

1893. Re: ACTION! II

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-24 23:09:23 UTC
From: ricortes@delphi.com
Message-ID: <ZOyP7Jb.ricortes@delphi.com>
Source record: 101770

```
PROC Bank(BYTE bank_num)
BYTE ARRAY
Banks=[$FF $E3 $E7 $EB $EF]
;
;These numbers have the bit pattern
; acessing 4-16k banks+main
;usage 0=>main memory
; 1=>bank 0
; 2=>bank 1
; 3=>bank 2
; 4=>bank 3
BYTE Bank_ctrl=$D301
Bank_ctrl=Banks(bank_num)
RETURN

PROC Main()
BYTE Mem_top=106, old_mem_top, ch=[0]
CARD MSC=88
;
;since I only have Newell & Rambo,
;I'll move the display out of the
;window. This will also tell me if
;there is enough room between Main()
;and the screen display with either a
;crash or insufficient memory error.
;
old_mem_top=Mem_top
Mem_top=$40
;
;assume $FF for the initial status of
;$D301 => basic disabled, OS ROM, &
;no interupt handlers in
;the $4000-$8000 area
;
;initial screen set-up, note that
;these could have been loaded from disk
;assumming it isn't a ramdisk which
;this will clobber!
;
; BANK(0)
Graphics(0)
PrintE("This is main memory")
MoveBlock($4000,MSC,960)
Zero(MSC,960)
```

```
Bank(1)
PrintE("This is bank 0 memory")
MoveBlock($4000,MSC,960)
Zero(MSC,960)
Bank(2)
PrintE("This is bank 1 memory")
MoveBlock($4000,MSC,960)
Zero(MSC,960)
Bank(3)
PrintE("This is bank 2 memory")
MoveBlock($4000,MSC,960)
Zero(MSC,960)
Bank(4)
PrintE("This is bank 3 memory")
MoveBlock($4000,MSC,960)
PrintE("Press numbers 0-4,")
PrintE(" EXC to quit")
Close(3)
Open(3, "K:",4,0)
WHILE ch<>27
DO
ch=GetD(3)
IF ch='0
THEN Bank(0)
ELSEIF ch='1
THEN Bank(1)
ELSEIF ch='2
THEN Bank(2)
ELSEIF ch='3
THEN Bank(3)
ELSEIF ch='4
THEN Bank(4)
FI
MoveBlock(MSC,$4000, 960)
OD
Bank(0)
Mem_top=old_mem_top
Graphics(0)
RETURN
```

1894. In Search of: IO Cable

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 01:29:48 UTC
From: rrognlie@netcom.com
Message-ID: <rrognlieCosK5o.LD2@netcom.com>
Source record: 101773

I have been a long time Atari fan, and recently came dug my Atari out of storage to find my 130xe to 1050 cable missing. Any leads?

Richard Rognlie
rrognlie@netcom.com

1895. SIO2PC (please?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 01:43:37 UTC
From: hbradley@ponder.csci.unt.edu
Message-ID: <2pf789$7tq@hermes.unt.edu>
Source record: 101772

Could someone tell me where (in the US) I could get an SIO2PC cable
for a good price?

PS - I thought I'd read that the 8bit Emulator was to be out for the PC this
weekend, is there an ftp site where I could get it?

1896. TEST

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 02:28:41 UTC
From: mathy.van.nisselroy@bbsw.wlink.nl
Message-ID: <9404250228.A9559wk@bbsw.wlink.nl>
Source record: 101774

Howdy All

If you can read this, please tell me. I'm trying out how to get messages out
to the UseNet from this BBS. I asked the friendly sysop and he told me to send
the messages to "news".
Hope this works.

Hope 2 Hear from U soon

Mathy Van.Nisselroy

1897. The 800XLF

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 10:05:58 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9404251005.AA13039@cs.utexas.edu>
Source record: 101775

According the Mega-Mag 6 an 800XLF is just an 800XL but the main pcb has been redesigned to allow for the incorporation of a FREDDY chip, hence the XLF, I don't think it operates any differently to a standard 800XL.

I hope that clears things up.

Richard Gore

1898. Re: Upcoming ATARI Shows

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 11:15:01 UTC
From: wallace_r@msbcs.enet.dec.com
Message-ID: <2pgmtn$hiu@nntpd.lkg.dec.com>
Source record: 101778
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,alt.games.lynx

```
In article <2p2auu$7qa@usenet.INS.CWRU.Edu>, aa338@cleveland.Freenet.Edu (Mark Leair)
writes...
> << Computer Shows >>
>+-----------------+-------------+-------------------------+----------+
>| Name | Location | Date |
>|--------------------------------+-------------------------+----------|
>|4. 1994 Michigan Atari Fair |Waterford, MI |04/23/94 |

Does anyone have a phone number or address where I can get more information
about this Atari fari in Michigan? I'd like to find out the location, times,
and cost.

Thanks,

---
Ray Wallace
wallace_r@msbcs.enet.dec.com
(or) decwrl!msbcs.enet!wallace_r
(or) wallace_r%msbcs.enet@decwrl.dec.com
---
```

1899. Re: ACTION! II

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 12:13:41 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2pgc5l$69t@usenet.INS.CWRU.Edu>
Source record: 101776

(J. McWillaims explains the problem of INCLUDING assmebler
code in his Action! sources, and other problems with interfacing
assembler with Action! Hope I got that right.)
I sorta understand. What I would do is use ^ as a pointer
and store that someplace, like page 6, so the assembler could
fetch the address. Or just use page 6 as the place to put the
values themselves. I guess that just shows what a user I am.
I know no real developer would use page 6.
Russ Gilbert

1900. Re: The 800XLF

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 13:58:46 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pgiam$ka5@hearst.cac.psu.edu>
Source record: 101777

RG9@VAX.YORK.AC.UK wrote:
: According the Mega-Mag 6 an 800XLF is just an 800XL but the main pcb has been
: redesigned to allow for the incorporation of a FREDDY chip, hence the XLF,
: I don't think it operates any differently to a standard 800XL.

: I hope that clears things up.

: Richard Gore

Anybody know how rare this beast is?
I may be a little tired yet this morning...but...
if it has a freddie...wouldn't a 100% 130XE compatible mem upgrade be
applicable?

--
Andrew K. Heller - Making the world safe once again.
---
heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site. "EAT ELECTRIC DEATH"

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1901. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 14:00:46 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr25.140046.12825@ultb.isc.rit.edu>
Source record: 101785

In article <ConL31.n1C@bfsec.bt.co.uk> gmchugh@bfsec.bt.co.uk writes:
>Can anyone tell me if it should be possible to use an SIO2PC cable to
>access an Atari drive from a PC? I am assuming that since the SIO2PC
>involves connecting the 8-bit's SIO socket to a PC serial port, it might
>be possible to alter the situation slightly to connect the PC serial port
>to a 1050 SIO socket. Is this feasible, or is there something blindingly
>obvious that I'm not thinking of?

Well, I wanted to do this to access all my Atari disks for use with
my emulator, but my circuit failed. I built a circuit with 1488 and
1489 quad line transmitter/receiver chips, (did I get the numbers right?
this is just from memory) because I can't find an MAXIM232 around here
and have been too lazy to mail order them (I've been trying to call
Maxim for ages to get free samples, but their phone is always busy)

Anyways, I wired the device to give me the send and receive lines
and the command signal, and sent out what should have been a status
request to the drive, but got no response. My theory (someone who
knows the drive please help me out on this) is that the drive requires
the "clock out" signal as well, which is a little difficult to just
generate from a serial pulse without some extra circuitry. Anyone
have any ideas? (no, I'd rather not try interface a whole UART
and stuff in between--- I'm trying to keep this simple at the
hardware end. If someone else wants to build one, that's fine)

>
>Surely a program could be written for the PC to do this, and this code
>could be included in an emulator?

That's what I was hoping to do. Of course, I tried this last summer,
before taking all my hardware courses (DC,AC,Digital Fundamentals,
Microcomputers) for my minor. Maybe I should have another go at
it now that I know more.

-Frank

1902. Super Video modification, how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 14:47:27 UTC
From: jleon@girtab.usc.edu
Message-ID: <2pgl5v$e3d@girtab.usc.edu>
Source record: 101784

I just heard about this modification that gives a very sharp video to your atari 800XL (what about the 130XE?). Can anybody explain me a bit more on this? where can I find the instructions of how to do it?

Thanks!

Juan Leon
--
email: jleon@scf.usc.edu *-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-*
Major in Electrical Engineering, Computers | 486SX40 VLB,ET4000W32i,2x CDROM |
University of Southern California | I have a GUS!!!,PAS16,14.4Kbps. |
Los Angeles, CA. USA *-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-*

1903. Re: Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 16:30:40 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <Cotpv5.7o7@sunblossom.ge.com>
Source record: 101718

In article <lelie.310.00086D36@smail.srl.ford.com>, lelie@smail.srl.ford.com (Larry Elie) writes:
|>
|> This may be an admittedly dumb question. Years ago I bought an Atari
|> trak-ball because it was touted as superior for Pole-Position. Well, I
|> couldn't see the difference. Can anyone tell me what common games are
|> actually better technically using a trak-ball? And, if so, in which of
|> the two track-ball modes? Or do commercial games ignore the velocity
|> information and just use the directional information? Thanks in advance.

One game that comes to mind was the old Missile Command cartridge. As I remember, you could hit Control-T before playing, and switch your trackball into non-joystick mode, and play it "just like in the arcade." Even when in joystick mode, I found a trackball (my Wico with full-sized cue ball) to make two-dimensional motion much easier. Try it with Missile Command, Planetary Defense, Crab Nebula, any of the scrolling games like Tail of Beta Lyrae, or with paddle games like Breakout (when you play them in joystick mode, if you don't have the paddles).

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

1904. Re: Super Video modification, how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 16:46:05 UTC
From: jjmcwill@next6
Message-ID: <2pgs4d$nm0@mtu.edu>
Source record: 101779

Juan Carlos Leon (jleon@girtab.usc.edu) wrote:
: I just heard about this modification that gives a very sharp video to your
: atari 800XL (what about the 130XE?). Can anybody explain me a bit more on
: this? where can I find the instructions of how to do it?
:
: Thanks!
:
: Juan Leon
: --
Juan,

You need to get a hold of Atari Classics magazine, December 1993.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

1905. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 16:48:27 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cotqos.H0v@cbfsb.cb.att.com>
Source record: 101781

In article <1994Apr25.140046.12825@ultb.isc.rit.edu> feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:
>In article <ConL31.n1C@bfsec.bt.co.uk> gmchugh@bfsec.bt.co.uk writes:
>>Can anyone tell me if it should be possible to use an SIO2PC cable to
>>access an Atari drive from a PC? I am assuming that since the SIO2PC
>>involves connecting the 8-bit's SIO socket to a PC serial port, it might
>>be possible to alter the situation slightly to connect the PC serial port
>>to a 1050 SIO socket. Is this feasible, or is there something blindingly
>>obvious that I'm not thinking of?

<deletions>
>
>Anyways, I wired the device to give me the send and receive lines
>and the command signal, and sent out what should have been a status
>request to the drive, but got no response. My theory (someone who
>knows the drive please help me out on this) is that the drive requires
>the "clock out" signal as well, which is a little difficult to just
>generate from a serial pulse without some extra circuitry. Anyone
>have any ideas? (no, I'd rather not try interface a whole UART
>and stuff in between--- I'm trying to keep this simple at the
>hardware end. If someone else wants to build one, that's fine)
>

If anyone followed my poast a few weeks ago, saying I would do this with two simple UARTs, and a handle of other chips, I just realize rethinking the problem that one UART would suffice. You only need to reclock the data _leaving_ the PC. So the guranteed to work circuit would be a 40 pin old fashioned UART, an oscillator of some sort for the baud clocks, a divide by 16 ciurcuit for the second baud clock and the Atari SIO CLOCK, and the RS-232 converters. Also, for those who may think of doing this, remember that the SIO bus is open collector, and should not be driven from Totem Pole type outputs.

Actually though, (I hate 40 pin chips too for kludged wiring, though it really isn't too bad.) there is always another way! <grin> First, of course, the RS232 converters. get the stuff back to TTL. And we still need a baud rate oscillator and a divider. BUT ... using a quad XOR package, with one gate to generate spikes at each transistion of the data from the PC, and then using those transitions to reset the divide by 16 counter to zero. The 8 bit from this divider could then be used as the CLOCK signal (thru an open collector driver, of course). It wouldfree run when no data was flowing from the PC, and would resynchronize at least on each STOP/START bit transition. The extra gate in the XOR package could be used for an RC oscillator for the baud rate clock, though drift and stability may be a problem. The

other problem with this implementation would be clock jitter when the PC was sending data. The outgoing data is not synchronized to the local baud clock, and hence the peripherals would see places where the CLOCK signal would jump unexpectedly. The UART version avoids this problem as the outgoing data is 100 percent sychronized to the local clock.

SO .. two 16 pin chips, in addition to the RS232 conversion and open collector drivers. But not guranteed to function (ie -- sloppy engineering ... someone someplace will get bit, I can here them now ... "Lousey piece of **** ... never trust any products from RBD Engineering)

I would tend towards the first .. but that's mostly cause my problems resolve around finding an approriate board for wiring something up. I probably even have 3 or 4 old UARTs around in my junk. PC Boards for these quick projects are harder though ... and rewiring a point-to-point wired board is not something I would enjoy. But now ... there is definite difference in board space and final size. Now if only I had MAXIM chips .. I was lusting over a MAXIM ad overthe weekend .. they have chips which have FET switching built in on the RS232 side, toggle one line to switch from DTE to DCE mode (built in null modem, so to speak). Now if only they had the switching on the TTL side, ratherthan the RS-232 side, we could have a single circuit for both host and peripheral mode.

--
Richard Dell

1906. Re: Super Video modification, how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 17:19:45 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Apr25191946@lise14.lise.unit.no>
Source record: 101780

In article <2pgs4d$nm0@mtu.edu> jjmcwill@next6 (Jeffrey J. McWilliams) writes:

> Juan Carlos Leon (jleon@girtab.usc.edu) wrote:
> : I just heard about this modification that gives a very sharp video to your
> : atari 800XL (what about the 130XE?). Can anybody explain me a bit more on
> : this? where can I find the instructions of how to do it?
>
> You need to get a hold of Atari Classics magazine, December 1993.

Or a real old Antic mag (at least, I THINK it was Antic). I'm not
sure whether it's the same modification; the old one involved a
capacitor and a wire as far as I remember (I never tried it). Anyone
else know?
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1907. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 17:22:57 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CotsA9.Jpp@cbfsb.cb.att.com>
Source record: 101783

In article <Cotqos.H0v@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
>>
>
>If anyone followed my poast a few weeks ago, saying I would do this with
>two simple UARTs, and a handle of other chips, I just realize rethinking the
>problem that one UART would suffice. You only need to reclock the
>data _leaving_ the PC. So the guranteed to work circuit would be
>a 40 pin old fashioned UART, an oscillator of some sort for the baud
>clocks, a divide by 16 ciurcuit for the second baud clock and the
>Atari SIO CLOCK, and the RS-232 converters. Also, for those who
>may think of doing this, remember that the SIO bus is open collector,
>and should not be driven from Totem Pole type outputs.
>

Bear in mind, this 40 pin UART is mostly wired to itself, or strapped
low or high. The only connections to the rest of the circuit would
be the power supply and ground, the two UART clock inputs, the
serial data input and serial data output.

Also, all this is off the top of my head, I have not dug out the
actual data sheets for the old fashioned UARTs. If they do
not have a one times clock mode, then the start pulse for the
second half would have to be sychronized to the locally generated
SIO clock signal. The may require a flip flop of some kind.

--
Richard Dell

1908. Re: Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 19:06:16 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <109966@cup.portal.com>
Source record: 101791

> Only Missile Command and Slime support trak ball mode as an
> option. Otherwise you put the trakball in joystick emulation
> mode which really doesn't improve game play much.

Final Legacy supports a TRAK-BALL on port 2 for the Sea-to-Air
mode. The manual doesn't say anything about whether it's true
TRAK-BALL mode or not.

Jeff_M_Lodoen@cup.portal.com

1909. Post FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 20:02:49 UTC
From: omega@infi.net
Message-ID: <Cotzoq.8tt@infi.net>
Source record: 101792

or tell me where to find it, please?
Ken

--
The Omega Concern (Kenneth Martin), IZCC #136
omega@wyvern.com

1910. Re: Super Video modification, how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 20:45:40 UTC
From: jjmcwill@next5
Message-ID: <2pha5k$gcd@mtu.edu>
Source record: 101802

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
:
: Or a real old Antic mag (at least, I THINK it was Antic). I'm not
: sure whether it's the same modification; the old one involved a
: capacitor and a wire as far as I remember (I never tried it). Anyone
: else know?

No, the Super Video 2.1 article in Atari Classics is a much more
complete/extensive video upgrade than ANY previous video upgrade
published TO DATE.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

1911. 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-25 23:07:07 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2phier$en5@hearst.cac.psu.edu>
Source record: 101786

Okay... I remember reading in a few technical manuals that there were 1200xl's and 1200's. Now..as I further recall..this was refering to the OS..a 1200os a 1200xl-a os and -b os... or vice versa... anybody got info on this?

Oh..and where is the FAQ for this group..and why is it never posted? =)

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

1912. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 00:09:22 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2phm3i$22c@usenet.INS.CWRU.Edu>
Source record: 101793

(Somebody wonders where the FAQ is.)
Mr. M. Current maintains the FAQ, and I'm surprised regular
readers of csa8 haven't seen this excellent document. It IS
posted regularly, but I guess it rolls off or something.
You can always find it in the Atari 8-bit SIG of the
Cleveland Freenet and also, I'm sure it is at the umich
archive.
Russ Gilbert

1913. SIO2PC and protected disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 00:31:04 UTC
From: cpforbes@icaen.uiowa.edu
Message-ID: <2phnc8$kl8@news.icaen.uiowa.edu>
Source record: 101787

I have an SIO2PC and have been toying with the idea of how to make the SIO2PC emulate protected disks. This is just an idea I have not tested nor am I sure it will work. Perhaps someone with more time that I can give it a go.

The atari disk drives have a rather limited number of response to a request for a sector. What if the SIO2PC is connected to the system with a real atari drive. The protected software is then booted with the SIO2PC monitoring and recording the responses from the real drive when any sector is accessed. This information is then stored with the disk image and is used to give the same responses as the real drive when the image is used on the SIO2PC.

I figure that this should be possible but would require additional software on the PC end to record the information.

Does this sound possible?

If I had more time I would give it a try.

Craig Forbes
<cpforbes@icaen.uiowa.edu>

1914. atascii term prog for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 00:39:27 UTC
From: ratwell@sol.UVic.CA
Message-ID: <ratwell.767320767@sol>
Source record: 101794

I'm lookinf for an ATASCII terminal emulator for the PC? Is there one already written?

ratwell@sol.uvic.ca

1915. Re: SIO2PC, what is it exactly?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 00:39:29 UTC
From: ddbunch@larry.wyvern.com
Message-ID: <ddbunch.767320769@wyvern.wyvern.com>
Source record: 101716

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

> Why build the SIO2PC all over?!? =)

Why, because if you had taken the time to look at the subject of this article, you would have noticed that I DID NOT KNOW WHAT IT WAS until yesterday when I found it with archie, which is what I should have done in the first place. I did not know that what I was describing was the SIO2PC.

Here is an excerpt from the Atari FAQ I found yesterday while looking for info on the SIO2PC. You should be able to find the complete "faq.txt" at one of the sites listed below. This also includes some info on different ways to read/write atari disks including the complete archive of the program I posted a couple of days ago, it's archive name is "dskutil.arc"

4.1) What is the Atari Archive?

The Atari Archive is that section of the University of Michigan/Merit Software Archives that holds a huge number of files covering all Atari products, including the 8-bit computers. Our 8-bit Atari Archivist is Jody Lenn, lenn@atari.archive.umich.edu; the Atari Archive as a whole is maintained by Jeff Weiner, weiner@atari.archive.umich.edu.

Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP (Try the site nearest you first.)

a) FTP to atari.archive.umich.edu (141.211.120.11) <--United States
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4) <--United States
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.10) <--Great Britain
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

d) FTP to archie.au (139.130.4.6) <--Australia
User: anonymous
Password: [your e-mail address]

```
cd alex/edu/umich/archive/atari/atari/8bit

e) FTP to info2.rus.uni-stuttgart.de (129.69.8.13) <--Germany
User: anonymous
Password: [your e-mail address]
cd /afs/umich.edu/group/itd/archive/atari/8bit

f) FTP to nic.switch.ch (130.59.1.40) <--Switzerland
User: anonymous
Password: [your e-mail address]
cd mirror/atari/8bit

g) FTP to mirror.archive.umich.edu
This address takes you to a "randomly chosen" University of Michigan/Merit
Software Archives mirror site, but there's no guarantee the site you're taken
to mirrors the Atari directories.

============================================================
10.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs on the atari.archive of this variety. Note
that these require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

============================================================
10.3) Can I read/write DOS disks on an 8-bit Atari?

If your highest-capacity floppy drive on your Atari system is the
Atari 1050, you won't be able to use ATARIO, SpartaRead, or UTIL. You
still have the following alternative:

Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb
--
-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
David Bunch Email address: ddbunch@infi.net
```

1916. Re: The 800XLF

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 01:48:48 UTC
From: Krishna@max.tiac.net
Message-ID: <2phru0$sif@sundog.tiac.net>
Source record: 101723

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: RG9@VAX.YORK.AC.UK wrote:
: : According the Mega-Mag 6 an 800XLF is just an 800XL but the main pcb has been
: : redesigned to allow for the incorporation of a FREDDY chip, hence the XLF,
: : I don't think it operates any differently to a standard 800XL.

: : I hope that clears things up.

: : Richard Gore

: Anybody know how rare this beast is?
: I may be a little tired yet this morning...but...
: if it has a freddie...wouldn't a 100% 130XE compatible mem upgrade be
: applicable?
:
It would probably be just like the 1400 inside (but no voice or modem or
34 pin connector). It would not be quite the same as a 65XE since the
video circuitry is different.

It would, however, be just as upgradable memory-wise as a 65XE. Probably
by that time they had '97 ANtics in them. Simplifies upgrades.

1917. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 01:56:51 UTC
From: Krishna@max.tiac.net
Message-ID: <2phsd3$sif@sundog.tiac.net>
Source record: 101721

There is no "1200". People just say 1200 for
short because we know there is only an XL.
Unlike the "800" which there is both a regular and an XL (and XE).

1918. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 02:18:45 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2phtm5$usp@hearst.cac.psu.edu>
Source record: 101788

Glenn Saunders (Krishna@max.tiac.net) wrote:
: There is no "1200". People just say 1200 for
: short because we know there is only an XL.
: Unlike the "800" which there is both a regular and an XL (and XE).

NO...I am refering to the roms inside the 1200xl.... there were
a few different revisions as I understand...

--
Andrew K. Heller - Making the world safe once again.
---
heller@akh104.rh.psu.edu (sysadmin)
Officially Unofficial Atari Jaguar FTP site. "EAT ELECTRIC DEATH"

Computer Engineering at the Pennsylvania State University.
"If you're in the boat, rock it to hell."

1919. Action and Trackballs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 02:44:33 UTC
From: d.paterson2@genie.geis.com
Message-ID: <9404260244.AA04339@relay2.geis.com>
Source record: 101726

ICD had a semi-decent Action tutorial on their BBS at one point; I may have an ARC with the first half-dozen or so. It was a PD series; if I find it I'll get it to the archive.

re: the Trackballs - ST mice are the same, electronically, as the trackball was. If you've got the Multi-mouse handler by Simon Trew you can use a trackball in place of the mouse; or you can do like me and use a mouse in Missile Command... very nice. Only the left mouse button works, however.

Dave Paterson

D.Paterson2@genie.geis.com

1920. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 02:52:56 UTC
From: ricortes@delphi.com
Message-ID: <Js9Nrdg.ricortes@delphi.com>
Source record: 101720

As far as I can tell, nothing ever used the clock line on the SIO cable. The only lines used are the cmd & data. The +5v may have been used for device present type handshaking, but I don't think so. The data is pretty much pure 19,200 baud both ways.

1921. I've have a c64 and a now a spectrum emulator and ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 02:56:52 UTC
From: drgrieve@saturn.otago.ac.nz
Message-ID: <drgrieve.7.767329012@saturn.otago.ac.nz>
Source record: 101727

I want to prove to my flatmates, that the atari was the best.

But I have had no luck in trying to find out where a emulator can be obtained from.

Thanks.

1922. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 02:59:17 UTC
From: ricortes@delphi.com
Message-ID: <JM+tL5l.ricortes@delphi.com>
Source record: 101722

Richard, you may want to dig out a data book for the 2681 chip. This is our equiv to the 16550 type thing on the ibm. Dual channel with built in 4 byte buffer, about 8 data lines like a PIA, on chip osc with only a 3.684<?> crystal, baud rates to 38k. I could add one to the Atari buss with only one extra memory maping chip. These things are a little pricey new, about $20, but I have a used source of them for $1.95. If you find the time to start sucking solder fumes let me know & I'll pick one up for you.
Rick

1923. Re: SIO2PC and protected disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 03:04:19 UTC
From: ricortes@delphi.com
Message-ID: <Js-OTzr.ricortes@delphi.com>
Source record: 101719

Yes, it'd work, but not for all protection schemes. Some of the schemes
did stuff like put real data in a bad sector so just an error number
is not enough. There were also fuzzy sectors that were repeatedly re-read
& expected to give a different set of data with each read. Some pretty
sophisticated stuff really.

1924. Re: In Search of: IO Cable

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 03:13:32 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CouJMK.5GK@utnetw.utoledo.edu>
Source record: 101732

Richard Rognlie (rrognlie@netcom.com) wrote:
: I have been a long time Atari fan, and recently came dug my Atari out of
: storage to find my 130xe to 1050 cable missing. Any leads?

Hmm, try the back right corner of the third drawer from the top in the storage cabinet on the third floor... or push on the seventh loose firebrick in the ...

Man, I've been out of playing text adventures toooooo long...

American Techna-Vision sells Serial I/O cables for $4.50 each or 3 for $10. 1-800-551-9995 if you're seriously going to place an order, 1-510-352-3787 for inquiries on products/orders. I've ordered a LOAD of stuff from them in the past, they're worth checking into!

-Tim

1925. Re: Super Video modification, how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 03:25:42 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CouK6u.813@utnetw.utoledo.edu>
Source record: 101730

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
: :
: : Or a real old Antic mag (at least, I THINK it was Antic). I'm not
: : sure whether it's the same modification; the old one involved a
: : capacitor and a wire as far as I remember (I never tried it). Anyone
: : else know?

: No, the Super Video 2.1 article in Atari Classics is a much more
: complete/extensive video upgrade than ANY previous video upgrade
: published TO DATE.

I recall the Iowa Atari Users Group putting out a largish do-it-yourself upgrade catalog years back... M.A.G.I.C. was the group's name I think. For general memory upgrades, video mods, etc. I doubt it can be beat.

Also, didn't Z-MAG (or whatever it's called) have a lengthy article detailing every step for this modification? It was posted a couple months back (Christmas time).

-Tim
PS: Just found the MAGIC booklet I was talking about... beautiful work! Entitled "mods, fixes, & upgrades" - entailing mods to the 800, 800xl, 1200xl, 130xe, keyboard repair, hardwired keypad, etc.
Midwest Atari Group - Iowa Chapter
P.O. Box 1982
Ames, IA 50010-1982
- if they still exist, I would suggest supporting this quick money making endeavor they made... it's quite thorough without guiding you through each "now strip the wire gently", "remove the screws from the case", and/or other demeaning (too obvious to mention) steps. They asked about $5 for the 52 page booklet a couple years back.

1926. FTE product inquiry

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 03:28:40 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CouKBt.8oB@utnetw.utoledo.edu>
Source record: 101733

It's been a while since I've talked to Mike at FTE... anyone know what he's currently selling and for how much? Could you please post? I'm sure several users are holding their breath as I type!

-Tim

1927. 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 03:34:07 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CouKKw.9ur@utnetw.utoledo.edu>
Source record: 101705

I recently acquired a little plotter monster dubbed the 1020... you know,
Atari's 4-color plotter from years ago. Is it problem-prone for you as well?

- The paper advances in spurts... sometimes the right amount, most of the
time in uneven increments, several times NOT AT ALL. I've taken the paper out
a few times now and started fresh, but it's getting worse.

- The pens never change color unless you remove the top and twirl the
chamber... apparently, the chamber never moves far enough left to connect with
the little metal prong on the side.

(I'm getting to the point of lobbing it out my 2nd story window...
help save a defenseless, yet increasingly agrivating, printer!!!)

-Tim

1928. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 03:40:50 UTC
From: d.paterson2@genie.geis.com
Message-ID: <9404260340.AA10367@relay2.geis.com>
Source record: 101731

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler); Nick Kennedy (the author) is working on modem pass-through as well (which would permit you to run a term program on the Atari which would control the PC modem).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

The cable, last I heard, sold for $55; a kit with all the parts was $30, and shareware registration only was $10. Check the vendors list for Nick's address.

Dave Paterson

D.Paterson2@genie.geis.com

1929. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 04:18:19 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CouMMJ.J9M@utnetw.utoledo.edu>
Source record: 101712

richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:

: WHat can be gained is to be able to use Zmodem on a system that
: may not support a fast version of Ymodem. Zmodem generally is
: close to the best performer.

Which is VERY handy! Thanks for the work!

: I think the problem that a lot of people have with resume on Zmodem
: is due to not necessarily robust implementations. I tend to stick
: to Chuck Fosberg's implementations for the PC and for Unix, as he
: is the author of the protocol. I have detected various screwy behavior
: on built-in implementations in various COMM programs, so I am never
: surprised if one of them doesn't work quite properly.

Sounds best to me... in fact, I wouldn't care if the resume option was
available at all. The main reason I'd use it is for compatibility's sake
- most BBS's I've seen don't like Kermit or X, and some are starting to shy
away from Y it seems! If the program/system locks or I'm interrupted, so I
have to retransfer the whole thing again... oh-well. It's what I've always
had to do anyhow with my Atari. Even transferring at 2400 baud (which I'm
forced to), the size of files I'll be moving about rarely get above 200k,
and average about 35 or so. No HUGE amount of time lost if I have to
retransfer one file.

BTW: any word on whether or not Flickerterm will have your Zmodem work
included? Any idea when Flick's actually coming out?

-Tim

1930. At800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 04:34:13 UTC
From: kamaro_kid@delphi.com
Message-ID: <JU5PT5t.kamaro_kid@delphi.com>
Source record: 101789

I have searched far and wide (ntu.ac.sg, wuarchive.wustl.edu) and have scoured all mirror/msdos_upload/emulator directories only to find C64 and MAC emulators.

Where has that at800xl.ZIP atari800xl emulator gone?

I did an ARCHIE search and it said a file called atari800xl was sitting at ntu.ac.sg, but looking at that machine, I find nothing!

1931. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 04:55:29 UTC
From: bryedewa@news.delphi.com
Message-ID: <2pi6s1$m6v@news.delphi.com>
Source record: 101795

Krishna@max.tiac.net (Glenn Saunders) writes:

>There is no "1200". People just say 1200 for
>short because we know there is only an XL.
>Unlike the "800" which there is both a regular and an XL (and XE).

Au Contraire, I happen to own a '1200'. It does not say XL on it. It is
serial number 76.

-Bry

1932. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 05:51:54 UTC
From: jjmcwill@next5
Message-ID: <2pia5q$i2q@mtu.edu>
Source record: 101790

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: I recently acquired a little plotter monster dubbed the 1020... you know,
: Atari's 4-color plotter from years ago. Is it problem-prone for you as well?
:
: - The paper advances in spurts... sometimes the right amount, most of the
: time in uneven increments, several times NOT AT ALL. I've taken the paper out
: a few times now and started fresh, but it's getting worse.
:
: - The pens never change color unless you remove the top and twirl the
: chamber... apparently, the chamber never moves far enough left to connect with
: the little metal prong on the side.
:
:
: (I'm getting to the point of lobbing it out my 2nd story window...
: help save a defenseless, yet increasingly agrivating, printer!!!)
:
:
: -Tim
:
Tim,

It could be the gears that run the paper advance. Mine did that. i think
them little white gears are notorious for breaking.
Mine got fixed, but I've been afraid to use it since, and besided, I
now use a Stylus 800 inkjet

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

1933. Terminal Type for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 06:19:37 UTC
From: am675@freenet.buffalo.edu
Message-ID: <Cous8p.10D@freenet.buffalo.edu>
Source record: 101714

I am trying to connect to various
networks that ask for my terminal
type. I have an Atari 800XL
computer on-line thru an XE Term
program. Replying VT100 gets
some lucid text, some garbled tesxt.

what should i reply? Any thoughts?

--
p
p

1934. Re: Terminal Type for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 10:22:44 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2piq1k$6c9@usenet.INS.CWRU.Edu>
Source record: 101796

Try setting it to "dumb termial", and your term program for
"ascii translation" ... that should get rid of all the garbage.

You could also set your terminal program for VT 100 or VT 52
emulation, if you use "Omnicom" or "Bobterm" (respectively).

Qapla' !

Bill

1935. Re: atascii term prog for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 11:05:46 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2pisib$bj7@usenet.INS.CWRU.Edu>
Source record: 101797

(Ratwell asks if there is a ATASCII emulator term program for
the pc.)
Yes, there is.
Russ Gilbert

1936. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 11:14:54 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2pit3e$cj1@usenet.INS.CWRU.Edu>
Source record: 101798

(Somebody has a 1020 color plotter.)
They are fun, but the later ones had SERIOUS problems.
There is a little gear on the right as you look at it that almost
always cracks. There is no place I can find a replacement gear.
You have to 'adjust' the pen hold on the string or something
to get it to work properly sometimes. In short, you have
to mess with it a bunch. I have 3 with busted gears and
one that works.
Russ Gilbert

1937. TRADE: NEC laptop for 8-bit stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 12:24:40 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZQ4Nrfg.lmcclure@delphi.com>
Source record: 101799

The following is available for trade for Atari 8-bit equipment:

NEC Ultralite DOS laptop, NEC V-30 CPU (8086 compatible) clocked at
9.54Mhz, serial port at COM1, internal 2400bps modem at COM2.
Backlit LCD CGA resolution screen. Weight listed as 4.4 pounds.

640K main memory, plus 2 megabyte "Silicon Disk" (battery-backed
RAMdisk)

DOS 3.3 and utilities (including LapLink) in ROM. Includes 5.25"
and 3.5" LapLink diskettes for desktop PC.

Includes external hi-density floppy drive, and all original manuals
and boxes. (Floppy drive attaches to the expansion port on the
Ultralite, and also provides a standard parallel port...essentially,
it is a mini expansion unit).

For the record, I value the NEC Ultralite at $250-$300. Due to a
greater need for cash than goods, I would sell it for $250 cash.

I would also consider taking any of the following in on a full or
partial trade for the Ultralite (depending on the item's value):
CSS Black Box (would trade even for a BB+Floppy Board), Transkey.

In the non-Atari, but-you-might have it department: Quantum LPS-series
SCSI drives, 15.75Khz-capable multisync, Canon BJ-200 or HP-DJ500, a
4-head Hi-Fi VCR or a camcorder (tape section need not work but needs
to have decent macro [close] focus capability).

1938. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 12:25:31 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cov96K.80n@cbfsb.cb.att.com>
Source record: 101801

In article <JM+tL5l.ricortes@delphi.com> ricortes@delphi.com writes:
>Richard, you may want to dig out a data book for the 2681 chip. This
>is our equiv to the 16550 type thing on the ibm. Dual channel with
>built in 4 byte buffer, about 8 data lines like a PIA, on chip osc with
>only a 3.684<?> crystal, baud rates to 38k. I could add one to the Atari
>buss with only one extra memory maping chip. These things are a little
>pricey new, about $20, but I have a used source of them for $1.95. If
>you find the time to start sucking solder fumes let me know & I'll pick
>one up for you.
>Rick

I am not familiar with that chip specifically, but my general understanding
is that since (more or less) the time of the AY5-1013 vintage (and that
part number is likely to be wrong, I get these things all jumbled) UART
chips, all the newer UART type serial chips are designed to be used with
a microprocessor, and must be configured and setup from a CPU chip of
some sort.

There were one or two AY5-1013 equivalents, say a CMOS type or two, but
the 2681 has internal registers which must be programmed to set the modes.
A dumb UART such as the AY5-1013 has no internal setup registers. All the
configuration is done by wiring the pins high or low, as well as status
bit monitoring. Hence the 40 pins.

For stand alone device, where one wnts to make it as simple as possible,
the 2681 is too much power for the task. We just need to tie the
receive data line to the transmit data lines (the parallel ones), connect
the handshaking from the receive to the transmit section, and apply
the approriate baud rate clocks and recieve serial data. As I mentioned,
there may be a need to sychronize the transmit handshaking with the
output CLOCK signal.

All we really need is two shift registers ... a serial in parallel out,
and a parallel in serial out. The late function could be done with just
a shiftre gister easily, but the first requires something like the logic
inside a UART chip to sychronize it with the start and stop bits correctly.
Given the need for the two shift registers (at least two 16 pin packages)
and associated sychronization logic, you can see that a 40 pin chip is
not going to take up much more board space, or less, than an inherently
simpler implementation.

Now talking modern design, I am sure that one of the programmable logic
array chips could handle the whole job! And form a nice compact package.
One of the versitle Maxim chips and a single PLA would do the job, but then
you couldn't build one in your workshop unless you want to get into
the programming and care of PLAs. I haven't, as yet, though I might

within the next year or so. I have a design for upgrading an old Unix computer I have from 4 to 8 megs that requires a PLA ... <dreaming>.

What I wish they made is a smaller package half Uart device. A single 16 pin chip in two types, one for the transmit half, and one for the receive half. I have built several projects using a two package shift register and 10 count counter chip for the transmit half, but have never come up with a good way of receiving, and two packages is more than should be necessary anyways.

--
Ricahrd Dell

1939. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 12:32:29 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cov9I6.8D8@cbfsb.cb.att.com>
Source record: 101803

In article <CouMMJ.J9M@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
^^^^^^^^^^^^^^

>
>: WHat can be gained is to be able to use Zmodem on a system that
>: may not support a fast version of Ymodem. Zmodem generally is
>: close to the best performer.
>
> Which is VERY handy! Thanks for the work!

I don't want to have anyone think I wrote the Zmodem for the Atari!
I think the original atribution lines were lost, or whatever. The
point I was making, for example, is on the systems at work I have a choice
of old fashioned Xmodem 128 byte blocks, or Zmodem. I think a few
of the time share systems are similar. It is nice to have the
flexibility available to the Atari user! (Thouhg I use a PC for
communications work anyways ... only dump things to the Atari from the
PC).

--
Richard Dell

1940. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 12:40:14 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cov9v2.8M6@cbfsb.cb.att.com>
Source record: 101804

In article <Js9Nrdg.ricortes@delphi.com> ricortes@delphi.com writes:
>As far as I can tell, nothing ever used the clock line on the SIO cable.
>The only lines used are the cmd & data. The +5v may have been used for
>device present type handshaking, but I don't think so. The data is
>pretty much pure 19,200 baud both ways.
>

I would assume from the post about trying a rewired version of the
SIO2PC cable to read/write a 1050 drive from a PC, that the CLOCK
may quite likely be used internal to the 1050 drive as the UART
clocking/synchronizing signal.

Anyone know the details of the inner workings of a 1050? Are
schematics available?

Another thought along these lines ... just because the 1050 might
use the CLOCK signal, does not mean that third party drives do.
For example, I have a pair of old (Single density) Percoms. When
I wire up my PC interface, perhaps I'll hook them up and try it
out, without the CLOCK signal.

A simple way in general that anyone could test this out would be
to install a switch in the CLOCK signal line in the cable to the
drive. Then one could test it on an Atari very simply.

--
Richard Dell

1941. BobTerm, How to load it?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 13:47:55 UTC
From: vparada@inf.utfsm.cl
Message-ID: <CovD09.3LF@inf.utfsm.cl>
Source record: 101665

Hola mundo.

I've connected my 800XL with 850 module to a PC's COM2.
I'm using Norton's Term90 (?) on the PC, and HomeTerm (HomePak)
in the 8bit, so I can transfer some files using Xmodem protocol
but with some extra bites at the end of the transferred file.
Is this critical for .ARC files?

Now, I'm trying to do the connection with BobTerm, but I can't.
Using DOS 2.5 without an AUTORUN.SYS to boot the R:, I can load
BobTerm, but it cannot connect. Booting the R: causes BobTerm
to lock-up at the end of the load, displaying the file directory
option but accepting no keys... completely dead! :-(

I've only few days to keep my 8bit connected to the PC, so I'm
hurry!!! Please answer my questions both directly to my e-mail
(vparada@inf.utfsm.cl) and the news server. This SunOS sub-net
isn't very reliable, and the servers are quite slow. :-(

Thanks a lot... Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

1942. Kermit

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 13:55:46 UTC
From: vparada@inf.utfsm.cl
Message-ID: <CovDDD.3oH@inf.utfsm.cl>
Source record: 101664

Hola mundo.

If I connect my 8bit with 850 module as an ascii terminal to any
of the terminal servers of a SunOS net, can I use Kermit to transfer
some files downloaded from the archive?

Which is the most reliable and fast: Kermit, Zmodem, BobTerm or any
of the Xmodem programs?

Thanks... Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

1943. Re: SIO2PC and protected disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 14:21:57 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2pj825$rft@usenet.INS.CWRU.Edu>
Source record: 101706

In a previous article, cpforbes@icaen.uiowa.edu (Craig P Forbes) says:

>
>I have an SIO2PC and have been toying with the idea of how to make the SIO2PC emulate protected disks. This is just an idea I have not tested nor am I sure it will work. Perhaps someone with more time that I can give it a go.
>
>
>The atari disk drives have a rather limited number of response to a request for a sector. What if the SIO2PC is connected to the system with a real atari drive. The protected software is then booted with the SIO2PC monitoring and recording the responses from the real drive when any sector is accessed. This information is then stored with the disk image and is used to give the same responses as the real drive when the image is used on the SIO2PC.
>
>I figure that this should be possible but would require additional software on the PC end to record the information.
>
>Does this sound possible?

I think a more reasonable solution would be to use a program on the Atari end
to analyze the disk format with say an Atari 1050 to give true problem
responses. It would be very difficult to detect things such as
phantom sectors with a PC disk reading program id think.

I have a program writtten in Atari Basic and ML that reads every sector
of a disk and reports BAD/CRC/PHANTOM/PHANTOM w/ CRC etc, it would be rather
easy to make this data into say a 700-1000 byte 'error code' file that
SIO to pc would return along with the sector data to the Atari.

Things like Phantom sectors and CRC DATA errors would have to be emulated
inside SIO2PC though since a PHANTOM sector will return as many as
5-6 diffrent sectors for each sector # and a DATA CRC will return
some random data inside the DATA area each time the sector is read.

Steve

--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

1944. Re: atascii term prog for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 14:23:07 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2pj84b$rgs@usenet.INS.CWRU.Edu>
Source record: 101707

In a previous article, ratwell@sol.UVic.CA (Richard Atwell) says:

>I'm lookinf for an ATASCII terminal emulator for the PC? Is there one
>already written?
>
>ratwell@sol.uvic.ca
>

Look for ATERM.ZIP in the Atari archive, if not there try the
PC TELECOMMUNICATIONS section of wuarchive. Its the only PC program
w/ Atari emulation that im aware of.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

1945. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 14:36:50 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pj8u2$105c@hearst.cac.psu.edu>
Source record: 101708

richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:

: All we really need is two shift registers ... a serial in parallel out,
: and a parallel in serial out. The late function could be done with just
: a shiftre gister easily, but the first requires something like the logic
: inside a UART chip to sychronize it with the start and stop bits correctly.
: Given the need for the two shift registers (at least two 16 pin packages)
: and associated sychronization logic, you can see that a 40 pin chip is
: not going to take up much more board space, or less, than an inherently
: simpler implementation.

Couldn't the former be done by dividing the clock singnal into
how many bits you wish to transfer in the packet..then all these bit get
loaded and on the last clock get dumped on the bus. the start/stop timing
could be done by pulling off the first and last pits (respectivly to the
packet lengh) from the first and last lines of the bus and tying them through
an XOR? to the chip select line or some such similar line.
don't shift regs have a shiftout line? for a bit that gets dumped off the end?
there is your sync bit.

I dont have my books here with me..but I got a bunch of 8bit shift
registers here. Got to stop seperating these guys.

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

1946. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 14:39:32 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pj934$105c@hearst.cac.psu.edu>
Source record: 101709

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
: Krishna@max.tiac.net (Glenn Saunders) writes:

: >There is no "1200". People just say 1200 for
: >short because we know there is only an XL.
: >Unlike the "800" which there is both a regular and an XL (and XE).

: Au Contraire, I happen to own a '1200'. It does not say XL on it. It is
: serial number 76.

looks the same as a 1200xl? and why isnt this in the faq (or is it..stil
havnt read thru all of it yet. =)

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

1947. Re: SIO2PC and protected disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 14:41:32 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pj96s$105c@hearst.cac.psu.edu>
Source record: 101710

ricortes@delphi.com wrote:
: Yes, it'd work, but not for all protection schemes. Some of the schemes
: did stuff like put real data in a bad sector so just an error number
: is not enough. There were also fuzzy sectors that were repeatedly re-read
: & expected to give a different set of data with each read. Some pretty
: sophisticated stuff really.

Lets not forget short sectors (where the data needed to make 128bytes
was pulled from the header info of the next timed sector) and long sectors
that ran into the next physical sector... and bad data marks... and
CRC errors...

(Advanced Atari Protection Techniques was my bible for that stuff)

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

1948. 8-bit emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 15:33:00 UTC
From: norlin@essex.ecn.uoknor.edu
Message-ID: <2pjc7c$cbg@constellation.ecn.uoknor.edu>
Source record: 101711

hbradley@ponder.csci.unt.edu (BRADLEY HARLEN K.) writes:

>PS - I thought I'd read that the 8bit Emulator was to be out for the PC this
>weekend, is there an ftp site where I could get it?

I think the poster (F. Barrus) meant this coming weekend, the 30th. And
if you are indeed talking about Frank's emulator, at this stage I believe
he's said it's for Unix/X-Windows, so if you have a PC you'll have to be
running Linux or some other Unix clone in order to use it. (Am I right,
Frank?)

Eagerly awaiting the Atari emulator,
-Norman
--
_____ __ __ _____ Norman Lin
| | | | norlin@mailhost.ecn.uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

1949. Suche XE-Tastatur- looking for a 65XE-Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 16:39:34 UTC
From: wi40756@rz.tu-ilmenau.de
Message-ID: <2pjg46$t5m@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 101713

Hallo XL-XEer!

Ich suche dringend eine fkt. 130XE-Tastatur. Kann mir da jemand
wieterhelfen?

Howdy XL-XEer!

I've been lokking for a keyboard for my 65XE-Machine. Please
tell me, if you are able to send me one!

Thanx and Danke!

Biker (Hendrik Merkel)

1950. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 16:52:38 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CovLJr.4C@cbfsb.cb.att.com>
Source record: 101717

In article <2pj8u2$105c@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
>richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
>
>: All we really need is two shift registers ... a serial in parallel out,
>: and a parallel in serial out. The late function could be done with just
>: a shiftre gister easily, but the first requires something like the logic
>: inside a UART chip to sychronize it with the start and stop bits correctly.
>: Given the need for the two shift registers (at least two 16 pin packages)
>: and associated sychronization logic, you can see that a 40 pin chip is
>: not going to take up much more board space, or less, than an inherently
>: simpler implementation.
>
> Couldn't the former be done by dividing the clock singnal into
>how many bits you wish to transfer in the packet..then all these bit get
>loaded and on the last clock get dumped on the bus. the start/stop timing
>could be done by pulling off the first and last pits (respectivly to the
>packet lengh) from the first and last lines of the bus and tying them through
>an XOR? to the chip select line or some such similar line.
>don't shift regs have a shiftout line? for a bit that gets dumped off the end?
>there is your sync bit.
>
>

Yes .. but I think we have a first/second former/latter confusion factor.

Your paragraph describes what I mention as later, the parallel in and serial out. I frequently do this with a 4017 counter and a 4014 or 4021 shift register. The other direction, serial input and parallel output is a bit more difficult .. twould likely take 3 or more chips. You have to detect the start bit, delay a half bit time, see if the start bit is still there, then start clocking the bits into the shift register. By the time you combine the two functions, you might as well use the 40 pin UART chip.

--
Richard Dell

1951. Re: C source to read/write atari disks on IBM PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 17:01:13 UTC
From: markus@rsvl.unisys.com
Message-ID: <markus.115.002FB885@rsvl.unisys.com>
Source record: 101680

In article <ddbunch.767185944@wyvern.wyvern.com> ddbunch@larry.wyvern.com (David Bunch) writes:

>Subject: C source to read/write atari disks on IBM PC

>Here is the C source code for a program that will read/write atari disks on
>an IBM PC compatible. I found it on Compuserve a few years back & am not
>sure who wrote it, but if memory serves me correctly it was done by the author
>of MYDOS. I'm sure someone will correct me if I'm wrong. In any case here
>is the code. I have a compiled .EXE done from MS QUICKC. Email me & I'll
>send you a copy or I'll just post here if I get a lot of responses.

I re-wrote this program several years ago into a nicer version, IMHO, and will post it if I can find it...

Regards.
Mark K Vallevand Unisys Corp Roseville, Minnesota markus@rsvl.unisys.com
Mail Station 4313, POBox 65942, St Paul, MN 55164 612-635-7880

On the Information SuperHighway, I'm the guy with a hat driving 50 in the fast lane with my blinker on and my seatbelt hanging out the door making sparks.

1952. Change of the guard at atari.archive.umich.edu

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 17:28:35 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <2pjj03$kqh@terminator.rs.itd.umich.edu>
Source record: 101715
Cross-posted to: comp.sys.atari.8bit,umich.archives,comp.sys.atari.st

After 5 or so (I've actually lost count) years at the helm of atari.archive,
I'm calling it quits. I'd like to thank everyone for their assistance,
insightful comments, grad school recommendations :), guest accounts,
pints of beer, offers of lodging, damn funny jokes, enthusiasm, support
during the great archive-closing fiasco of '92, t-shirts, and last but
not least, putting me in the credits of games, during my stay here. It
was certainly a long, strange trip, and it wouldn't have been the same
without you.

Mickey Boyd (of FSU Math Dept Sys-admin fame) will be assuming the role
of moderator, effective immediately. You may contact him at
boydm@atari.archive.umich.edu or atari-archivist@atari.archive.umich.edu.
Pester him as you would once pester me. :)

As always, thanks for your continued support of atari.archive.umich.edu.
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
Never solve puzzles that open portals to Hell.

1953. Classical gems for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 18:01:25 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Covoqq.5u1@cbnewse.cb.att.com>
Source record: 101662

I have the following disk software - many of them the great Atari classics - (disk, docs and box) for sale: (new) means still shrink wrapped - can't get much better than that :^).

Pinball Construction Set $10
WORMS (new) $10
Seven Cities of Gold (new) $10
Archon (new) $10
Hacker $8
Bank Street Music Writer (new) $10
Infocom's SeaStalker $10
Spinnaker's Trains (just disk) $6

Wayne Booth trek@intgp1.att.com or trek@cbnewse.cb.att.com (708) 393-1905

1954. Atari Emulator - delayed again

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 19:40:36 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Apr26.194036.12995@ultb.isc.rit.edu>
Source record: 101724

I'm sorry about this, but I was planning on wrapping up the Atari
Emulator this weekend with two straight days of work, but I got sick
on Friday, and I'm still recovering now, so now I've fallen behind
in classes and work too...

And, to top it all off, my roommate's Linux box (486/33) died this
morning... I'm hoping it's something minor, since my machine isn't
adequate for development of this (it doesn't have enough memory
to even run Linux anymore)

So, I'm not going to make any more proposed release dates from now
on. Instead, I'll just let you all know when I have this thing
packaged and ready to go.

I hate to keep delaying it, but I need to finish the disk I/O routines
a bit more before it really becomes useable, and I need to add
documentation and fix up some graphic problems.

-Frank

1955. Re: Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 22:18:20 UTC
From: ScottM@cup.portal.com
Message-ID: <110070@cup.portal.com>
Source record: 101725

>This may be an admittedly dumb question. Years ago I bought an Atari
>trak-ball because it was touted as superior for Pole-Position. Well, I
>couldn't see the difference. Can anyone tell me what common games are
>actually better technically using a trak-ball? And, if so, in which of
>the two track-ball modes? Or do commercial games ignore the velocity
>information and just use the directional information? Thanks in advance.
>
Centipede, Milipede and Tempest. Made the control easier.

>Larry Elie
>lelie@smail.srl.ford.com

/==\
|Scott Maxwell * "We sound like the Bay City Rollers |
|scottm@cup.portal.com * after an asault by Black Sabbath." |
|Amiga 1000, 2000, 1200 * Kurt Cobain |
|Pet, SuperPET, Vic, 64 * 1967-1994 |
|128D, 800XL, TI, //e * |
\==/

1956. Re: SIO2PC and protected disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 23:04:33 UTC
From: tgreen@metronet.com
Message-ID: <Cow2rL.1Jx@metronet.com>
Source record: 101728

cpforbes@icaen.uiowa.edu (Craig P Forbes) writes:

>I have an SIO2PC and have been toying with the idea of how to make the SIO2PC emulate protected disks. This is just an idea I have not tested nor am I sure it will work. Perhaps someone with more time that I can give it a go.

>The atari disk drives have a rather limited number of response to a request for a sector. What if the SIO2PC is connected to the system with a real atari drive. The protected software is then booted with the SIO2PC monitoring and recording the responses from the real drive when any sector is accessed. This information is then stored with the disk image and is used to give the same responses as the real drive when the image is used on the SIO2PC.

>I figure that this should be possible but would require additional software on the PC end to record the information.

>Does this sound possible?

>If I had more time I would give it a try.

I did something like this once. I built a version of the sio2pc
with a PAL which let me use the sio2pc to monitor the data coming
from the drive. Basically, I switched the data in on the PC side
from the computer's data out to the drive's data out. So I could
capture the sio command frame, then switch to the drive's data
and capture the sector being read by the computer.

I never got around to rewriting the sio2pc software to handle
protected disks though. Instead, I used the traces from the
sio2pc monitor to unprotect the disks. It was very easy to
spot bad sectors, short sectors, fuzzy sectors, etc from the
trace. It still required some disassembly, but nothing too
difficult.

I've got the schematics around somewhere, email if interested.
(you could do it without the PAL, just a few more ICs).

Todd

--
Todd Greenfield
tgreen@metronet.com

1957. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-26 23:31:54 UTC
From: bryedewa@news.delphi.com
Message-ID: <2pk89a$l8s@news.delphi.com>
Source record: 101734

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>: Au Contraire, I happen to own a '1200'. It does not say XL on it. It is
>: serial number 76.

>looks the same as a 1200xl? and why isnt this in the faq (or is it..stil
>havnt read thru all of it yet. =)

Looks almost identical. Just not as 'finished'.

-Bry

1958. Re: Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 00:05:05 UTC
From: hbradley@ponder.csci.unt.edu
Message-ID: <2pka7h$1r9@hermes.unt.edu>
Source record: 101729

In <110070@cup.portal.com> ScottM@cup.portal.com (Scott - Maxwell) writes:

>>This may be an admittedly dumb question. Years ago I bought an Atari
>>trak-ball because it was touted as superior for Pole-Position. Well, I
>>couldn't see the difference. Can anyone tell me what common games are
>>actually better technically using a trak-ball? And, if so, in which of
>>the two track-ball modes? Or do commercial games ignore the velocity
>>information and just use the directional information? Thanks in advance.
>>
>Centipede, Milipede and Tempest. Made the control easier.

^^^ Was Tempest made for the 8 bit Ataris? I never
saw it.

>>Larry Elie
>>lelie@smail.srl.ford.com

>/==\
>|Scott Maxwell * "We sound like the Bay City Rollers |
>|scottm@cup.portal.com * after an asault by Black Sabbath." |
>|Amiga 1000, 2000, 1200 * Kurt Cobain |
>|Pet, SuperPET, Vic, 64 * 1967-1994 |
>|128D, 800XL, TI, //e * |
>\==/

1959. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 00:54:19 UTC
From: Krishna@max.tiac.net
Message-ID: <2pkd3r$c5q@sundog.tiac.net>
Source record: 101735

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Glenn Saunders (Krishna@max.tiac.net) wrote:
: : There is no "1200". People just say 1200 for
: : short because we know there is only an XL.
: : Unlike the "800" which there is both a regular and an XL (and XE).

: NO...I am refering to the roms inside the 1200xl.... there were
: a few different revisions as I understand...
Even if that is so they are all garbage.

I'd replace any 1200XL OS with MUX/stock XL/XE without worrying about it.

As far as I know all the 1200XL OSs were in 2 ROMs.

Serendipitously, this works to ones advantage when converting to XL/XE
compatibility because you can put in Internal BASIC using the other socket.

If they used only one incompatible OS ROM then internal Basic would
probably not be as easy or even feasible.

Sometimes Atari SNAFU's aren't all bad.

1960. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 00:55:04 UTC
From: Krishna@max.tiac.net
Message-ID: <2pkd58$c5q@sundog.tiac.net>
Source record: 101736

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
: Krishna@max.tiac.net (Glenn Saunders) writes:

: >There is no "1200". People just say 1200 for
: >short because we know there is only an XL.
: >Unlike the "800" which there is both a regular and an XL (and XE).

: Au Contraire, I happen to own a '1200'. It does not say XL on it. It is
: serial number 76.

: -Bry

That is news to me, Bry. Gotta be a prototype, dude.

1961. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 00:58:40 UTC
From: Krishna@max.tiac.net
Message-ID: <2pkdc0$c5q@sundog.tiac.net>
Source record: 101737

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (Somebody has a 1020 color plotter.)
: They are fun, but the later ones had SERIOUS problems.
: There is a little gear on the right as you look at it that almost
: always cracks. There is no place I can find a replacement gear.
: You have to 'adjust' the pen hold on the string or something
: to get it to work properly sometimes. In short, you have
: to mess with it a bunch. I have 3 with busted gears and
: one that works.
: Russ Gilbert

I think at least one company sells the replacement gears. Probably Best
since they sell more individual parts than others.

Someon really should have come out with a machined metal gear replacement
and sold that for like $5 a piece. Most 1020s can be picked up for 5-10
bux used. buy the metal gear and you won't have to worry about it
breaking. Automatically increases the 1020's value and usefulness.

1962. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 01:41:14 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pkfrq$c32@hearst.cac.psu.edu>
Source record: 101738

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
: heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

: >: Au Contraire, I happen to own a '1200'. It does not say XL on it. It is
: >: serial number 76.

: >looks the same as a 1200xl? and why isnt this in the faq (or is it..stil
: >havnt read thru all of it yet. =)

: Looks almost identical. Just not as 'finished'.

What's the diff from a 1200xl?

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

1963. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 01:51:32 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pkgf4$c32@hearst.cac.psu.edu>
Source record: 101739

Glenn Saunders (Krishna@max.tiac.net) wrote:
: Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: : Glenn Saunders (Krishna@max.tiac.net) wrote:
: : : There is no "1200". People just say 1200 for
: : : short because we know there is only an XL.
: : : Unlike the "800" which there is both a regular and an XL (and XE).

: : NO...I am refering to the roms inside the 1200xl.... there were
: : a few different revisions as I understand...
: Even if that is so they are all garbage.

: I'd replace any 1200XL OS with MUX/stock XL/XE without worrying about it.

well..so would I ...but that is not the point...

the point is to understand a bit of Atari History here...
whats the problems with the OS's that hey had to make different revisions.
Why was it NOT released as a 1200...why the XL later..

These are the questions that a collector/hacker/history buff as myself
love to answer!

Just how many prototype 1400's were there?

What ever really happend with that story about all the 1450xl cases
being smashed on the assembly line because Atari POed the manufacturer?

Is the 1640 (?) 600xl 64expansion box really vaporware if Best
got a warehouse full of them?!?

Who has a 1090 proto?

AHAHAHH I WANT MORE!!! =)

: Sometimes Atari SNAFU's aren't all bad.

they sure make good stories!

Like the airplane carying atari software the disapeared?!? over the arctic?

Where did atari bury all those truck loads of carts? what was in them?
why didnt someone just go out there with a pickup and get them?

Just how "stoned" were the creator(s) of Star Raiders?

And whats with this 800xlf?!? Why? Proto obviously... it CANT FUCNTION
the EXACT same as a stock 800xl..its got ANOTHER LSI CHIP IN IT!

Exactly what does Freddie do?

Whatever happend to the AMIE sound chip? never finished?
and the 130XEP?

All vaporware, yes, but... there are people with them... (well most of them)
so.. where are they?

Sorry...got out of hand here..
I'll shutup now. 8-)

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

1964. Re: Atari Emulator - delayed again

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 01:54:48 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pkgl8$c32@hearst.cac.psu.edu>
Source record: 101740

F.E. Barrus (feb6399@ultb.isc.rit.edu) wrote:

: And, to top it all off, my roommate's Linux box (486/33) died this
: morning... I'm hoping it's something minor, since my machine isn't
: adequate for development of this (it doesn't have enough memory
: to even run Linux anymore)

I got a nice BSDI box sitting here ... it will be up till May 5th...
got gcc2.5.8 and gcc1.4 (the later since its so stable)

your welcome to develop on it... and that goes for anyone of you
atari people... accounts free next fall when I return...send me email now

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

1965. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 03:13:59 UTC
From: kamaro_kid@delphi.com
Message-ID: <5kxuDRn.kamaro_kid@delphi.com>
Source record: 101741

I too have had my share of problems with broken 1020's - until I bought one off of BEST Electronics for $20.00 (brand new, with pens and everything)- since then, not a single problem, and I use it fairly heavily to print garbage screen prints, etc..

I have 3 in my closet with broken gears. I tried superglue, but the plastic in the gears is too cheap and super glue melted them (the gears).

1966. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 03:14:49 UTC
From: kamaro_kid@delphi.com
Message-ID: <5mxsbvh.kamaro_kid@delphi.com>
Source record: 101742

Correct, BEST does indeed sell virtually every replacement part for the
1020. They are MY single source of hardware parts.!

1967. Re: Terminal Type for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 03:15:53 UTC
From: kamaro_kid@delphi.com
Message-ID: <5GxMrNp.kamaro_kid@delphi.com>
Source record: 101743

If connecting to other networks, get rid of that XETERM garbage and get Bobterm or DETERM at the minimum - then you can answer DUMB, OTHER, ASCII, VIDTEX or VT52 terminal types.

1968. Re: atascii term prog for PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 03:18:18 UTC
From: kamaro_kid@delphi.com
Message-ID: <5k5tL1q.kamaro_kid@delphi.com>
Source record: 101744

ATMODEM.ZIP exists for the PC world. It performs excellent ATASCII emulation, for calling Atari 8bit BBS's.

It can be found on the Atari Connection BBS (online weekends only for now) at 801-969-1468. It may also be located at atari.archive.umich.edu in the atari/8bit/Telecomm directory - but I'm not sure.

1969. Pounds in ASCII

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 06:34:34 UTC
From: shandar@inca.gate.net
Message-ID: <2pl11q$1cp9@inca.gate.net>
Source record: 101746

```
: What is the standard way of symbolizing "pounds" in ASCII? Should I change
: the "L"'s in the above to "#"'s?
: --
: Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
: Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

If you're really in a pickle, try appending a "lbs."
Humorosity needed SOMEWHERE...
```

1970. Re: At800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 07:22:04 UTC
From: shandar@inca.gate.net
Message-ID: <2pl3qs$fpo@inca.gate.net>
Source record: 101748

kamaro_kid@delphi.com wrote:
: I have searched far and wide (ntu.ac.sg, wuarchive.wustl.edu) and have
: scoured all mirror/msdos_upload/emulator directories only to find C64
: and MAC emulators.
:
: Where has that at800xl.ZIP atari800xl emulator gone?
:
: I did an ARCHIE search and it said a file called atari800xl was sitting
: at ntu.ac.sg, but looking at that machine, I find nothing!
Try ftp.wustl.edu. Was there last time I checked.

1971. ^M^J remover: IBM text file cleaner-upper

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 07:28:03 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <gXJFLc1w165w@cybernet.cse.fau.edu>
Source record: 101750

Hello everyone, again...! I am looking for a file that will remove the
IBM carraige returns (^M and ^M^J combinations) and will replace them
with Atari (chr$(28)) carriage returns. Is there anything that does this?

Thanks!
Ken Matheis
maestro@cybernet.cse.fau.edu
PS: PLease reply in email, as I dont get here too often.

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
---
Locked, loaded, and ready to go.

1972. Emulator for the Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 09:17:21 UTC
From: an72088@anon.penet.fi
Message-ID: <092312Z27041994@anon.penet.fi>
Source record: 101747

Does anyone know if an 8-bit emulator is being developed for the Amiga?

Yours

Rod McCall
==========
Roderick McCall, Computer Science, Dundee Univ, Scotland.

tel: 0382 644546 (or 0721 720863 if outside term time, fax also on this number)
email: rmccall@mcs.dundee.ac.uk
rmccall@camb.er.wick.green
\==========/

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

1973. New Products for the Atari Classic

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 09:50:15 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9404271050.AA07125@dylan.newi.ac.uk>
Source record: 101749

```
--------------------------------------------------------------------------------
THE ATARI CLASSIC PROGRAMMER'S CLUB PRESENTS
--------------------------------------------------------------------------------
THE FOLLOWING PRODUCTS FOR YOUR ATARI CLASSIC
--------------------------------------------------------------------------------

-------------------------SWIFT SPREADSHEET----------------------------------

Got any financial problems? Not any more you haven't!

Swift Spreadsheet is probably the most powerful spreadsheet program to have
ever been released onto the Atari 8-bit. Originally released in 1986 by
Audiogenic Software Ltd, it set new standards in how a Spreadsheet program
should operate. Now, the Atari Classic Programmer's Club has gained the rights
to publish this impressive piece of software ... and at half the price of its
original release.

Check out these features:

1. Large spreadsheet size - A1 to BL254 cell matrix on a 130XE, A1 to Z254 on
an 800XL.
2. Adjustable column widths.
3. Uses drop down menus for ease of use.
4. Several different credit/debit notations such as debit brackets and cr/dr
notation.
5. Fully adjustable decimal precision.
6. Can be programmed by the use of MACROS.

And, as they say, much more ...

What does all this cost? Surprisingly little in fact ...

STANDARD SWIFT - This is the original version of Swift with the system disk,
Commodore 64 manual (there wasn't an Atari-specific manual), and an Atari
keyboard reference card.

NEW SWIFT - This contains the system disk and a new 40 page, A4, comb-bound,
Atari-specific manual.

There are currently two disk formats available ... standard Atari 5.25"
single density and a 720K 3.5" disk. Please specify which format you require
when ordering ... there is no price difference.

The cost of the two versions of Swift currently available are:

STANDARD SWIFT - #9.95 ($US16.95) to non-members, #7.95 ($US14.95) to members.
NEW SWIFT - #12.95 ($US21.95) to non-members, #10.95 ($US18.95) to members.
(Remember to state which disk format you require)
```

Calling Black Box owners!! Swift may be sector copied onto a hard disk for even easier usage.

A cassette version will be available soon.

XL/XE ONLY.

MENU PRINT ELITE

Disk cataloguing can be a chore at the best of times, especially if you're using one of the PD cataloguing programs or a database to store details of your disk collection. However, your days of toiling over your collection are over. No longer will you have to load each disk in turn and jot down by hand the contents onto paper, then load up the database/cataloguer and type the lot out. Menu Print is fully automatic and contains all you need to catalogue your disks in a single package.

Here are some of the things it has to offer:

1. Ability to read several of the most popular menu and DOS systems including Rob C, Multiboot, K&D Menu, all Atari DOS systems, DOS XL, MyDOS, SpartaDOS and more.

2. Allows you to create a library of boot disks. This gives Menu Print the unique feature of being the ONLY disk cataloguer that we know of that will recognise which boot disk has been inserted into the drive. Package comes complete with a ready-made library disk containing details of over 500 boot disks.

3. Allows you to create a Database far easier than with other programs due to the fact that it can read so many menu and DOS systems, as well as its ability to read BOOT disks ... just put a disk in the drive, press START and if the disk is one it recognises it will automatically put its details into the database. However, you have full control over the contents of the database and may modify or delete the entries if you wish.

4. Allows you to print labels or lists onto Atari or Epson compatible printers.

5. Also contains a utility disk that may be freely distributed. This disk contains a database reader and a program that allows you to convert your existing database files into MPE format.

Menu Print Elite will be available as either a three-disk set of 5.25" disks or on a single 720K 3.5" disk.

RELEASE: SUMMER 1994
PRICE: ₯9.95 ($US16.95) to non-members, ₯7.95 ($US14.95) to members.

XL/XE ONLY.

OTHER PRODUCTS UNDER PRODUCTION

LOOPZ

This is a conversion of an ST game. Loopz is a puzzle game as addictive as Tetris but with an added element of strategy.

RELEASE: TBA
PRICE: Cassette version - #6.95 ($US12.95)
Disk version - #7.95 ($US14.95)

Members discounts will be available.

HELTER SKELTER

Another conversion of an ST game. In Helter Skelter you must control a very bouncy ball around the screen, being careful to squash the monsters in the correct order. Quite tough but very addictive. Highly rated in magazines when it first came out.

RELEASE: TBA
PRICE: Cassette version - #6.95 ($US12.95)
Disk version - #7.95 ($US14.95)

Members discounts will be available.

BOMB BLASTER

Put simply, this is a version of the arcade game, Dynablasters.

RELEASE: Christmas 1994
PRICE: Cassette version - #6.95 ($US12.95)
Disk version - #7.95 ($US14.95)

Members discounts will be available.

PRO PAINT

The most advanced arts package ever devised for the Atari. Originally designed for in-house use and owing much to the ST arts packages.

RELEASE: TBA
PRICE: #9.95 ($US16.95) Disk only.

All prices INCLUDE postage.

To obtain members discounts, you must first join ACPC. Please mail me for more information on how to join the club.

Swift Spreadsheet, Loopz and Helter Skelter are copyright of Audiogenic Software Ltd.

Menu Print Elite, Bomb Blaster and Pro Paint are copyright of The Atari Classic Programmer's Club.

Please send orders to:

ACPC
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd LL77 7UR
WALES

If you have any queries, then mail me (David) on:
MBITDC9306@newi.ac.uk

1974. Mail problems & the 1020.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 10:14:23 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9404271014.AA20403@cs.utexas.edu>
Source record: 101751

I am pleased to announce that I have solved the mailing problem with the Yorky 256k memory upgrade and I can once again resume worldwide shipping. If anybody is interested please mail me for more info.

The problem with the 1020 plotter is almost certainly the little white cogs on the gear mechanism cracking, as I think as already been mentioned, however I do know of a source of replacements! The last time I checked they were priced at about #3 (UK pounds) for two, not cheap but if it gets your printer working again, its worth it. They can be bought from Micro-Discount in England, I believe their full address is in the vendor list, I can't remember the exact address at the moment but if anybody is interested e-mail me and I'll give you the full address.

Richard Gore (rg9@uk.ac.york.vax)

1975. Re: Action and Trackballs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 10:35:29 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Apr27.103529.9432@cs.nott.ac.uk>
Source record: 101660

Got a shock today, logged after 5 weeks away and the newsreader said:
617 unread articles in comp.sys.atari.8bit !!!!!!! Just as well there weren't quite so many when I started reading through :-) but anyway:
In article <9404260244.AA04339@relay2.geis.com> d.paterson2@genie.geis.com writes:

>re: the Trackballs - ST mice are the same, electronically, as the trackball
>was. If you've got the Multi-mouse handler by Simon Trew you can use a
>trackball in place of the mouse; or you can do like me and use a mouse in
>Missile Command... very nice. Only the left mouse button works, however.
If that is so then can you use a trackball as a mouse on mouse controlled programs? for example in the Quick programming language which has a function for reading from the mouse. If I remember rightly most of the games written in Quick have an option for both joystick and mouse, that would increase the number of games that can be used with a trackball...
How about someone posting a relocatable M/C routine to read the trackball, I've been meaning to write one of those myself but never got round to it, it would make changing existing programs somewhat easier.

Raphael Espino ('Raf') - rje@cs.nott.ac.uk - looking for a new .sig :-)

1976. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 11:59:15 UTC
From: heinr@sci.kun.nl
Message-ID: <Cox2Ms.9Fq@sci.kun.nl>
Source record: 101752

In article <2pkgf4$c32@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
>Glenn Saunders (Krishna@max.tiac.net) wrote:
>: Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
>: : Glenn Saunders (Krishna@max.tiac.net) wrote:
>: : : There is no "1200". People just say 1200 for
>: : : short because we know there is only an XL.
>: : : Unlike the "800" which there is both a regular and an XL (and XE).
>
>: : NO...I am refering to the roms inside the 1200xl.... there were
>: : a few different revisions as I understand...
>: Even if that is so they are all garbage.
>
>: I'd replace any 1200XL OS with MUX/stock XL/XE without worrying about it.
>

[chop, chop]

>Is the 1640 (?) 600xl 64expansion box really vaporware if Best
>got a warehouse full of them?!?

Yup, these exist. Even made it to the Netherlands

>Where did atari bury all those truck loads of carts? what was in them?
>why didnt someone just go out there with a pickup and get them?

I recall hearing a story (urban legend, rather) that Atari produced
several million carts of the 2600 version of E.T. However, the general
public thought it was trash (I actually kinda enjoyed it) so it wasn't
long before these were in the shops for less than $5, and Atari still
had half of them left. As they were wasting storage space, they just
thought of the most effective way to get rid of em..

>
>Just how "stoned" were the creator(s) of Star Raiders?
>
>And whats with this 800xlf?!? Why? Proto obviously... it CANT FUCNTION
>the EXACT same as a stock 800xl..its got ANOTHER LSI CHIP IN IT!
>
>Exactly what does Freddie do?
>

Wasn't this the chip that handled bankswitching on a 130XE?

>Whatever happend to the AMIE sound chip? never finished?
>and the 130XEP?
>

>All vaporware, yes, but... there are people with them... (well most of them)
>so.. where are they?
>
>Sorry...got out of hand here..
>I'll shutup now. 8-)
>
>--
>Andrew K. Heller - Making the world safe once again.
>--
>Welcome to P$U, please bend over.

Regards, Michiel

1977. Infrared interface for Atari now avail.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 12:47:59 UTC
From: deaven@iastate.edu
Message-ID: <2plmtv$dg4@news.iastate.edu>
Source record: 101753

Hi all. I just posted the file "irg-0.1.tar.gz" to the atari archive's "8bit/New" subdirectory. It contains instructions on how to build a cheap (<$10) IR interface for your atari classic that allows you to send and receive signals from your IR remote controls. I've made the driver in the form of a CC65 object file and included a demo program already compiled. All source code is provided, as well as a PostScript figure of the hardware schematic.

I'm currently incorporating the VCR+ decoder written by John McGowan into the code, but that is going to take some time because things are busy in my life right now. Anybody running into problems should feel free to contact me by e-mail.

--
David Deaven deaven@ishmael.ameslab.gov
A504 Physics tel 515-294-6878
Ames Laboratory fax 515-294-0689
Ames IA 50011

1978. Atari Classics (c)?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 14:44:42 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404271429.AA22157@phinet.smithkline.com>
Source record: 101615

In response to Russ Gilbert's inquiry, no, AC isn't copyrighted.
Ensuring copyrights, & attempting to defend ourselves against them, was
yet another expense we couldn't afford.

I personally am not exactly delighted at the prospect of people copying
it & passing it around. However you need not fear that I'll be showing
up at your front door demanding all illegal copies be destroyed.

At the moment AC is still functioning, we have one more issue in press
(if our lard-butt publisher ever sends me the promised proofs I've been
awaiting the past several days). It would be greatly appreciated if people
could at least wait until the corpse of AC has ceased quivering before
commencing to peck at the magazine's entrails. *sigh*

- Ben Poehland
Managing Editor, AC

1979. Re: Atari Classics (c)?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 15:07:08 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Apr27170708@lise17.lise.unit.no>
Source record: 101754

In article <9404271429.AA22157@phinet.smithkline.com> poehland%phvax.dnet@sb.com writes:

> In response to Russ Gilbert's inquiry, no, AC isn't copyrighted.
> Ensuring copyrights, & attempting to defend ourselves against them, was
> yet another expense we couldn't afford.

Um, I'd like to clear up a point here... Unless they've been declared
Public Domain, all articles in AC are the "intellectual property" of
AC/the original author of the article.

The fact that you aren't able to sue over copyright violations doesn't
change this (it's the same with the old controversy over Antic
type-ins. Just 'cuz the mag is dead doesn't mean the copyright is).

> I personally am not exactly delighted at the prospect of people copying
> it & passing it around. However you need not fear that I'll be showing
> up at your front door demanding all illegal copies be destroyed.

Heh heh--you should get a deal with BLAZEMONGER "Customer Service".
I'm sure they'd be more than willing to "help". ;)
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1980. Old magazine copyrights (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 15:14:09 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Apr27171409@lise17.lise.unit.no>
Source record: 101655

In the latest issue of New Atari User (Issue 67--can't remember the page number, sorry :), it's explicitly stated that Compute!, Analog AND Antic all released their programs as public domain.

They might be wrong, of course, but since Page 6 had close relations with Antic (they shared articles, etc), they should be in a position to know... Anyone for another massive, inconclusive thread on this?
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1981. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 15:29:29 UTC
From: crow@coos.dartmouth.edu
Message-ID: <2pm0cp$8fl@dartvax.dartmouth.edu>
Source record: 101656

In <2pkgf4$c32@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>Glenn Saunders (Krishna@max.tiac.net) wrote:

> the point is to understand a bit of Atari History here...

Right!

>These are the questions that a collector/hacker/history buff as myself
>love to answer!

>What ever really happend with that story about all the 1450xl cases
>being smashed on the assembly line because Atari POed the manufacturer?

I can add a bit of mystery here. Remember when the 1450XLD was
announced? There were photos in all the magazines? Well, if you look
closely at the one in Compute! (It may have been Creative Computing,
I'm not sure), you'll notice that the nameplate doesn't say 1450XLD.
It says 1250XLD.

So what's the story behind the 1250XLD? Was that part of the plan
when the 1200XL was designed? Was it the same as the 1450XLD, only
renamed by the marketing people?

>All vaporware, yes, but... there are people with them... (well most of them)
>so.. where are they?

And are they for sale somewhere? I would be interested in buying some
Atari vaporware.

>Sorry...got out of hand here..

Not at all!

--PC

--
Luke Skywalker: "My name is Luke Skywalker. You are my father. Prepare
to die!"
Darth Vader: "Stop saying that!"
Luke Skywalker: "You are my father. Prepare to die!" [Oops, wrong movie.]

1982. Re: At800xl emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 16:19:43 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2pm3b0$fs1@usenet.INS.CWRU.Edu>
Source record: 101658

In a previous article, shandar@inca.gate.net (Depressed) says:

>kamaro_kid@delphi.com wrote:
>: I have searched far and wide (ntu.ac.sg, wuarchive.wustl.edu) and have
>: scoured all mirror/msdos_upload/emulator directories only to find C64
>: and MAC emulators.
>:
>: Where has that at800xl.ZIP atari800xl emulator gone?
>:
>: I did an ARCHIE search and it said a file called atari800xl was sitting
>: at ntu.ac.sg, but looking at that machine, I find nothing!

>Try ftp.wustl.edu. Was there last time I checked.

(ftp.wustl.edu = wuarchive.wustl.edu)

He's right, it's gone now.

Perhaps someone who got it will now be willing to upload it to
atari.archive.umich.edu, in atari/8bit/New.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1983. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 16:21:23 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pm3e3$h3g@hearst.cac.psu.edu>
Source record: 101657

Hein Ragas (heinr@sci.kun.nl) wrote:

: I recall hearing a story (urban legend, rather) that Atari produced
: several million carts of the 2600 version of E.T. However, the general
: public thought it was trash (I actually kinda enjoyed it) so it wasn't
: long before these were in the shops for less than $5, and Atari still
: had half of them left. As they were wasting storage space, they just
: thought of the most effective way to get rid of em..

I read this in the back of a book that atari dumped 15 truck loads.

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

1984. Re: Old magazine copyrights (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 16:33:16 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2pm44c$gvl@usenet.INS.CWRU.Edu>
Source record: 101659

In a previous article, eyvind@lise.unit.no (Eyvind Bernhardsen) says:

>In the latest issue of New Atari User (Issue 67--can't remember the
>page number, sorry :), it's explicitly stated that Compute!, Analog
>AND Antic all released their programs as public domain.

Did they cite sources? In the previous thread here people confirmed seeing
statements by Compute placing their 8-bit Atari software in the PD. No one
was able to confirm that ANALOG's publisher--what 3-letter name was
it again?, did the same, but it would be believable. Whether Antic
Publishing ever placed their property in the PD is much more questionable.

I'd want to know where they got their information before believing them.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

1985. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 17:30:19 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0t7g@legend.akron.oh.us>
Source record: 101622

```
Hi,
I am reading your test message in a newsgroup called
comp.sys.atari.8bit ...
```

1986. Re: Old magazine copyrights (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 17:32:51 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Apr27193251@lise16.lise.unit.no>
Source record: 101661

In article <2pm44c$gvl@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

> In a previous article, eyvind@lise.unit.no (Eyvind Bernhardsen) says:
>
> >In the latest issue of New Atari User (Issue 67--can't remember the
> >page number, sorry :), it's explicitly stated that Compute!, Analog
> >AND Antic all released their programs as public domain.
>
> Did they cite sources? In the previous thread here people confirmed seeing
> statements by Compute placing their 8-bit Atari software in the PD. No one
> was able to confirm that ANALOG's publisher--what 3-letter name was
> it again?, did the same, but it would be believable. Whether Antic
> Publishing ever placed their property in the PD is much more questionable.

No, they didn't cite any sources. It was on the letters page, someone
who actually has the magazine anywhere near a newsfeed might be able
to supply a direct quote :)

Alternatively, someone could write them and ask where they found out.
Might even do it meself, come to think of it.
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1987. Re: Terminal Type for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 17:38:28 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0t7i@legend.akron.oh.us>
Source record: 101621

You need a term program that emulates vt100 ... such as K65 or
OmniCom. These are available for download in just about every
collection of atari software on Genie, umich, etc. and various BBSes.

1988. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 19:59:03 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <110191@cup.portal.com>
Source record: 101663

> >As far as I can tell, nothing ever used the clock line on the
> >The only lines used are the cmd & data. The +5v may have been
> >device present type handshaking, but I don't think so. The dat
> >pretty much pure 19,200 baud both ways.
> >
>
> I would assume from the post about trying a rewired version of
> the SIO2PC cable to read/write a 1050 drive from a PC, that
> the CLOCK may quite likely be used internal to the 1050 drive
> as the UART clocking/synchronizing signal.

I think the problem isn't the CLOCK line, it's the 'direction'
of the command line. SIO2PC is set to receive on the command
line, as are most (all?) SIO devices.

The ST-Xformer cable can send, so it can control SIO peripherals.
But if you put an Atari computer on the same bus, I don't know what
would happen.

This is what I picked up Darek Mihocka's posts on GEnie (and of
course he has some knowledge :)

Jeff_M_Lodoen@cup.portal.com

1989. Announcement: New Atari 8bit ftp site (Europe)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 21:18:29 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Apr27231829@lise16.lise.unit.no>
Source record: 101666

Being somewhat annoyed with the time it takes to ftp from the US, I've created a new Atari Classic ftp site. It's at nova.pvv.unit.no (soon to be ftp.pvv.unit.no), and the directory is /pub/atari/8bit.

It's currently pretty empty, but I will be trying to collect public domain software from various sources. Please, upload any files you want to; there are currently over 500 megabytes waiting to be filled :)

Uploads should be put in /incoming/atari/8bit; I will move the files to an appropriate directory under /pub/atari/8bit. Please include a short .readme file if possible (one line is fine :), describing what the file actually is.
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

1990. Super Video modification, how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 21:24:55 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404272102.AA28029@phinet.smithkline.com>
Source record: 101667

To answer Juan Leon's inquiry about Super Video:

Super Video 2.1XL was published in the December 1993 issue of Atari Classics magazine. It's a strictly-hardware electronic upgrade for all XL computers (600XL, 800XL, 1200XL). The modification for each computer is different, but the end result for all three computers is identical: razor-sharp monochrome video & drastically improved color composite video.

The upgrade is complex, but very briefly it involves removing components that trash the video signal, correcting the values of output impedances to what they should be, & beefing up the area of the power bus that supplies the video circuits. The article contains numerous screen photos, circuit diagrams, & circuit board parts placement diagrams. The mod instructions are presented in straightforward numbered steps.

A similar upgrade for the 130XE was also presented in that same issue.

Since that issue, several minor editorial typos have been reported, & these were published in the February issue & upcoming April issue.

Back issues of AC are still available for $5 each, cash or check payable to:

Ben Poehland
179 Sproul Rd./Rt. 352
Frazer PA 19355 USA

US$ only, please.

Hope this helps......

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

1991. Super Video modification, how?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 21:39:46 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404272124.AA28305@phinet.smithkline.com>
Source record: 101668

In response to Eyvind Bernhardsen's comments RE: Super Video:

Super Video is NOTHING LIKE the article Eyvind mentioned from ANTIC,
which by the way is known as the Krahmer upgrade. The Krahmer modification
is discussed in the article on Super video & the appropriate criticism applied.
Basically, Krahmer merely tapped off the color signal in the 800XL & brought
it out to the rear jack. He tapped it at the wrong place, & the method of
capacitive coupling he employed did not provide adequately for impedance
buffering of the color output signal. Krahmer's mod does not address other
serious deficiencies in the XL video circuits, & it only applies to the 800XL.
All of these shortcomings are addressed in S-V 2.1XL.

I personally would recommend anyone with a Krahmer-modified machine to rip it
out & replace it with S-V, the difference is immediately visible even to the
casual observer.

- Ben Poehland
The 8-Bit Alchemist

1992. Happyset.arc

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 21:53:08 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994Apr27.215308.21037@mnemosyne.cs.du.edu>
Source record: 101671

I've just received the 'happyset.arc' files from
the archive, but there are no docs.
What do these files do, and how do I use them?

And yes, I have HAPPY enhanced drives, both 810
and 1050's.

Tim Hester

--
: What God Wants : God wants peace :
: God gets : God wants war :
: God help us all : God wants famine :
: *thester@nyx.cs.du.edu* : God wants chain stores :

1993. MAGIC Hardware Upgrade Book (was: Super Video modification, how?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 22:08:41 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9404272141.AA28443@phinet.smithkline.com>
Source record: 101669

In response to Tim's ("Mr.Fixit") recent posting concerning video upgrades & the MAGIC hardware upgrade booklet, I'd like to offer another opinion.

I have the MAGIC booklet & would give it mixed reviews at best. It definitely dos *NOT* contain anything remotely like the sweeping improvement in video performance described in Super Video 2.1XL.

Some of the upgrades in the MAGIC book are quite interesting but lack braod appeal. Some require software interfacing (always a pain). Perhaps my greatest reservation about the booklet is that it has large gaps in the graphic documentation for some of the upgrades... it's been awhile since I looked at my copy but I was rather annoyed see the instructions refer to a diagram that didn't exist, & parts of other diagrams are missing, plus I think there's a diagram for which there's no article. In other words, the editing of the thing wasn't the best. Having been stung numerous times by hardware hacks that leave you dangling in mid-air, my confidence level in this booklet is low.

That isn't to say there weren't errors in the video articles in the December AC, but anyone who has read those articles will I'm sure agree that the errors were trivial in nature & pretty obvious to anyone with reasonable sense. And just to make sure, they are corrected in subsequent issues.

The bottom line is, anyone who wishes to perform the video upgrades should just purchase the relevant back issues of the magazine & the info straight-up without having to first investigate whether the MAGIC group still exists (I'm not sure, but I think it's gone). Whereas, I still *do* have about 30 more copies of the December AC available for sale, for the same $5 price, & I'm available right here right now TODAY.

Of course, when the 30 copies are gone, they're gone. 'Nuff said?

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

1994. Re: SIO2PC and protected disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 22:33:34 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2pmp7u$k5p@usenet.INS.CWRU.Edu>
Source record: 101670

In a previous article, tgreen@metronet.com (Todd Greenfield) says:

>cpforbes@icaen.uiowa.edu (Craig P Forbes) writes:

>I never got around to rewriting the sio2pc software to handle
>protected disks though. Instead, I used the traces from the
>sio2pc monitor to unprotect the disks. It was very easy to
>spot bad sectors, short sectors, fuzzy sectors, etc from the
>trace. It still required some disassembly, but nothing too
>difficult.

An interesting note is that of course every title ever made for the
8 bit was to one time cracked, wouldnt it be easier to just
make patches available for the software to make it SIO2PC
friendly?

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

1995. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 23:08:57 UTC
From: bryedewa@news.delphi.com
Message-ID: <2pmra9$96n@news.delphi.com>
Source record: 101673

crow@coos.dartmouth.edu (Preston F. Crow) writes:

>Luke Skywalker: "My name is Luke Skywalker. You are my father. Prepare
> to die!"
>Darth Vader: "Stop saying that!"
>Luke Skywalker: "You are my father. Prepare to die!" [Oops, wrong movie.]

ROTFL! I love this tagline! :)

-Bry

1996. Re: Emulator for the Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 23:44:33 UTC
From: Krishna@max.tiac.net
Message-ID: <2pmtd1$qra@sundog.tiac.net>
Source record: 101672

an72088@anon.penet.fi wrote:
: Does anyone know if an 8-bit emulator is being developed for the Amiga?

The EMPLANT board is supposed to support Atari 400/800 emulation using the original OS ROMs in the future. When is anyone's guess now that C= is really on its last legs. I don't know whether a company making EMULATOR hardware will lose or actually PICK UP business with the impending doom of the Amiga. It could make the Emplant more popular. Personally I'd be disappointed with 400/800 only. I don't know what is SOOO much harder with the XL/XE that they can't just emulate that.

Personally, I think it was possible to do a very good A8 emulator on even the Amiga 1000 without too much lag. There is of course a lot of similarity in graphics hardware. But in almost 10 years of existence, noone bothered making an Atari emulator for the Amiga but did make C64 emulators. Kinda a shame since the Amiga was really supposed to be the next Atari.

1997. Re: New Products for the Atari Classic

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-27 23:53:25 UTC
From: Krishna@max.tiac.net
Message-ID: <2pmttl$qra@sundog.tiac.net>
Source record: 101674

David Davies (mbitdc9306@newi.ac.uk) wrote:

: Calling Black Box owners!! Swift may be sector copied onto a hard disk for
: even easier usage.
Hmm. This means it will use whatever FMS you are using, MYDOS or sparta,
and will read/write to subdirectories?

Please describe the I/O system. I HATE proprietary disk structures.

That is why I am so fond of Diskbase.

Also, if this program uses banked RAM on the XE (which I guess it does)
how about expanding it to use more than just 4 banks?

The time for a spreadsheet that can handle more than 128K is long overdue.

I have a large collection of comics which I'd like to inventory and
constantly update their appreciation. This does not require a database,
it requires a spreadsheet so I can recalc and recalc. I have my doubts
that the list will fit in 128K.

Any collector with something like comics or baseball cards or what have
you would need the buffer space.

1998. Re: Old magazine copyrights (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 00:04:14 UTC
From: knauss@netcom.com
Message-ID: <knaussCoy073.IsJ@netcom.com>
Source record: 101675

aa700@cleveland.Freenet.Edu (Michael Current) writes:

> No one
>was able to confirm that ANALOG's publisher--what 3-letter name was
>it again?, did the same, but it would be believable.

LFP. And the authors of the programs printed by ANALOG got to keep
the copyrights. ANALOG only bought first (and re-) print rights. I
don't know if this gives them the ability to place the programs into
the public domain or not, but I expect that asking an author for
release is just as good as asking the publisher.
Compute! and Antic both bought copyrights.
--
Greg Knauss "Your problem lies not in lack of ability but
knauss@netcom.com in lack of ambition." -- Fortune cookie

1999. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 00:31:36 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Coy1Gp.G4I@cbfsb.cb.att.com>
Source record: 101676

In article <110191@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:
>> >As far as I can tell, nothing ever used the clock line on the
>> >The only lines used are the cmd & data. The +5v may have been
>> >device present type handshaking, but I don't think so. The dat
>> >pretty much pure 19,200 baud both ways.
>> >
>>
>> I would assume from the post about trying a rewired version of
>> the SIO2PC cable to read/write a 1050 drive from a PC, that
>> the CLOCK may quite likely be used internal to the 1050 drive
>> as the UART clocking/synchronizing signal.
>
>I think the problem isn't the CLOCK line, it's the 'direction'
>of the command line. SIO2PC is set to receive on the command
>line, as are most (all?) SIO devices.
>
>The ST-Xformer cable can send, so it can control SIO peripherals.
>But if you put an Atari computer on the same bus, I don't know what
>would happen.
>
>This is what I picked up Darek Mihocka's posts on GEnie (and of
>course he has some knowledge :)
>
>

But we are discussing _rewiring_ of the SIO2PC interface ... all
the I/O directions have to change to change from a slave mode
to a host mode. This is roughly equivalent to using a null modem.
One would, of course, have to assign one of the PCs outgoing handshaking
lines as the COMMAND/DATA line. This is easy. It just requires
assigning signals and rewiring.

Getting a CLOCK signal which is sychronized as specified by the
protocol is difficult for a PC, as the baud rate generator is internal
to the standard PC UART. Whether this is necessary or not may
depend on the specific peripheral device.

--
Richard Dell

2000. Re: BobTerm, How to load it?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 00:42:18 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Coy1yJ.GHp@cbfsb.cb.att.com>
Source record: 101677

In article <CovD09.3LF@inf.utfsm.cl> vparada@inf.utfsm.cl (Victor Parada G.) writes:
>Hola mundo.
>
>I've connected my 800XL with 850 module to a PC's COM2.
>I'm using Norton's Term90 (?) on the PC, and HomeTerm (HomePak)
>in the 8bit, so I can transfer some files using Xmodem protocol
>but with some extra bites at the end of the transferred file.
>Is this critical for .ARC files?
>

It is normal for Xmodem to pad the file up to a multiple of 128 bytes.
This would not effect the unarcing of files from a .ARC or many of
the other compression methods, though there are some computer/file
type combinations that get confused by it. Editing a text file sent
via Xmodem, I always have to remember to clean up the last line of the
extra garbage control characters. The characters added were/are the
standard CP/M and MS-DOS end of file character, so did not bother
most text processing on those platforms. More modern protocols
generally handshake a specific file size, and append no extra
characters.

--
Richard Dell

2001. Re: Announcement: New Atari 8bit ftp site (Europe) and more

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 04:27:54 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <CoyCEJ.56s@noose.ecn.purdue.edu>
Source record: 101678

In article <EYVIND.94Apr27231829@lise16.lise.unit.no> eyvind@lise.unit.no (Eyvind Bernhardsen) writes:
>
>to an appropriate directory under /pub/atari/8bit. Please include a
>short .readme file if possible (one line is fine :), describing what
>the file actually is.

AMEN! Please think of this as a commandment and not a request!
Archives with included .readme files are SO much nicer to use than those without.
I sold my original 8-bit equipment a few years back and lost some software I'd love to have again. One piece in particular was a game which involved buying/renting dive gear (suit, sub, etc.) and sailing out and diving to look for treasure. Funds played a big part in the game and it was possible to run out of money and/or get stuck out at sea if you weren't careful. I think the game was written in basic. Does this ring a bell for anyone? I don't remember if it was PD or commercial either. Please let me know if you know the name of this one and/or where I can get hold of it. Thanks a lot.

--
Ryan H Osborn | I am in constant search of recordings by:
CEE -- Purdue University | Maynard Ferguson, Bill Ward (Ward One: Along the
rosborn@en.ecn.purdue.edu | Way), Black Sabbath & Ozzy (rarities), Chase

2002. Re: Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 07:33:01 UTC
From: shandar@inca.gate.net
Message-ID: <2pnord$1eup@inca.gate.net>
Source record: 101689

BRADLEY HARLEN K. (hbradley@ponder.csci.unt.edu) wrote:
: >Centipede, Milipede and Tempest. Made the control easier.

: ^^^ Was Tempest made for the 8 bit Ataris? I never
: saw it.

Yes it was! Its on the archive, but damned if I could remember the name.

2003. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 08:00:36 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <110265@cup.portal.com>
Source record: 101694

Speaking of Atari mysteries...

I was reading an article on using Atari Pascal (the version distributed by APX). People involved in it's development said it was intended for a 128K Atari system with double-density drives. This was in the early 1980s; did this 128K machine exist?

From what I read, Atari Pascal could have been quite a good system (ie, make the Apple look like crud).. But it was decided to make it fit in 48K and SD disks, and it was released unfinished.

A letter was printed in ANALOG from a high-school computer teacher. He and a student were making great strides in fixing it up, and making it usable... it was very close to the MT-86 Pascal from CP/M (same people involved).

Anybody know more about the mythic machine or language?

Jeff_M_Lodoen@cup.portal.com

2004. Networks

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 08:22:26 UTC
From: an72088@anon.penet.fi
Message-ID: <082315Z28041994@anon.penet.fi>
Source record: 101691

Could someone supply me with some details on networking XL/XE's

Yours

rod mccall

++ (c) BBC TV ++++++++++++++++++

"SPECKLY...YOU SHOT MY SPECKLED JIM!!!"

email from: rmccall@mcs.dundee.ac.uk (DUNDEE UNIVERSITY)

rmccall@camb.er.wick.green

tel: 0382 644546 or 0721 720863 (outside term time)

Roderick McCall, 2nd Year Computer Science, "University of Life" , Dundee

==========

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

2005. Re: Old magazine copyrights (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 09:10:41 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Apr28.091041.13488@cs.nott.ac.uk>
Source record: 101682

In article <EYVIND.94Apr27193251@lise16.lise.unit.no> eyvind@lise.unit.no (Eyvind Bernhardsen) writes:
>In article <2pm44c$gvl@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>> In a previous article, eyvind@lise.unit.no (Eyvind Bernhardsen) says:
>>
>> >In the latest issue of New Atari User (Issue 67--can't remember the
>> >page number, sorry :), it's explicitly stated that Compute!, Analog
>> >AND Antic all released their programs as public domain.
>>
>> Did they cite sources? In the previous thread here people confirmed seeing
>
>No, they didn't cite any sources. It was on the letters page, someone
>who actually has the magazine anywhere near a newsfeed might be able
>to supply a direct quote :)
Will do :-)

>Alternatively, someone could write them and ask where they found out.
>Might even do it meself, come to think of it.
That may not work, Page 6 (New Atari User) are notoriously bad at answering mail, trust me. They don't even acknowledge the receipt of submissions or anything like that. Now a phone call may be diferent.....
However if it was on the letters page then that is Allan J. Palmer's domain, and you would probably best off writting to him, he is rather better at replying, in my esperience at least.

--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2006. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 09:30:50 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Apr28.093050.14860@cs.nott.ac.uk>
Source record: 101683

In article <2pkgf4$c32@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
[chop]
>These are the questions that a collector/hacker/history buff as myself
>love to answer!
[chop]

>What ever really happend with that story about all the 1450xl cases
>being smashed on the assembly line because Atari POed the manufacturer?

I thought that story was dashed (*groan*) a few months back here when one of the old Atari employees posted about it. Sorry I can't remember exactly who. That time the story had been that the motherboards sitting in a far eastern factory had been dismembered because Atari tried to haggle the price too much. Anyway this person said that the real reason behind the 1450XL evaporating was the "power without the price" policy. Atari were developing more and more expensive machines, you just have to look at the 1450XL specs to see it would have been the most expensive in the 8-bit range. Aparently they decided this was not the way to go, and opted for the cheaper 600XL and 800XL.
(when I refer to cheaper I mean from a consumers point of view)

>Just how "stoned" were the creator(s) of Star Raiders?
I should imagine that 'very' :-) That is one brilliant game....

>Whatever happend to the AMIE sound chip? never finished?
AMIE or AMY as I saw it called in another source... Well I read in a magazine (Atari User) that AMIE was the first end-user project undertaken by the old Atari Inc. after the XL's were finished. The design was reputed to be 'brilliant' however at the time Atari had niether the resources or the tools to create a working version of the chip. So it got shelved. After Tramiel took over it was said that they were looking at developing it further and putting it into produccion, the article even mentioned it in coneccion with the ST. However the article was written before the 65XEM was anounced... so there is still one more mystery there for you to ponder about :-)

>and the 130XEP?
wasn't that the 65XEP? The PORTABLE 65XE with built in monitor and other bits and bobs? Presumably it was dropped because it wouldn't have sold too good...

--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2007. AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 09:51:23 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9404281051.AA10967@dylan.newi.ac.uk>
Source record: 101679

Andrew K. Heller asks 'What ever happened to the AMIE sound chip?'

It ended up in the 7800 VCS ...

David Davies
The Atari Classic Programmer's Club
MBITDC9306@newi.ac.uk

2008. Read/Write Atari disks on IBM (followup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 10:59:39 UTC
From: ddbunch@larry.wyvern.com
Message-ID: <ddbunch.767530779@wyvern.wyvern.com>
Source record: 101681

A day after posting that C code for a program to R/W atari disk files on an IBM that I had found on Compuserve years back, I found it on the internet & realised that I had left out the assembler source. Here is a listing of where you can find it & what is in the 3 ARC files of different versions of it. I'm a bit confused as to which is the most current version because the 1st one has a C program with a later date & the 2nd one has a later date of the .ASM file. Just thought I would pass this on & you can take your pick.

```
Searching: DSKUTIL.ARC

Filename Length Method Size Ratio Date Time CRC
-------- ------ ------ ------ ----- ---- ---- ---
ATARIO.ASM 7562 Crunched 3842 50% 02-27-87 08:28:36 C50F
READ.ME 1017 Crunched 679 34% 05-30-88 00:03:38 5969
UTIL.C 20246 Squashed 8288 60% 06-15-89 01:04:00 E2E1
UTIL.EXE 16613 Crunched 13236 21% 06-15-89 01:05:10 C780
----- ------ ------ -----
0004 45438 26045 43%

Searching: UTIL.ARC

Filename Length Method Size Ratio Date Time CRC
-------- ------ ------ ------ ----- ---- ---- ---
atario.asm 7101 Crunched 3768 47% 06-02-88 22:34:54 9714
READ.ME 986 Crunched 672 32% 06-02-88 22:34:52 08BE
util.c 16321 Crunched 7007 58% 06-02-88 22:34:56 89FA
util.exe 16384 Crunched 13942 15% 06-06-90 12:23:48 9376
util.txt 2700 Crunched 1951 28% 06-06-90 12:25:24 3539
----- ------ ------ -----
0005 43492 27340 38%

Searching: PCXFER.ARC

Filename Length Method Size Ratio Date Time CRC
-------- ------ ------ ------ ----- ---- ---- ---
READ.ME 986 Crunched 672 32% 06-02-88 22:34:52 08BE
atario.asm 7101 Crunched 3768 47% 06-02-88 22:34:54 9714
pcxfer.txt 1077 Crunched 792 27% 12-26-90 09:01:34 B554
pcxfer2.txt 3975 Crunched 2335 42% 12-26-90 10:06:42 B47B
util.c 16321 Crunched 7007 58% 06-02-88 22:34:56 89FA
util.exe 15263 Crunched 13614 11% 06-02-88 22:37:36 AF1E
----- ------ ------ -----
0006 44723 28188 37%
```

Here are the ftp sites from the Atari FAQ where you can find them.

1. FTP (Try the site nearest you first.)

a) FTP to atari.archive.umich.edu (141.211.120.11) <--United States
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4) <--United States
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.10) <--Great Britain
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

d) FTP to archie.au (139.130.4.6) <--Australia
User: anonymous
Password: [your e-mail address]
cd alex/edu/umich/archive/atari/atari/8bit

e) FTP to info2.rus.uni-stuttgart.de (129.69.8.13) <--Germany
User: anonymous
Password: [your e-mail address]
cd /afs/umich.edu/group/itd/archive/atari/8bit

f) FTP to nic.switch.ch (130.59.1.40) <--Switzerland
User: anonymous
Password: [your e-mail address]
cd mirror/atari/8bit

--
-=-=-=

2009. Re: Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 13:49:17 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2poest$frs@hearst.cac.psu.edu>
Source record: 101684

Depressed (shandar@inca.gate.net) wrote:
: BRADLEY HARLEN K. (hbradley@ponder.csci.unt.edu) wrote:
: : >Centipede, Milipede and Tempest. Made the control easier.

: : ^^^ Was Tempest made for the 8 bit Ataris? I never
: : saw it.

: Yes it was! Its on the archive, but damned if I could remember the name.

No it wasnt. The public domain one is called LiveWire. Same concept
there are other comercial games like it too for the 8bits... one of them
is a spider type game from EA...called X-axis.

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2010. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 13:56:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pof9g$frs@hearst.cac.psu.edu>
Source record: 101685

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: In article <2pkgf4$c32@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
: [chop]
: >These are the questions that a collector/hacker/history buff as myself
: >love to answer!
: [chop]

: >What ever really happend with that story about all the 1450xl cases
: >being smashed on the assembly line because Atari POed the manufacturer?

: I thought that story was dashed (*groan*) a few months back here when one of
: the old Atari employees posted about it. Sorry I can't remember exactly who.

What do you mean dashed?

: That time the story had been that the motherboards sitting in a far eastern
: factory had been dismembered because Atari tried to haggle the price too much.
: Anyway this person said that the real reason behind the 1450XL evaporating
: was the "power without the price" policy. Atari were developing more and more
: expensive machines, you just have to look at the 1450XL specs to see it would
: have been the most expensive in the 8-bit range. Aparently they decided this
: was not the way to go, and opted for the cheaper 600XL and 800XL.
: (when I refer to cheaper I mean from a consumers point of view)

um..lets not forget Atari was losing mucho money at this time....
and "power without the price" didn't exist then.

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2011. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 13:59:01 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2poff5$frs@hearst.cac.psu.edu>
Source record: 101686

David Davies (mbitdc9306@newi.ac.uk) wrote:
: Andrew K. Heller asks 'What ever happened to the AMIE sound chip?'

: It ended up in the 7800 VCS ...

Um.... Wasn't the chip never manufactured...and the 7800 has the same
sound chip as the 2600.

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2012. Re: Read/Write Atari disks on IBM (followup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 14:03:11 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2pofmv$frs@hearst.cac.psu.edu>
Source record: 101687

David Bunch (ddbunch@larry.wyvern.com) wrote:
: A day after posting that C code for a program to R/W atari disk files on an
: IBM that I had found on Compuserve years back, I found it on the internet &
: realised that I had left out the assembler source. Here is a listing of where
: you can find it & what is in the 3 ARC files of different versions of it. I'm
: a bit confused as to which is the most current version because the 1st one has
: a C program with a later date & the 2nd one has a later date of the .ASM file.
: Just thought I would pass this on & you can take your pick.

Darn...and I am the one who uploaded the new version...well.. the one
that can use lowercase letters for flags and fixed some other bugs. I cant
remember which it was..I thought it was just plain util.arc. Look at the
dates for the files at the archives. The latter one is the one I uploaded.

2013. Re: Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 14:28:26 UTC
From: tpp@cbnews.cb.att.com
Message-ID: <Coz47G.6MB@cbnews.cb.att.com>
Source record: 101690

In article <2poest$frs@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
>Depressed (shandar@inca.gate.net) wrote:
>: BRADLEY HARLEN K. (hbradley@ponder.csci.unt.edu) wrote:
>: : >Centipede, Milipede and Tempest. Made the control easier.
>
>: : ^^^ Was Tempest made for the 8 bit Ataris? I never
>: : saw it.
>
>: Yes it was! Its on the archive, but damned if I could remember the name.
>
>No it wasnt. The public domain one is called LiveWire. Same concept
>there are other comercial games like it too for the 8bits... one of them
>is a spider type game from EA...called X-axis.

That's Axis Assassin.

>Andrew K. Heller - Making the world safe once again.
>---
>Welcome to P$U, please bend over.

Tom

--
+---+
|Tom Pschar | Hi there. I am an Apteryx, a wingless bird with hairy feathers.|
|It is dark. You are likely to be eaten by a grue. | Hong Kong Phooey lives! |
+---+

2014. 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 14:34:52 UTC
From: opg@elcom.pub.ro
Message-ID: <m0pwY1w-0002ZVC@elcom.pub.ro>
Source record: 101688

Hi, everybody!

Does anyone know anything about a 65832 microprocessor? From reading my 65816 datasheets, I noticed this processor being mentioned as the next version of the 65816 to be released by WDC. It's supposed to have 32 bit internal registers, a math co-processor on-chip and to be pin compatible with the 65816.

Has anybody done some work on a simple 65816 to 65802 (or 6502) conversion? I have some plans for a 65c02 to Atari conversion
(and the 65802 is pin compatible to the 65c02), and even though they are in Dutch (which I don't speak) they are fairly easy to understand.

Bye!

Octavian Grecu
opg@elcom.pub.ro

2015. Re: Emulator for the Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 14:35:36 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <Coz4JD.AE9@noose.ecn.purdue.edu>
Source record: 101693

In article <2pmtd1$qra@sundog.tiac.net> Krishna@max.tiac.net (Glenn Saunders) writes:
>an72088@anon.penet.fi wrote:
>: Does anyone know if an 8-bit emulator is being developed for the Amiga?
>
> The EMPLANT board is supposed to support Atari 400/800 emulation
>using the original OS ROMs in the future. When is anyone's guess now
>that C= is really on its last legs. I don't know whether a company making

The current issue of Amiga World has an ad about the Emplant. In this
ad it states that the 400/800 module of the EMPLANT is currently being
tested. I remember reading a while back that one of the EMPLANT designers
LOVED the 8-bit Atari's and REALLY wanted that module to see the light of
day. Hopefully they will get it out soon.

--
Ryan H Osborn | I am in constant search of recordings by:
CEE -- Purdue University | Maynard Ferguson, Bill Ward (Ward One: Along the
rosborn@en.ecn.purdue.edu | Way), Black Sabbath & Ozzy (rarities), Chase

2016. Re: 800XLF

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 14:46:52 UTC
From: jgfalk01@ulkyvx.louisville.edu
Message-ID: <1994Apr28.104652.1@ulkyvx.louisville.edu>
Source record: 101692

In article <2p8u88$jka@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
> In a previous article, RG9@VAX.YORK.AC.UK () says:
>
>>I am no expert but the Freddy is used to control the memory - i think it
>>was introduced into the XE range to handle the bank switching. I also read
>>in Megamag 6 that some of the later 800XLs had a freddy already built in,
>>indeed I think I have a dead motherboard, labelled 800XLF that I think had
>>a freddy in it but somebody removed it before I bought it!
>
> Please tell us, what is an 800XLF ??
>
> Quoting the FAQ List:

Where can I get this FAQ as I've just been given an 800XL and have no manuals
so I need info on it badly?????
>
> 11.2) What hardware has Atari created in the 8-bit computer line?
>
> Computers:
> 400 (1979) 8-16K, membrane keyboard, 400/800 OS
> 800 (1979) 8-48K, two cartridge slots, 400/800 OS
> 1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
> 600XL (1983) 16-64K, BASIC, PBI, XL OS
> 800XL (1983) 64K, BASIC, PBI, XL OS
> 800XLF (????) [if no one speaks up soon, i'll delete this!]
> 65XE (1985) same as 800XL minus PBI
> 130XE (1985) same as 65XE with 128K plus ECI
> 800XE (1987?)same as 130XE but only 64K. Mostly eastern Europe.
> XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.
> --
> Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
> Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2017. Re: Announcement: New Atari 8bit ftp site (Europe) and more

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 16:51:47 UTC
From: jjmcwill@next5
Message-ID: <2popj3$s14@mtu.edu>
Source record: 101695

Ryan,

I believe this was actually SeaStalker or Cutthroats from Infocom.
Not BASIC, but rather they were boot disks.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2018. Atari terminal emulator for IBM

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 17:26:52 UTC
From: oscar@CS.Arizona.EDU
Message-ID: <2porks$12n@caslon.CS.Arizona.EDU>
Source record: 101648

People have mentioned both ATMODEM.ZIP and ATERM.ZIP as an Atari terminal emulator for the IBM PC (I assume they're the same program). I've tried searching Archie for one of these two files and have had no success. Would someone please upload the program to an FTP site or post a UUENCODEd version of the binary here?

Thanks,
omf

2019. Re: Terminal Type for 800XL?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 18:14:44 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Apr28.181444.17478@iglou.com>
Source record: 101610

I think with XE Term you're stuck with TTY emulation. I always felt that XE Term was only good for downloading a real terminal program. Bobterm has 40 column VT52 emulation, and there are several programs that emulate a VT100.

--
Bill Marcum bmarcum@iglou.com
"This has caused more furor than anything that should be causing furor"
--Jim Christiansen, principal of Agoura High School, California

2020. Re: Old magazine copyrights (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 18:58:18 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Apr28.185818.14480@cs.nott.ac.uk>
Source record: 101696

In article <EYVIND.94Apr27171409@lise17.lise.unit.no> eyvind@lise.unit.no (Eyvind Bernhardsen) writes:
>In the latest issue of New Atari User (Issue 67--can't remember the
>page number, sorry :), it's explicitly stated that Compute!, Analog
>AND Antic all released their programs as public domain.
Here's that quote, from page 7, issue 67 in the Mailbag Column of N.A.U.:
answering a question wether or nor Turbo Basic is indeed P.D. Alan J. Palmer writes .... "Most Atari magazines copyrighted their programs but allowed free distribution after a short time, thus retaining the copyright but also releasing the material into the 'public domain'. The American "...
(actualy that realy should have been The U.S. magazines *grin*) ... "Antic, Analog and Compute! formally agreed that all of their listings could be public domain and Page 6 has never objected to circulation of its listings in the public domain "......

Now I would assume that the above text was written not by Les Ellingham the editor of N.A.U., but by the mailbag editor Allan J. Palmer. However since Les didn't amend or make a note on any of it, I should imagine that these are also his views...

Also what Eyvind said is true, Page 6 (New Atari User) and Antic did have a close relationship, exchanging articles and compliemtary magazines, however towards the end of Antic's life I believe they lost touch, when Page 6 stopped receiving their complimentary copy of Antic.

--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2021. wanted: atari modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 20:18:31 UTC
From: jearney@harp.aix.calpoly.edu
Message-ID: <1994Apr28.201831.121187@zeus.aix.calpoly.edu>
Source record: 101697

I'm posting this for a friend. please send all replies to him at:
hornet@valinor.mythical.com

Hello, I have an Atari 800XL and a MPP 300 BAUD modem. I'm trying to
find a modem that will work that is at least 2400 BAUD. Can anybody help
me with this??

Hornet
aka
Edwin Aldrin

Please send E-MAIL to me at:
hornet@valinor.mythical.com

Edwin Aldrin
Internet: hornet@valinor.mythical.com uucp: uunet!valinor!hornet
-----

2022. Re: Old magazine copyrights (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 21:16:56 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994Apr28.211656.18396@mnemosyne.cs.du.edu>
Source record: 101700

In article <EYVIND.94Apr27171409@lise17.lise.unit.no>,
Eyvind Bernhardsen <eyvind@lise.unit.no> wrote:
...[deletions]...
>They might be wrong, of course, but since Page 6 had close relations
>with Antic (they shared articles, etc), they should be in a position
>to know... Anyone for another massive, inconclusive thread on this?

I say let's go for it!
Anything (inconclusive or not) that keeps people talking
about the great Atari 8-bit machines is welcome here!

Either we can talk about the copyright issue concerning
defunct magazines or return to the unanswered question of
where to get "Bounty Bob Strikes Back", pirated or not.

Tim Hester

Sprinkle previous with smileys to taste, serve hot or cold.

--
: What God Wants : God wants peace :
: God gets : God wants war :
: God help us all : God wants famine :
: *thester@nyx.cs.du.edu* : God wants chain stores :

2023. at800xl.zip uploaded to atari.archive.umich.edu

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 22:33:19 UTC
From: ory@dc-crystal.med.umn.edu
Message-ID: <9404282232.AA13548@dc-crystal.med.umn.edu>
Source record: 101605

Subject pretty much says it all. I have uploaded the German
atari 800xl emulator for IBM-PC's to atari.archive.umich.edu in the
/atari/8bit/New directory. Enjoy! L8R,

```
-------------------------------------------------------------------------------
Jeramia Ory | | / /. ... .\ \ Pursuing the
2-197 Moos Tower >>~~~~~~~~~~|*| | |....O....| | distractions of
ORY@DCCC.MED.UMN.EDU | | \ \. ... ./ / life's diffractions
-------------------------------------------------------------------------------
```

P.S. - Oh, it is called at800xl.zip

2024. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 22:56:08 UTC
From: bryedewa@news.delphi.com
Message-ID: <2ppeu8$og@news.delphi.com>
Source record: 101630

Jeff_M_Lodoen@cup.portal.com writes:

>A letter was printed in ANALOG from a high-school computer teacher.
>He and a student were making great strides in fixing it up, and making
>it usable... it was very close to the MT-86 Pascal from CP/M (same
>people involved).

>Anybody know more about the mythic machine or language?

>Jeff_M_Lodoen@cup.portal.com

I have a copy of the Beta version of Atari Pascal along with the manuals.
Actually, it's not a copy, it's an actual beta version. :)

-Bry

2025. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 23:09:08 UTC
From: bryedewa@news.delphi.com
Message-ID: <2ppfmk$1eq@news.delphi.com>
Source record: 101698

rje@cs.nott.ac.uk (Raphael J Espino) writes:

>>What ever really happend with that story about all the 1450xl cases
>>being smashed on the assembly line because Atari POed the manufacturer?

>I thought that story was dashed (*groan*) a few months back here when one of
>the old Atari employees posted about it. Sorry I can't remember exactly who.
>That time the story had been that the motherboards sitting in a far eastern
>factory had been dismembered because Atari tried to haggle the price too much.
>Anyway this person said that the real reason behind the 1450XL evaporating
>was the "power without the price" policy.

This is impossible, as "Power Without the Price" was the slogan of the 1984
Tramiel Atari, not the Warner Atari. I do agree that Atari was pricing them-
selves out of the market with the $700+ 1200XL. This is probably why the
plug was pulled on the rest of the line. Too bad Warner never thought things
through in advance, and never planned a product line that included the
affordable 800XL and the exotic 1450XLD.

>Atari were developing more and more
>expensive machines, you just have to look at the 1450XL specs to see it would
>have been the most expensive in the 8-bit range. Aparently they decided this
>was not the way to go, and opted for the cheaper 600XL and 800XL.
>(when I refer to cheaper I mean from a consumers point of view)

-Bry

2026. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-28 23:12:11 UTC
From: bryedewa@news.delphi.com
Message-ID: <2ppfsb$1kg@news.delphi.com>
Source record: 101699

mbitdc9306@newi.ac.uk (David Davies) writes:

>Andrew K. Heller asks 'What ever happened to the AMIE sound chip?'

>It ended up in the 7800 VCS ...

'Fraid not. The 7800 has a regular Pokey style sound unit. Its only unique feature is the Maria sprite engine.

>David Davies

-Bry

2027. Re: Networks

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 00:17:12 UTC
From: Krishna@max.tiac.net
Message-ID: <2ppjm8$bfk@sundog.tiac.net>
Source record: 101701

an72088@anon.penet.fi wrote:
: Could someone supply me with some details on networking XL/XE's

: Yours

: rod mccall

: ++ (c) BBC TV +++++++++++++++++++

: "SPECKLY...YOU SHOT MY SPECKLED JIM!!!"

: email from: rmccall@mcs.dundee.ac.uk (DUNDEE UNIVERSITY)

: rmccall@camb.er.wick.green

: tel: 0382 644546 or 0721 720863 (outside term time)

: Roderick McCall, 2nd Year Computer Science, "University of Life" , Dundee

: ==
: --
: To find out more about the anon service, send mail to help@anon.penet.fi.
: Due to the double-blind, any mail replies to this message will be anonymized,
: and an anonymous id will be allocated automatically. You have been warned.
: Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

You mean a Local Area Network system?

That is the Multiplexer from CSS.

I've got one. It is pretty amazing, but you do lose some features of
your hard drive interface in the process because none of the slaves are
directly connected to the HDI. Let me explain.

First, to do this, you need to use XL/XE's only, but ANY XL/XE can be
used. Even those which normally you wouldn't imagine would be hard
drivable because they don't have PBIs. Such as the 1200XL or XEGS. The
1200XL requires a rather simple hack to make it accomodate the XL/XE OS.
But you will not be using that one. You use a slightly modified OS which
adds the multiplexing stuff mostly in the self test area. Thus if you
are fond of custom OSs, you can't have your cake and eat it too. There
is also a little compatibility problem issue with a few games and stuff.

You can multiplex up to 8 slave CPUs. You will also need a dedicated
host CPU--that one MUST have the PBI because that is connected directly
to the HDI.

Now, one of the major drawbacks of the MUX is that you can't swap
partitions from a slave. If you have a 1.2 gig drive and are running a

multiline PRO! board, and have all your drives dedicated to the BBS except for a couple which you plan on swapping new partitions in for your own use? You'll have to effectively kill disk access to the BBS to go into the HOST and swap partitions. Same deal with using the black box task master or floppy formatter.

Bob Puff knows about this problem and I assume eventually he will update the MUX so you can swap from a slave.

Another big problem is that you lose access to the best RS232 interface for the 8-bit, the Black Box modem port!

But soon this will not be as much of an issue when Bob's hardware flow control ready 38K baud SIO RS232 interface (the R:P:) is released. I've been eagerly waiting this. Due to the fact that the R:P: will be an SIO device, you CAN have your cake and eat it too with a non-PBI slave. Hard drive and high speed modem without a PBI.

Lastly, it is important to contact Bob if there are flakies. The chips in the slave carts can and probably will go bad on occasion. Odd behavior such as errors caused by having the carts plugged in but one or more of the slaves powered down is a warning sign. In normal operation you aren't really supposed to HAVE to remove the MUX carts. I had some of these flakies (MY MUX WAS USED!) and he wound up sending me a new slave cart rather than fixing my old one although I assume he did fix my old one. It was just faster to send me a new one--and guaranteed to work.

You can swap drive assignments in a menu when you boot and hold down start. Not partitions, just drives 1-9 and printer ID stuff and some debugging stuff.

Unfortunately if you have a ramdisk on your HOST machine, the master.com multiplexing software will not recognize it. It will I believe support the MIO ramdisk though, which makes sense.

An XE makes a fine host machine because you can use the XE RAM as a printer buffer (with the Black Box). An XE with a flaky keyboard is great because as long as you can use the keyboard to boot and get MASTER.COM loaded you are all set.

The MUX data files are written to D1:> so swapping drive 1 around is problematic. I also had some disasters when I tried swapping drives AND changing DOSs, which will wipe a partition easily if you are still running MASTER.COm from MYDOS but drive 1 is now Sparta. Ya gotta be careful.

It is the only game in town for a LAN for the 8-bit.

2028. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 00:18:48 UTC
From: Krishna@max.tiac.net
Message-ID: <2ppjp8$bfk@sundog.tiac.net>
Source record: 101702

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
: mbitdc9306@newi.ac.uk (David Davies) writes:

: >Andrew K. Heller asks 'What ever happened to the AMIE sound chip?'

: >It ended up in the 7800 VCS ...

: 'Fraid not. The 7800 has a regular Pokey style sound unit. Its only unique
: feature is the Maria sprite engine.
:
: >David Davies

: -Bry

Well, not exactly. The RIOT chip is like POKEY divided by 2. Half the
voices. Not quite as powerful.

Only Ballblazer gives you Pokey sound with the 7800 via the builtin chip.

Thus the achilles heel of the 7800--the sound.

2029. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 00:25:00 UTC
From: Krishna@max.tiac.net
Message-ID: <2ppk4s$bfk@sundog.tiac.net>
Source record: 101703

opg@elcom.pub.ro wrote:
: Hi, everybody!

: Does anyone know anything about a 65832 microprocessor? From reading my 65816
: datasheets, I noticed this processor being mentioned as the next version of
: the 65816 to be released by WDC. It's supposed to have 32 bit internal
: registers, a math co-processor on-chip and to be pin compatible with the
: 65816.

: Has anybody done some work on a simple 65816 to 65802 (or 6502) conversion?
: I have some plans for a 65c02 to Atari conversion
: (and the 65802 is pin compatible to the 65c02), and even though they are in
: Dutch (which I don't speak) they are fairly easy to understand.

: Bye!

: Octavian Grecu
: opg@elcom.pub.ro

Chuck Steinman has asked about the '832 but at this point it is not
available, although I am pretty sure it is fully designed. Just not
in production. Unless Nintendo uses it with its next generation of
machines I doubt it will ever be manufactured. Nintendo is probably
responsible for the continued production of the 65816 as it stands.

I've been waiting for someone to come up with some text file info on how
to do the conversion to use an '802 or '816 (as an '802) on the XL/XE.

If that text file is indeed that, then please get it translated to
English and post it here!

It will only take a handful of people with an '802 hack to start getting
programs hacked to use the newer faster opcodes and start building a
library of '802 converted files. This growing library will help make any
possibly future '816 system more attrative by having programs you can run
faster immediately--although not taking advantage of the 24-bit linear
ram addressing.

I do think people will start to get jealous when the '802 people start
posting about their programs running twice as fast and that others will
do the hack to see what the hubbub is all about. At least that is what
I'm hoping. We have to get the ball rolling and the juices flowing.

2030. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 01:36:41 UTC
From: payton@ins.infonet.net
Message-ID: <2ppob9$jg7@insosf1.infonet.net>
Source record: 101704

In article <2ppfsb$1kg@news.delphi.com>, bryedewa@news.delphi.com (BRYEDEWAARD@DELPHI.COM) writes:
>mbitdc9306@newi.ac.uk (David Davies) writes:
>
>>Andrew K. Heller asks 'What ever happened to the AMIE sound chip?'
>
>>It ended up in the 7800 VCS ...
>
>'Fraid not. The 7800 has a regular Pokey style sound unit. Its only unique
>feature is the Maria sprite engine.
>

Nope, the 7800 has the same 2-channel RIOT sound as the 2600. A couple
of the 7800 cartridges (Ballblazer is one) have a POKEY built in.

However most of my 7800 games have *very* poor sound. Too bad, other
than this the 7800 is a pretty decent machine.

--
James Payton
payton@ins.infonet.net

2031. much for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 01:59:03 UTC
From: steeeve@aol.com
Message-ID: <2pppl7$a9e@search01.news.aol.com>
Source record: 101609

I have the following Atari 8Bit equipment for sale:

130XE with 256K RAM and Transkey installed, with external keyboard.
Two stock 800XLs.
256K MIO.
1Meg MIO.
1050 Disk Drive.
XF551 Disk Drive with 3.5 inch drive attached.
Two Indus GT disk drives.
20MB Supra Hard Disk, full of software and source code.
SpartaDOS-X cart.
RTime 8 cart.
BASIC XL cart.
Action! cart.
Mac/65 cart.
EPROM Burner.
1020 Printer.
1027 Printer.
Several books, including De Re Atari and Tech Notes.
Trackball and joysticks.
eight-button custom made controller.
three-headed custom made plunger controller (like on Jeopardy).
lots of disks.
And whatever else I didn't notice when I made this list.

I want to sell this as a package only - I will not separate items.
I don't know what this is all worth, so I'll take the best offer
over $300. Everything is "as-is", but it all seems to work, with
these exceptions - I couldn't get the hard disk to respond when
I tried it just now. It may be that I just didn't have it
configured properly, or it may need fixing. It was working fine
when I put it away a year ago. The color output is flakey on the
130 XE.

Send me Email or call me at (702) 896-3528.

-Steve Budrys
steeeve@aol.com

2032. Re: Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 03:03:13 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <110328@cup.portal.com>
Source record: 101606

> : Was Tempest made for the 8 bit Ataris? I never
> : saw it.
>
> Yes it was! Its on the archive, but damned if I could remember
> the name.

He means an actual Atari 8-bit game called Tempest; I don't
think it exists.

ANALOG did a variant called Livewire, and it may be on the
archive.

ANALOG seemed to specialize in clones in it's early days.
"Round Up" was a total clone of Activision's "Stampede", for
example.

Jeff_M_Lodoen@cup.portal.com

2033. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 03:36:36 UTC
From: jjmcwill@next5
Message-ID: <2ppvc4$d1m@mtu.edu>
Source record: 101607

Octavian and Glenn,

I had specs on the 65832, I can't find them with my other stuff, which
means Mike Hohmann now has the specs along with the other stuff I sent
him in my Turbo816 bundle that he's borrowing.

The specs were disappointing: no extended opcodes AT ALL.
All they did was Increase the index and accumulator registers to
32 bits. I think an ASIC version brought out a lot of the extra
address pins, meaning you could sort of access like 1gigabyte of
space... but it was wierd. Like, via the move opcodes, since
X and Y are 32 bits, memory access via move was 1 GB, but the program bank
and data bank registers remained 8 bits wide, which along with the
16 it PC still left you 24 bits=16MB address space for running code
and stuff. The bottom line: since we don't even have the capability
to fully utilize the 16 mb address of the 65816, the 65832 won't
have any added functionality for us to tap.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2034. How to use 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 03:43:34 UTC
From: norlin@essex.ecn.uoknor.edu
Message-ID: <2ppvp6$i3m@constellation.ecn.uoknor.edu>
Source record: 101608

A friend of mine recently found for me an Atari 850 interface. I've never used one, though, so don't know much about what to do with it. I assume I need some sort of a driver in order to access it? Access is done through the "R:" device, correct? Where could I obtain such a driver?

I have a 300 bps modem for my Atari (though I've never actually tried to use it), so if I can ftp an 850 handler from somewhere, I could then download it to my Atari with this modem. I'd like to use the 850 with a 2400 bps modem I have. All I need is an R: handler and the proper telecomm software, right?

Any pointers as to what files I need and where I could find them would be greatly appreciated.

-Norman
--
_____ __ __ _____ Norman Lin
| | | | norlin@mailhost.ecn.uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

2035. Re: Announcement: New Atari 8bit ftp site (Europe) and more

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 04:12:36 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <Cp06D1.M9v@noose.ecn.purdue.edu>
Source record: 101611

In article <2popj3$s14@mtu.edu> jjmcwill@next5 (Jeffrey J. McWilliams) writes:
>Ryan,
>
>I believe this was actually SeaStalker or Cutthroats from Infocom.
>Not BASIC, but rather they were boot disks.
>
>Jeff

No, it definitely wasn't an Infocom game. Stephen Knox replied to me through E-Mail and reminded me that the game WAS written in BASIC and was called "Mars Tereso" (or something very similar). If anyone knows where to locate this game, please let me know. Also, if anyone has "Bob the Blob" and maybe even the level editor please contact me. I'd like to play this game again, but I have no desire to re-type it all (although maybe I should as further punishment for selling my old system in the first place =). Thanks a lot.

--
Ryan H Osborn | I am in constant search of recordings by:
CEE -- Purdue University | Maynard Ferguson, Bill Ward (Ward One: Along the
rosborn@en.ecn.purdue.edu | Way), Black Sabbath & Ozzy (rarities), Chase

2036. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 06:53:07 UTC
From: bryedewa@news.delphi.com
Message-ID: <2pqasj$pjo@news.delphi.com>
Source record: 101612

Krishna@max.tiac.net (Glenn Saunders) writes:

>Well, not exactly. The RIOT chip is like POKEY divided by 2. Half the
>voices. Not quite as powerful.

>Only Ballblazer gives you Pokey sound with the 7800 via the builtin chip.

>Thus the achilles heel of the 7800--the sound.

Wait, if RIOT has fewer voices than Pokey (4) then how does Ballblazer get
the same sound as the computer version?

---Bry

2037. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 06:55:31 UTC
From: bryedewa@news.delphi.com
Message-ID: <2pqb13$pnd@news.delphi.com>
Source record: 101614

payton@ins.infonet.net writes:

>Nope, the 7800 has the same 2-channel RIOT sound as the 2600. A couple
>of the 7800 cartridges (Ballblazer is one) have a POKEY built in.

>However most of my 7800 games have *very* poor sound. Too bad, other
>than this the 7800 is a pretty decent machine.

Umm.. is it a regualar pokey chip like in the 8-bit? Atari allowed
audio to be piped from the cartridge? What a wierd feature. :)
Thanks for the info.

-Bry

2038. Re: Atari terminal emulator for IBM

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 08:26:07 UTC
From: carlson@kaiwan.com
Message-ID: <2pqgav$nsv@kaiwan.kaiwan.com>
Source record: 101613

Oscar M Fowler (oscar@CS.Arizona.EDU) wrote:
: People have mentioned both ATMODEM.ZIP and ATERM.ZIP as an Atari terminal
: emulator for the IBM PC (I assume they're the same program). I've tried
: searching Archie for one of these two files and have had no success. Would
: someone please upload the program to an FTP site or post a UUENCODEd version
: of the binary here?

: Thanks,
: omf

I would like to know an FTP site, or have one of these programs
posted as well.

Mike
--
****
Mike Carlson
carlson@kaiwan.com

2039. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 08:57:09 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Apr29.085709.15414@cs.nott.ac.uk>
Source record: 101616

In article <2pof9g$frs@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
>Raphael J Espino (rje@cs.nott.ac.uk) wrote:
>: In article <2pkgf4$c32@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
>: >What ever really happend with that story about all the 1450xl cases
>: >being smashed on the assembly line because Atari POed the manufacturer?
>
>: I thought that story was dashed (*groan*) a few months back here when one of
>: the old Atari employees posted about it. Sorry I can't remember exactly who.
>
> What do you mean dashed?
erm... isn't it clear? In this sense of the word dashed = smashed, hence the pun and the (*groan*). the story was proven untrue. Is the word dashed not used in this sense in other English speaking countries? Or is it yet another example of differences in the language? (colour = color, etc)

>: Anyway this person said that the real reason behind the 1450XL evaporating
>: was the "power without the price" policy. Atari were developing more and more
>: expensive machines, you just have to look at the 1450XL specs to see it would
>: have been the most expensive in the 8-bit range. Aparently they decided this
>: was not the way to go, and opted for the cheaper 600XL and 800XL.
>: (when I refer to cheaper I mean from a consumers point of view)
>
> um..lets not forget Atari was losing mucho money at this time....
>and "power without the price" didn't exist then.
True, that phrase came in with Tramiel, but it does represent Atari's underlying philosophy since the start, targeting the low end of the games/home computer market rather than the higher end. The 400/800 were launched as powerful games machines (hence Star Raiders...), but they were computers too, and could be used for serious applications. I'm not saying that Atari meant for the 400/800 to be just games machines, but it was a large part of their strategy to market them as such.
The way I read the posting I was refering to (by the ex-atari employee - come on surely some else must remember it), was that Atari's management felt there was a trend towards building ever more expensive machines (1200XL, 1400XL, 1450XLD), and that this was not the way to go. They wanted to stick to the old policy of low end machine -> 600XL, 800XL
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2040. Wanted: Atari Email address

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 10:22:53 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2pqn5t$qvo@dux.dundee.ac.uk>
Source record: 101618

I am looknig for a "valid" email address for someone (anyone at atari).

Please email the address direct to me at the address below.

Yours

Rod McCall

--
++ (c) BBC TV ++++++++++++++++++

"SPECKLY...YOU SHOT MY SPECKLED JIM!!!"

email from: rmccall@mcs.dundee.ac.uk (DUNDEE UNIVERSITY)

rmccall@camb.er.wick.green

tel: 0382 644546 or 0721 720863 (outside term time)

Roderick McCall, 2nd Year Computer Science, "University of Life" , Dundee

==========

2041. Re: Old magazine copyrights (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 10:26:37 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2pqnct$qvo@dux.dundee.ac.uk>
Source record: 101619

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: In article <EYVIND.94Apr27193251@lise16.lise.unit.no> eyvind@lise.unit.no (Eyvind Bernhardsen) writes:
: >In article <2pm44c$gvl@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
: >
: >> In a previous article, eyvind@lise.unit.no (Eyvind Bernhardsen) says:
: >>
: >> >In the latest issue of New Atari User (Issue 67--can't remember the
: >> >page number, sorry :), it's explicitly stated that Compute!, Analog
: >> >AND Antic all released their programs as public domain.
: >>
: >> Did they cite sources? In the previous thread here people confirmed seeing
: >
: >No, they didn't cite any sources. It was on the letters page, someone
: >who actually has the magazine anywhere near a newsfeed might be able
: >to supply a direct quote :)
: Will do :-)

: >Alternatively, someone could write them and ask where they found out.
: >Might even do it meself, come to think of it.
: That may not work, Page 6 (New Atari User) are notoriously bad at answering
: mail, trust me. They don't even acknowledge the receipt of submissions or
: anything like that. Now a phone call may be diferent.....
: However if it was on the letters page then that is Allan J. Palmer's domain,
: and you would probably best off writting to him, he is rather better at
: replying, in my esperience at least.

: --
: - Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

This is true, I was once involved in a small Atari based magazine
called "Atari Elite" at the time we contacted (by fax) page 6 with details
of what we were doing. For some reason we got no ceverage (although ather
disk based mags were) as a result we had to fold. A shame really cause
their was quite a team of good people.

Cheers

Rod

--
++ (c) BBC TV ++++++++++++++++++

"SPECKLY...YOU SHOT MY SPECKLED JIM!!!"

email from: rmccall@mcs.dundee.ac.uk (DUNDEE UNIVERSITY)

rmccall@camb.er.wick.green

tel: 0382 644546 or 0721 720863 (outside term time)

Roderick McCall, 2nd Year Computer Science, "University of Life" , Dundee

Got an Amiga Now, but I'l still missing that XL feeling.

==========

2042. Re: Read/Write Atari disks on IBM (followup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 10:50:56 UTC
From: ddbunch@larry.wyvern.com
Message-ID: <ddbunch.767616656@wyvern.wyvern.com>
Source record: 101617

From: heller@akh104.rh.psu.edu (Andrew K. Heller)

> Darn...and I am the one who uploaded the new version...well.. the one
>that can use lowercase letters for flags and fixed some other bugs. I cant
>remember which it was..I thought it was just plain util.arc. Look at the
>dates for the files at the archives. The latter one is the one I uploaded.

It looks like you did not include your fixed C code in this archive, because
diffing the .C & .ASM from the UTIL.ARC & PCXFER.ARC show no differences but
the .EXE is newer. Could you possibly upload your source to the FTP site or
post it?

Thanks,

David

--
-=-
David Bunch Email address: ddbunch@infi.net

2043. Software special offers.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 13:10:36 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <9404291310.AA03493@cs.utexas.edu>
Source record: 101620

SUPPORT FOR YOUR ATARI 8-BIT FROM RICHARD GORE.

SOFTWARE:

JAWBREAKER - The classic Pac-man style game originally sold by Sierra-On-Line.
This version includes two mazes which were originally sold as
separate games as well as a new pause function and improved
joystick control.

MOUSEKATTACK - Another classic game from Sierra-On-Line. This game has you
trying to plumb the levels of Rat Alley. A very addictive game
featuring a one or two player (simultaneously on screen) mode,
new pause feature and improved joystick control.

Both games are available on disk, tape or Rambit Turbo tape (state which)
and are supplied with a printed manual.

Prices: #4.50 each or #6.95 for BOTH (UK p&p included)

(overseas please add #2 for airmail shipping)
(US dollar prices $10 each or $18 for both fully inclusive)

N E W S O F T W A R E! N E W S O F T W A R E!

In association with Visionaire software I am pleased to announce the
availability of two new games programmed in the UK......

ARENA: An original puzzle game where you must place pieces of a wall in
order to guide a 'power pod' too its destination. It sounds simple,
but it has good graphics and is very addictive. A demo version appeared
on issue 66 of Page 6's disk, but this version is the full game with
50 levels.
Price: #5 ($10) XL/XE, Disk only.

BUBBLE ZONE: Enter the Bubble Zone and meet the challenge! Guide your tank
and blast the ever increasing number of bubbles, collect the
power ups, watch out for the holes. How far can you go?
Frantic arcade action, with top notch graphics.

Price: #5 ($10) XL/XE, Disk only.

* * * * * SUPER SPECIAL OFFER * * * * * SUPER SPECIAL OFFER * * * * *

Buy all four of the above games for only #15 ($30) inclusive of p&p

Hurray this limited offer is only available until 31st May 1994

* *

For further details or to order contact:

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Telephone: (0302) 784642 weekends only please.

E-mail: RG9@UK.AC.YORK.TOWER or RG9@UK.AC.YORK.VAX
(Non-JANET users invert UK.AC.YORK.xxx to xxx.YORK.AC.UK)

- -

SOFTWARE Authors, have you written any games or utilities for the Atari 8-bits, new or old? If you have and you have the rights contact me now and we can hopefully arrange to get them (re-)marketed!

- -

2044. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 13:27:43 UTC
From: gmchugh@bfsec.bt.co.uk
Message-ID: <Cp0w27.Guo@bfsec.bt.co.uk>
Source record: 101623

In article bfk@sundog.tiac.net, Krishna@max.tiac.net (Glenn Saunders) writes:
>
>It will only take a handful of people with an '802 hack to start getting
>programs hacked to use the newer faster opcodes and start building a
>library of '802 converted files. This growing library will help make any
>possibly future '816 system more attrative by having programs you can run
>faster immediately--although not taking advantage of the 24-bit linear
>ram addressing.
>
>I do think people will start to get jealous when the '802 people start
>posting about their programs running twice as fast and that others will
>do the hack to see what the hubbub is all about. At least that is what
>I'm hoping. We have to get the ball rolling and the juices flowing.
>

If that day comes I'll dig out my Turbo-816 upgraded 130XE!

I still remember reading about the T-816 in a magazine and raving about it
to as many people as possible. Wrote to Chuck a few times and finally bought
what must have been one of the first T-816's in the UK! I'd love to know if
there are many more this side of the pond. If only it had been better supported!
I spent ages trying to track down the 65816 programmers manual only to be told it
was out of print :(

Then the dreaded PC took over the household, and my 8-bits have been temporarily
banished to the dark corners of the roofspace.

It looks as if their liberation may be sooner than I had hoped!

Geoff
gmchugh@bfsec.bt.co.uk

2045. Re: Old magazine copyrights (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 16:17:13 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2prbu9$bp9@usenet.INS.CWRU.Edu>
Source record: 101624

In a previous article, knauss@netcom.com (Greg Knauss) says:

>aa700@cleveland.Freenet.Edu (Michael Current) writes:
>> No one
>>was able to confirm that ANALOG's publisher--what 3-letter name was
>>it again?, did the same, but it would be believable.
>
>LFP. And the authors of the programs printed by ANALOG got to keep
>the copyrights. ANALOG only bought first (and re-) print rights. I
>don't know if this gives them the ability to place the programs into
>the public domain or not, but I expect that asking an author for
>release is just as good as asking the publisher.

Hadn't heard this before. If ANALOG let the authors keep ownership then
it's up to the authors to place their software in the PD, if they so
choose. Nice for the authors, but makes it more difficult for us to
determine which are in the PD and which aren't.

> Compute! and Antic both bought copyrights.

And just to reiterate, we know that Compute placed their software into the
PD, but we (or at least I) remain skeptical that Antic ever did.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2046. Mar Tesoro

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 16:45:11 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2prdin$e29@usenet.INS.CWRU.Edu>
Source record: 101625

In a previous article, rosborn@en.ecn.purdue.edu (Ryan H Osborn) says:

> No, it definitely wasn't an Infocom game. Stephen Knox replied to me
> through E-Mail and reminded me that the game WAS written in BASIC and was
> called "Mars Tereso" (or something very similar). If anyone knows where
> to locate this game, please let me know. Also, if anyone has "Bob the
> Blob" and maybe even the level editor please contact me. I'd like to play
> this game again, but I have no desire to re-type it all (although maybe
> I should as further punishment for selling my old system in the first
> place =). Thanks a lot.

The name is Mar Tesoro, advertised in the very first issue of Antic
magazine. We only have a copy of it, so I'm also interested in purchasing
an original copy with doc's.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2047. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 16:58:39 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2prebv$fc7@usenet.INS.CWRU.Edu>
Source record: 101626

In a previous article, Jeff_M_Lodoen@cup.portal.com () says:

>Speaking of Atari mysteries...
>
>I was reading an article on using Atari Pascal (the version distributed
>by APX). People involved in it's development said it was intended for
>a 128K Atari system with double-density drives. This was in the early
>1980s; did this 128K machine exist?

They were probably thinking of 800's expanded to 128K with the Axlon
upgrade.

There were several 3rd-party double-density drives around at that time,
like Indus, TRAK, Percom, etc.
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2048. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 17:23:01 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2prfpm$h38@usenet.INS.CWRU.Edu>
Source record: 101627

In a previous article, bryedewa@news.delphi.com (BRYEDEWAARD@DELPHI.COM) says:

>This is impossible, as "Power Without the Price" was the slogan of the 1984
>Tramiel Atari, not the Warner Atari.

The Tramiels bought Atari in 1984, but the "Power Without the Price" slogan
began when the ST was released in 1985. The 800XL did sell very well
Christmas '84 due to big price cuts imposed by the Tramiels.

> I do agree that Atari was pricing them-
>selves out of the market with the $700+ 1200XL. This is probably why the
>plug was pulled on the rest of the line. Too bad Warner never thought things
>through in advance, and never planned a product line that included the
>affordable 800XL and the exotic 1450XLD.

In fact, the 400/800/1200XL lineup was replaced with the
600XL/800XL/1400XL/1450XLD in Atari's sales literature in 1983. Some
people here are sure to have that catalog with the four models flying on
the cover. They just never got around to releasing the two higher end models.

--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2049. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 17:34:06 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2prgee$hg7@usenet.INS.CWRU.Edu>
Source record: 101628

In a previous article, mbitdc9306@newi.ac.uk (David Davies) says:

>Andrew K. Heller asks 'What ever happened to the AMIE sound chip?'
>
>It ended up in the 7800 VCS ...

Some names:

2600 Video Computer System

5200 SuperSystem

7800 ProSystem

The 7800 has the same primitive sound as the 2600.

(followups more appropriate in rec.games.video.classic)
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2050. Re: Read/Write Atari disks on IBM (followup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 17:41:36 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2prgsg$huq@usenet.INS.CWRU.Edu>
Source record: 101629

In a previous article, ddbunch@larry.wyvern.com (David Bunch) says:

>A day after posting that C code for a program to R/W atari disk files on an
>IBM that I had found on Compuserve years back, I found it on the internet &
>realised that I had left out the assembler source. Here is a listing of where
>you can find it & what is in the 3 ARC files of different versions of it. I'm
>a bit confused as to which is the most current version because the 1st one has
>a C program with a later date & the 2nd one has a later date of the .ASM file.
>Just thought I would pass this on & you can take your pick.
>
>Searching: DSKUTIL.ARC

I downloaded them all a couple years ago. I found dskutil to be the newer
version, and all the other versions to be identical (despite their
not-quite-identical file sizes. dskutil is definitely bigger than the
others).
--
Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

2051. Re: Announcement: New Atari 8bit ftp site (Europe) and more

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 17:42:53 UTC
From: 3IGDZ6E@CMUVM.CSV.CMICH.EDU
Message-ID: <94119.1342533IGDZ6E@CMUVM.CSV.CMICH.EDU>
Source record: 101634

In article <CoyCEJ.56s@noose.ecn.purdue.edu>, rosborn@en.ecn.purdue.edu (Ryan H Osborn) says:

[stuff about ftp sites deleted]

> I sold my original 8-bit equipment a few years back and lost some
> software I'd love to have again. One piece in particular was a game
> which involved buying/renting dive gear (suit, sub, etc.) and sailing
> out and diving to look for treasure. Funds played a big part in the game
> and it was possible to run out of money and/or get stuck out at sea if you
> weren't careful. I think the game was written in basic. Does this ring
> a bell for anyone? I don't remember if it was PD or commercial either.
> Please let me know if you know the name of this one and/or where I can get
> hold of it. Thanks a lot.
>
>--
> Ryan H Osborn | I am in constant search of recordings by:
> CEE -- Purdue University | Maynard Ferguson, Bill Ward (Ward One: Along the
> rosborn@en.ecn.purdue.edu | Way), Black Sabbath & Ozzy (rarities), Chase

Ah - ancient histroy. Michael and (especially) Daniel will no doubt remember this as MITSORO. I have no idea what the actual name of the program or game is, or whether it is commercial or PD. MITSORO was just the name of the file. We got it in the early 80's from a former student of mine who sent the boys a couple of disks of stuff for the Atari. I don't recall what else was there, but this program got a lot of exercise. I remember one week when the Milwaukee cousins were here (5) and the whole pack spent a rainy day playing it. Seems to me it went on for 10 or 12 hours. Memories.......

We must still have it somewhere, but only Michael or Daniel would know for sure where. Of course, I don't know whether or not the copy is legal, but if I had to guess, I would say not legal.

So I can't really help you in your attempt to get a legal copy. Perhaps Michael or Daniel knows more about the actual name of the game and where one could get a legal copy of it. Michael is, of course, active here on c.s.a.8, and Daniel lurks from time to time.

David Current
CMU Physics
Mt. Pleasant, MI

2052. Re: Trak-Ball programming info document

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 18:01:43 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2pri27$iuf@usenet.INS.CWRU.Edu>
Source record: 101631

In a previous article, shandar@inca.gate.net (Depressed) says:

>BRADLEY HARLEN K. (hbradley@ponder.csci.unt.edu) wrote:
>: >Centipede, Milipede and Tempest. Made the control easier.
>
>: ^^^ Was Tempest made for the 8 bit Ataris? I never
>: saw it.
>
>Yes it was! Its on the archive, but damned if I could remember the name.
>

Antic magazine released a rather good Tempest look a like called
'LiveWire', it is on the Atari archive somewhere.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2053. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 18:26:34 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2prjgq$jsh@hearst.cac.psu.edu>
Source record: 101632

: > um..lets not forget Atari was losing mucho money at this time....
: >and "power without the price" didn't exist then.
: True, that phrase came in with Tramiel, but it does represent Atari's
: underlying philosophy since the start, targeting the low end of the games/home
: computer market rather than the higher end. The 400/800 were launched as

Not to dispute this fact, but do most of you know that apparently Atari
approached IBM in the later development phases of the 400/800 and asked
them if they wanted to slap their name on it? Yup..read that in one
of the more interested history books on big blue: "Blue Magice." Highly
recomended reading to everyone. Boy did that book make me laugh! IBM
was truly sad then. (Even the books index and numbering were off...true
to the end with IBM messups.)
but anyways...

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2054. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 18:31:04 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2prjp8$jsh@hearst.cac.psu.edu>
Source record: 101633

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: Some names:

: 2600 Video Computer System

: 5200 SuperSystem

: 7800 ProSystem

: (followups more appropriate in rec.games.video.classic)

Only for the first and last! =)

: --
: Michael Current, Cleveland Free-Net 8-bit Atari SIGOp / Iowa City, IA, USA
: Internet: mcurrent@carleton.edu / Cleveland Free-Net: aa700

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2055. My updates to the UTIL program

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 18:56:11 UTC
From: markus@rsvl.unisys.com
Message-ID: <markus.124.002ED62B@rsvl.unisys.com>
Source record: 101571

I uploaded my changes to the UTIL program to nova.pvv.unit.no into the
directory incoming/pub/atari. The files are called myutil.zip and myutil.lst.
Here is myutil.lst:

My updates to the UTIL program to read and write 180k Atari diskettes.
Here's whats in the archive:
util.c The updated UTIL program source
atario.s The IO routines source that goes with UTIL
util.exe The UTIL program
atarid2.c The start of a program (SDATARI) to access 180k SpartaDOS diskettes
atario2.s The IO routines source that goes with SDATARI
sdatari.exe The SDATARI program

Mark K Vallevand
markus@rsvl.unisys.com

I couldn't get this into atari.archive.umich.edu because its prime time there.

The keepers of nova.pvv.unit.no and its atari archive (Eyvind, are you
listening?) will need to move this to its final resting place.

Use UTIL with no parameters to get a usage overview. Use SDATARI -? to get a
usage overview.

Regards.
Mark K Vallevand Unisys Roseville, Minnesota markus@rsvl.unisys.com
Unisys 612-635-7880
Mail Station 4313, On the Information SuperHighway, I'm the guy with a
POBox 65942 hat driving 50 in the fast lane with my blinker on
St Paul, MN 55164-0942 and my seatbelt hanging out the door making sparks.

2056. Atari 130XE system forsale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 21:04:26 UTC
From: sorcery@maple.circa.ufl.edu
Message-ID: <2prsoqINNfn@no-names.nerdc.ufl.edu>
Source record: 101636

I have forsale a perfect condition atari 130XE computer with disk drive,
big blue printer interface, all documentation, and lots of software.
Please make me an offer if this computer interests you. Thanx in advance.

See ya'//Greg

2057. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 21:49:29 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <Cp1JAI.8DC@sunblossom.ge.com>
Source record: 101635

In article <Coy1Gp.G4I@cbfsb.cb.att.com>, rdell@cbnewsf.cb.att.com (richard.b.dell) writes:
|> In article <110191@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:
|> >> >As far as I can tell, nothing ever used the clock line on the
|> >> >The only lines used are the cmd & data. The +5v may have been
|> >> >device present type handshaking, but I don't think so. The dat
|> >> >pretty much pure 19,200 baud both ways.

I've been watching this discussion going on for a while, and thought I'd add a note from my experience. Chuck Steinman and I developed the "Maze of Agdagon" game, which uses the GameLink-II cable. This cable connects several Ataris (no disk drives or other peripherals) with only the serial in, serial out, and ground pins. That means *no* clock pins, *no* Command and Data pins. The Host (first Atari booted with the software) can allow the other Ataris to boot from it (where it acts like it where the disk drive) one at a time, to load the game software. The data rate must be 19.2k, which is actually a little off of that figure, but the closest the Atari can get using 16-bit counters and the crystal frequency it has. After booting, all Ataris (I've tested four; theoretically it can work with eight) start communicating at 32k.

Note that you might experience a problem with signal levels after you tie more than six (total of outs & ins) loads on the serial bus. Otherwise it works great!

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2058. QWK problems.

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 22:26:29 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.767658389@dtek.chalmers.se>
Source record: 101637

I tried using the program QWK8.COm for reading offline mail.
After I enter option R-Read Control.dat, the system hangs and
displays garbage. Is this program using a fake 80 column setup like
Kermit 65 I'm using right now?
If so, does it require special hardware like omniview or something?

(control.dat+messages.dat etc. all exists on drive)

stranded/

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

2059. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 23:08:24 UTC
From: Krishna@max.tiac.net
Message-ID: <2ps418$nug@sundog.tiac.net>
Source record: 101638

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: True, that phrase came in with Tramiel, but it does represent Atari's
: underlying philosophy since the start, targeting the low end of the games/home
: computer market rather than the higher end. The 400/800 were launched as
: powerful games machines (hence Star Raiders...), but they were computers too,
: and could be used for serious applications. I'm not saying that Atari meant
: for the 400/800 to be just games machines, but it was a large part of their
: strategy to market them as such.
: The way I read the posting I was refering to (by the ex-atari employee - come
: on surely some else must remember it), was that Atari's management felt there
: was a trend towards building ever more expensive machines (1200XL, 1400XL,
: 1450XLD), and that this was not the way to go. They wanted to stick to the
: old policy of low end machine -> 600XL, 800XL

Well, what do you consider cheap? The 800 was $1000 with 8K? RAM back in
'79. The main reason I waited until 1983 to get my first computer was
that before that the 800 was literally $800. These days the magic figure
for computers remains around a grand. But I've never accepted that
figure for the end-user. He shouldn't have to pay $1000+ for average
computing needs.

The first time the Atari 8-bit really became affordable it seems is when
the mail order houses started to sell really discounted 1200XLs after the
800XL and 600XL debuted. I got my 1200XL for less than $300. I forget
the actual figure. I think it was like $279 and included a 1027 printer
and some other stuff.

During the brief period in which 8-bit machines were still viable in the
mainstream and before the new 16-bit machines took over the "home"
market, THAT was power without the price. Since then things moved back
to "spend a grand".

2060. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 23:18:11 UTC
From: Krishna@max.tiac.net
Message-ID: <2ps4jj$nug@sundog.tiac.net>
Source record: 101639

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
: payton@ins.infonet.net writes:

: >Nope, the 7800 has the same 2-channel RIOT sound as the 2600. A couple
: >of the 7800 cartridges (Ballblazer is one) have a POKEY built in.

: >However most of my 7800 games have *very* poor sound. Too bad, other
: >than this the 7800 is a pretty decent machine.

: Umm.. is it a regualar pokey chip like in the 8-bit? Atari allowed
: audio to be piped from the cartridge? What a wierd feature. :)
: Thanks for the info.

: -Bry

Atari, having recognized the sound deficiency, could have remedied it without redesigning the motherboard. They had a TON of 1984 boards which were put on hold. To add a significant change to it would make all those original boards useless.

I posted in another newsgroup that what they SHOULD have done is included a special pass-through cartridge with every 7800. Inside would be a Pokey chip, accessed similarly to the one in Ballblazer. This would become a de-facto part of the archetecture and used by all future games, and the older games would merely ignore the Pokey and use the Riot chip.

All this is really just common sense solutions to problems which Atari never had the brains or the initiative to do.

If Atari added a few more addressing lines to the 2600 then you could access the full 8K on the 2600 and not bank switch. It would not have cost Atari much at all to do this.

I just hope the Jaguar is as open ended as it will need to be to remain viable for many years to come.

I think pehaps the age of the "upgradable" game console is fast approaching. Who wants to switch to a new console every few years to remain current?

All they'd have to do is make it really simple to add new/more RAM and a ZIF socket for the CPU. Then introduce new machines with a II, III, IV extender with the new stuff in it. This way the old hardware remains viable.

2061. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-29 23:24:32 UTC
From: Krishna@max.tiac.net
Message-ID: <2ps4vg$nug@sundog.tiac.net>
Source record: 101640

Geoffrey McHugh (gmchugh@bfsec.bt.co.uk) wrote:

: If that day comes I'll dig out my Turbo-816 upgraded 130XE!

You are a perfect example of the end-user types who got burned by the T-816 failure. Like I said, software sells hardware. You can't get existing code to run faster on the T816 without some modifications, and still, only certain types of programs (ones that do a lot of byte moving for instance) will be faster. Most people associate CPU upgrades with clock speed increases. Not the case with the Atari8 because it is nearly impossible to make that work. That means pushing throughput and the 16-bit registers are probably the end of the line for a method of increasing throuput without elaborate clock speed experiments.

If you had all your favorite 8-bit programs running faster then you probably would have stuck with the T816 longer.

2062. Networking 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 00:00:35 UTC
From: Reaser@MT2.LAAFB.AF.MIL
Message-ID: <2DC19F45@POST3.LAAFB.AF.MIL>
Source record: 101642

Contact Computer Software Services and ask them about their Multiplexer if you are interested in "networking" you 8-bits.

2063. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 01:30:55 UTC
From: ken@cup.hp.com
Message-ID: <Cp1tJJ.Dur@cup.hp.com>
Source record: 101643

Glenn Saunders (Krishna@max.tiac.net) wrote:
> Atari, having recognized the sound deficiency, could have remedied it
> without redesigning the motherboard. They had a TON of 1984 boards which
> were put on hold. To add a significant change to it would make all those
> original boards useless.
>
> I posted in another newsgroup that what they SHOULD have done is included
> a special pass-through cartridge with every 7800. Inside would be a
> Pokey chip, accessed similarly to the one in Ballblazer. This would
> become a de-facto part of the archetecture and used by all future games,
> and the older games would merely ignore the Pokey and use the Riot chip.
>
Nit pick. The RIOT chip was the 6532, (Ram, I/O, Timer). The sound
was controlled by Stella, which was kinda like 1/2 CTIA, and 1/2 Pokey.
Get the Stella programmers manual from atari.archive.umich.edu. It's
full of good info.

> All this is really just common sense solutions to problems which Atari
> never had the brains or the initiative to do.
>
> If Atari added a few more addressing lines to the 2600 then you could
> access the full 8K on the 2600 and not bank switch. It would not have
> cost Atari much at all to do this.
>
All 13 address lines went to the 2600 cart port. The problem is, the lower
4K was used to map Stella, and the RIOT chip, over and over. They really
only needed 1K bytes to map all that, but this way, they didn't need any
external TTL chips to decode the addresses. I have verified that the
lower 4K is reserved for the RIOT and Stella, by looking at the schematics
from SAMS Computerfacts.

Remember, the first games were low res (even for the 2600) and only took
2K. When it was designed, 4K was enough. At the time, nobody knew to
expect the hardware design to be pushed to the limit by software.

> I just hope the Jaguar is as open ended as it will need to be to remain
> viable for many years to come.
>
So do I.

> I think pehaps the age of the "upgradable" game console is fast
> approaching. Who wants to switch to a new console every few years to
> remain current?
>
> All they'd have to do is make it really simple to add new/more RAM and a

> ZIF socket for the CPU. Then introduce new machines with a II, III, IV
> extender with the new stuff in it. This way the old hardware remains viable.
>
It all adds up to the cost of the original system. Sockets (especially ZIF
sockets) are expensive. It is easier to sell a cheaper system in Toys R Us
than a more expensive, expandable one. The average, non-techy consumer
doesn't care if it is expandable. He just wants to make his kid happy
at Christmas, and wants to do it as cheaply as possible.

Onward.

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

2064. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 02:24:52 UTC
From: payton@ins.infonet.net
Message-ID: <2psfhk$94g@insosf1.infonet.net>
Source record: 101647

In article <2ps418$nug@sundog.tiac.net>, Krishna@max.tiac.net (Glenn Saunders) writes:

>Raphael J Espino (rje@cs.nott.ac.uk) wrote:
>: True, that phrase came in with Tramiel, but it does represent Atari's
>: underlying philosophy since the start, targeting the low end of the games/home
>: computer market rather than the higher end. The 400/800 were launched as
>: powerful games machines (hence Star Raiders...), but they were computers too,
>: and could be used for serious applications. I'm not saying that Atari meant
>: for the 400/800 to be just games machines, but it was a large part of their
>: strategy to market them as such.

Absolutely. Atari never referred to the 400/800 line as "business"
computers, or even "personal" computers. They were always the 400/800
home computers.

All their early advertising and catalogs promoted the 400/800 features
that made them easier to set up and use:

The ability to use ROM carts.
The Option, Select, and Start function keys.
The daisy-chain peripherals.
The memory-upgrade cartridges for the 800.
The menu-driven Atari DOS.

They were clearly designed as home computers and were also marketed that
way. I guess somewhere along the line (after many different flops from
several manufacturers) it was decided there was no market for something
called a "home" computer.

>Well, what do you consider cheap? The 800 was $1000 with 8K? RAM back in
>'79. The main reason I waited until 1983 to get my first computer was
>that before that the 800 was literally $800. These days the magic figure
>for computers remains around a grand. But I've never accepted that
>figure for the end-user. He shouldn't have to pay $1000+ for average
>computing needs.

Agreed. I think many people are buying more computing power than
they really need. I still use a 286 for word processing and tele-
communications and it works just fine. But thanks to huge memory-
hogging operating systems like Windoze and OS/2, some people are
buying super-fast machines with loads of RAM just to run simple
applications that ran faster on 286s under DOS.

--
James Payton
payton@ins.infonet.net

2065. Cortese in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 03:23:57 UTC
From: ricortes@delphi.com
Message-ID: <xC0u8eF.ricortes@delphi.com>
Source record: 101641

Another hit "Next Thread" warning
Loading Action! files from disk into banks. Sorry if this is to
big/to much/to vague to digest, but a pressing problem came up so I
had to kind of rush this. If anybody wants some clarification, just
let me know. Here's some source code & what a dump of the compiled
disk file looks like: A word of warning, I'm writing this on my CLONE
while looking over to an Atari screen so there's going to be numerous
transcription errors.

```
;
;What goes is I will use Reister's PD
;run time. $2000 is high enough for
;DOS 2.5, 2.0, & MyDOS if you don't
;have the RS232 handler loaded. If you
;need the handler, just load everthing
;at about $2400
;
SET 14=$2000
SET $491=$2000
INCLUDE "RUNTIME.ACT"
SET 14=$4000
SET $491=$4000
BYTE ARRAY laugh="Har Har"
BYTE me=[0]
CARD C=[$5555]
PROC Marg()
;
;some usless variables to show where
;they go
;
BYTE a=[1],b=[2],c=[3]
CARD f=[$6666]
BYTE POINTER bptr=$52

bptr^0
PrintE(@laugh)

RETURN

PROC Main()
BYTE d=[5]

Marg()

RETURN
```

2066. Cortese in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 03:24:47 UTC
From: ricortes@delphi.com
Message-ID: <xi0vE0H.ricortes@delphi.com>
Source record: 101644

Compile this from disk & use <W"BANK0.OBJ"> from the monitor to save it. *Note* I had a wild pointer in original file so this object code does not exactly reflect the final one, just threw it in "as is" because it makes the point & I'm out of free time for the week.

```
FF FF 00 40 3F 40 07 48
61 72 20 48 61 72 00 55
55 01 02 03 66 66 52 00
4C 15 40 AD 10 40 85 AE
AD 11 40 85 AF A9 00 A0
00 91 AE A9 40 8D 11 40
A9 00 8D 10 40 A2 40 A9
00 20 D1 22 60 05 4C 3B
40 20 12 40 60 60 E2 02
E3 02 38 40
```

What it means:

```
FF FF Atari binary file
00 40 start load @ $4000
3F 40 end load @ $403F
07 48 61 72 20 48 61 72 =>7 char sting "Har Har"
00 BYTE Me=[0]
55 55 CARD C=[$5555]
;Marg()
01 BYTE a=[1],
02 b=[2],
03 c=[3]
66 66 CARD F=[$6666]
52 00 BYTE POINTER bptr=[82] REM 0082
4C 15 40 JMP $4015
;Marg()
AD 4C 19 LDA $4010
85 AE STA $AE
AD 4D 19 LDA $4011
85 AF STA $AF
A9 00 LDA #$00
A0 00 LDY #$00
91 AE STA($AE),Y $AE-F => ADDRESS $0052
A9 40 LDA #$40
8D 11 40 STA $4011
A9 00 LDA #0
8D 10 40 STA $4010
A2 40 LDX #$40
A9 00 LDA #$00
```

```
20 D1 22 JSR $22D1;PD PrintE()
60 RTS
;Main()
05 BYTE d
4C 3B 40 JMP $403B
20 12 40 JSR $4012
60 RTS RETURN
60 RTS implied RETURN
;Another load address @ init vector
E2 02
E3 02
38 40 start/init address of file
```

2067. Cortese in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 03:25:52 UTC
From: ricortes@delphi.com
Message-ID: <xA0Nc4A.ricortes@delphi.com>
Source record: 101645

Ok, something should be obvious here, the file only saved the code from the last set directives ($4000) to the end of the file. When I first saw this happen I was disappointed, but then: I think the Zen of programming took over: Take a language for what it is & go with the flow. You can see that even though the run time code was not included in the file, all references to it were! In other words, you need only one copy of the runtime resident for all your modules to work. If you want to leave out the runtime package until you've got all the modules compiled, that's fine too, you just need the final routines compiled with the INCLUDE "RUNTIME.ACT" Now change the lines to; BYTE ARRAY laugh="Hee Hee" bptr^=5 recompile from disk & save with "BANK1.OBJ" Now we just need a little Action! code to load it & access the routines.

```
SET 14=$2000
SET $491=$2000
;
;This will put the RT where everyone
;knows where to find it
;
INCLUDE "RUNTIME.ACT"
;
;A couple of dummy routines for now
;so the compiler will be able to use
;them in the program
;
PROC Bank0()
PROC Bank1()
;
;Banking code from previous post
;
PROC Bank(BYTE bank_num)
BYTE ARRAY
Banks=[$FD $E3 $E7 $EB $EF]
;
;These numbers have the bit pattern
; acessing 4-16k banks+main
;usage 0=>main memory
; 1=>bank 0
; 2=>bank 1
; 3=>bank 2
; 4=>bank 3
BYTE Bank_ctrl=$D301
Bank_ctrl=Banks(bank_num)
```

```
RETURN

Proc Lbank0()
Byte Ch
CARD C,start,end
Byte POINTER bptr
Bank(0);MAIN MEMORY
;
;255 255
;
C=GetD(3)
C=GetD(3)
;
;It'll be $4000
;
start=GetD(3)
start==+GetD(3)*$100
;
;It'll be end program
;
end=GetD(3)
end==+GetD(3)*$100
For bptr=start to end
do
bptr^=getD(3)
od
;
;the [E2 02 E3 02]
;
ch=getd(3)
ch=getd(3)
ch=getd(3)
ch=getd(3)
;
Bank0=GetD(3)
Bank0==+GetD(3)*$100
PRINTE("FINISHED")
RETURN

Proc Lbank1()
Byte Ch
CARD C,start,end
Byte POINTER bptr
Bank(1);XE BANK 0
;
;255 255
;
C=GetD(3)
C=GetD(3)
;
;It'll be $4000
```

```
;
start=GetD(3)
start==+GetD(3)*$100
;
;It'll be end program
;
end=GetD(3)
end==+GetD(3)*$100
For bptr=start to end
do
bptr^=getD(3)
od
;
;the [E2 02 E3 02]
;
ch=getd(3)
ch=getd(3)
ch=getd(3)
ch=getd(3)
;

Bank1=GetD(3)
Bank1==+GetD(3)*$100
PRINTE("FINISHED")
RETURN

PROC Main()
BYTE ch=[0]
;
;I'll leave the display in high memory
;this time since there's plenty of
;room for it EVEN with the cart plugged
;in
;
;$FD for the initial status of
;$D301 => basic enabled, OS ROM, &
;no interupt handlers in
;the $4000-$8000 area
;
;load obj modules
;
Graphics(0)
PrintE("Loading D:BANK0.OBJ")
Close (3)
Open (3,"D:BANK0.OBJ",4,0)
Lbank0()
Close(3)

PrintE("Loading D:BANK1.OBJ")
Open (3,"D:BANK1.OBj",4,0)
Lbank1()
```

```
Close(3)

Open(3, "K:",4,0)
WHILE ch<>27
DO
ch=GetD(3)
IF ch='0
THEN Bank(0)
BANK0()
ELSEIF ch='1
THEN Bank(1)
BANK1()
FI
OD
Bank(0)
CLOSE(3)
Graphics(0)
RETURN
```

2068. Cortese in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 03:26:37 UTC
From: ricortes@delphi.com
Message-ID: <5A0PsuN.ricortes@delphi.com>
Source record: 101646

OK, not pretty at all & given another couple of hours I could get it right. Anyway, for a stock XL or 800, you would just load the .OBJ modules into memory as you needed them. For an XE, you could split up the memory any way you wanted, for instance, there would be nothing wrong with having the controlling program use ram right from memlo to memtop *AS* long as the banking stuff was in a safe location. This code with the runtime attached is only about 3k so you really have room for another 5k of code before you even get to the bank area. I could have just as easily done the thing with SET 14=$8000 too, but that's where the symbol table goes so it could smash it during the compile. All this program does after loading the banks is change the right margin from 0 to 5 depending on which key is pressed, but it does this by switching the active bank & running the .OBJ code in that bank. It's like I said, I really don't do big programs, but Action! is flexible enough so if I wanted to I could. I may need something with a large amount of data some day, I know everyone complains about LZ compression using to much memory to work on an 8 bit, how about 220k of ram for program & data tables in a 256k xl? I couldn't imagine that not being enough. You may also notice that I didn't have to resort to one byte of ML. Not that I couldn't, it's just that except for some odd stuff like turning a CARD into a WORD it's not that much faster.

Rick Cortese

2069. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 04:06:18 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2pslfq$lmh@terminator.rs.itd.umich.edu>
Source record: 101652
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw------- molin 6459 Apr 15 19:42 ./8bit/Utilities/kal.zoo
-rw-r--r-- lenn 56786 Apr 24 20:41 ./8bit/0index
-rw-r--r-- lenn 57026 Apr 29 21:45 ./8bit/0index
-rw------- lenn 1103 Apr 29 21:44 ./8bit/irg-0.1.readme
-rw------- lenn 22621 Apr 29 21:44 ./8bit/irg-0.1.tar.gz
-rw-r--r-- lenn 241347 Apr 29 21:44 ./8bit/at800xl.zip
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2070. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 05:44:25 UTC
From: jharris@cup.portal.com
Message-ID: <110413@cup.portal.com>
Source record: 101555

I agree that the 65832 would not add significantly more functionality than having a 65816. The Atari8 doesn't need to address more than 16Meg, which was one of the only improvements. 32 bit register sizes, while still having only an 8 bit data bus, would not be a significant enhancement either. It wouldn't be worth the extra price.

John Harris - jharris@cup.portal.com

2071. Re: Cortese in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 10:30:15 UTC
From: jjmcwill@next5
Message-ID: <2ptbvn$33g@mtu.edu>
Source record: 101649

Hmm..

SOme pretty good stuff there Rick. I'm gonna have to print that stuff,
maybe aesthetically clean it up a bit, print it, and add it to my
Action! three ring binder manual!

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2072. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 10:41:07 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Apr30.104107.12723@cs.nott.ac.uk>
Source record: 101507

In article <2ppfmk$1eq@news.delphi.com> bryedewa@news.delphi.com (BRYEDEWAARD@DELPHI.COM) writes:
>rje@cs.nott.ac.uk (Raphael J Espino) writes:

>>Anyway this person said that the real reason behind the 1450XL evaporating
>>was the "power without the price" policy.
>
>This is impossible, as "Power Without the Price" was the slogan of the 1984
>Tramiel Atari, not the Warner Atari. I do agree that Atari was pricing them-

Maybe I shouldn't have quoted "pwtp" policy since it seems to have confused
the issue a tad. The slogan was indeed Tramiel's,but the underlying philosophy
has been there since the start, it is this philosophy I was refering to.
I just wanted to make it obvious that Atari has traditionaly targeted the lower
end of the market, so the actual policy has been there since the beginning it
just wasn't called "pwtp"... after re-reading my post I can see that it is
very confusing... all I can say is whoops, sorry... :-)

>plug was pulled on the rest of the line. Too bad Warner never thought things
>through in advance, and never planned a product line that included the
>affordable 800XL and the exotic 1450XLD.

As Andrew K. Heller said in an earlier post:
Atari where losing mucho money at the time.

the bottom had dropped out of the games market, and there was plenty of
competition around on the home computer market (the C= 64 amongst others),
it was all very risky business, I should imagine Atari didn't want to risk the
extra loss that the higher end XL's might have involved and decided to play it
safe... or hey, maybe they didn't even have the money to begin with...
Still we can always dream, that somewhere, in an alternative universe, there
are several million 1450XLD's quietly purring away... *sigh*
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2073. Compute!, Creative Computing, Micro Mags for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 12:04:37 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Cp2Mvr.IrL@cbnewse.cb.att.com>
Source record: 101650
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

Compute Magazine for sale ($1/issue, or $3/lot + 3 lb shipping (all in excellent condition) Although a general magazine, Atari geared articles are listed.

7/86 - (8 bit: 2 articles + 3 type in, ST: 2 articles + 1 programming)
10/86 - (8 bit: 4 articles + 4 type in, ST: 3 articles + 1 type in)
11/86 - (8 bit: 2 articles + 2 type in, ST: 3 articles + 1 type in)
12/86 - (8 bit: 2 articles + 3 type in, ST: 2 articles + 2 type in)

Creative Computing for sale ($2/lot + 3 lb shipping) (these are from a now defunct club collection - well used but still serviceable) Although a general magazine, well suited to 8 bitters. A bit more serious and fewer games with type in applications and utilities.

1976 - Mar/Apr (Vol 2/Issue 2) AI
1980 - Apr (software), May (apps to save money), Oct (Actor languages)

Micro - collection of articles applicable to Atari from Micro Magazine ($2 + 1 lb shipping) One of the more serious magazines for 6502s with both hardware and software articles.

1983 - Jul (computers compared), Sep (education), Oct (programming Techniques), Oct (character graphics)
1984 - Aug (whole mag- math functions, step/trace progs, hi res graphic prints)

Contact Wayne Booth trek@intgp1.att.com or (708) 393-1905

2074. 8 bit manuals for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 12:14:41 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Cp2nCI.IwK@cbnewse.cb.att.com>
Source record: 101651

I have the following manuals for sale:

Atari Basic ($.50 + shipping for 2 lb)

The Atari Assembler
Compute's First Book of Atari
Compute's First Book of Atari Graphics

($2.50 each + shipping 1 lb each)
Manuals in good to excellent condition - from a smoke free environment

Wayne Booth trek@intgp1.att.com or trek@cbnewse.cb.att.com (708) 393-1905

2075. Miscellaneous Atari 8 bit software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 12:52:57 UTC
From: trek@cbnewse.cb.att.com
Message-ID: <Cp2p4A.J9E@cbnewse.cb.att.com>
Source record: 101653
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

All New or like new:

Tricky Tutorials #1 (Display Lists) and #6 (Sound) - package deal $5/pr

SunBurst's The Pond - good educational game (age 7-adult) $7.50
APX's Elementary Biology - U of Minnesota - study sheets, handouts
and games to study the food chain and digestive system. $4.00

MicroProse's Conflict in Vietnam - Strategic War Simulation $7.50
Datasoft's Zaxxon - excellent graphics on 8 bit - scrolling fighter $7.50
Datasoft's Pacific Coast Highway - get the animals across road $4.00
Infocom's Sea Stalker - unopened - interactive adventure $7.50
Arkanoid - space shoot em up $2.00
The Keys of Acheron - new - expansion module for Hellfire Warrior $5.00

Bank Street Music Writer - excellent music composition program $10.00
Synapse's Synfile+ - ultimate filing system on 8 bit $15.00

Atari Logo Manuals - just the manuals (somehow I ended up with
a second set.) $2.00

Contact me with offers. Preference given to offer at asking price.

Wayne A Booth email - trek@intgp1.att.com
phone - (708) 393-1905

2076. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 13:10:49 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cp2py1.9MD@cbfsb.cb.att.com>
Source record: 101654

In article <Cp1JAI.8DC@sunblossom.ge.com> potter@sunny3.DAB.GE.COM (Jeff Potter) writes:
>In article <Coy1Gp.G4I@cbfsb.cb.att.com>, rdell@cbnewsf.cb.att.com (richard.b.dell)
writes:
>|> In article <110191@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:
>|> >> >As far as I can tell, nothing ever used the clock line on the
>|> >> >The only lines used are the cmd & data. The +5v may have been
>|> >> >device present type handshaking, but I don't think so. The dat
>|> >> >pretty much pure 19,200 baud both ways.
>
>I've been watching this discussion going on for a while, and thought I'd
>add a note from my experience. Chuck Steinman and I developed the "Maze
>of Agdagon" game, which uses the GameLink-II cable. This cable connects
>several Ataris (no disk drives or other peripherals) with only the serial
>in, serial out, and ground pins. That means *no* clock pins, *no* Command
>and Data pins. The Host (first Atari booted with the software) can allow
>the other Ataris to boot from it (where it acts like it where the disk
>drive) one at a time, to load the game software. The data rate must be
>19.2k, which is actually a little off of that figure, but the closest the
>Atari can get using 16-bit counters and the crystal frequency it has.
>After booting, all Ataris (I've tested four; theoretically it can work
>with eight) start communicating at 32k.
>
>Note that you might experience a problem with signal levels after you tie
>more than six (total of outs & ins) loads on the serial bus. Otherwise it
>works great!
>

This makes perfect sense, as the Atari's generate the clock signal
and do not need it for the serial to parallel conversion. A
deicated peripheral may or may not need/use the clock line, it
depends on the simplicity of the circuit, and on the designers
basic mindset.

Similarly with the Command/Data line ... the software would need
to look at it to use it, with control of the software you don't
need it. The serial data stream should be enough for control
and synchronization purposes.

--
Richard Dell

2077. How to use 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 16:40:02 UTC
From: Amos.Jackson@f47.n282.z1.fidonet.org
Message-ID: <767825739.AA01085@rochgte.fidonet.org>
Source record: 101572

I also own an 850 interface, and use it on one of my two bbs lines.

I have found that creating your own R: handler via Atari DOS 2.0 or ".5 is the best way to go. I really don't care for the SpartaDOS R: handler, but that more personal preference than anything else.

Anyway, if you have a copy of Atari DOS 2.0 or 2.5, there should be a file called SETUP.COM on the disk. Run this file from DOS. It will ask you a few questions, but basically what is comes down to is that you want the R: handler for the 850 interface to load, and you _DON'T_ want any other program to run.

What Atari DOS will then do is create the 850 handler on your disk as AUTORUN.SYS. You can then copy that file to a different disk using the name RS232.COM.

That will help you get to the R: ports of the 850. If you also have a printer, it is _NOT_ necessary to install the R: handler to use the 850 for printing. Just copy whatever you need to copy to the P: device, and it will print if there is a printer attached.

Amos Jackson

2078. Atar-Z-Modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 17:09:17 UTC
From: cmwagner@inca.gate.net
Message-ID: <2pu3bt$orr@inca.gate.net>
Source record: 101556

I have been trying to configure Atar-Z-Modem, but it doesn't recognize or load my handler. I am using an 850, I quit from Bobterm. There is no disk based handler, the instructions say to remove the 'D:' part of the R: handler in the configuration, I did that, didn't work, then I removed the entire line, didn't work, then I even (desperate) tried 'R:', didn't work.

Does anybody know what I am doing wrong? Here is the configuration:

```
9600 ;Baud rate
Atari ;Translation
Full ;Duplex
Off ;Auto Zstart
Off ;Overwrite
35 ;Buffer size (K)
D1: ;Default DL drive
RS232.COM; R: handler
```

That was the first configuration, the second was the same but the last line was:

```
; R: handler
```

and the final configuration was:

```
R: ; R: handler
```

2079. Re: How to use 850 interface?

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 19:01:48 UTC
From: cmwagner@inca.gate.net
Message-ID: <2pu9us$1035@inca.gate.net>
Source record: 101557

Norman Lin (norlin@essex.ecn.uoknor.edu) wrote:
: a 2400 bps modem I have. All I need is an R: handler and the proper
: telecomm software, right?

The Atari computer will download the handler, the built-in one, from the 850 Interface if it is ON before you turn your computer on. You can also get a handler that may be improved, which you may prefer to do. But just turn on the 850 Interface first, then turn on the computer, I recommend that you use Bobterm, it supports the 850.

2080. 850 - LM349N

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 20:06:18 UTC
From: cmwagner@inca.gate.net
Message-ID: <2pudnq$tif@inca.gate.net>
Source record: 101559

Does anyone know where I can get a replacement for this chip? It appears to be a UART chip, a very limited one. Or it is some sort of gate, I can't remember what it is or what it appeared to be on the schematics, but I need to get a replacement, does anybody still sell these chips or does anyone know where I can find a pin compatible chip?

2081. Crockford's Whimsy

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 21:53:50 UTC
From: junkster@coho.halcyon.com
Message-ID: <2puk1e$ls@nwfocus.wa.com>
Source record: 101560

Does anyone know if any of the old Douglas Crockford demos are available for ftp? Antic used to sell them in their PD catalog on a disk titled "Crockford's Whimsy." I have two of the Ballsong programs, but nothing else. B+C Computervisions *does* carry the disk, but I'd rather not put together an order for 1 disk of PD software. Come to think of it, there's a lot of old PD stuff that's difficult to find (a bunch of games from Len Dorfman come to mind).

Or am I not making any sense?

James Hague
junkster@halcyon.com

2082. Moushand in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 22:21:09 UTC
From: jjmcwill@next5
Message-ID: <2pulkl$j88@mtu.edu>
Source record: 101561

Well, with Rick doing all this neat Banked Ram access for Action on here,
I couldn't resisting contributing a little of my own.
This is a ST compatible mouse handler that you can use directly with
Action!. YEARS ago a company called Zobian Controls was making
a mouse for the 8 bit called the RAT. They never did very well,
what I finally got from them after sending in my money and calling and
CALLING was a two button, ST compatible mouse, and a disk with a compiled
BASIC drawing program, and a mouse handler that resides in Page 6.

I disassembled the page six handler, and rewrote it to be an Action!
relocatable bunch of machine code. If you recall my earlier
complaints about writing relocatable object type code for Action!,
this is where I first ran into the problem and kludged my way through
by hand as I mentioned earlier.

There are gonna be two more posts. This first post contains
RDRAW3.ACT. It's not actually a drawing program, it plots some lines
on the srcreen, and then moves around a pointer until you press the
right mouse button. THe pointer drawing routines actually originated
from Rick. His had a slight but in it which I squashed, and I
also made the pointer have a black border. That way, if the white pointer
moves into a field of white, you can still see it.

Reading button #2 (the right button on the mouse) requires
that you wire a resistor, about 30K, between Pin 9 (paddle 0)
and pin 7 (+5v). At least it did for me, and I did this for
Ben's 1040ST mouse using a little straight through cable with the
resistor wired in there.

The second post will contain MOUSHAND.ACT, which is the actual
relocatable object code for the mouse handler. It uses one of the Pokey
timers as an interrupt to service the mouse reading routine.
You must call the disable routine whenever you plan on using
SIO.

The final post contains PTRDATA.ACT, which is the pointer bitmap data
for the program.

Everything should be pretty easy to follow. The best improvement would
be to rewrite the pointer drawing code as assembly to make it faster.
But as it stands, this will give action! programmers a ready-made mousehand-
ling and pointer routine.

```
PROC SDX()
; this is a dummy routine, to deal
; with SpartaDOS's RUNTIME
```

```
; bug
RETURN
MODULE

INCLUDE "D1:MOUSHAND.ACT"
INCLUDE "D1:SYS.ACT"

;what happens
;save the area under where the pointer
;will go on a 2 byte wide field since
;an 8 bit wide char that's @(4,Y) will
;overwrite 2 bytes wide X 8 bytes high
;since There's 16 possible positions X
;can have in that 2 byte value for a
;total of 8 bytes high X@16 bytes wide
;or only 128 bytes total to define the
;entire range of posibilities: It would
;take more code to calculate shifts
;then to just have a CARD ARRAY with
;everything precalculated!
;

INCLUDE "D1:PTRDATA.ACT"

CARD ARRAY Screen_Buf(8)
CARD MSC=88

PROC Mouse_Off(CARD X_pos, Y_pos)
CARD POINTER Cptr,Nptr
CARD ctr

ctr=0
Cptr=MSC+X_pos RSH 3+Y_pos*40
FOR Cptr=Cptr TO Cptr+280 STEP 40
DO
Cptr^=Screen_Buf(ctr)
ctr==+1
OD
RETURN

PROC Mouse_On(CARD X_pos, Y_pos)
CARD POINTER Cptr,Nptr
CARD ctr,ctr2,last_x=[0], last_y=[0]

IF (last_x=X_pos AND last_y=Y_pos)
THEN
RETURN
FI
Mouse_Off(last_x,last_y)
ctr=0
ctr2=0
Cptr=MSC+X_pos/8+Y_pos*40
FOR
```

```
Cptr=Cptr TO Cptr+280 STEP 40
DO
Screen_Buf(ctr2)=Cptr^
Cptr^=Cptr^
OR
C_Arrow(ctr+X_pos MOD 8)
Cptr^=Cptr^
AND
C_Shadw(ctr+X_pos MOD 8)
ctr==+8
ctr2==+1
OD
last_x=X_pos
last_y=Y_pos

RETURN

PROC MAIN()
CARD POINTER CPTR
INT x,y,Z

CPTR=RATMAIN
Graphics(8+16)
Poke(709,14)
Poke(710,0)
Poke(712,10)
COLOR=1
FOR z=0 TO 40
DO
PLOT(159,79)
x=RAND(159)*2
y=RAND(159)
Drawto(x,y)
OD
Zero(Screen_Buf,16)
RATINIT(CPTR)
WHILE PADDLE(0)<100
DO
MOUSE_On(mous_x,mous_y)
OD
RATOFF()
Graphics(0)
RETURN
```

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2083. Re: Moushand in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 22:22:19 UTC
From: jjmcwill@next5
Message-ID: <2pulmr$j8u@mtu.edu>
Source record: 101562

```
CARD mous_x
BYTE mous_y,L0005,L0013,L0003

PROC RATINIT(CARD CPTR)

[
$8D $12 $02 $8E $13 $02 $A9 $00
$8D mous_x
$8D mous_x+1
$8D mous_y
$8D L0005
$8D L0013
$8D L0003
$8D $08 $D2 $A9 $A0 $8D
$03 $D2 $A9 $1E $8D $02 $D2 $78
$A5 $10 $09 $02 $85 $10 $8D $0E
$D2 $8D $09 $D2 $58 $60 ]

PROC RATOFF()
[
$78 $A5 $10 $29 $FD $85 $10 $8D
$0E $D2 $58 $60 ]

PROC RATMAIN()
[
$EE L0003
$D0 $05
$A9 $FF
$8D $02 $D2
$AD L0005
$D0 $41
$AD $00 $D3
$29 $03
$F0 $4E
$8D L0005
$C9 $01
$D0 $17
$AD mous_x
$0D mous_x+1
$F0 $35
$CE mous_x
$AD mous_x
$C9 $FF
$D0 $2B
$CE mous_x+1
```

```
$F0 $26
$C9 $02
$D0 $22
$AD mous_x+1
$F0 $09
$AD mous_x
$C9 $3F
$90 $02
$B0 $14
$EE mous_x
$D0 $0F
$EE mous_x+1
$D0 $0A
$AD $00 $D3
$29 $03
$D0 $0D
$8D L0005
$A9 $00
$8D L0003
$A9 $1E
$8D $02 $D2
$AD L0013
$D0 $2B
$AD $00 $D3
$29 $0C
$F0 $38
$8D L0013
$C9 $04
$D0 $0B
$AD mous_y
$F0 $22
$CE mous_y
$38
$B0 $1C
$C9 $08
$D0 $18
$AD mous_y
$C9 $BF
$90 $02
$B0 $0F
$EE mous_y
$D0 $0A
$AD $00 $D3
$29 $0C
$D0 $0D
$8D L0013
$A9 $00
$8D L0003
$A9 $1E
$8D $02 $D2
```

```
$68
$40 ]

MODULE

--
Jeff McWilliams

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
```

2084. Re: Moushand in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 22:22:55 UTC
From: jjmcwill@next5
Message-ID: <2pulnv$j94@mtu.edu>
Source record: 101563

```
:
CARD ARRAY C_Arrow=[$0 $0 $0 $0
$0 $0 $0 $0
$7E $3F $801F $C00F
$E007 $F003 $F801
$FC00
$78 $3C $1E $0F
$8007 $C003 $E001
$F000
$7C $3E $1F $800F
$C007 $E003 $F001
$F800
$6E $37 $801B $C00D
$E006 $7003 $B801
$DC00
$66 $33 $8019 $C00C
$6006 $3003 $9801
$CC00
$0 $0 $0 $0
$0 $0 $0 $0
$0 $0 $0 $0
$0 $0 $0 $0]

CARD ARRAY C_Shadw=[$FF00 $7F80 $3FC0
$1FE0 $0FF0 $07F8
$03FC $01FE
$FF7E $7FBF $BFDF
$DFEF $EFF7 $F7FB
$FBFD $FDFE
$FF79 $FFBC $7FDE
$3FEF $9FF7 $CFFB
$E7FD $F3FE
$FF7C $7FBE $3FDF
$9FEF $CFF7 $E7FB
$F3FD $F9FE
$FF6E $7FB7 $BFDB
$DFED $EFF6 $77FB
$BBFD $DDFE
$FF66 $7FB3 $BFD9
$DFEC $6FF6 $37FB
$9BFD $CDFE
$FF10 $7F88 $3FC4
$1FE2 $0FF1 $87F8
$43FC $21FE
```

```
$FFFF $FFFF $FFFF
$FFFF $FFFF $FFFF
$FFFF $FFFF]
: --
: Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
```

2085. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-04-30 23:17:31 UTC
From: wrench@engrs.unl.edu
Message-ID: <2puoub$3k8@crcnis1.unl.edu>
Source record: 101564

All this talk about not needing the clock line in the SIO brings me to a question: Is the SIO a fundamentally _asynchronous_ or _synchronous_ interface? I assume if the clock line is not always used, the interface must be asynchronous. If it were synchronous, I would think start and stop bits would not be included and SIO2PC would not work. Is there someplace I can find more information on the SIO?

B. Riensche

2086. UTIL program

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-01 01:14:48 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <2puvq8$cn7@bigboote.WPI.EDU>
Source record: 101565

I've downloaded both the C source and the EXE file that was recently
posted here. The first wouldn't compile, and the second was set to read
only double-density disks. Is there any way I can move files between my
MS-DOS machine and my 800XL without buying new hardware? All I have for the
XL is a 1050 drive (unupgraded); I had an SX212 modem but it seems to be
busted. The C source for UTIL seems to imply that it can be used to read
1050 disks, but when I tried to compile it after changing SECSIZE (or whatever)
from 256 to 128, the compiler choked on it. The only way I can see to do it
is with the "MULE" program, but I really don't want to re-input that program
on the 8-bit via the keyboard. Any suggestions?

-Jay

2087. Re: Atari drives & PCs

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-01 02:19:04 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cp3qFs.DwK@cbfsb.cb.att.com>
Source record: 101558

In article <2puoub$3k8@crcnis1.unl.edu> wrench@engrs.unl.edu (Bradley Riensche) writes:
>All this talk about not needing the clock line in the SIO brings me to a
>question: Is the SIO a fundamentally _asynchronous_ or _synchronous_
>interface? I assume if the clock line is not always used, the interface must
>be asynchronous. If it were synchronous, I would think start and stop bits
>would not be included and SIO2PC would not work. Is there someplace I can
>find more information on the SIO?
>

The SIO data is basically a standard start/stop bit asychronous
stream of bytes. All spelled out in the Atari Technical Reference
Manual for the 800. I believe still available from the suppliers
in the FAQ. So, the CLOCK signal is not _needed_ by a peripheral.
I suspect the reason it was included was to eliminate parts from
the peripherals for generating a baud rate clock for the serial to
parallel conversion. Particularly if one wanted to have
flexibility in generating different speeds. The CLOCK comes from
one of the programmable dividers in the Atari, and hence is under
software control as far as changing the rate. This would be
easily usable if the peripheral slaved itself to the CLOCK signal
on the SIO bus.

--
Richard Dell

2088. Re: 850 - LM349N

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-01 02:24:47 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cp3qpC.E0s@cbfsb.cb.att.com>
Source record: 101566

In article <2pudnq$tif@inca.gate.net> cmwagner@inca.gate.net (Chad Wagner) writes:
>Does anyone know where I can get a replacement for this chip? It appears to
>be a UART chip, a very limited one. Or it is some sort of gate, I can't
>remember what it is or what it appeared to be on the schematics, but I need
>to get a replacement, does anybody still sell these chips or does anyone know
>where I can find a pin compatible chip?

Diigikey -- 1-800-344-4539

LM349N-ND -- High Speed Quad 741-type Op Amp -- 14 pin Dip -- $1.95

--
Richard Dell

2089. %% ATASCII art wanted ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-01 04:02:32 UTC
From: oscar@CS.Arizona.EDU
Message-ID: <2pv9ko$21f@caslon.CS.Arizona.EDU>
Source record: 101567

Hey folks - does anyone know where there's a collection of some of that
good old ATASCII art? You know, those movies, BBS screen, etc. I used
to have a lot of it, but deleted it in a great lack of foresight.
Please let me know if you have any.

Thanks,
omf

2090. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-01 13:55:13 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2q0cc1$abm@usenet.INS.CWRU.Edu>
Source record: 101568

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Atari Archive: 8bit/faq.txt

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 30-Apr-94

Additions/suggestions/comments/corrections having to do with this
FAQ List are solicited by its creator and maintainer:

Michael Current
<mailto::mcurrent@carleton.edu>
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

The Atari 8-Bit Computers FAQ List is posted on the 1st of the month to the
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. A fairly
recent copy is available on the Atari Archive (see below) as the file
8bit/faq.txt, but the most recent copy may always be requested from
mcurrent@carleton.edu.

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[also to add:
>- Which kind of third-party high performance storage media
> (e.g. HDD-Interfaces, 3.5" HD FDD-Interfaces, Streamers)
> are available and from which sources?
>- Which programs are where available to use another computer
> (e.g. PC, ST) as an I/O server (mass storage, printer)?]

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==========
1.1) What is this FAQ List for?

The Atari 8-Bit Computers FAQ List was created to provide answers to many
commonly asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest/
INFO-A8 discussion group. At this time the FAQ List is heavily geared toward
describing the various resources for the 8-bit Atari user available,
with relatively little information on the Atari itself.
This is not an "official" FAQ List in that it is not cross-posted to the

moderated newsgroups news.answers and comp.answers, and thus it is not automatically archived at those sites holding all FAQ Lists. (I hope to have the approval process completed shortly.)

==========
1.2) What is an Atari 8-bit computer?

to be written

==========
2.1) What is comp.sys.atari.8bit?

comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet side of this discussion group. All postings to comp.sys.atari.8bit automatically appear in the Internet's Info-Atari8 Digest and in BITNET's INFO-A8.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on comp.sys.atari.8bit.

[I'd like to include the charter for comp.sys.atari.8bit here. Anyone know where to get it?]

==========
2.2) What other Atari-related newsgroups are there?

comp.binaries.atari.st (ST/TT/Falcon software, object code)
comp.sources.atari.st (ST/TT/Falcon software, source code)
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
rec.games.video.arcade (includes products by Atari Games)
rec.games.video.atari (Lynx, Jaguar)
rec.games.video.classic (includes 2600, 5200, 7800)

==========
3.1) What is the Info-Atari8 Digest?

If you do not have Usenet access, but you do have Internet e-mail access, you can access this discussion group through the Info-Atari8 Digest.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send a free-text request to info-atari8-request@naucse.cse.nau.edu.

To CONTRIBUTE to the Info-Atari8 Digest, send your posting to comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on Usenet's comp.sys.atari.8bit and in BITNET's INFO-A8.

Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be cross-posted to the Usenet side. The maintainers are presently working to correct this.

The Info-Atari8 Digest mainters (not moderators) are:
Mike Jewison <mjewison@nereid.sal.ists.ca>

Mike Todd <snyder10@convex1.TCS.Tulane.EDU>.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the
Info-Atari8 Digest.

==
3.2) What is INFO-A8?

If you do not have Usenet access, but you are on BITNET, you can access
this group through the INFO-A8 listserv.

The BITNET subscription commands are:

tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

This is not a standard BITNET mailing list. It is a distribution of
the Internet's Info-Atari8 Digest. In order to send mail to all of
the subscribers, both in BITNET and the other networks you should not
send your mail to the BITNET address (INFO-A8@MARIST) but instead send
to the Internet address: comp-sys-atari-8bit@cs.utexas.edu.

You may leave the list at any time by sending a "SIGNOFF INFO-A8"
command to LISTSERV@MARIST. Please note that this command must NOT be
sent to the BITNET list address INFO-A8@MARIST or to
comp-sys-atari-8bit@cs.utexas.edu, but to the LISTSERV address
LISTSERV@MARIST.

Contributions sent to this list are automatically archived. You can
obtain a list of the available archive files by sending an "INDEX
INFO-A8" command to LISTSERV@MARIST. These files can then be
retrieved by means of a "GET INFO-A8 filetype" command, or using the
database search facilities of LISTSERV. Send an "INFO DATABASE"
command for more information on the latter.

Please note that it is presently possible for anybody to determine
that you are signed up to the list through the use of the "REVIEW"
command, which returns the network address and name of all the
subscribers. If you do not wish your name to be available to others
in this fashion, just issue a "SET INFO-A8 CONCEAL" command to
LISTSERV@MARIST. More information on LISTSERV commands can be found
in the "General Introduction guide", which you can retrieve by sending
an "INFO GENINTRO" command to LISTSERV@MARIST.

The INFO-A8 maintainers (not moderators) are:
HARRY@MARIST (A Harry Williams)
RAVI@SPEEDY.MCNC.ORG (Ravi Subrahmanyan)
RAVI@MCNC.ORG (Ravi Subrahmanyan)
BILLW@SCORE.STANFORD.EDU (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in
INFO-A8.

==
3.3) What other Atari-related mailing lists are there?

The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to
info-atari16-request@naucse.cse.nau.edu.

==
4.1) What is the Atari Archive?

The Atari Archive is that section of the University of Michigan/Merit
Software Archives that holds a huge number of files covering all Atari
products, including the 8-bit computers. Our 8-bit Atari Archivist is Jody
Lenn, lenn@atari.archive.umich.edu; the Atari Archive as a whole is
maintained by Mickey Boyd, boydm@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP (Try the site nearest you first.)

a) FTP to atari.archive.umich.edu (141.211.120.11) <--United States
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4) <--United States
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.10) <--Great Britain
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

d) FTP to archie.au (139.130.4.6) <--Australia
User: anonymous
Password: [your e-mail address]
cd alex/edu/umich/archive/atari/atari/8bit

e) FTP to info2.rus.uni-stuttgart.de (129.69.8.13) <--Germany
User: anonymous
Password: [your e-mail address]
cd /afs/umich.edu/group/itd/archive/atari/8bit

f) FTP to nic.switch.ch (130.59.1.40) <--Switzerland
User: anonymous
Password: [your e-mail address]
cd mirror/atari/8bit

g) FTP to mirror.archive.umich.edu
This address takes you to a "randomly chosen" University of Michigan/Merit
Software Archives mirror site, but there's no guarantee the site you're taken
to mirrors the Atari directories.

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to:
atari@atari.archive.umich.edu. The subject of the message doesn't matter, but
let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your system has a Gopher
client, try the command "gopher gopher.archive.merit.net 70" to connect
directly to the Merit Gopher server, and choose Merit Software Archives.

4. AFS
If your system has AFS capability, this is the easiest way to access the
Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.120.11)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to lenn@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

==========
4.2) What is cs.bu.edu?

Here's an 8-bit Atari FTP site maintained by Adam Bryant,
adb@albert.bu.edu:
FTP to cs.bu.edu (128.197.2.2)
User: anonymous
Password: [your e-mail address]
cd PC/ATARI

==========
4.3) What is nova.pvv.unit.no?

This is an Atari FTP site maintained by Eyvind Bernhardsen,
eyvind@lise.unit.no.
FTP to nova.pvv.unit.no (129.241.36.207)
User: anonymous
Password: [your e-mail address]
cd pub/atari/8bit

Uploads go to /incoming/atari/8bit; I will move them to the appropriate
directory. Please include a .readme file with each upload, so people know
what they're downloading.

==========
4.4) Are there any alternatives to BART?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu:

1) mail ftpmail@decwrl.dec.com with no subject line, and two-line body
with line one help and line 2 quit

2) mail ftpmail@grasp.insa-lyon.fr (body: help) Please, European users
only.

3) mail bitftp@pucc.princeton.edu (body: help or ftplist for a list of
anonymous ftp sites)

4) mail BITFTP@DEARN or to BITFTP@vm.gmd.de (body: help or ftplist for a
list of anonymous ftp sites) (Europe only)

==========
5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is like a huge public bulletin board system, and
it is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Cleveland Free-Net via modem at (216) 368-3888. Those
persons with full Internet access can TELNET (this does not mean FTP) to

freenet-in-{a,b,c}.cwru.edu (129.22.8.32, 129.22.8.51). Applications for
free accounts are handled online, or you may browse the system as a visitor.
Once logged-in, type "go atari" to reach the Atari SIG. Those who add their
names to the Atari SIG user directories are automatically members of the
official Atari user group C.A.I.N. - Central Atari Information Network.
Send correspondence and press releases to xx004@cleveland.freenet.edu.
The Atari SIG's 8-Bit Computers Support Area is maintained by Michael Current,
aa700@cleveland.freenet.edu, the 8-Bit Technical Forum is maintained by Craig
Lisowski, aa853@cleveland.freenet.edu, and the Atari SIG Manager is Len Stys,
aa399@cleveland.freenet.edu.

==========
5.2) What other Free-Net Atari SIGs are there?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet yfn.ysu.edu or 192.55.234.27
Via Modem: 216/742-3072
Login: visitor

Youngstown Free-Net Atari SIGOps:

Joe Perkins (ac742@yfn.ysu.edu)
Joe Sabatino (ab588@yfn.ysu.edu)

Atari SIG (xx140@yfn.ysu.edu)

National Capital Free-Net (Ottawa, Canada)
telnet freenet.carleton.ca or 134.117.1.25
Via Modem: 613/780-3733
Login: guest

National Capital Free-Net Atari SIGOp:

Christopher Browne (aa454@Freenet.carleton.ca)

==========
6.1) What Gophers or Web servers support the 8-bit Atari?

None, yet.

==========
7.1) What print magazines support the 8-bit Atari?

Atari Magazyn
Poland

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-75006 Bretten
Germany
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months

disk & membership: add 60DM

Boot!
LACE (London Atari Computer Enthusiasts)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
75p / issue (quarterly)
Net: trew@sna.co.umist.ac.uk

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
$15/6 months (5 issues trial subscription)
$27/1 yr (10 issues)
$48/2 yrs (20 issues)
foreign surface: $36/1 yr
foreign surface: $66/2 yrs
Canada/Mexico air: $44/1 yr
Cen. Am./Caribbean air: $57/1 yr
S. Am./Europe/N. Africa air: $69/1 yr
Mid. East/Africa/Asia/Australia air: $80/1 yr
72130.2073@compuserve.com

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
ST16 1DR England
tel: 0785-213928
FAX: 0785-54335
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

News-Paper
DGS
62 Thomson Ave.
Balby

Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT only)
U.K.: #6.00 / 4 issues
Europe: #8.00 / 4 issues
U.S.A.: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues
Net: dx107@cleveland.freenet.edu

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat Atari
Poland

Tajemnice Atari
Poland

T.W.A.U.G.
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
UK: #1.95 1 issue
UK: #11.00 6 issues (bimonthly)
includes either disk or cassette

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

==========
7.2) What disk magazines support the 8-bit Atari?

8-Bit Magazin
Powersoft
Markus Roesner

Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
fl10.00/disk

Strange Invasion
Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
single issue 5DM
6 issues (1/2 year) 25DM

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
25DM for 6 months (6 issues)

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
bi-monthly

==========
8.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
8bit/Cc65/dumasuu.arc - contains uud.com, uue.com, CC65 sources.

==========
8.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The Atari Archive contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc
8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

==========
8.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

==========
9.1) What 8-bit Atari emulators exist for other computing platforms?

1) ST Xformer, from Branch Always (see companion vendor/developer list)
a shareware 8-bit Atari emulator for the Atari ST.

2) PC Xformer, from Branch Always (see companion vendor/developer list)
a commercial 8-bit Atari emulator for DOS/Windows/OS/2

3) "The German PD emulator for DOS"

Don't expect much from this program, it isn't done yet.

Not only that, now it's missing! Formerly in an uploads directory at the
wuarchive.wustl.edu FTP site, I'm not sure where to get it at this point.

4) "The 8-bit Atari emulator for X/Windows"

Nearing release, from Frank E. Barrus, feb6399@ultb.isc.rit.edu

==========
10.1) What are the best telecommunications programs available for the
8-bit Atari?

Here are some of the more popular PD/shareware terminal programs
available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none

Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

==========
10.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs on the atari.archive of this variety. Note
that these require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

==========
10.3) Can I read/write DOS disks on an 8-bit Atari?

If your highest-capacity floppy drive on your Atari system is the
Atari 1050, you won't be able to use ATARIO, SpartaRead, or UTIL. You
still have the following alternative:

Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

==========
10.4) How do I transfer files using a null modem cable?

This section by cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin
port.)

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go
counter clockwise on a female DB25 connector so that #25
is nearest to being 'underneath' the #1 hole.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.
1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed but also pins 4 and 5 as well as 6 and 8. Or better yet, make a true 25 wire, straight through cable and use a commercial null modem. A commercial null modem is just a small device with the correct lines already crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

==========
11.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides

subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2D is disk-based; SpartaDOS X is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/developer list); MYDOS is shareware from [fill in info here!].
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. MYDOS is available at the atari.archive.

==========
11.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS
800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
65XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
800XE (1987?)same as 130XE but only 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7-pin dot matrix, same as Commodore MPS-801)
1030 Modem (300 baud, with 1030 Express!)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as the XE's)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

==========
11.3) What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H

1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(from _Mapping the Atari, Revised Edition_ by Ian Chadwick)
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1

5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5v dc?) 48. NC (+5v dc?)
49. Audio input 50. GND

--850 R1-4 pinouts from: generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data

4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

==========
12.1) What product developers or vendors support the 8-bit Atari?

There are two files available:
1) "All Known World-Wide 8-Bit Atari Vendors and Developers" is part two of the
Atari 8-Bit Computers FAQ List, and is posted to the
comp.sys.atari.8bit/Info-Atari8 Digest discussion group on or about the 15th
of the month. There's also usually a fairly recent copy available on the
Atari Archive as the file 8bit/faq2.txt, but the latest copy may always be

requested from mcurrent@carleton.edu.

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar, r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

==========
12.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained by Lawrence Estep, AC's Telecommunications Editor, 71450.1050@compuserve.com.

==========
12.3) Where is my nearest 8-bit Atari user group?

An 8-bit Atari user group listing is maintained by Atari Classics magazine's Exchange Editor, James King, KAMARO_KID@delphi.com.

==========
End of 8bit/faq.txt
==========
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists,
Cleveland Free-Net Atari SIGOp: aa700, <mailto::mcurrent@carleton.edu>

2091. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-01 17:11:46 UTC
From: bryedewa@news.delphi.com
Message-ID: <2q0nsi$35n@news.delphi.com>
Source record: 101569

ken@cup.hp.com (Ken Sumrall) writes:

>> I think pehaps the age of the "upgradable" game console is fast
>> approaching. Who wants to switch to a new console every few years to
>> remain current?
>>
>> All they'd have to do is make it really simple to add new/more RAM and a
>> ZIF socket for the CPU. Then introduce new machines with a II, III, IV
>> extender with the new stuff in it. This way the old hardware remains viable.
>>
>It all adds up to the cost of the original system. Sockets (especially ZIF
>sockets) are expensive. It is easier to sell a cheaper system in Toys R Us
>than a more expensive, expandable one. The average, non-techy consumer
>doesn't care if it is expandable. He just wants to make his kid happy
>at Christmas, and wants to do it as cheaply as possible.

Ya know, both the 5200 and 7800 have expansion ports. I've never seen
either one used. Atari probably learned from the lack of expansion ability
of the 2600, but never had the market share to warrant add on devices for
the newer consoles.

-Bry

2092. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-01 18:52:45 UTC
From: Krishna@max.tiac.net
Message-ID: <2q0tpt$i23@sundog.tiac.net>
Source record: 101570

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:

: Ya know, both the 5200 and 7800 have expansion ports. I've never seen
: either one used. Atari probably learned from the lack of expansion ability
: of the 2600, but never had the market share to warrant add on devices for
: the newer consoles.

: -Bry

The Bally Astrocade (circa 1978) has a 50 pin (I think it is 50 pin) expansion port. It's a lot like a PBI. This was used for some small-fry hacker style RAM expansion since the Bally only has 4K RAM. The Bally is more of a true hybrid between a Z80 computer and a game machine. At the time, Bally was developing an "undersling" keyboard for it which would plug in via the expansion port. The 7800 expansion port seems to be more of an SIO port than a PBI. I don't know about the 5200. Expansion ports help for adding RAM and devices, but don't let you replace the CPU.

It would be a waste if 5 years down the road Atari has to release a Jag II with nothing more than a much faster CPU (and faster rated RAM). Before the days of the "kit" computer (i.e. the PC) what you get is what you have to stick with. That is certainly true with the Atari8 where CPU replacement is a major deal. Computer technology is evolving so rapidly, I just don't want to see us adding a lot to the landfill every few years because noone is adding easy expandability to game consoles. But then again, people sill "shelve" and don't throw out their 2600s so you never know...

2093. Re: Crockford's Whimsy

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-01 22:34:28 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <110558@cup.portal.com>
Source record: 101573

> Come to think of it, there's a lot of old PD stuff that's
> difficult to find (a bunch of games from Len Dorfman come
> to mind).

I was going to ask the same question. I'm looking for a game called "Smush". I saw a screen-shot in an Antic catalog, and it looks like Sirius' "Squish 'Em".

I checked the program library on GEnie, no luck.

FYI, some programs have complicated histories. "Dog Daze Deluxe" was an APX game. Antic picked it up after APX folded. It's on the archive. It's now shareware and includes an address for the author.

Jeff_M_Lodoen@cup.portal.com

2094. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-01 23:22:37 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.767834557@cairo>
Source record: 101575

I too have been having the same problems with this damn 1020 plotter!

I managed to find one 2nd hand (not easy in Australia!) - it seems okay with the paper feed but changing pens it does not do. It will be impossible to find any bits out here so if anyone has some firm details about parts etc post them.

I have been a bit scared to take it apart actually. Wasn't sure I would be able to get it back together again. How easy is this?

I also have an 820 (or is that 822 - the thermal one anyway) and in comparison to the 1020, it's built like a tank (or at least appears to be, anyone having problems with these?).

Mark Perry
mperry@cairo.anu.edu.au

2095. Super Products Address

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-01 23:26:02 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.767834762@cairo>
Source record: 101576

Okay, for those of you wishing to contact James about SuperMax, Super800, SuperRAM and Supermon here is the address:

James Bradford
Pike Road
Beerwah QLD 4519
Australia

You can phone him on (074) 969 169.

2096. Re: My updates to the UTIL program

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-01 23:44:49 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2q1eth$10ni@hearst.cac.psu.edu>
Source record: 101574

Mark K Vallevand (markus@rsvl.unisys.com) wrote:
: I uploaded my changes to the UTIL program to nova.pvv.unit.no into the
: directory incoming/pub/atari. The files are called myutil.zip and myutil.lst.
:
well...that directory structure is wrong... and its not in incoming/atari/8bit
additionally, a lot of the file permissions are wrong for the other
atari directories, such as the 8bit/demos and utilities/disk....
I cant get many files from here...
=)

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2097. Super Products - Some questions answered

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 00:02:03 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.767836923@cairo>
Source record: 101582

Some questions about Super Products stuff answered (sorry it took so long)

Does the 800 XL/XE upgrade operating system need your ram board to do XL/XE stuff on the 800 or will something like the Axlon mod work also?

A: Other ram upgrades are okay for Super800. With the extra RAM your 800 will be able to run much XL/XE software that uses more than 48K.

Is the 800 upgrade a new op board or just ROMs?

A: Its a small board that you add to the 800's existing OS board.
Only a couple of connections need to be soldered.
(even I can do this one by the sounds of it)

Does the USDoubler for the 1050 work with your upgrade ROMs for the 800 or does only your upgrade for the 1050 work with the higher speed with your 800 upgrade?

A: All the upgraded drives will work with Super800. SuperMon does not have hispeed OS IO routines. It is actually Superdos that switches the SuperMaxed drive into high speed mode.

If anyone has more questions let me know.

Superdos will soon be on the archives.

Mark Perry
mperry@cairo.anu.edu.au

2098. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 00:30:25 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2q1hj2$o4@usenet.INS.CWRU.Edu>
Source record: 101577

(People have problems with the 1020 plotter.)
In my opinion the 1020 is not a 'serious' machine. It's a toy.
As such, take it apart, mess with it, try to fix it, but don't
expect 'serious' service out of it.
Russ Gilbert

2099. SynCalc source code to be made available

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 00:55:08 UTC
From: mjsilva@ted.win.net
Message-ID: <259@ted.win.net>
Source record: 101581

Hello again, 8-bit faithful. I visited here a few months ago and was surprised at the amount of activity. I was a little saddened that I had tossed out my SynCalc source code (which I had purchased back from Broderbund for $1), or so I thought...but they turned up in a deep dark crevice in my office this week! So here's the deal...

1) These disks are not doing me any good right now. Besides the "official" version, I know there are two more more-or-less finished versions, one supporting additional memory and one supporting 80 column video. The extra memory version may have even been released. I really don't remember much about this stuff after ten years!

2) There is apparently much hardware and OS software that isn't supported well, if at all.

3) I don't have the time to do anything with the source other than perhaps make a few notes on it.

4) I don't know the best way to get the program upgraded and made available (if, of course, there's any interest).

I suppose I could just release the source to PD, but that encourages incompatible mutations. Maybe some hot programmer(s) out here want to work on this? Yes? No?

One final comment: I don't know enough about the 8-bit market today to know whether this is a money-making proposition or not. Worst case I'll just release the code and let everybody have at it, but before I do that I'll want to see what kind of responses I get from potential users and potential new-and-improvers.

Waiting curiously...

Mike Silva

2100. Re: SynCalc source code to be made available

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 01:25:46 UTC
From: Krishna@max.tiac.net
Message-ID: <2q1kqq$l8r@sundog.tiac.net>
Source record: 101578

Michael Silva (mjsilva@ted.win.net) wrote:
: Hello again, 8-bit faithful. I visited here a few months ago and was
: surprised at the amount of activity. I was a little saddened that I
: had tossed out my SynCalc source code (which I had purchased back from
: Broderbund for $1), or so I thought...but they turned up in a deep dark
: crevice in my office this week! So here's the deal...

There is an accute lack of a solid spreadsheet program which supports
modern equipment which 8-bit die hards such as myself have, namely:

1) The ability to install the program and load/save to Sparta/MYDOS
subdirectory format

2) The ability to support large upgraded RAM for extra work room. (i.e. 1
megabyte)

3) To support a future '802 or '816 system with a separate '816 opcode
optimization and/or linear ram support.

Syncalc has a good reputation as the best featured spreadsheet for
the 8-bit, yet for die hards, yet it can be inconvenient to use and is not
all it could be because of it lacking some of the above.

To release the source to PD would allow any remaining programmers the
chance to add the additional functionality to Syncalc instead of
reinventing the wheel and writing a clone.

2101. Atari 800XL For Sale/Swap

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 02:28:21 UTC
From: lordthan@news.delphi.com
Message-ID: <2q1og5$3ao@news.delphi.com>
Source record: 101579

I've got a slightly beat up but still functional Atari 800XL sitting around
doing nothing. I'd like to sell it or trade it off...Best offer, really.
I'd be very interested in talking to anyone who would be willing to trade
for an R-time cartridge. Leave mail. Central NJ area.

2102. Super Video Modification,

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 03:09:03 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <767889009.AA01235@rochgte.fidonet.org>
Source record: 101588

```
Quoting from: jjmcwill@next5 (Jeffrey J. McWilliams)
JJ>No, the Super Video 2.1 article in Atari Classics is a much more
JJ>complete/extensive video upgrade than ANY previous video upgrade
JJ>published TO DATE.

I have a question about the Super Video upgrade. Will it help video
output when used with a plain old TV?

-Dag- ---> dag.hugdahl@rochgte.fidonet.org

* PabQwk 2.0 #23 * << This Is A Test Of The Emergency Tagline System >>
```

2103. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 04:20:25 UTC
From: jharris@cup.portal.com
Message-ID: <110581@cup.portal.com>
Source record: 101580

>I spent ages trying to track down the 65816 programmers manual only to be
>told it was out of print :(

Programming the 65816 has been made available again. I just got one
several months ago direct from Western Design, the makers of the chip.

Western Design Center
2166 East Brown Road
Mesa AZ 85213
USA
Phone: 602-962-4545
Fax: 602-835-6442

There is also a 65816 assembler available, that I wrote. Jump back in, the
water's great! :-) We can use all the interest we can in this CPU upgrade
potential.

John Harris - jharris@cup.portal.com

2104. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 06:41:32 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2q27as$fok@hearst.cac.psu.edu>
Source record: 101583

James R. Gilbert (cb541@cleveland.Freenet.Edu) wrote:

: (People have problems with the 1020 plotter.)
: In my opinion the 1020 is not a 'serious' machine. It's a toy.
: As such, take it apart, mess with it, try to fix it, but don't
: expect 'serious' service out of it.
: Russ Gilbert

what??!?! not serious!! I'll have you know that little plotter
paid its duties to me... many plots and graphs...even some
circuits!

sheeshh...to say a 4" plotter isnt a serious machine is to say..
the 8bit isnt a serious machine....

From an engineers point of view... its nice... very nice.. works
well...cept video and some other stuff... still a lot more fun
to learn on than a 8086 system

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2105. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 08:11:34 UTC
From: thester@nyx.cs.du.edu
Message-ID: <1994May2.081134.28254@mnemosyne.cs.du.edu>
Source record: 101585

1020 plotter a "toy"!?

My brother uses a Houston Instruments pen-plotter
that cost him over $5000 dollars (in 1987).

When I showed him my 1020 and what it could do,
he was truly impressed. The 1020 is virtually the
same thing as Radio Shack's plotter, but they didn't
sell theirs for $20.00. (well neither did Atari) ;-)

I've been using mine since 1990 and haven't had
any problems with the plastic gear yet. I use it
for listing what's on a disk and insert it in the
sleeve with the disk. (beats peeling labels off when
you change the contents)

My kids like to 'play' with it also, but as someone
else here stated, I also use it extensively for
charts and graphs.

I only wish that they had made a 9 1/2" by 11 inch
version for standard size printer paper. That
would have been a much more useful size IMO.
But...you get what you pay for, eh?

Tim Hester

--
: What God Wants : God wants peace :
: God gets : God wants war :
: God help us all : God wants famine :
: *thester@nyx.cs.du.edu* : God wants chain stores :

2106. 600 XL produces red screen :-(

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 09:25:59 UTC
From: c3055@rphc7
Message-ID: <2q2gv8INN560@rrzs3.uni-regensburg.de>
Source record: 101584

Hi all

Last time I wanted to start my old 600 XL again after quite a while it
seemed to be completely out of order. All it produced was a red screen
no matter what key I stroke. Even Reset didn't cause any reaction at all.
I could neither cause a sound nor any other reaction. What's wrong??
It worked perfectly alright when I had put it away after purchasing my
new ST but now I would like to use the good old XL again.
Any hints anyone??

Alex

2107. TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 10:26:48 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2q2kh9$9dl@usenet.INS.CWRU.Edu>
Source record: 101586

HI,

Anyone know if there is a TCP/IP version for the Atari 8 bits?

I use one to ftp via my Mac at work into ftp sites. Would
like to do so at home, but only have about 7 or 8 Atari 8 bits!

Bill

2108. Re: My updates to the UTIL program

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 12:52:15 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94May2145216@lise15.lise.unit.no>
Source record: 101587

In article <2q1eth$10ni@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

> Mark K Vallevand (markus@rsvl.unisys.com) wrote:
> : I uploaded my changes to the UTIL program to nova.pvv.unit.no into the
> : directory incoming/pub/atari. The files are called myutil.zip and myutil.lst.
> :
> well...that directory structure is wrong... and its not in incoming/atari/8bit
> additionally, a lot of the file permissions are wrong for the other
> atari directories, such as the 8bit/demos and utilities/disk....
> I cant get many files from here...
> =)

OK, OK, so I screwed up--it should be fixed now. By the way, you
can't download anything from incoming; I have to move everything
that's put there into the /pub directory (myutil has been moved to
/pub/atari/8bit/utilities/disk).
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

2109. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 15:43:05 UTC
From: jjmcwill@next5
Message-ID: <2q3729$fo@mtu.edu>
Source record: 101589

John D Harris (jharris@cup.portal.com) wrote:
:
: Programming the 65816 has been made available again. I just got one
: several months ago direct from Western Design, the makers of the chip.
:
: Western Design Center
: 2166 East Brown Road
: Mesa AZ 85213
: USA
: Phone: 602-962-4545
: Fax: 602-835-6442
:
: There is also a 65816 assembler available, that I wrote. Jump back in, the
: water's great! :-) We can use all the interest we can in this CPU upgrade
: potential.
:
John,

How does your 65816 assembler differ from the alfassembler that Dataque
sold for the 65816? His was just a basic assembler, no macro capability
or anything, and you used your own text editor beforehand.

Is someone actively working on a little 65802 board or hack like the one
Glenn is talking about? The operating system is the biggest hurdle,
maybe Mr. Steinman would let us copy his or something.....

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2110. Re: 600 XL produces red screen :-(

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 15:45:51 UTC
From: jjmcwill@next5
Message-ID: <2q377f$lo@mtu.edu>
Source record: 101590

Hi Alex,

Changes in temperature can cause different parts of the computer to
contract and expand, at different rates. This can work chips, especially
all the 40 pin LSI ones, loose enough to cause problems.
You may need to take the cover and shielding off, and carefully remove and
then reseat a number of these.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2111. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 17:12:06 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <2q3c96$d7l@usenet.INS.CWRU.Edu>
Source record: 101591

(Andrew Heller says his 1020 plotter has gotten some serious
use.)
I just said that's what the 1020 is to me, a toy. A neat toy.
Define a toy. I paid $15 for it new from San Jose Computer.
It broke after about 6 uses. I messed with it. I have four of
them now. One works. I think the gear problem came with the
$15 dollar jobs. The one I have that works seems to have a better
gear. The gears broke because I didn't use the expensive
official Atari paper, but some slightly thicker paper.
Now my 800xl, I paid $300 for it and $300 for my 1027 and
$80 for my 1010 and $80 for AtariWriter cart. All in Feb.
of 1984. I soon bought a Rana disk drive for $325. Now that's
serious money. But in retrospect, still a very neat bunch
of toys. For some reason, I guess all my computers are 'toys'
. Ask my wife (unless she wants a paper typed.) Then she
wants my old IBM selectric back because I have trouble aligning
forms she wants typed. Now, I also have three motorcycles.
One runs. It is a toy until my wife and daughter want our
two cars and I got no other transportation.
Russ Gilbert.

2112. Re: UTIL program

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 17:43:52 UTC
From: markus@rsvl.unisys.com
Message-ID: <markus.125.000DD897@rsvl.unisys.com>
Source record: 101505

> I've downloaded both the C source and the EXE file that was recently
>posted here. The first wouldn't compile, and the second was set to read
>only double-density disks. Is there any way I can move files between my
>MS-DOS machine and my 800XL without buying new hardware? All I have for the
>XL is a 1050 drive (unupgraded); I had an SX212 modem but it seems to be
>busted. The C source for UTIL seems to imply that it can be used to read
>1050 disks, but when I tried to compile it after changing SECSIZE (or whatever)
>from 256 to 128, the compiler choked on it. The only way I can see to do it
>is with the "MULE" program, but I really don't want to re-input that program
>on the 8-bit via the keyboard. Any suggestions?

DOS and PCs do not read/write single density diskettes very well. I tried. I
really tried to get it to work.

The source may not compile for you because I cross compiled from SCO Xenix.
Its a snapshot of the work. I don't plan on making any more changes. Its
just out there for people to fold, spindle, and mutilate as they desire.

Regards.
Mark K Vallevand Unisys Roseville, Minnesota markus@rsvl.unisys.com
Unisys 612-635-7880
Mail Station 4313, On the Information SuperHighway, I'm the guy with a
POBox 65942 hat driving 50 in the fast lane with my blinker on
St Paul, MN 55164-0942 and my seatbelt hanging out the door making sparks.

2113. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 19:04:12 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2q3irc$rt9@hearst.cac.psu.edu>
Source record: 101593

Bill Somrak (aj445@cleveland.Freenet.Edu) wrote:

: HI,

: Anyone know if there is a TCP/IP version for the Atari 8 bits?

: I use one to ftp via my Mac at work into ftp sites. Would
: like to do so at home, but only have about 7 or 8 Atari 8 bits!

: Bill

No, it doesn't exist.. yet it has been an idea that I have been
throwing around in the shower every morning. I have had enough data
communications courses that all I need now is an OFFICIAL TCP/IP manual
..which I think the bookstore here has...

I thought about using the pocket/parallel ethernet cards for the job...
.. would have to run off the bus.. most likely..which is a pain since that
requires designing a rom...which I had hoped to do all the work in memory.
..sometimes I wish I would just design a pc compatible AT slot....
then again... I am thinking of building a new Atari8bit all on cards....
hey..the 800 was pretty darn close!

Of course...this all hands in the wind since this summer is up in the
air for a job, I am moving, and I don't have a few pocket ethernet cards
to destroy. =)

I have a ton of AT cards though... ick.

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2114. 2nd CFV: comp.emulators.{announce,apple2,cbm,misc}

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 19:06:52 UTC
From: jmaynard@admin5.hsc.uth.tmc.edu
Message-ID: <comp.emulators-CFV2@uunet.uu.net>
Source record: 101592
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.apple2,comp.sys.mac.misc,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc

```
LAST CALL FOR VOTES (of 2)
moderated group comp.emulators.announce
unmoderated group comp.emulators.apple2
unmoderated group comp.emulators.cbm
unmoderated group comp.emulators.misc

Newsgroups line:
comp.emulators.announce Emulator news, FAQs, announcements (moderated).
comp.emulators.apple2 Emulators of Apple // systems.
comp.emulators.cbm Emulators of C-64, C-128, PET, and VIC-20 systems.
comp.emulators.misc Emulators of miscellaneous computer systems.

Votes must be received by 23:59:59 UTC, 12 May 1994.

This vote is being conducted by a neutral third party. For voting
questions only, contact the votetaker, Jay Maynard, at
jmaynard@admin5.hsc.uth.tmc.edu. For questions about the
proposed group, contact the proponent, Ron Dippold, at rdippold@qualcomm.com.

CHARTERS

comp.emulators.announce: This is a moderated group with announcements
about emulators, emulator ftp sites, new emulator images, and emulator
FAQs. Emulator discussion seems to have a fairly high noise level, so
this will be useful for important news and coordinating FAQs for newbies.

To be moderated by Ron Dippold <rdippold@qualcomm.com> at address
<emulators@qualcomm.com>, with a contact address of
<emulators-request@qualcomm.com>.

comp.emulators.apple2: Emulators of the entire Apple // family, such
as the Apple ][, ][+, //e, //c, and IIgs, on all platforms. For
discussion of specific Apple // software, you may wish to use
comp.sys.apple2 instead.

comp.emulators.cbm: Emulators of the entire Commodore C-64 family,
such as the C-16, C-64, C-128, PET, and VIC-20 on all platforms. For
discussion of specific C-64 software, you may wish to use
comp.sys.cbm instead.

comp.emulators.misc: Emulation of computer systems on another
platform. Emulators which are not covered elsewhere in the
comp.emulators hierarchy can be discussed here. Emulation of specific
hardware by other hardware in the same system (such as Sound Blaster
card emulation by the Gravis UltraSound card) generally belongs
```

elsewhere.

There are an amazingly large number of emulators out there of classic
and current computer systems, including several dozen for the IBM PC
alone. Unfortunately, the traffic is spread widely and haphazarardly
over much of Usenet, and many remain ignorant of the available
emulators. This is an attempt to centralize that knowledge in an
easily locatable hierarchy.

If this hierarchy pans out, I expect the creation of c.e.ibm-pc,
c.e.ms-windows, and c.e.mac won't be too far behind. For the moment,
I suspect Amiga users may wish to keep Emplant traffic on
comp.sys.amiga.emulators.

HOW TO VOTE

Erase everything above the top "-=-=-=-" line and erase everything
below the bottom "-=-=-=-" line. Do not erase anything between these
lines and do not change the group names.

Give your name on the line that asks for it. For each group, place a YES or
NO in the brackets next to it to vote for or against it. If you don't want
to vote on a particular group, just leave the space blank. Don't worry
about spacing of the columns or any quote characters (">") that your reply
inserts.

Then mail the ballot to: votes@admin5.hsc.uth.tmc.edu
Just Replying to this message should work, but check the "To:" line.

-=-=-=-=-=- Don't Delete Anything Between These Lines =-=-=-=-=-=-=-=-=-
comp.emulators.* Ballot <CEMUL8-0002> (Don't remove this marker)

Give your real name here:

[Your Vote] Group

[ ] comp.emulators.announce
[ ] comp.emulators.apple2
[ ] comp.emulators.cbm
[ ] comp.emulators.misc
-=-=-=-=-=- Don't Delete Anything Between These Lines =-=-=-=-=-=-=-=-=-

Anything else may be rejected by the automatic vote counting program. The
votetaker will respond to your received ballots with a personal acknowledge-
ment by mail - if you do not receive one within several days, try again.
It's your responsibility to make sure your vote is registered correctly.

Only one vote per person, no more than one vote per account. Addresses and
votes of all voters will be published in the final voting results list.

comp.emulators.* Bounce List - No need to revote
----
gvm@nemesys.com Granville Moore
--

Jay Maynard, EMT-P, K5ZC, PP-ASEL | Never ascribe to malice that which can
jmaynard@admin5.hsc.uth.tmc.edu | adequately be explained by stupidity.
"The government which fears arms in the hands of its people...should."
-- Karl Kleinpaste

2115. Hooking Up Periph's to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 19:57:29 UTC
From: lordthan@news.delphi.com
Message-ID: <2q3lv9$2m6@news.delphi.com>
Source record: 101594

Like a phoenix rising from the ashes, my 800XL is once again functional. :)

I've got a couple of old 20-MB SCSI hard drive mechanisms sitting around here. Is there a way that I can connect them to my 800XL? If so, how?

Also, I'd like to hook up some better floppy drives to my 800XL. Right now I have three 1050's, two w/US Doubler chips installed. It would be very sweet if I could hook up, for example, a couple of PC-type 3.5" high density floppy drives (a 720K drive, or even a 360K drive, would be some sort of improvement over the 1050's). If this is possible, how?

I use SpartaDOS (or at least that's what I used the last time I ever did some serious work on it, which was about six years ago), which I understand is "the DOS to use" if you're setting up a hard drive. I figure if it works with hard drives, there should be some sort of accomodation for high density floppies somewhere in there, yes?

Replies to mail would be most cool.

2116. Re: Emulator for the Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 23:43:12 UTC
From: niese@fwi.uva.nl
Message-ID: <2q436g$ikd@hermes.fwi.uva.nl>
Source record: 101598

The author of "Apple 2000", a superb Apple II emulator for the Amiga, is releasing this as techware, i.e. requests tech info about other computers as a donation. Future projects he thinks about are: C64, Gameboy, Atari VCS, NES, Atari 400/800... so I guess we mail him some good tech stuff (i.e. other emulators for different platforms, OS Manuals (scanned), etc. to:
Kevin_Kralian@sacbbx.com
I don't know if he has to pay to read mail (.com site and all......)

2117. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 23:55:10 UTC
From: Krishna@max.tiac.net
Message-ID: <2q43su$5f0@sundog.tiac.net>
Source record: 101596

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: John,

: How does your 65816 assembler differ from the alfassembler that Dataque
: sold for the 65816? His was just a basic assembler, no macro capability
: or anything, and you used your own text editor beforehand.

: Is someone actively working on a little 65802 board or hack like the one
: Glenn is talking about? The operating system is the biggest hurdle,
: maybe Mr. Steinman would let us copy his or something.....

: Jeff

Jeff, it's nice to see your posts again.

Re: OS. For an '802 hack, John told me that it wouldn't necessarily need a custom OS but rather a patch. Others have told me it will take more than that.

Alfred has a custom MUX OS merged with 65816 OS. This is good news for me because this would obviously be an issue with MUX users (a sizeable percentage of die hards likely to be interested in this). Then there is Chuck's T816 OS. I haven't directly asked Chuck about it because I don't feel I've got a good relationship with him. I've been candid about my feelings about his failure with the T816 (as honest an effort it was) so all _I_ can do is ask indirectly through Alfred or somebody else to glean Chuck's opinion. If Chuck is reading this newsgroup via the cross post/uploads to GEnie then he can reply in GEnie mail as to his opinions on allowing his T816 OS in this project.

I can't speak for Chuck, but all indications point towards no further production of T816s. He may be in a state of denial, or indefinite limbo. It is weird. I certainly hope his instincts as an Atari supporter override his ego and he can let the OS be used for a different '802/'816 project. I'm not sure whether he'd be hurt or thrilled by the success of such a projetct--it would certainly bring attention to the fact that Chuck failed.

Chuck HAS done a lot of work on this, and to shut him out of this would be wasting his efforts. Certainly HE knows the way to do the conversion daughterboard. Some deal may be able to be struck, but personally I would hope that this be a user-driven effort (at least the '802 phase) and that the OS could be released into the PD or merely sold as a $15 EPROM or something just like any other cartridge.

He'd benefit from this by charging for the OS chip. Those without an EPROM burner would benefit from this service. It isn't a big deal for

him and he could turn a small profit from it.

It is also true that the few programs that already exist for the T816 could be sold again. It could make financial sense for him to support a rival system.

2118. Re: Super Video Modification,

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-02 23:57:56 UTC
From: Krishna@max.tiac.net
Message-ID: <2q4424$5f0@sundog.tiac.net>
Source record: 101595

Dag Hugdahl (Dag.Hugdahl@f47.n282.z1.fidonet.org) wrote:
: Quoting from: jjmcwill@next5 (Jeffrey J. McWilliams)
: JJ>No, the Super Video 2.1 article in Atari Classics is a much more
: JJ>complete/extensive video upgrade than ANY previous video upgrade
: JJ>published TO DATE.

: I have a question about the Super Video upgrade. Will it help video
: output when used with a plain old TV?

I seriously doubt it. Get a monitor dude. I didn't get a monitor until
about a year ago and it was well worth my net $80 investment.

The only time RF makes sense is on the 1200XL. The RF video actually
looks BETTER than the monitor jack output! But with my RF-spewing hard
drive setup it is impossible to use an RF modulator--at least not without
lining it with 1/2" of solid tin foil shielding!

2119. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 00:04:32 UTC
From: Krishna@max.tiac.net
Message-ID: <2q44eg$5f0@sundog.tiac.net>
Source record: 101597

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: No, it doesn't exist.. yet it has been an idea that I have been
: throwing around in the shower every morning. I have had enough data
: communications courses that all I need now is an OFFICIAL TCP/IP manual
: ..which I think the bookstore here has...

: I thought about using the pocket/parallel ethernet cards for the job...
: .. would have to run off the bus.. most likely..which is a pain since that
: requires designing a rom...which I had hoped to do all the work in memory.
: ..sometimes I wish I would just design a pc compatible AT slot....
: then again... I am thinking of building a new Atari8bit all on cards....
: hey..the 800 was pretty darn close!

The 1090XL was going to have an Ethernet card. I suppose that is what
you are talking about, for the PBI.

The problem isn't necessarily hardware. Off the PBI I guess you can get
(data only, no write to screen) over 50K baud with some form of
handshaking, enough for the 56K baud slow standard for internet connections.

The main problem seems to be software. What exactly is entailed with a
TCP/IP system?

One of the benefits of a MUX system, by the way, is the potential for
PARALLEL processing. You could pass commands/arguments through the pipes
and have a whole 64K program chewing on it in parallel with other units.
Therefore you could easily have one machine as the connection machine
with Antic DMA disabled, another as the terminal, and another running
some other software needed for TCP/IP. I've never heard of anyone
writing such a demanding program, but theoretically it sounds like it
would work. That way you not only gain RAM with every unit, you gain
multitasking.

2120. Re: Old magazine copyrights (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 00:26:52 UTC
From: knauss@netcom.com
Message-ID: <knaussCp7AKs.A2@netcom.com>
Source record: 101599

aa700@cleveland.Freenet.Edu (Michael Current) writes:

> If ANALOG let the authors keep ownership then
>it's up to the authors to place their software in the PD, if they so
>choose. Nice for the authors, but makes it more difficult for us to
>determine which are in the PD and which aren't.

I'll go dig up an old contract and post it here. Somebody with a
legal background can decide the implications.

>And just to reiterate, we know that Compute placed their software into the
>PD, but we (or at least I) remain skeptical that Antic ever did.

If you want to get in touch with the remains of Antic, Mac Home Journal
is put out my its former publisher, James Capparell. From my
experiences with the man, he's a scumbag, but I suppose it wouldn't
hurt to ask.
--
Greg Knauss "Your problem lies not in lack of ability but
knauss@netcom.com in lack of ambition." -- Fortune cookie

2121. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 04:33:27 UTC
From: jjmcwill@next5
Message-ID: <2q4k6n$mnu@mtu.edu>
Source record: 101600

Glenn Saunders (Krishna@max.tiac.net) wrote:
:
:
: Jeff, it's nice to see your posts again.

Yeah, it's good to be back.

: Re: OS. For an '802 hack, John told me that it wouldn't necessarily need
: a custom OS but rather a patch. Others have told me it will take more
: than that.

Hmm, maybe you could just make do with patching the interrupt routines,
and using the space that the international character set resides in
as the space for the native mode interrupt handling routines.

: Alfred has a custom MUX OS merged with 65816 OS. This is good news for
: me because this would obviously be an issue with MUX users (a sizeable
: percentage of die hards likely to be interested in this). Then there is
: Chuck's T816 OS. I haven't directly asked Chuck about it because I don't
: feel I've got a good relationship with him. I've been candid about my
: feelings about his failure with the T816 (as honest an effort it was) so
: all _I_ can do is ask indirectly through Alfred or somebody else to glean
: Chuck's opinion. If Chuck is reading this newsgroup via the cross
: post/uploads to GEnie then he can reply in GEnie mail as to his opinions
: on allowing his T816 OS in this project.

I think Alfred must have really worked with Chuck closely on much of
the Turbo816 on the software side. He did the assembler, he did the
debugger. It sorta makes sense then that he did a combo MUX/T816 OS.
Definitely that is attractive for MUX owners!

: Chuck HAS done a lot of work on this, and to shut him out of this would
: be wasting his efforts. Certainly HE knows the way to do the conversion
: daughterboard. Some deal may be able to be struck, but personally I
: would hope that this be a user-driven effort (at least the '802 phase)
: and that the OS could be released into the PD or merely sold as a $15
: EPROM or something just like any other cartridge.

Yeah, I agree. If doing the 65802 hack becomes popular, he needs to
do NOTHING except burn copies of his existing EPROM and make a few bucks
from that.

: It is also true that the few programs that already exist for the T816
: could be sold again. It could make financial sense for him to support a
:
Besides the assembler and a beta version debugger (never completed to
my knowledge), the only other piece of software was his cart based

turbocalc, which only benefitted from the T816 system by using
any available memory on the 24 bit address bus.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2122. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 04:46:55 UTC
From: jjmcwill@next5
Message-ID: <2q4kvv$n4t@mtu.edu>
Source record: 101601

Glenn Saunders (Krishna@max.tiac.net) wrote:
: Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
:
: : No, it doesn't exist.. yet it has been an idea that I have been
: : throwing around in the shower every morning. I have had enough data
: : communications courses that all I need now is an OFFICIAL TCP/IP manual
: : ..which I think the bookstore here has...
:
: : I thought about using the pocket/parallel ethernet cards for the job...
: : .. would have to run off the bus.. most likely..which is a pain since that
: : requires designing a rom...which I had hoped to do all the work in memory.
: : ..sometimes I wish I would just design a pc compatible AT slot....
: : then again... I am thinking of building a new Atari8bit all on cards....
: : hey..the 800 was pretty darn close!

Well, but this guy is talking about using TCP/IP from home. You can't
really run ethernet from your office to your computer. Don't you use
SLIP for modem connections?

: The 1090XL was going to have an Ethernet card. I suppose that is what
: you are talking about, for the PBI.
:
: The problem isn't necessarily hardware. Off the PBI I guess you can get
: (data only, no write to screen) over 50K baud with some form of
: handshaking, enough for the 56K baud slow standard for internet connections.

What's wierd is, I was reading the Apple II discussion group and they
were talking about getting 100K/sec throughput on one of their SCSI
cards. It's my understanding that the Black Box SCSI peaks out at 30K/sec.
What's the deal here? Are the Apple people doing DMA transfers or
something? Even if this is being measured on an Apple IIgs, the CPU
only runs at 2mHz, and the post (which I can no longer find) didn't
say anything about using a ZIPGs or Transwarp accelerator card.

: The main problem seems to be software. What exactly is entailed with a
: TCP/IP system?
:
: One of the benefits of a MUX system, by the way, is the potential for
: PARALLEL processing. You could pass commands/arguments through the pipes
: and have a whole 64K program chewing on it in parallel with other units.
: Therefore you could easily have one machine as the connection machine
: with Antic DMA disabled, another as the terminal, and another running
: some other software needed for TCP/IP. I've never heard of anyone
: writing such a demanding program, but theoretically it sounds like it
: would work. That way you not only gain RAM with every unit, you gain

: multitasking.
:
:
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2123. Re: Hooking Up Periph's to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 04:52:52 UTC
From: jjmcwill@next5
Message-ID: <2q4lb4$n8e@mtu.edu>
Source record: 101506

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: Like a phoenix rising from the ashes, my 800XL is once again functional. :)
:
: I've got a couple of old 20-MB SCSI hard drive mechanisms sitting around
: here. Is there a way that I can connect them to my 800XL? If so, how?
:
: Also, I'd like to hook up some better floppy drives to my 800XL. Right
: now I have three 1050's, two w/US Doubler chips installed. It would be
: very sweet if I could hook up, for example, a couple of PC-type 3.5"
: high density floppy drives (a 720K drive, or even a 360K drive, would be
: some sort of improvement over the 1050's). If this is possible, how?
:
: I use SpartaDOS (or at least that's what I used the last time I ever did
: some serious work on it, which was about six years ago), which I
: understand is "the DOS to use" if you're setting up a hard drive. I
: figure if it works with hard drives, there should be some sort of
: accomodation for high density floppies somewhere in there, yes?
:
: Replies to mail would be most cool.
:
Umm, Lord Thanatos.... (whatever)

Your SCSI options are as follows:

ICD's MIO box. Has a SCSI port on it, but they're not sold new.
Fortunately, about 4 days ago a guy made a post indicating he had two
MIO's for sale.

C.S.S's Black Box. Most configurable, most compatible.

Supra's SCSI controller card. Again, gonna have to find one used. I think
it was limited to 20 megs.

FLoppy interface options:

Atari XF551 disk drive - comes stock with 360K 5.25" mechanism.
CSS upgrade allows you to connect a 720K 3.5" drive.

Black BOx-- with floppy controller upgrade. This will allow you to connect
any 360K or 1.2meg 5.25", or 720K/1.44meg 3.5" floppy drives.

SpartaDOS 3.2f is now shareware, and should already be on GEnie, and maybe
Delphi. It can automatically handle 360K, 720K, and I believe 1.2megs.
With the Black Box, I think 1.44 meg would be formatted as a hard drive
using the Black Box software, and SpartaDOS 3.2f can handle it just fine.

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2124. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 05:18:35 UTC
From: Krishna@max.tiac.net
Message-ID: <2q4mrb$624@sundog.tiac.net>
Source record: 101602

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: :
: Besides the assembler and a beta version debugger (never completed to
: my knowledge), the only other piece of software was his cart based
: turbocalc, which only benefitted from the T816 system by using
: any available memory on the 24 bit address bus.

Hmm. This is important, though... If is TurboCalc is any good that is. Something to think about if the T816 system ever comes back. Certainly the potential of hacking Syncalc for better MYDOS/Sparta hard drive support and more banked RAM and/or '802 speedup is there and that is exciting if anyone steps forward with the desire and the expertise to do this. But whenever a product may exist which may already support an upgrade, it must be evaluated so as to not avoid the dreaded "duplicated effort".

I had heard there is a windoze clone for '816 mode. But this was from flamer-extrodanaire Terry Ortman on Carina net who has been trying desperately to sell his T816 for some time now. I would buy the T816 from him if he were anyone else but he is a real schm*<k.

I also heard of a WP that supports his mv80 but I don't know if it also supports '816 linear RAM or opcode optimizations.

The mv80 is a whole other can of worms of course. :(

At least there is FlickerTerm, a panacea that caught me from left field.

2125. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 05:37:55 UTC
From: Krishna@max.tiac.net
Message-ID: <2q4nvj$624@sundog.tiac.net>
Source record: 101603

Jeffrey J. McWilliams (jjmcwill@next5) wrote:

: What's wierd is, I was reading the Apple II discussion group and they
: were talking about getting 100K/sec throughput on one of their SCSI
: cards. It's my understanding that the Black Box SCSI peaks out at 30K/sec.
: What's the deal here? Are the Apple people doing DMA transfers or
: something? Even if this is being measured on an Apple IIgs, the CPU
: only runs at 2mHz, and the post (which I can no longer find) didn't
: say anything about using a ZIPGs or Transwarp accelerator card.

Even more of a reason for at least 16-bit internal. Then you can move
twice as fast. Ramdisks would be twice as fast for one thing.

It depends on the drive. One of my frienly sysops down in Florida uses a
caching SCSI and the access time makes a difference. Even 30K a second
is wishful thinking. On my MUX system, it still takes a few seconds to
load up BOBTERM with the support files, or to boot 12K or so's worth of
SpartaDOS. Both of those are leass than 30K but take longer than a second.

Compared to floppy speeds it is incredible, but nowhere near the
virtual-ram speeds on PCs.

There is some form of roadblock, probably the way that DOS handles I/O,
that slows things down some. Which is why I think maybe an '802
optimized system would run faster.

One of the reasons I think writing an executable that takes up banked RAM
is better than a modular program stored on a ramdisk is simply that even
though theoretically it should all be intantly available, the CPU having
to physically move RAM in and out of the banked RAM is what causes it to
be much slower than twiddling a portB bit and doing a JSR or JMP.

Even a ramdisk can seem slow in comparison to a fast drive. On that
guy's Carina board, he had everything on the ramdisk and at best it was
only 1/3 faster than my board. You'd think the modules would go POW POW
POW but no.

I'm not complaining, it is fast enough for me. But you may have
something there as far as the internet is concerned.

Unless someone comes up with SLIP/LINUX software for the 8-bit (and from my
naive reply about X-windows that seems highly unlikely) I don't think we
need to worry TOO Much about the speed capabilities of the PBI.

2126. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 06:37:42 UTC
From: jjmcwill@next5
Message-ID: <2q4rfm$q7m@mtu.edu>
Source record: 101508

Glenn Saunders (Krishna@max.tiac.net) wrote:
: Hmm. This is important, though... If is TurboCalc is any good that is.
: Something to think about if the T816 system ever comes back. Certainly
: the potential of hacking Syncalc for better MYDOS/Sparta hard drive
: support and more banked RAM and/or '802 speedup is there and that is
: exciting if anyone steps forward with the desire and the expertise to do
: this. But whenever a product may exist which may already support an
: upgrade, it must be evaluated so as to not avoid the dreaded "duplicated
: effort".

Well, the thing is, Turbocalc also runs just fine on a stock
XL/XE (and maybe an 800 too), you just don't get anything beyond
standard 64K for spreadsheet storage. I believe Turbocalc is an
adapter version of BCalc which appeared in Analog magazine.
Turbocalc has drop down menus which is nice. (They use graphics 0
control characters, not graphics 8). It does have a bug or two.
If you try to move a bunch of cell data to another area
of the spreadsheet that already has data in it, the spreadsheet
gets scrambled. Doesn't happen if the destination cells are
empty. Works great with SpartaDOS 3.2d, but crashes when plugged into
SD-X.

: I had heard there is a windoze clone for '816 mode. But this was from
: flamer-extrodanaire Terry Ortman on Carina net who has been trying
: desperately to sell his T816 for some time now. I would buy the T816
: from him if he were anyone else but he is a real schm*<k.

Geeze, I woulda sold ya mine with all the bells and whistles, but now
it's on long term loan.... But a windows clone? Atari specific?
The Apple IIgs OS can be considered a windows clone, or actually a
Apple MAC system 6.0 clone... running in 816 mode.
:
: I also heard of a WP that supports his mv80 but I don't know if it also
: supports '816 linear RAM or opcode optimizations.

I heard Chuck had given MV80's to a few close friends, but surprised to
hear there's a WP that works with it... maybe Turboword, since it just
uses the standard E: calls. :

: The mv80 is a whole other can of worms of course. :(
:
: At least there is FlickerTerm, a panacea that caught me from left field.
:
What's flicker term?

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2127. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 06:47:42 UTC
From: jjmcwill@next5
Message-ID: <2q4s2e$qgh@mtu.edu>
Source record: 101604

Glenn Saunders (Krishna@max.tiac.net) wrote:
: There is some form of roadblock, probably the way that DOS handles I/O,
: that slows things down some. Which is why I think maybe an '802
: optimized system would run faster.
:
: Even a ramdisk can seem slow in comparison to a fast drive. On that
: guy's Carina board, he had everything on the ramdisk and at best it was
: only 1/3 faster than my board. You'd think the modules would go POW POW
: POW but no.

I think that's because the RAMDISK is really REALLY close to the
theoretical maximum throughput attainable... and a cached hard drive
off of the Black Box is also really close as well...

As an aside, shouldn't programs theoretically run faster if you are
using the XEP80 instead of the Antic, because with the XEP80, Antic
DMA is turned off right? How many CPU cycles are wasted by the
XEP80 interrupt driven routine when you're not sending new data to it?

An 802 optimized system means using the Turbo816 OS.. it's pretty optimized,
at least the FPU unit is, and he had to do optimization elsewhere also,
because he came up with room for a lot of extra code in there for the
memory management routines and some other extras. On top of that you
are sort of hinting at an optimized DOS. Tom Hunt was thining along
those lines and gave up... and ended up just writing a SpartaDOS clone,
which I don't like because EVERY command, even DIR, is an external COM
file. Since SpartadOS 3.2f is now shareware, I guess maybe somebody could
spend the next year hacking that to be 65802 optimized along with
RD.COM.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2128. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 12:35:21 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cp88Ay.6B0@cbfsb.cb.att.com>
Source record: 101509

In article <2q4nvj$624@sundog.tiac.net> Krishna@max.tiac.net (Glenn Saunders) writes:
>Jeffrey J. McWilliams (jjmcwill@next5) wrote:
>
>: What's wierd is, I was reading the Apple II discussion group and they
>: were talking about getting 100K/sec throughput on one of their SCSI
>: cards. It's my understanding that the Black Box SCSI peaks out at 30K/sec.
>: What's the deal here? Are the Apple people doing DMA transfers or
>: something? Even if this is being measured on an Apple IIgs, the CPU
>: only runs at 2mHz, and the post (which I can no longer find) didn't
>: say anything about using a ZIPGs or Transwarp accelerator card.

30K per second seems about right for programmed IO, and then moving the
data from the input buffer to it's destination. Everything gets moved
twice.

>
>Even more of a reason for at least 16-bit internal. Then you can move
>twice as fast. Ramdisks would be twice as fast for one thing.
>
>It depends on the drive. One of my frienly sysops down in Florida uses a
>caching SCSI and the access time makes a difference. Even 30K a second
>is wishful thinking. On my MUX system, it still takes a few seconds to
>load up BOBTERM with the support files, or to boot 12K or so's worth of
>SpartaDOS. Both of those are leass than 30K but take longer than a second.
>
>Compared to floppy speeds it is incredible, but nowhere near the
>virtual-ram speeds on PCs.
>
>There is some form of roadblock, probably the way that DOS handles I/O,
>that slows things down some. Which is why I think maybe an '802
>optimized system would run faster.

Two things come to mind about PCs. First is that they all have built in
DMA controller chips, though I don't know if they use DMA as a general
rule for hard drive input. Second is that the processor has a block move
instruction, which would give close to DMA type speeds at moving the
incoming block of data to it's detination. Remember, to read data in you
frequently have to move it twice, once from intput to buffer, then again
from buffer to destination.

>
>One of the reasons I think writing an executable that takes up banked RAM
>is better than a modular program stored on a ramdisk is simply that even
>though theoretically it should all be intantly available, the CPU having
>to physically move RAM in and out of the banked RAM is what causes it to

>be much slower than twiddling a portB bit and doing a JSR or JMP.
>

Yeap!

Isn't that one of the advantages of the 802 though, a blokc move type
instruction? That wouldspeed up ram disks immensely!!

>

--
Richard Dell

2129. SpartaDOS (Was: Re: Hooking Up Periph's to 800XL)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 13:43:43 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94May3154343@lise17.lise.unit.no>
Source record: 101510

In article <2q4lb4$n8e@mtu.edu> jjmcwill@next5 (Jeffrey J. McWilliams) writes:

> SpartaDOS 3.2f is now shareware, and should already be on GEnie, and maybe
> Delphi. It can automatically handle 360K, 720K, and I believe 1.2megs.
> With the Black Box, I think 1.44 meg would be formatted as a hard drive
> using the Black Box software, and SpartaDOS 3.2f can handle it just fine.

So what's the chance of getting it onto the archive? (I don't have
access to GEnie or Delphi).
--
//| Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/-| "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

2130. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 14:32:52 UTC
From: spam@iastate.edu
Message-ID: <spam.767975572@pv3805.vincent.iastate.edu>
Source record: 101511

IMHO, the way to do this is to offload the actual workhorsing of the enternet connection to a PC, via something like the SIO2PC. The SIO2PC makes a PC the *ultimate* peripheral/expansion box for an atari, and there are thousands of 8088 & 286 boxen being dumped on the surplus market as the PC people upgrade to the 686++ or whatever they're needing these days to run windows. I can get PCs for less than 30 bucks, and 8-bit ethernet cards for ~25. So here's what I envision...

Hook a PC to the atari via something like the SIO2PC. Now, along with all the benefits of the SIO2PC, have it also look for commands sent to, say, the N: (network) device. Write an N: device driver for the atari--either a packet driver, or something that sends specific TCP/IP commands to out the SIO2PC (I'm not familiar with the specifics of TCP/IP, so please correct any glaring mistakes). This driver would spit the commands out the serial port, whereby they would be intercepted by the PC, which would process them accordingly & spit the commands out on the net. A variation on this would be to build a PBI2PC device; since no network devices exist for the atari, there's no fears of incompatibiility like there would be on a PBI2PC disk interface. This platform would have a few nice features:

1) no (great) overhead on the Atari.
2) PC ethernet boards & packet drivers already exist; no need to reinvent.
3) possibility of setting up the system to dump stuff from the net (say, something being FTP'd to the atari) onto an atari volume on the PC---again, less overhead on the Atari because it doesn't actually have to grab the data coming in & then push it out to a D: device.

Again---the SIO2PC hardware presents a wonderful opportunity to hang cool stuff off our ataris...think not of it as a yucky DOS box, but as a way-cool expansion box for 8 bits...

-mike begley
spam@iastate.edu

--
|\-/| mike begley
| O | spam@iastate.edu
|/_\| (515) 233-6210

2131. Re: Old magazine copyrights (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 15:13:17 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May3.151317.18910@cs.nott.ac.uk>
Source record: 101512

In article <2pqnct$qvo@dux.dundee.ac.uk> rmccall@mcs.dundee.ac.uk (Sir Anthony Cecil Hogmany Melchitt) writes: ^^^^^^^^^^
^^^^^^^^^^^^^^^^^^^^^^^---- *grin*

>This is true, I was once involved in a small Atari based magazine
>called "Atari Elite" at the time we contacted (by fax) page 6 with details
>of what we were doing. For some reason we got no ceverage (although ather
>disk based mags were) as a result we had to fold. A shame really cause
>their was quite a team of good people.

Realy? How long ago was this?
You know you should have kept on at Page 6... given them a couple of phone calls, or even droped in for a chat at one of the AMS shows... I believe that Page 6's main problem is not that they don't particulary care, but that they are very overworked. There are only 2 full time staff there: Les and Sandy Ellingham, (even part-time Paulette has left now) and they deal with virtualy everything. Best policy is probably a direct phone call.
How many people from Atari Elite are still around?
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2132. SIO2PC with .DCM (diskcomm) files???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 16:45:01 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-030594094401@ethernet.sonoma.edu>
Source record: 101516

Is there any utility or any feature of the SIO2PC software (the newer one, 3.15 I guess?) that lets you convert a standard .DCM file into an SIO2PC .ATR file?? That would be really cool... just download or FTP a .DCM file and load it into SIO2PC, rather than running DiskComm and then saving the boot disk (I still need to read up on that bit :) I'm awaiting a donated SIO2PC from Rick Cortese (THANK YOU!!!!!!!!!!!!!!!!!!) ... I guess we can call it a birthday present:))

Anyways.. just curious

--
Bill Kendrick kendrick@vax.sonoma.edu
/|\ New Breed Software
59 Palm Lane Novat CA 94945

2133. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 16:56:49 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-030594095653@ethernet.sonoma.edu>
Source record: 101513

In article <109636@cup.portal.com>, jharris@cup.portal.com (John D Harris)
wrote:

> I believe that improvements in technology and pricing have made it possible
> to design a 65816 board for a really reasonable price. In fact, for a
> commercial level board, the difference between adding the 24 bit address
> bus support (not counting the ram itself) would not be that significant
> over and above a bare bones 16 bit design. The benefits of large amounts
> of contiguous memory should be well worth the effort.

Ok, who agrees with me that this sounds really cool? :)
What hacks would it require to currently RAM-upgraded hardware though?

--
Bill Kendrick kendrick@vax.sonoma.edu
/|\ New Breed Software
59 Palm Lane Novat CA 94945

2134. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 16:58:18 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-030594095808@ethernet.sonoma.edu>
Source record: 101514

In article <rklace.043c@crashb.megalith.miami.fl.us>,
rklace@crashb.megalith.miami.fl.us (Robert Klace) wrote:

> I never could understand the half-arsed implimintations of Z-modem. I grabed
> the Atari/Bob's Term version, and Also have the C-64 Novaterm 9.5 version.
>
Wait a minute!?!?!? What BobTerm has ZModem? Some new release? (above
1.22) or is it a module?
Speaking of modules.. what other modules are available for BobTerm!? (CGS,
yeah, but that's more of an upgrade than a simple module)

--
Bill Kendrick kendrick@vax.sonoma.edu
/|\ New Breed Software
59 Palm Lane Novat CA 94945

2135. Atar-Z-Modem (atzmod10.arc) problem.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 17:12:51 UTC
From: vparada@inf.utfsm.cl
Message-ID: <Cp8L5J.5A1@inf.utfsm.cl>
Source record: 101515

Hola mundo.

After unarc and patch the z.com program of atzmod10.arc, I used it
to transfer some binaries an arced files from a PC successfuly.

Now, the same PC is running Linux, and the 8bit is connected as a
vt100 terminal (K65 works great, but loses some data at 9600 baud,
almost all data and control bytes but the last few bytes).

Using z.com to do the login, directory lists and some useful commands,
it begins to fail. It seems that the buffer pointer is missed by
the program (if circular buffer is used) in the way that it displays
the chars received earlier but never displayed. The way to recover
from this is by pressing SELECT key (Receive) and then START (Abort).
But the next command that produces long output fails again :-(

Is the problem mine, the R: driver, or MyDOS? I'm using the 850.

BTW, Z.COM is great! Receives OK and fast! If it could send files...

Well... Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.

2136. Re: ACTION! II

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 18:46:31 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-030594114657@ethernet.sonoma.edu>
Source record: 101517

In article <2pgc5l$69t@usenet.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu
(James R. Gilbert) wrote:

> I know no real developer would use page 6.

<cough> <cough> :)
--
Bill Kendrick

2137. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 22:50:04 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2q6kes$b4n@hearst.cac.psu.edu>
Source record: 101518

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: In article <rklace.043c@crashb.megalith.miami.fl.us>,
: rklace@crashb.megalith.miami.fl.us (Robert Klace) wrote:

: > I never could understand the half-arsed implimintations of Z-modem. I grabed
: > the Atari/Bob's Term version, and Also have the C-64 Novaterm 9.5 version.
: >
: Wait a minute!?!?!? What BobTerm has ZModem? Some new release? (above
: 1.22) or is it a module?
: Speaking of modules.. what other modules are available for BobTerm!? (CGS,
: yeah, but that's more of an upgrade than a simple module)

CGS?

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2138. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 23:07:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2q6lek$b4n@hearst.cac.psu.edu>
Source record: 101519

mike begley (spam@iastate.edu) wrote:
: stuff off our ataris...think not of it as a yucky DOS box, but as a way-cool
: expansion box for 8 bits...

I like this concept...making the PC a slave... heck..its already a
server. (SIO2PC)

The initial thought I had was to rig up some kind of PARRALEL ETHERNET
card...(the kind that plugs into your printer port)...(although..I
sometimes wonder just how hard it would be to say...convert a 3COM 3c503
or 501 card over to the Atari.... as I recall they both can be set up
to map into the hardware... now.. decoding that into something the atari
can use would be the hard part...)

I really think the software will be the hard part of this project...
there really is very little difference if any between ethernet and SLIP...
those are just the protocol handlers that get loaded... all networking
software is the same.. they just talk to a driver.. and the software
doesnt know if its hardwired or over the modem.

I had never thought of doing it SLIP style... although that sounds nice now
(reason I never thought of it is because a) I dont have a highspeed external
modem for the 8bit . . fastest I have is 2400baud..and slip at 24 sux...but
it is a start..I'll admit that, b) I live at college where there is a network
jack in every corner of the room. (Penn-State likes to spend money on things
that impress the students. I made sure I got my FULL BANDWIDTH use of
their hardware =)

So..who wants to send me notes on slip... and while we're at it...
which would be better: SLIP or PPP?

--
Andrew K. Heller - Making the world safe once again.

"Gresham's Law (`Bad money drives out Good') for computers would say
`The Fast drives out the Slow even if the Fast is wrong.'"
-W. Kahan, 1992 (aka the man who made floating point safe)

2139. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 23:26:51 UTC
From: Krishna@max.tiac.net
Message-ID: <2q6mjr$16d@sundog.tiac.net>
Source record: 101520

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: has been there since the start, it is this philosophy I was refering to.
: I just wanted to make it obvious that Atari has traditionaly targeted the lower
: end of the market, so the actual policy has been there since the beginning it
: just wasn't called "pwtp"... after re-reading my post I can see that it is
: very confusing... all I can say is whoops, sorry... :-)
I still don't think your logic works.

Before clones took over the office, there was no such a thing as a "business PC" unless you cound CP/M boxes but no home consumer in their right mind would want to buy one of those boring things with the mono monitors 8" drives and no good games.

In the late '70s, home computers were Personal Computers. There was no distinction. In the office you used mainframes and at home you use your cuddly home computer and never the twain met.

Then when the PC came out and people started using them in the office it created a spiral. When true blue realized they could sell overpriced hardware to businesses the whole market shifted towards what kind of pricing the BUSINESSES would bear, and not average Joe.

To me, there was no high or low end of the market until the 16-bit machines first arrived and th 8-bit machines came down to a few hundreds vs. a thousand bux.

Just because the Atari 400 and 800 had great game hardware and were very idiot-proof did not mean they were aimed only at kids. I've got an Uncle who can't manage to set up his newly acquired Apple IIGS. Anyone who is not computer literate benefits from Atari home computer design. I.e. plug in and go.

Atari realized early on that the end user is stupid and wants things as simple as possible. Most of modern computers except maybe the Amiga 500/600/1200 always involve a great deal of "kit construction" in the ways of choosing ram, video, I/O cards, etc... Most end-users STILL are clueless on how to set up a computer. That is why computer manufacturers still haven't gotten through to the end-users, and you see in Computer Chronicles some revisionist history:

"We are trying to make computers as easy to work with as possible for the average consumer for the FIRST TIME."

Yeah, right. The 8-bits don't count. They were "toys".

2140. Re: SpartaDOS (Was: Re: Hooking Up Periph's to 800XL)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 23:34:31 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cp92tJ.Gwv@utnetw.utoledo.edu>
Source record: 101527

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:

: So what's the chance of getting it onto the archive? (I don't have
: access to GEnie or Delphi).

- me too! (and you thought "me too"s only happened on binaries newsgroups!)
I don't have access to either, but frequent the umich site. Someone PLEASE
u/l it!!! I should have Super-Dos up there as well BY this weekend!!!
(Send your thanks to Mark Perry for this - I just did a bit of testing)

-Tim

2141. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 23:39:21 UTC
From: Krishna@max.tiac.net
Message-ID: <2q6nb9$16d@sundog.tiac.net>
Source record: 101521

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: What's flicker term?

It is the first and only program which has allowed the Atari to do 80 collumns at anything higher than 2400. It is rated at 14.4K-ready (no data compression) without losing characters in all modes (ANSI/ASCII/VT100).

It uses a page flipped Gr.0 display with 2 separate fonts, one shifted and squashed to 4 bits left, and one to the right half. Persistence of vision and careful brightness/color settings allows it to be very readable in normal video, and passable in inverse video. If you think about how this is done, you will understand the reason that inverse doesn't look so hot. On my Mono monitor it is much better than Kermit. It also supports a 1 line (80 collumn) chat buffer. No file transfers. Unfortunately, not in general beta release yet.

I was pinning my hopes for high speed 80 collumn on a hardware solution. I thought it was certainly impossible to accellerate blit mode 8 enough. Flick merely uses similar routines to Bobterm to create a fast scroll and quick pulling of data from the R: port.

It's vt100 support is just about as complete as it can be. It doesn't support all the vt100 function keys, but I never need them. I've had one person request that support so MAYBE Clay will add it in. His main goal is for mono ANSI with blinkers and brights done via PMG underlay/overlays.

He took a detour into vt100 which I am grateful for.

2142. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 23:47:40 UTC
From: Krishna@max.tiac.net
Message-ID: <2q6nqs$16d@sundog.tiac.net>
Source record: 101522

Jeffrey J. McWilliams (jjmcwill@next5) wrote:

: As an aside, shouldn't programs theoretically run faster if you are
: using the XEP80 instead of the Antic, because with the XEP80, Antic
: DMA is turned off right? How many CPU cycles are wasted by the
: XEP80 interrupt driven routine when you're not sending new data to it?

Could be, but I'm pretty much done dealing with a display which maxes out
at about 4800 baud on a good day. FTE has discussed the IDEA of a new
color 80 collumn board over on GEnie--mainly just a brainstorming thread.
I'd still like such a system if he decides to do that, even after enjoying
flickerTerm because of the ability to do COLOR ansi and fast-80-collumn
application programs like spreadsheets.

: An 802 optimized system means using the Turbo816 OS.. it's pretty optimized,
: at least the FPU unit is, and he had to do optimization elsewhere also,
: because he came up with room for a lot of extra code in there for the
: memory management routines and some other extras. On top of that you
: are sort of hinting at an optimized DOS. Tom Hunt was thining along
: those lines and gave up... and ended up just writing a SpartaDOS clone,
: which I don't like because EVERY command, even DIR, is an external COM
: file. Since SpartadOS 3.2f is now shareware, I guess maybe somebody could
: spend the next year hacking that to be 65802 optimized along with
: RD.COM.

For some reason Tom Hunt has a thing against Sparta-X. Maybe it is
because he never got the famed "developer's package" or whatever it was
called so he never did figure out how to work with it. It could also be
because Sparta-X is incompatible with BBS Express PRO!.

Just confer with John Harris on this one. He seems to have a grasp of
what is possible on an '816 system and has done some dabbling.

2143. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-03 23:56:26 UTC
From: Krishna@max.tiac.net
Message-ID: <2q6oba$16d@sundog.tiac.net>
Source record: 101523

mike begley (spam@iastate.edu) wrote:

: 1) no (great) overhead on the Atari.
: 2) PC ethernet boards & packet drivers already exist; no need to reinvent.
: 3) possibility of setting up the system to dump stuff from the net (say,
: something being FTP'd to the atari) onto an atari volume on the PC---again,
: less overhead on the Atari because it doesn't actually have to grab the data
: coming in & then push it out to a D: device.
You get the necessary speed to please the TCP/IP connection, however, you
lose the speed of a direct connection to an Atari hard drive through the PBI.

SIO2PC is like 50K baud data rate. That is okay, but it is a compromise
I would personally not want to make unless I really HAD to.

PBI2PC is a great idea. You'd have to have the PC emulate a SCSI port
kinda. How you do that I don't know. SIO2PC uses the 16550 UART on PC's
comm ports.

PBI2PC would require that the Black box recognize a fake partition on the
clone. But the BB does a lot of direct commands to manipulate hard
drives on the hardware level. It seems trickier to me.

Otherwise it would have been done by now.

If someone could post about just what TCP/IP does, then maybe we can
understand what is necessary better. A PC just might defeat the purpose
of needing the Atari end.

2144. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 00:05:08 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994May03.200423.12905@wariat.UUCP>
Source record: 101524

CGS is Tom Hunt's Color Graphics System for BobTerm 1.22 that allows
the use of graphics on a BBS.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2145. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 00:06:20 UTC
From: Krishna@max.tiac.net
Message-ID: <2q6ots$16d@sundog.tiac.net>
Source record: 101525

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: In article <109636@cup.portal.com>, jharris@cup.portal.com (John D Harris)
: wrote:

: > I believe that improvements in technology and pricing have made it possible
: > to design a 65816 board for a really reasonable price. In fact, for a
: > commercial level board, the difference between adding the 24 bit address
: > bus support (not counting the ram itself) would not be that significant
: > over and above a bare bones 16 bit design. The benefits of large amounts
: > of contiguous memory should be well worth the effort.

: Ok, who agrees with me that this sounds really cool? :)
: What hacks would it require to currently RAM-upgraded hardware though?

The 65816 dauterboard plugs in right into the CPU socket. I think that
is the only place where it plugs in. As such as long as you have room and
a beefy supply it can power both linear and banked RAM.

I was thinking that it would be way cool to reuse the linear RAM to act
as banked RAM so as to minimize the clutter on the motherboard, but I
think that would be a major kludge to do without a ton of electronics added.

But having both active at once is a benefit since you can still use your
ramdisk with linear RAM and like it has been said, optimized ramdisk
handlers could increase data throughput by a factor of 2 due to the the
byte moving '802/'816 opcodes.

Like I said before, everyone LOVES the idea of a 65816, but NOONE will
buy it unless it has some software which will run faster on it or
exploits the linear ram and/or new opcodes to push the boundaries of
8-bit productivity.

I don't think the T816 died out of a lack of user interest. I think most
die hard 8-bitters would love a VIABLE 65816 upgrade. But they will not
commit to a machine no matter how good technically which has no software
support. Hence my push for the compromise of a cheap, no-financial-risk,
everybody-do-it-for-the-heck-of-it-and-get-the-ball-rolling, '802
conversion board system.

Any momentum which an '802 hack could create in the form of converted or
new software would only HELP a prospective commercial '816 board project.

2146. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 00:11:27 UTC
From: Krishna@max.tiac.net
Message-ID: <2q6p7f$16d@sundog.tiac.net>
Source record: 101526

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: In article <rklace.043c@crashb.megalith.miami.fl.us>,
: rklace@crashb.megalith.miami.fl.us (Robert Klace) wrote:

: > I never could understand the half-arsed implimintations of Z-modem. I grabed
: > the Atari/Bob's Term version, and Also have the C-64 Novaterm 9.5 version.
: >
: Wait a minute!?!?!? What BobTerm has ZModem? Some new release? (above
: 1.22) or is it a module?
: Speaking of modules.. what other modules are available for BobTerm!? (CGS,
: yeah, but that's more of an upgrade than a simple module)

: --
: Bill Kendrick kendrick@vax.sonoma.edu
: /|\ New Breed Software
: 59 Palm Lane Novat CA 94945

You've really been out of the loop haven't you? The Atari moves on.

Zmodem is like an external you have to drop to DOS to use I believe. I haven't tried it yet, but I haven used Zmodem with the Aladdin clone for GEnie.

As for CGS, CGS 2.0 uses its own dedicated terminal, and the CGS system has a host of new features including fast drawing commands and a compressed micro-illustrator picture transfer system. But Tom has put CGS aside for now to work on other projects he is juggling like self-extraction utilities and zip/unzip, etc... PRO! 4.0b was SUPPOSED to support CGS but although it looks to that subdir for screens, it does not send screens raw enough for MI format to work so CGS is not really being supported by any sysops. Nor is CGSTERM bug free yet.

2147. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 02:52:26 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2q72la$lnh@hearst.cac.psu.edu>
Source record: 101528

So where does one get cgs? and what does it support?

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2148. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 02:57:47 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2q72vb$lnh@hearst.cac.psu.edu>
Source record: 101529

Glenn Saunders (Krishna@max.tiac.net) wrote:

: Like I said before, everyone LOVES the idea of a 65816, but NOONE will
: buy it unless it has some software which will run faster on it or
: exploits the linear ram and/or new opcodes to push the boundaries of
: 8-bit productivity.

: I don't think the T816 died out of a lack of user interest. I think most
: die hard 8-bitters would love a VIABLE 65816 upgrade. But they will not
: commit to a machine no matter how good technically which has no software
: support. Hence my push for the compromise of a cheap, no-financial-risk,
: everybody-do-it-for-the-heck-of-it-and-get-the-ball-rolling, '802
: conversion board system.

: Any momentum which an '802 hack could create in the form of converted or
: new software would only HELP a prospective commercial '816 board project.

What if it came bundled with SLIP technology? =)

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2149. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 03:34:33 UTC
From: jjmcwill@next5
Message-ID: <2q7549$664@mtu.edu>
Source record: 101530

Glenn Saunders (Krishna@max.tiac.net) wrote:
:
: It is the first and only program which has allowed the Atari to do 80
: collumns at anything higher than 2400. It is rated at 14.4K-ready (no data
: compression) without losing characters in all modes (ANSI/ASCII/VT100).

I think Itay Chamiel's ICE-T is also 14.4K ready. He uses graphics 8,
but moves down a line by merely changing the display list pointers,
which is what, a couple dozen bytes?

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2150. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 03:39:40 UTC
From: jjmcwill@next5
Message-ID: <2q75ds$6cl@mtu.edu>
Source record: 101531

Okay, there seems this idea has been going on for months now. Is anyone actively working on the project?

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2151. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 04:00:52 UTC
From: Krishna@max.tiac.net
Message-ID: <2q76lk$30g@sundog.tiac.net>
Source record: 101532

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: What if it came bundled with SLIP technology? =)

That is an idea, but 14.4k baud with flickerTerm and a unix shell dialup isn't chopped liver either and I could do tha now if Puff released the R:P: interface already so I could hook a 14.4 to my MUX slave.

One of the big problems with SLIP/PPP is that it is expensive. Like 50-75 dollars a month. If people have that kind of money they'll probably invest in the right kind of hardware to do it.

Even if it existed already for the 8-bit you have to come back down to reality and wonder who would use it. Not everyone has an ethernet jack in their room :)

For the sake of Atari 8-bit activism I'd like it, even if I didn't use it myself.

At the same time, you must also realize that many people are using GUIs with their internet provider. Things like MOSAIC. That is part of the convenience of a semi-direct connection to the internet.

One thing I do miss is when I am in lynx or www and I can't view pics or listen to sounds. I can only download the files and that means the best I can do is convert the .GIFs offline.

I'm not sure how much of an advantage SLIP/PPP would be. Do you?

2152. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 04:30:31 UTC
From: Krishna@max.tiac.net
Message-ID: <2q78d7$30g@sundog.tiac.net>
Source record: 101533

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: So where does one get cgs? and what does it support?

Until Tom Hunt returns to CGS to patch the 4.0b version of the core, no sysop will be able to support CGS on their boards. So the point is moot right now.

He sanctioned me spreading CGSTERM a while back, but like I said, nothing supports it so noone has really looked at it.

CGS supports:

True cursor positioning (kinda like a 40 collumn VT100)
Font switching (fonts must reside locally on disk--preferably fast media)
Current fonts include artifact generated multicolor border fonts, RPG icon fonts, even a pisser CHESS font!!
Also a GUI style icons font
Future fonts could include stuff like simple encryption modes (for private ATASCII/only messages), international character set, fantasy fonts (runes or alternate alphabets), arabic or other foreign alphabets, musical notation, etc...

All graphics modes supported w/ the following RIP-like drawing commands:

CUSTOM HIGH SPEED drawing system

Box ------>solid our outline
Circle------^
line
fill
XIO fill

Compressed microillustrator format usually yields pic data file sizes of around 5K or so. Tom has to go through several paint programs to get this stuff compressed. A utility is really necessary to do this. Plus he has to add a CGS header with the file length and other info in it. This CGS header conversion program exists. I have seen Gr.15, 9, and 8 .MIC pics online. Transfer time is usually about 11 seconds for 1200 baud (if memory serves) +/- a few seconds. 7 seconds for 2400 baud. The benefits of a bitmapped transfer system are obvious over drawing commands. the relatively small files for Atari8 modes are what makes this viable. You won't see 24-bit SVGA screens transferred often online at your local BBS.

I have mentioned that it would be cool if GED mode were supported, but the display list info alone is like 14K so this may in fact require too much memory overhead for the terminal program. But it would yield pics

far better than plain old graphics 15.

Naturally, you can set all color registers for any mode you may happen to be in, and there are a few more commands I may not have mentioned.

Future functions will probably include:

16-bit sound (2 voice Pokey)
PMGs
Joystick reading routines (I'd like to see mouse routines myself where the cursor is updated locally, and the position is only send during a change in the trigger rather than only a joystick routine.)

Controller port routines would obviously be used for online games or special GUI systems for Atari 8-bit BBSs.

CGSTERM also has a form of script system. It "records" incoming and outgoing text to a data file and then recreates it for you. This is a really convenient way to prepare scripts. However, I had some bug problems with this last time I tried it.

It stores like the last 20 characters before you send text as the wait for string and the text you send is the stuff it prints....

Those who want to express interest in CGS to encourage Tom to push it up a little on his priority list can call his board:

Closer to Home

413-368-4413

Tom does partly choose what he is working on based on public pressure. If noone shows CGS interest, he may not finish it. He let his earlier form of CGS sit for some time before I almost singlehandedly pestered him into getting CGS 2.0 off the ground and for a time he was really rolling fast with improvements.

For those who DID see the old CGS, there is one significant improvement, but it is a little hard to explain.

In the Atari, there are 128 standard colors (non GTIA modes). That comes out to 8 shades of 16 hues.

With the old CGS, I believe only 4 shades were selectable. It was restrictive, that's all I know. The few times I got onto other CGS boards I noticed that unless they set it for white on black, there wasn't enough contrast between the text and the background which limited readability. It is advised when using hues other than black to keep the background relatively dark, and the text bright, for readability's sake. This is also a problem with the artifacted color fonts because the colors you get with artifacting (green and red) really look horrid with certain bright background hues. Setting the background to a dark shade is your best be. This was difficult to set precisely unless all 8 shades of the color register could be set. Now it can!

Due to artifacted fonts, those with split video monitors will have to know to switch to composite if they want to see those fonts correctly.

Not only GUI systems and games, but fullscreen editors for the message bases could be setup with CGS. It is very promising. If only the few 8-bitters left called out with their _8-bits_ more often.

When I got PRO 4.0b I wanted to write a special RPG to support CGS. It would be a multimedia bbs. Mostly text, but if you say "look sword" it would send the appropriate picture file to your monitor. Wouldn't that be neat? Something that text based MUDs on the internet don't have yet do they???

I have shelved my RPG project until the CGS issue is resolved, and I'm also kinda waiting to see if David Hunt finished Carina 3 anytime soon because I want to see if I'd like to move back to Carina or not. Basic XL is not a bad programming environment for text games.

2153. Re: QWK problems.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 05:46:20 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0tso@legend.akron.oh.us>
Source record: 101543

As the author of QWK8.COM, I can report that this program uses no special screen handlers. The problem you report can only lie in the format of your CONTROL.DAT file... it must be ASCII to load properly i.e. IBM carraige returns i.e. cntrl-M cntrl-J. Also there is a strict format the file must adhere to which is described in a doc file which is part of the most recent QWK8 package, namely QWK8V3.ARC (I think, however its an arced version which contains the docs). The docs are also contained in QWKSILVR.ARC, another QWK reader. I hope this helps. Let me know if it does.

2154. Re: ACTION! II

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 05:55:56 UTC
From: jjmcwill@next5
Message-ID: <2q7ddc$b33@mtu.edu>
Source record: 101534

In article <2pgc5l$69t@usenet.INS.CWRU.Edu>, cb541@cleveland.Freenet.Edu (James R. Gilbert) wrote:

> I know no real developer would use page 6.

Well, that discounds the people from Zobian Controls who wrote the mouse handler, the G: device, and I believe the original Analog published version of the E: screen accelerator program. Page 6 is used and abused because it isn't easy to write relocatable code that you move to memlo and make sure memlo is above it. Make it easy for people to do that, and Page 6 wouldn't get over-used by 20 million different TSR programs anymore. Part of the solution.... {yes, we're getting back to this} is 65802, which has program counter relative addressing modes. Unfortunately, as Mr. Harris mentioned some while ago, there's no BSR command, which is a bummer. You could write a macro though.... let's see.

```
.MACRO BSR

.IF %0 <>1
.ERROR "BSR: Bad usage"
.ELSE
PER :RETURNAD
BRA %1
.ENDIF
.LOCAL
:RETURNAD
.ENDM
```

this is assuming you have a MAC/65 like 65816 assembler and that it can handle the local label reference. In practice, I've even had problems using more than a few ".LOCAL" directives in MAC/65 code without it choking.... too bad too! Of course, a Macro for BSR isn't as good as a direct OPERAND in silicon.... but it is usable.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2155. Re: QWK problems.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 06:23:33 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0tsu@legend.akron.oh.us>
Source record: 101544

Other possible problems with QWK8.COM ... does the program access the disk drive before it hangs up? What DOS are you using? If you could get another copy of your control.dat file, do it; sometimes files get corrupted during downloads and/or unarcing. This could also be true of your copy of QWK8 ... yours is the first problem reported.

2156. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 10:09:14 UTC
From: jharris@cup.portal.com
Message-ID: <110822@cup.portal.com>
Source record: 101535

>John,
>
>How does your 65816 assembler differ from the alfassembler that Dataque
>sold for the 65816? His was just a basic assembler, no macro capability
>or anything, and you used your own text editor beforehand.

I haven't seen the alfassembler.

The one I have though has a nice integrated editor, plus macro and conditional assembly (though more limited than Mac/65). The editor is the best part I think, having features like key macros, pressing Ctrl-J on a source line like
JSR LABEL
will take you directly to the start of the routine LABEL, plus saves the position for returning where you came from. An editor's version of a JSR. It will also take you directly to lines that had assembly errors.

>Is someone actively working on a little 65802 board or hack like the one
>Glenn is talking about? The operating system is the biggest hurdle,
>maybe Mr. Steinman would let us copy his or something.....

Still up in the air at this point.

But the OS is not a problem for a 65802 hack. As you mentioned in another message, only the interrupt routines need to be handled for native 65802 operation. There may be some TXS instructions in the OS, and I know there are some in SpartaDOS.

John Harris - jharris@cup.portal.com

2157. Re: SpartaDOS (Was: Re: Hooking Up Periph's to 800XL)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 13:02:08 UTC
From: lordthan@news.delphi.com
Message-ID: <2q86cg$jhd@news.delphi.com>
Source record: 101537

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
> - me too! (and you thought "me too"s only happened on binaries newsgroups!)
>I don't have access to either, but frequent the umich site. Someone PLEASE
>u/l it!!! I should have Super-Dos up there as well BY this weekend!!!
>(Send your thanks to Mark Perry for this - I just did a bit of testing)

I coulda sworn that SpartaDOS was already on umich...

2158. Super Video Modification

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 15:01:10 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405041447.AA14017@phinet.smithkline.com>
Source record: 101536

To answer Dag Hugdahl's question about S-V performance with a TV:

Yes, doing the S-V 2.1 mod WILL give some improvement when used with the RF-modulator TV interface. However, the improvement is subtle at best. If you re-read the article, you'll note I had nothing but bad things to say about the TV interface. S-V will improve the video signal actually generated by the computer, but after the spruced-up signal gets subjected to all the atrocities it suffers in passing thru the modulation/demodulation process, not to mention the bandwidth limit of the typical TV (4.5MHz on a good day), most of the benefits of the upgrade will be squandered. If you persist in using a TV, S-V becomes a project that will be much work for small reward.

- Ben Poehland
The 8-Bit Alchemist

2159. Re: SpartaDOS (Was: Re: Hooking Up Periph's to 800XL)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 16:35:21 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94May4183521@lise17.lise.unit.no>
Source record: 101538

In article <2q86cg$jhd@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

> References: <2q3lv9$2m6@news.delphi.com> <2q4lb4$n8e@mtu.edu>
<EYVIND.94May3154343@lise17.lise.unit.no> <Cp92tJ.Gwv@utnetw.utoledo.edu>
>
> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
> > - me too! (and you thought "me too"s only happened on binaries newsgroups!)
> >I don't have access to either, but frequent the umich site. Someone PLEASE
> >u/l it!!! I should have Super-Dos up there as well BY this weekend!!!
> >(Send your thanks to Mark Perry for this - I just did a bit of testing)
>
> I coulda sworn that SpartaDOS was already on umich...

Well, there's a directory called Spartados, but it only contains some
Spartados-related utilities.

--
// Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

2160. Re: Hooking Up Periph's to 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 16:37:43 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2q8j0n$n3e@usenet.INS.CWRU.Edu>
Source record: 101539

In a previous article, jjmcwill@next5 (Jeffrey J. McWilliams) says:

>LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
>: Like a phoenix rising from the ashes, my 800XL is once again functional. :)
>:
>: I've got a couple of old 20-MB SCSI hard drive mechanisms sitting around
>: here. Is there a way that I can connect them to my 800XL? If so, how?
>:
>: Also, I'd like to hook up some better floppy drives to my 800XL. Right
>: now I have three 1050's, two w/US Doubler chips installed. It would be
>: very sweet if I could hook up, for example, a couple of PC-type 3.5"
>: high density floppy drives (a 720K drive, or even a 360K drive, would be
>: some sort of improvement over the 1050's). If this is possible, how?
>:
>Umm, Lord Thanatos.... (whatever)
>
>FLoppy interface options:
>
>Atari XF551 disk drive - comes stock with 360K 5.25" mechanism.
>CSS upgrade allows you to connect a 720K 3.5" drive.
>
>Black BOx-- with floppy controller upgrade. This will allow you to connect
>any 360K or 1.2meg 5.25", or 720K/1.44meg 3.5" floppy drives.

Dont forget any of the Percom DD drives can handle upto 4 drives, in any
configuration of 180, 360, or 720k drives (3.5" IBM type mechs)

I have 2 3.5" teac drives in my percom and it works great w/ MyDos 4.53

STeve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2161. MIO on a 120xl???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 16:47:34 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2q8jj6$nug@usenet.INS.CWRU.Edu>
Source record: 101540

Hi,

Now that I'm totally spoiled with my 1meg SV improved 1200XL, I'd like to be able to put it where my 320k 130xe now resides. The only problem is that the 1200XL has no DMA port in the back of it, like the 130xe ... thus, no place to plug in my 1 meg MIO.

Anyone have a hack to add such a port to a 1200 XL.??

Bill

2162. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 16:58:36 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2q8k7s$oon@usenet.INS.CWRU.Edu>
Source record: 101541

In a previous article, jjmcwill@next5 (Jeffrey J. McWilliams) says:

>Glenn Saunders (Krishna@max.tiac.net) wrote:
>:
>: It is the first and only program which has allowed the Atari to do 80
>: collumns at anything higher than 2400. It is rated at 14.4K-ready (no data
>: compression) without losing characters in all modes (ANSI/ASCII/VT100).
>
>I think Itay Chamiel's ICE-T is also 14.4K ready. He uses graphics 8,
>but moves down a line by merely changing the display list pointers,
>which is what, a couple dozen bytes?

While testing it I called Freenet at 14.4 (9600 really, but 14.4 at the
modem) and dumped the entire freenet 'list of lists' with pauses and
MegaTerm (ICE-T) never lost a single byte, and its buffer never filled
up 100%.

Its far far better than K65, I wonder where he is now anyway? I havent heard
anything from him in quite awhile.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2163. Composite video cables

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 17:10:04 UTC
From: krieg@point.cs.uwm.edu
Message-ID: <2q8ktcINN2vs@uwm.edu>
Source record: 101542

I have a Sony TV which also has a composite video input jack, as well as left and right channel sound inputs. What kind of cable would I need to hook up my 130XE to this? Would a regular composite cable work? If so, where can you get a composite cable? Does Radio Shack have them, or do you have to build one?

2164. Atari 8-bit and related items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-04 19:28:37 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097DEEA.B7E28BA0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 101480

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Monitor-
1. Monochrome monitor, composite video, no sound, excellent for
80-column work, text-intensive applications and BBS. Picture on
this monitor is MUCH sharper than any color monitor will provide.
2. Color monitor- 13" screen, composite video and audio. Excellent
quality picture and sound.
PRINTER-
Epson MX-100 wide-carriage 9-pin printer. Excellent condition.
Uses all paper sizes, from the narrow labels to the widest computer forms.

Atari CX853 16K RAM memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
Atari 1027 Letter Quality printer almost new, in original box, with manual,
but does not work properly
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool
Atari paddles
Joysticks- various types and shapes, all tested and working well.
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)

Hardware for sale as-is:
Atari 1010 Program Recorder - belt of mechanism inside came off.
Atari 1010 Program Recorder - save: ok, load: no.
Main units only, without cables.

Power supply cable for XL series. Non working, but may be useful, e.g.,
for those who want to convert to an IBM single power supply and need the
part of the cable that includes the plug for the computer. Or whatever!

***** SOFTWARE *****

Cartridges-
==========
BASIC (CXL4002) without manual.
BASIC (CXL4002) withlike-new manual and original box.

Disks- (All are original disks)
======
TimeWise with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Atari Translator
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 50 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
Thorn EMI Compute 4 and Reversi (in original box with instructions)
Atari States and Capitals (CX4112)
Atari Hangman (CX4108)

Books-
======

Bill Carris- Inside Atari BASIC
ICD SpartaDOS Construction Set
Computers for Kids- Atari edition
Albrecht, Finkel and Brown- Atari BASIC- XL Edition
Atari BASIC Reference Card for Experienced Programmers (Atari, 1983)
Set of new manuals for atari 800 and some peripherals
Atari 1050 disk drive DOS II Reference Manual
Atari DOS 2.5 manual and diskette
Original box for 1050 drive (drive not included, only box)
An Introduction to the Atari DOS 3 (Atari, 1983)
ANTIC magazine Vol. 5 No.1 (May 1986)
2 American Techna-Vision catalogs
Magazine collection- COMPUTE!, Family Computing, Home Computer Magazine
(various issues of these magazines).

More books-
Oaks- Epson printers for writers
Seymour Papert- Minsdstorms: Children, Computers and Powerful Ideas
(paperback)- the story of logo by its inventor from MIT.
COMPUTE!'s Guide to Nintendo Games by Steven Schwartz
Stan Horzepa- Your Gateway to Packet Radio, 2nd Edition
(The American Radio Relay League, 1989)
The Best of Creative Computing Volume 1 (Creative Computing/Edited by

David H. Ahl).
The Best of Creative Computing Volume 3 (Creative Computing/Edited by
Ahl and Green).
C.D. Sternberg- BASIC Computer Programs for Business (Hayden, 1980)
David A. Lien- The BASIC Handbook, 2nd Edition (Compusoft Publishing)
David A.Lien- The BASIC Handbook, 3rd Edition (Compusoft Publishing)
Hergert- BASIC for Business (Sybex)
David Ahl- BASIC Computer Games (Creative Computing/Workman Publishing)
David Ahl- More BASIC Computer Games (Creative Computing/Workman Publishing)
Lipscomb & Zuanich- BASIC Fun, Computer Games, Puzzles and Problems Children
Can Write
Engel- Stimulating Simulations (Hayden)
Hartnell- Giant Book of Computer Games
Hartnell-Second Giant Book of Computer Games

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

2165. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 01:24:42 UTC
From: Krishna@max.tiac.net
Message-ID: <2q9hsq$fso@sundog.tiac.net>
Source record: 101548

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: Glenn Saunders (Krishna@max.tiac.net) wrote:
: :
: : It is the first and only program which has allowed the Atari to do 80
: : collumns at anything higher than 2400. It is rated at 14.4K-ready (no data
: : compression) without losing characters in all modes (ANSI/ASCII/VT100).

: I think Itay Chamiel's ICE-T is also 14.4K ready. He uses graphics 8,
: but moves down a line by merely changing the display list pointers,
: which is what, a couple dozen bytes?

: --
: Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

It is the blitting that is the cycle hog.

It is true that Flick would have been limited even at Gr.0
without using Bobterm-like routines, but without using Gr.0, Bobtermish
routines would not have helped much.

Moving to Gr.0 was key.

2166. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 01:27:54 UTC
From: Krishna@max.tiac.net
Message-ID: <2q9i2q$fso@sundog.tiac.net>
Source record: 101549

Steven J Tucker (dh395@cleveland.Freenet.Edu) wrote:

: In a previous article, jjmcwill@next5 (Jeffrey J. McWilliams) says:

: >Glenn Saunders (Krishna@max.tiac.net) wrote:
: >:
: >: It is the first and only program which has allowed the Atari to do 80
: >: collumns at anything higher than 2400. It is rated at 14.4K-ready (no data
: >: compression) without losing characters in all modes (ANSI/ASCII/VT100).
: >
: >I think Itay Chamiel's ICE-T is also 14.4K ready. He uses graphics 8,
: >but moves down a line by merely changing the display list pointers,
: >which is what, a couple dozen bytes?

: While testing it I called Freenet at 14.4 (9600 really, but 14.4 at the
: modem) and dumped the entire freenet 'list of lists' with pauses and
: MegaTerm (ICE-T) never lost a single byte, and its buffer never filled
: up 100%.

: Its far far better than K65, I wonder where he is now anyway? I havent heard
: anything from him in quite awhile.

: Steve
: --
: -- Video game playing, adventure junkie, choclate craving, woman loving,
: Limbaugh hating, Trek watching, all around lazy computer fart.

: !! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

This is news to me, where is this program?

I'd like to try it because FlickerTerm is not ideal for inverse
applications.

2167. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 01:30:51 UTC
From: Krishna@max.tiac.net
Message-ID: <2q9i8b$fso@sundog.tiac.net>
Source record: 101551

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: CGS is Tom Hunt's Color Graphics System for BobTerm 1.22 that allows
: the use of graphics on a BBS.

sigh

It is NO LONGER a Bobtem Patch! It will take a while before this finally gets through to people. I guess until CGSTERM is spread around and CGS 2.0 (previous version was 0.93) is actually supported people will continue to believe that the current CGS is a Bobterm patch. It is different in many ways as I have described in a separate post.

2168. Re: MIO on a 120xl???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 01:33:42 UTC
From: Krishna@max.tiac.net
Message-ID: <2q9idm$fso@sundog.tiac.net>
Source record: 101550

Bill Somrak (aj445@cleveland.Freenet.Edu) wrote:

: Hi,

: Now that I'm totally spoiled with my 1meg SV improved 1200XL, I'd
: like to be able to put it where my 320k 130xe now resides. The
: only problem is that the 1200XL has no DMA port in the back of
: it, like the 130xe ... thus, no place to plug in my 1 meg MIO.

: Anyone have a hack to add such a port to a 1200 XL.??

: Bill
It exists, but you have to know your hacking to do it. Over 50 jumpers.

If you ever plan on getting the MUX, that would solve your HD access
problems without needing a PBI on your slaves.

2169. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 03:18:41 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bk3NcBB.kamaro_kid@delphi.com>
Source record: 101552

James R. Gilbert <cb541@cleveland.Freenet.Edu> writes:

>In my opinion the 1020 is not a 'serious' machine. It's a toy.

I dont know.. My 1020 comes in handy doing message dumps, email dumps
and I've even used it to do some hard-core plotting.

It's more useful than just being a "toy".

2170. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 03:24:42 UTC
From: kamaro_kid@delphi.com
Message-ID: <BI4usXK.kamaro_kid@delphi.com>
Source record: 101545

Ha! Ha! Ha!

TCP/IP for the 8bit Atari. Wouldnt that be something?

In addition to TCP/IP, could somebody please release Netware 4.x for my 8bit? I'd like to create my own Novell based 8bit Atari file server with about 300 workstations!

All kidding aside.

Even if somebody WERE to create TCP/IP for the 8bit Atari, you'd still need the hardware (network connection/ethernet/token ring, etc..) to plug into to make use of the software.

2171. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 03:25:55 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bo4M0bL.kamaro_kid@delphi.com>
Source record: 101553

For 8bit Atarians in Utah, the State of Utah Public Access BBS will soon feature FREE internet access on all 16 dial-in nodes.

I should know, I'm the Technical Specialist that's designing the system.

2172. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 03:29:01 UTC
From: kamaro_kid@delphi.com
Message-ID: <BI4NsXF.kamaro_kid@delphi.com>
Source record: 101554

Glenn:

I read your messages constantly rattling on about th 802 and whatnot.

Might I say "wishful thinking"!?!

Even if it were to be developed, there's still the very important matter of software. Hardware isnt worth a pile of beans without supportin software.

I doubt I'd want an 802 mutation.. I'd rather stick with my little 6502

2173. Equip for trade/sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 04:50:03 UTC
From: romer@access3.digex.net
Message-ID: <2q9ttr$86g@news1.digex.net>
Source record: 101457

I recently had my 810 die on me. I'm looking for a replacement drive (810 is fine, 1050 or Indus would be great also). If anyone has one, and would like to trade for any of the following, let me know. I'd be willing to pay $$ instead, but prefer a trade as my cash flow is REAL low at the moment 8)

I have as trade items -
stock 800 XL, works great, looks OK
Turbo Graf/x 16 system with 5 games
Sega Game Gear with about a 1/2 dozen games, including Mortal Kombat

any interest? Anyone willing to help me out?

2174. Rana Systems 1000

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 05:59:44 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <2qa20g$1182@hearst.cac.psu.edu>
Source record: 101547

I happened to pick up one of these guys at a show....works fine
with my INDUS GT supply.

A few questions:

1) what are the power requirments on the Indus and Rana (my face plate
is missing.)

2) Why does the Rana look just like a tan indus? =)

3) What special software/etc/features/fastload does the Rana have, and
who's gonna let me copy the software for it?

4) Anybody selling a percom drive?

5) How fast are the floppies on the percom drive? (720k etc..)

6) Anybody want to sell an ATR8000, and how fast are the HD's on the beast?

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

2175. sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 06:40:58 UTC
From: ricortes@delphi.com
Message-ID: <By-uk3C.ricortes@delphi.com>
Source record: 101546

I just finished Bill's sio2pc cable. As usual, I couldn't leave well enough alone. A little known fact is that since the early days of some level converter chips, manufacturers have been able to set the hysterisis for what's a 1 & what's a zero. Needless to say it was invariably set at .8 Volts. This was probably an attempt to keep stuff both ttl & rs232 compatible, at least on the input stage. Of course they still recognize +-12V, but the dozen or so I've tested always work with CMOS levels. Punch line is I know a lot of people seem to have trouble finding the MAX232 chip so I redid the interface using a 4049 CMOS HEX buffer, a 5.1V zener, a 1N914 type signal/switching diode, and a 5.6k resistor. This gets the price of the interface down to about $.50 for silicon & I'd bet all the parts are available at Radio Shack. The thing seems to work well with the 2 clones I tested it with & I expect to here from Bill in the next week or so whether or not it works with the IBM PS2 line. If anybody needs the new connection list let me know & I'll post it here.
Rick Cortese

2176. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 11:04:06 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994May05.070132.16542@wariat.UUCP>
Source record: 101455

(Glenn says CGS 2 is not a BobTerm patch. That Cgsterm is a separate
program.)
I guess I sorta knew that. CGS .93 was something you loaded in
before loading BobTerm. I didn't consider it a patch to BobTerm,
but more like a 'handler' for CGS codes that come from Tom's
BBS and tell the handler what to do with the display. Cgs term
is a complete term program, or it will be when it's complete.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2177. Re: sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 12:24:55 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CpBx5J.9BJ@cbfsb.cb.att.com>
Source record: 101456

In article <By-uk3C.ricortes@delphi.com> ricortes@delphi.com writes:
>I just finished Bill's sio2pc cable. As usual, I couldn't
>leave well enough alone. A little known fact is that since
>the early days of some level converter chips, manufacturers
>have been able to set the hysterisis for what's a 1 & what's
>a zero. Needless to say it was invariably set at .8 Volts.
>This was probably an attempt to keep stuff both ttl & rs232
>compatible, at least on the input stage. Of course they
>still recognize +-12V, but the dozen or so I've tested always
>work with CMOS levels. Punch line is I know a lot of people
>seem to have trouble finding the MAX232 chip so I redid the
>interface using a 4049 CMOS HEX buffer, a 5.1V zener, a 1N914
>type signal/switching diode, and a 5.6k resistor. This gets
>the price of the interface down to about $.50 for silicon &
>I'd bet all the parts are available at Radio Shack. The thing
>seems to work well with the 2 clones I tested it with & I
>expect to here from Bill in the next week or so whether or
>not it works with the IBM PS2 line. If anybody needs the new
>connection list let me know & I'll post it here.
>Rick Cortese

Do be aware that a CMOS implementation does not meet the RS-232 specs, and may not work with all RS-232 hardware. My Model 100 has a CMOS based RS-232 conversion, and very definitely does not work with my desktop PC compatible. It does work with my 6809, my wife's desktop PC compatible, and my laptop.

The problem could be either not going negative (although the RS-232 spec calls for negative voltages, most converters call anything less than +.8 volts the equivalent of negative, but the spec calls for -3.0 volts detected, -5.0 volts sent) or not going positive enough (again, the spec calls for an output of +5 volts into a 1.5 K load(or something like that .. I think they specify current of load), the detector is _supposed_ to detect +3.0 volts as positive, and present a load greater than 3 K, but less than 7K. The outputs are also specified as to short circuit protection, and power off impedence, as are the inputs). The typical detector chip comes in two flavors, high hysterysis and low. This happens to be what most kludges need to be designed for. The low hysterysis version trips at 1.5 volts max. for a high, say 1.25 volts typical, while the high trips at 2.25 max for a high, typical 2.0 volts. The lows for both are .75 min, 1.0 typical. The typical transmitter chip has a power off resistance of 300 ohms or more, so one _should_ put 300 ohm resistors (or higher) in series with the outputs from the CMOS chip to protect both the chip and the destination from being interfered with by the other end being powered off (I suspect this is my problem with the

Model 100, it uses 620 ohm resistors here, as I recall). This will also protect from inadvertant short circuits, though nothing protects from carelessness (I have to replace the drivers on my EPROM burner at least once a year cause someone neglects to put it in a case, _and_ uses a cable with a few wires waiting to short out the drivers.)

There are also specs on rise and fall times to minimize interference and ringing on long cable runs, but I suspect all PC implementations violate those since most work reasonablly well at 115K Baud for at least short distances.

--
Richard Dell

2178. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 15:27:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <c91faa02@straight.ct.se>
Source record: 101462

M> If you can read this, please tell me. I'm trying out how to get
M> messages out to the UseNet from this BBS. I asked the friendly sysop
M> and he told me to send
M> the messages to "news".
M> Hope this works.
M>
M> Hope 2 Hear from U soon

It seems to work.!!

-=> Wfr.! Per-Erik "Pekka" Peterson <=-

* (QW|{ 2.6 *

2179. I/O Contacts

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 15:27:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <c91faa01@straight.ct.se>
Source record: 101463

There is no such contacts to find here in this country.?? See you...

-=> MVH.! Per-Erik "Pekka" Peterson <=-

per-erik_peterson@straight.ct.se

Gothenburg SWEDEN

* (QW|{ 2.6 *

2180. SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 15:53:32 UTC
From: cmwagner@inca.gate.net
Message-ID: <2qb4ps$282n@inca.gate.net>
Source record: 101458

Does anyone know where I can buy SpartaDOS in disk based format and the SpartaDOS X? Has FTE produced any of these products?

2181. SupUnARC and DC32

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 18:54:49 UTC
From: vparada@inf.utfsm.cl
Message-ID: <CpCFAI.FnK@inf.utfsm.cl>
Source record: 101388

Hola Mundo.

I just downloaded from the archive DOS40.ARC and MACHDOS.ARC.
I used Super UnArc (got from the archive too) to uncompress.
Both arcs contained a disk image: DOS40.DCM and MACHDOS.DSK.
Then, I used DiskCommunicator 3.2 (also got from the archive)
to create the disks.

Well... First, looking at the DOS 4.0 docs, somewhere appeared
a $FF (or $FE?) char instead of a single char in a word. "A
typing error" I thought! (in spanish, of course) Then, looking
at MachDos docs, the same error appeared!!! "Hey, too much
coincidences!". Well, if that (random) char appeared in the
docs, why it cannot appear in the SYS files? May them be
corrupted? I think so, because few commands later, the 8bit
dead.

Which of the utilities introduced the bad data? Are them fully
tested? I think so because of the year they were released.

Or the error was produced during the transfer using BobTerm?

BTW, yesterday, SupUnarc couldn't extract ILLUMINA.ARC files
with success, just files with only 1 char (0001 sector).
Then, ARCX do the job right!

Any idea?

Thanks for the help... Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

2182. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 22:00:01 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-050594145845@d19b_lab.sonoma.edu>
Source record: 101385

In article <2q6kes$b4n@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu
(Andrew K. Heller) wrote:

> Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
> : In article <rklace.043c@crashb.megalith.miami.fl.us>,
> : rklace@crashb.megalith.miami.fl.us (Robert Klace) wrote:
>
> : > I never could understand the half-arsed implimintations of Z-modem. I grabed
> : > the Atari/Bob's Term version, and Also have the C-64 Novaterm 9.5 version.
> : >
> : Wait a minute!?!?!? What BobTerm has ZModem? Some new release? (above
> : 1.22) or is it a module?
> : Speaking of modules.. what other modules are available for BobTerm!? (CGS,
> : yeah, but that's more of an upgrade than a simple module)
>
> CGS?
>
CGS is "color graphics system", an Atari 8bit protocol supported by some
BBSes and viewed using BobTerm w/CGS. It includes fonts (you need a
RAMdisk or some other very fast way of loading things) and drawing to Atari
graphics screens while online. I've yet to use it (1) My XL don't do
modem, 2) no CGS places
were up near me before I messed up my XL)

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2183. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 22:03:38 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-050594150150@d19b_lab.sonoma.edu>
Source record: 101386

In article <2q6p7f$16d@sundog.tiac.net>, Krishna@max.tiac.net (Glenn
Saunders) wrote:

> Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
> : In article <rklace.043c@crashb.megalith.miami.fl.us>,
> : rklace@crashb.megalith.miami.fl.us (Robert Klace) wrote:
>
> : > I never could understand the half-arsed implimintations of Z-modem. I
grabed
> : > the Atari/Bob's Term version, and Also have the C-64 Novaterm 9.5 version.
> : >
> : Wait a minute!?!?!? What BobTerm has ZModem? Some new release? (above
> : 1.22) or is it a module?
> : Speaking of modules.. what other modules are available for BobTerm!? (CGS,
> : yeah, but that's more of an upgrade than a simple module)
>
> You've really been out of the loop haven't you? The Atari moves on.
>
> Zmodem is like an external you have to drop to DOS to use I believe. I
<snip>
> send screens raw enough for MI format to work so CGS is not really being
> supported by any sysops. Nor is CGSTERM bug free yet.

Well WHERE ARE THESE FILES!? :) If they've been on the Archives, I
probably already have them and don't know it (I have ALL 25MEGS of Atari
8bit files from the archives as of a few weeks ago, but have no way (yet)
of transfering them)

Wow! I just got a "more included text than new text" error in NewsWatcher!
hahah! More <snipping> to do! Sheesh!

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2184. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-05 22:14:11 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-050594150825@d19b_lab.sonoma.edu>
Source record: 101392

In article <2q78d7$30g@sundog.tiac.net>, Krishna@max.tiac.net (Glenn Saunders) wrote:

> All graphics modes supported w/ the following RIP-like drawing commands:

Hey!! 1) Why can't we do RIPTerm!?
2) Why can't someone (hell, I'll do it! :)) write a CGS-Terminal for IBMs/Macs!?

> Future functions will probably include:
> 16-bit sound (2 voice Pokey)
> PMGs

Sound? I've never gotten sound to work with the modem.. at least not with the R:Verter.. (WHY is there that ANNOYING high pitched sound during modem I/O with the R:verters for SX212's!?)

> Joystick reading routines (I'd like to see mouse routines myself where
> the cursor is updated locally, and the position is only send during a
> change in the trigger rather than only a joystick routine.)

Yes, mouse would definitely be cool.. even a joystick pointer (as WELL as the joystick left/right/up/down/fire's being sent)

<for people who missed it:>
> Closer to Home
> 413-368-4413

> Tom does partly choose what he is working on based on public pressure.
> If noone shows CGS interest, he may not finish it. He let his earlier
> form of CGS sit for some time before I almost singlehandedly pestered him

OK!.. now I'm a LOT more impressed with CGS... <PRESSURE! PRESSURE!>

> When I got PRO 4.0b I wanted to write a special RPG to support CGS. It
> would be a multimedia bbs. Mostly text, but if you say "look sword" it
> would send the appropriate picture file to your monitor.

THAT would be cool.. What about not just having fonts stored on your high-speed media, but game (or other) graphics as well.. like RIP does with its ICONs. (I've STILL never used RIPTerm because it's like 500k!, but it sounds cool!)

> and I'm also kinda waiting to see if David Hunt finished Carina 3 anytime soon

Wow.. more 8-bit software out!? :)

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2185. Re: Zmodem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 00:49:11 UTC
From: Krishna@max.tiac.net
Message-ID: <2qc467$jd@sundog.tiac.net>
Source record: 101384

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: > All graphics modes supported w/ the following RIP-like drawing commands:

: Hey!! 1) Why can't we do RIPTerm!?
: 2) Why can't someone (hell, I'll do it! :)) write a CGS-Terminal
: for IBMs/Macs!?
Tom does hve plans for CGSTERM ports to other platforms. Whether he gets
to them I don't know.

RIP uses variable length commands.
CGS always uses a fixed length command system. The two command sets are
not interchangable.

However, the overall concept is similar.
Aside from the resolution, CGS will potentially do far much more than RIP
does. I don't think RIP supports fonts. I don't know about sound and
pointer control. You can't do RIP on the 8-bit because you'd have to
collapse higher reslutions down into gr.15 as well as color collapsing.
Kinda like converting a GIF in realtime. If it were possible it would
probably look crappy. CGS potentially will allow you to do just about
anything you'd want to do with Atari graphics and sound. Everything
except the ability to create custom display lists. PMGs, etc.. would be
supported.

: > Future functions will probably
include: : > 16-bit sound (2 voice Pokey)
: > PMGs

: Sound? I've never gotten sound to work with the modem.. at least not with
: the R:Verter.. (WHY is there that ANNOYING high pitched sound during modem
: I/O with the R:verters for SX212's!?)

I know what you mean, we'll see about that I guess.

: > Joystick reading routines (I'd like to see mouse routines myself where
: > the cursor is updated locally, and the position is only send during a
: > change in the trigger rather than only a joystick routine.)

: Yes, mouse would definitely be cool.. even a joystick pointer (as WELL as
: the joystick left/right/up/down/fire's being sent)

: <for people who missed it:>
: > Closer to Home
: > 413-368-4413

419<--- I think I goofed on the Areacode (Ohio)
>>>>>>>>>>>>>>>>>>>>>>^^^^^<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<<

: THAT would be cool.. What about not just having fonts stored on your
: high-speed media, but game (or other) graphics as well.. like RIP does with
: its ICONs. (I've STILL never used RIPTerm because it's like 500k!, but it
: sounds cool!)

Some game data, maybe. But transferring a MIC pic won't take long at
2400 baud. the BBS has 16 megabytes per partition to spare. It is not
fair to ask all users to have everything locally.

There is always a possibility for front end game type programs for really
advanced online games. But I don't think this would be necessary in most
circumstances. What you'd need a front end for would be to process
graphics locally and not rely on the CGS commands to update things.
Essentially like a comlynx connection. This moves away from CGS and
turns into a whole other animal at that point.

Kinda like Gamelink over the modem.

I have suggested to Tom to consider at least one custom DLI mode, or at
least the option of being able to write to the status window so you can
more easily mix text and bitmapped graphics. I can see many uses for
such a system.

As for the RPG, CGS could be used for gr.8 hi-rez maps:

You are in a house.

a Map
a sword

>get Map

you get the Map.

>look map

<<transfers 320x192 black lines on white (or beige) background>>

You could even allow multiple panels on the map if 320x192 proves too low
rez.

Graphics 8 compresses very well with something as simple as a few lines
of a map. Transfers would probably be quite fast.

>look sword

<<transfer graphics 15 (or GED mode) pic of the sword>>

Creates an individual personality for each sword. Each sword might seem
the same in text, but they are all their own animal.

Of course, since each file would take up as much as 8K (uncompressed) you
can't see EVERYTHING. Only the interesting stuff could be "viewable".

You could also upload your own graphics 15 picture so that the players
who come on after you can look at you. It is essentially:

>>A Multimedia RPG.

I probably won't get into this project much until the CGS conflict with PRO! and/or Carina is resolved....

2186. AT800XL.ZIP

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 02:09:10 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-050594190907@ethernet.sonoma.edu>
Source record: 101393

I tried out AT800XL.ZIP, and, well, I guess it DOES only work on 486's cuz it crashed on the 286 and 386SX's I tried it on.. :) I'm wondering though, why the HELL that HUGE document file? That was insane! Why not just a regular printable/typable .DOC file!? Well, at least I got a nifty (looking) new editor! :)

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2187. Re: 1200 vs 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 02:23:37 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-050594192227@ethernet.sonoma.edu>
Source record: 101387

In article <1994Apr28.093050.14860@cs.nott.ac.uk>, rje@cs.nott.ac.uk
(Raphael J Espino) wrote:
>
> >and the 130XEP?
> wasn't that the 65XEP? The PORTABLE 65XE with built in monitor and other
> bits and bobs? Presumably it was dropped because it wouldn't have sold too
> good...

Maybe, but I also thought that the 130XEP was the proposed (and worked on
some I guess!? <HELP!>) Atari-XE-on-a-Card for IBMs.. things proposed were
like using a 640 x 480 mode to show 4 Atari screens at once (using 4
cards), and using soundblaster.. this was proposed a few years back I
believe by someone or other! I totally forget the details. <blush>

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2188. Re: sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 02:27:34 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-050594192720@ethernet.sonoma.edu>
Source record: 101391

In article <By-uk3C.ricortes@delphi.com>, ricortes@delphi.com wrote:

> I just finished Bill's sio2pc cable.

YAY!!!!!!!!!!!! Thanx Rick!!!!!! :) I suppose it's been mailed, huh?:

> I expect to here from Bill in the next week or so whether or
> not it works with the IBM PS2 line.

It had better not blow up the PS/2 - it's not even MINE! :)

Thanx again tho - (what a pal!) :)

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2189. RGB/GR9 Viewer

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 02:37:25 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-050594193345@ethernet.sonoma.edu>
Source record: 101390

Just to let you all know, I've been working a little with viewing ColorView 9, Graphics 9 (and now ColorView 15) uncompressed images on IBM's. So far, I have a satisfactory display (using 48 colors) of 4096 color CV9 mode (80 x 192 x 4096 CV9 mode in 320 x 200 x 256 VGA/MCGA mode), and 16 grey GR9 mode (80 x 192 x 16 GR9 mode in 320 x 200 x 256 VGA/MCGA mode).

There are so far 5 viewing modes:
Graphics 9 fullscreen - big and blocky just like on our trusty 8bits
Graphics 9 small - taking up only 80 pixels across, thus also
only
1/4th the screen in height (48 lines).. looks
nice
CV9 fullscreen - Red, Green, Blue, blank space - this stretches the
image to
fit fullscreen (320 across)
CV9 thin - Red, Green, Blue, no blank space - this removes the
blanks
but squashes the image into only 240 pixels across
(3/4th)
CV15 (full) - 160 x 192 x 64 CV15 mode translated into a 64 color
pallete
in 320 x 200 x 256 mode.. hellish to code

I'd like Jeff Potter to send me some mail ;) on how to use RGB8TABL.OBJ (or whatever that was called) to translate APAC screens (and normal Atari paletted images) onto the IBM.. (ie, reverse of what APACView does)

Anyways.. thanx.. anyone interested.

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2190. Where is ATMODEM.ZIP?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 02:42:44 UTC
From: ratwell@sol.UVic.CA
Message-ID: <ratwell.768192164@sol>
Source record: 101382

Can someone tell me where I can locate the PC terminal program that emualtes ATASCII terminals? I think it was called ATMODEM.zip. What archive and what dir can I find this?

ratwell@sol.uvic.ca

2191. sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 03:56:44 UTC
From: ricortes@delphi.com
Message-ID: <hc8ts3M.ricortes@delphi.com>
Source record: 101389

Well, I think when Richard Dell sees the circuit, he'll agree it should
meet specs for protecting the Atari & driving 0 to +5V. It follows.
Refer to the SIO2PC doc to translate colors into cable pins.
I've found that if you use a SIO cable with Atari stamped on it,
Nick's color codes are right.

Atari
serial cable color 4049 pin number

blue---------------------1 =>+5V
green--------------------3
violet-------------------5
orange-----:------------6
1n914 diode
black--------------------8 =>ground
unused inputs [9,11,14] tied
to pin 8 (ground)

DB25 connector 4049 pin number
:------------7
2---/\/\/---:--:<--------8
5.6k 5.1V zener
3------------------------2
7------------------------8 =>ground
22-----------------------4

Pin 7 taps the circuit between the zener & 5.6k resistor. This keeps
the voltages on the input to +5.1V to about -.6V
I did use the RS276-159 PC board for this, but it's so simple it
could be done on just about anything. I didn't bother adding a
decoupling cap to the circuit, but it couldn't hurt. I also
probably could have used any inverter like a NAND gate, but the
difference in price is only about a dime & I may have had to tie
outputs together to increase the drive: Just don't know/care.

Rick Cortese

2192. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 05:58:23 UTC
From: bryedewa@news.delphi.com
Message-ID: <2qcm9v$o0e@news.delphi.com>
Source record: 101383

jjmcwill@next5 (Jeffrey J. McWilliams) writes:

>Okay, there seems this idea has been going on for months now. Is anyone
>actively working on the project?

>Jeff

What project?

-Bry

2193. Expanded memory & CPU Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 08:09:08 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199405060808.AA0489564265@relay2.geis.com>
Source record: 101459

I don't think that existing memory upgrades would be a problem with a "new" CPU system - the current method for RAM manipulation is to map multiple banks depending on the settings in PORTB. With the new systems, this would still work - but with the 24 bit bus you'd also be able to access 16 megs of _linear_ RAM (as opposed to banked RAM). The two would co-exist, and we'd be well on our way to the mess in the PC world - EMS vs XMS, anyone ;-P

Dave Paterson

D.Paterson2@genie.geis.com

"A B-52 means never having to say you're sorry..."

2194. Re: Composite video cables

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 10:35:31 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0u0x@legend.akron.oh.us>
Source record: 101492

Concerning what cable to use to hook a 130XE to a composite monitor,
just use the same cable that came with it that hooked to a regular TV.

2195. Re: sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 13:45:54 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CpDvKI.1pz@cbfsb.cb.att.com>
Source record: 101461

In article <hc8ts3M.ricortes@delphi.com> ricortes@delphi.com writes:
>Well, I think when Richard Dell sees the circuit, he'll agree it should
>meet specs for protecting the Atari & driving 0 to +5V. It follows.

I hope you don't think I was trying to discourage you .. just warning that
if somoene had trouble, a possible reason for it not working with some PCs
but working fine with others.

>Refer to the SIO2PC doc to translate colors into cable pins.
>I've found that if you use a SIO cable with Atari stamped on it,
>Nick's color codes are right.
>
> Atari
>serial cable color 4049 pin number
>
>blue---------------------1 =>+5V
>green--------------------3
>violet-------------------5
>orange-----:------------6
> 1n914 diode

This is the one place where I might add a suggestion, and that would be to
use a Germanium diode rather than Silicon. This is a TTL line, and with
.6 volts across the diode, and a few tenths at the 4049 pin, the low might
not be quite low enough. 1N240s tend to be what I have access to, I see
Radio Shack has 1N34As in their catalog. This would gain a few more
tenths of a volt of noise margin ... with the Silicon diode you will be
right at the .8 volt TTL low spec, or slightly above it.

>black--------------------8 =>ground
>unused inputs [9,11,14] tied
>to pin 8 (ground)
>
>DB25 connector 4049 pin number
> :------------7
>2---/\/\/---:--:<-------8
> 5.6k 5.1V zener
>3------------------------2
>7------------------------8 =>ground
>22-----------------------4
>
>Pin 7 taps the circuit between the zener & 5.6k resistor. This keeps
>the voltages on the input to +5.1V to about -.6V
>I did use the RS276-159 PC board for this, but it's so simple it
>could be done on just about anything. I didn't bother adding a

>decoupling cap to the circuit, but it couldn't hurt. I also
>probably could have used any inverter like a NAND gate, but the
>difference in price is only about a dime & I may have had to tie
>outputs together to increase the drive: Just don't know/care.
>
>Rick Cortese
>

Actually, looking at the spec sheet for the 4049, they are speced for high to low level voltage conversion, so the 5.1 volt Zener _could_ be a 1n914 or 1n34a diode instead. The book says the 4049 is good to about 18 volts input voltage .. regardless of supply. The Zener would, of course, be safer.

The other gotcha (though I wouldn't _really_ recommend putting them in, given the compatibility problems I've had with the CMOS drivers in my Model 100) is that without series resistors to protect the RS-232 side outputs, you may be more likely to blow the devices due to inadvertant shorts. Be sure to socket the chip. It can be amazing how warm these little suckers can get, too, if pulling a lot of current (or sinking) thru the outputs ... you can linearly bias a gate of the 4049 to use for a quick and dirty amplifier, the sucker draws about 30 mA, and boy does it get warm.

Aww yes... one addition which is easy and I think generally important. The unused inputs of the 4049 _should_ be tied either high or low to prevent this linear biasing from happening by accident, leading to excess power usage, excess heating, and (if bad enough) overheating of the chip. Tie pins 9, 11,and 14 to something. In fact, why not use them in parallel with the three gates you are using, that way you get twice the drive current capability. Tie 14 to 3, 15 to 2, 11 to 5, 12 to 4, 9 to 7 and 10 to 6. That way you use them rather than waste them!

--
Richard Dell

2196. FAQs approved, posting dates change

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 14:57:29 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2qdlsp$ag7@usenet.INS.CWRU.Edu>
Source record: 101460

I've finally received approval for cross-posting the FAQ and Vendor/Developer lists to comp.answers and news.answers. This should help raise the prominence of comp.sys.atari.8bit throughout the Internet community. The body of Usenet FAQ lists is a great reference resource, and I'm hopeful having the 8-bit FAQs there will help attract new people to this group who wouldn't have found us otherwise.

The only change I've made for approval was in the posting dates. From now on, the FAQ List will be posted on the 8th of the month, and the Vendor/Developer List on the 18th of the month. They discourgage people from posting FAQs on the 1st of the month because that's when many of the unofficial FAQ lists (like mine to this point) get posted, resulting in noticeable net-wide slowdown.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists,
Cleveland Free-Net Atari SIGOp: aa700, <mailto::mcurrent@carleton.edu>

2197. Re: Expanded memory & CPU Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-06 23:29:27 UTC
From: Krishna@max.tiac.net
Message-ID: <2qejso$e5m@sundog.tiac.net>
Source record: 101464

d.paterson2@genie.geis.com wrote:
: I don't think that existing memory upgrades would be a problem with a "new"
: CPU system - the current method for RAM manipulation is to map multiple
: banks depending on the settings in PORTB. With the new systems, this would
: still work - but with the 24 bit bus you'd also be able to access 16 megs of
: _linear_ RAM (as opposed to banked RAM). The two would co-exist, and we'd
: be well on our way to the mess in the PC world - EMS vs XMS, anyone ;-P
:
: Dave Paterson
:
: D.Paterson2@genie.geis.com
:
: "A B-52 means never having to say you're sorry..."
:

How often is anything but the bottom 256K at most of an upgrade used for
anything but a RAMDISK?

This isn't memory per se, but a storage device.

As such, it would not be much of a kludge at all to have 1 meg banked and
1 meg linear.

Using the linear ram as a ramdisk would be a collosal waste of power.

But considering that there are many important programs which use
128K-256K you can't NOT have that memory there because you can't be
guaranteed that there will be a linear RAM replacement--ever.

If everything were converted to use linear ram and you didn't need a
ramdisk, then screw banked RAM.

2198. SIO2PC author info

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 00:01:37 UTC
From: al531826@academ01.mty.itesm.mx
Message-ID: <al531826.768268897@academ01>
Source record: 101465

Hi guys!

I recently downloaded the one chip version of the SIO2PC from the
atari.archive. This thing works great and now i want to pay nick's effort but i
don't have his address.

Nick, if you see this and want your shareware fee, e-mail me your address.

- Edgar Beltran
al531826@academ01.mty.itesm.mx

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Edgar Beltran I Bachilleres 196 B
Ingenieria en Sistemas Electronicos I Col. Tecnologico
ITESM I 64700 Monterrey, N.L.
al531826@academ01.mty.itesm.mx I Mexico
I Tel: (8)359-98-00
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2199. Re: 8-Bit Marketplace

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 00:57:05 UTC
From: historical@aol.com
Message-ID: <2qep11$56a@search01.news.aol.com>
Source record: 101466

I haven't seen the previous posts on this subject, but apparently you are looking to set up a place to sell 8-bit computers. I am the publisher of "Historically Brewed" a newsletter for enthusiasts of older and outdated computers. We are currently building up our classified area for buying, selling and trading of old machines, Atari and others. This can be your marketplace. Please e-mail me if anyone would like subscription information. We are also looking for a good Atari article. Thanks, David, HCS

2200. 8 bit software BLOWOUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 01:50:02 UTC
From: davidn9000@aol.com
Message-ID: <2qes4a$5rr@search01.news.aol.com>
Source record: 101467

Atari items For Sale 5/6/94

All software on original disks and with complete documentation.

Solo Flight
Broadsides
Maxi Golf
Karateka
Pool 400
*Forms Generator
*Silent Butler
*Home Filing Manager
*Homepak
*Micro Filer
*Timewise
Computer Quarterback
Galaxian
Flight Simulator II
The Bookkeeper (WITH CX-85 keypad) $15
*Atariwriter
*Atari Proofreader
*NewsStation
Pro Football Facts/Predictions
*Home Financial Mgt
Night Raiders
Championship Golf

$6 each for above games, $8 each productivity (marked with *)

Atari 7800 Game Carts: $6 each LIKE NEW. Reg. card/docs/box.
Ballblazer
Xevious
Robotron 2084
Joust

Add $2 for 1st game/ $1 each additional game for US Priority Mail (2 days).
Email to DavidN9000@aol.com

Thanks,
David Newman

2201. 8 bit hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 01:51:02 UTC
From: davidn9000@aol.com
Message-ID: <2qes66$5sb@search01.news.aol.com>
Source record: 101469

```
850 Interface with power supply, cables.......25 obo
Okimate 10 color printer with Plug-n-play Atari 8 bit interface....50 obo
ComputerEyes video digitizer box with software...50 obo
Koala Pad with software and stylus...20 obo
Miscellaneous cartridge games...6 ea.
WICO bat-style joystick...6
Atari Trakball...8
Assorted books and magazines...FREE with above

or 150 takes it ALL including postage. Anything look good? Want one? Several?
ALL?

Email me if interested... we'll make a deal.
DavidN9000@aol.com
```

2202. Re: SupUnARC and DC32

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 01:59:34 UTC
From: cmwagner@inca.gate.net
Message-ID: <2qesm6$1a8a@inca.gate.net>
Source record: 101468

Victor Parada G. (vparada@inf.utfsm.cl) wrote:
: coincidences!". Well, if that (random) char appeared in the
: docs, why it cannot appear in the SYS files? May them be
: corrupted? I think so, because few commands later, the 8bit
: dead.

The characters could be formatting codes for a word processor.

: Which of the utilities introduced the bad data? Are them fully
: tested? I think so because of the year they were released.

If ARC had no problems decompressing then it is not ARC, it could be Disk Communicator, but I doubt it, I believe it verifys each block and it does it with a checksum or CRC, it is possible that they could have been corrupted before they were discommed.

: Or the error was produced during the transfer using BobTerm?

Most modern protocols use CRC, a very lossless checksum method, and it works very efficently, upon error a block is retransmitted. It is possible that it could have been damage between the site and your host, but TCP/IP also has some sort of error correction, but packets are lost.

: BTW, yesterday, SupUnarc couldn't extract ILLUMINA.ARC files
: with success, just files with only 1 char (0001 sector).
: Then, ARCX do the job right!

Hmm, this is unusual. I have never had a problem with Super Unarc.

2203. Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 04:54:33 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <111088@cup.portal.com>
Source record: 101470

I've been reading through my collections of Antic and ANALOG. I've seen pre-announcements for many titles that were never released for the Atari 8-bits. Most of these announcements came in mid-1984. The ups and downs of the following months laid waste to 'em.

But were they worked on? If you know anything about these, I'd like to hear about it....

Activision

Alcazar: The Forgotten Fortress
Countdown to Shutdown
Fireworks
Rock N' Bolt
Web Dimension

Epyx

Barbie
Empire
FBI
G.I. Joe
Hot Wheels
Moreta: Dragonlady of Pern
The Right Stuff
Rogue
Summer Games II
Two-on-Two Sports

also

Fathom (Imagic)
Q*Bert's Qubes (Parker Brothers)
Flamelords (Synapse)
Superman III (Atari)

Jeff_M_Lodoen@cup.portal.com

2204. Atari 8 bit hardware/software forsale (WARNING! *LONG*)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 06:09:58 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2qfbbm$r5m@usenet.INS.CWRU.Edu>
Source record: 101471

I only on RARE occasion (like every 6 months) post this list directly
to the newsgroup so feel free to rant, rave and flame if I piss you
off :)

Also feel free to request my entire list of classic videogame/computer
systems/carts extras list. This is just the Atari Computer Hardware/Software
portions.

Update Information

Last Update: 5/06/94
Next Mailing: 06/01/94

All items added within the last 30 days are marked with a '**' and the
addition date. You can find these items by searching for the '**'
string (w/o quotes) with your wp/text editor or GREP.

Stuff Im looking for!

Here is where you will find a list of items I am willing to take in
trade for other items on my list. Im always looking for unusual
carts/softs but on these items Im likely to be liberal in trade value
since im looking for them.

Feel free to of course pay cash for anything also :)

1) Any 1meg x 3 SIMMs /70ns or better/
2) ALL SIZES IDE HARD DRIVES!
3) Precious Moments figurines in new condition.
4) Remote control helicopters and airplanes.

5) Color/BW Hand scanner or VIDEO DIGITIZER! (For digitizing from a
camera, tv, etc) I *REALLY* need one of these so if you have one
to get rid of expect REAL close to current NEW VALUE for it.

6) Internal/External Tape Backup Unit (PC)
7) Internal/External CD ROM Drives (No single speed drives though)
8) Focus PC Keyboard (Any model #)
9) Hayes 28.8 v.fast modem (yea, right)
10) Modern case + power supply units (standard AT configuration)
11) I need a guest account on a system to make this list available via
the 'finger' command (in my .plan file). Ask your sysadmin! Youll
get some excellent credit :)

12) Gravis Ultrasound Board
13) 386/486 Motherboards
14) COMPOSITE COLOR MONITOR w/ SOUND!!!!! (I *REALLY* need one of these)
15) SIO2PC Cable

Im of course always interested in Videogame/Computer consoles in trade.

Im willing to listen to any trade offer, on anything, however useless
you think the item you have is :)

@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
@ Atari Computer Hardware @
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@

Replacement 400/800/1050 type power supply $10 1

Atari 400/800 16k RAM CARD $10 5 ** 05/06

Atari 400/800 CPU CARD $10 2 ** 05/06

Atari 800 Mother/Power boards (w/o RAM or CPU Cards) $10 2 ** 05/06

Atari 400 Computer: 64k RAM expansion and full stroke third party keyboard.
Includes: Power Supply & RF Switchbox
Works perfect! $30 1

Atari 400 Computer: 16k w/ membrane keyboard. Includes power supply
and RF switchbox. Excellent condition. $15 1

Atari 410 Cassette Drive: Works perfect. $7 3

Atari 600xl motherboard. Not working, for parts only. $3 1

Atari 600xl 64K PBI RAM Expansion Unit $25 1

Atari 800 Computer: Easy open case design has thumb latches instead
of all the late model 800s with screws holding
down the card cover.
All cards are in metal cases.
Includes: Power supply
RF Switchbox
Atari BASIC CARTRIDGE
Inside ATARI Basic book (pp. 200)
Atari 800 Owners manual
Excellent condition $60 1

Atari 800 Computer: Regular late model 800 w/ screws
Cards are top supported
Includes Power supply and RF switchbox
Excellent condition $35 1

Atari 800 Computer: Same as above except keyboard has 2 keycaps
missing. Works perfectly. $25 1

Atari 850 interface: Includes SIO Cable and Power supply.
4 serial ports, upto 9600 baud. 1 printer port

Excellent condition $45 2

Atari 1010 Cassette Drive: Includes power supply and SIO Cable
Excellent condition $20 1

Atari 1027 LQ Printer: Works great, missing the very small,
about 1x6" dust shield. Includes power
supply and SIO cable $20 1

Rare PERCOM Disk Drive: 3.5" 720K TEAC Drive installed.
Double Sided, Double Density Drive,
will accept any size drive mech if you
wish to expand it, upto 4 drives.

NOTE: THIS DRIVE CANNOT BE USED ON THE SAME
SYSTEM WITH AN ICD PR: CONNECTION, IT
WILL CAUSE THE PR TO REFUSE TO BOOT

Includes: 720k MYDOS 4.53 boot disk.
Internal Drive and power cabling.
SIO Cable
3.5" TEAC drive $100 1

AID R-Verter Serial Modem Adapter: Includes R-VERTER and R-VERTER
software on disk. R-VERTER manual
Works upto 2400 bps.
Excellent $25 1

@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
@ Atari computer software titles @
@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@

##########################
Cartridge Software
##########################

CC LC Part# Title MC RC Price #

-- -- -------- ------------------------ -- -- ----- -
A RX8091 Flight Simulator II AT ER $8.00 1 XEGS Design
A RX8044 Joust AT ER $7.00 1 XL Design
A RX8031 Donkey Kong AT U $5.00 1 800 Design
A b CXL4002 BASIC AT U $6.00 2 800 Design
A Bb THA12002 Jumbo Jet Pilot -- ER $8.50 1 Thorn EMI

##########################
Cassette Software
##########################

CC LC Part# Title MC RC Price #

-- -- -------- ------------------------ -- -- ----- -
A 1 ------- Zaxxon -- R $4.00 1 Datasoft

A Bb2 CX4106 Introduction To Programming 2 on DataCassette
Includes: Box, manual, instructions, 2 Datacassettes

Excellent Condition -- R $5.00 1

A Bb1 APX-10097 Atari Program Exchange NUMBER BLAST
Includes: Box, manual, instructions, 1 Datacassette
Excellent Condition -- R $5.00 1

A Bb1 CX4112 States and Capitals
Includes: Box, manual, instructions, 1 Datacassette
Excellent Condition -- $5.00 1

##################
Disk Software
##################

CC LC Part# Title MC RC Price #

-- -- -------- ------------------------ -- -- ----- -
A 1b Atari Dos 2.5 -- U $10.00 1 Atari

A 0BbX Print Shop -- R $3.00 1 Broderbund
(Includes all manuals, box, colored paper but disks are missing)

A 2Bb 100285 Math Blaster! -- R $8.00 1 Davidson
A 1b GT Estate Word Processor -- U $6.00 1 Indus Systems
A 1b Albert E Spreadsheet -- U $6.00 2 Indus Systems
A 1b GT Data Manager -- U $6.00 1 Indus Systems
A 2Bb 44253 Title Bout & Boxer Disk -- R $6.00 1 Avalon Hill
Includes 4 large play charts posters

A 1Bb Computer Quarterback -- R $6.00 1 SSI
A 1b Starbown Football -- R $6.50 1 Gamestar
A 1b Star League Baseball -- R $6.50 1 Gamestar
A 1Bb Summer Games -- U $6.50 1 Epyx
A 1b Magnaprint II -- U $6.00 1 Alpha Systems
A 1 Mail Order Monsters -- R $6.50 1 Electronic Arts
A 1B F-15 Strike Eagle -- R $7.00 1 MicroProse
A 1 Tail Of Beta Lyrea -- U $5.00 1 Paradise Prog
A 1b Anti-Sub Patrol -- U $5.00 1 Roklan
A 1 Sports Spectacular 3 in 1 -- R $7.00 1 Keypunch
Includes: FootBall, Bowling & Golf

A 2Bb AutoDuel
Includes Origin Roadmap! -- ER $10.00 1 Origin Systems

A 1Bb VCG13575 Spy Catcher -- U $6.00 1 ALA
A 1 Racing Destruction Set -- R $7.00 1 Electronic Arts
A 1Bb 19204D World Championship Karate -- R $7.00 1 Epyx
A 1Bb VCG13364 Dogfight -- U $6.00 1 ALA
A 1Bb Solo Flight -- ER $8.00 1 Microprose
A 1Bb 56038 Lava Run -- R $6.50 1 KTel
A 1Bb Armor Assult -- R $6.50 1 Epyx
A 1 SAGA : The Hulk -- VR $6.50 1 Green Valley
A 2 Warlocks Revenge -- ER $10.00 1 Synergetic Soft
A 1 Shattered Alliance -- U $5.50 1 SSI

A 1Bb Infiltrator -- R $7.00 1 Mindscape
A 1Bb Touchdown Football -- U $7.00 1 Electronic Arts
G 1 Timewise -- C $3.00 1 Atari
A 2Bb Cut and Paste Word Processor ER $10.00 1 Electronic Arts
A 1b Zork III -- U $7.00 1 Infocom
A 1 Suspended -- U $7.00 1 Infocom
A 1 The Hitchhikers Guide/Galaxy R $10.00 1 Infocom
A 1 Deadline -- U $7.00 1 Infocom
A 1b Planetfall -- U $7.00 1 Infocom
A 1 Infidel -- U $7.00 1 Infocom
A 1 Cutthroats -- U $7.00 1 Infocom

A 1 Antic Disk Vol. 4 #4 -- U $3.00 1 ANTIC
Telecommunications

A 1 Antic Disk Vol. 2 #11 -- U $3.00 1 ANTIC
Personal Finance

A 1 Analog #57 -- U $3.00 1 ANALOG

%%%

Book: Buck Rogers manual $2 1
Book: Zorro manual $2 1
Book: Mad Magazines Official Spy vs Spy game manual $3 1
Book: Defender cartridge manual $2 1
Book: Mercenary manual $2 1
Book: Mission On Thunderhead manual $2 1
Book: Preppie II manual $2 1

Catalog: Avalon Hill Computer Game Catalog (Small) $2 1
Catalog: Avalon Hill Computer Game Catalog (Large) $2 1
Catalog: Epyx Software Catalog $2 1

Atari ST: Dungeon Master manual $2 1

Book: Computers For People, an actual BOOK published outside
Atari corp FOR Atari and SOLD IN BOOKSTORES. This is
some of the best Atari propaganda I've seen. Too bad
they seem to have forgotten how to do this. $5 1

Book: Stimulating Simulations for Atari (117 pages) $5 1
Book: COMPUTES SECOND BOOK OF ATARI (Ring bound 250 pages) $7 1
Book: COMPUTES FIRST BOOK OF ATARI GRAPHICS (Ring bound 250pp) $7 1
Book: Users guidebook for the Atari 400/800 (328 pages) $5 1
Book: Inside Atari BASIC (177 pages) $3 1
Book: Atari BASIC Reference Guide for Experienced Programmers $2 2
Book: Atari BASIC a self teaching guide (320 pages) $5 1
Book: Games for your Atari computer (Ring bound 128 pages) $5 1
Book: Atari 400/800 BASIC Reference manual (ring bound 150 page)$6 1
Book: Things to do with your Atari computer (229 pages) $5 1
Book: Your Atari computer. (250 pages) $5 4
Book: BASIC-FUN: Games, puzzles and programming problems
for children $5 1

Book: Dr. C. Wacko Presents ATARI BASIC and the Whiz-Bang
Miracle Machine $5 1
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2205. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 06:36:01 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2qfcsh$sh4@usenet.INS.CWRU.Edu>
Source record: 101472

In a previous article, Krishna@max.tiac.net (Glenn Saunders) says:

>Steven J Tucker (dh395@cleveland.Freenet.Edu) wrote:
>
>: In a previous article, jjmcwill@next5 (Jeffrey J. McWilliams) says:
>
>: >Glenn Saunders (Krishna@max.tiac.net) wrote:
>: >:
>: >: It is the first and only program which has allowed the Atari to do 80
>: >: collumns at anything higher than 2400. It is rated at 14.4K-ready (no data
>: >: compression) without losing characters in all modes (ANSI/ASCII/VT100).
>: >
>: >I think Itay Chamiel's ICE-T is also 14.4K ready. He uses graphics 8,
>: >but moves down a line by merely changing the display list pointers,
>: >which is what, a couple dozen bytes?
>
>: While testing it I called Freenet at 14.4 (9600 really, but 14.4 at the
>: modem) and dumped the entire freenet 'list of lists' with pauses and
>: MegaTerm (ICE-T) never lost a single byte, and its buffer never filled
>: up 100%.
>
>: Its far far better than K65, I wonder where he is now anyway? I havent heard
>: anything from him in quite awhile.
>
>: Steve
>: --
>: -- Video game playing, adventure junkie, choclate craving, woman loving,
>: Limbaugh hating, Trek watching, all around lazy computer fart.
>
>: !! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!
>
>This is news to me, where is this program?
>
>I'd like to try it because FlickerTerm is not ideal for inverse
>applications.

I got a beta test copy from the author about 4-5 months ago (and I consider
it THE BEST terminal program ive EVER seen for the 8 bit) but havent
heard from him since.

Ill try to find his e-mail address and get in touch with him about making
this EXXCELLENT terminal program available!

Steve
--

-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2206. Re: AT800XL.ZIP

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 06:37:56 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2qfd04$sil@usenet.INS.CWRU.Edu>
Source record: 101473

In a previous article, kendrick@vax.sonoma.edu (Bill Kendrick) says:

>I tried out AT800XL.ZIP, and, well, I guess it DOES only work on 486's cuz
>it crashed on the 286 and 386SX's I tried it on.. :) I'm wondering though,
>why the HELL that HUGE document file? That was insane! Why not just a
>regular printable/typable .DOC file!? Well, at least I got a nifty
>(looking) new editor! :)

It works (slowly) on my 386/40 w/ 8 megs of ram. It SEEMS to crash
when I first start it because it takes a LONG time to initalize. If you
get the colors up it IS working on starting up.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2207. Re: TCP/IP for the 8 bits???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 07:28:38 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Rc2s8LW.lmcclure@delphi.com>
Source record: 101474

In a message dated 5-3-94, Jeffrey J. McWilliams said:

"What's wierd is, I was reading the Apple II discussion
group and they were talking about getting 100K/sec throughput
on one of their SCSI cards."

I know at least some of the Apple SCSI cards do DMA (such as the
RAMfast card). But aside from that, I have heard of Tandy Color
Computer 3's (running a 6809 clocked at less than 2Mhz) getting around
100K/second transfer times, and that machine does not have DMA).

"It's my understanding that the Black Box SCSI peaks out
at 30K/sec. What's the deal here?"

Indeed. From what I understand, CMD's hard drives for the 64/128
are in this same range, if connected via the parallel connection to
their RAMLink device. Considering the kind of overhead going on there,
this does not speak very well of the Atari's hard drive speed.

A lot might have to do whether the 30K/second spec you are quoting
for the A8's is the "real world" transfer rate (which is typically
much slower), or the raw transfer rate. For instance, my Quantum
LPS52S on my STe clocks on with ICD's RATEHD.PRG at over 1100K/second,
but even a program about one quarter that size takes closer to two
seconds to load in, rather than the fraction of a second the transfer
rate would lead you to expect.

2208. Re: sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 07:29:05 UTC
From: ricortes@delphi.com
Message-ID: <Rc+s85R.ricortes@delphi.com>
Source record: 101475

All improvements! I wasn't to worried about the -.6V on the input because it's going through a 5.6k resistor, but you are right about a low forward voltage diode in parallel with the zener would bring the 4049 within it's recommeded limits. You could probably really snap the data rate up with the some of the others suggestions as well as double or triple the drive capability, but the only concession I ask people to make for me is I'm incredibly CHEAP & almost by definition a minimalist. Your suggestions with maybe a change in the resistor's value would easily make the thing twice as good, but you're talking about an extra $.05 for the diode <grin>.

2209. Re: Composite video cables

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 07:29:20 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <R82tEDY.lmcclure@delphi.com>
Source record: 101476

In a message dated 5-4-94, Andrew Krieg said:

"I have a Sony TV which also has a composite video input jack,
as well as left and right channel sound inputs. What kind of
cable would I need to hook up my 130XE to this? Would a
regular composite cable work?"

The video and audio (for use with a monitor) come out the DIN-5 jack on the 130XE (the round jack with 5 small holes). You'll need a cable that goes from this to standard RCA plugs. These used to be easy to find, but nowadays, you'll likely have to either mailorder one or make one yourself. Often, if you buy one, it will have 4 RCA connectors, one for each active pin on the DIN-5 jack (one being ground). However, you will only be interested in the two that have audio and video. The other two would bring out chroma and luma (B&W video, if you hook it up by mistake).

If your Sony TV has a "S-video" jack (typically a mini-DIN-4 connector), you could utilitize the 130XE's split (chroma/luma) video output with the proper cable. However, such a cable would almost certainly have to be made, as I do not know of anyone that keeps such in stock.

2210. SPECIAL OFFERS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 10:25:42 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <199405071025.GAA13307@nextsun.INS.CWRU.Edu>
Source record: 101477

D.G.S SUMMER SPECIALS!
==========

Dear All Atari Classic Users,

It's time for some good offers again! First up is a special offer on our own magazine, the Atari 8-bit News-Paper. We have now produced 3 issues of this, with the fourth currently in production. We have about 45 sets of these back issues left, which we would like to clear out of the way to make room for stocks of later issues. Three issues would usually cost you about $15, but you can get all 3 back issues now for just ** $8 ** the set! That price INCLUDES Air Mail shipping from the U.K to the U.S.

Next offer. We have found 2 brand new copies of Atari Macro Assembler on disk. These are brand new and still shrink wrapped. We need them out of the way. They can be yours for just $10 each, which INCLUDES surface mail shipping from the U.K to the U.S. Bargain! E-Mail us first to reserve one.

Next offer. We would like to promote some of our less popular (but excellent of course!) software. Here's the offer: get Digi-Studio (our digitized sounds and music system on 2 DS disks with a 44 page manual), along with Print-Filer (a great utility for printer users which allows you to capture text/graphics, etc. from your favourite packages and save them to disk rather than print them, and then later mix them together to produce a single file which will print independently of the original packages), along with the last 3 issues of our magazine (as described above) for the bargain price of just ** $25 ** INCLUDING Air Mail from the U.K to the U.S. The previous separate selling price of these products was $38. That's a saving of $13!

There should be a bargain here for everyone! Here's how to order:

Send CASH in US$ along with your order (don't forget your name and address!). Also send your E-Mail address so that we can confirm your order arrived. You must reserve a copy of Macro Assembler by E-Mail first and wait for us to confirm it before you send your money. For the other products just send your order. We have plenty in stock! It costs 50 cents to mail a letter from the US to the UK. Other countries: Canada - The 3 back issues cost 5 UK pounds, Macro Assembler is 7 UK pounds, the Digi-Studio/ Print-filer/ News-Paper offer is 15 UK pounds. Pay by Canadian Money Order drawn in UK pounds (you can get these from your post office). Other countries: enquire prices by E-Mail.

Our details:

D.G.S
62 THOMSON AVE

BALBY
DONCASTER
DN4 0NU
ENGLAND

E-Mail: dx107@cleveland.freenet.edu
Note: I can only read/send E-Mail at weekends. Don't worry if it takes
a few days for me to reply!

Phone: +44-302-855-026

Dean Garraghty.
1 May 1994.

--
Dean Garraghty Software (D.G.S.) - dx107@cleveland.freenet.edu
D.G.S., 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND.
Phone (in UK): (0302) 855026 / International: +44-302-855-026
D.G.S -- Supporting the Atari 8-bit!!

2211. EQUIP FOR SALE/TRADE

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 13:39:31 UTC
From: eric.palm@drs.state.ct.us
Message-ID: <9405070000252127@drs.state.ct.us>
Source record: 101478

In> I recently had my 810 die on me. I'm looking for a replacement drive
In> (810 is fine, 1050 or Indus would be great also). If anyone has one,
In> and would like to trade for any of the following, let me know. I'd be
In> willing to pay $$ instead, but prefer a trade as my cash flow is REAL
In> low at the moment 8)
In>
In> I have as trade items -
In> stock 800 XL, works great, looks OK
In> Turbo Graf/x 16 system with 5 games
In> Sega Game Gear with about a 1/2 dozen games, including Mortal Kombat
In>
In> any interest? Anyone willing to help me out?
In>

Dave, I have an extra 1050 with cable and power supply that I got in a package.
I also have an Indus GT that makes a "grinding" sound when accessing, but it
works. I'd like to get the Game Gear. I don't know what those are worth,
but I wouldn't mind a portable system. Please send E-mail to:

eric.palm@drs.state.ct.us

___ Blue Wave/QWK v2.12

2212. Re: SIO2PC author info

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 16:09:34 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2qgefv$7ap@usenet.INS.CWRU.Edu>
Source record: 101479

In a previous article, al531826@academ01.mty.itesm.mx (Edgar Beltran) says:

> Hi guys!
>
> I recently downloaded the one chip version of the SIO2PC from the
>atari.archive. This thing works great and now i want to pay nick's effort but i
>don't have his address.
>
> Nick, if you see this and want your shareware fee, e-mail me your address.
>
>
> - Edgar Beltran
> al531826@academ01.mty.itesm.mx
>

What path/filename can I obtain this plan from? Which archive?

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2213. Suche XE-Tastatur- looking for a 65XE-Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 17:35:01 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2dcc26a9@p17.f1540.n244.z2.fidonet.org>
Source record: 101487

Hello Hendrik!

Dienstag, 26 April 1994 18:39, Hendrik Merkel wrote to All:

HM> Howdy XL-XEer!
HM> I've been lokking for a keyboard for my 65XE-Machine. Please
HM> tell me, if you are able to send me one!
HM> Thanx and Danke!
HM> Biker (Hendrik Merkel)

if you get more than one and you dont need it, please contact me!
I am searching in the same way for an Keyboard for my new founded
130XE (aehm...new by me , no new Product).

Write me here in this Area or call me at Home by calling:
069/655012 in Frankfurt/Main - Germany

THANX
Guido.

2214. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 19:54:51 UTC
From: Krishna@max.tiac.net
Message-ID: <2qgrmb$rms@sundog.tiac.net>
Source record: 101483

Steven J Tucker (dh395@cleveland.Freenet.Edu) wrote:

: I got a beta test copy from the author about 4-5 months ago (and I consider
: it THE BEST terminal program ive EVER seen for the 8 bit) but havent
: heard from him since.

: Ill try to find his e-mail address and get in touch with him about making
: this EXXCELLENT terminal program available!

I just ran out and bought a Hayes Accura 14.4k baud modem, took it home,
took down my MUX system, moved my stuff so that I'd now be using the
Black Box directly with my XE (crappy keyboard) and plugged in the Hayes.

I loaded Bobterm, set to 19.2K, and dialed up. 19.2k connection!!!

Logged on, then dropped to DOS and loaded FlickerTerm up and set the baud
rate to 19.2K and colors the way I like it and translation to 19.2K.

Now I can CRUISE through everything. One page per second or so.

Or about 3/4 of a second.

Even if this other vt-100 terminal works up to 9600 I don't think I'll
want to give up 14.4!!!

2215. Re: Rana Systems 1000

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 19:56:26 UTC
From: kamaro_kid@delphi.com
Message-ID: <xo+uEtS.kamaro_kid@delphi.com>
Source record: 101481

Andrew K. Heller <heller@akh104.rh.psu.edu> writes:

> 6) Anybody want to sell an ATR8000, and how fast are the HD's on the beast?

I have an ATR8000 with a 3.5inch high density and a 5 1/4inch high density
plugged into it.

The drives run fairly quickly, but not quite as fast as a 1050. My guess
would be that an ATR8000 floppy goes about the same speed as a Percomm,
or Rana or Trak.

What would you offer for a 64k ATR8000 with all the necessary cables
(rs232, printer and a cable setup for dual floppies) AND the two
high density drives? I may be willing to part with it.

2216. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 19:57:07 UTC
From: Krishna@max.tiac.net
Message-ID: <2qgrqj$rms@sundog.tiac.net>
Source record: 101484

kamaro_kid@delphi.com wrote:
: Chad Wagner <cmwagner@inca.gate.net> writes:
:
: >Does anyone know where I can buy SpartaDOS in disk based format and the
: >SpartaDOS X? Has FTE produced any of these products?
:
:
: FTE does indeed carry SpartaDos and SpartaDos X - although SpartaDos -
: along with the Construction Set, Toolkit, etc.. are shareware, and for
: a mere $19.95 you'll get all three manuals mailed to you.
:
: Call 1-408-GET-REAL to order.

Also he should know that SDX is undergoing a revision. The curently
available SDX is the same as the last ICD version.

2217. Re: SpartaDOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-07 19:58:02 UTC
From: kamaro_kid@delphi.com
Message-ID: <5q+OUdS.kamaro_kid@delphi.com>
Source record: 101482

Chad Wagner <cmwagner@inca.gate.net> writes:

>Does anyone know where I can buy SpartaDOS in disk based format and the
>SpartaDOS X? Has FTE produced any of these products?

FTE does indeed carry SpartaDos and SpartaDos X - although SpartaDos -
along with the Construction Set, Toolkit, etc.. are shareware, and for
a mere $19.95 you'll get all three manuals mailed to you.

Call 1-408-GET-REAL to order.

2218. Re: Rana Systems 1000

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 00:25:36 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CpGJup.9AJ@utnetw.utoledo.edu>
Source record: 101485

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: I happened to pick up one of these guys at a show....works fine
: with my INDUS GT supply.

: A few questions:

: 1) what are the power requirments on the Indus and Rana (my face plate
: is missing.)

Have both, identical (OR BETTER BE).

: 3) What special software/etc/features/fastload does the Rana have, and
: who's gonna let me copy the software for it?

None. Comes with the drive and power supply... no special modes, speeds, etc. Does support Enhanced density tho, which Trak and Astra did not I believe. Does seem to hold up fairly well too... front cover doesn't warp like the Indus. The Rana IS supposed to have an auto-format option - somehow by pressing the buttons on the front of the drive you can format a disk without the computer being active/on!!! (I'd like to know how to do this by the way - I can't find my docs/manual on the drive!)

-Tim

2219. Anybody got the at800xl emulator to work?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 02:24:17 UTC
From: darreld@access.digex.net
Message-ID: <darreld.768363670@access3>
Source record: 101486

Has anybody got the 8bit emulator to run on a PC? I have
a 486DX/33 with 16MB RAM and a Cirrus Logic LB card. The
screen goes blank and shuts down the video. I would really
like to get this thin working

Any help appreciated.

-> Darrel <-
--
---
* Darrel L. Davis - darreld@access.digex.net (301)840-9023 *
* *

2220. 8 bit hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 06:07:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2dccd85b@p17.f1540.n244.z2.fidonet.org>
Source record: 101503

Hello DavidN9000!

Samstag, 07 Mai 1994 03:51, DavidN9000 wrote to All:

D> 850 Interface with power supply, cables.......25 obo
D> Email me if interested... we'll make a deal.
D> DavidN9000@aol.com

Could you send me the Interface to Germany ?
I didnt find one of these here in Germany, so if you could send it to me I
would be happy :-))

How could I pay you the price for this Interface ?

My Address is:
Guido Lehwalder
Offenbacher Landstrasse 371
60599 Frankfurt/Main
--- GERMANY ---
THANX
Guido.

2221. A: Atari 8 bit hardware/software forsale (WARNING! *LONG*)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 06:19:01 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2dccd8f4@p17.f1540.n244.z2.fidonet.org>
Source record: 101504

Hello Steven!

Samstag, 07 Mai 1994 08:09, Steven J Tucker wrote to All:

SJT> Atari 850 interface: Includes SIO Cable and Power supply.
SJT> 4 serial ports, upto 9600 baud. 1 printer port
SJT> Excellent condition $45
SJT> 2

SJT> Book: Atari 850 interface manual (Ring bound 102 pages) $7 1

Could you send me the Interface to Germany ?
I didnt find one of these here in Germany, so if you could send it to me I
would
be happy :-))

How could I pay you the price for this Interface ?

My Address is:
Guido Lehwalder
Offenbacher Landstrasse 371
60599 Frankfurt/Main
--- GERMANY ---
THANX
Guido.

2222. Re: Anybody got the at800xl emulator to work?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 06:25:22 UTC
From: heide@ee.ualberta.ca
Message-ID: <2qi0ki$oqp@quartz.ucs.ualberta.ca>
Source record: 101488

darreld@access.digex.net (Darrel Davis) writes:

>Has anybody got the 8bit emulator to run on a PC? I have
>a 486DX/33 with 16MB RAM and a Cirrus Logic LB card. The
>screen goes blank and shuts down the video. I would really
>like to get this thin working

I've got a Cirrus VLB card as well. Even though there's
a VESA BIOS on the card, I found I still had to run a VESA
emulator (i.e. Univesa) to get the 8bit emulator to work. <shrug>
Don't ask me why, I don't make the rules... :)

--
Cameron Heide (heide@ee.ualberta.ca) "I'll be socially unpopular! More so!"

2223. SIO2PC and .DCM

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 07:21:39 UTC
From: delabm@cs.umu.se
Message-ID: <CpH346.GI5@cs.umu.se>
Source record: 101489

I am having problem when using diskcomm along with the SIO2PC. I have built the new onechip version, and it still doesn`t work. What happens? Well, when I try to convert a .dcm file to disk, the program loads the file nice, but it stutters when it tries to save to the new disk, and reports an error(can`t remember which though). I run SIO2PC on my 486PC, and I thought that it might be too fast, but fiddling with the timings in SIO2PC doesn`t help. The only remedy so far is to use a friends really old XT. Any suggestions is appreciated, and I would also like to get hold of the specs for the .dcm format, so that I can make a program that converts .dcm to SIO2PC-files on my PC.
Adam.

2224. *** Atari 8 bit sky writer for sale ***

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 13:07:28 UTC
From: zbytes@interaccess.com
Message-ID: <2qio6g$n5d@mailhost.interaccess.com>
Source record: 101490

I have a few new copies of Sky Writer in boxes for the 800 on cartridge
for $5 including postage. If interested, send email or call 1-708-386-2308

2225. XEP80 ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 13:20:08 UTC
From: lineber@lonestar.utsa.edu
Message-ID: <1994May8.132008.12255@ringer.cs.utsa.edu>
Source record: 101491

Hello,
What is needed to get a monitor that has ports (3) with the following
configuration(?) :

x x x x x x x x x x x x x (13)
x x x x x x x x x x x x (12)

I want this monitor to work with an 800XL. Or is there other information
which I need to give? The monitor is made by ADDS a subset of NEC and and
it seems to work, but I haven't done anything except plug it in. I read
the FAQ.TXT file and found that a device called XEP80 is needed, but in
FAQ2.txt the vendors aren't mentioned. What is a black box and can it do
the same thing? Someone please help!

Jerry

2226. Re: sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 15:08:33 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994May8.150833.11306@ultb.isc.rit.edu>
Source record: 101493

In article <By-uk3C.ricortes@delphi.com> ricortes@delphi.com writes:
>I just finished Bill's sio2pc cable. As usual, I couldn't
>leave well enough alone. A little known fact is that since
>the early days of some level converter chips, manufacturers
>have been able to set the hysterisis for what's a 1 & what's
>a zero. Needless to say it was invariably set at .8 Volts.
>This was probably an attempt to keep stuff both ttl & rs232
>compatible, at least on the input stage. Of course they
>still recognize +-12V, but the dozen or so I've tested always
>work with CMOS levels. Punch line is I know a lot of people
>seem to have trouble finding the MAX232 chip so I redid the
>interface using a 4049 CMOS HEX buffer, a 5.1V zener, a 1N914
>type signal/switching diode, and a 5.6k resistor. This gets
>the price of the interface down to about $.50 for silicon &
>I'd bet all the parts are available at Radio Shack. The thing
>seems to work well with the 2 clones I tested it with & I
>expect to here from Bill in the next week or so whether or
>not it works with the IBM PS2 line. If anybody needs the new
>connection list let me know & I'll post it here.
>Rick Cortese

Well, yes, I'd certainly be interested in it. I still haven't been
able to find a MAX232 chip. (granted, I haven't contacted any of
the mail-order places yet, but I've been really busy trying to wrap
up all my classes and dealing with tons of red-tape with financial aid,
so I don't feel like dealing with more mail-order stuff-- I'd rather walk
in a place and see the parts and buy them)

So, please post it.
Thanks.
- Frank

2227. Re: Rana Systems 1000

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 17:57:34 UTC
From: dwh@delphi.com
Message-ID: <R4wvk9m.dwh@delphi.com>
Source record: 101494

Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> writes:

>like the Indus. The Rana IS supposed to have an auto-format option
>- somehow by pressing the buttons on the front of the drive you can format
>a disk without the computer being active/on!!! (I'd like to know how to
>do this by the way - I can't find my docs/manual on the drive!)

Quoting the manual:

The tool box for the RANA 1000 may be opened bymoving the (dip) switches 3 and 4 to the up position. When this is done the LED indicators on the front console indicate d, showing you that the diagnostic functions have been accessed.

There are ten functions which may be performed while in the diagnostic mode. These functions are accessed by pushing th UNIT ID pad. Each time the jpad is pushed, the function changes. For example, the first time the pad is touched, F0 appears on the LE
D Display. The second time F1 appears. These codes will continue to appear in sequence each time the pad is pressed or until a specific function si chosen and executed.

*F0 - Format Disk LO Density (Atari 800 - 128 x 18)
*F1 - Format Disk H1 Density (Atari 1050 - 128 x 26)
*F2 - Format Disk H2 Density (Double Density - 256 x 18)
C0 - Select LO Density for diagnosis
C1 - Select H1 Density for diagnosis
C2 - Select H2 Density for diagnosis
d1 - Diagnostic Sequential Read
d2 - Diagnostic Random Read
*d3 - Diagnostic Sequential Write/Read/Verify
*d4 - Diagnostic Random Write/Read/Verify

CAUTION
* The diagnostics and format modes marked with an asterisk will destroy all information on the diskette in your RANA 1000. Use only a diskette which does not have important files for these functions.

Once you have selected the function, press the TRACK pad on the front of the unit. You can abort the format operation by pressing the ERROR pad.

Hope this helps.

__Darryl__

2228. Re: XEP80 ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 18:38:42 UTC
From: ricortes@delphi.com
Message-ID: <R69NUTi.ricortes@delphi.com>
Source record: 101495

Do you happen to know if this monitor was made for an AT&T 6300 computer?
They are the only one I know that used a 25 pin connector like that.
The bad news if this is true: AT&T used their own 640X400 format video
for their monitors so they don't work with anything else as far as I've
been able to tell.

2229. Re: sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 18:53:47 UTC
From: ricortes@delphi.com
Message-ID: <R43s8Xj.ricortes@delphi.com>
Source record: 101496

Well the connection list is up now, I used the circuit with both an AT&T 6300 & an old Tandy TX, both with results as good as the MAX version. You may want to consider using the suggestions made by Richard Dell, I haven't had the time to try them but them seem really sound. Let me know if it works for you, I'm sure others would like to hear if you're successful. I've heard of some cheap source for the MAX chip, but they aren't available to us non commercial folk. The circuit should be at least $5+ less expensive to build since the parts should be available W/O having to resort to mail order. I'd have to check my parts list, but it was mostly stuff out of my junk box. JDR has 4049's for $.25 & I think the zener for $.15, Radio Shack would probably gouge you for twice that, but they do have those cute little circuit boards @ 2/$1.59<?>. All you should need to duplicate the circuit is the connection list since it's just lines from cables attaching to a single IC. The only components are the diode & resistor with I drew into the connection list. It REALLY is that SIMPLE.

2230. Re: Composite video cables

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 19:00:54 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994May08.145612.1342@wariat.UUCP>
Source record: 101497

(Robt. Stout says use the RF cable/box to hook up composite.)
I don't think so. You use a round 5 pin jobby to plug into the monitor jack of the 130xe. (I think that's called a DIN plug.) The other end has about 4 RCA type plugs to plug into the separate video and audio on my NEC and separate chroma, luminance, audio and ground on a 6 pin DIN for my Commodore 1902A. You can also just do composite video and audio using a couple of the RCA jacks on the monitor end of the monitor cable. You should check the FAQ for pin outs on the monitor jack and your monitor docs for inputs.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2231. Re: SIO2PC and .DCM

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 19:46:54 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <111176@cup.portal.com>
Source record: 101498

> I am having problem when using diskcomm along with the SIO2PC.
> I have built the new onechip version, and it still doesn`t
> work.

Ditto on the two chip version

> What happens? Well, when I try to convert a .dcm file to
> disk, the program loads the file nice, but it stutters when it
> tries to save to the new disk, and reports an error (can`t
> remember which though).

That's exactly what happens to me.

> I run SIO2PC on my 486PC, and I thought that it might be too
> fast, but fiddling with the timings in SIO2PC doesn`t help.

Same here.

> The only remedy so far is to use a friends really old XT.

Are you saying it works when using the XT? If so, weird.

> Any suggestions is appreciated, and I would also like to get
> hold of the specs for the .dcm format, so that I can make a
> program that converts .dcm to SIO2PC-files on my PC.

I'd love to see that. Only alternative is to use a real disk
drive and then copy it to a disk image....

>
> Adam.

Jeff_M_Lodoen@cup.portal.com

2232. Re: AT800XL.ZIP !!! It works!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 21:00:23 UTC
From: slack@mail-hub.interpath.net
Message-ID: <2qjjt7$5op@redstone.interpath.net>
Source record: 101499

In message <2qfd04$sil@usenet.INS.CWRU.Edu> - dh395@cleveland.Freenet.Edu (Stev
en J Tucker) writes:
>
>It works (slowly) on my 386/40 w/ 8 megs of ram. It SEEMS to crash
> when I first start it because it takes a LONG time to initalize. If you
> get the colors up it IS working on starting up.
>

I got it up under and OS/2 virtual dos box. It worked! I saw the READY
prompt and it responded to my typing. Now the hard part. How do I load
a program. All of my games are on single density Atari disks. How do I get
some programs to run. This could be very cool!!

2233. Re: Anybody got the at800xl emulator to work?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 21:02:25 UTC
From: slack@mail-hub.interpath.net
Message-ID: <2qjk11$625@redstone.interpath.net>
Source record: 101500

In message <darreld.768363670@access3> - darreld@access.digex.net (Darrel Davis
) writes:
>Has anybody got the 8bit emulator to run on a PC? I have
>a 486DX/33 with 16MB RAM and a Cirrus Logic LB card. The
>screen goes blank and shuts down the video. I would really
>like to get this thin working

I got it to boot up under OS/2. I saw the READY prompt!! Now, how do
you load a program??? Help! This thing could be great!!

2234. .au > Parrot format conversion?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 22:13:32 UTC
From: Krishna@max.tiac.net
Message-ID: <2qjo6c$63@sundog.tiac.net>
Source record: 101502

I've seen a lot of .au audio files and I'd like to play these digitized files.

Most of them seem just like short clips that could convert to Parrot format.

Any ideas?

I've seen these via www sites. For instance, a starwars site I've found:

http://www.irc.umontreal.ca/~lebel/Starwars

I can view the .GIFs after conversion, but I can't hear the sounds.

www is great because you can simplify FTP operations.

I can't see anything but text online, but it's still cool.

2235. Atari 130XE system for sale $200 obo

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 23:05:51 UTC
From: smegma@vlight.xmission.com
Message-ID: <smegma-080594160551@198.60.22.203>
Source record: 101501
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers.other

```
For Sale:

Atari 130XE computer
Indus GT disk drive
Citizen 120D 9-pin dot matrix printer
Axiom AT-846 printer interface
2 Wico joysticks
1 Epyx 500-XJ joystick
Hundreds of software titles including Atariwriter +, Synfile, Syncalc,
Print Shop (with several graphics disks), lots of disk utilities, and games
galore.
Books: Compute's 2nd & 3rd Books of Atari, Games for your Atari Computer,
The Best of Antic Vol.1
Hints and instructions for winning at Zork & Ultima games
Other assorted game hints and tricks for succeeding

All for $200 obo.

--
Roger Weeks smegma@xmission.com Layton, Utah
Life isn't one thing after another, it's the same damn thing over and over
```

2236. Re: XEP80 ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-08 23:43:25 UTC
From: lineber@lonestar.utsa.edu
Message-ID: <1994May8.234325.24192@ringer.cs.utsa.edu>
Source record: 101356

In article <R69NUTi.ricortes@delphi.com> ricortes@delphi.com writes:

>Do you happen to know if this monitor was made for an AT&T 6300 computer?
>They are the only one I know that used a 25 pin connector like that.
>The bad news if this is true: AT&T used their own 640X400 format video
>for their monitors so they don't work with anything else as far as I've
>been able to tell.

I don't think so. It looks like a regular monitor, but I'm not certain.
I'll have to find the phone number for NEC and give them a call, just to
be sure. Since it was purchased at a pawnshop, no documents were given
with it.

Jerry

2237. okimate 10 color printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 00:53:46 UTC
From: ez008135@monet.ucdavis.edu
Message-ID: <CpIFtM.C4o@ucdavis.edu>
Source record: 101355

I got an Okimate 10 w/ the Atari interface, some extra ribbons and an extra printhead (or two). It's a lot quieter then my dot matrix. (Is that saying much? :)

With original box and dox..

Make me a reasonable offer and it's yours.. (or trade for ibm hardware).

2238. 800XL Woes

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 03:43:42 UTC
From: lordthan@news.delphi.com
Message-ID: <2qkbhe$rg2@news.delphi.com>
Source record: 101357

sigh

After several years in storage and a few weeks of puttering around with a soldering iron, circuit board cleaner and some isopropyl alcohol, my 800XL lives and breathes again.

But.

Seems that storage didn't take too kindly to my floppy disk collection. Out of all the disks I have (a few hundred), so far about 1/4 of the files on them have bitten the dust. I had suspected this would happen since the disks are between 6-10 years old so I'm not *too* surprised, but it's depressing nonetheless. I had ordered three hundred brand new floppies and am currently in the process of recopying as much data as I can salvage from the old disks (which, since the lubrication in the mylar disk jackets has evaporated, sound like sandpaper in the drive) to the new ones (nice and quiet; I've even recruited my Mac and laser printer to make new labels and such). Happily, I've managed to save some very good games that I loved to play (Archon, Rainbow Walker, Aquatron, Jumpman Junior). Unfortunately, lots of other programs which I liked/need(ed) are too far gone (M.U.L.E., Disk Wizard II, Starbowl Football, The Print Shop).

I'm also surprised to see that there are some games which I was able to copy onto a new disk without a problem, but the games won't run at all - not even from the original disk. That, in a word, sucks. I'm compiling a list of the games and programs I'm unable to recover. Does anyone know of some Atari 8-bit BBS's in the 908 (New Jersey) area code? I'm gonna need to hook up with some (generous) Atari Classic users to see if I can recover some of the programs I've lost. Please leave mail if you've got a number I can try. :)

-Steve

2239. Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 07:28:42 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <2qkona$42t@usenet.INS.CWRU.Edu>
Source record: 101358

I patched by linker replacement for LINK65 (with CC65)
to generate action code blocks and to insert undefined
symbols verbatim in the code blocks - symbol is to be
defined within action. You can add a constant to a label:

lda a+1

would generate:
[173 a+1]

You cannot however take the low or high of the symbol
since action only allows the + operator in constants.

If anyone is interested, let me know.

If you don't like the RA65 assembler I have a replacement
for that too, which hopefully be uploaded somewhere eventually

Ken Siders
cp576@cleveland.freenet.edu

2240. Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 09:47:31 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405091047.AA19179@dylan.newi.ac.uk>
Source record: 101359

Here are some games that I remember being advertised in the UK but never saw
the light of day ...

SYSTEM 3

Bankok Knights
The Last Ninja

HARLEQUIN

Shadow of the Beast
Menace
The Last Ninja (bought the rights from System 3)

MARTECH

Zoids

HEWSON

Nebulus - wasn't actually advertised but had been promised in a news article in
Atari User magazine.

One other anomaly was the rumpus over Elite. As I recall, after many complaints
that Atari users were being left out in the cold, Firebird (the publishers)
finally came out into the open and said that work on an Atari version had begun
but that the programmers had left the company and so the project was shelved.
Whether or not they said this just to keep us quiet is anyone's guess!

Anyway, a couple of years later, I read a letter to Page 6 from someone who
claimed to have a copy of both Elite and The Last Ninja. I've little doubt that
System 3 had done some work on the game and it's quite possible that an
unfinished version did leak out ... but Elite?

Reading through the previous list of US vapour software, I was surprised to see
the entry on Moreta: Dragonlady of Pern. Being a fan of Anne McCaffrey's stuff
(originating from a review I once read about Epyx's Dragonriders of Pern),
Moreta is one of her best books. However, I do wonder how they could have turneda single
book like this one into a game ... it's something that's been puxxling
me for a while. Okay, you grab a bunch of books and come up with something
that's loosely based on the enire series ... fine, I understand how they did
that. But Moreta? Good book, but I wouldn't have thought that it would lend
itself to a game ... single books seldom do with Dune being the only one that's
come out of these book tie-ins unscathed.

Anyone know what Moreta: Dragonlady of Pern looked like?

David Davies
The Atari Classic Programmer's Club
MBITDC9306@newi.ac.uk

2241. Re: Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 11:22:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940509112237MIS0160@MVS.UDEL.EDU>
Source record: 101363

One title that was promised for the 8-bit Atari was "Marble Madness"
by Electronic Arts. I've heard rumors that it had been released and
even heard from a couple of people who had seen it--but noone has
offered a copy for sale. If anyone has a copy for sale, let me know.

Roger Cole INTERNET: Roger.Cole@MVS.UDEL.EDU

2242. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 12:51:36 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2qlbko$kag@dux.dundee.ac.uk>
Source record: 101360

kamaro_kid@delphi.com wrote:
: James R. Gilbert <cb541@cleveland.Freenet.Edu> writes:
:
: >In my opinion the 1020 is not a 'serious' machine. It's a toy.
:
:
: I dont know.. My 1020 comes in handy doing message dumps, email dumps
: and I've even used it to do some hard-core plotting.
:
: It's more useful than just being a "toy".

The 1020 has potential, but is let down a bit by the construction. Oh, and
the pens which don't last. Anyone know where you get them in the UK?

-Graeme Fenwick

2243. Re: Composite video cables

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 14:33:06 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0u8x@legend.akron.oh.us>
Source record: 101365

Concerning the 5-pin din plug to the 130xe, I apologize, since I have a 65xeg which has a regular rca plug at the computer end. I assumed the 130xe had the same. (These are computer to monitor connections of which I speak).

2244. Re: Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 14:39:11 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May9.143911.8771@cs.nott.ac.uk>
Source record: 101361

In article <111088@cup.portal.com> Jeff_M_Lodoen@cup.portal.com writes:
>I've been reading through my collections of Antic and ANALOG. I've
>seen pre-announcements for many titles that were never released for
>the Atari 8-bits. Most of these announcements came in mid-1984. The
>ups and downs of the following months laid waste to 'em.

[lots of other titles cut out]
>
>Epyx
>----
>Rogue
>
There was a Rogue release over here by Mastertronics.... Is it the same one?
This one was a graphical RPG of sorts I think (I've never actualy played it
but I saw the inlay cover). Something about exploring dungeons, having hit
points, food, etc....
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2245. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 15:00:57 UTC
From: jjmcwill@next5
Message-ID: <2qlj79$cjd@mtu.edu>
Source record: 101362

Kenneth L Siders (cp576@cleveland.Freenet.Edu) wrote:
:
: I patched by linker replacement for LINK65 (with CC65)
: to generate action code blocks and to insert undefined
: symbols verbatim in the code blocks - symbol is to be
: defined within action. You can add a constant to a label:
:
: lda a+1
:
: would generate:
: [173 a+1]
:
: You cannot however take the low or high of the symbol
: since action only allows the + operator in constants.
:
: If anyone is interested, let me know.
:
: If you don't like the RA65 assembler I have a replacement
: for that too, which hopefully be uploaded somewhere eventually

So, you have rewritten the RA65 and LINK65 programs, and these can
produce Action code blocks instead of CC65 .COM programs? How interesting!
Yes, by all means, upload them so we can have a look!

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2246. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 18:46:44 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <111247@cup.portal.com>
Source record: 101364

> SYSTEM 3
> --------
> Bankok Knights
> The Last Ninja

The same people who did World Karate Championship. I was wondering; Some of Broderbund's early games (A.E. for one) were made in Japan by a company called "Programmers 3". Are they related to "System 3"?

Jeff_M_Lodoen@cup.portal.com

2247. Re: Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 18:49:15 UTC
From: azure@cs.oberlin.edu
Message-ID: <AZURE.94May9144915@occs.cs.oberlin.edu>
Source record: 101366

Raphael J Espino writes:

>There was a Rogue release over here by Mastertronics.... Is it the same one?
>This one was a graphical RPG of sorts I think (I've never actualy played it
>but I saw the inlay cover). Something about exploring dungeons, having hit
>points, food, etc....

I have an Antic Atari Rogue game that came on one of the
monthly disks with magazine. It seems to match your description as
far as I can tell. It was very simplistic though (no color, for
example).

--David "Azure" Leland

2248. Anybody got the at800xl emulator to work?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 19:20:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2dcee437@p17.f1540.n244.z2.fidonet.org>
Source record: 101398

Hi Darrel!

Sonntag, 08 Mai 1994 04:24, Darrel Davis wrote to All:

DD> Has anybody got the 8bit emulator to run on a PC? I have
DD> a 486DX/33 with 16MB RAM and a Cirrus Logic LB card. The
DD> screen goes blank and shuts down the video. I would really
DD> like to get this thin working

by me it made the same...then i downloaded an VESA-Emulator and put this before
the emulator in the batch-file....and tick..tick IT RUNs :-))
but you have to play with the memory-options....
I have got an ISA ET4000 Card...and an 486SX.
I blanked the SLOWKEY-Entry...i cant find a Programm to set it back to fast.
When the XFormer would only a little better i would be sooo happy :-)))

Bye
Guido.

2249. Atari User Group meeting - Wed May 11/94 - Last until Sept

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 21:01:56 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <CpJzr9.BDy@undergrad.math.uwaterloo.ca>
Source record: 101378
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In May, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting which will also
be the last one until September.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our updated catalog disk and our
disk-of-the-month.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, May 11, 1994
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

2250. CFV: comp.sys.atari.announce moderated

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 23:10:06 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.announce-CFV1@uunet.uu.net>
Source record: 101367
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.8bit,maus.sys.atari.hardware,maus.sys.atari.software,maus.sys.atari.talk,ctdl.sys.atari.st,fido.ger.atari,fr.comp.sys.atari

```
FIRST CALL FOR VOTES (of 2)
moderated group comp.sys.atari.announce

Newsgroups line:
comp.sys.atari.announce Atari related hard/software announcements. (Moderated)

Votes must be received by 23:59:59 UTC, 30 May 1994.

After this CFV appears on news.announce.newgroups it will be sent to
the mailing list <lexicor-list@lexicor.com>.

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Sui <ysiu@lexicor.com>

CHARTER (Yat Siu)

The proposed group will provide a forum for the announcement and
release of new atari related products:

* atari computer hardware and software
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three
groups are discussion forums for their (specific) related hard and
software. Product announcements in these discussion forums of new
releases by either commercial, shareware groups can often be
considered a service but not encouraged. The atari computer market is
not very widely distributed and it is getting increasingly harder to
know more about new products.

To begin with a product announcement group would encourage the
people to announce their new products for the benefit of all atari
computer users. It will also allow the reader to focus for a new
newsgroup only for product announcements or press releases and will
also make the reader more aware of his/her options.

HOW TO VOTE

Send MAIL to: voting@qualcomm.com
Just Replying should work if you are not reading this on a mailing list.
```

Your mail message should contain one of the following statements:
I vote YES on comp.sys.atari.announce
I vote NO on comp.sys.atari.announce

You may also ABSTAIN in place of YES/NO - this will not affect the outcome. Anything else may be rejected by the automatic vote counting program. The votetaker will respond to your received ballots with a personal acknowledgement by mail - if you do not receive one within several days, try again. It's your responsibility to make sure your vote is registered correctly.

One vote counted per person, no more than one per account. Addresses and votes of all voters will be published in the final voting results list.

2251. Re: Composite video cables

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-09 23:30:50 UTC
From: Krishna@max.tiac.net
Message-ID: <2qmh3a$dd4@sundog.tiac.net>
Source record: 101368

ROBERT STOUT (rstout@legend.akron.oh.us) wrote:
: Concerning the 5-pin din plug to the 130xe, I apologize, since I have
: a 65xeg which has a regular rca plug at the computer end. I assumed
: the 130xe had the same. (These are computer to monitor connections of
: which I speak).

The XEGS followed the way video is handled on the NES/SNES which is via a direct composite RCA for video and 1 or 2 audio channels.

Thus it lacks an output for chroma and luma.

2252. FREDDY VS MMU

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 01:34:59 UTC
From: mathy.van.nisselroy@bbsw.wlink.nl
Message-ID: <9405100134.A9006wk@bbsw.wlink.nl>
Source record: 101369

Howdy Folks

Some of you guys where asking what the FREDDY chip does. Well, I asked this Kaj De Vos some time ago, and here is what he had to say.

Message: 239 (#6899)
Title: MMU/Freddy
Author: Kaj de Vos
To: Mathy Van.Nisselroy
Posted: Tue 2-Mar-93 at 9:38:10pm
Replies: 0
Origin: Kaj's Pro Point
Enschede, The Netherlands

Hi Mathy,

The MMU chip divides memory into 2K blocks and decides which part of memory, RAM, ROM or I/O chips to activate during a read or write cycle of the CPU. It's also capable of making the self test ROM appear in the 2K window from address $5000 to address $57FF, while it's physically stored in the ROM chip at $D000 to $D7FF - which in turn is where the I/O chips appear.

Freddy does the work of several smaller chips in older models and controls the extra memory in the 130XE. So, it divides the extra RAM memory into 16K blocks, and decides which one should appear at the window from $4000 to $7FFF.

Kaj

Kaj will join us here in a sort while, he's the techno dude, so don't ask me.

Your noble survant

Mathy Van Nisselroy

2253. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 03:28:18 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994May10.032818.3957@vpnet.chi.il.us>
Source record: 101373
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Suburban Chicago Atarians (SCAT) will hold its May meeting on Tuesday 5/17 at 7:30 PM (room opens at 7:00) at the College of DuPage, Room K157 (Building K is just west of Lambert Rd. on 22nd St.), in Glen Ellyn, Illinois. Both an ST (TT) demo (Das Vektor, I believe) and an 8-bit (XE) demo (SynFile/Calc/Stat) are planned.

For more information, call the SCAT "Graceland North" BBS, (708) 545-2554 (24 hrs., 3/12/24/96/14.4), or contact Nick (see below).

Nick DiMasi
(SCAT President)
phone: (708) 790-3435
Internet: (perm.) nickd@vpnet.chi.il.us
(temp.) dimasi@ssd.comm.mot.com
Delphi: TURBONICK (or TURBONICK@delphi.com)

2254. WANTED: Atari Floppy Drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 03:52:55 UTC
From: bobh@crash.cts.com
Message-ID: <CpKIs9.4xM@crash.cts.com>
Source record: 101370

I'm looking for a Floppy drive with Atari DOS 2.5 for a 130XE.

If you have one to sell Please E-mail me back or call Mike Bell
at (619) 427-3601

bobh@acm.org

2255. Super Video Modification,

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 04:38:01 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <768667981.AA02428@rochgte.fidonet.org>
Source record: 101403

Quoting From: Krishna@max.tiac.net (Glenn Saunders)

GS>Dag Hugdahl (Dag.Hugdahl@f47.n282.z1.fidonet.org) wrote:
GS>: Quoting from: jjmcwill@next5 (Jeffrey J. McWilliams)
GS>: JJ>No, the Super Video 2.1 article in Atari Classics is a much more
GS>: JJ>complete/extensive video upgrade than ANY previous video upgrade
GS>: JJ>published TO DATE.
GS>
GS>: I have a question about the Super Video upgrade. Will it help
video
GS>: output when used with a plain old TV?
GS>
GS>I seriously doubt it. Get a monitor dude. I didn't get a monitor until
GS>about a year ago and it was well worth my net $80 investment.
GS>
GS>The only time RF makes sense is on the 1200XL. The RF video actually
GS>looks BETTER than the monitor jack output! But with my RF-spewing hard
GS>drive setup it is impossible to use an RF modulator--at least not without
GS>lining it with 1/2" of solid tin foil shielding!
GS>
I know the feeling, seems as though my 1050 puts out a lot of
interference
until it has been on for an hour or so, then the screen is pretty clear.
I really should pick up a monitor though. BTW: What kind do you have?

-Dag- ---> dag.hugdahl@rochgte.fidonet.org

* PabQwk 2.0 #23 * It's been Monday all week.

2256. Re: XEP80 ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 05:10:24 UTC
From: ricortes@delphi.com
Message-ID: <Z24u854.ricortes@delphi.com>
Source record: 101371

By coincidence I found out today that Mitsubishi <SP?> used a DB25 in their Diamond Scan Multisync monitors. If you can't find info specific for your NEC you may want to ask for their pin out.

2257. Re: Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 08:52:43 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May10.085243.7016@cs.nott.ac.uk>
Source record: 101372

In article <AZURE.94May9144915@occs.cs.oberlin.edu> azure@cs.oberlin.edu (David "Azure" Leland) writes:
>Raphael J Espino writes:
>
>>There was a Rogue release over here by Mastertronics.... Is it the same one?
>>This one was a graphical RPG of sorts I think (I've never actualy played it
>>but I saw the inlay cover). Something about exploring dungeons, having hit
>>points, food, etc....
>
> I have an Antic Atari Rogue game that came on one of the
>monthly disks with magazine. It seems to match your description as
>far as I can tell. It was very simplistic though (no color, for
>example).
>
I don't think so, this one was a commercial release on cassette and had colour as far as I can remember.. sorry I can't be anymore specific... I'm going to have to play it one day (it belongs to my brother).

--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2258. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 12:13:48 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2qntps$6kc@dux.dundee.ac.uk>
Source record: 101374

David Davies (mbitdc9306@newi.ac.uk) wrote:
: Here are some games that I remember being advertised in the UK but never saw
: the light of day ...

: HEWSON
: ------
: Nebulus - wasn't actually advertised but had been promised in a news article in
: Atari User magazine.

If I had a pound for every game Atari user announced I would be a millionaire by now (well,possibly not, but I'd be rich anyway). Atari user seemed to print almost ANYTHING without question, most of it turned out to be for the Atari ST (the press releases obviously said "Atari", and they probably didn't bother checking that they actually meant the 8-bit, even when it was a company which NEVER released Atari games. Page 6 was much better in this sense- in fact, Page 6 was (IS..) a magazine which felt like it was made by Atari fanatics, whilst remaining professional. Atari User (the OLD one) sometimes too... well, it could almost be one of a million magazines. We're lucky- Page 6 (aka NEW Atari User) are still here.

-Graeme Fenwick

2259. Re: Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 12:18:05 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2qnu1t$6kc@dux.dundee.ac.uk>
Source record: 101375

Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
: One title that was promised for the 8-bit Atari was "Marble Madness"
: by Electronic Arts. I've heard rumors that it had been released and
: even heard from a couple of people who had seen it--but noone has
: offered a copy for sale. If anyone has a copy for sale, let me know.

Page 6 (the publishers of New Atari User) were selling it a while ago, if I remember correctly, but I'm damn sure I've seen it for the Atari somewhere (the Classic, not the ST)

-Graeme Fenwick

2260. AT800XL.ZIP !!! It works!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 12:22:56 UTC
From: "Robert R. Anschuetz II" <rra@orl1.orlando.loral.com>
Message-ID: <1994May10.122256.16746@wdl.loral.com>
Source record: 101377

In article <2qjjt7$5op@redstone.interpath.net> mike curtis,
slack@mail-hub.interpath.net writes:
>>It works (slowly) on my 386/40 w/ 8 megs of ram. It SEEMS to crash
>> when I first start it because it takes a LONG time to initalize. If
you
>> get the colors up it IS working on starting up.

>I got it up under and OS/2 virtual dos box. It worked! I saw the READY
>prompt and it responded to my typing. Now the hard part. How do I load
>a program. All of my games are on single density Atari disks. How do I
get
>some programs to run. This could be very cool!!

It works just fine under DOS 6.0 for my 486/33. Don't get too excited
yet, though, since it doesn't support Player Missile Graphics or Sound,
which means that 99% of your games wouldn't work even if you did
figure out how to load them (I can't figure it out, either!).

I've been able to get into the self-test mode of the XL series using some
of the function keys, plus run some short BASIC programs I typed in. It
does support all of the CTIA graphics modes, but none of the GTIA modes.
For instance, you can type:

```
10 GRAPHICS 7
20 COLOR 1
30 PLOT 0,0
40 DRAWTO 159,95
50 END
RUN
```

The emulator will go into 160x96 mode with text window and draw a diagonal
line.

The emulator also supports the ATASCII character set, along with inverse
video.

It's fun to play around with, but really pretty limited. Does anybody
know if
anybody is working on updating this emulator in Germany to support PM
Graphics
and sound?

Robert

2261. Re: FREDDY VS MMU

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 13:58:01 UTC
From: ricortes@delphi.com
Message-ID: <pS+Mkv5.ricortes@delphi.com>
Source record: 101376

I've read Fred also divides a 14.3xx crystal in 130XE down to the standard 800 system clock.

2262. Where can I get AT800XL.ZIP?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 16:47:19 UTC
From: swanson@metalx.enet.dec.com
Message-ID: <2qorsc$pjp@sousa.amt.ako.dec.com>
Source record: 101379

Hi, where can I get AT800XL.ZIP? Is it on an ftp site somewhere?

Ken

~~~~~~
Sample .sig.... this is only a test
~~~~~~

2263. Background music on games

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 20:04:55 UTC
From: vparada@inf.utfsm.cl
Message-ID: <CpLrw0.13A@inf.utfsm.cl>
Source record: 101411

Hola mundo.

From time to now, many games have great soundtrack while playing.
Some demos in the archive put various games' tracks where one can
select and hear it. It seems that all that music was created using
the same program... Am I right? Which? Is it PD?

Thanks... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

2264. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 20:19:23 UTC
From: vparada@inf.utfsm.cl
Message-ID: <CpLsK4.16t@inf.utfsm.cl>
Source record: 101412

Hola mundo.

Glenn Saunders <Krishna@max.tiac.net> wrote:
>I loaded Bobterm, set to 19.2K, and dialed up. 19.2k connection!!!
>Logged on, then dropped to DOS and loaded FlickerTerm up and set the baud
>rate to 19.2K and colors the way I like it and translation to 19.2K.

Where can I find FlickerTerm? I'm currently using a 9600 baud connection
and no vt-100 emulation because of the data lost.

BTW, which is the name of the other emulator? I lost many posts :-(

Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

2265. Looking for Phillip Price...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 21:23:47 UTC
From: hjb5@merhaba.cc.columbia.edu
Message-ID: <2qou13$bde@apakabar.cc.columbia.edu>
Source record: 101395

I cannot find Alternate Reality anywhere, I heard you write on this group occasionally. I'm looking for it and wonder if it ever hit the IBM platform.

Harlan

2266. ---Cartridges for sale---

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-10 22:45:34 UTC
From: msjarachovic@csupomona.edu
Message-ID: <1994May10.144534.1@clstac>
Source record: 101397

Cartridges for sale!

$5.00 each or 3/$10.00 Shipping included with all orders.
No boxes or docs. They're a little scratched up but they all work.

Centipede
Defender
Star Raiders
Pole Position
Joust
Dig Dug
Jungle Hunt
Pac-Man
Ms. Pac-Man
Donky Kong
Computer Chess
Music Composer
Pilot Programming Language
Soccer
Computer War
Decathlon

Email me if your interested.
Thanks,
Matt Jarachovic
Msjarachovic@csupomona.edu

2267. Re: FREDDY VS MMU

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 01:53:29 UTC
From: Krishna@max.tiac.net
Message-ID: <2qpdqq$10a@sundog.tiac.net>
Source record: 101380

ricortes@delphi.com wrote:
: I've read Fred also divides a 14.3xx crystal in 130XE down to the standard
: 800 system clock.

Freddie is also responsible for Antic banking.

2268. Modem & Telecom Software ?'s

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 02:34:23 UTC
From: lordthan@news.delphi.com
Message-ID: <2qpg7f$8qc@news.delphi.com>
Source record: 101381

Well.

I managed to salvage most of my 8-bit's software, so I'm happy about that. However, I made the realization that (duh) lots of time has passed me by. I've been out of the 8-bit Atari scene since about '87 or so, and when I left, I was using a US Robotics 2400 baud modem and 850 Express (with a PR Connection). Back then, this was a good thing. :)

I have a spare high speed (14.4K w/all the extras) modem sitting here. Can the 800XL handle a high speed modem? I noticed that 850 Express can only go up to 2400 baud. Is there anything better?

Basically, I'd like to know if:

* The 800XL can use a high speed modem, and if so, what special modifications need to be made.
* There's a good telecommunications program for the 800XL that can accomodate the "big three" protocols (X,Y,Zmodem) and the high speed modem.

Replies to mail would be the coolest.

-Steve

2269. Re: Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 03:44:08 UTC
From: junkster@chinook.halcyon.com
Message-ID: <2qpka8$aa8@nwfocus.wa.com>
Source record: 101396

How about the previews of upcoming type-in games in ANALOG that were never published? I remember:

* HChess by Tom Hudson
* An unnamed "defend the U.S. from nuclear attack game." The preview showed an overhead map of the U.S. with various cities labeled. The graphics had a very Retrofire-ish look to them, so I wouldn't be surprised if it was another Tom Hudson game.
* Tachyon by Brian Moriarity. This one looked like a clone of Quantum, which might have been very cool. I can't think of any other Quantum knock-offs.

James Hague
junkster@halcyon.com

2270. 8-bit equip. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 04:15:54 UTC
From: j.dewell@genie.geis.com
Message-ID: <199405110415.AA2583223513@relay2.geis.com>
Source record: 101394

```
May 10, 1994

This is an updated for-sale list
of 8-bit equipment.
CPUs
----

800XL...256K RAM...REV C BASIC...
SUPER VIDEO --- $65

800XL...256K RAM...REV C BASIC...
SUPER VIDEO --- $65

800XL...256K RAM...REV C BASIC...
SEPARATE VIDEO --- $65

Drives
------

1050 --- $50

1050 w/US DOUBLER --- $65

1050 w/US DOUBLER --- $65

XF551 --- $80

Monitors
--------

Commodore 1802 color w/
separate and composite
video input --- $75

That's all, folks! You pay shipping
and handling, carrier of your choice
(i.e. U.S. Snailmail, UPS, FEDEX).
I guess C.O.D. would be easiest for
everyone. (Of course, you *could*
send the money ahead of time...
"Trust me, comrade, I have best
interests at heart... mine of course.")
All items are in good working condition
and have the pertinent documentation,
software, etc. included (of course).
Later!
```

Jack Dewell, Jr.
GEnie: J.DEWELL
Internet: j.dewell@genie.geis.com
voice phone: 408-246-9863

2271. Expanded memory

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 04:46:56 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199405110446.AA2817225384@relay2.geis.com>
Source record: 101399

If this '802/'816 hack does get off the ground, perhaps it should come with a "0k RAM" board - eight eighteen pin sockets. Plug in eight 64x1k RAM chips, and you've got 128k linear. 256x1k RAM chips, and you're at 320k linear. 1024x1k or 4096x1k and you're at 1088k or 4160k linear - and you can upgrade it yourself, no problem. Adding the sockets would probably raise the price for a commercial board by about $5 per unit - though it's getting away from a cheap, universal hack, it'd still be a preferential upgrade path.

(mind you, I'm assuming that the new 1 and 4 meg RAMs are essentially pin-compatible with the older 64 and 256 k chips, like EPROMs are. Anyone out there who can confirm or deny this?)

Dave Paterson

2272. Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 05:02:30 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <2qpot6$85g@ucsbuxa.ucsb.edu>
Source record: 101400

Does anyone have any info on XE Xenophobe or
XE MidiMaze? These were prominently touted in
Atarian magazine in August 1989...
I have even seen pictures of XE Xenophobe....

David

2273. Need Atari terminal program

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 07:05:15 UTC
From: lrfrederick@ualr.edu
Message-ID: <1994May11.010515.1@ualr.edu>
Source record: 101401

I need to get a terminal program with at least xmodem download support
for my Atari 800XL with 850 interface. Could someome be kind enough to
give me a copy of a PD terminal if I were to send them a disk?
Thanks.

lrfrederick@athena.ualr.edu

2274. 850 question

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 15:51:57 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1994May11.155157.39917@austin.onu.edu>
Source record: 101404

I haven't had a chance to examine my 850 manual, so I will ask some knowledgable person here instead. If I attempt to connect an IBM serial device (i.e. a disk drive) to my 850, do I have to connect it to R1: in order to have both R/W access? If I remember, only R1: has both input and output capabilities. If this is correct, is there any way to connect both a modem and a DD to an 850?

Please reply to lmurdock@austin.onu.edu or l-murdock@onu.edu

Thanks!
Lance "Ate_bit" Murdock
Senior EE Student

2275. Re: Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 16:20:46 UTC
From: vparada@inf.utfsm.cl
Message-ID: <CpnC2r.9oH@inf.utfsm.cl>
Source record: 101413

Hola mundo.

Is there a list of commercial games that are now on the PD?
Is there a list of PD games?
Is there a list of games not PD and not commercial (never released) ?
Is there a list of sites (not the atari.archive) to ftp for them?
Is there a list of questions like these? :-)

It could be interesting that owr own old (not well programed) games
can be shared. I've written many games (in BASIC w/ML) that never
give to someone...

Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

2276. Re: Super Video Modification,

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 16:23:46 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CpnC7n.92s@cbfsb.cb.att.com>
Source record: 101415

In article <768667981.AA02428@rochgte.fidonet.org> Dag.Hugdahl@f47.n282.z1.fidonet.org (Dag Hugdahl) writes:
>Quoting From: Krishna@max.tiac.net (Glenn Saunders)
>
>GS>Dag Hugdahl (Dag.Hugdahl@f47.n282.z1.fidonet.org) wrote:
>GS>: Quoting from: jjmcwill@next5 (Jeffrey J. McWilliams)
>GS>: JJ>No, the Super Video 2.1 article in Atari Classics is a much more
>GS>: JJ>complete/extensive video upgrade than ANY previous video upgrade
>GS>: JJ>published TO DATE.
>GS>
>GS>: I have a question about the Super Video upgrade. Will it help
>video
>GS>: output when used with a plain old TV?
>GS>
>GS>I seriously doubt it. Get a monitor dude. I didn't get a monitor until
>GS>about a year ago and it was well worth my net $80 investment.
>GS>
>GS>The only time RF makes sense is on the 1200XL. The RF video actually
>GS>looks BETTER than the monitor jack output! But with my RF-spewing hard
>GS>drive setup it is impossible to use an RF modulator--at least not without
>GS>lining it with 1/2" of solid tin foil shielding!
>GS>
> I know the feeling, seems as though my 1050 puts out a lot of
>interference
>until it has been on for an hour or so, then the screen is pretty clear.
>I really should pick up a monitor though. BTW: What kind do you have?
>

One possible method of decreasing the level of interference in going into a TV RF input is to place a CB interference filter on the output lead from the RF modulator. This helped a great deal with a very old terminal board I drove into a TV set.

The problem seemed to be that low frequency RF was getting into the set thru the modulator and the lead to the set. The filter cleared it up.

Currently, it looks like page 62 of the 94 Radio Shack catalog, catalog number 15-579, $4.29.

--
Richard Dell

2277. Re: Rana Systems 1000

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 16:41:26 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May11.164126.528@iglou.com>
Source record: 101419

I use a Rana 1000 in conjunction with MYDOS 4.5.1M and am able to access any density through a DOS option.

As far as speeding things up, about the only soft option there is is to kill write verify (NOT RECOMMENDED, speaking from personal experience) because lets face it, the SIO bus runs at 19.2 kbps. Period. End of statement. No faster and no slower no matter what.

(not to mention that it is a <<serial>> bus, so, we're basically screwed on that count.

I have heard that utilities such as FastDupe and SuprDupr get their speed through some modification of the write verify process, but I don't <<know>> anything for sure about this.

2278. Games that almost were (again) ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 16:54:07 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405111754.AA00299@dylan.newi.ac.uk>
Source record: 101405

I've just been reading an old Silica Shop catalogue I have and in it, I noticed quite a few games that were due to be released. These included several adventuregames from Robico and some stuff from Tynesoft.

With regards to the Tynesoft products, I remember reading a letter in Atari User (the old one) from someone wondering where some of these titles were. The following issue, someone from Tynesoft wrote an irate letter to the mag asking where the author of the previous letter had got his information from since they hadn't made any press releases ... maybe they weren't on Silica's mailing list. :)

Another title I've just remembered is a game that was advertised called 'Jackal' from Konami. Also, when I bought my machine in 1985, there was a card enclosed listing a load of games both available and 'available soon'. Needless to say most of these 'available soon' titles were never released ... Ocean's highly acclaimed 'Match Day' is a case in point.

David Davies.
MBITDC9306@newi.ac.uk

2279. Hitch-Hikers Guide T.T. Galaxy

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 16:56:55 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405111757.AA00316@dylan.newi.ac.uk>
Source record: 101402

HEEEELP!!!!!

Anyone know how to get past the door in Infocom's Hitch-Hikers Guide to the Galaxy? I've been stuck at this point for the past five years!

I think you're supposed to have tea and no tea, but how do you manage it?

David Davies
MBITDC9306@newi.ac.uk

2280. Re: Suche XE-Tastatur- looking for a 65XE-Keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 16:57:04 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May11.165704.1539@iglou.com>
Source record: 101407

Guido Lehwalder (Guido_Lehwalder@p17.wildcat.fido.de) wrote:
: Hello Hendrik!

: Dienstag, 26 April 1994 18:39, Hendrik Merkel wrote to All:

: HM> Howdy XL-XEer!
: HM> I've been lokking for a keyboard for my 65XE-Machine. Please
: HM> tell me, if you are able to send me one!
: HM> Thanx and Danke!
: HM> Biker (Hendrik Merkel)

: if you get more than one and you dont need it, please contact me!
: I am searching in the same way for an Keyboard for my new founded
: 130XE (aehm...new by me , no new Product).

I don't know about the 130XE keyboard (haven't even checked to see if I have the book for it) but when I blew my 800 keyboard I took an old IBM 101 key keyboard, scraped all the traces off it with a razor blade and hardwired the whole thing. What with a few diodes and such I was even able to make the cursor control (arrow) keys work and assign some other stuff to the function keys.

It just looks funny with a 101 sitting in front of the poor old 800.

Robin

robmach@iglou.com
CIS 76420,1567 No tag or sig yet. vi is still pissin' me off.

2281. Re: 1020 plotter problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 17:30:10 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May11.173010.2245@iglou.com>
Source record: 101406

Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:
: kamaro_kid@delphi.com wrote:
: : James R. Gilbert <cb541@cleveland.Freenet.Edu> writes:
: :
: : >In my opinion the 1020 is not a 'serious' machine. It's a toy.
: :
: :
: : I dont know.. My 1020 comes in handy doing message dumps, email dumps
: : and I've even used it to do some hard-core plotting.
: :
: : It's more useful than just being a "toy".

: The 1020 has potential, but is let down a bit by the construction. Oh, and
: the pens which don't last. Anyone know where you get them in the UK?

: -Graeme Fenwick

Hmmph. Don't know about the UK but in the states Radio Shack (do you
those?) sold a pen plotter that used a compatible pen for a while.

I know, thats small help.

Robin

robmach@iglou.com
CIS:76420,1567

2282. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 17:34:21 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May11.173421.2358@iglou.com>
Source record: 101408

David Davies (mbitdc9306@newi.ac.uk) wrote:
: Here are some games that I remember being advertised in the UK but never saw
: the light of day ...

: SYSTEM 3
: --------
: Bankok Knights
: The Last Ninja

: HARLEQUIN
: ---------
: Shadow of the Beast
: Menace
: The Last Ninja (bought the rights from System 3)

: MARTECH
: -------
: Zoids

: HEWSON
: ------
: Nebulus - wasn't actually advertised but had been promised in a news article in
: Atari User magazine.

: One other anomaly was the rumpus over Elite. As I recall, after many complaints
: that Atari users were being left out in the cold, Firebird (the publishers)
: finally came out into the open and said that work on an Atari version had begun
: but that the programmers had left the company and so the project was shelved.
: Whether or not they said this just to keep us quiet is anyone's guess!

: Anyway, a couple of years later, I read a letter to Page 6 from someone who
: claimed to have a copy of both Elite and The Last Ninja. I've little doubt that
: System 3 had done some work on the game and it's quite possible that an
: unfinished version did leak out ... but Elite?

: Reading through the previous list of US vapour software, I was surprised to see
: the entry on Moreta: Dragonlady of Pern. Being a fan of Anne McCaffrey's stuff
: (originating from a review I once read about Epyx's Dragonriders of Pern),
: Moreta is one of her best books. However, I do wonder how they could have turneda single
book like this one into a game ... it's something that's been puxxling
: me for a while. Okay, you grab a bunch of books and come up with something
: that's loosely based on the enire series ... fine, I understand how they did
: that. But Moreta? Good book, but I wouldn't have thought that it would lend
: itself to a game ... single books seldom do with Dune being the only one that's
: come out of these book tie-ins unscathed.

: Anyone know what Moreta: Dragonlady of Pern looked like?

: David Davies
: The Atari Classic Programmer's Club
: MBITDC9306@newi.ac.uk

As far as Moreta etc. is concerned, somewhere here in the wreckage I do have a disk labelled Dragons of Pern. I'll scout it out and see if its still runable and give you a report.

2283. Re: Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 17:47:07 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May11.174707.2500@iglou.com>
Source record: 101409

As far as Marble Madness goes, I just rented a version that had been portd over to either Sega Genesis or Super NES, can't remember which, but I remember being surprised because it carried an Atari trademark. this was only a month or two ago. If you like, I'll see if I can scout it out again (I know where I rented it) and see if I can find out who released it. Maybe you can backtrack to Atari version, if one ever existed. (remember, Jack Warner stood Atari on its proverbial ear when he bought them out. Who knows what happened to code in developement at the time.)

Robin

robmach@iglou.com
CIS: 76420,1567 No, the sig ain't done yet.

2284. Hardware manuals..

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 18:22:49 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May11.182249.3372@iglou.com>
Source record: 101410

I have access to a former Atari field engineers entire collection of hardware, software and manuals. While it would be a violation of copyright laws for me to copy these for anyone or even to retype portions of them in a post, I can look things up in them and attempt to answer questions. I've hacked Atarii (plural) since the early eighties so I can probably point you in the right direction, anyway. These are the original Atari tech manuals, not somebody elses retroengineering.

Robin

robmach@iglou.com
CIS: 76420,1567

2285. Logo (computer lang.) books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 19:20:37 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097E469.C2D447E0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 101427
Cross-posted to: misc.forsale.computers.pc-clone,comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit

Logo books-

2. Daniel Watt- Learning with Logo (BYTE Books)- Terrapin/Krell Logo, Apple Logo, TI Logo.

3. Tipps, Riordon and Bull- Nudges IBM LOGO Projects (Holt, Rinehart and Winston).

4. Harold Abelson- TI Logo (BYTE Books/McGraw Hill, 1984).

5. Children Working with Computers- TI LOGO (Children's Press, 1985)

Please e-mail offers to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804)293-8973. Thanks!

2286. AT800XL emulator discoveries

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 21:25:34 UTC
From: sean@lantronix.com
Message-ID: <Cpnq6M.2C9@gordian.com>
Source record: 101414

I've discovered a few things in the AT800XL emulator.

Function Keys:

F1 Help Key
F2 Start
F3 Select
F4 Option
F5 Reset
F6 Break

Also, at the Ready prompt, type in the command "DOS".

A test screen will pop up which will allow you to test the keyboard, memory, or audio/visual. If you have a sound blaster, you will can hear the test sounds. I haven't figured out how to get out of this utility without crashing the program.

Another thing, the program requires a 640x480x256 color graphics board to run. This means a VGA card with at least 512k ram. I'm using a TSENG 4000 based video card with 1meg. It works fine, if I don't run the VESA driver. Also, try to free up as much memory in dos before running the emulator.

The instructions mention something about creating a ram disk in order to load files, but I haven't been able to get this to work. I also don't know German!

If anyone finds any other features or uses for this emulator, please post them. Or find someone to translate the German instructions in to English!

2287. 256K 800XL Syatem 4 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 21:54:07 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <2qrk5v$nhr@nyx10.cs.du.edu>
Source record: 101416

256K COMPLETE ATARI SYSTEM FOR SALE:

Atari 800XL with 256K RAM (Newell RAM upgrade), two (2) 1050 floppy disk drives, INDUS GT floppy drive w/carrying case, 850 erial and paralel interface, 1010 cassette drive, Commodore 1702 composite color monitor, misc. software (inluding ATARIWRITER, ATARIWRITER+ and Atari Spell-Checker) and magazines. $500. plus shipping. Please reply by e-mail.

2288. Re: Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 22:25:09 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <111431@cup.portal.com>
Source record: 101417

> As far as Marble Madness goes, I just rented a version that
> had been portd over to either Sega Genesis or Super NES, can't
> remember which, but I remember being surprised because it
> carried an Atari trademark.

Because it was originally an Atari coin-op. But the company
was split into "Atari" and "Atari Games". Electronic Arts
got the home computer license, and an 8-bit version was
promised.

> Maybe you can backtrack to Atari version, if one ever
> existed. (remember, Jack Warner stood Atari on its proverbial
> ear when he bought them out. Who knows what happened to code
> in developement at the time.)

You mean Jack Tramiel. Atari never worked on a home
version of MM.

Jeff_M_Lodoen@cup.portal.com

2289. Re: Background music on games

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-11 22:31:02 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <111439@cup.portal.com>
Source record: 101418

> From time to now, many games have great soundtrack while
> playing. Some demos in the archive put various games' tracks
> where one can select and hear it. It seems that all that
> music was created using the same program... Am I right?
> Which? Is it PD?

There is a file named MUSIC.EXE that contains music from
26 games. I believe the music code from the games was
lifted, so it sounds perfect.

I assume the demo coders did the same. (which demos have
which?)

Jeff_M_Lodoen@cup.portal.com

2290. Super Video Modification

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 00:18:01 UTC
From: Dag.Hugdahl@f47.n282.z1.fidonet.org
Message-ID: <768766876.AA02606@rochgte.fidonet.org>
Source record: 101439

Quoting from: poehland%phvax.dnet@sb.com
P >To answer Dag Hugdahl's question about S-V performance with a TV:
P >
P >Yes, doing the S-V 2.1 mod WILL give some improvement when used with the
P >RF-modulator TV interface. However, the improvement is subtle at best.
P >If you re-read the article, you'll note I had nothing but bad things to
say
P >about the TV interface. S-V will improve the video signal actually
generated
P >by the computer, but after the spruced-up signal gets subjected to all the
P >atrocities it suffers in passing thru the modulation/demodulation process,
P >not to mention the bandwidth limit of the typical TV (4.5MHz on a good
day),
P >most of the benefits of the upgrade will be squandered. If you persist in
P >using a TV, S-V becomes a project that will be much work for small reward.

I think I need to get a monitor! :)

P > - Ben Poehland
P > The 8-Bit Alchemist

-Dag- ---> dag.hugdahl@rochgte.fidonet.org

* PabQwk 2.0 #23 * Atari 8-bits: Computers for the 21st Century!

2291. Re: Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 02:01:56 UTC
From: Krishna@max.tiac.net
Message-ID: <2qs2mk$ga2@sundog.tiac.net>
Source record: 101420

David Tipton (6500dtpt@ucsbuxa.ucsb.edu) wrote:
: Does anyone have any info on XE Xenophobe or
: XE MidiMaze? These were prominently touted in
: Atarian magazine in August 1989...
: I have even seen pictures of XE Xenophobe....
:
: David

I saw a pic in one of the mags. It looked good. The arcade version
wasn't exactly Genesis quality video so it was quite portable to the 8-bit.

How it played, I have no idea.

I've heard it wasn't finished, but really close. It was close enough to
get a preview though.

2292. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 02:06:07 UTC
From: Krishna@max.tiac.net
Message-ID: <2qs2uf$ga2@sundog.tiac.net>
Source record: 101421

Victor Parada G. (vparada@inf.utfsm.cl) wrote:
: Hola mundo.

: Glenn Saunders <Krishna@max.tiac.net> wrote:
: >I loaded Bobterm, set to 19.2K, and dialed up. 19.2k connection!!!
: >Logged on, then dropped to DOS and loaded FlickerTerm up and set the baud
: >rate to 19.2K and colors the way I like it and translation to 19.2K.

: Where can I find FlickerTerm? I'm currently using a 9600 baud connection
: and no vt-100 emulation because of the data lost.

: BTW, which is the name of the other emulator? I lost many posts :-(

I have tried to convince Clay to release it as a beta and not be TOO perfectionist. I'm hoping FlickerTerm will come out soon. Until then I can probably ask Clay on a case-by-case basis whether I can pass it along, but only if it doesn't lead to it getting spread over the nets until he says so.

It is tough being in a position of superiority here, as all I can do is let you know what is on the way.

I've got one semi-serious problem with FlickerTerm randomly popping into inverse or not killing inverse mode when it should. I'll put up with it myself, but at slower baud rates this could be more of a problem. It would be good for more people to beta-test it with the internet and see if they have the same problem.

2293. Re: Super Video Modification,

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 02:08:42 UTC
From: Krishna@max.tiac.net
Message-ID: <2qs33a$ga2@sundog.tiac.net>
Source record: 101422

Dag Hugdahl (Dag.Hugdahl@f47.n282.z1.fidonet.org) wrote:
: I know the feeling, seems as though my 1050 puts out a lot of
: interference
: until it has been on for an hour or so, then the screen is pretty clear.
: I really should pick up a monitor though. BTW: What kind do you have?

I have a C= 1802. I'd prefer a C= 1084S monitor just in case I get an
Amiga one day since that monitor will accomodate all 3 types of video,
RGB, split, and composite, as well as stereo audio.

2294. Re: AT800XL emulator discoveries

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 03:47:28 UTC
From: romer@access3.digex.net
Message-ID: <2qs8sg$f0r@news1.digex.net>
Source record: 101423

Sean Williams (sean@lantronix.com) wrote:
: I've discovered a few things in the AT800XL emulator.
: Function Keys:
: F1 Help Key
: F2 Start
: F3 Select
: F4 Option
: F5 Reset
: F6 Break
: Also, at the Ready prompt, type in the command "DOS".
: A test screen will pop up which will allow you to test the
: keyboard, memory, or audio/visual. If you have a sound
: blaster, you will can hear the test sounds. I haven't figured out
: how to get out of this utility without crashing the program.

Hit the "END" key (under the "HOME" key)

: Another thing, the program requires a 640x480x256 color graphics
: board to run. This means a VGA card with at least 512k ram. I'm
: using a TSENG 4000 based video card with 1meg. It works fine, if
: I don't run the VESA driver. Also, try to free up as much memory
: in dos before running the emulator.
: The instructions mention something about creating a ram disk in order
: to load files, but I haven't been able to get this to work. I also don't
: know German!
: If anyone finds any other features or uses for this emulator, please post
: them. Or find someone to translate the German instructions in to English!

typing LOAD "C: pulls up a file menu (as does SAVE "C:), but they crash
my machine, so I don't know how they work.

2295. Re: Where can I get AT800XL.ZIP?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 04:18:13 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <3537Lc7w165w@cybernet.cse.fau.edu>
Source record: 101424

> Hi, where can I get AT800XL.ZIP? Is it on an ftp site somewhere?
Hmm, seems to be a common question! FTP to
ftp.wustl.edu
And CD to
/pub/MSDOS_UPLOADS/emulators/atari800xl/at800xl.zip

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
By virtue we are locked, loaded, and ready to go.

2296. Pinball construction Set!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 04:28:02 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <FL47Lc8w165w@cybernet.cse.fau.edu>
Source record: 101425

Ive been looking for the Pinball Construction Set for yeatrs. Anyone
selling it? I saw it around here for $5 or something, and apparently the
UN
IX here dropped my message off in the street somewhere.
Looking to buy; reply email.

maestro@cybernet.cse.fau.edu

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
By virtue we are locked, loaded, and ready to go.

2297. Re: AT800XL emulator discoveries

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 05:28:41 UTC
From: slack@mail-hub.interpath.net
Message-ID: <2qseq9$eii@redstone.interpath.net>
Source record: 101426

In message <Cpnq6M.2C9@gordian.com> - sean@lantronix.com (Sean Williams) writes
:
I've discovered a few things in the AT800XL emulator.
>
>Function Keys:
>
>F1 Help Key
>F2 Start
>F3 Select
>F4 Option
>F5 Reset
>F6 Break
>
>Also, at the Ready prompt, type in the command "DOS".
>
>A test screen will pop up which will allow you to test the
>keyboard, memory, or audio/visual. If you have a sound
>blaster, you will can hear the test sounds. I haven't figured out
>how to get out of this utility without crashing the program.
>
>The instructions mention something about creating a ram disk in order
>to load files, but I haven't been able to get this to work. I also don't
>know German!
>
>If anyone finds any other features or uses for this emulator, please post
>them. Or find someone to translate the German instructions in to English!

Okay, here is what I have. This was sent to me by Mike Carlson. Thanks:

I have only gotten the included Zorro game to work with the
emulator, but having sold my Atari stuff (a stupid move that I regret
more and more every day) I don't have much to try out on it.

What you need to do is to hold down F2 and F4 when the Atari is
starting up, if you get a READY prompt it didn't work. (F5 will reset
the Atari, so keep trying.) If you get a file requester, keep going.

Choose a file called URLOADER from the file requester and press
ENTER to load it. (The emulator only thinks that it has a cassette
player attached so you have to press RETURN to get it to start loading.)

Once URLOADER loads the file requester will come back. This time
load TXH13 (or something like that...I can't remember off the top of my
head). Press RETURN and load this program. If things are going well you
should get some action on the Atari screen. Basically some program with
a wierd two arrow type prompt. You *have* to type (in uppercase) :C

(enter) followed by a B (enter). (Obviously don't type the (enter), but rather press ENTER.)

This will bring up the familiar requester again. This time choose ZORRO and press RETURN. After awhile (this thing isn't too speedy after all ;)), some garbage will fill the screen, and after a minute or two (depending on the speed of your computer) will come ZORRO.

The function keys are mapped to the Atari function keys, with F5 being System Reset and F1 being Help. (I'm sure you can figure out what the ones in the middle are :)). The PC keypad emulates a joystick with the 5 key being fire.

That's all I have figured out about the emulator. Hope this helps you get started on it. (If you figure anymore out and/or discover any software that works on it, pass it along.)

Lets keep the thread going. Keep discovering!!

2298. Re: Rana Systems 1000

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 07:19:04 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994May12.071904.17197@iglou.com>
Source record: 101432

I don't know about Rana drives, but I've used a 1050 and an XF551 for years without write verify and hardly ever have any problems. Write verify can really slow things down when you're trying to download or capture from a BBS. It's especially difficult with BBS software that puts a time limit on the ^S pause.

--
Bill Marcum bmarcum@iglou.com
I'm not just president of the Antler Club for Men...

2299. ROM Scanner ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 12:45:38 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405121345.AA03177@dylan.newi.ac.uk>
Source record: 101429

Anyone got one of the old VCS ROM Scanners or a similar device? I've got some plans on the drawing board for a similar device for the 8-bit that currently allows up to 8 carts to be connected/selected.

The current design I have (supplied by a contact in Ireland)

contains a single
button which is used to select through a bank of cartridges. The only problem at the moment is the fact that ..... it needs its own power supply! :-P This is, I assume, because of the fact that:

a) It uses half a dozen ICs.
b) Some cartridge lines are ALWAYS open to every cart connected to the device.

Both the above points means that the device will need more current than is supplied by using the cartridge port's power supply line.

I would think that the original VCS ROM scanner gets by this by switching off ALL unused cartridges completely and using seperate buttons for each cart, thus dispensing with the need for the extra ICs that our device uses.

Has anyone got schematics from the original VCS ROM Scanner or has one of these for sale? I had a chance to buy one a few weeks ago for a tenner, but passed it by ... silly me.

If anyone has spotted any mistakes in what I've said, please let me know 'cos I'm _NOT_ an electronics expert - just someone who likes to tinker with a soldering iron once in a while.

David Davies
MBITDC9306@newi.ac.uk

2300. Re: Where can I get AT800XL.ZIP?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 13:05:46 UTC
From: swanson@metalx.enet.dec.com
Message-ID: <2qtnln$a0b@sousa.amt.ako.dec.com>
Source record: 101430

In article <3537Lc7w165w@cybernet.cse.fau.edu>, maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes...
>> Hi, where can I get AT800XL.ZIP? Is it on an ftp site somewhere?
>Hmm, seems to be a common question! FTP to
> ftp.wustl.edu
>And CD to
>/pub/MSDOS_UPLOADS/emulators/atari800xl/at800xl.zip
>

I tried, but there is no atari800xl directory... Maybe it *used* to be there?

Ken

2301. SIO2PC / 800 ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 14:33:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <d24e4809@straight.ct.se>
Source record: 101448

-=> WFR.! Per-Erik "Pekka" Peterson <=-

per_erik_peterson@straight.ct.se

* (QW|{ 2.6 *

2302. Forwarded from Fidonet

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 14:33:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <d24e4a0a@straight.ct.se>
Source record: 101449

NR:220 AREA:Atari 8-bitars DATE:05-07-94 09:00
ALL ANDY FLOYD APACVIEW, ILBMREAD, AND C

I was just reading Mike Jewison's article in the Feb 94 AC... (I actually subscribed nyaah!) And I decided to make my voice heard. So if some kind person would echo this to Internet in the hopes of information exchange, please do!
I keep reading curious accounts of someone NOT getting decent color out put from Jeff Potter's truly amazing viewing software, the first of which I found called ILBMRead - a viewer for Amiga HAM pics. Then I discovered Apac View which has gotten upgraded many times - I still have a beef with it dividing horizontal resolutions of greater than 320 but less than 640 - sometimes not necessary. It should be optional... Or user-definable.

Anyway, I keep readin about people getting pale blue or red colors... Yes, I have gotten that on a regular color TV.. But I have gotten exactly what Mr. Potter intended, every time I do it. And what I do is VIDEOTAPE them onto my VHS VCR in SLP/EP (slowest) speed - from the composite video output on my Atari 8-bit to the VIDEO IN jack on my VCR. Then I play it back and get to see GIFs of the Grand Canyon with the rich hues of a picture postcard in APAC or Colorview modes.

Methinks the VCR boots the color response and the slow speed allows saturation to even out. Greens, oranges, yellows, and purples, along with the usual red and blue colors, all pop out nicely. Many many 256 color or 4096 HAM pics came out nicely this way. I even tried it with that demo for another amazing paint program, from an AIM disk, which claimed over 25,000 colors from the 8-bit!
Try videotaping a slide show of your 256 color APAC or COLORVIEWed GIFs and related pics in SLP/EP speed. I have a Sharp VCR bought through Minky Wards, FYI.

It works great with your APAC or Colorview pics in Graphics 9 res, and a little less with Graphics 15 res. But it certainly makes a world of difference either way.

Just my 8-bits' worth...
ANDY FLOYD

Ah, the demo was Escalpaint, I think... And I wish Degasview had a SAVE option. Searching around in RAM to find the mono save area was NOT fun, which I found out about when desperately wanting to save a mono pic of a Degas file.. ARGH!
* (QW|{ 2.6 *

2303. What is "Graphix AT"? Help.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 14:42:23 UTC
From: foltin@cherokee.nsuok.edu
Message-ID: <1994May12.144223.13458@cherokee.nsuok.edu>
Source record: 101431

I inherited a 130XE which came with a Smith-Corona, its interface, and a converter cable that connects it all to the computer output.
My question is about the converter cable. The following identification is on the unit (it looks like an Atari cartridge):

"Graphix AT for the ATARI by XETEC"

It is a parallel connector (I asssume with a small pc board in it) with eight DIP switches on it. The other end of the cable terminates in a plug that goes into the 1050 drive or the 130 output.

The rig is used to enable the SmithCorona to be used as a printer.

My question/request is: what is the Grapohix AT, how else I amy be able to use it, and could someone send me some info on the DIP switch settings. I would like to get hold of a copy of a manual for it.

If someone else have used this setup, would you let me know the DIP settings to be used with the Smith Corona. The settings may have been moved before I got the rig. It is not working exactly right.

Many thanks for your help.

Bela Foltin

foltin@cherokee.nsuok.edu

2304. ATR8000 HD info wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 15:54:15 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <2qtjf7$523@dr-pepper.East.Sun.COM>
Source record: 101428

Well, it's that time again.....

I am the proud (?) owner of an ATR8000 with a HD interface...

All would be great... however, the hard disk needs physical
formatting by the bridge controller (Xebec) ..... and that
appears to be impossible..... (well, if everyone was still
in business, it would be possible... but since they are not
I doubt it's possible.... if anyone knows how, its the biggest
kept secret in the Atari world).

I have the ATR mauals, but the HD interface for the ATR was
made by a 3rd party (I think it's called a Z-tec Z1000 ?) that
is a board that plugs into the CPU socket, and the CPU piggybacks
it. Then there is a 50 pin cable (SASI interface ?) that goes
to a Xebec bridge controller that can then control up to 2
MFM drives....

Please, if anyone has any info, or can direct me to someone
who might have info... please do..... as otherwise the ATR8000
is a glorified floppy controller..... and I want more than a
flopppy conroller out of it !

Do I need to beg ?

-- Curt

Curtis H. Wilbar Jr.
Technical Support Engineer
SunService
curtis.wilbar@east.sun.com

2305. Atari 8-Bit Schematics.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 17:01:43 UTC
From: SAW151@psuvm.psu.edu
Message-ID: <94132.130143SAW151@psuvm.psu.edu>
Source record: 101436

I was curious if anyone could help me find atari's 8-bit schematics. If anyone has any info please e-mail or post... thanks...

-Scott

==========
Scott Weiland -SAW151@PSUVM.PSU.EDU
Computer Engineering; Penn State University
"No great genius has ever been without some madness". -Aristotle
==========

2306. Programmers Wanted ....

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 17:05:14 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405121804.AA04244@dylan.newi.ac.uk>
Source record: 101434

SOFTWARE, PROGRAMMERS AND IDEAS WANTED!!!

Authors:

Have you written a program that you would like to sell commercially but don't have the resources to do a decent job of it?

Have you written a program with the potential to be a commercial success but don't know quite what to add to it?

Do you need to improve the graphics or music for a game in preperation for commercial release?

Have you already had a program released commercially in the past and still have the copyright (or bought it back from the original publisher)?

In short, do you want to make some extra money out of your hobby?

Then why not talk to us? The Atari Classic Programmer's Club was devised to help programmers of all experience levels develop their skills and realise their full potential. We offer good royalty rates and help with all parts of programming a utility or game.

We are also short on advanced programmers to work on projects that are waiting to be started. All services are available free to those who take on a project.

If you have any questions or have anything you think we might be interested in then you can e-mail me at:

MBITDC9306@newi.ac.uk

or write to:

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd LL77 7UR
WALES

2307. Re: Composite video cables

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 18:07:15 UTC
From: vparada@inf.utfsm.cl
Message-ID: <CppBow.L1q@inf.utfsm.cl>
Source record: 101437

Hola mundo.

NTSC 8bit's RF-modulator is different to PAL's, right?
So, I can't connect an european 8bit to an american TV set.
But: Are both composite video output the same or also different?

Thanks for the help... ++Vitoco
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

2308. Re: Games that almost were (again) ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 18:49:45 UTC
From: kkimes@npvsrv2.napervilleil.ncr.com
Message-ID: <770@npvsrv2.napervilleil.ncr.com>
Source record: 101433

In article <9405111754.AA00299@dylan.newi.ac.uk> (David Davies) writes:

>I've just been reading an old Silica Shop catalogue I have and in it, I noticed
>quite a few games that were due to be released. These included several adventuregames from Robico and some stuff from Tynesoft.
>

I attend the Summer Consumer Electronic Show every year here in Chicago and always picked up the dealer pack from Atari (when they were on the floor). It is interesting to go back through them and see all the games that were listed as coming that never made it. Just the ones for the XEGS system would fill a page. :-(

I also picked up all the fliers from the software producers and have most of them although I have thrown out some since I just don't have enough room to keep everything.

My favorite item that never was came from (I think) Roclin (sp?). They were working on a system where you would buy a cartridge from them and when you got tired of it, you would go back to your dealer and have them download another game into it for you. I guess they were using EEPROMs, but it sounded fasinating at the time.

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

2309. Re: Where can I get AT800XL.ZIP?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 22:35:26 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <2quave$523@dr-pepper.East.Sun.COM>
Source record: 101313

I found AT800XL.ZIP under the 8bit subdirectory as I recall, on
wustl under umich's atari archive mirror....

haven't tried it yet...

-- Curt

2310. Re: Where can I get AT800XL.ZIP?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-12 22:52:48 UTC
From: romer@access1.digex.net
Message-ID: <2quc00$1c0@news1.digex.net>
Source record: 101438

Ken Swanson (swanson@metalx.enet.dec.com) wrote:

: Hi, where can I get AT800XL.ZIP? Is it on an ftp site somewhere?

I just ARCHIEd it last night.... it's not on wustl anymore, and for the
life of me I can't remember where I found it... butarchie at800xl.zip
should find it...

2311. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 00:30:04 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-120594143005@d19b_lab.sonoma.edu>
Source record: 101435

In article <2ppfsb$1kg@news.delphi.com>, bryedewa@news.delphi.com (BRYEDEWAARD@DELPHI.COM) wrote:

> [snip] Its only unique
> feature is the Maria sprite engine.
>

And what a gem it seemed to be! Where can one get specs on the Maria. Didn't it have 'unlimited' sprite capability? The thing that MANY IBM users agree is wrong with their machines is the lack of sprites.. why is this? Sprites are very useful! Convert an icon to a sprite to drag it around without requiring an outline (ala Macintosh), make the pointer into a sprite (.. a friend made some Tetris game in C with a pointer and at times it ended up trailing crap all over the screen), etc.!

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2312. Atari to IBM transfer utility

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 00:44:03 UTC
From: sean@lantronix.com
Message-ID: <Cppu1G.75I@gordian.com>
Source record: 101440

Is there any utility that will allow me to transfer files between the Atari 800,with a 1050 disk drive to an IBM PC? I've tried MULE and it just crashes on my system.

2313. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 00:48:13 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-120594144813@d19b_lab.sonoma.edu>
Source record: 101441

In article <2q6nb9$16d@sundog.tiac.net>, Krishna@max.tiac.net (Glenn Saunders) wrote:

> Jeffrey J. McWilliams (jjmcwill@next5) wrote:
> : What's flicker term?
>
> It is the first and only program which has allowed the Atari to do 80
> collumns at anything higher than 2400. It is rated at 14.4K-ready (no data
> compression) without losing characters in all modes (ANSI/ASCII/VT100).
>
> It uses a page flipped Gr.0 display with 2 separate fonts, one shifted
> and squashed to 4 bits left, and one to the right half. Persistence of
> vision and careful brightness/color settings allows it to be very
> readable in normal video, and passable in inverse video. If you think
> about how this is done, you will understand the reason that inverse
> doesn't look so hot. On my Mono monitor it is much better than Kermit.
> It also supports a 1 line (80 collumn) chat buffer. No file transfers.
> Unfortunately, not in general beta release yet.
>

AHHHHHHHHHHHH!!! I AM OVERCOME WITH JOY!!! YAY! YAY! YAY!! :)

SOMEBODY >DID< LISTEN! (or it's some 'convergence' thing like in evolution ;))

MANY moons ago I had that idea - either 2 fonts (left/right) or one font (just left or just right) which scrolled left/right with the hardware scroll registers.. and then display it on two Gr.0 screens that are interlaced in some matrix:
L L L L
R R R R
L L L L
R R R R
or something..

SO! Where >IS< FlickerTerm! I want to see my idea in motion! :) :)

And who was it who designed the software (something I had much trouble doing myself. I don't even think I kept my test programs which were written in Action! (I STILL need to learn 6502 Assembly!))

YAY! :) :) :) :)

>>>>> You folks >DO< remember hearing me mention this idea, right?

(and yeah, I did foresee the problem with inverse.. I thought of

interlaced sprites or something, but again, that would've
needed
some strong interrupts)

--
Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2314. Games for at800xl.zip?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 01:09:15 UTC
From: AK10005@phx.cam.ac.uk
Message-ID: <2qujvr$5ko@lyra.csx.cam.ac.uk>
Source record: 101444

So, are there any games out there on the internet working on at800xl.zip?

2315. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 02:21:20 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-120594162120@ethernet.sonoma.edu>
Source record: 101443

In article <9405091047.AA19179@dylan.newi.ac.uk>, mbitdc9306@newi.ac.uk
(David Davies) wrote:

> Here are some games that I remember being advertised in the UK but never saw
> the light of day ...
<snip>
> HARLEQUIN
> ---------
> Shadow of the Beast
<snip>

WHOA! Shadow of the Beast!? As in that cool game on the Amiga!?!?!
Sheesh!

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2316. Re: Background music on games

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 02:28:05 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-120594162805@ethernet.sonoma.edu>
Source record: 101442

In article <CpLrw0.13A@inf.utfsm.cl>, vparada@inf.utfsm.cl (Victor Parada G.) wrote:

> From time to now, many games have great soundtrack while playing.
> Some demos in the archive put various games' tracks where one can
> select and hear it. It seems that all that music was created using
> the same program... Am I right? Which? Is it PD?

ME TOO! But I wanna know also if it'd (or they'd, if there's more than one) would work well with:
Action!
TurboBASIC XL
MyDOS 4.53

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2317. Just a test...(sigh)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 05:42:54 UTC
From: snyder10@convex1.TCS.Tulane.EDU
Message-ID: <9405130543.AA05323@convex1.tcs.tulane.edu>
Source record: 101450

Just skip over this one...seems a number of folk have reported that messages sent through UTexas never get to the newsleads and therefor never make it into the digests. If anyone else has been having this problem, please let me know...

Mike Todd
InfoAtari8
digest

2318. Re: Atari to IBM transfer utility

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 06:56:52 UTC
From: ez008135@vangogh.ucdavis.edu
Message-ID: <CpqBAt.72v@ucdavis.edu>
Source record: 101446

In article <Cppu1G.75I@gordian.com> sean@lantronix.com (Sean Williams) writes:
>Is there any utility that will allow me to transfer files between the Atari 800,with a 1050 disk drive to an IBM PC? I've tried MULE and it just crashes on my
>system.

If you have a serial port you can use a null modem cable and terminal programs at each end, then use your favorite file transfer protocol and away you go. Should be quick considering the size of most Atari programs.

2319. 1983 (A small story of my youth)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 07:29:57 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <2qva9l$jt0@psuvax1.cse.psu.edu>
Source record: 101445

Hmm... 1:50AM on a Friday morning. What to do before heading to bed? I stagger down into my basement bedroom/workroom. I step over a crate containing four 800XL's, three more sit in the corner awaiting to be assembled after the vigorous cleaning I gave the cases earlier in the day. A 1200XL sits proudly in the corner with a 600XL stacked on top. I pass another box full of tapedrives and 800's. I slip Peter Gabriel's greatest hits into the CD player. I pass a Yamaha Synth that was the pride and joy of my creative musical years. (Wonder what I did with all that music I wrote..)

There is a stack of Atari magazines, and few 5200's stand in the corner wired up to my vcr/monitor setup. The VCS Stella adaptor for them now has a black and white switch in order to facilitate its 100% compatibility with the old 2600. (It was added more or less so that my younger brothers could play "Space Shuttle" on it instead of dragging out the cases of 2600's. 'tis hard to switch between primary and secondary engines without that switch!)

I pass my "high-end" 486 machine and I laugh as I sit down and turn it on. (I would be using the "Atari Bulkhead" as my younger brothers call it, a 130XE, stereo, reset, freezer, etc..etc.. in a baby case, except I figure I should get some use out of this equipment I put so much money into. Odd how I put so much money into the Intel world and spend all my time on the Atari's.) I laugh because the only things I use this 486 system for is for running BSDI Unix and to play Epic Pinball games under that "other os." (Love pinball... can't get enough.. Great sport...great way to meet women...)

I wait for the POST test to pass and boot up the only word processor that I would ever use on an Intel machine (that is the only one other than Unix's "vi"...not really a word processor... but... I love it to death... you can get pretty darn fast with that after learning all its cryptic commands.) I boot up Professional Write. *grin* Probably use this because it has that nice Atari BLUE screen and most of the editor commands remind me of the E: device.

Okay..where to start? Let's try 1983. Yes, '83. Was a sad year for relationships.... good year for music. ELO just released their "Secret Messages" album, very true to its

name. Some of the year's top ten singles: "Down Under" by Men At Work was the #1 song for the year, "Africa" - Toto, "Every Breath You Take" - The Police, "Total Eclipse of the Heart" - Bonnie Tyler which ties in with that relationship comment made earlier. Films? 007's Octopussy, and FlashDance. TV? Remington Steele was wrapping up some of its final episodes. Van Halen was busy recording "1984", along with "Jump." Somewhere in a basement General Consumer Electronics was building a "Vectrex."

And then there was this desire to own a computer! Well..actually another one.. Already owned a Timex Sinclair 1000 (sorry, all you Z80 guys...I know...I didn't get to 'em before Timex snatched them up) I also had a TI-99/4a (the white one) and "Parsec." (Great game...still one of my favorites.) I had planned on getting a C64. Wanted it...desired it. That's all I knew about.

Upon one of my journeys to the Boscov's department stores that my father always took me on I came across a sexy black and white machine. What was this!?!? ATARI?!? (The name reminded me of a Christmas in '80 when the big family gift was a 2600.) I play around with it. There seemed to be truckloads of software for it. The basic editor was intuitive and it didn't have that #$@%ing Commodore crap mode that always engaged when you typed a quotation mark. It was settled. I wanted this beast for Christmas. After convincing my father that this was what I now wanted, since I had previously brainwashed him into getting me a C64, we went home and I felt all warm and fuzzy inside.

Okay..so its '83 right? That means I'm er.. what in 6th grade and about 12 years old. Living in a coal mining town...Mt. Carmel in the heart of the Anthracite Coal district in central Pennsylvania. (It's a hop, skip, and a jump from a town you may have heard about..Centrallia..and its Mine Fire....the town that burned itself up... still is...government relocated everyone to "New Centrallia." Hmm...yeah history.)

The closest thing to a real computer that I could remember then was when I was living outside of Hershey and one of my older brothers (family stands at 8 today in case you were wondering) brought home an Apple II from highschool and I played the Three Mile Island simulator on it for hours every day. (Well I still have my "I'm a nuke survivor" shirt... from when the family was about to evacuate..but anyways..)

December 25, 1983. (Now that I think about this..I wonder if it was 1984..but I have magazine from '83 so it must have been '83) (And while I am at it, looking back now

I don't understand how Commodore ever survived. I mean.. the Atari 800 was far far superior to the Vic 20. Oh..yeah.. they had that PET thing that made a name for itself...hehheh) Christmas came..and with it a shiny sexy silver box with a black and white deluxe dream wrapped in bizarre smelling styrofoam.

First thing to do was page through the color catalog. There on one of its pages lied that dream of dreams... that goal in life.. (still is) a 1450XLD. I wanted that beast so bad and was so disappointed when I learned it was never going to be manufactured. (I think I have the parallel drive ROMS from it sitting around. This was obtained from Bob Woolley when he sent me his materials on his 1050 Parallel Drive upgrade that a friend of mine (who now owns a 1400XL) and I were working on. Bob's a great guy.. thanks for all the help!)

Hooking up the XL and playing with BASIC caused me to worry. The machine locked up way too many times for my Christmas spirit to take. Later, my father and I took it back to get a replacement, the gentlemen at the store told me that there was a problem with some of the 800XL's built in basic and that it was not the hardware as such. A purchase of the then great magazine COMPUTE! told me all about "Rev B is for Bad Basic." The patch to the code wasn't that bad. It was easily loaded from my 1010. (That was my Birthday gift in January.)

All was well with the world. The following Christmas saw the addition of a 1030. And several HUGE phone bills. It also saw the addition of a 1050, and a box of "illegal" disk software as a present from some of my brother's college friends. Well I was hooked. I loved this machine. My older brother Keith and I spent many nights that Christmas playing games, programming and listening to Dr. Demento late Sunday Nights.

Most of my friends owned C64's or Trash 80's. They laughed. I held in my anger and spoke about how incredibly nice the hardware was to program and design with. Not that they listened or anything. Most of them went on playing "Dungeons of Dagerath" on the TRS80's. (This has to be one of the most incredible games in the world. I still am looking to pickup a trash 80 and this game just to play again.)

The April 84 issue of K-Power was mentioning such things as the Apple Macintosh and Amiga's "Lorraine." Hey, this was the issue that had Jonathan Franklin's "Dueling Cannons" game. I spent all the money I could manage to obtain on magazines and software. Gifts consisted of Electronic Art's

"Movie Maker" and Mindscape's "The Halley Project." (I still have my award for completing all the missions including the secret stages.)

Later hardware consisted of US doubler's, XEP-80, Sparta Dos, MAC64, XF551, Indus GT, XDM121, and then I whipped out the soldering iron and went on from there.

After all these years I can say that sometimes I am SICK of computers. (This probably stems from the last 4 years of Computer Engineering at Penn-State.) I love Atari. I love its history, its screwups, its stupidity, its ease of use, its gracefulness, and most importantly, I love the good times I have had with them. Those Christmas's of past are long gone, but the good times I had then and still do, the sharing with my family, my friends and fellow students and employers, still bring a tear to my eye. I want to say thank you Atari for bringing such happiness to my life. (And probably to my future as well since it just so happens that the woman I plan on marrying was also.. an Atari Fanatic.)

Well, its 3am... time to post and head to bed. Nite all.

Andrew K. Heller

"Time has nothing to do with it...." Peter Murphy.

2320. Silly question...?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 08:00:09 UTC
From: lordthan@news.delphi.com
Message-ID: <2qvc29$sh4@news.delphi.com>
Source record: 101447

Forgive my apparent idiocy; I've been out of 8-bit circulation since 1987 (!!!) and only now am I getting back into things.

What, praytell, is this "AT800XL" thing I've been seeing so much about? All the messages I've seen are requests for its location and if there's any software for it. I'm stumped. What gives?

-Steve

2321. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 09:23:37 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May13.092337.249@cs.nott.ac.uk>
Source record: 101451

In article <kendrick-120594162120@ethernet.sonoma.edu> kendrick@vax.sonoma.edu (Bill Kendrick) writes:
>In article <9405091047.AA19179@dylan.newi.ac.uk>, mbitdc9306@newi.ac.uk
>(David Davies) wrote:
>
>> Here are some games that I remember being advertised in the UK but never saw
>> the light of day ...
> <snip>
>> HARLEQUIN
>> ---------
>> Shadow of the Beast
> <snip>
>
>WHOA! Shadow of the Beast!? As in that cool game on the Amiga!?!?!
>Sheesh!
yup! Harlequin was a UK company that quickly sprouted up and disapeared again (at least on the 8-bit scene), they comissioned a number of games and work was started on them. However they soon discovered that the market was not as big as they thought it might be, and sales did not reach their expectations. So they pulled the plug on all programs in the pipeline. Two games they did release were Plastron and Zero Wars. I've only seen the former and the graphics and sonics were excellent, however I didn't think much to the gameplay.

--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2322. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 10:37:06 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2qvl8i$kgo@dux.dundee.ac.uk>
Source record: 101280

I have a range of Atari Xl books and software for sale. Anyone interested?

please email me for more info!

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
================================================================================
```

2323. Internal Pill?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 10:41:08 UTC
From: eric.palm@drs.state.ct.us
Message-ID: <9405130000292479@drs.state.ct.us>
Source record: 101454

I recently bought an Atari 800 at an Atari show. What strikes me as different about it than the typical Atari 800 is that it has a 3 way switch on the cartridge cover. I think it's some kind of cartridge copying device. Would anyone here have the software to make some use of it. I have a few cartridges to practice on, but no idea how to copy them. I traced the lines from the switch to the OS ROM board and they connect to a piggy back ROM. I several of the switch settings, but I didn't notice anything different. Maybe someone could suggest something to me.

reply to:
Eric.Palm@drs.state.ct.us

... The Bobbitts: Married - June 18, 1989; Severed - June 23, 1993.
___ Blue Wave/QWK v2.12

2324. Flicker?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 11:26:02 UTC
From: crobert@nyx10.cs.du.edu
Message-ID: <2qvo4a$li0@nyx10.cs.du.edu>
Source record: 101453

Is this a software emulation (I gather so far that it is). Also, has this
been tested on a 50Hz PAL system, ok, on NTSC the flicker won't be as obvious
but it will be very noticable if run on hardware (POKEY or VBI) interrupts on
a machine with a very low screen refresh (as is often the way with PAL).
Such an idea isn't really feasible in my opinion.

Chris

--
Chris Roberts (Internet: crobert@nyx10.cs.du.edu)
"The mist brought them, the dark-ones, the strangers, for they were the Keltoi"

2325. WANTED ... PR:Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 12:42:22 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2qvsje$6c1@usenet.INS.CWRU.Edu>
Source record: 101452

```
Hello,

Wondered if anyone out there had a spare PR:Connection that
they would be willing to sell. Of course, I would like a
WORKING PR:Connection. Thanks ...

Bill

============================================================
= Its NOT a CHOICE! Its a BABY! =
============================================================
```

2326. Where is the PC Xformer emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 14:41:19 UTC
From: AK10005@phx.cam.ac.uk
Message-ID: <2r03if$n7k@lyra.csx.cam.ac.uk>
Source record: 101305

The Atari FAQ states that there exists an 8-bit emulator for the PC called
PC Xformer, shareware, produced by Branch Always software.

Anybody knows where I can find that?

Alex

2327. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 16:12:04 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2r08sk$2v6@dux.dundee.ac.uk>
Source record: 101282

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: So they pulled the plug on all programs in the pipeline. Two games they did
: release were Plastron and Zero Wars. I've only seen the former and the
: graphics and sonics were excellent, however I didn't think much to the
: gameplay.

I'm afraid Zero Wars wasn't all that good a game either.. nice graphics,
but it got a little montonouss

-Graeme Fenwick

2328. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 17:49:16 UTC
From: mtmr@walsh.dme.battelle.org
Message-ID: <mtmr-130594135243@walsh.dme.battelle.org>
Source record: 101306

In article <9405091047.AA19179@dylan.newi.ac.uk>, mbitdc9306@newi.ac.uk
(David Davies) wrote:
>
> Here are some games that I remember being advertised in the UK but never saw
> the light of day ...
>
> SYSTEM 3
> --------
> Bankok Knights
> The Last Ninja

I had a legit copy of The Last Ninja. I got it at Toys 'R Us here in
Chicago Il. Was an ok fighting game with rooms you'd go into.

MTM 'Matt the Mentat' Walsh ^^ mtm@walsh.dme.battelle.org

Visualize Impeachment.

Not speaking for Battelle.

2329. SLIP for the 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 18:39:19 UTC
From: vparada@inf.utfsm.cl
Message-ID: <Cpr7tu.7JF@inf.utfsm.cl>
Source record: 101307

Hola mundo.

Someone asked about a TCP/IP connection for the 8bit. That requires
high speed of the processor and a ethernet card or peripheral.

Now, what if the connection could be made using SLIP trough the RS232?
Does someone know if there is such a thing and the proper software,
like Trumpet, for the 8bit?

Imagine your 8bit as an internet host! ;-)

Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

2330. Re: Where is the PC Xformer emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 19:14:28 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2r0jik$t83@usenet.INS.CWRU.Edu>
Source record: 101308

In a previous article, AK10005@phx.cam.ac.uk () says:

>
>The Atari FAQ states that there exists an 8-bit emulator for the PC called
>PC Xformer, shareware, produced by Branch Always software.
>
>Anybody knows where I can find that?

The FAQ List states PC Xformer is a _commercial_ product from
Branch Always, and it says "see the companion vendor/developer list" in the
same line. Pointers for obtaining the vendor/developer list are elsewhere
in the FAQ list, or one can always just ask me for it.

I'd post their address here again, but people may be tired of seeing it here
by now. :)

I'll post the vendor/developer list here again in a few days.

I believe Branch Always plans to release PC Xformer next month, in June.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists,
Cleveland Free-Net Atari SIGOp: aa700, <mailto::mcurrent@carleton.edu>

2331. Re: Where can I get AT800XL.ZIP?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 19:17:45 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2r0jop$48@usenet.INS.CWRU.Edu>
Source record: 101314

In a previous article, swanson@metalx.enet.dec.com (Ken Swanson) says:

>
>In article <3537Lc7w165w@cybernet.cse.fau.edu>, maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes...
>>> Hi, where can I get AT800XL.ZIP? Is it on an ftp site somewhere?

Guys, we already solved this problem!

at800xl.zip is now on the Atari Archive (atari.archive.umich.edu and many mirrors listed in the FAQ List) as the file 8bit/at800xl.zip.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists,
Cleveland Free-Net Atari SIGOp: aa700, <mailto::mcurrent@carleton.edu>

2332. Re: Games that almost were (again) ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 19:30:11 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <111637@cup.portal.com>
Source record: 101310

> My favorite item that never was came from (I think) Roclin
> (sp?). They were working on a system where you would buy a
> cartridge from them and when you got tired of it, you would go
> back to your dealer and have them download another game into
> it for you. I guess they were using EEPROMs, but it sounded
> fasinating at the time.

That was Romox I believe, they intended to support many
different platforms. Buy one EPROM cart and visit your
local dealer, that would have an ATM-like machine with
new titles.

I saw one at a software rental place once. Didn't go over too
well. Eventually they went to normal channels for their games.

These included (for Atari 8-bit) Ant Eater, Attack at EP-CYG-4
(by BRAM), Flapper, Fortune Hunter, Princess and the Frog,
Sea Chase, Spark Bugs, Starion, Typo, and Whiz Kid.

Jeff_M_Lodoen@cup.portal.com

2333. Super Video Modification

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 19:32:33 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405131859.AA29077@phinet.smithkline.com>
Source record: 101311

While I can't knock either the observation that the 1200XL's video Rf output is <somewhat> better than its composite output, or Richard Dell's suggestion about the CB filter on the antenna input, still I think you guys are just covering festering wounds with undersized band-aids.

Do the S-V 2.1XL upgrade frommthe Dec'93 AC & get yourself a decent monitor. The improvement is a thousand times better & you'll save an expensive visit to the ophthalmologist. The upgrade on the 1200XL is mid-way in difficulty between the one for the 800XL (easiest) & the one for the 600XL (hardest). But because of the special saturation circuit in the 1200XL, color performance on that machine is the best of ALL the Atari 8bits after you do the upgrade. For anyone who's addicted to games on the 1200XL & has a split-video color monitor, you will have to re-acquaint yourself all over again with all your games, it will be like playing them on a whole new system.. The improvement is THAT good!

I gave up using TV's 8 years ago & never looked back. And the TV I was using had been modified to bypass the antenna inputs completely, I injected the CV signal directly into the 1st video amp of the TV circuit. This totally eliminated all external interference but performance still sucked. The 4MHz bandwidth of a TV just won't resolve detail, the display still had a soft/fuzzy out-of-focus look to it no matter how much tweaking you do. Even the poorest monitor will have a bandwidth of 10MHz or more (many mono CV units run 15-20MHz) & the difference in clarity is immediately obvious even to the untrained eye.

I say, throw away all the damn band-aids & cure the wound at the source. I now regard the TV interface as a frill, useful only for specialized functions such as a cheap test-bench pattern generator if you're into fixing TV's & don't wanna spend the big bucks for a pattern generator. I published an article about just such a use in the June (?) July (?) issue of Current Notes, back in 1990.

- Ben Poehland
The 8-Bit Alchemist

2334. for sale 130xe/diskdrive/modem for $35

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 21:23:52 UTC
From: pakumar@OCF.Berkeley.EDU
Message-ID: <2r0r58$ki3@agate.berkeley.edu>
Source record: 101309

Because I now am a college student and have very
little time to use it, I would like to sell my atari
130xe computer. I would like to sell the following
stuff as one package.

130xe computer
1040 diskdrive
2400 baud modem
RS232 atari interface
Some misc games and software
Lots of magazines

I am asking about ** $30 ** for the computer and
the rest is "free" to that person because I can't
exactly guarentee the rest of the stuff will
work(I have tested the computer though.)

If I remember correctly, the diskdrive has an
occationaly problem booting disks but runs good
after that. The modem/interface was bought from
someone else and I tried it only once because
it did not have any instructions. There are about
2 dozen disks of commercial/public domain/magazine
disks of various stuff. Also there are a few
old cartridges of games(I think about 5). The
magazines include some old compute! and family
computing issues(about 3-4 years total.) and there
are also some atari books and stuff I will throw in.

Essentially, the first person to bid $30 or more
will get the computer and any or all of the stuff
above and the remaining will be given away free.
Buyer pays additional cost of shipping.

2335. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 23:13:49 UTC
From: Krishna@max.tiac.net
Message-ID: <2r11jd$f36@sundog.tiac.net>
Source record: 101316

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:

: AHHHHHHHHHHHH!!! I AM OVERCOME WITH JOY!!! YAY! YAY! YAY!! :)

: SOMEBODY >DID< LISTEN! (or it's some 'convergence' thing like in evolution
: ;))

: MANY moons ago I had that idea - either 2 fonts (left/right) or one font
: (just left or just right) which scrolled left/right with the hardware
: scroll registers.. and then display it on two Gr.0 screens that are
: interlaced in some matrix:
: L L L L
: R R R R
: L L L L
: R R R R
: or something..

: SO! Where >IS< FlickerTerm! I want to see my idea in motion! :) :)

: And who was it who designed the software (something I had much trouble
: doing myself. I don't even think I kept my test programs which were
: written in Action! (I STILL need to learn 6502 Assembly!))

: YAY! :) :) :) :)

: >>>>> You folks >DO< remember hearing me mention this idea, right?

: (and yeah, I did foresee the problem with inverse.. I thought
: of
: interlaced sprites or something, but again, that would've
: needed
: some strong interrupts)

This program is being developed by Clay Halliwell, who is also repsonsible for the ColorSquash system of compressing .R .G .B files into one .RGB file and decompressing upon viewing. Like ColorSquash, Clay has devoted his time on a project which fills a gap. Compressed .RGBs can sometimes take up 80% less than separate files, and his viewer is well-featured. With FlickerTerm, Clay looked at the Ansi problem and probably used some of his experience gained with ColrView display lists/interlacing to develop Flicker mode. I had to sometimes twist his arm to get him to do full vt100 support. This all had to be done through theory and alpha/beta test results because Clay himself does not have an internet dialup. Some things proved to be tricky such as the commands used in IRC to create a chat buffer. A couple times I sent him a BOBTERM ascii capture for him to analyze. He says he has a way to redirect a capture text file to flick mode to analyze.

He's developing this on GEnie so those not on that service have been less informed about it. It supports 14.4 w/data compression, the BB handles the flow control. No characters are lost. The scroll rate at this speed is so fast that it is hard to read while it is scrolling, it scrolls so fast that it seems to jump a line once with every interlace creating a "creepy crawly" effect. The 4 bit font is really nice. It even has a little serif action in places. The difference between clarity with 4 vs. 3 bits is staggering. A split video monitor or mono monitor looks better than straight composite of course.

He's about ready to start thinking about file transfers and stuff. I don't know when he'll try to tackle ANSI blinkers/brights (using PMGs).

If you want I will ask him if you can get a copy. But I can't make any promises at this point. A general beta release I think won't be more than a few weeks away, it is probably best to wait unless you are just dying over it.

2336. Re: AMIE Sound Chip

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 23:23:56 UTC
From: Krishna@max.tiac.net
Message-ID: <2r126c$f36@sundog.tiac.net>
Source record: 101317

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: In article <2ppfsb$1kg@news.delphi.com>, bryedewa@news.delphi.com
: (BRYEDEWAARD@DELPHI.COM) wrote:

: > [snip] Its only unique
: > feature is the Maria sprite engine.
: >

: And what a gem it seemed to be! Where can one get specs on the Maria.
: Didn't it have 'unlimited' sprite capability? The thing that MANY IBM
: users agree is wrong with their machines is the lack of sprites.. why is
: this? Sprites are very useful! Convert an icon to a sprite to drag it
: around without requiring an outline (ala Macintosh), make the pointer into
: a sprite (.. a friend made some Tetris game in C with a pointer and at
: times it ended up trailing crap all over the screen), etc.!

There is a guy who was on the classic videogame area who says he as an ML
monitor for the 7800 and claims to be quite the 7800 expert. He is also
quite pissy when people say anything which contradicts his info. You
might open up a thread on the 7800 there, but don't say anything about
what you think it can do, just ask about it.

I had thought the 7800 had PMG-like sprites, but the guy wrote this
complex reply how it had some kind of system similar to the Williams
arcade machines (the 7800 was designed by the same team that brought us
the arcade Robotron) and is thus different.

I thought the Maria (although not designed by the Miner team) had at
least drawn on ANTIC/GTIA technology and expanded it. For the display
lists, this seems to be the case, but sprites are different.

2337. 850 Interface wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 23:33:16 UTC
From: as195@cleveland.Freenet.Edu
Message-ID: <2r12ns$a4h@usenet.INS.CWRU.Edu>
Source record: 101318

```
E-mail whether or not you have the manual, power supply and/or cable.
--
```

2338. Re: Flicker?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-13 23:35:35 UTC
From: Krishna@max.tiac.net
Message-ID: <2r12s7$f36@sundog.tiac.net>
Source record: 101312

Christopher Roberts (crobert@nyx10.cs.du.edu) wrote:
: Is this a software emulation (I gather so far that it is). Also, has this
: been tested on a 50Hz PAL system, ok, on NTSC the flicker won't be as obvious
: but it will be very noticable if run on hardware (POKEY or VBI) interrupts on
: a machine with a very low screen refresh (as is often the way with PAL).
: Such an idea isn't really feasible in my opinion.
:

The flicker is 30hz, which is half the speed of NTSC 60hz. There is no
way to speed it up any more than that. I don't know how it would run on
PAL. It may not. The slower flicker may be unacceptable to you, I
guess the NTSC system has ONE advantage over PAL :)

If you have seen ColrView, then the interlace rate will be similar to that.

Brightness, color settings, and monitor type will affect clarity. Some
monitors have longer-burning phosphors than others. Those with more
"persistence of phosphor" will work better.

I'll ask Clay about PAL, if he thinks it won't work maybe he'll change a
couple lines and keep a PAL version stashed away until release. If it is
a simple fix he can probably just change a couple variables.

2339. Atari 520ST FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-14 01:29:54 UTC
From: noah@cats.ucsc.edu
Message-ID: <2r19ii$bjd@darkstar.UCSC.EDU>
Source record: 101315
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

I'm selling this system for someone who does not have net access.
I can't answer too many question about it except that it
looked pretty clean and it does work... I see this guy about
once a week so if it's an important question then give me a
few days to get back to you.

So,

F O R S A L E

Atari 520ST

system contains:

520ST
SF-314 3.5 inch drive
"Air" 3.5 inch drive
floppy drive (I'm guessing 5.25 inch)
mouse
SC1224 Color Monitor

Software:
LDW Spreadsheet: Lotus123 clone
publishing parter:professional
dozens of games
word processing program
Paint programs
Language and Utilities Programs

Books:
Atari Internals
GEM programmer reference
ST Machine Language
ST Tricks and Tips
Graphics and Sound
ST LOGO user's guide
ST Peeks and Pokes
ST BASIC training guide
ST BASIC to C
2 Joy sticks

plus an extra special swivel stand for the monitor.
no mention of what makes it special, but it won't
cost you extra.

Email me if you are interested. Highest offer takes
it all away. You pay shipping, so take that into
account. I bet the monitor and books weigh a lot. I'm
willing to break up the package if you just want the 520ST
and no monitor or books.

Noah Spurrier
noah@cats.ucsc.edu

2340. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-14 04:06:02 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2r1ina$l2f@terminator.rs.itd.umich.edu>
Source record: 101319
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 801 May 10 15:06 ./8bit/Demos/top9402.txt
-rw-r--r-- lenn 78094 May 10 15:06 ./8bit/Demos/top9402a.arc
-rw-r--r-- lenn 77034 May 10 15:06 ./8bit/Demos/top9402b.arc
-rw-r--r-- lenn 57244 May 10 15:08 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2341. Re: Internal Pill?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-14 04:56:02 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May14.045602.13984@iglou.com>
Source record: 101320

Eric Palm (eric.palm@drs.state.ct.us) wrote:
: I recently bought an Atari 800 at an Atari show. What strikes me as different
: about it than the typical Atari 800 is that it has a 3 way switch on the
: cartridge cover. I think it's some kind of cartridge copying device. Would
: anyone here have the software to make some use of it. I have a few cartridges
: to practice on, but no idea how to copy them. I traced the lines from the
: switch to the OS ROM board and they connect to a piggy back ROM. I several
: of the switch settings, but I didn't notice anything different. Maybe someone
: could suggest something to me.

The only thing I ever saw like that was a kludge for defeating a certain type of copy protection. It hinged on the fact that certain game cartridges would attempt to write to themselves, which would of course fail if it was actually a cartridge. If you tried to load the same software off of a disk it would load into RAM at the same address. When the program tried to write to itself it would succeed and blow a hole in itself. The kludge was a short ML routine to delay the start of a game for a few seconds, giving you time to throw the switch and interrupt the write enable line so it couldn't gut itself. This was only a two position switch, though, and I never saw the innards of the 800 in question.

Robin

robmach@iglou.com

2342. at800xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-14 05:16:00 UTC
From: ken.ross@dscmail.com
Message-ID: <1.5623.2521.0N27C9BC@dscmail.com>
Source record: 101321

Hi, I was wondering if you got the same problem I got... It seems I was able to get it working but... instead of a full screen its a tiny windowed type atari screen.... real small.... can I get it full screen or what..... any help would be great

---

KWQ/2 1.2e NR

2343. CT:Re: Anybody got the at800xl emulator to work?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-14 05:16:00 UTC
From: ken.ross@dscmail.com
Message-ID: <1.5624.2521.0N27C9BD@dscmail.com>
Source record: 101322

S> Message-ID: <2qjk11$625@redstone.interpath.net>
S> Newsgroup: comp.sys.atari.8bit
S> From: slack@mail-hub.interpath.net (mike curtis)
S> Organization: Interpath -- An Internet access provider
S>
S> In message <darreld.768363670@access3> - darreld@access.digex.net (Darrel Davis
S>) writes:
S> >Has anybody got the 8bit emulator to run on a PC? I have
S> >a 486DX/33 with 16MB RAM and a Cirrus Logic LB card. The
S> >screen goes blank and shuts down the video. I would really
S> >like to get this thin working
S>
S> I got it to boot up under OS/2. I saw the READY prompt!! Now, how do
S> you load a program??? Help! This thing could be great!!
S>
S>
S>
S>

Hi, I was wondering if you got the same problem I got... It seems I was able to get it working but... instead of a full screen its a tiny windowed type atari screen.... real small.... can I get it full screen or what.......... any help would be great

---
 KWQ/2 1.2e NR

2344. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-14 06:27:59 UTC
From: Krishna@max.tiac.net
Message-ID: <2r1r1f$jvj@sundog.tiac.net>
Source record: 101330
Cross-posted to: comp.sys.atari.8bit,umich.archives

Atari Archive Robot (atari-archivists@atari.archive.umich.edu) wrote:
: -rw-r--r-- lenn 801 May 10 15:06 ./8bit/Demos/top9402.txt
: -rw-r--r-- lenn 78094 May 10 15:06 ./8bit/Demos/top9402a.arc
: -rw-r--r-- lenn 77034 May 10 15:06 ./8bit/Demos/top9402b.arc
: -rw-r--r-- lenn 57244 May 10 15:08 ./8bit/0index
: --
: -- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA

I just tried this stuff out. It is very PAL specific. German dox (or dutch) whatever. The Arkanoid clone is good, but the ball is a little too big, no paddle support, and when you get lasers the display list wigs out. The compy-shop editor is nice but it also wigs out (PAL flakies).

The Europeans make stuff that looks and sounds so far better than what most americans do. When an american programmer may do a simple DLI, the eurpeans do mixed modes and PMGs all over. Oh, the frilliness! The menu system on this mag on disk is an example. The text viewer scrolls between a top and bottom frame with multishaded red (to make it look 3-D). There are a host of scroll features for scroll speed, page forward back, etc... No offense, but it humbles what AC and Ol Hackers do as far as eye-candy factor.

If only their programs would run correctly!!!!!!!!

2345. Re: SLIP for the 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-14 13:35:40 UTC
From: jscharrl@PROBLEM_WITH_INEWS_GATEWAY_FILE
Message-ID: <2r2k3c$mn6@news.belwue.de>
Source record: 101326

Hi!

Victor Parada G. (vparada@inf.utfsm.cl) wrote:
> Now, what if the connection could be made using SLIP trough the RS232?
> Does someone know if there is such a thing and the proper software,
> like Trumpet, for the 8bit?

You would still need the TCP/IP stuff - SLIP is only a protocol of the
TCP/IP package. And still this wouldn't be enough: you would also need
at least the support for FTP!

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

2346. Re: Atari 520ST FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-14 16:27:51 UTC
From: lordthan@news.delphi.com
Message-ID: <2r2u67$smq@news.delphi.com>
Source record: 101327
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

noah@cats.ucsc.edu (Noah Somerset Spurrier) writes:
>I'm selling this system for someone who does not have net access.
>I can't answer too many question about it except that it
>looked pretty clean and it does work... I see this guy about
>once a week so if it's an important question then give me a
>few days to get back to you.
> F O R S A L E
> Atari 520ST

Gee, and here I was thinking that the 520ST was a sixteen bit computer.

2347. Re: SIO2PC and .DCM

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-14 17:36:26 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.768936986@dtek.chalmers.se>
Source record: 101255

Jeff_M_Lodoen@cup.portal.com writes:
>
>> What happens? Well, when I try to convert a .dcm file to
>> disk, the program loads the file nice, but it stutters when it
>> tries to save to the new disk, and reports an error (can`t
>> remember which though).
>
>That's exactly what happens to me.
>
That's exactly what happened to me on my 286/10MHz
my solution is this, everything cured if I forced
physical disk access.

1. create an atari diskimage of appropriate size 90/130k most typical.
2. write the disk image do disk (W-command?)
3. Uninstall the the created diskimage (U)
4. Reload the image (L?) {name.ext/p} forcing the PC to read the image
from hard disk or disk instead of ram-disk.

now everything works just fine!

I think you can solve the problem also by setting all timings in (A)menu
to 0 (zero), but loading and saving is much slower than usual.
(something close to 1050 original speed)

my trick is this/
everytime something fails with loading saving etc. I always force
physical access and everything cures!

maybe someone should write Nick Kennedy about this.

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

2348. Re: Atari to IBM transfer utility

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-14 19:03:51 UTC
From: ricortes@delphi.com
Message-ID: <R09uVAv.ricortes@delphi.com>
Source record: 101334

Sean Williams <sean@lantronix.com> writes:

>Is there any utility that will allow me to transfer files between the Atari 800,with a 1050 disk drive to an IBM PC? I've tried MULE and it just crashes on my
>system.

If you give me some info, like the file sizes, I can tell you if you have a good copy. You also shouldn't have any other drivers like rs232 loaded & a DOS that loads at $2000 or lower. There's a chance you have a modified drive which would make operations a little erratic, but under no circumstances should anything crash. Unless of course you're tranfering 32k+ files.

2349. Info on the different Disk Drives?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-14 19:14:25 UTC
From: AK10005@phx.cam.ac.uk
Message-ID: <2r37uh$pdj@lyra.csx.cam.ac.uk>
Source record: 101336

Could someone post a list of specifications of the different disk drives
for the 8-bits? Are they double-sided? Double density? How many times faster
than the 1050? Upgradable? (weights?) Led displays?

Thanks
Alex

2350. MESSAGE AND NETTING

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 00:49:31 UTC
From: mathy.van.nisselroy@bbsw.wlink.nl
Message-ID: <9405150049.A7548wk@bbsw.wlink.nl>
Source record: 101271

Howdy All

thanks to Per Erik Peterson from Sweden who answered my test message (maybe somebody else answered it too, but I can't seem to remember. If so, I thank this person too.)

Howdy Per-Erik Peterson,

You wouldn't happen to know somebody in Sweden (or any other country for that matter) that is running a BBS with BBS Express Pro! or FoReM XE, and who is willing to join the International ATARI Network?
Currently BBS's in the USA, Canada, Germany and the Netherlands are exchanging Mail once a week.

CU MAthy Van Nisselroy

2351. Re: Rana Systems 1000

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 05:31:37 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cptwoq.E5q@utnetw.utoledo.edu>
Source record: 101260

dwh@delphi.com wrote:
: Quoting the manual:
: ...
:
: Hope this helps.
:
: __Darryl__
:

A great deal! Thanks!!!

-Tim

2352. Re: Info on the different Disk Drives?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 05:31:48 UTC
From: Krishna@max.tiac.net
Message-ID: <2r4c44$1ei@sundog.tiac.net>
Source record: 101339

AK10005@phx.cam.ac.uk wrote:
: Could someone post a list of specifications of the different disk drives
: for the 8-bits? Are they double-sided? Double density? How many times faster
: than the 1050? Upgradable? (weights?) Led displays?

: Thanks
: Alex

Someone else could go more into it, but here is a quicky:

--KEY---------------
*=my recommendations
**=good for easy mass storage, but slow
***=same as ** but with nice Z80 CP/M system in which CP/M drive acccess
is parallel only thus faster.

Manufacturer Name Sides/density Data rate/name/notes
------------ ---------- -------------- ----------------------
Atari 810 SS SD 19.2k standard
Happy 810 SS SD/DD ? Warp speed
Atari 1050 SS SD/ED 19.2k standard
Happy 1050 SS SD/ED/DD Warp speed USDoubler/
Super Archiver 1050 * SS SD/ED/DD Ultra Speed 50+K
Speedy 1050 SS SD/ED/DD 78K mode (European)
unknown DOS restrictions

Atari XF-551 * DS SD/ED/DD 38K burst mode (USD comp.)
Will do 720K XF DS system now considered
w/3.5" mod "standard".
from CSS

Percom Various/RFD ** Various
Any IBM mech
from SS/SD
5.25 to 720K
3.5" 19.2K standard only
NOTE: no ED Unique DS system

Trak Various ** See above Caching system for speedup
Unknown compatibility in
fast mode with MYDOS and
Sparta
Unique DS system

Indus GT SS SD/DD ED? Synchromesh mode usable
with SDX and DOSXL only.

Astra Double-D? DS SD/DD? standard /LEDs and such

Rana 1000 SS SD/ED? DD? standard /LEDs and such

Floppy board various * Any standard very fast parallel
DOS-transparent
Requires Black Box
DS system configurable for
XF Percom or ATR style

HDI various Any standard very fast SIO? European

SWP ATR-8000 *** Any standard standard
except 1.2 and unique DS system
1.44 meg (HD)

Atari 1450XLD drives DS SD/ED DD? standard, requires DOS4
unusual DS system
Only prototypes exist

Atari XF-? 3.5" system Unreleased

HARD DRIVE INTERFACES----------

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare

Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.

ICD Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 14.4K baud

CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.

SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

2353. Re: at800xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 06:58:11 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May15.065811.17388@iglou.com>
Source record: 101265

Ken Ross (ken.ross@dscmail.com) wrote:
: Hi, I was wondering if you got the same problem I got...
:It seems I was able to get it working but...
:instead of a full screen its a tiny windowed type atari screen....
:real small....
:can I get it full screen or what..... any help would be great

: ---
: [illegible] KWQ/2 1.2e NR [illegible]

IF YOU ARE GETTING WHAT APPEARS TO BE A NORMAL SCREEN, IE PROMPT ETC.
JUST REDUCED IN SIZE:

Are you using a monitor or a T.V.
I'l;l tag which lines are appropriate to what with a T or an M

TM Ensure proper monitor operation (connect to known good video source)

T check RF modulator, game switch, RF cable.

M ensure resistance across 5 pin DIN plug acceptable (.02 ohm nom., 2 ohm
max)

TM check components C55 (100pf), R68(3K), L6 (100uH), R54 (1.2K), R56
(75), C54 (.001uF), R67 (75), C52(100pf), R58(6.2K), R59(2.2K), R60(1K),
R61(1K), Q2(2N3904),C53(3.9pF), R62(3.3K), R63(4.7K), R64(10K), R65(240),
Q4,Q5,(2N3904),R97(1K), R66(100), +5D supply line.

M check
U20,R46(1.6K),R47(36K),R48(1.8K),R49(9.1K),R50(4.7K),R51(750),R116(51),R52(2K)
R53(100),R55(75),Q3(2N3904),L5(820uH),C50(10uF),C51(.1uF),
R41,42,43,44,45(1K),+5A and +5B supply line.

TM check GTIA (swap for known good)

IF YOU ARE NOT GETTING NORMAL SCREEN:

Then let me know what color(s)are present in the screen.
Particular screen colors point to particular problems.

Hope this is helpful.

Robin

robmach@iglou.com

2354. Re: at800xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 07:07:44 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May15.070744.17505@iglou.com>
Source record: 101266

Robin Mach (robmach@iglou.iglou.com) wrote:
in his previous message repair techniques for 800XL computer with those
problems, NOT for the emulator. I figured out my mistake after I read
the next thread (and unfortunately after I posted all that)
What I posted was pretty much bugshooting for the entire video output
system from the GTIA forward.

SOOOOORRRRRRRRRRRRRRRRYYYYYYYYYYYYYY.

Robin (who is wearing his asbestos kilt in preparation for the flames for
being a bonehead.)

robmach@iglou.com

2355. Re: Looking for Phillip Price...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 07:09:34 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cpu17y.J7E@utnetw.utoledo.edu>
Source record: 101261

Harlan J Bruner (hjb5@merhaba.cc.columbia.edu) wrote:
: I cannot find Alternate Reality anywhere, I heard you write on this group
: occasionally. I'm looking for it and wonder if it ever hit the IBM platform.

He'll pop in every few months, lap up the praise for the old Alternate Reality work, make a few promises to upload some source code, say he'll get back to people on one subject or another, then vanish... I've heard he's done this to other groups of fans too...

Personally, I wonder if it REALLY is him... can't believe anyone is that vain. (Believe me, I played mail tag with him and a few other fans some months ago... WE'VE HAD IT!) Anyhow, I still have a fair collection of info on Alternate Reality: The City and The Dungeon - if you or anyone else would like start a discussion on it, by all means, what do you want to know about it! Hints? Partial potion lists? Typical encounters relative to an area? Character stats? Where to find original Atari boxed versions of either? (For the last one, American Techna-Vision sells NEW, still shrink-wrapped boxes of the City and the Dungeon for $12.50 each:)
American Techna-Vision - phone: 510-352-3787
15338 Inverness St.
San Leandro, CA 94579

-Tim

PS: I'm STILL waiting to hear from him in regards to my email he was forwarding to Gary Gilbertson... you remember him? 8-bit musical wiz/artist who created some astounding soundtracks in the Alternate Reality set as well as a few other demos floating here and there: Anticsong, Passionately, etc. Apparently he was considering selling a demo disk with some of his musical masterpieces to Atari fans some year or two ago... I know of a few people (including myself) that are EXTREMELY interested in this, but I have no CURRENTLY VALID email address for him - anyone out there know how to contact him? Maybe a postal address??? Phone number (best bet)?

2356. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 07:16:26 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cpu1JF.JGt@utnetw.utoledo.edu>
Source record: 101263

MTM 'Matt the Mentat' Walsh (mtmr@walsh.dme.battelle.org) wrote:
:
: I had a legit copy of The Last Ninja. I got it at Toys 'R Us here in
: Chicago Il. Was an ok fighting game with rooms you'd go into.

Sounds more like "Ninja" from Mastertronic... I bought this one YEARS ago...
not bad, used 128-color DLI's something like the Alternate Reality graphics,
and a sweet soundtrack (or a little musical speal when no other Thugs/Ninjas/
Samurai were in the room... hmm... samurai? Maybe something else, it's been
ages since I've played it.)

-Tim

2357. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 07:22:26 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cpu1tE.Jsp@utnetw.utoledo.edu>
Source record: 101264

Robin Mach (robmach@iglou.iglou.com) wrote:
: As far as Moreta etc. is concerned, somewhere here in the wreckage I do
: have a disk labelled Dragons of Pern. I'll scout it out and see if its
: still runable and give you a report.

Aaaargh... some of us are viewing this via modem on our poor 'ole Atari's running Omniterm/Kermit... PLEASE DON'T QUOTE THE ENTIRE 50-SOME LINE ARTICLE IF YOU JUST WANT TO ADD A QUICK 3-LINER FOLLOWUP... I'll have to dig out that old USENET FAQ for quoting on article followups again. There really is such a thing as USENET netiquette!

Oh-well - glad to see a new name in the 8bit group though!

-Tim

2358. Spartados 3.2f? Vaporware?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 07:29:55 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cpu25w.K1M@utnetw.utoledo.edu>
Source record: 101262

What ever happened to Spartados 3.2f? Was this another April 1st joke?
(I hope not... I was really looking forward to trying it out!!!)

(I'll be watching on umich - if someone manages to actually find a copy,
could you please u/l it there??? I have three big ones going there myself
if I can EVER GET THROUGH... I swear there must be 59 users logged into that
site just hitting a key, dozing off, hitting a key, dozing off, etc. and only
one useful slot that everyone else fights for!) Who's the new sys adm of the
Atari "division" there? If I had to uuencode and email a file, I used to
just contact Jody Lenn... who's the new guy?

-Tim

PS: For those who are too curious about my "3 big u/l's", here's a few hints:
1. Australian dos
2. Multi-tasking
3. RUSH

2359. Re: Programs that almost were...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 12:07:00 UTC
From: bommer@multicom.han.de
Message-ID: <5OtbiQIyX6B@multi-10.multicom.han.de>
Source record: 101277

rje@cs.nott.ac.uk meinte am 10.05.94
zum Thema "Re: Programs that almost were...":

> >>There was a Rogue release over here by Mastertronics.... Is it the same
> >>one? This one was a graphical RPG of sorts I think (I've never actualy
> >>played it but I saw the inlay cover). Something about exploring dungeons,
> >>having hit points, food, etc....
> >
> > I have an Antic Atari Rogue game that came on one of the
> >monthly disks with magazine. It seems to match your description as
> >far as I can tell. It was very simplistic though (no color, for
> >example).
> >
> I don't think so, this one was a commercial release on cassette and had
> colour as far as I can remember.. sorry I can't be anymore specific... I'm
> going to have to play it one day (it belongs to my brother).

This game called "Rogue" is a version of (Net)Hack. I think most people
heard of this game. You have do go down many levels, get the amulet of
Yendor and make it up again.

And for those who asked for Marble Madness:

Here in Germany there was a clone in a magazine to type in...
This should be PD nowadays, may be you find it somewhere.

Bye,
Andree
--- Bommer@Multicom.Han.De ---
CrossPoint v2.93

2360. The "new guy" at atari archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 15:01:17 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <2r5dft$5of@cxc1.cl.msu.edu>
Source record: 101340

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

>one useful slot that everyone else fights for!) Who's the new sys adm of the
>Atari "division" there? If I had to uuencode and email a file, I used to
>just contact Jody Lenn... who's the new guy?

The "new guy" at atari archive is boydm, aka Mickey Boyd. He's the new
head honcho. Jody Lenn, like myself and others, has taken it upon himself
to validate files and generate descriptions of same. Jody has a penchant
for working with the 8-bit uploads, for which a lot of people are grateful.

Uuencoding and emailing directly to Jody should work just fine, at least
until the day Jody gives up... Until then, just keep sending him those
messages of gratitude!

:)
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

2361. Sio2pc&Diskcomm

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 18:24:31 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.769026271@dtek.chalmers.se>
Source record: 101347

I previously made a false statement or two regarding
sio2pc along with diskcomm.
the two seems to totally disagree with each other.
The mentioned "solutions" are valid for some of the diskcopying
programs I have, copyxe+diskwizardII, most notably.
I wonder what command diskcomm sends to the sio bus, on my
system it shows as a ", instead of a R or W.
it adresses the right device though.
This happens with sio2pc 3.18i, what are your versions?

peace/

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

2362. bobterm question!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 18:31:21 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.769026681@dtek.chalmers.se>
Source record: 101274

How could one make bobterm not to strip the seventh bit in the ascii
conversion, a sort of atacii but with CR/LF instead of EOL.
This could be very useful to me because Swedish special characters
often are mapped in this area.
This cannot be a very hard patch to make.
Either its a only a bit change in the 850 module open statement,
or just NOP out a LSL, ASR sequence.

Programs I'd like to see at umich, (my and many peoples only atari source)

1. Spartados 3.2F
2. Bobterm 1.22
3. Mydos 4.54
4. Flickerterm
5. BBS Express!
6. that cool RIP alike for the 8bits, CGR??? or something
7. Textpro 5.11

question about Textpro 5.0,
how do I load a large text file (around 60k) into the banks
in logical order, all I have managed so far is to load the first 16k segment in
all the banks!
and how do I link these modules so that they are all printed out or saved in a
nice manner?

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

2363. Re: bobterm question!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 19:23:48 UTC
From: Krishna@max.tiac.net
Message-ID: <2r5ss4$b1q@sundog.tiac.net>
Source record: 101349

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:
: 6. that cool RIP alike for the 8bits, CGR??? or something

CGS. No sense getting that until there is a board that supports it.

Pro 4.0b was SUPPOSED to, but it really doesn't.

As for flick, I'm continuing to hammer Clay about it. Eventually it will
be made available.

2364. Re: SIO2PC and .DCM

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 20:11:15 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <111758@cup.portal.com>
Source record: 101346

d1dol@dtek.chalmers.se (Fredrik Lundholm) writes:
>>> What happens? Well, when I try to convert a .dcm file to
>>> disk, the program loads the file nice, but it stutters when it
>>> tries to save to the new disk, and reports an error (can`t
>>> remember which though).
>>
>>That's exactly what happens to me.
>>
>That's exactly what happened to me on my 286/10MHz
>my solution is this, everything cured if I forced
>physical disk access.

I just tried your solution on my 486/33, didn't help.
Tried changing all the timings to 0000, still didn't work.

Sure a finicky program.

Jeff_M_Lodoen@cup.portal.com

2365. Dummy Cartridge for Atari 800

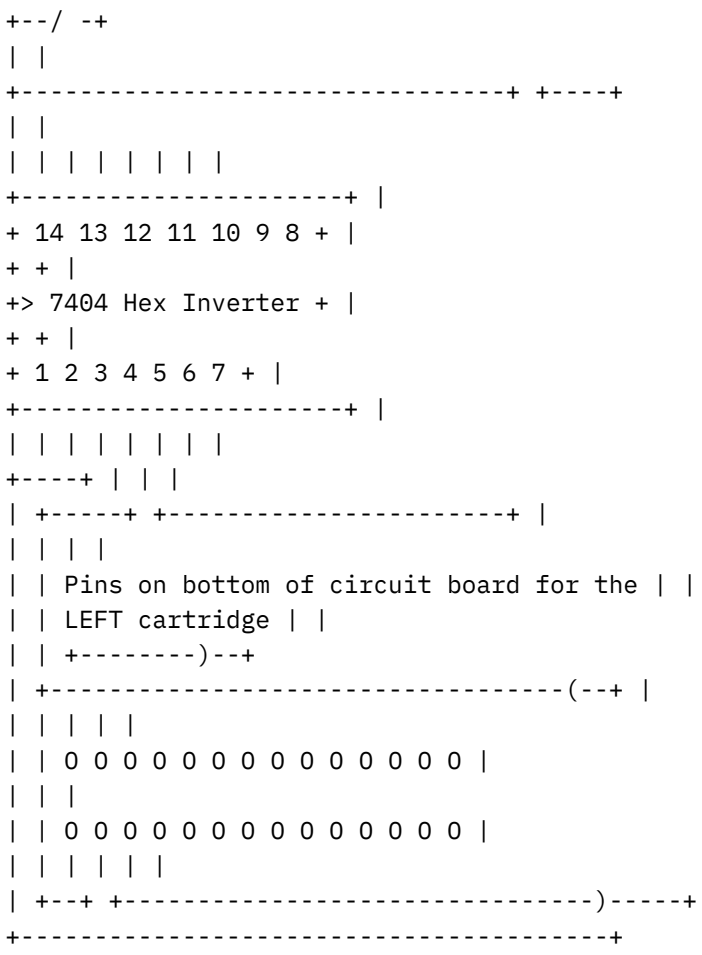
Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 20:23:16 UTC
From: knudson@cs.UND.NoDak.Edu
Message-ID: <2r60bk$sp@agassiz.cas.und.NoDak.edu>
Source record: 101343

Schematic for Dummy Cartridge

This modification tricks the computer into thinking a cartridge is installed. This is a terribly crude attempt at a schematic for it, since the original notes I had are quite old, and were just a few scribbles. I'm sorry that I don't have better references to the pins of the Atari board for the cartridge port, but I'm sure you can figure them out.

Parenthesis in the diagram indicate that the two lines are not connected.

Switch



Pin 14 of the 7404 connects to one side of the switch
Pin 2 of the 7404 connects to two of the cartdige port pins, all other pins of the 7404 connect to only one.

Atari 800 Computer upside down, keyboard toward you

--
Chad Knudson knudson@cs.und.nodak.edu Center for Aerospace Sciences
+1 701 777 4571 University of North Dakota

2366. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 20:30:45 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May15.203045.1342@iglou.com>
Source record: 101345

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: Aaaargh... some of us are viewing this via modem on our poor 'ole Atari's
: running Omniterm/Kermit... PLEASE DON'T QUOTE THE ENTIRE 50-SOME LINE ARTICLE
: IF YOU JUST WANT TO ADD A QUICK 3-LINER FOLLOWUP... I'll have to dig out that
: old USENET FAQ for quoting on article followups again. There really is such
: a thing as USENET netiquette!

: Oh-well - glad to see a new name in the 8bit group though!

: -Tim

Tim-
Don't bother with the FAQ for usenet etiquette-- thats not the problem.
The problem is this bloody PICO editor that I have to use from this node.
It certainly isn't vi, (which I much prefer)(or at least I know how to use)

Sorry for the incon.

And what do you bloody mean, poor ole atari.

Robin

robmach@iglou.com

2367. Re: Info on the different Disk Drives?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 20:42:16 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May15.204216.1520@iglou.com>
Source record: 101348

Glenn M. Saunders (Krishna@max.tiac.net) wrote:
^
: Rana 1000 SS SD/ED? DD? standard /LEDs and such

Rana 1000 SS/SD ED DD. can format disks on a
stand alone basis

My $.02

Robin

robmach@iglou.com

2368. Spartados 3.2f? Vaporwar

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 21:57:31 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2r65sb$1ov@news.cs.tulane.edu>
Source record: 101344

ti> What ever happened to Spartados 3.2f? Was this another April 1st joke?
ti> (I hope not... I was really looking forward to trying it out!!!)
ti>
ti> (I'll be watching on umich - if someone manages to actually find a copy,
ti> 3. RUSH

Well, SpartaDos 3.2f is a real release, can be found on GEnie, Compuserve and other BBS's (CTH, CSS, etc.). 3.2f is a shareware release of SD3.2d...only the title has changed, not the program itself. Currently, FTe is asking $19.95 as the shareware fee. Also, the SpartaDos toolkit has been released to shareware as well...(that might interest some who've not yet heard about it.)

Re: #3, a music demo? What format?

Mike
Info Atari8 Digest
---
* PabQwk 1.2 * Offline Reader

--

_____
Sherry L. Snyder L.P.N. Mike Todd - Publications.
Tulane Dept. of Dermatology Tulane Dept. of Dermatology
snyder10@convex1.tcs.tulane.edu snyder10@rs5.tcs.tulane.edu

2369. Re: Spartados 3.2f? Vaporwar

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 22:35:15 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94May16003516@nova.lise.unit.no>
Source record: 101276

In article <2r65sb$1ov@news.cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:

> Well, SpartaDos 3.2f is a real release, can be found on GEnie,
> Compuserve and other BBS's (CTH, CSS, etc.). 3.2f is a shareware
> release of SD3.2d...only the title has changed, not the program
> itself. Currently, FTe is asking $19.95 as the shareware fee.
> Also, the SpartaDos toolkit has been released to shareware as
> well...(that might interest some who've not yet heard about it.)

But it still isn't on the Archive... At least as far as I know.
Prove me wrong, someone...

2370. SOLD:atari 30xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-15 23:07:44 UTC
From: pakumar@OCF.Berkeley.EDU
Message-ID: <2r6a00$ogo@agate.berkeley.edu>
Source record: 101352

Newsgroups: comp.sys.atari.8bit
Subject: for sale 130xe/diskdrive/modem for $35
Summary:
Followup-To:
Distribution: usa
Organization: U.C. Berkeley Open Computing Facility
Keywords:
Cc:

THE FOLLOW SYSTEM ABOUT WHICH I POSTED EARLIER HAS
BEEN SOLD. IF THERE ARE CHANGES, I WILL CONTACT ONE
OF THE OTHER PEOPLE WHO HAVE ALREADY CONTACTED ME.
THANKS FOR ALL THE RESPONSES.

Because I now am a college student and have very
little time to use it, I would like to sell my atari
130xe computer. I would like to sell the following
stuff as one package.

130xe computer
1040 diskdrive
2400 baud modem
RS232 atari interface
Some misc games and software
Lots of magazines

I am asking about ** $30 ** for the computer and
the rest is "free" to that person because I can't
exactly guarentee the rest of the stuff will
work(I have tested the computer though.)

If I remember correctly, the diskdrive has an
occationaly problem booting disks but runs good
after that. The modem/interface was bought from
someone else and I tried it only once because
it did not have any instructions. There are about
2 dozen disks of commercial/public domain/magazine
disks of various stuff. Also there are a few
old cartridges of games(I think about 5). The
magazines include some old compute! and family
computing issues(about 3-4 years total.) and there
are also some atari books and stuff I will throw in.

Essentially, the first person to bid $30 or more
will get the computer and any or all of the stuff
above and the remaining will be given away free.

Buyer pays additional cost of shipping.

2371. at800xl.zip only half-speed?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 04:22:38 UTC
From: AK10005@phx.cam.ac.uk
Message-ID: <2r6see$11t@lyra.csx.cam.ac.uk>
Source record: 101284

Is at800xl.zip supposed to run at half speed on a 486/33 or am I doing something wrong?

Al

2372. Re: Sio2pc&Diskcomm

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 04:42:07 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994May16.044207.11136@iglou.com>
Source record: 101285

I think " is the SIO command to format a disk. Have you tried running Diskcomm without the "Format Destination Disk" option? (I don't have an SIO2PC or even a PC).

--
Bill Marcum bmarcum@iglou.com
Hide your brain! Here come the thought police!

2373. Re: Spartados 3.2f? Vaporwar

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 06:28:25 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2r73q9$fe9@news.cs.tulane.edu>
Source record: 101258

In article <EYVIND.94May16003516@nova.lise.unit.no> eyvind@lise.unit.no (Eyvind Bernhardsen) writes:
>
>But it still isn't on the Archive... At least as far as I know.
>Prove me wrong, someone...

Ya know what, you're right...its not on the archive yet. And neither is the Toolkit nor the selfextracting file compressor from CTH, nor a lot of things..

Why not ask about Speller from John Haines of New Zealand? How about the shareware version of BBS Express!... Prove you wrong? No, why waste the time.. Sooner of later someone will send the files to the archives, as for me, I've got another digest to work on.

You may not have ment that to come of the way it did, but after a long day and putting a lot of hard work getting the digests backup and running it damn sure hit me the wrong way.

I can't speak for anyone else here but the sad fact is I've not had time to send anything to the archives. Give it time, it'll get there along with a number of other kewl things.

Mike Todd
Info Atari8 Digest
BTW If I did read (take it) wrong, sorry...

2374. New at the Archive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 07:34:54 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2r77mu$gtd@news.cs.tulane.edu>
Source record: 101323

Okay, so I lied...I did find the time.

Several new files were just sent to the Atari archve at UMich
(atari.archive.umch.edu).

There has been several requests for TextPRO 5.11, well, rather than send
that I've sent the newer version, TextPRO 5.12 along with Tools512.

This new version of TextPRO now supports extended banking and the use of
binary add on programs. A stock 130xe now has access to 5 15.5k banks rather
than the normal 3 supported by TextPRO 5.0x. Tools512 is an example of a
binary add in file supported by 5.12; it adds the ability to inspect the
banks in use, pick any bank with one key press, set softkeys, and convert
a whole 15k bank of text using Ibm CR's to Atari CR's in less than half a
second.

Ftesd32f.dcm
SpartaDos 3.2f has been sent to the archive, other than a name change, this
is the same SpartaDos 3.2 that was released by ICD - only this version is
shareware. Currently, FTe is asking $19.95 and for that you'll get the
manual for SD3.2 and the Toolkit (to be uploaded later).

Currently, these files are located in the New section of the archive, but
they should be moved to their proper locations soon.

Still to come later this week...
CTH_SFX.SFX a selfextracting archiver from CTH
Speller A spell checker from John Haines of New Zealand
SDToolkit the SpartaDos Toolkit (shareware)
BBS Express! the shareware version of BBS Express

Mike Todd
Info Atari8 Digest

2375. Re: Sio2pc&Diskcomm

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 08:03:02 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94May16100302@nova.lise.unit.no>
Source record: 101324

In article <1994May16.044207.11136@iglou.com> bmarcum@iglou.iglou.com (Bill Marcum) writes:

> I think " is the SIO command to format a disk. Have you tried running
> Diskcomm without the "Format Destination Disk" option? (I don't have an
> SIO2PC or even a PC).

! is the SIO command to format a disk. I can't remember what " is,
but I'm sure I've known at some point :)
--
// Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

2376. Re: Sio2pc&Diskcomm

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 08:16:29 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94May16101629@nova.lise.unit.no>
Source record: 101325

In article <EYVIND.94May16100302@nova.lise.unit.no> eyvind@lise.unit.no (Eyvind Bernhardsen) writes:

> In article <1994May16.044207.11136@iglou.com> bmarcum@iglou.iglou.com (Bill Marcum) writes:
>
> > I think " is the SIO command to format a disk. Have you tried running
> > Diskcomm without the "Format Destination Disk" option? (I don't have an
> > SIO2PC or even a PC).
>
> ! is the SIO command to format a disk. I can't remember what " is,
> but I'm sure I've known at some point :)

OK, OK, slight booboo. " IS the SIO to format a disk... For ED
disks. ! is the command to format SD or DD disks. I should probably
cancel that article, but why pretend I'm infallible? :)
--
// Eyvind Bernhardsen - finger for PGP key - eyvind@lise.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

2377. GRAPHIX AT

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 08:18:01 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199405160637.AA213105291@relay2.geis.com>
Source record: 101288

The Graphix AT is a parallel printer interface manufactured by Xetec. The switches are as follows (numbered left to right, 1 to 8)

1 - UP = Graphix mode (Prints text and Atari Graphics)
DOWN = Transparent mode (Prints text, passes control codes to printer)
2 - UP = Line feeds on
DOWN = Line feeds off
3 - UP = Pass 155 (Atari EOL) on to printer unchanged
DOWN = Convert 155 (Atari EOL) to 13 (ASCII EOL)
4 - UP = Set high bit to 0
DOWN = Pass high bit on to printer

Switches 5 through 8 select the type of printer: all down for Epson / compatible, switch 6 up for Prowriter, and all four up for Daisy wheel printers (which have no graphics)

Since my PRC died I've been forced back to my Graphix AT; otherwise I'd never have found the manual.

Dave Paterson
D.Paterson2@genie.geis.com

2378. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 09:45:37 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May16.094537.11817@cs.nott.ac.uk>
Source record: 101328

In article <Cpu1JF.JGt@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
>MTM 'Matt the Mentat' Walsh (mtmr@walsh.dme.battelle.org) wrote:
>:
>: I had a legit copy of The Last Ninja. I got it at Toys 'R Us here in
>: Chicago Il. Was an ok fighting game with rooms you'd go into.
>
> Sounds more like "Ninja" from Mastertronic... I bought this one YEARS ago...
>not bad, used 128-color DLI's something like the Alternate Reality graphics,
>and a sweet soundtrack (or a little musical speal when no other Thugs/Ninjas/
>Samurai were in the room... hmm... samurai? Maybe something else, it's been
>ages since I've played it.)
Thugs/Karatekas/Ninjas ;) Great game, that's the one where you had to pick
up all the idols fighting your way up to the top of the house, get that final
idol, an go back where you started (lousy finish tho')
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2379. Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 10:19:16 UTC
From: opg@elcom.pub.ro
Message-ID: <m0q30bN-0002ZOC@elcom.pub.ro>
Source record: 101329

Hi, everybody!

This time I want to ask if anyone knows how to extend the DRAM refresh on my 130XE to 9 bits. I would like to upgrade my computer's memory to 512k, so I can have a bigger Ramdisk (my 1050 is getting old, and I want to spare it as much as possible). I want to use (if I can manage to obtain a sample) one of the newer 256k*16 Drams ('cause, on my parent's salary of around $100 a month I can't afford to buy 16 256k*1 Drams), possibly adding a chip from Dallas Semiconductor (I forgot the code) to make the ramdisk non-volatile (of course, if I can convince them to send me one)

Thanks!

Octavian Grecu
opg@elcom.pub.ro

2380. For Sale:

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 10:26:40 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2r7hp0$e3o@dux.dundee.ac.uk>
Source record: 101279

800Xl field servoce manaul.
Rescue on Fractalus (ROM)
20 tapes including Gauntlet, Fued, and Henry's house, Mercenary,
Spy Vs Spy I
Disks: Smash Hits 1 & 7
DigiDrum, Ace C, Turbo C

Plus about 3* more, email me if interested.

Cheers

Rod

--

==
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
|John Major, about as much fun as watching paint dry! |
==

2381. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 10:43:02 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2r7inm$ei3@dux.dundee.ac.uk>
Source record: 101281

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: Thugs/Karatekas/Ninjas ;) Great game, that's the one where you had to pick
: up all the idols fighting your way up to the top of the house, get that final
: idol, an go back where you started (lousy finish tho')

And if you got good at it, you could complete it in about 4 or 5 mins...

Graeme Fenwick gfenwick@uk.ac.dund.mcs

2382. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 12:12:45 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cpw9xA.B48@cs.vu.nl>
Source record: 101331
Cross-posted to: comp.sys.atari.8bit,umich.archives

Krishna@max.tiac.net (Glenn M. Saunders) writes:

>I just tried this stuff out. It is very PAL specific. German dox (or
>dutch) whatever. The Arkanoid clone is good, but the ball is a little
>too big, no paddle support, and when you get lasers the display list wigs
>out. The compy-shop editor is nice but it also wigs out (PAL flakies).

>The Europeans make stuff that looks and sounds so far better than what
>most americans do. When an american programmer may do a simple DLI, the
>eurpeans do mixed modes and PMGs all over. Oh, the frilliness! The menu
>system on this mag on disk is an example. The text viewer scrolls
>between a top and bottom frame with multishaded red (to make it look
>3-D). There are a host of scroll features for scroll speed, page forward
>back, etc... No offense, but it humbles what AC and Ol Hackers do as far
>as eye-candy factor.

Maybe you could suggest them to make it self-adapting when its run on a
NTSC machine. I know that Mega Magazine does this. When it's run on an
American machine, it adapts its display list to show less lines then on
a European one, so it doesn't crash.

>If only their programs would run correctly!!!!!!!!

If only you had PAL... :)

Ivo van Poorten

2383. Information on SMS2 please

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 12:27:37 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769091245@sirius.herts.ac.uk>
Source record: 101332
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Hi,
I've recently seen the adverts and read the STF article about
SMS2, the new operating-system-on-a-cartridge for Atari machines. I am
damn curious about it, and am also wondering why there haven't been any
articles about it on these newsgroups (of course, my feed might be a bit
slow).
I am very excited at the prospect of a proper multitasking O/S
with a proper windowing environment, and although the STF article and
review answered some questions, I have many more. Some of the most
pressing are below, but I would love to see a full discussion of SMS2.
Perhaps a new newsgroup is in order- comp.sys.atari.sms2?
QUESTIONS

What are the applications bundled with SMS2, if any?
What programming languages exist- LBASIC was mentioned, is there
a version of C in the pipeline?
How configurable is it?
How similar to Unix is the multitasking?
Does it support the standard ST/PC disk format (for floppy and
hard drives)?
PD software was mentioned- how much is there, and where could I
get it?
What is it like to use on a 1mb floppy drive system?
How much does it depend on boot disks and the like?
How can it be compatible with STFMs and STEs?

Duncan.

ObCommodore: C= liquidates... how ironic after all these years of
"competition". I hope the Amiga comes back, but I also hope
Atari & Acorn gain a little more credibility from this.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
(__ _ _ __) he works alone." (__ _ _ __)
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "

2384. SIO2PCs for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 13:08:15 UTC
From: eric.palm@drs.state.ct.us
Message-ID: <9405150730152532@drs.state.ct.us>
Source record: 101333

I have a friend building 2 SIO2PC cables. I already have the MAX232 1 chip version I bought from Nick Kennedy. I guess I could put these up for sale once they are completed. I think the price will be $20 - $25, depending on what the parts end up costing. I also think he has opted to build the TTL version of the cable. If anyone is interested, please E-Mail me for more info.

Eric Palm

eric.palm@drs.state.ct.us

___ Blue Wave/QWK v2.12

2385. Re: Spartados 3.2f? Vaporware?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 13:23:06 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2r7s3q$fvi@usenet.INS.CWRU.Edu>
Source record: 101335

In a previous article, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) says:

> (I'll be watching on umich - if someone manages to actually find a copy,
>could you please u/l it there??? I have three big ones going there myself
>if I can EVER GET THROUGH... I swear there must be 59 users logged into that
>site just hitting a key, dozing off, hitting a key, dozing off, etc. and only
>one useful slot that everyone else fights for!) Who's the new sys adm of the
>Atari "division" there? If I had to uuencode and email a file, I used to
>just contact Jody Lenn... who's the new guy?

Mickey Boyd, boydm@atari.archive.umich.edu, replaced Jeff Weiner as
maintainer of the entire Atari Archive. Jody Lenn,
lenn@atari.archive.umich.edu is still on as maintainer of the 8bit
directories.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists,
Cleveland Free-Net Atari SIGOp: aa700, <mailto::mcurrent@carleton.edu>

2386. SCSI Mechs For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 15:01:28 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405161426.AA15005@phinet.smithkline.com>
Source record: 101291

I have two Seagate ST-225N 20-meg hard drive mechs to sell. Price is $45 each.

Both of these mechs have been low-leveled with the Black Box & divided into two 10-meg partitions each. They work fine with the Atari 8-bit & the Black Box. However, they probably can't be used with a PC because they lack a parity setting. The Black Box requires Parity disabled, which is how these drives are permanently wired. Most PC SCSI cards require Parity enabled, so these won't work there.

You pay shipping if you buy just one drive. If you take both at once, shipping is on me. USA buyers only. Price is firm.

Note, these are embedded SCSI drives, so no controller card is required. It's a direct-connect to the SCSI port on the Black Box using the standard 50-pin IDC-type crimp connector & ribbon cable. I'll supply info on power requirements & jumper settings with the drives. To make a complete turnkey drive you'll need a case, power supply, & SCSI cable.

- Ben Poehland
179 Sprould Road/Rt. 352
Frazer PA 19355
poehland%phvax.dnet@sb.com

2387. Use Mac 13" RGB monitor w/ Atari computer???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 15:22:19 UTC
From: jaj@iastate.edu
Message-ID: <jaj.769101739@eng3.iastate.edu>
Source record: 101337
Cross-posted to: comp.sys.atari.8bit,comp.sys.mac.hardware

I'm posting for a friend who happens to be Germany right now and doesn't
have access to Usenet. He writes:

Has anyone hooked up Mac 13" Hi-res RGB monitor to an Atari Mega/STE?
From what I've read in the user's manual this Atari can only show
black/white at a resolution of 640x400 with the built in video.
A friend said that one can upgrade the video chip on this Atari however.
Does anybody out there know if this is possible?

Please respond directly to my email account so I can send the info
along to Germany. Thanks in advance.

--
| Jeff A. Jensen | Ames Lab/Iowa State University | Ph: (515) 294-0973 |
| jaj@iastate.edu | 206 Wilhelm, Ames, IA 50011 | FAX: (515) 294-4291 |

2388. Information, please!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 15:39:38 UTC
From: lordthan@news.delphi.com
Message-ID: <2r843q$a8e@news.delphi.com>
Source record: 101338

Okay, this is the last time I'm going to post this. I've asked three times before and haven't gotten a single reply.

WHAT IS AT800XL.ZIP???

2389. 600 XL produces red screen AND XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 15:53:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2dd7eb7d@p17.f1540.n244.z2.fidonet.org>
Source record: 101256

Montag, 02 Mai 1994 11:25, alexander.dauensteiner wrote to All:

ad> Last time I wanted to start my old 600 XL again after quite a while it
ad> seemed to be completely out of order. All it produced was a red screen
ad> no matter what key I stroke. Even Reset didn't cause any reaction at all.
ad> I could neither cause a sound nor any other reaction. What's wrong??

Hi Alexander,

this weekend I get an XE(G)ame(S)system with the same red screen :-((
I did open the system and found only 2 Chips with a socket....then I pulled
they out and replaced this Chip with the same Chips out of an old 800XL (Memory
Error and bad Keyboard). After a pair of tests i found out, that the Chip SALLY
(in 800XL at socket U8, Chipnumbers are:C014806-12 or 11151-12 or 8726 4203-1)
was blowed up.
After the replace the Monitor gives sounds like seraching for the Disk-Drive
and then it comes up with an lovely blue screen :-)) WITH "READY" on it :-)

Hope you have got the same Problem AND a chance to get an Chip of this sort.

BTW: In my XEGS i found only two small Chips of Ram for the 64K(?)...
can this amount of Ram increased or is this the total Ram-Limit for an
XEGS ?

Is there an other way to start Missle Command, or must the Keyboard
pfluged out ?

Bye Guido.

Guido

2390. Re: Forwarded from Fidonet

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 16:49:36 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2r8870$gop@theopolis.orl.mmc.com>
Source record: 101342

In article <d24e4a0a@straight.ct.se>, per.erik.peterson@straight.ct.se (Per.Erik Peterson) writes:
|>
|> ---
|> NR:220 AREA:Atari 8-bitars DATE:05-07-94 09:00
|> ALL ANDY FLOYD APACVIEW, ILBMREAD, AND C
|> ---

Pass this on to Andy...I don't know of any easy way to reach him.

|> I still have a beef with it dividing
|> horizontal resolutions of greater than 320 but less than 640 - sometimes not
|> necessary. It should be optional... Or user-definable.

Hmm... well my new JVIEW lets you diddle with the divisors just after loading the GIF header and before it starts interpreting the body of the file. Try it!

|> Anyway, I keep readin about people getting pale blue or red colors... Yes, I
|> have gotten that on a regular color TV.. But I have gotten exactly what Mr.
|> Potter intended, every time I do it. And what I do is VIDEOTAPE them onto my
|> VHS VCR in SLP/EP (slowest) speed - from the composite video output on my
|> Atari 8-bit to the VIDEO IN jack on my VCR. Then I play it back and get to
|> see GIFs of the Grand Canyon with the rich hues of a picture postcard in
|> APAC or Colorview modes.

Probably because your VCR uses a comb filter, which I think is the reason APAC works on some monitors and not others. The comb filter averages information from one line with the immediately preceding line. So if you alternate luminance (brightness) and chrominance (color) information on successive lines (which APAC does), you get 256 colors.

|> I even tried it with that demo for
|> another amazing paint program, from an AIM disk, which claimed over 25,000
|> colors from the 8-bit!

Yeah, Escalpaint, as I remember, makes that claim by allowing you the freedom of selecting the background color for the GR.9 portion of the screen. Otherwise it's interlaced APAC (I think).

|> And I wish Degasview had a SAVE
|> option. Searching around in RAM to find the mono save area was NOT fun,
|> which I found out about when desperately wanting to save a mono pic of a
|> Degas file.. ARGH!

Hmmm....I had no idea you were looking for this. Never got much response from DEGASRD, as far as shareware registrations.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2391. Looking for Philip Price ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 18:26:30 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405161926.AA16996@dylan.newi.ac.uk>
Source record: 101351

Cor! Philip Price still around? I'd have thought he'd be living it up in the Carribean by now with all the dosh he's made in the past.

By the way, anyone know who took over Datasoft and if they can be contacted?

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

Let him who hath understanding reckon the Number of the Beast ... for it is a human number ...

The number is six hundred and sixty six.
- Iron Maiden

2392. RESULT: comp.emulators.{announce,apple2,cbm,misc} all groups pass

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 18:34:18 UTC
From: jmaynard@admin5.hsc.uth.tmc.edu
Message-ID: <comp.emulators-RESULT@uunet.uu.net>
Source record: 101350
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.apple2,comp.sys.mac.misc,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc

```
RESULT
moderated group comp.emulators.announce
unmoderated group comp.emulators.apple2
unmoderated group comp.emulators.cbm
unmoderated group comp.emulators.misc

comp.emulators.* results - 233 valid votes

Yes No : 2/3? >100? : Pass? : Group
---- ---- : ---- ----- : ----- : ------------------------------------------
199 24 : Yes Yes : Yes : comp.emulators.announce
160 39 : Yes Yes : Yes : comp.emulators.apple2
176 36 : Yes Yes : Yes : comp.emulators.cbm
190 21 : Yes Yes : Yes : comp.emulators.misc
4 invalid votes

Newsgroups line:
comp.emulators.announce Emulator news, FAQs, announcements (moderated).
comp.emulators.apple2 Emulators of Apple // systems.
comp.emulators.cbm Emulators of C-64, C-128, PET, and VIC-20 systems.
comp.emulators.misc Emulators of miscellaneous computer systems.

This vote is being conducted by a neutral third party. For voting
questions only, contact the votetaker, Jay Maynard, at
jmaynard@admin5.hsc.uth.tmc.edu. For questions about the
proposed group, contact the proponent, Ron Dippold, at rdippold@qualcomm.com.

CHARTERS

comp.emulators.announce: This is a moderated group with announcements
about emulators, emulator ftp sites, new emulator images, and emulator
FAQs. Emulator discussion seems to have a fairly high noise level, so
this will be useful for important news and coordinating FAQs for newbies.

To be moderated by Ron Dippold <rdippold@qualcomm.com> at address
<emulators@qualcomm.com>, with a contact address of
<emulators-request@qualcomm.com>.

comp.emulators.apple2: Emulators of the entire Apple // family, such
as the Apple ][, ][+, //e, //c, and IIgs, on all platforms. For
discussion of specific Apple // software, you may wish to use
comp.sys.apple2 instead.

comp.emulators.cbm: Emulators of the entire Commodore C-64 family,
such as the C-16, C-64, C-128, PET, and VIC-20 on all platforms. For
```

discussion of specific C-64 software, you may wish to use
comp.sys.cbm instead.

comp.emulators.misc: Emulation of computer systems on another
platform. Emulators which are not covered elsewhere in the
comp.emulators hierarchy can be discussed here. Emulation of specific
hardware by other hardware in the same system (such as Sound Blaster
card emulation by the Gravis UltraSound card) generally belongs
elsewhere.

There are an amazingly large number of emulators out there of classic
and current computer systems, including several dozen for the IBM PC
alone. Unfortunately, the traffic is spread widely and haphazarardly
over much of Usenet, and many remain ignorant of the available
emulators. This is an attempt to centralize that knowledge in an
easily locatable hierarchy.

If this hierarchy pans out, I expect the creation of c.e.ibm-pc,
c.e.ms-windows, and c.e.mac won't be too far behind. For the moment,
I suspect Amiga users may wish to keep Emplant traffic on
comp.sys.amiga.emulators.

comp.emulators.* Final Vote Ack

comp.emulators.misc ------+
comp.emulators.cbm -----+|
comp.emulators.apple2 ----+||
comp.emulators.announce ---+|||
||||
a10@server.uwindsor.ca Darren Fuerst YYYY
aa37+@andrew.cmu.edu Ali E Aydar YNNY
al198723@academ01.mty.itesm.mx JESUS EUGENIO SANCHEZ PENA YYYY
albert@cs.tut.fi Pasi 'Albert' Ojala Y-YY
andy@drebin.demon.co.uk Andrew Ellam Y--Y
andyl@harlequin.com Andy Latto YYYY
arras@forwiss.uni-erlangen.de Michael Arras YYYY
ault@cs.albany.edu Jim Ault YYYY
a_rubin@dsg4.dse.beckman.com Arthur L. Rubin Y--Y
b16ryf@isbe.ch Urs Ryf YNNY
barth@wam.umd.edu Kevin J. Barth YYYY
bjv@herbison.com B.J. Herbison YYYY
blankm@cae.wisc.edu YYYY
borgen@stud.cs.uit.no Bxrge Nxst YYYY
bracejr@dunx1.ocs.drexel.edu Jeffrey R. Brace YYYY
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brian.s.mogged@uwrf.edu Brian Mogged Y-YY
brown@sme.siemens.com Eric W. Brown --YY
Bruce@hoult.actrix.gen.nz Bruce Hoult YYYY
bswitzer@uoguelph.ca Brian Switzer YNNY
burt+@CMU.EDU Burt Holzman YY--
c900cade@w250zrz.zrz.TU-Berlin.DE Simon. Laule YYYY
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carl.hudson@adam.com.au Carl Julian Hudson YYYY
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cjackson@csugrad.cs.vt.edu CHRIS JACKSON YYYY
cjw1@ukc.ac.uk Chris Wells YYYY
claudio@eunet.ch Claudio Nieder YYYY
CMLOW@NTUVAX.NTU.AC.SG Patrick Low YY-Y
colin@psych.toronto.edu Colin Hinz YYYY
combee@prism.gatech.edu Benjamin L. Combee YYYY
comrade@uniwa.uwa.edu.au Peter Cooper Y--Y
cpb@kynes.bison.mb.ca YYYY
crimson@WPI.EDU Joe Provo YYYY
crouchkp@flidh102.delcoelect.com Kenneth P. Crouch, Jr. NNNN
csuou@csv.warwick.ac.uk Alex Hornby YYYY
ctm@ardi.com Clifford T. Matthews YY-Y
cward@Think.COM Christopher Ward NNNN
d91-jda@nada.kth.se Johan Danielsson --Y-
d91fe@sinope.pt.hk-r.se Fredrik Ekman Y-YY
Daryl_Spitzer@mindlink.bc.ca Daryl Spitzer YYYY
datta@cs.uwp.edu Dave Datta YYYY
daveh@fusion.demon.co.uk Dave Hodgkinson Y-YY
David.Capshaw@SEMATECH.Org David Capshaw Y--Y
david@osiris.cs.uow.edu.au David E A Wilson YYYY
dbasinge@indiana.edu D. Michael Basinger YYYY
DBEHRENS@miavx1.acs.muohio.edu Dennis J. Behrens YY--
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ddkilzer@iastate.edu David D. Kilzer YYYY
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digdon@fox.nstn.ns.ca Mike Digdon YYYY
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ds6537@cmsuvmb.cmsu.edu Doug Shannon YYYY
dss2k@poe.acc.virginia.edu David Strauss YYY-
DUCK@pembvax1.pembroke.edu Craig Taylor NYYY
dwarner@silver.ucs.indiana.edu David J. Warner YYYY
DXB132@PSUVM.PSU.EDU Dan Babcock YYYY
E65528@vm.cc.metu.edu.tr Erk Toros YYYY
eab@msc.edu Edward Bertsch YNNY
ecarroll@maths.tcd.ie Eddy Carroll YYYY
eggert@tattoo.twinsun.com Paul Eggert YNNY
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ekolar@peach.ucs.indiana.edu Erik S. Kolar YYYY
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ems@halcyon.com Erik Seaberg NNNY

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galley@Think.COM Stu Galley YY--
galt@asylum.cs.utah.edu Greg Alt YYYY
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GJONES@pcweek.ziff.com George Jones YYYY
goody@halcyon.com Robert Goodlett YYYY
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jones991@Armstrong.EDU Fred C Jones YYYN
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walaj@essex.ac.uk Jonathan Waland YYYY
waveform@isumataq.eskimo.com John Kaiser ("Waveform") --Y-

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yadallee@gAllIf.Ersys.edmonton.AB.Ca Dave Shariff Yadallee YYYY
zappa@marvin.df.lth.se Jonas Larsson --Y-
zbaker@osiris.ac.hmc.edu Zach Baker YYYY
zem@iwm.fhg.de Philip Zembrod Y-Y-
zigmunds@dsv.su.se Zigmunds Vainers YYY-
zinkin@acsu.buffalo.edu David R Zinkin YYYY

Votes in error
----
blucier@ersys.edmonton.ab.ca Bill Lucier
! No vote statement in message
ferrellw@lamar.ColoState.EDU William W. Ferrell
! No vote statement in message
L.H.Wood@student.lut.ac.uk Lloyd Wood
! No vote statement in message
larsg@edb.tih.no Lars Gaarden
! No vote statement in message
--
Jay Maynard, EMT-P, K5ZC, PP-ASEL | Never ascribe to malice that which can
jmaynard@admin5.hsc.uth.tmc.edu | adequately be explained by stupidity.
To Sarah Brady, Howard Metzenbaum, Dianne Feinstein, and Charles Schumer:
Thanks. Without you, I would be neither a gun owner nor an NRA life member.

2393. Re: Dummy Cartridge for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 19:03:01 UTC
From: vparada@inf.utfsm.cl
Message-ID: <Cpwsxu.869@inf.utfsm.cl>
Source record: 101353

Hola mundo.

Chad N.R. Knudson <knudson@cs.UND.NoDak.Edu> wrote:
>Schematic for Dummy Cartridge
>This modification tricks the computer into thinking a cartridge is
>installed. [...]

The following does the same for a dummy 16K cartridge. A friend of
mine gave me this home made cart. Since I'm not an IEEE member,
I just can describe it:

Codes for the resistence: orange/orange/purple/gold (? ohm)

I'm not sure about the number of the pins in the LS, because I can't
remember if the chip is in the front or the back of the card.
If I'm wrong, I'll correct it...

The names in the cartridge port are from "Mapping the Atari".

Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

2394. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 19:28:59 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769116528@sirius.herts.ac.uk>
Source record: 101354
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Oh dear, following up to my own post. Heres a little memory
jogger, the advert that Furst Ltd. have been putting in the ST press for
the last couple of months.
The advert is (sadly) b/w and 1/4 page, probably they couldn't
afford much more than that. Lets hope SMS2, and Furst Ltd., get the
support they (seem to) deserve.
The text of the advert, excluding the phone number and address
(though I can post them if anyone wants) follows my .sig. And no, I
don't work for them, know them, drink with them, etc. They have simply
developed a product that has caught my interest.

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
(__ _ _ __) he works alone." (__ _ _ __)
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "

TRUE MULTITASKING- THE SMS2 OPERATING SYSTEM

the DAWN of a NEW ERA

Furst Limited are pleased to annonuce the launch of a new
operating system for the Atari ST range of computers.
SMS2 turns even the lowliest of STs into a real time system
with workstation capabilities.

SMS2 is an object-oriented, network-ready operating system. It includes
many advanced features such as an intelligent graphics user interface, a
powerful hotkey system, a unique memory sharing system, inter-job
communications (eg. named pipes), re-directable I/O, built-in system
access programs.
SMS2 seems to be unusual in that you simply plug it into the cartridge
port of your ST, switch on and ten seconds later the system is ready for
use. There is no complex installation procedure and yet it is highly
configurable to suit your own particular needs.
SMS2 is supplied on PEROM (Programmable Erasable Read Only Memory) so
that any upgrades to the system software can be recorded onto the PEROMs
enabling your system to be easily updated.

Applications: SMS2 is not GEM or TOS compatible but is a distinct and
separate operating system, which provides a different form of computing.
There are already a number of commercial programs and a good range of PD

software which is available now and is SMS2 compatible.

FURST Limited

SMS2 is ready now for only <GBP>135.00 for the single user version.

2395. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 20:31:49 UTC
From: cb170@city.ac.uk
Message-ID: <cb170.769120309@Paddington>
Source record: 101257
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

There is a review of SMS2 in a recent ST magazine - I think it was the last ST Format.

It does look like an impressive product, but then, many technologically innovative and impressive products are doomed to failure in this modern day, cash orientated world. Sad fact of life... :-(

SMS2 looks interesting, but for me, and many others, we simply cannot afford 160 odd quid on something that is interesting, rather than vital.

Of course, the price has to reflect developement and other costs, I realise that, but it is ultimately down to getting many people owning it, and I don't think that will happen (especially with all the mtasking software flying about at the moment - Mag!X is 60 pounds)

--
|> | | Likes: Ataris, Synths, Blakes7,
|> E |\| |-| /\ |_ |_ The Prisoner, Films.
Dislikes: The Eurovision Song Contest
(cb170@city.ac.uk ----------- http://web.city.ac.uk/~cb170)

2396. Re: Information, please!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-16 21:48:06 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <2r8pmm$gtv@news.cs.tulane.edu>
Source record: 101259

In article <2r843q$a8e@news.delphi.com> lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:
>Okay, this is the last time I'm going to post this. I've asked three
>times before and haven't gotten a single reply.
>
>WHAT IS AT800XL.ZIP???
>

AT800xl.ZIP is an Atari 800 emulator for the IBM from Germany. It's a bit rough around the edges but it does seem to work...if in a limited way. Still it's interesting to playwith...

Mike Todd
Info Atari8 Digest
:

2397. Massive 130xe for trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 01:32:02 UTC
From: kamaro_kid@delphi.com
Message-ID: <x28udiy.kamaro_kid@delphi.com>
Source record: 101267

I have a 1meg upgraded 130xe with the following hardware additions:

FREEZER switch - allows you to soft boot on the press of a switch, without loosing your internal ramdisk(s)

MUX disable switch -- allows you to disable the IO portion of the MUX ROM

MUX/OS toggle switch -- allows you to switch between the MUX OS and Atari OS

SuperVideo -- Atari Classics Magazine SuperVideo upgrade installed

SuperAudio -- Atari Classics Magazine SuperAudio upgrade installed

In trade (since this machine is worth at LEAST $150.00+), I'd like to get something along the lines of: 320k 130xe AND cash,
256k 800xl AND cash, 320k XE and other misc. hardware or anything else of interest in the 8bit Atari world.

I already have the following hardware, so dont bother offering it to me:

XF551 disk drives, Happy disk drive, US Doubled disk drives, XEP80, ATR8000 beefed up, monitors up the ying-yang (mono and composite), printers up the ying-yang (direct connect and otherwise), TrakBalls, modems (direct connect and up to 38.4k Hayes smartmodems), CX85 keypads.

But anything not on that listed will be seriously considered! [grin]

Oh yeah -- this XE also has the BEST XE TOUCH keyboard upgrade.. Makes your XE keyboard have a more tactile feel (much like the old 800, etc..)

Replies via Inet mail at: kamaro_kid@delphi.com or jeking@email.state.ut.us

or phone calls to: 801-969-9782 (evenings, MST) 801-538-3182 (days, MST)

--Jim King

2398. Re: SCSI Mechs For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 01:38:09 UTC
From: kamaro_kid@delphi.com
Message-ID: <520PlY5.kamaro_kid@delphi.com>
Source record: 101269

Ben: Are you bailing on your 8bit harddrive setup?

Also - would you be interested in trading anything for one of those
SCSI 20meggers? I have TONS of 8bit hardware and software (most software
still in the original box) - and also have an over-abundance of
IBM PC controller cards (MFM, RLL hard drive controllers [MULTI-IO], a
modem/fax modem, etc..)

Let me know.

2399. Re: Spartados 3.2f? Vaporware?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 01:39:04 UTC
From: kamaro_kid@delphi.com
Message-ID: <5U8N1U4.kamaro_kid@delphi.com>
Source record: 101268

I'll upload all the shareware SpartaDos to UMICH tonight..

Sheesh - I've seen these files scattered throughout every pay service and
almost every reputable 8bit BBS (including my own)

2400. The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 01:41:52 UTC
From: kamaro_kid@delphi.com
Message-ID: <xW9Mtq4.kamaro_kid@delphi.com>
Source record: 101270

The Atari Connection BBS is back online!

Online Monday-Friday from 5:00pm - 6:00am MST
Offline Monday-Friday 6:00am - 4:59pm MST
OnLine Saturday and Sunday 24 hours!

I have over 350meg of NOTHING BUT 8bit Atari files online - from places like: CompuServe, GEnie, Delphi, Umich Atari Archives, Cleveland Freenet and bulletin boards throughout the world.

Suffice it to say, I have almost every decent file online from the above mentioned locations.

This BBS is also linked into the USF and IANet's worldwide message networks.

To get online with your 300-19.2k modem, simply dial 1-801-969-1468!

NOTE: Please use your Atari 8bit to connect, as non atascii users are severely frowned upon and will not be supported!

2401. 2nd CFV: comp.sys.atari.announce moderated

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 01:48:46 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.announce-CFV2@uunet.uu.net>
Source record: 101341
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.8bit,maus.sys.atari.hardware,maus.sys.atari.software,maus.sys.atari.talk,ctdl.sys.atari.st,fido.ger.atari,fr.comp.sys.atari

```
LAST CALL FOR VOTES (of 2)
moderated group comp.sys.atari.announce

Newsgroups line:
comp.sys.atari.announce Atari related hard/software announcements. (Moderated)

Votes must be received by 23:59:59 UTC, 30 May 1994.

After this CFV appears on news.announce.newgroups it will be sent to
the mailing list <lexicor-list@lexicor.com>.

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Sui <ysiu@lexicor.com>

CHARTER (Yat Siu)

The proposed group will provide a forum for the announcement and
release of new atari related products:

* atari computer hardware and software
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

Yat Siu (Lexicor@world.std.com) will be the moderator.

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three
groups are discussion forums for their (specific) related hard and
software. Product announcements in these discussion forums of new
releases by either commercial, shareware groups can often be
considered a service but not encouraged. The atari computer market is
not very widely distributed and it is getting increasingly harder to
know more about new products.

To begin with a product announcement group would encourage the
people to announce their new products for the benefit of all atari
computer users. It will also allow the reader to focus for a new
newsgroup only for product announcements or press releases and will
also make the reader more aware of his/her options.

HOW TO VOTE
```

Send MAIL to: voting@qualcomm.com
Just Replying should work if you are not reading this on a mailing list.

Your mail message should contain one of the following statements:
I vote YES on comp.sys.atari.announce
I vote NO on comp.sys.atari.announce

You may also ABSTAIN in place of YES/NO - this will not affect the outcome.
Anything else may be rejected by the automatic vote counting program. The
votetaker will respond to your received ballots with a personal acknowledge-
ment by mail - if you do not receive one within several days, try again.
It's your responsibility to make sure your vote is registered correctly.

One vote counted per person, no more than one per account. Addresses and
votes of all voters will be published in the final voting results list.

comp.sys.atari.announce Bounce List - No need to revote
---
gt1448b@prism.gatech.edu David Forrai
jferris@cwa.com Jim Ferris
Konstantinos.Xonis@math.uni-giessen.de Konstantinos Xonis
krasel@alf.biochem.mpg.de Cornelius Krasel

2402. RE: Super Video Modification

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 02:28:19 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1994May17.092823.567@sfov1.verifone.com>
Source record: 101297

In Article <9405131859.AA29077@phinet.smithkline.com>
poehland%phvax.dnet@sb.com writes:
>While I can't knock either the observation that the 1200XL's video Rf output
>is <somewhat> better than its composite output, or Richard Dell's suggestion
>about the CB filter on the antenna input, still I think you guys are just
>covering festering wounds with undersized band-aids.
>
>Do the S-V 2.1XL upgrade frommthe Dec'93 AC & get yourself a decent monitor.

Where do I get a copy of this article?

2403. Kampfgruppe wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 02:30:16 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994May17.143016.28651@waikato.ac.nz>
Source record: 101272

Howdo

I posted this a couple of months ago, but the replies were pretty poor. I'm wanting to buy an original (not copy) of SSI's "Kampfgruppe". If anyone has anything for sale, let me know (post here or email).

--

Bruce Parkinson, Physics Department, Waikato University, Hamilton, New Zealand
bnp@waikato.ac.nz

2404. Re: New at the Archive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 03:50:04 UTC
From: kamaro_kid@delphi.com
Message-ID: <5+0Mts8.kamaro_kid@delphi.com>
Source record: 101273

I've just uploaded the entire FTE SpartaDos collection, including the recently released and revised DISKRX and PROKEY.

I've also uploaded several of TOM HUNT's most excellent utilities, namely SFX (create self-extracting archives), SHELL (provides PATH statement, like Xcart and MSDOS) and a few other diddies

Note that I also included a description *.DES file with everything I uploaded to the NEW directory.

I didnt notice any previous uploads of SpartaDos, so I sent them up.

2405. Re: Games that almost were (again) ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 04:23:27 UTC
From: gnu@theporch.raider.net
Message-ID: <CpxIv3.1q6@theporch.raider.net>
Source record: 101131

mbitdc9306@newi.ac.uk (David Davies) writes:

>Another title I've just remembered is a game that was advertised called
>'Jackal' from Konami. Also, when I bought my machine in 1985, there was a card

Well, I think I can figure out this one. Jackal was released by Konami as
a game for the Nintendo Entertainment System, and Nintendo's strict
licensing policies would have prohibited it from appearing on any other
machine; I'm certain that when Konami was faced with a decision, they went
where the profits would take them.
--
"Janet!" "Dr. Scott!" "Janet!" "Brad!" "Rocky!" <dumb look>
Manufactured by TAILCO -- making meaningless | gnu@theporch.raider.net
taglines and signatures since 1993 | Brian McCord
My opinions are those of my own and a few drunken blokes across the street.

2406. Re: 600 XL produces red screen AND XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 04:38:38 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CpxJKE.Ar9@freenet.carleton.ca>
Source record: 101275

In a previous article, Guido_Lehwalder@p17.wildcat.fido.de (Guido Lehwalder) says:

> Is there an other way to start Missle Command, or must the Keyboard
>pfluged out ?
>

Hold down OPTION when turning on the machine without a cartridge plugged in.
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
"In the year 2000... ...man will sometimes write '1999' on his cheques."
...the word 'krunk' will be banned from network TV."

2407. Re: New at the Archive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 05:51:26 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2r9m0u$1uf@news.cs.tulane.edu>
Source record: 101129

In article <5+0Mts8.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>I've just uploaded the entire FTE SpartaDos collection, including the
>recently released and revised DISKRX and PROKEY.

Thanks Jim, didn't know when I'd get the time (we're down to 2400 bd connections
for the time...system work they say...)

>Note that I also included a description *.DES file with everything I
>uploaded to the NEW directory.
>

I've found that including a DES or TXT seems to get the file moved much
faster...note the 90+ files still setting in the New bin...

>I didnt notice any previous uploads of SpartaDos, so I sent them up.

Likely they've been moved...it's why I post to the net itself, the Mod's then
get an Idea whats there and can take care of it in just a few min.

Thanks again

Mike Todd
Info Atari8
Digest

2408. Re: New at the Archive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 06:16:37 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2r9ng5$2l7@news.cs.tulane.edu>
Source record: 101278

In article <5+0Mts8.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>
>>I didnt notice any previous uploads of SpartaDos, so I sent them up.
>
>Likely they've been moved...it's why I post to the net itself, the Mod's then
>get an Idea whats there and can take care of it in just a few min.

SpartaDos 3.2f (ftesd32f.dcm) can be found under /8bit (kinda in the mix)
TextPRO 5.12 can be found under /8bit/Editors as tp512sidea and sideb, also
look for the tools add on located in the same sub file.

A note to the archive Mod, ftesd32f.dcm really should be moved to the SpartaDos
subfile area. Thanks

Mike Todd
Info Atari 8
Digest

2409. All Computer, All Game Machine & Electronics Swap Meet!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 08:59:47 UTC
From: bensmith@teleport.com
Message-ID: <2ra123$if@kelly.teleport.com>
Source record: 101128

YOU are welcome to come to an All Computer and Electronics Swap Meet.
ALL Computers are welcome such as Atari, Apple, Macintosh, IBM,
Commodore, Amiga and all other Computer Types! Also welcome are all
types of peripherals, such as Printers, Modems, Monitors, Hard Drives
and any kind of Peripherals, Game Machines such as Nintendo, Super
Nintendo, Sega Genesis, Jaguar, and Lynx.

All Computers, Game Machines and Electronics are Welcome!!!

The Swap Meet will be held at the NW Service Center at NW 18th and
Everrett Street in NW Portland. From 7PM - 10PM on June 6th, 1994.

FREE ADMISSION!!! EVERYONE WELCOME!!!

Call Ben for Tables and more info (503)256-9974 This Swap Meet
sponsored by ACE of America.

Reply in Mail.

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2410. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 09:45:56 UTC
From: plord@novell.co.uk
Message-ID: <CpxxsM.KHr@novell.co.uk>
Source record: 101295
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

HALL B J (cb170@city.ac.uk) wrote:
: There is a review of SMS2 in a recent ST magazine - I think it was the
: last ST Format.

: It does look like an impressive product, but then, many technologically
: innovative and impressive products are doomed to failure in this modern
: day, cash orientated world. Sad fact of life... :-(

I did send off for some more information - it does look impressive.

Will I buy it? Yes if the GUI was based on X11 (to make porting PD apps
easy) and it runs older TOS based programs (GEM would be even better).

But as far as I can make out, its a completly now OS with no backward
compatability nor compatable with other OS's.

Peter Lord

2411. Re: Games that almost were (again) ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 10:14:11 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2ra5dj$6b4@dux.dundee.ac.uk>
Source record: 101283

Brian McCord (gnu@theporch.raider.net) wrote:
: mbitdc9306@newi.ac.uk (David Davies) writes:

: >Another title I've just remembered is a game that was advertised called
: >'Jackal' from Konami. Also, when I bought my machine in 1985, there was a card

: Well, I think I can figure out this one. Jackal was released by Konami as
: a game for the Nintendo Entertainment System, and Nintendo's strict
: licensing policies would have prohibited it from appearing on any other
: machine; I'm certain that when Konami was faced with a decision, they went
: where the profits would take them.

Actually, Jackal came out on the Spectrash as far as I know.. I certainly saw
a review of it in a friends mag. Looked crap, but then, it *was* running on a
spectrum..

Graeme Fenwick gfenwick@uk.ac.dund.mcs

2412. Re: 600 XL produces red screen AND XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 10:58:10 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94May17125810@nova.lise.unit.no>
Source record: 101286

In article <CpxJKE.Ar9@freenet.carleton.ca> am023@FreeNet.Carleton.CA (David Strutt) writes:

> In a previous article, Guido_Lehwalder@p17.wildcat.fido.de (Guido Lehwalder) says:
>
> > Is there an other way to start Missle Command, or must the Keyboard
> >pfluged out ?
> >
>
> Hold down OPTION when turning on the machine without a cartridge plugged in.

I think it's SELECT... Any more? :)
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

2413. What's the point?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 11:40:51 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405171241.AA19501@dylan.newi.ac.uk>
Source record: 101287

What's the point of having a dummy cartridge? Is it useful for anything?

David Davies
mbitdc9306@newi.ac.uk

2414. Re: 600 XL produces red screen AND XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 12:24:15 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May17.122415.22763@iglou.com>
Source record: 101290

Guido Lehwalder (Guido_Lehwalder@p17.wildcat.fido.de) wrote:
: Montag, 02 Mai 1994 11:25, alexander.dauensteiner wrote to All:

: ad> Last time I wanted to start my old 600 XL again after quite a while it
: ad> seemed to be completely out of order. All it produced was a red screen
: ad> no matter what key I stroke. Even Reset didn't cause any reaction at all.
: ad> I could neither cause a sound nor any other reaction. What's wrong??

: Hi Alexander,

: this weekend I get an XE(G)ame(S)system with the same red screen :-((
: I did open the system and found only 2 Chips with a socket....then I pulled
: they out and replaced this Chip with the same Chips out of an old 800XL (Memory
: Error and bad Keyboard). After a pair of tests i found out, that the Chip SALLY
: (in 800XL at socket U8, Chipnumbers are:C014806-12 or 11151-12 or 8726 4203-1)
: was blowed up.
: After the replace the Monitor gives sounds like seraching for the Disk-Drive
: and then it comes up with an lovely blue screen :-)) WITH "READY" on it :-)

From the Atari 600XL computer field service manual--

Symptom: No color or bad color (closest listing)

Possible causes: U17 (GTIA), U19(IC C04050B hex buffer
CMOS)Q6,Q1,CR1-2,Y1 (crystal 3.579545 mHz) RF modulator, TV tuner, R43,U8
(IC LM358 dual op amp)

--

Robin Mach	The art of putting the right man in the right
robmach@iglou.com	places is first in the science of government, but

2415. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 12:36:01 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May17.123601.22912@iglou.com>
Source record: 101293

Not to start a flame war or piss anybody off, but I was going to call
until I read that. The only standalone modem I have is 300 baud.
Usually I call in with the IBM, do things reasonably quickly and then
null modem to my Atari's.
I like my Atari for the things it does which I can't do on other platforms.
I surely am not going to waste money on a modem so that my Atari can
duplicate a function that I already am satisfied with on another
machine. This sort of chauvinism is exactly what causes computers like
the Atari to lose popularity in the first place.

Robin

--
==
Robin Mach	The art of putting the right man in the right
robmach@iglou.com	places is first in the science of government, but

2416. ATARI CUSTOM ROMS FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 12:59:39 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405171236.AA18104@phinet.smithkline.com>
Source record: 101292

The Alchemist has been doing some spring housecleaning & discovered a mother-
lode of custom Atari ROMs which are superfluous to my needs. Get 'em while
you still can! Here's the list:

REV C ROMs for Atari 810 drive, 39 each, Atari part # COO1299C/CO11299C, $45
for the lot.
OS ROMs for the 800: 4 each of CO12399B, CO12499B, CO14599B, $20 for all.
1771 FDC chip for 810 drive, Atari #CO14329, have 13, $30 for all.
Custom 6502 ("Colleen") for 800, Atari #CO14377, 5 each, $15 for all.
6532 RIOT chips for 1050 drive, have 14, $35 for all.

PACKAGE DEAL: $90 for the whole works, and shipping is on ME. Otherwise, you
pay shipping. USA buyers only. Will consider sale to Canadian purchaser but
no free shipping.

Cash or check to: Ben Poehland
197 Sproul Road/Rt. 352
wups.... that's 179 Sproul Road/Rt. 352 sheesh!
Frazer PA 19355
poehland%phvax.dnet@sb.com

First come, first serve!

2417. Re: New at the Archive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 13:00:00 UTC
From: kamaro_kid@delphi.com
Message-ID: <J+0NtjA.kamaro_kid@delphi.com>
Source record: 101289

Mike: This is out of this thread, but I need you to change my email address for the comp-sys-atari8 digest.

Right now, you're mailing to: jking@email.state.ut.us

Could you change that address to: jeking@email.state.ut.us?

Thanks.

2418. Re: AT800XL emulator discoveries

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 13:15:41 UTC
From: uj1g@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2rag1t$4vo@nz12.rz.uni-karlsruhe.de>
Source record: 101294

In article <2qs8sg$f0r@news1.digex.net>,
Dave Romerstein <romer@access3.digex.net> wrote:
>
>typing LOAD "C: pulls up a file menu (as does SAVE "C:), but they crash
>my machine, so I don't know how they work.

This is because the program has some problems with interrupts, like it says
in the manual. Therefore you have to copy the stuff you want to run into
a RAMDISK and load it from there.

-Marek

---

uj1g@DKAUNI2.BITNET
or
uj1g@rz.uni-karlsruhe.de

2419. Rare Antique Computer Offered

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 14:05:26 UTC
From: Andy.S.Caslaw
Message-ID: <2raiv6$p3j@gpo.gb.swissbank.com>
Source record: 101214

```
Rare Antique Computer Offered
=============================

Would anybody be interested in owning an Atari 800XL with the
following accessories...

Atari Tape Drive
Basic Cartridge
Games Cartridges/Tapes
Assembler Tape
Various other Software
Allaphone Voice Synthesizer Board
User Guide/Programming Guide etc
Atari 800 Technical Reference Manual
Power Supply ( 240volts )
Joystick

If so, make me an offer

Andy Caz

-------------------------------------------------------
R A D I O F U N K Y P R O D U C T I O N S
Andy.S.Caslaw
86 Goldhurst Terrace - West Hampstead - London - NW6 3HS
Work Email:caslawa@gb.swissbank.com Tel:+44-71-711-2441
Home Email:andy@alphavil.demon.co.uk Tel:+44-71-372-7732
```

2420. There's an emulator for pc ??

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 16:05:12 UTC
From: ntricht@cip.e-technik.uni-erlangen.de
Message-ID: <2rapvoEdiq@uni-erlangen.de>
Source record: 101296

Hey,
can anybody tell me where I can get this 800XL emulator for pc's ??
I was the biggest atari 8 bit fan a few years ago and I got really
crazy as I heard, that there is an emulator for pc's.

PLEASE SEND ME AN ANSWER

Norbert
(my e-mail-address is: ntricht@cip.e-technik.uni-erlangen.de)

THANKS ...

2421. at800xl.zip only half-speed?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 16:25:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2dd94530@p17.f1540.n244.z2.fidonet.org>
Source record: 101165

Hello AK10005!

Montag, 16 Mai 1994 06:22, AK10005 wrote to All:

A> Is at800xl.zip supposed to run at half speed on a 486/33 or am I doing
A> something wrong?

NO :-((((the author writes in his Documentation and his .Log-File that he has
used an very slow Code, so that your PC-Emulation of the ATARI is slower than
an orginal. :-((I hope XFormer will do it faster, like 100% and more than
an original ATARI.

Bye
Guido

2422. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 16:42:48 UTC
From: lordthan@news.delphi.com
Message-ID: <2ras68$7f8@news.delphi.com>
Source record: 101298

robmach@iglou.iglou.com (Robin Mach) writes:
>I like my Atari for the things it does which I can't do on other platforms.
>I surely am not going to waste money on a modem so that my Atari can
>duplicate a function that I already am satisfied with on another
>machine. This sort of chauvinism is exactly what causes computers like
>the Atari to lose popularity in the first place.

Actually, it was Atari's high prices (in comparison to the then-leader,
the C-64) and severe lack of advertising (in the same area, which
continues today) which caused Atari to lose popularity.

-Steve

2423. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 17:06:34 UTC
From: D.Corps@herts.ac.uk
Message-ID: <16867-769194382@sirius.herts.ac.uk>
Source record: 101206
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

```
+-- This was written in a previous article by Peter Lord...
|> Will I buy it? Yes if the GUI was based on X11 (to make porting PD apps
|> easy) and it runs older TOS based programs (GEM would be even better).

The ST Format article does make passing mention of Unix programs
having been ported, but does not go into detail on the similarities/
differences between SMS2 and Unix. I doubt SMS2 could handle multiple
users and keep its promise re: speed.
I doubt old TOS stuff could run... but raw 68000 code might. It
depends on what traps do what (Duncan shows how limited his knowledge of
68000 and TOS is), I expect.

|> But as far as I can make out, its a completly now OS with no backward
|> compatability nor compatable with other OS's.

No great loss, if existing Unix software can be recompiled for
it. There has been mention of a C compiler, this seems to be a good step
forward. As long as authors use the O/S and the GUI correctly, SMS2 does
have similar facilities to Unix, and the compiler uses ANSI C, then SMS2
could well have a very bright future.
As for the other multitasking O/S... as I understand it, those
require a hard drive and are essentially similar to GEM/ TOS. Since SMS2
is cartridge based and does not appear to require anything more than a
floppy drive, this gives it a convenience I find very attractive.
Also, I've always found GEM to be a little limited as an
interface. This is probably why so much software ignores it. It is
simple and fairly intuitive, but it also seems a little clumsy and not
very 'open'.
If SMS2 is as easy to use as it seems, then an ST equipped with
SMS2 should have no trouble getting software. The problem is whether
someone will look and see the ST, a old architecture on the decline, or
SMS2, a powerful new top quality O/S. Linux is giving the PC a tad more
credibility, isn't it?

Duncan.

--
__ |_| __ _ _ _ DUNCMAN RETURNS _ _ _ __ |_| __
/ |._./ \._.| \ "In the shadows of Hatfield, / |._./ \._.| \
( __ _ _ __ ) he works alone." ( __ _ _ __ )
\/ \/ \ / \/ \/ "DUNCMAN" is (c)1994 FWEI XXI promotions \/ \/ \ / \/ \/
" Duncan P Corps, Student, University Of Hertfordshire "
```

2424. Re: 600 XL produces red screen AND XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 17:12:29 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994May17.171229.29195@iglou.com>
Source record: 101299

I don't have an XEGS, but I heard that it will play Missile Command if
you hold the Select key down while turning it on.

--
Bill Marcum bmarcum@iglou.com
Hide your brain! Here come the thought police!

2425. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 17:20:40 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-170594102028@ethernet.sonoma.edu>
Source record: 101300

In article <2r11jd$f36@sundog.tiac.net>, Krishna@max.tiac.net (Glenn Martin Saunders) wrote:

> If you want I will ask him if you can get a copy. But I can't
> make any promises at this point. A general beta release I think won't be
> more than a few weeks away, it is probably best to wait unless you are
> just dying over it.

Well I'm MAINLY interested if he did get this idea from mine, or (like I said before) if it was a 'natural convergence' to such a mode?

Also, did Jeff Potter ORIGINALLY MAKE APAC mode, or had it appeared before his utilities??

--
Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2426. Re: at800xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 17:23:01 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-170594102305@ethernet.sonoma.edu>
Source record: 101301

In article <1994May15.065811.17388@iglou.com>, robmach@iglou.iglou.com (Robin Mach) wrote:

> IF YOU ARE GETTING WHAT APPEARS TO BE A NORMAL SCREEN, IE PROMPT ETC.
> JUST REDUCED IN SIZE:
>
> Are you using a monitor or a T.V.
> I'l;l tag which lines are appropriate to what with a T or an M

Whoa there! He was talking about at800xl - not a real Atari 800xl - at800xl is an Atari 800xl emulator for IBMs.. he's wondering if there's an option for the IBM to display the Atari screen in a larger area.

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Novato CA 94945 /|\

2427. OLD New Breed Software (Atariserv) Software...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 17:35:15 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-170594103004@ethernet.sonoma.edu>
Source record: 101302

I'm going to attempt to upload some 4- and 5-year old software onto the
Archives. These are all old Atari BASIC games I made back around 1989 and
1990. They are (all ".ARC" format):

BASLANDR - A SIMPLE lunar lander game in Atari BASIC.
'Lander'

BOOM - A (very unspectacular) "Kaboom!" clone in Atari BASIC
'Boom!'

ELEV - A (very unspectacular) 'guy running around avoiding elevators' game
in
'Elevator' Atari BASIC

PLATFORM - A simple 'guy jumping up to the top of the screen on moving
'Platform' platforms' game in Atari BASIC

PUZZLE - A simple 'sliding number puzzle' game in Atari BASIC (with
load/save/
'Puzzle' print)

SIMON - A neat 'Simon Says' clone in Atari BASIC
'Simon Says'

SKYDIVER - An Atari 2600 'Sky Diving' clone in Atari BASIC
'Sky Diver'

USURP - A two player 3D checkers style game in Atari BASIC
'Usurp'

VEGAS - Two games: 'BlackJack 21' 1-4 player Black Jack 21 game in Atari
BASIC
'Jackpot' a simple Slot-Machine game in Atari BASIC

--
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2428. COM_RUN!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 17:36:28 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-170594103623@ethernet.sonoma.edu>
Source record: 101303

I'm also going to attempt to upload 'COM_RUN' to the Atari Archives.
COM_RUN is a simple TurboBASIC XL command-line interface that includes a
large set of externals, including demo files and simple batch file
processing.

I'll list the externals later when I have time.. Geology 105 calls...

--
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2429. Re: Information, please!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 17:56:41 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2rb0gp$djl@usenet.INS.CWRU.Edu>
Source record: 101205

In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:

>Okay, this is the last time I'm going to post this. I've asked three
>times before and haven't gotten a single reply.
>
>WHAT IS AT800XL.ZIP???
>
>

This is why you are not getting replys:

From MAILER-DAEMON@kanga.INS.CWRU.Edu Mon May 16 12:45:25 1994
Return-Path: MAILER-DAEMON@kanga.INS.CWRU.Edu
Message-Id: <199405161645.MAA28696@po.CWRU.Edu>
Date: Mon, 16 May 1994 12:45:08 -0400
From: Mail Delivery Subsystem <MAILER-DAEMON@po.CWRU.Edu>
Subject: Returned mail: User unknown
To: <dh395@kanga.INS.CWRU.Edu>

This is a MIME-encapsulated message

--MAA28696.769106708/po.CWRU.Edu

The original message was received at Mon, 16 May 1994 12:27:38 -0400
from root@kanga.INS.CWRU.Edu [129.22.8.32]

----- The following addresses had delivery problems -----
<lordthan@news.delphi.com> (unrecoverable error)

----- Transcript of session follows -----
... while talking to news.delphi.com.:
>>> RCPT To:<lordthan@news.delphi.com>
<<< 550 <lordthan@news.delphi.com>... User unknown
550 <lordthan@news.delphi.com>... User unknown

--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2430. 130XE for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 18:44:28 UTC
From: smegma@vlight.xmission.com
Message-ID: <smegma-170594114428@198.60.22.203>
Source record: 101304
Cross-posted to: comp.sys.atari.8bit,misc.forsale,misc.forsale.computers.other

```
Atari 130XE
Indus GT disk drive
Citizen 120D dot matrix printer
Axiom printer interface
2 wico joysticks
1 Epyx 500XJ joystick
AtariArtist Tablet and software
Compute's Second and Third Books of Atari
Other assorted books
Hundreds of software titles, games, word processing, utilities

$150 obo
Please feel free to make an offer. Buyer pays shipping.

--
Roger Weeks smegma@xmission.com Layton, Utah
Life isn't one thing after another, it's the same damn thing over and over
```

2431. SCSI Mechs For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 19:01:03 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405171833.AA23500@phinet.smithkline.com>
Source record: 101207

This is for whoever it was who inquired whether I was "bailing out" on my 8-bit hard drive setup. [Pleae note: if you don't sign your posts & don't give an e-mail address in the body of your text, all that info gets lost when your post appears in the Digest, the headers get stripped out. I don't have USENET access, I depend on the Digest for info.]

NO, I'm not bailing out on my HD setup. You may recall last year I described my adventures with SCSI drives used to operate the AC subscriber list. Initially I used Seagate ST-138's for that, then when problems developed I switched over to the SyQuest 44-meg removable media drive. I have no intention of dumping either the two 138's or the SyQuest. (I subsequently found a bad cable in the original setup which may have been responsible for my problems with the Seagate 138's; I may have blamed them &/or SpartaDOS for something that was in fact just plain hardware related.)

The two mechs I'm selling now were stuff I bought way back in the beginning of my fiddling with hard drives, when I didn't know what I was doing or even what I was buying. I actually had one of these units halfway assembled in case w/ power supply etc. before I got fed up with all the fiddling & switched to the smaller 138's because they consumed less desk space. I have 3 hard drives for my 8-bit which I'm satisified with & decided to put these 225's into a 286 I was messing with. That's when I discovered that PC SCSI cards (at least the ones I have) require pariity enabled, which isn't possible on the 225. Since I can't use them in a PC, & since I don't need any more 8-bit hard drive systems, these two SCSI mechs are now superfluous to my needs.

And NO, I'm not interested in making any hardware swaps. Truth be told, I'm running a tad shy in the cash flow department & need to liquidate these things for cash. While awaiting delivery of the final issue of AC I'm doing a lot of cleaning up around the house from the past winter's catastrophes & am uncovering literally tons of computer material I've acquired in my travels but which I now know I'll not live long enough to ever use (!). So, as I sift thru the mini-warehouse in the Alchemist Room I'll probably be offering surplus goodies liberated from the iron clutch of that pack-rat Alchemist. That guy is always squirreling away all sorts of stuff & doesn't tell me, I only find out what he's been up to when the bank account is low & the closets are full.

- Ben Poehland

2432. before the menu is displayed i

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 19:24:16 UTC
From: Larry.Litteral@286-730-9.dswhq.omahug.org
Message-ID: <260_9405171540@dswhq.omahug.org>
Source record: 101197

```
like in the rest of QuickBBS ST.

You can go forward one page with the 'NEXT' command, back a page
with the 'PREVIOUS' command. You can go directly to the first page
with 'FIRST', to the last page with 'LAST' and to any page
inbetween with 'GOTO' (you will be asked for a page number).

If you're not sure which page you want, you can use the 'SEARCH'
command to search all pages for one or more words, starting with
the current page. The search is not case-sensitive. If the selected
string was found, the page containing it will be displayed and the
More : [Y]es/[n]o ?
string will be highlighted (in Ansi, VT-52 Mono or Colour mode) or
capitalised (in ASCII and VT-52 Standard mode). Your current
graphics mode is VT52 Colour).

The 'HELP' command will show you the file you are reading now, and
with 'QUIT' you can quit the File Browser.

Press [Return] to continue...
I'll try to help all I can.
```

2433. Re: Dummy Cartridge for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 19:36:20 UTC
From: vparada@inf.utfsm.cl
Message-ID: <Cpyp8D.I8p@inf.utfsm.cl>
Source record: 101208

Hola mundo.

Me <vparada@inf.utfsm.cl> wrote:
>Chad N.R. Knudson <knudson@cs.UND.NoDak.Edu> wrote:
>>Schematic for Dummy Cartridge
>>This modification tricks the computer into thinking a cartridge is
>>installed. [...]
>
>The following does the same for a dummy 16K cartridge. A friend of
>mine gave me this home made cart. Since I'm not an IEEE member,
>I just can describe it: [...old description deleted...]

I was wrong about the pinouts. Now, the pinout for the chip is ok
(it is looked from the upper side):

```
R/W RD4 +5V TI 441CP GND RD5
R 14 13 SN74LS04N B A
| | | _________ | |
| | | | | | |
| | +----+ -|8 7|-------+ |
| | | | -|9 6|- | |
| | | | -|10 5|- | |
| | 250 A | -|11 4|- | |
| | ohm H | -|12 3|- | |
| | (?) V | -|13 2|----+ | |
| | | +----|14 1|--+ | | |
| | | |____A____| | | | |
+------)-------)----------------------+ | | |
| | | | |
+-------)-----------------o/o----+ | |
| | +---------------o/o-------+ |
| |_| double-switch |
| U LED |
+-----------------------------------------+
```

Codes for the resistor: orange/orange/(purple-brown)/gold (250 ohm?)

Looking at the cartridge slot from the back (i.e. the space-bar is on
the top), the pins are as follows:

```
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
```

Pin R R/W Processor Read/Write
14 RD4 ROM present ($8000-$9FFF ?)
13 +5V DC power supply

B GND Ground
A RD5 ROM present ($A000-$BFFF ?)

David Davies <mbitdc9306@newi.ac.uk> wrote:
>What's the point of having a dummy cartridge? Is it useful for anything?

I used it to load an image of Atari Assembler/Editor, assemble and
return to BASIC to test the routine, without rebooting...
You can press the RESET key without loosing the code of the cartridge
usualy wiped out by the screen memory.

... and sometimes to play some games copied from cartridges ;-)

Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

2434. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 20:11:25 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-170594131115@ethernet.sonoma.edu>
Source record: 101209

In article <1994May17.123601.22912@iglou.com>, robmach@iglou.iglou.com
(Robin Mach) wrote:

> Not to start a flame war or piss anybody off, but I was going to call
> until I read that. The only standalone modem I have is 300 baud.
> Usually I call in with the IBM, do things reasonably quickly and then
> null modem to my Atari's.
> I like my Atari for the things it does which I can't do on other platforms.
> I surely am not going to waste money on a modem so that my Atari can
> duplicate a function that I already am satisfied with on another
> machine. This sort of chauvinism is exactly what causes computers like
> the Atari to lose popularity in the first place.
>

Quite true - but then again, I guess he's just keeping the tons of 8bitters
happy with allowing ATASCII graphics - THING IS - just use ATMODEM or some
other Atari 8bit ATASCII-emulating terminal software for the IBM to dial up
and then that'll keep 'em happy.........

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2435. Re: 1983 (A small story of my youth)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 20:12:07 UTC
From: mtmr@walsh.dme.battelle.org
Message-ID: <mtmr-170594161318@walsh.dme.battelle.org>
Source record: 101210

> "Movie Maker" and Mindscape's "The Halley Project." (I still
> have my award for completing all the missions including the
> secret stages.)

What were the secret stages? The only thing I ever heard was that the game
included that planetoid (planet x?) past pluto. Neat game, tho.

> Later hardware consisted of US doubler's, XEP-80, Sparta
> Dos, MAC64, XF551, Indus GT, XDM121, and then I whipped out
> the soldering iron and went on from there.

I had the US doubler too, but the Happy enhancement was the real trick. It
let you format while writing, write bad sectors, etc. That was one awesome
addition.

> After all these years I can say that sometimes I am SICK
> of computers. (This probably stems from the last 4 years of
> Computer Engineering at Penn-State.) I love Atari. I love
> its history, its screwups, its stupidity, its ease of use,
> its gracefulness, and most importantly, I love the good times
> I have had with them.

Amen. The only sparks of like I've seen in the computer/game world are

- the Lynx (died due to stupidity)
- X-Wing (truly a great game - in the tradition of Star Raiders)
- the Internet

========
MTM 'Matt the Mentat' Walsh ^^ mtmr@walsh.dme.battelle.org

Visualize Impeachment.

Not speaking for Battelle.

2436. Re: Internal Pill?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 20:15:22 UTC
From: mtmr@walsh.dme.battelle.org
Message-ID: <mtmr-170594161803@walsh.dme.battelle.org>
Source record: 101211

In article <9405130000292479@drs.state.ct.us>, eric.palm@drs.state.ct.us
(Eric Palm) wrote:
>
> I recently bought an Atari 800 at an Atari show. What strikes me as different
> about it than the typical Atari 800 is that it has a 3 way switch on the
> cartridge cover. I think it's some kind of cartridge copying device.

Before you get hot and bothered about the mystic purpose of this switch, I
would first make sure that flipping it does not do anything beyond...

-turning off the keyboard clicker
-disabling the 'cartridge bay door open turns off computer' switch

as these were mods I made to my 400.

>
> reply to:
> Eric.Palm@drs.state.ct.us
>
>
> ... The Bobbitts: Married - June 18, 1989; Severed - June 23, 1993.
> ___ Blue Wave/QWK v2.12

MTM 'Matt the Mentat' Walsh ^^ mtm@walsh.dme.battelle.org

Visualize Impeachment.

Not speaking for Battelle.

2437. COM_RUN Files...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 20:57:01 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-170594131810@ethernet.sonoma.edu>
Source record: 101212

The following ?????COM.TBS files are included in COM_RUN1.ARC:

COM_RUN TBS - Main program: This or an 'alias' (made with the MKDIR
command)
should be wherever you CD to
AUTORUN BAS - Intro/COM_RUN loaded ran when TurboBASIC XL loads
ALARMCOMTBS - Alarm clock program (exits or alerts when time occurs)
ANYCOM TBS - Skeleton of a COM.TBS program
APLAYCOMTBS - .ANM animation player program (best to run off of a RAMdisk)
CALCCOM TBS - Calculator
CDCOM TBS - Change directory
CLSCOM TBS - Clearscreen
COMPCOM TBS - Compare files
COMSCOM TBS - List COM.TBS files
DD3VWCOMTBS - View a Daisy Dot 3 Font
DDIRCOM TBS - Dir of sub-directories
DELCOM TBS - Delete file(s)
DIRCOM TBS - Dir of files
DIRSCOM TBS - Dir of files and files in sub-directories (search)
DPOKECOMTBS - Dual-Poke like in TurboBASIC XL
ECHOCOM TBS - Sets .BAT echoing on or off
EXITCOM TBS - Nice version of the internal 'E'xit command
FINDCOM TBS - List all sub-directories in which file(s) of a mask exist
FONTCOM TBS - Load a font onto the screen
GAMESCOMTBS - Tic Tac Toe (doesn't work) and Numbers (you must be logged in
and
a valid user listed in GAMES.DAT)
GRCOM TBS - Change graphics mode
LOCKCOM TBS - Lock a file
LOGINCOMTBS - Log in as a user
LOGSCOM TBS - Show log-ins/log-outs/user-creations/NANY-file accesses
LOUTCOM TBS - Log out
MAKEUCOMTBS - Make a new user
MKDIRCOMTBS - Make a directory (with 'COM_RUN alias' option)
NANYCOM TBS - Skeleton of a COM.TBS file which can only be accessed by
certain
users
PATHCOM TBS - Set the drive where PATH.DAT exists
PAUSECOMTBS - Wait for a keypress
PLAYCOM TBS - Play a digitized audio file (Parrot format is default)
POKECOM TBS - POKE like in BASIC and a hundred other languages
PWLOKCOMTBS - Lock the system (like sleep) until the password is entered
QOPYCOM TBS - Copy a #single# file
READCOM TBS - Read a text file (like MSDOS 'Type')

RENCOM TBS - Rename file(s)
RUNCOM TBS - Run a TurboBASIC XL/BASIC program
SCRAMCOMTBS - Scramble/unscramble a text file
SLEEPCOMTBS - Sleep (blank screen and wait for keypress)
TIMECOM TBS - Show or set time
TREECOM TBS - Show all sub-directories in a tree-format
UNLCOM TBS - Unlock file(s)
USERSCOMTBS - List users created with MAKEU
VIEWCOM TBS - View a graphics file (uncompressed)
WDIRCOM TBS - Show a wide (2 column) directory listing
WHOCOM TBS - Show currently logged-in user
WRITECOMTBS - Write a text file
COM_RUN 0 - A COM_RUN.TBS replacement which shows the time, then loads a back-
up copy of the COM_RUN CLI program
RESCOM TBS - Show the results of an INVERSE-ran file (INVERSE-running just redirects channel #0 I/O to a file - be very careful!)
DD3CLCOMTBS - Like ALARM but using Daisy Dot 3 fonts
DDSHOCOMTBS - Umm. It's been a while
EDLINCOMTBS - Edit a text file (simple line-editor)

There are more. I didn't bring a list to school with me and had to unARC COMRUN1.ARC on a Mac and then look at the VTOC part of the .DCM file with Tex-Edit! Yikes! :) I think un.DCM'ers should be available for all machines! :)

Anyways, have fun. I'll list the extra files from COM_RUN2.ARC (which are ARCED! NOT DISKCOMMED!) in my next post...

Good luck... it is buggy - but will be implemented in a new DOS interface sometime soon.

--
Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
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Novato CA 94945 /|\

2438. COM_RUN files from disk 2:

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 21:05:40 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-170594135834@ethernet.sonoma.edu>
Source record: 101213

The files in COM_RUN2.ARC are:

ANIM.ANM - a sample animation file created with Animator 0.0 (not
released)
BILL1.GR9 - an 80 x 192 x 16 picture of me to be loaded with VIEWcom.tbs
GIRL8.GR8 - a 320 x 192 x 2 picture of a girl to be loaded with
VIEWcom.tbs
LOG.DAT - a sample LOG file to be loaded with LOGScom.tbs
OLDENGC.NLQ - a Daisy Dot 3 font to be loaded with DD3VWcom.tbs or
DD3CLcom.tbs
PATH.DAT - a sample PATH file (use the command "PATH <drive>" to set the
path to be all pathes listed in D<drive>:PATH.DAT .. it's
confusing
at first, but it works (usually :)))
PLAY.BAT - a .BATch file to demonstrate the sound PLAYcom.tbs command
PWS.DAT - a list of users
READ.ME - readme file (read with READcom.tbs) - this is an official list
README.ASC - an ASCII file (read with READcom.tbs using the ASCII CR/LF
->
ATASCII EOL conversion option) - this is a demo
README.TXT - an ATASCII file (read with READcom.tbs using no options or
the
INPUT option, and try the ESCape code option) - this is a
demo
RENSTIMP.G15 - a 160 x 192 x 4 picture of Ren and Stimpy!
ROMAN2.NLQ - a Daisy Dot 2 (TWO!) font to be loaded with DD3VWcom.tbs or
DD3CLcom.tbs
SCRAM.BAT - a .BATch file to demonstrate the SCRAMcom.tbs file scrambler
SCRAM.TXT - a scrambled text file - this gets unscrambled by SCRAM.BAT
SOUNDS.DIG - a set of Parrot sounds demonstrated by PLAY.BAT
SQUARE.FNT - a square looking font to be loaded with FONTcom.tbs
TEXTPRO.FNT - TextPro's (old??) font file to be loaded with FONTcom.tbs
TOOSEXY.DIG - a single sampled track from "I'm Too Sexy" by Right Said
Fred
demonstrated by PLAY.BAT
VIEW.BAT - a .BATch file to demonstrate the VIEWcom.tbs command

--
Bill Kendrick New Breed Software
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2439. Re: Atari to IBM transfer utility

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 21:24:47 UTC
From: gnu@theporch.raider.net
Message-ID: <Cpyu5C.GDo@theporch.raider.net>
Source record: 101236

sean@lantronix.com (Sean Williams) writes:

>Is there any utility that will allow me to transfer files between the Atari 800,with a 1050 disk drive to an IBM PC?
>I've tried MULE and it just crashes on my
>system.

I was about to ask the same question, regarding my mysterious MULE crash.
I guess I'm not crazy.
--
"Janet!" "Dr. Scott!" "Janet!" "Brad!" "Rocky!" <dumb look>
Manufactured by TAILCO -- making meaningless | gnu@theporch.raider.net
taglines and signatures since 1993 | Brian McCord
My opinions are those of my own and a few drunken blokes across the street.

2440. Re: Information, please!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 22:57:39 UTC
From: lordthan@news.delphi.com
Message-ID: <2rbi53$hm5@news.delphi.com>
Source record: 101217

dh395@cleveland.Freenet.Edu (Steven J Tucker) writes:
>In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:
>>Okay, this is the last time I'm going to post this. I've asked three
>>times before and haven't gotten a single reply.
>>
>>WHAT IS AT800XL.ZIP???
>>
>>
>This is why you are not getting replys:
>From MAILER-DAEMON@kanga.INS.CWRU.Edu Mon May 16 12:45:25 1994
>Return-Path: MAILER-DAEMON@kanga.INS.CWRU.Edu
>Message-Id: <199405161645.MAA28696@po.CWRU.Edu>
>Date: Mon, 16 May 1994 12:45:08 -0400
>From: Mail Delivery Subsystem <MAILER-DAEMON@po.CWRU.Edu>
>Subject: Returned mail: User unknown
>To: <dh395@kanga.INS.CWRU.Edu>
>This is a MIME-encapsulated message
>--MAA28696.769106708/po.CWRU.Edu
>The original message was received at Mon, 16 May 1994 12:27:38 -0400
>from root@kanga.INS.CWRU.Edu [129.22.8.32]
> ----- The following addresses had delivery problems -----
><lordthan@news.delphi.com> (unrecoverable error)
> ----- Transcript of session follows -----
>... while talking to news.delphi.com.:
>>>> RCPT To:<lordthan@news.delphi.com>
><<< 550 <lordthan@news.delphi.com>... User unknown
>550 <lordthan@news.delphi.com>... User unknown

Actually, the real reason seems to be that my previous attempts were
simply ignored. With this third message, I received abou;t half a dozen
responses in my mailbox.

-Steve

2441. Re: SCSI Mechs For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 23:41:59 UTC
From: kamaro_kid@delphi.com
Message-ID: <hi-P95P.kamaro_kid@delphi.com>
Source record: 101215

Ben, it was me who left you the reply regarding the two SCSI hard-drives.

Gads.. I'm so used to Delphi's usenet interface, that I continuosly forget
to sign my name to the end of my posts and replies

Jim King
FORMER AC Exchange Editor
Delphi 8bit SysOp
SysOp of the State of Utah Public Access BBS (800) UTAHNET (16 lines)
SysOp of the Atari Connection BBS (8bit ONLY) 801-969-1468

2442. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-17 23:46:27 UTC
From: kamaro_kid@delphi.com
Message-ID: <hmwvFDL.kamaro_kid@delphi.com>
Source record: 101216

I too have a PC, but have a separate modem for that machine.

What I WONT do however, is support the PC on my 8bit Atari BBS! There are already enough PC systems out there, that I wont go out of my way to help PC users navigate my system.

As it stands now, you CAN logon with your PC, but expect 40 col ASCII screens - as I've deleted all my 80 col. ansi stuff.

If you're an active, serious 8bitter - you'd simply get a PR: or 850 and an Rs232 switch box - and use that ONE modem between the two computers. Total cost to you would be less than $50.00

2443. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 00:07:38 UTC
From: Krishna@max.tiac.net
Message-ID: <2rbm8a$qom@sundog.tiac.net>
Source record: 101218

Robin Mach (robmach@iglou.iglou.com) wrote:
: Not to start a flame war or piss anybody off, but I was going to call
: until I read that. The only standalone modem I have is 300 baud.
: Usually I call in with the IBM, do things reasonably quickly and then
: null modem to my Atari's.
: I like my Atari for the things it does which I can't do on other platforms.
: I surely am not going to waste money on a modem so that my Atari can
: duplicate a function that I already am satisfied with on another
: machine. This sort of chauvinism is exactly what causes computers like
: the Atari to lose popularity in the first place.

The R:P: interface (which should have been out already) will hopefully fix this problem. For those who aren't willing to get into a Black Box hard drive investment, but still want a high speed modem in their Atari, the R:P: is perfect (as well as for MUX users who lose access to the R: port of the BB). This interface, from what I gather, will be very affordable.

It will be worth your effort to get one as it will be worth it to save you the null-modeming time and bother.

You will then get 19.2K hardware flow controlled throughput capability.

2444. Re: Rare Antique Computer Offered

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 00:12:06 UTC
From: Krishna@max.tiac.net
Message-ID: <2rbmgm$qom@sundog.tiac.net>
Source record: 101219

Andy.S.Caslaw wrote:
: Rare Antique Computer Offered
: ==========

: Would anybody be interested in owning an Atari 800XL with the
: following accessories...

Calling an 800XL antique in here is not a good way to make friends.

For the record, although the Atari8 is night on 15 years in total age, the XEGS was last manufactured as late as 1991 or so. People can judge the "antique"-ness of the Atari8 as they like then, seeing things from the 48K 800 age from 1979 or seeing things from the 1 meg XE era w/black box which is all 1989 and up developments.

2445. Re: COM_RUN Files...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 00:18:05 UTC
From: Krishna@max.tiac.net
Message-ID: <2rbmrt$qom@sundog.tiac.net>
Source record: 101220

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: The following ?????COM.TBS files are included in COM_RUN1.ARC:

: COM_RUN TBS - Main program: This or an 'alias' (made with the MKDIR
: command)

Is this the result of your CLI for MYDOS project? Seems that way, with
some Unixness in it (user IDs?).

2446. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 00:21:42 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cpz2C7.Hr4@cix.compulink.co.uk>
Source record: 101221
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>damn curious about it, and am also wondering why there haven't been any
>articles about it on these newsgroups (of course, my feed might be a bit

FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
read about it has been in 'QL World' magazine.

Assuming this is the case (and flame if I'm mixed up somewhere ;-)

> What programming languages exist- LBASIC was mentioned, is there
>a version of C in the pipeline?

There is a fairly good C compiler for the QL, but nothing that gets
anywhere close to GNU C or Lattice C

> How similar to Unix is the multitasking?

Not particularly. MiNT is closer IMHO

> Does it support the standard ST/PC disk format (for floppy and

I believe so, although I don't think this is the standard.

> PD software was mentioned- how much is there, and where could I

Well I assume they mean the *vast* quantity of QL PD ;-) There is not
really a lot out there.

> What is it like to use on a 1mb floppy drive system?

Should be very good. Its a lot more compact than TOS.

IMHO don't bother. I've had a bit of experience of standard QL QDOS
(which as I said I *believe* SMS2 to be an enchanced port off, and in most
ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
be its compactness and efficiency.

:-)

Roland.

@CiX

2447. .au, .wav samples to Parrot .DIG format

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 01:21:37 UTC
From: aramos@cis.ohio-state.edu
Message-ID: <2rbqj1INN3so@scallop.cis.ohio-state.edu>
Source record: 101222

In article <2qjo6c$63@sundog.tiac.net> Krishna@max.tiac.net (Glenn Saunders) writes:

>I've seen a lot of .au audio files and I'd like to play these digitized
>files.
>
>Most of them seem just like short clips that could convert to Parrot format.
>Any ideas?
>

Hello, this is the author of Parrot and Parrot II. (memories, memories!)

Yes, .au and .wav samples could be converted to the Parrot .DIG format. Most of the sound information will be lost since the Atari 8-bits can only reproduce 4 bits of sample depth. The sounds should still be recognizable, though, and throwing out 1/2 to 3/4 of the original sample data will make for compact files.

The best solution would probably be to add Parrot file read/write routines to a *nix sound converter such as `sox'.

You could write it for the 8-bit, but then you're transferring huge .au and .wav files to an 8-bit disk just to throw most of the information away in the conversion process.

I'll dig out my old source and post the .DIG file format. It's quite simple...a 17-yr. old hack came up with it :-)

Glad to help,

Tony R.

Tony Ramos : inter\active
384 E.17th Ave : ramos.15@osu.edu, aramos@cis.ohio-state.edu
Columbus, OH 43201 : ** computer-mediated environment design **
(614)299-9529 : ** indigo group ** A C E C ** vintage video **
--
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Columbus, OH 43201 : ** computer-mediated environment design **
(614)299-9529 : ** indigo group ** A C E C ** vintage video **

2448. Free Mags

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 01:38:43 UTC
From: lordthan@news.delphi.com
Message-ID: <2rbrj3$qaq@news.delphi.com>
Source record: 101223

I have a box or two (big paper carton-type boxes) of old Atari mags. Antic, Analog...That sort of thing. If anyone wants 'em, come and get 'em. They're yours for the taking, and waiting for you in Piscataway, NJ (central NJ area). If nobody takes 'em soon, they'll be off to the recycling center for toilet paper fodder.

-Steve

2449. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 02:15:57 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cpz7ML.q9@utnetw.utoledo.edu>
Source record: 101224

kamaro_kid@delphi.com wrote:
: NOTE: Please use your Atari 8bit to connect, as non atascii users
: are severely frowned upon and will not be supported!

Glad to have you back and supporting the 8-bit! I've been on a hiatus
from long-distance BBS hopping... actually I didn't know you were gone!
I guess I haven't called for about 6-8 weeks though, sorry!

-Tim

2450. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 02:18:51 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cpz7rG.1EM@utnetw.utoledo.edu>
Source record: 101225

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: Quite true - but then again, I guess he's just keeping the tons of 8bitters
: happy with allowing ATASCII graphics - THING IS - just use ATMODEM or some
: other Atari 8bit ATASCII-emulating terminal software for the IBM to dial up
: and then that'll keep 'em happy.....

Huh? What the? ATMODEM... for the IBM, eh?!? I'll scour a couple
primary ftp hunting grounds and see if I can scare up a copy. Whereabouts
did you find it?

-Tim

2451. Re: New at the Archive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 02:29:31 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cpz898.3M2@utnetw.utoledo.edu>
Source record: 101226

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: This new version of TextPRO now supports extended banking and the use of
: binary add on programs. A stock 130xe now has access to 5 15.5k banks rather
: than the normal 3 supported by TextPRO 5.0x. Tools512 is an example of a
: binary add in file supported by 5.12; it adds the ability to inspect the
: banks in use, pick any bank with one key press, set softkeys, and convert
: a whole 15k bank of text using Ibm CR's to Atari CR's in less than half a
: second.

Umm... will it support extensive AXLON compatible upgrades to an old 800?
I'm in the process of getting a 288k 800 shipped (always wanted to tinker with
AXLON memory and a FASTCHIP but never got around to it myself), and NEED a
respectable text editor that will take advantage of the mega-memory on that
monster! It should run circles around my existing 256k Rambo 800xl in speed,
too! The only BIG drawbacks: NO PBI, limited software collection in regard
to AXLON compatible utils (word processors, filers, etc.).

-Tim

2452. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 02:54:07 UTC
From: Krishna@max.tiac.net
Message-ID: <2rc00f$ru0@sundog.tiac.net>
Source record: 101227

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: Well I'm MAINLY interested if he did get this idea from mine, or (like I
: said before) if it was a 'natural convergence' to such a mode?

I'd say convergence. Clay does not have direct internet access (where
you do the majority of your posting)

: Also, did Jeff Potter ORIGINALLY MAKE APAC mode, or had it appeared before
: his utilities??

I think he invented it, yes.

But few people use Apac, they use ColrView.

The new dithering feature in Jview helps some pics. Some .GIFs just
don't convert well. Some do. I haven't come across a .GIF with the
right balance of contrast to make the dithering work yet, but the sample
dithered pic from Star Trek that I saw looked good.

2453. Re: COM_RUN Files...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 04:04:26 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-180594120426@d19b_lab.sonoma.edu>
Source record: 101243

In article <2rbmrt$qom@sundog.tiac.net>, Krishna@max.tiac.net (Glenn M. Saunders) wrote:

> Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
> : The following ?????COM.TBS files are included in COM_RUN1.ARC:
>
> : COM_RUN TBS - Main program: This or an 'alias' (made with the MKDIR
> : command)
>
> Is this the result of your CLI for MYDOS project? Seems that way, with
> some Unixness in it (user IDs?).

Yes and no.. this was a test project that I made in TurboBASIC XL to see how viable it was to do CLI on the 8bit.. and, well, other than having started out with some crappy routines for some of the stuff (ie, look at how small and useless ANYcom.tbs can be), it was a pretty successful try.. I mean, I FIGURED OUT how to do a directory search, directory tree, and filefind in MyDOS (using TurboBASIC! :)), so, once I get off my lazy ASS and start working on some hardcore base-code for ScotchDUP and it's stuff, we all should have what I think will be quite a nice little interface (but mainly for use RAMdisk and you Harddrive users.. the SIO2PC works ok with very small apps., which they all should be, but COM_RUN's apps. aren't the friendlies and sometimes return to the main CLI program without having done what you want them to, so you end up wasting a lot of time)

What I MIGHT do, is prepare a new 'compiler' and 'runtime' set of programs for my own use (and which will eventually be passed along).. Hell, I even wanna make some really friendly 'compilers' that have lotsa nifties built-in, like modem-communications, GUI-style environment, etc.. inotherwords, it'll be as 'safe' as TurboBASIC XL (ie, the commands will all be in there ONCE - display, sound, etc - unlike Action! where it all gets included in EVERY PROGRAM.. too slow and large!) but also be as useful and diverse as Action! (better data types, etc)

I may even start writing games in it.. but I'm letting the cat out of the bag, and I'm not even sure the bag is mine yet :) (ie, if I ever get this ton of crap off the ground! :))

Wish me luck folks!

Oh yeah, and re: COM_RUN.TBS (main program) aliasing.. well, that was uhh huh because I didn't have the foresight for changing directories and the lot way back in the beginning.. hell, the routine that returns an external back to the CLI prompt is a:

```
2000 RUN "D:COM_RUN.TBS"
```

in most cases, I even left out TRAPping!! AHHH!!

Oh, finally - those of you who tried COM_RUN, PLEASE gimme info on what you liked, disliked, etc.. and those of you who care, gimme ideas for what you'd like to see in the 'perfect CLI' - forget whether it's on an Atari or a SUN or a Unix system or on a PC - just gimme ideas! THANX!

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kendrick@vax.sonoma.edu Public Domain
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Novato CA 94945 /|\

2454. Re: .au, .wav samples to Parrot .DIG format

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 04:13:01 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-180594121301@d19b_lab.sonoma.edu>
Source record: 101244

In article <2rbqj1INN3so@scallop.cis.ohio-state.edu>,
aramos@cis.ohio-state.edu (anthony daniel ramos) wrote:

> Hello, this is the author of Parrot and Parrot II. (memories, memories!)
>
> Yes, .au and .wav samples could be converted to the Parrot .DIG format.
> Most of the sound information will be lost since the Atari 8-bits can
> only reproduce 4 bits of sample depth. The sounds should still be
> recognizable, though, and throwing out 1/2 to 3/4 of the original sample
> data will make for compact files.
>
> The best solution would probably be to add Parrot file read/write routines
> to a *nix sound converter such as `sox'.
>
> You could write it for the 8-bit, but then you're transferring huge .au
> and .wav files to an 8-bit disk just to throw most of the information
> away in the conversion process.
>
> I'll dig out my old source and post the .DIG file format. It's quite
> simple...a 17-yr. old hack came up with it :-)
>
> Glad to help,
>
> Tony R.
>
> Tony Ramos : inter\active
> 384 E.17th Ave : ramos.15@osu.edu, aramos@cis.ohio-state.edu
> Columbus, OH 43201 : ** computer-mediated environment design **
> (614)299-9529 : ** indigo group ** A C E C ** vintage video **

WHOA! The creator of Parrot! I didn't know you were around here! Cool!!
:)

I've made a pretty simple .WAV/.SND -> .DIG (parrot format) converter in
TurboBASIC XL (I know.. I know.. yuk), and it's pretty slow, but it works..
It was thanks to someone here on the net who explained exactly how .DIG
files hold their bits that I was able to come up with it.. I'll put it up
on the umich archives when I get home this afternoon. It has no problem
converting Mac .SND files either (I know, I've been messing with them
lately :)), and I've converted quite a few .WAVs, as long as they're 8-bit
RAW format.. I dunno much about .VOCs, but I've heard they're compressed,
so I can't promise .VOCs will play (whenever I got sound files from one of
my 486/66 owning friends, I'd ask him to be sure they were 8bit raw
files)..

The problem here though is, I don't check for headers or anything (but it's a LOT more effective than ASSS, which is a set of programs that convert and play sound files), so in the beginning of the sound you hear a little scratch, but it's probably not that hard to remove it if you know what you're doing. Also, like I said before, it does save in 'official Parrot' .DIG format, so programs like PLAYcom.tbs (one of my COM_RUN programs), and LOADPLAY.LST (from the Parrot disk) and NLODPLAY.LST (my version which I made a bit easier to use and uses TurboBASIC XL 'EXEC' and 'PROC's).

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Novato CA 94945 /|\

2455. OK! HELP! QUICKLY! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 04:19:20 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-180594121920@d19b_lab.sonoma.edu>
Source record: 101246

Ok.. I'm sick of this. I keep getting error 139's whenever I try to do
either of the following with my SIO2PC (using MyDOS 4.53/4 on the Atari):

DiskComm 3.2 - unDCM a file onto an SIO2PC disk
Duplicate Disk - use the MyDOS [J] command from an Atari disk to SIO2PC
disk

How does one do this!

I think there really is a need for a DCM2ATR program for the IBM now! :)
(now that I have an SIO2PC haha :) sorry)... that way you can just download
a .DCM file to your IBM, run the DCM2ATR, delete the .DCM, and boot the
Atari with the new .ATR file whenever you want that disk.

Thanks to all for any help.. Posts are good, Emails are a little better
(esp. past Tuesday May 24)

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2456. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 04:23:13 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-180594122313@d19b_lab.sonoma.edu>
Source record: 101249

In article <2rc00f$ru0@sundog.tiac.net>, Krishna@max.tiac.net (Glenn M. Saunders) wrote:

> Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
> : Well I'm MAINLY interested if he did get this idea from mine, or (like I
> : said before) if it was a 'natural convergence' to such a mode?
>
> I'd say convergence. Clay does not have direct internet access (where
> you do the majority of your posting)

> The new dithering feature in Jview helps some pics. Some .GIFs just
> don't convert well. Some do. I haven't come across a .GIF with the
> right balance of contrast to make the dithering work yet, but the sample
> dithered pic from Star Trek that I saw looked good.

1) I'll put my RGB/GR9 viewer on the archives :) It's an IBM program (beta for
now - I've yet to add .GR8, .G15, and compressed formats to it)
2) Where is JView, I'm just fetching to Umich and looking for it and can't find
it in the Graphics section.. I assume you're a lucky one and get to beta
test it?? :)

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Novato CA 94945 /|\

2457. Re: Compound Files.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 04:29:12 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-180594122912@d19b_lab.sonoma.edu>
Source record: 101247

In article <9405181935.AA25366@dylan.newi.ac.uk>, mbitdc9306@newi.ac.uk (David Davies) wrote:

> Now, what I'm trying to do is figure out how to write a loader that will
> allow me to load the resultant Compound File that my compiler produces into
> memory. Once I figure this out, then I should be able to transfer the file
> onto sectors and produce a boot disk. This will, in turn, mean that I don't
> have to have DOS installed and so I'll be able to use the memory area from
> 1792 onwards ...

The simplest thing I think to use is something like ChaosLoader, which is a simple program that gives you an [A]-[Z] style menu of the files on the disk (this program is stuck in the boot sector, it has no file on the directory), and loads up the program (a little faster than, say, DOS2.5 and MyDOS).

Anyways, I got a copy with (I believe) some KE-Soft demos.. included on the disk was a program called CHINIT.COM which pretty much is like [H]-Write DOS in DOS, except it writes the ChaosLoader stuff to the boot sectors, not DOS.. (it does NOT format the disk - I think :)). I'll upload it when I get a chance.

Btw- speaking of the archives - I'm curious as to why there are SOO MANY FILES stuck out in the /8bit directory and not in any particular subdirectories!? Is it just they've been there since the beginning and aren't going to be moved? Are are they SUPPOSED TO BE THERE!? (I doubt it.. why not add a 'Misc' directory), or is it just too late for a 'major change' like moving some files around?

Just curious

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2458. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 05:09:17 UTC
From: kamaro_kid@delphi.com
Message-ID: <hW2Ot1N.kamaro_kid@delphi.com>
Source record: 101231

Not to be an ass, but my system has been online since 1986. Try finding
a PC BBS that's been online HALF that time nonstop.

Let alone find a PC BBS that supports ATASCII graphics or even HOLDS
8bit Atari files. Why should I waste my file space or time creating
screens for those machines?

If some people want to use their PC to get files for their IBM -- I suggest
they get a CompuServe or GEnie account. I have accounts on all those
pay services - that's why I have a 350meg hard drive on my 8bit cram-packed
with software.

Sheesh! I dont use my PC to get Atari files -- and I sure as hell wont
use my Atari to get PC files. Why bother?

2459. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 05:11:09 UTC
From: kamaro_kid@delphi.com
Message-ID: <p22PNtF.kamaro_kid@delphi.com>
Source record: 101232

I wasnt ever down.. Just put the BBS online weekends only as I got some house remodelling done. I'm about 85% done with all my remodelling and the dust has settled enough that my computer room stays fairly dust free.

Glad to see ONE supportive message.

Sheesh! Now I know what Mike Hohman of FTE went through.. Try to broadcast a supportive message or do something for the 8bit community - and get crapped all over!

2460. The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 05:13:18 UTC
From: kamaro_kid@delphi.com
Message-ID: <pU+vtNG.kamaro_kid@delphi.com>
Source record: 101233

Russ Gilbert left me a wonderfully hateful and sarcastic message about
my not being overly supportive of non-8bit Atari users.

All I can say is -- if you dont like my philosophy, then nobodies forcing
you to call.. Please keep your negative crap to yourself!

Jim King
8bit Atari enthusiast
SysOp of the Atari Connection BBS (801) 969-1468 (300-19.2k baud)
SysOp of Delphi's 8bit Atari Database
SysOp of the state-run Utah public access bbs (soon an INET site!)

2461. Re: OLD New Breed Software (Atariserv) Software...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 05:14:19 UTC
From: kamaro_kid@delphi.com
Message-ID: <pW+t9PL.kamaro_kid@delphi.com>
Source record: 101234

Thanks for your contributions to the archives, bill.

See how easy it is to be nice? Oops! Somebody out there may want to
flame you for uploading files and being supportive. Asbestos time!

2462. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 08:30:07 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May18.083007.25331@cs.nott.ac.uk>
Source record: 101230

In article <2r7inm$ei3@dux.dundee.ac.uk> gfenwick@mcs.dundee.ac.uk (Graeme Fenwick)
writes:
>Raphael J Espino (rje@cs.nott.ac.uk) wrote:
>: Thugs/Karatekas/Ninjas ;) Great game, that's the one where you had to pick
>: up all the idols fighting your way up to the top of the house, get that final
>: idol, an go back where you started (lousy finish tho')
>
>And if you got good at it, you could complete it in about 4 or 5 mins...
>
Good? I could complete the whole thing without using the weapons (ninja stars,
daggers or ninja sword), just punching and kicking my way through. I would
even kill all the enemy on all the levels in this way (even though you don't
have to do that to finish the game) just to add to the challenge. Of course
when you change levels they all re-appear again...
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2463. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 10:24:30 UTC
From: f09m@alf.zfn.uni-bremen.de
Message-ID: <2rcqcu$nbf@ina.zfn.uni-bremen.de>
Source record: 101240
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

In article <CpxxsM.KHr@novell.co.uk>, plord@novell.co.uk (Peter Lord) says:
>
>HALL B J (cb170@city.ac.uk) wrote:
>: There is a review of SMS2 in a recent ST magazine - I think it was the
>: last ST Format.

>But as far as I can make out, its a completly now OS with no backward
>compatability nor compatable with other OS's.
not quite correct. SMS2 is a bit like QDOS from good old Sinclair-QL. I think that the C68 C-Compiler for the QL should work

>Peter Lord
cu B.

2464. Re: Memory upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 11:05:51 UTC
From: markh@inmos.co.uk
Message-ID: <1994May18.110551.27238@inmos.co.uk>
Source record: 101237

Me too - I'm interested in extending the refresh count.

Mark.

2465. Re: Internal Pill?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 13:02:40 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2rd3lg$jid@dux.dundee.ac.uk>
Source record: 101228

What is this internal pill? Do I put it in my Atari's cartridge slot, or does it have to be fitted in a chip socket? Does it stop my 130XE from getting my 800XL pregnant (or is it vice versa, I don't know) when they interface? Which one doe I give it to? If I don't give it to them, will there be lots of little 600XLs running about the place. I think we should be told.

Fascinating Facts: The ST in Atari ST stands for Sixteen-thirty-two. Curiously enough, this is also the year in which it was designed...

Graeme Fenwick gfenwick@uk.ac.dund.mcs

2466. Re: Games that almost were ... in the UK

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 13:06:55 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2rd3tf$jid@dux.dundee.ac.uk>
Source record: 101229

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: Good? I could complete the whole thing without using the weapons (ninja stars,
: daggers or ninja sword), just punching and kicking my way through. I would
: even kill all the enemy on all the levels in this way (even though you don't
: have to do that to finish the game) just to add to the challenge. Of course
: when you change levels they all re-appear again...

Thugs were a bit wimpish, weren't they? One kick, and they disappeared into
a pool of blood. Even the Karatekas were a bit thick. And where is the
princess- you never actually see her. And why does she want all the presents?
Isn't she grateful enough just being rescued. I don't know.... what was the
gullible Ninja meant to get out of this again. On second thoughts, don't answer
that!

Fascinating Facts: The ST in Atari ST stands for Sixteen-thirty-two.
Curiously enough, this is also the year in which it was
designed...

Graeme Fenwick gfenwick@uk.ac.dund.mcs

2467. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 13:23:42 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994May18.092154.7374@wariat.UUCP>
Source record: 101235

(Mr. King says the following msg is hateful and sarcastic and that
I should keep my negative crap to myself.)
Sorry, Mr. King. I accidently sent that msg. to you as e-mail rather
than post it in c.s.a.8.
(Ahh. Mr. King suggests only Atari 8-bits call his Atari
Connection BBS in Utah. He doesn't want to support other
platforms by encouraging other platforms to call his BBS.)
That's ok with me. But this single minded purism is sorta
phoney. He uses other computers, he's said so. This usenet
system involves everything from 8-bits to IBM mainframes.
He's using delphi, which is probably run on an IBM or some
other mainframe. I consider my lowly XT clone to be more a
supporter for my 8-bit than the other way around. What
bothers me is the phoney 'elitism' of wanting only 8-bit
callers to his BBS. It's as though he thinks there are lots
of people who only use 8-bits and he's the only person with
multi-platfrom capability (no offense, Mr. King.) As for
ANSI screens, I set my Procomm+ to TTY dumb term so I don't
get them. I don't want to be slowed down long distance, with
ANSI or a bunch of ATASCII screens.
I appreciate Mr. King's contribution to Atari 8-bit by
having his BBS. If he prefers only Atari callers, that's
cool too. But I do find it sorta unfriendly. And nobody is
going to convince me that I'm less of an 8-bit Atari
enthusiast for my selection how I do my computing.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2468. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 14:22:58 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May18.142258.25689@iglou.com>
Source record: 101238

kamaro_kid@delphi.com wrote:
: If you're an active, serious 8bitter - you'd simply get a PR: or 850
: and an Rs232 switch box - and use that ONE modem between the two
: computers. Total cost to you would be less than $50.00

Oh, I would say that i qualify as a serious 8 bitter (original 400, 64k 400, 800, 800 w/ OTW kludges, 800 w/ PC keyboard, 1 meg 1200xl, 810's,1050's,happy drives, US doubled drives, SuperSALT, half a dozen or so 850's, 1020's, 1025, CX55's,CX85's, light pens, drawing tablets, and other misc. stuff aand <<yes>>, I do programming for these little twitches as well. (valForth, AssEd, C, Logo, etc.) I also have about 15 linear feet of documentation including most of the Atari field service manuals.

However, all that just doesn't do a thing for a PC INTERNAL modem.

And now I will apologize, the impression that I got from your original post was that more or less, if you're not calling with an 8bit don't call. Apparently I was wrong and so I admit it. My humble apologies for being rude (and if you haven't written a patch into your BBS to watch for my name<g>, I will dial in some time and look around to see if there might be something that I can offer to the other users.

```
==============================================================================
| | |
| Robin Mach | The art of putting the right man in the right |
| robmach@iglou.com | places is first in the science of government, but |
| CIS:76420,1567 | that of finding places for the discontented is |
| | most difficult. -Talleyrand |
==============================================================================
```

2469. Schematics...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 14:35:40 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May18.143540.25858@iglou.com>
Source record: 101239

Could whoever was looking for 8bit schematics please either repost or
email me your address? I can probably help you out but I lost your address

```
================================================================================
| | |
| Robin Mach | The art of putting the right man in the right |
| robmach@iglou.com | places is first in the science of government, but |
| CIS:76420,1567 | that of finding places for the discontented is |
| | most difficult. -Talleyrand |
================================================================================
```

2470. Atari 8-bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 15:00:59 UTC
From: mkv1@rsvl.unisys.com
Message-ID: <Cq071o.Gx2@rsvl.unisys.com>
Source record: 101248

2 Atari 1050 diskette drives with USDoublers, Power Supplies, and SIO
cables. $60.00 each.

Atari 410 cassette recorder. $5.00

Atari joysticks, pair. $.50

Compute's First Book of Atari. $2.00

Flight Simulator cartridge and Docs. $15.00

Activision Ghostbusters disk. No Docs. $5.00

Sierra On-line Jawbreaker disk. No Docs. $5.00

Electronic Arts Super BoulderDash. No Docs. $5.00

Epyx World Karate Championship. No Docs. $5.00

APX Chop Suey. No Docs. $5.00

Accolade Fight Night disk. Complete package. $10.00

Accolade Ace of Aces disk. Complete package. $10.00

Accolade Hardball disk. Complete package. $10.00

Mindscape Infiltrator disk. Complete package. $10.00

Epyx "Ballblazer" disk. Complete package. $10.00

Batteries Included "HomePak" disk. Complete package. $10.00

Atari "Pac Man" cartridge. Original package. $5.00

Atari cartridge blank printed circuit board. $1.00

Shipping in US and Canada: $1.00 for disk only, $2.00 for cartridges or
packages, negotiable for hardware.

--
Regards.
Mark K Vallevand Unisys Roseville, Minnesota markus@rsvl.unisys.com
Unisys 612-635-7880
Mail Station 4313, On the Information SuperHighway, I'm the guy with a
POBox 65942 hat driving 50 in the fast lane with my blinker on
St Paul, MN 55164-0942 and my seatbelt hanging out the door making sparks.

2471. Re: Free Mags

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 15:19:22 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994May18.111802.9413@wariat.UUCP>
Source record: 101242

(Steve, Lort Thanatos, with Delphi address has magazines to ship.)
My e-mail to this person bounces. Could this person either e-mail me a
phone # or address, or post a usable e-mail address or phone # or
address?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2472. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 15:58:29 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2rddv5$1pi@theopolis.orl.mmc.com>
Source record: 101241

In article <kendrick-170594102028@ethernet.sonoma.edu>, kendrick@vax.sonoma.edu (Bill Kendrick) writes:
|>
|> Well I'm MAINLY interested if he did get this idea from mine, or (like I
|> said before) if it was a 'natural convergence' to such a mode?

I asked Clay Halliwell whether he got the "FlickerTerm" idea from you, and he replied he had thought of it himself a few months previous. (BTW, it looks great :-)

|> Also, did Jeff Potter ORIGINALLY MAKE APAC mode, or had it appeared before
|> his utilities??

Nah, I didn't invent it. If you'll check my docs I attribute that to Thomas Tanida (who is still active, I think, on GEnie and the Internet). He wrote an article in ANALOG a year or two before my first program came out. I did invent ColrView, and with another guy's assistance, Interlaced APAC.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2473. 600 XL produces red screen AND XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 17:09:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2ddaa058@p17.f1540.n244.z2.fidonet.org>
Source record: 101188

Hello Bill!

Dienstag, 17 Mai 1994 19:12, Bill Marcum wrote to All:

BM> I don't have an XEGS, but I heard that it will play Missile Command if
BM> you hold the Select key down while turning it on.

Yes, it was the SELECT-Key :-)) Thanks to all who answered my Question !

THANX
Guido.

2474. What was the right cart. slot for?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 17:31:46 UTC
From: liamr@css.itd.umich.edu
Message-ID: <2rdje2$qri@lastactionhero.rs.itd.umich.edu>
Source record: 101159

It's been many years since I've owned my Atari 800... I was looking thru here the other day, and I started to wonder what the Right Cartridge slot on the Atari 800 was intended for? Anyone know?

Liam

liamr@umich.edu

2475. Compound Files.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 18:36:22 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405181935.AA25366@dylan.newi.ac.uk>
Source record: 101251

I'm currently trying to free a bit of memory by using every nook and cranny in the Atari's memory (spare bytes, page 6, the bit below page 6, etc). At the moment, I'm running my compiled program (part of the forthcoming Menu Print .. plug ... plug) as an AUTORUN.SYS file which means that I have to have the DOS.SYS program loaded into memory on bootup.

With me do far? Good ...

Now, what I'm trying to do is figure out how to write a loader that will allow me to load the resultant Compound File that my compiler produces into memory. Once I figure this out, then I should be able to transfer the file onto sectors and produce a boot disk. This will, in turn, mean that I don't have to have DOS installed and so I'll be able to use the memory area from 1792 onwards ...

The file my compiler produces is a standard compound file with header bytes of the following description:

Bytes 1 & 2 - $FF
Bytes 3 & 4 - Block Start Address
Bytes 5 & 6 - Block End Address
Bytes 7 onwards - Block data.

My experiment with compound files seems to be ok - apart from one thing. I'm not sure how I should check if the end-of-file has been reached. The method I'm using at the moment obviously doesn't work since it doesn't load the entire file into memory.

Anyone know what I'm talking about? Anyone help? Anyone even care? Better still, anyone got an example of a compound file boot loader in assembly that they can send me?

David Davies
ACPC

MBITDC9306@newi.ac.uk

2476. FOR SALE: Old 1040ST and misc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 19:09:47 UTC
From: c2zjjq@kocrsv01.delcoelect.com
Message-ID: <1994May18.190947.16931@kocrsv01.delcoelect.com>
Source record: 101156
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit

I have an old (1986) 1040ST, color monitor, joysticks and
miscellaneous old software titles and manuals that I would like to
sell for $150US (If this asking price is excessive, please let me
know). If anyone would be interested in this equipment or would know
of any computer companies or organizations which might be interested,
please send an e-mail. I have not used this equipment in a few years
and it seems like such a waste to keep it all boxed-up in my office.
Thanks...

--
Jerry Queen c2zjjq@kocrsv01.delcoelect.com
Delco Electronics Corp. [Opinions are strictly mine]
Kokomo, IN
- NASCAR at Indy! FINALLY! #5 and #18

2477. SCSI Mechs For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 19:19:08 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405181857.AA16046@phinet.smithkline.com>
Source record: 101245

So... The Phantom Respondent appears! :) [Hiyah Jim!!]

Anyways, I'm discovering TONS of stuff I've squirreled away with the idea of "Hey, this looks rally cool, I always wanted one of those, as soon as I get a little time [yeah, right!] I'm gonna play with this & make it into something, etc., etc." Well my company hasn't yet come up with a pill that increases human life span to 150 years, so I've decided it's probably better to for me to sell off some extraneous items to folks who might get some use out of them instead of my using them as traps for dust kitties. I just completed the claims to my insurance co. for the damage to my property from this past winter's storms, & even with whatever they give me I'm gonna end up spending a bundle. I just let a contract for $600 worth of pruning/removal of damaged trees, & there's that $500 deductible on my homeowner's insurance... Mother Nature can drain your wallet in a hurry.

One of the hard drives is already spoken for. I still got the other one available, $45 plus shipping. These are 5-1/4" Seagate ST-225N SCSI bare hard drive mechs, already low-level formatted with the CSS Black Box & divided into two 10-meg partitions. USA buyers only. Any takers?

Going once, going twice.....

- Ben Poehland
poehland%phvax.dnet@sb.com

2478. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 20:02:02 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <112020@cup.portal.com>
Source record: 101250

> : Also, did Jeff Potter ORIGINALLY MAKE APAC mode, or had it
> : his utilities??
>
> I think he invented it, yes.

In ANALOG 60, there's an article/program called The APAC (Any Point,
Any Color) System by Thomas Taniba.

Jeff_M_Lodoen@cup.portal.com

2479. X10 software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 20:47:51 UTC
From: cba@hpuerci.atl.hp.com
Message-ID: <2rdutn$oan@hpuerci.atl.hp.com>
Source record: 101158

Does anybody have software for the 800XL that could interface to the
X-10 TW-523 powerline interface?

Brian Abernathy
cba@hpuerca.atl.hp.com

2480. Re: Internal Pill?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 21:17:57 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May18.211757.5771@cs.nott.ac.uk>
Source record: 101162

In article <2rd3lg$jid@dux.dundee.ac.uk> gfenwick@mcs.dundee.ac.uk (Graeme Fenwick)
writes:
>What is this internal pill? Do I put it in my Atari's cartridge slot, or does
>it have to be fitted in a chip socket? Does it stop my 130XE from getting my
>800XL pregnant (or is it vice versa, I don't know) when they interface?
Well I think the 800XL was nicknamed Sandy during development and the
130XE Freddy. So that would imply that Freddy would get Sandy pregnant.
(assuming Freddy is a male name and Sandy a female one). :-)

>Which one doe I give it to? If I don't give it to them, will there be lots
both, just to be on the safe side :-)

>of little 600XLs running about the place.
you wish :-)

> I think we should be told.
well, there's the birds and the bees right..... *grin* :-)

>Graeme Fenwick gfenwick@uk.ac.dund.mcs
^^^^^^^^^^^^^^
you should get used to writting that the other way round you know, it only
works that way from withing the UK, and we're swapping over soon.
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2481. April AC: In The Mail!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 21:40:33 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405182101.AA17789@phinet.smithkline.com>
Source record: 101252

Hello peoples. I just received word from our publisher that the April issue of AC was mailed out yesterday. A little late, but it's on the way at last.

As usual, our European & Pacific readers with Airmail service will get their issues first, probably the end of this week or beginning next.

The rest of us in the USA/Canada will have to wait till the post office has fed & rested their tired old pack mules. I'm guessing it should begin to appear in mailboxes around Memorial Day (provided the mules are in a good mood).

This final issue of AC will contain a new subscription form, so those who wish to continue receiving the mag under our new management will be able to re-up. You'll also find all the gory <boring> details on policies for subscription refunds. Unlike some other mags which withered slowly & then died miserably on the vine, this final issue of AC under the present management will go out with a touch of flash & sparkle. For those of you who felt the December issue focused too much on hardware, you'll find the wide diversity of topics in the April AC a refreshing change of pace. We are publishing 36 pages instead of the usual 32, & there's a special 4-page insert containing material submitted by the new management. So you'll get a chance to sample the flavor of what those SLCC guys intend to print.

Back issues of AC mag & disk are still mostly available for those who missed out, although one isue is sold out & some others are running low. The good news is that our publisher is providing a few more back issue copies of the April issue than I anticipated, so those are temprorily plentiful even tho many have already been spoken for.

Back issues of mag & disk are $5 per item postpaid anywhere in the world. The following stock is still available:

Mags: Dec'92, Apr'93, June'93, Aug'93, Oct'93, Dec'93, Feb'94, Apr'94
Disks: Feb'93, June'93, Oct'93, Feb'94.

Cash or check to: Ben Poehland
Managing Editor
Atari Classics Magazine
179 Sproul Road/Rt. 352
Frazer PA 19355

Be sure your check is made out to me & not to the magazine.

If the "new" AC achieves success it is possible the remaining stock of back issues will be transferred to the new management at some unspecified future time. For at least the next few months however, the back issue stock will remain with me. I recommend interested parties should purchase back isues now while they're still available, as our future is now in a very fluid state &

nobody can predict what the rest of this year holds for us.

Hmmm... it occurs to me this is the last time I'll be making an announcement about an upcoming issue of the magazine. *sigh* Can't help feeling a little somber, like something is passing out of my life or whatever. Oh well, there's just no swimming against the tide......

- Ben Poehland
Once An Alchemist
Once a Magazine Editor....

2482. Rare Antique Computer Offered

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 21:50:28 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405182138.AA18438@phinet.smithkline.com>
Source record: 101163

Geeze, if an Atari 800XL is now considered a "rare antique computer", I'll be in deep doo-doo if the IRS ever finds out I got a whole room full of them. It would be just my luck to have the Revenooers redefine my residence as an Antique Shop & then slap a big business inventory tax on me! Especially since they are so "rare", I guess each one must be worth millions of dollars then, hey? Am I suddenly fabulously wealthy???? The mind reels....

No flame intended. I'm just weirding-out today.

- Ben Poehland
The 8-Bit Alchemist

2483. Re: What was the right cart. slot for?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 22:04:49 UTC
From: lordthan@news.delphi.com
Message-ID: <2re3e1$shk@news.delphi.com>
Source record: 101105

liamr@css.itd.umich.edu (Liam Hoekenga) writes:
>It's been many years since I've owned my Atari 800... I was looking thru
>here the other day, and I started to wonder what the Right Cartridge slot
>on the Atari 800 was intended for? Anyone know?

The original concept was that vendors could write programs that were too big to fit onto a single cartridge; instead, they'd "split" the program onto two cartridges, one for each slot. Each cartridge, in the beginning of Atari's computer "reign", held a mere 8K or so.

Since cartridge technology was pretty fast in evolving (16K cartridges came out almost immediately, with 32K right behind it), that concept was almost completely ignored. Some programs -- most notably, system-level utilities -- did work with the right slot (Monkey Wrench, for example, which provided scads of useful BASIC commands when paired with the Atari BASIC cartridge in the left slot). There was even a program or three around that would read a cartridge in the right slot and dump it to a disk file. (Pirates rejoyced.)

-Steve

2484. Re: AT800XL emulator discoveries

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 22:21:27 UTC
From: romer@access2.digex.net
Message-ID: <2re4d7$i18@news1.digex.net>
Source record: 101253

: >typing LOAD "C: pulls up a file menu (as does SAVE "C:), but they crash
: >my machine, so I don't know how they work.

: This is because the program has some problems with interrupts, like it says
: in the manual. Therefore you have to copy the stuff you want to run into
: a RAMDISK and load it from there.

Manual? You mean the "Ich bin eine Berliner" bit? <G>

My knowledge of German is limited to Hogan's Heroes and "I am a jelly
donut"...

2485. CSS XF551 drive upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 22:38:54 UTC
From: al531826@academ01.mty.itesm.mx
Message-ID: <al531826.769300734@academ07>
Source record: 101155

Hi everybody!

Could somebody put some comments about de XF551 drive upgrade from CSS in
this group? I've read just a little about it but i don't know if it is Mydos
compatible or if it must be used with an special DOS. How does it behave with
comercial software?
Please, feel free to e-mail.

------------------------------------+------------------------------------
Edgar Beltran I Bachilleres 196 B
Ingenieria en Sistemas Electronicos I Col. Tecnologico
ITESM I 64700 Monterrey, N.L.
al531826@academ01.mty.itesm.mx I Mexico
I Tel: (8)359-98-00
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al531826@academ01.mty.itesm.mx I Mexico
I Tel: (8)359-98-00
------------------------------------+------------------------------------

2486. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 23:02:15 UTC
From: Krishna@max.tiac.net
Message-ID: <2re6pn$g51@sundog.tiac.net>
Source record: 101254

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: 2) Where is JView, I'm just fetching to Umich and looking for it and can't
: find
: it in the Graphics section.. I assume you're a lucky one and get to
: beta
: test it?? :)

No, it is in general release. I'll see what I can do.

2487. Re: COM_RUN Files...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 23:33:14 UTC
From: Krishna@max.tiac.net
Message-ID: <2re8jq$gh5@sundog.tiac.net>
Source record: 101157

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:

: Oh, finally - those of you who tried COM_RUN, PLEASE gimme info on what you
: liked, disliked, etc.. and those of you who care, gimme ideas for what
: you'd like to see in the 'perfect CLI' - forget whether it's on an Atari
: or a SUN or a Unix system or on a PC - just gimme ideas! THANX!

Features:

an MS-DOS Path

Sparta parameter pass emulation to allow some programs like ARC/UNARC
which look to Sparta parameter area to function off the cli. Without
this, a MYDOS cli will lose much of its power.

There is nothing Sparta-Specific about SuperArc/Unarc or Vtex. They
merely have an option for looking to the CLI parameters. I bet some
Sparta utilities would run as well, like READ.COM. They might need a
tweak or two, but still.

New memory management system. A CLI is a memory hog. Sparta is 12+K.
Where do you hide it? Put it under the OS and defeat the purpose of
MYDOS (i.e. TurboBasic XL/Jview compatibility, etc.) This is what the
unix style CLI for MYDOS did, move part under the OS. Bump memlo up to
accomodate it? Okay, but MYDOS already has a fw copatibility problems
due to its higher memlo than AtariDOS. Using banked is best IMO. But is
also the trickiest.

A batch file system similar to BfE from Torsten Karwoth, or at least as
functional as Sparta 3.2d.

You could pare the CLI down so that only the necessary commands are
available internally. This might make it feasible to put it in main RAM,
I dunno. Tom Hunt tried cutting the fat out of SParta 3.2d with SRP.DOS
but he removed some simple commands which you'd need internal for
anything which calls them via XIOs. Sparta 3.2 has a few frills in it
like MEM and CHKDSK which don't HAVE to be memory-resident, that kind of
thing.

2488. Re: .au, .wav samples to Parrot .DIG format

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-18 23:44:23 UTC
From: Krishna@max.tiac.net
Message-ID: <2re98n$gh5@sundog.tiac.net>
Source record: 101160

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: In article <2rbqj1INN3so@scallop.cis.ohio-state.edu>,
: aramos@cis.ohio-state.edu (anthony daniel ramos) wrote:

: > Hello, this is the author of Parrot and Parrot II. (memories, memories!)
: >
: > Yes, .au and .wav samples could be converted to the Parrot .DIG format.
: > Most of the sound information will be lost since the Atari 8-bits can
: > only reproduce 4 bits of sample depth. The sounds should still be
: > recognizable, though, and throwing out 1/2 to 3/4 of the original sample
: > data will make for compact files.

Well, I have converted 500k .GIFs into Colrview format, which, after
ColrSquashing, can come down to maybe 12K or less! That is nothing new.

I do enjoy the lynx hypertext stuff, and the .gif converters let me see
SOME of the pics after downloading (at 14.4) to my hard drive. Delayed
gratification, yes, but I do get em.

I'd also love an easy way to go from .au and .wav to parrot file,
including .QXL 256K support. I doubt that every .au file I discover will
fit in the space imposed by a 64K parrot system.

I have seen mostly .au stuff here on the internet.

Like the star wars page I have found.

2489. Pc Xformer?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 01:36:08 UTC
From: AK10005@phx.cam.ac.uk
Message-ID: <2refq8$o7u@lyra.csx.cam.ac.uk>
Source record: 101161

In the Atari FAQ there is a commercial 8-bit emulator for the PC mentioned, called PC Xformer, by Branch Always Software. Has someone bought this? Is it working nicely? Fast? Simple to use? Understands standard disk images and files? Buggy?

Thanks,
Alex

2490. Re: Atari to IBM transfer utility

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 02:40:59 UTC
From: ricortes@delphi.com
Message-ID: <Ri9NV3b.ricortes@delphi.com>
Source record: 101203

I just got word from Sean, something <?> like he has two copies of MULE.EXE neither one of which aggrees with the file lenght of the original. There's really been enough nags about negative comments, but I would like to offer a suggestion. I have over 2 dozen patents in the area of pharmaceutical devices, an IQ of 138, the highest mechanical aptitude ever tested by my college up to 1970, built my own homebrew computer in 1977. When I have something that doesn't run the last thing I think of is it's the author's fault. 1st thing is I don't know what I'm doing. Now unless people have a resum'e that blows me out of the water, can you see how bad mouthing a program before even finding out if you got a bad down load can seem a little meglomanical? This goes for the IBM Atari Emulator also. I'm going to send Sean the UUE files so he can take another shot at it & have offered to mail him disk if that fails. Proper order of doing things is give as much info as possible followed by a sociable exchange with the author. Recently there was even a post by someone on Fidonet that sio2pc crashes computers so no one should use it! People were so busy shouting the guy down I doubt if he ever got enough info to get it up & running which was the real goal.
NAGOFF

2491. SpartaDos 3.2f

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 03:33:51 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199405190333.AA1628256839@relay2.geis.com>
Source record: 101164

Sparta 3.2f is the shareware release of 3.2d. Other than the copyright notices, nothing else has changed. Registration is $19.95 to Fine Tooned Engineering (check the vendor list for the address). Registration will get you the SpartaDos construction set manual, the Sparta toolkit manual, the Sparta 3.2 / RTime 8 manual supplement plus the two disks. FTe has promised upgrades IF enough people support this shareware version. If you've been running a "borrowed" (ahem) copy, go legit and help prop up FTe - their new product sounds nifty.

Fine Tooned has also announced the availability of the Mars 8, a hardware addition that gives the 800xl:
- built-in Basic XL (Runtime and toolkit disks included)
- built-in SpartaDos X
- built-in RTime 8
- 256k RAM expansion; upgradeable to 4 Megs via SIMM.

Future enhancements will include battery backup for the RAM, other languages, and possibly alternate OSes.

For more info on the Mars 8 (including pricing), send mail to:
F.Tooned@genie.geis.com
or
FTooned@delphi.com

(NOT to me; I'm just a customer.)

2492. Re: Spartados 3.2f? Vaporwar

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 04:04:53 UTC
From: drichard@isle.waterloo-rdp.on.ca
Message-ID: <1994May19.040453.196@isle.waterloo-rdp.on.ca>
Source record: 101169

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
: In article <2r65sb$1ov@news.cs.tulane.edu> snyder10@convex1.tcs.tulane.edu (Mike Todd) writes:

: But it still isn't on the Archive... At least as far as I know.
: Prove me wrong, someone...

It's in /atari/8bit/Fte... Not Sparta..

2493. Re: Super Video Modification

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 04:05:41 UTC
From: kamaro_kid@delphi.com
Message-ID: <RG-PVjd.kamaro_kid@delphi.com>
Source record: 101108

Wow! I finally decided to put the SV2.0 and SV2.1 in a stock 800xl
connected to a Commodore 1702 monitor -- and the new display is
simply awesome!

Prior to the installation, I had to use the front two jacks on this
monitor, else I only got MONO video without color -- after adding the
SV upgrade, I get XE quality video using the rear split luma/chroma jacks!

2494. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 04:07:28 UTC
From: kamaro_kid@delphi.com
Message-ID: <Rk3PIbQ.kamaro_kid@delphi.com>
Source record: 101106

Again, I'll repeat.. If you dont want to call my BBS, fine -- DONT BOTHER, but keep your negative remarks to yourself.

If you dont like the fact that I prefer to support ATASCII only, then that is MY business. This is a SERVICE, not a RIGHT!

2495. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 04:10:28 UTC
From: kamaro_kid@delphi.com
Message-ID: <ZKwsVRU.kamaro_kid@delphi.com>
Source record: 101204

Actually, you CAN call my BBS with a non-8bit Atari computer, but it wont be as pretty as it was last year - when I had lovely ANSI screens, etc..

I just got fed up with all the 8bit boards _I_ was calling that were catering more toward IBM users than 8bit users (reflected in their file sigs and lack of decent atascii artwork) - so I took the ANSI screens off, replaced them with poorly done ASCII screens and beefed up my atascii artwork and cartoons.

2496. Re: SCSI Mechs For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 04:14:06 UTC
From: kamaro_kid@delphi.com
Message-ID: <ZI4vNdW.kamaro_kid@delphi.com>
Source record: 101107

Ben, thanks for your reply.

Trust me, I'm in the same financial situation as you are -- but my situation is of my own choosing - as I'm in the middle of some major house remodelling.

I'll pass on the SCSI for now (hell, I already have 350meg on my 8bit!) --

-Jim King

2497. Help!! AT800XL.ZIP

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 05:19:08 UTC
From: hcl5384@ritvax.isc.rit.edu
Message-ID: <1994May19.051908.11582@ultb.isc.rit.edu>
Source record: 101166

I dont know how to BOOTUP Atari DOS 2.5 for AT800XL on my PC....
If you know how, please inform me.... Thanks!

2498. the mess on atari.archive (was Re: Compound Files.)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 05:30:55 UTC
From: junkster@coho.halcyon.com
Message-ID: <2retif$h2r@nwfocus.wa.com>
Source record: 101167

Bill Kendrick <kendrick@vax.sonoma.edu> wrote:
>
>Btw- speaking of the archives - I'm curious as to why there are SOO MANY
>FILES stuck out in the /8bit directory and not in any particular
>subdirectories!?

I've been wondering the same thing. That archive is a real mess.
What's up, Mr. Administrator?

James Hague
junkster@halcyon.com

2499. BOOT ERROR ? HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 06:21:23 UTC
From: hcl5384@ritvax.isc.rit.edu
Message-ID: <1994May19.062123.12542@ultb.isc.rit.edu>
Source record: 101173

I use the AT800XL emulator for PC, I was trying to load the Zorro, oldest game. But it says "BOOT ERROR".. How Come??? Please HELP ME!!!!

2500. Atari to PC COM

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 08:09:17 UTC
From: gnu@theporch.raider.net
Message-ID: <Cq1InI.JnM@theporch.raider.net>
Source record: 101170

I'm about to ask an assuredly oft-asked question. Sue me.

I need to make a connection from a PC COM port to my 800XL. Can I make a cable for this purpose with some hacking and splicing, or will I have to purchase one? Thanks.

--
"Janet!" "Dr. Scott!" "Janet!" "Brad!" "Rocky!" <dumb look>
Manufactured by TAILCO -- making meaningless | gnu@theporch.raider.net
taglines and signatures since 1993 | Brian McCord
My opinions are those of my own and a few drunken blokes across the street.

2501. My humble duty ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 09:47:41 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405191048.AA27230@dylan.newi.ac.uk>
Source record: 101168

I feel that it my humble duty to inform fellow Atari users of a new book set to be released to the public in the next couple of weeks.

The book being released by the Tyne & Wear Atari User Group (aka TWAUG) is a 400 (and more ...) page programmers reference manual based on Mapping the Atari. From what I've been told by one of the guys involved in the project, it's a full memory map of the XL/XE series and covers the subject in much greater depth than Mapping did, as well as correct many of the mistakes in Mapping.

It's a two manual set with the first volume being the memory map and the second contains the Appendices and a complete listing of the XL's operating system! It's currently at the printers and is being professionally bound in the same binding as Mapping used. The price is likely to be around 16 pounds plus postage ... which isn't bad.

TWAUG are getting 100 copies done and 60 of those are already spoken for! I'll be ordering my copy soon ... if you're interested in contacting them and securing a copy, then let me know and I'll pass on their address (I haven't got it on me at the moment).

... Alternatively, look under the vendors listing in part 2 of the FAQ.

David Davies
The Atari Classic Programmer's Club

MBITDC9306@newi.ac.uk

2502. FALCON 8-bit emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 10:01:50 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2rfdee$j1u@dux.dundee.ac.uk>
Source record: 101171

Is there one available?

Rod

--

```
==============================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
==============================================================================
```

2503. Re: Internal Pill?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 10:11:21 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2rfe09$j4e@dux.dundee.ac.uk>
Source record: 101172

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: In article <2rd3lg$jid@dux.dundee.ac.uk> gfenwick@mcs.dundee.ac.uk (Graeme Fenwick)
writes:

: >Graeme Fenwick gfenwick@uk.ac.dund.mcs
: ^^^^^^^^^^^^^^
: you should get used to writting that the other way round you know, it only
: works that way from withing the UK, and we're swapping over soon.

Yeah, I know what you mean. The first time I asked someone (in the computer department) what my address was, that's the form they gave it in, and it seemed to work... so did yours (you're in the UK too). But when I tried other people that way round, it didn't work, and the BBC bulletin board (which doesn't seem to work anyway) only accepted my name in the form

gfenwick@mcs.dundee.ac.uk

and didn't accept it the other way, so I usually put it the "correct" way round now. Here's my excuse- I made that .sig a while ago, but forgot to save it into the correct file until recently....
Anyway, having it the new way seemes to make more sense. So if anyone has trouble sending mail to me, now you know why..

By the way, how do I tell if Sandy is pregnant? ;)
How long is pregnancy for computers?

Fascinating Facts: The ST in Atari ST stands for Sixteen-thirty-two.
Curiously enough, this is also the year in which it was
designed...

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
SEE! ^

2504. XL -> PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 11:25:25 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2rfib5$o5o@dux.dundee.ac.uk>
Source record: 101174

Could someone give me the site and file name of where I can get
suh a utility.

Cheers

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari XL |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
================================================================================
```

2505. ASYLUM

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 13:00:20 UTC
From: ntricht@cip.e-technik.uni-erlangen.de
Message-ID: <2rfnt4Eco7@uni-erlangen.de>
Source record: 101180

Does anybody know how I can pass these rats without being kill.
Yes. I know I can wear this rat suit, but then a man arrives who
kills me immediately.

I'm trying to solve this problem for now 5 years ! ! !

Who knows something about ASYLUM ?

Please help me ..
Norbert

ntricht@cip.e-technik.uni-erlangen.de

2506. Re: Free Mags

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 13:05:44 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2rfo78$i1o@usenet.INS.CWRU.Edu>
Source record: 101175

In a previous article, Russ.Gilbert@apk.wariat.org (Russ Gilbert) says:

>My e-mail to this person bounces. Could this person either e-mail me a
>--
>Russ Gilbert, user of the UniBoard System @ wariat.org
>E-Mail: Russ.Gilbert@apk.wariat.org

Speaking of that, my last two e-mails to you have bounced as well. Ever
since you started using the russ.gilbert@apk.wariat.org address you're
using now.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists,
Cleveland Free-Net Atari SIGOp: aa700, <mailto::mcurrent@carleton.edu>

2507. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 13:27:19 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2rfpfn$jrt@usenet.INS.CWRU.Edu>
Source record: 101176

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Atari Archive: 8bit/faq2.txt

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 11-May-94

Additions/suggestions/comments/corrections having to do with this
Vendor/Developer List are requested. Please send to:

Michael Current
<mailto::mcurrent@carleton.edu>
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This Vendor/Developer List is posted on the 18th of the month to the
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. The most
recent copy may always be requested from <mailto::mcurrent@carleton.edu>.

The 8-Bit Atari FAQ List is posted to this discussion group on the 8th
of the month, and may also be requested from <mailto::mcurrent@carleton.edu>.

=====================================================================
8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List.

GEnie, Delphi and Compuserve addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a
Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply
Coupons (IRC's) as well.
=====================================================================

This list won't be accurate and complete without YOUR help!
```

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Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???Hydraulik???, other software

The Atari Classic Programmer's Club
Pen-Tyddyn

Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050-2511
tel: (408) 986-9960 Tue-Fri 10am-6pm; Sat 10am-5pm
FAX: (408) 986-9968
Vendor: new/used hardware, commercial/PD/freeware/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290

San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513
FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST
Developer: TransKey, Turbo-816x, Programmer's Pal, Turbo-Calc, Turbo-View
Graphical Operating Environment, Alf Assembler, blank cartridges,
Maze of AGDAgon, GameLink II
GEn: DATAQUE.1

Dean Garraghty Software
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

DynaComp Software
178 Phillips Road
Webster, NY
U.S.A. 14580
tel: 1-800-828-6772
tel: (716) 265-4040
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT

U.S.A. 06108
tel: (203) 528-4448
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) voice
BBS: (408) 438-6775 to be up May 1, 1994
Del: FTOONED
GEn: F.TOONED
Developer: SpartaDOS, R-Time 8, MAC/65, Action!, BASIC XL, BASIC XE,
P:R:Connection, U.S. Doubler, MARS 8

John Foskett
26 Auckland Road

Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH

U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/freeware/shareware

Lex-Tronics
see: DataQue Products

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane

Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

Newell Industries
P.O. Box 253
Wylie, TX
U.S.A. 75098
tel: (214) 442-6612
BBS: (214) 442-2584
Developer: 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL,
OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny.dab.ge.com
CIS: 74030,2020

GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Ready +Technologies+
The following address is reported outdated:
[P.O. Box 17578]
[Baton Rouge, LA 70893]
[U.S.A.]
Net: tom@ready.rsip.lsu.edu
CIS: 70733,3115
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905

Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA
U.S.A. 95112
tel: (408) 995-5080
FAX: (408) 995-5083
Vendor: new/used hardware, commercial software

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
James Bradford
Pike Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Developer: SuperMax, Super800, SuperRAM, Supermon

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/freeware/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/sharware

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware
Developer: UltiFont

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
The following address is reported outdated:
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/freeware/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of 8bit/faq2.txt
==========
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists,
Cleveland Free-Net Atari SIGOp: aa700, <mailto::mcurrent@carleton.edu>

2508. FAQ posting problems

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 13:32:44 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2rfpps$k3t@usenet.INS.CWRU.Edu>
Source record: 101177

My apologies for the vendor/developer list appearing 2 days late. My attempts at cross-posting to comp.answers and news.answers so far seem to have failed, even though I believe I'm following all procedures correctly.

The FAQ posting schedule may continue to fluctuate until the problems are ironed out.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists,
Cleveland Free-Net Atari SIGOp: aa700, <mailto::mcurrent@carleton.edu>

2509. Suffering from M.U.L.E withdrawal.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 14:19:36 UTC
From: slqxc@cc.usu.edu
Message-ID: <1994May19.081936.1@cc.usu.edu>
Source record: 101178

Hi,
My old copy of M.U.L.E just bit the dust. I really miss this game and would like to play it again. Would anyone know where I can find a copy for an Atari, or if I'm desperate, an Amiga or IBM? I'm willing to pay for a copy (I _do_ own it, I just lost the disk) or an original. E-mail all replies to slqxc@cc.usu.edu.

- Nate

2510. Re: the mess on atari.archive (was Re: Compound Files.)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 16:26:01 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <lenn.769364761@mentor.cc.purdue.edu>
Source record: 101181

junkster@coho.halcyon.com (James Hague) writes:

>Bill Kendrick <kendrick@vax.sonoma.edu> wrote:
>>
>>Btw- speaking of the archives - I'm curious as to why there are SOO MANY
>>FILES stuck out in the /8bit directory and not in any particular
>>subdirectories!?

>I've been wondering the same thing. That archive is a real mess.
>What's up, Mr. Administrator?

>James Hague
>junkster@halcyon.com

Well, I hope to have this situation corrected soon. (i.e. this summer)

Jody Lenn

--
Jody M. Lenn Umich Atari Posse:
lenn@mentor.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS / | \ GEnie: j.lenn1@genie.geis.com

2511. Hard-drives... How?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 16:34:35 UTC
From: vparada@inf.utfsm.cl
Message-ID: <Cq262y.Cz4@inf.utfsm.cl>
Source record: 101182

Hola mundo.

I've never seen a hard-drive connected to an 8bit. This may sound
strange, but such mods hardly came to Chile (South America).

I'd like to know how them work...

- Can I boot from them?
- Can some programs like SynFile run from them?
- Are they used only as a big ramdisk?
- Are they used only to store files for BBS systems?
- How much info can they store (which OS?) ?
- In how many ways can I connect a HD (SIO, PBI, ...) ?
- Are they fast?
- ...

Please reply directly to me <vparada@inf.utfsm.cl>, and I'll post
a compilation of the received info if requested...

Thanks in advance...

Bye... ++Vitoco
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

2512. Disk Drives and 850

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 16:43:27 UTC
From: lmurdock@austin.onu.edu
Message-ID: <1994May19.164327.112416@austin.onu.edu>
Source record: 101179

What all can be connected to the 850 Interface? I bought one last year
and only use it for a modem (and sometimes a printer). Can any RS-232
device (like external IBM drives) be connected to it? Or would this
be a problem since only R1: can be configured to R/W at the same time?
I would like to be able to connect higher density drives to my system
without purchasing any more hardware (for the time being)
Does anyone else have a configuration like this?

Thanx for the info
Lance "Ate_bit" Murdock

2513. Re: Compound Files.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 17:12:40 UTC
From: vparada@inf.utfsm.cl
Message-ID: <Cq27tv.DBM@inf.utfsm.cl>
Source record: 101183

Hola mundo.

Bill Kendrick <kendrick@vax.sonoma.edu> wrote:
>In article <9405181935.AA25366@dylan.newi.ac.uk>, mbitdc9306@newi.ac.uk
>(David Davies) wrote:
>
>> Now, what I'm trying to do is figure out how to write a loader that will
>> allow me to load the resultant Compound File that my compiler produces into
>> memory. Once I figure this out, then I should be able to transfer the file
>> onto sectors and produce a boot disk. This will, in turn, mean that I don't
>> have to have DOS installed and so I'll be able to use the memory area from
>> 1792 onwards ...
>
>The simplest thing I think to use is something like ChaosLoader, [..chomp..]

Right, but those loaders usually loads themselves starting at 1792 ($700)
and requires some bytes bellow (the same required by David's program?).

I think the better way is to load the entire file as a contiguous block
in memory and then simulate a DOS load, using the standard binary format.
The problem is that this requires special code/utilities, but is not
imposible ;-) (I can do the conversion for you, David)

>Btw- speaking of the archives - I'm curious as to why there are SOO MANY
>FILES stuck out in the /8bit directory and not in any particular
>subdirectories!? [..more chomp..]

Me too... Also, many of them are in both places!!! Will the new guy
put things in place, write .DES for files/directories, and a more
descripive 00index file? :-)

Bye... ++V
--
: | / . -/- vparada@inf.utfsm.cl Victor Parada G.
: -/- -/- |/ / / () (() vparada@loa.disca.utfsm.cl Informatica UTFSM

2514. Re: COM_RUN Files...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 17:53:34 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-190594104854@ethernet.sonoma.edu>
Source record: 101184

In article <2re8jq$gh5@sundog.tiac.net>, Krishna@max.tiac.net (Glenn M. Saunders) wrote:
>
> an MS-DOS Path

Of course!!!!! :)

> Sparta parameter pass emulation to allow some programs like ARC/UNARC
> which look to Sparta parameter area to function off the cli. Without
> this, a MYDOS cli will lose much of its power.

Should be easy enough - just reverse-engineer 'ARGS.ACT', a SpartaDOS argument accepting routine for Action!.

> New memory management system. A CLI is a memory hog. Sparta is 12+K.
> Where do you hide it? Put it under the OS and defeat the purpose of
> MYDOS (i.e. TurboBasic XL/Jview compatibility, etc.) This is what the
> unix style CLI for MYDOS did, move part under the OS. Bump memlo up to
> accomodate it? Okay, but MYDOS already has a fw copatibility problems
> due to its higher memlo than AtariDOS. Using banked is best IMO. But is
> also the trickiest.

I may do it like COM_RUN, ie, load the external, then reload the DUP.SYS, or I may make the DUP.SYS a sort of Runtime for .COM files, and have a compiler or something that generates ScotchDUP .COM files?? It's all still a little up in the air.

Also, I may just decide to do RAMdisking.. MyDOS has all the extended RAM support I'd need, so I figure why not just let MyDOS (DOS.SYS) handle talking to the external RAM, rather than reinventing the wheel by adding a ton of RAM banking routines and options for people with strange upgrades, etc.......

> A batch file system similar to BfE from Torsten Karwoth, or at least as
> functional as Sparta 3.2d.

I've barely used BfE (if it's the T.K. batching program I have), and dunno much about SpartaDOS's batching, but what I plan is a literal language, sort of like MS-DOS's batching, %1, etc.

> You could pare the CLI down so that only the necessary commands are
> available internally. This might make it feasible to put it in main RAM,
> I dunno. Tom Hunt tried cutting the fat out of SParta 3.2d with SRP.DOS
> but he removed some simple commands which you'd need internal for
> anything which calls them via XIOs. Sparta 3.2 has a few frills in it
> like MEM and CHKDSK which don't HAVE to be memory-resident, that kind of
> thing.

I think my internal commands can be derived from one main procedure, which would pretty much be a very user-friendly directory reader.. from there, if you have the ability to do Tree, Search, etc., why not be able to, say, rename ALL .GFX files EVERYWHERE to .GR9 or something?
(like: REN *.GFX,*.GR9 /G - rename all .GFX files to have .GR9, /Globally)

It should be a gem once the ball gets rolling.. no release date tho!!!! :)

--
Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2515. Re: SpartaDos 3.2f

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 17:56:09 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-190594105608@ethernet.sonoma.edu>
Source record: 101186

In article <199405190333.AA1628256839@relay2.geis.com>,
d.paterson2@genie.geis.com wrote:

> Fine Tooned has also announced the availability of the Mars 8, a hardware
> addition that gives the 800xl:
> - built-in Basic XL (Runtime and toolkit disks included)
> - built-in SpartaDos X
> - built-in RTime 8
> - 256k RAM expansion; upgradeable to 4 Megs via SIMM.
>
> Future enhancements will include battery backup for the RAM, other
> languages, and possibly alternate OSes.

I'm curious! I thought that Mars 8 was going to include Action! !?!?
Also, I've heard the alt. OSes feature should be VERY cool - no rebooting
or
something like that..

--
Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2516. Re: Compound Files.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 18:04:40 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May19.180440.13027@cs.nott.ac.uk>
Source record: 101185

In article <9405181935.AA25366@dylan.newi.ac.uk> mbitdc9306@newi.ac.uk (David Davies) writes:
>Now, what I'm trying to do is figure out how to write a loader that will
>allow me to load the resultant Compound File that my compiler produces into
>memory. Once I figure this out, then I should be able to transfer the file
>onto sectors and produce a boot disk. This will, in turn, mean that I don't
>have to have DOS installed and so I'll be able to use the memory area from
>1792 onwards ...
>My experiment with compound files seems to be ok - apart from one thing. I'm
>not sure how I should check if the end-of-file has been reached. The method
>I'm using at the moment obviously doesn't work since it doesn't load the
>entire file into memory.

The easiest way is just to check for an EOF (error 136 I fink). If you get one of those then you KNOW you are at the end of the file. Alternatively you could check for an address of 736 (run address - I hope I got that number right). But that's rather dodgy. You know, I've got some code somewhere which will take a BLOAD
(AUTORUN.SYS) file, and strip out all those extra bytes, just leaving you with the machine code, of course this will only work if you code is stored consecutively in memory (no ORG 's or * = or whatever you assembler uses). Written in Turbo Basic. I've also got some M/C which will do a BLOAD somewhere but you would still need DOS for that 'cos it uses filenames...
Interested?
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2517. What does Atari make these days?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 22:17:02 UTC
From: jep@unlinfo.unl.edu
Message-ID: <2rgogu$lpu@crcnis1.unl.edu>
Source record: 101187

Hello-

Does Atari still make 8-bit machines? Do they make 68k or intel
machines?

Steve.
--
_/_/_/_/_/ _/ _/ _/_/_/_/ | Stephen Kemal Panarelli
_/ _/ _/ _/ _/ | University of Nebraska
_/_/_/_/_/ _/_/_/ _/_/_/_/ | Electrical Engineering
_/ _/ _/ _/ | jep@unlinfo.unl.edu
_/_/_/_/_/ _/ _/ _/ | panzar@yoda.unl.edu

2518. Atari 8-bit computer stuff sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 23:03:45 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097EAD2.41D021E0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 101195
Cross-posted to: misc.forsale.computers.other,comp.sys.atari.8bit

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please indicate any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Atari CX853 16K RAM memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
Atari 1027 Letter Quality printer almost new, in original box, with manual,
but does not work properly
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool
Joysticks- various types and shapes, all tested and working well.
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)

Hardware for sale as-is:
Atari 1010 Program Recorder - belt of mechanism inside came off.
Atari 1010 Program Recorder - save: ok, load: no.
Main units only, without cables.

Atari Paddles- used, untested, look ok but sold as-is.

Power supply cable for XL series. Non working, but may be useful, e.g.,
for those who want to convert to an IBM single power supply and need the
part of the cable that includes the plug for the computer. Or whatever!

***** SOFTWARE *****

Cartridges-
==========

BASIC (CXL4002) withlike-new manual.
BASIC (CXL4002) without manual.

Disks- (All are original disks)
======
TimeWise with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Atari Translator
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 50 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual (new, sealed)
Thorn EMI Compute 4 and Reversi (in original box with instructions)
Atari States and Capitals (CX4112)
Atari Hangman (CX4108)

Books-
======

Bill Carris- Inside Atari BASIC
Albrecht, Finkel and Brown- Atari BASIC
Original box for 1050 drive (drive not included, only box)
Atari 400/800 News Bits published by Atari, Number one 1979
Number two 1979
Coan & Kushner- Basic Atari BASIC for the 400,800, and XL.
Atari 410 Owner's Guide
Atari 410 manual
Atari 820 printer manual
Atari 810 disk drive and Introduction to the DOS
Atari 400/800 DOS II Reference Manual
2 atari 400/800 Personal Computer 3-ring binders
Oasis BBS manual (printed on a dot-matrix printer... in case anybody needs...)

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

2519. atari archivem☐ m☐☐☐ mirrors

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 23:17:13 UTC
From: jjmcwill@next5
Message-ID: <2rgs1p$720@mtu.edu>
Source record: 101189

Has anyone besides me noticed that mirrors such as src.doc.ic.ac.uk
DON't have the latest stuff? For example... Editors/tptools5.12a
and ALL the other textpro 5.12 new stuff does not exist at
the UK mirrors site... not I believe does it exist at wuarcive.
So what's the deal? atari.archive is often times impossible
to connect to, due to its popularity, and yet since it's the only
place that carrier all the stuff..... since the mirrors don't seem
to be mirroring things very well these days.

I've also had trouble getting BART to send me some of this stuff,
when I can't FTP, BART should come to the rescue... just now I
tried getting tptools.512a, and this is what BART Sent me:

atari/8bit/Editors/tptools5.12a: No such file or directory

HELLLPPP!!

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2520. Atari 800XL HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 23:30:55 UTC
From: jgfalk01@ulkyvx.louisville.edu
Message-ID: <1994May19.193055.1@ulkyvx.louisville.edu>
Source record: 101194

Help!! I need info on how to hook up an ATARI 800XL to a composite monitor. It works great with the TV on either channel 2 or 3 but cant get a single thing using either a monchrome or color monitor. I get great audio from some game cartridges but no video signal. Anyy help greatly appreciated as I have no manuals for this beast and would like to get it wworking on the monitor so I can give it to a local grade school for their use. The kids love to write miny basic programs and try them out on it. What cables do I need? I have one that has a monitor plug on one end and aud and vid rca jacks on the other but it doesn't work hooked up to the monitor with this cable. Is the 800XL bad, bad cable??, or something else??

2521. Re: SpartaDos 3.2f

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-19 23:57:05 UTC
From: Krishna@max.tiac.net
Message-ID: <2rguch$6ai@sundog.tiac.net>
Source record: 101190

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: > Future enhancements will include battery backup for the RAM, other
: > languages, and possibly alternate OSes.

: I'm curious! I thought that Mars 8 was going to include Action! !?!?
: Also, I've heard the alt. OSes feature should be VERY cool - no rebooting
: or
: something like that..

It seems as if MARS8 is intended as being a PLATFORM for upgrades rather
than one hardwired upgrade. It is a board which goes into most of
the important sockets in an 800XL and has electronics to allow for
various amounts of upgraded memory or internal carts and stuff. Details,
I don't have them. But I'm sure how far one goes with it is all up to
the individual. Because the board itself is probably just a ton of
sockets and logic chips and stuff so you can plug in what you want to
do. This is a great idea because who wants to screw with soldering a
million jumper wires? This seems to be the kind of thing which will
allow a lot of projects to be done immediately and fearlessly.

Like let's say you only have enough money for 1 meg of memory. Then just
get more ram later and plug it in. Sounds great to me.

2522. Re: Hard-drives... How?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 00:07:31 UTC
From: Krishna@max.tiac.net
Message-ID: <2rgv03$6ai@sundog.tiac.net>
Source record: 101191

Victor Parada G. (vparada@inf.utfsm.cl) wrote:
: I've never seen a hard-drive connected to an 8bit. This may sound
: strange, but such mods hardly came to Chile (South America).

: I'd like to know how them work...

: - Can I boot from them?

Yes.

: - Can some programs like SynFile run from them?

Kinda. Synfile and other programs use "proprietary" disk formats which impose limits on density and max. sector.

In other words, you MIGHT be able to get it to write to a single or double density "pseudo floppy" Black Box partition, but that would be about it. MidiTrack III I've been able to backup to a single density Pflop for instance.

This is the main problem with getting the most out of commercial applications for the 8-bit and I've whined about it for a while. This is why Atariwriter has been hacked for SpartaDOS, which I hope happens with other good word processors like Paperclip XE.

: - Are they used only as a big
ramdisk?

How else can you use a storage medium? Virtual RAM you mean?

There is a version of Snapshot from Tom Hunt which will task switch by saving ram images to one's hard drive. That is the only virtual ram technique I have seen. Oh, also the overlays in BBS Experess PRO!

: - Are they
used only to store
files for BBS systems?

No. The speed which a hard drive gives you makes them ideal for converting .GIFs, file downloads/uploads, moving files around, and general organization. A hard drive with orderly subdirectories sure beats a messy floppy collection.

Diskbase and TextPRO will work with hard drives. Diskbase thrives on a hard drive and allows HUGE database files be noting and pointing through the data file (kinda like virtual ram, but not quite). This method is similar to how Atari8 BBS programs page through their message bases.

: - How much info can they store (which OS?) ?

About 1.2 gigs on a Black Box, or unlimited with an MIO using the swap utility. Or unlimited with a BB swap utility (which may or may not exist). But only 16 megabytes (2 byte sector numbers used for Sparta and MYDOS) which means 65535 total double density sectors. It's more than enough, but on a BBS, if it is hogging the drive IDs and can't swap using software it gets limiting. Pro! has a somewhat kludgy but servicable swap system for the MIO (and maybe the Black Box) to allow more than 128 megs for file downloads.

: - In how many ways can I connect a HD (SIO, PBI, ...) ?

PBI is the only good way. Joystick and SIO has been done for exotic interfaces, but those have numerous limitations, the biggest being SPEED.

: - Are they fast?
: - ...

Not as fast as on a PC. It takes me about 5 seconds or so for Bobterm to load up and initialize. For anyone used to 19.2K data rates on their 1050 it is a godsend.

: Please reply directly to me <vparada@inf.utfsm.cl>, and I'll post
: a compilation of the received info if requested...

Now you say it, in the end of the message, oy!

2523. Re: What does Atari make these days?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 00:09:53 UTC
From: Krishna@max.tiac.net
Message-ID: <2rgv4h$6ai@sundog.tiac.net>
Source record: 101192

Stephen Panarelli (jep@unlinfo.unl.edu) wrote:
: Hello-

: Does Atari still make 8-bit machines? Do they make 68k or intel
: machines?

They don't make anything much of either unless you count the Jaguar as a 68K machine. STers believe Atari will continue to make small runs of STs behind the scenes, but for the most part it is a token effort as Atari publically gave up the computer business in favor of vidgames.

They don't have the cash to do both, but if the jag is a success, expect the Tramiels to have the game division fund the computer division. By that point I don't think even they will consider making ST machines, not unless they are RISC based.

2524. Re: What was the right cart. slot for?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 01:40:16 UTC
From: romer@access3.digex.net
Message-ID: <2rh4e0$b6g@news1.digex.net>
Source record: 101193

Liam Hoekenga (liamr@css.itd.umich.edu) wrote:
: It's been many years since I've owned my Atari 800... I was looking thru
: here the other day, and I started to wonder what the Right Cartridge slot
: on the Atari 800 was intended for? Anyone know?

There were a very few cartridges that used the right slot. I have, as a
matter of fact, an Austin 80-column video card for the 800 that includes
a right-slot cartridge with the video driver. Works great, but it's a bit
of a memory hog for a standard 48K 800...

Anyone interested in it? I don't have the docs, but I recall installation
was very simple... I'd probably let it go for $20 plus shipping...

2525. SIMM Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 03:17:09 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405200242.AA05636@phinet.smithkline.com>
Source record: 101196

OK, this question is beyond the scope of the 8bit newsgroup but I know there are many "lurkers" out there who use other platforms, I'm hoping one of yooze guys will have the answer.

I got a bunch of <worthless> 256K 8-bit Mac SIMMs at work (they upgraded the memory in the Macs & trashed the old 256K SIMMs). I was looking for 9-bit SIMMs to stick in another computer (whose nature I'll not divulge). What I ended up doing was sticking the old Mac 8-bit SIMMs into my Atari STe. The SIMMs I pulled out of the ST are a very strange critter. They contain 2 each 4x256K chips & 2 each 1x256K chips. There are 12 solder-bridge jumper thingies on these SIMMs, they are made by Siemens. Apparently by setting the appropriate bridge combinations, these SIMMs can be configured as 8-bit, 9-bit or 10-bit (I don't know what in the world would require a 10-bit DRAM, but it's there!).

The present jumper pattern (presumably for 8-bit configuration) is: bridges 2,5,8,9,11 are closed, the rest are open.

My question is: what pattern is required to reconfigure for 9-bit operation?

I got the data books for just about every Japanese & American DRAM semi-conductor manufacturer, but dagnabbit I don't have the darn Siemens book. If someone out there has the Siemens book, I'd sure be grateful if you could give me the pattern to use for 9-bit operation of these unusual SIMMs.

BTW, FTE has promised to send me one of their early-version MARS-8 boards to play with. Mike Hohman says his card accepts SIMMs-- 256K, 1-meg, or 4-meg. So, presumably my supply of junker 8-bit Mac SIMMs will come in handy to use when I stick the MARS-8 in my 800XL, since thank goodness the trusty 8-bit only needs 8-bit DRAM/SIMM.

Prefer responses directly by e-mail to avoid cluttering up the Digests with this goofy question.

- Ben Poehland
poehland%phvax.dnet@sb.com

2526. Re: SpartaDos 3.2f

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 04:32:48 UTC
From: jjmcwill@next5
Message-ID: <2rhehg$gct@mtu.edu>
Source record: 101198

Glenn M. Saunders (Krishna@max.tiac.net) wrote:
: It seems as if MARS8 is intended as being a PLATFORM for upgrades rather
: than one hardwired upgrade. ...

Yes, MARS-8 will have several different options... and its expandability
will REALLY depend on what kind of response FTE gets on the BASIC
version.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2527. Compound Files

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 12:14:01 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405201314.AA03580@dylan.newi.ac.uk>
Source record: 101199

Hmmm ... seems that loading compound files is trickier than I thought. I thought that all I'd have to do was load in the first block, then get an address for the next block and load that in.

Anyway, I realise now that I need DOS in memory since I use filenames, but any info I get on loading compound files will still be useful since I will have to write a menu to link the programs in my package together.

I've just been experimenting with changing the ROM OS to RAM OS and substituted the OS Floating Point routines and some of the Disk boot routines with some of the routines contained in my program ... and it works. This has so far helped to free an extra 1K or so as a data buffer area.

Mind you, I'm using the RAMROM program by Matt Ratcliffe listed in Mapping the Atari. I'll have to modify it before I can use it in my program when I get around to releasing it commercially.

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

2528. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 14:06:38 UTC
From: rdzidlic@faui06b.informatik.uni-erlangen.de
Message-ID: <2rig5e$nr2@faui06b.informatik.uni-erlangen.de>
Source record: 100980
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

rgivan@cix.compulink.co.uk ("Roland Givan") writes:

>>damn curious about it, and am also wondering why there haven't been any
>>articles about it on these newsgroups (of course, my feed might be a bit

>FWIK SMS2 is an implementation of the Sinclair QL O/S. Much of what I've
>read about it has been in 'QL World' magazine.

>Assuming this is the case (and flame if I'm mixed up somewhere ;-)

>> What programming languages exist- LBASIC was mentioned, is there
>>a version of C in the pipeline?

I have ported Xlisp, xscheme and scm(another scheme), other folks
ported REXX awk, ...
Porting this stuff was realy easy with the c68 compiler
(easier than from unixV to BSD or vice versa)

>There is a fairly good C compiler for the QL, but nothing that gets
>anywhere close to GNU C or Lattice C

I must definitely flame this, c68 available for QDOS and SMS2
is very small (.i -> .s phase about 110K) full K&R and ANSI
and some extras (printf format string checking ....)
AND FULL sources and extensive libraries(curses,regexp ....).
AND FREE
AND ALL relevant GNU utils ported(except gdb, this is a real
drawback)

The library makes great effort to make porting unix programs
easy, only differences are in fork/exec and this is much more
comprehensive under QDOS/SMS2 than unix.

Xwindows is not ported, nobody attempted to make it work with
a QL (<2Mbytes in the vast majority).
Otherwise it should not be a problem.

The provided window system is very easy and extremely effective
to use - makes intelligent use of the keyboard, pointer/window
placing strategies etc..
There is already a quantity of programs from the QL which use
this window manager and there are programs to generate
GUIs (not an trivial task under SMS2 or QDOS).

>> How similar to Unix is the multitasking?

c68 libs make it appear very similar, otherwise very different,
extremely fast job-switch (about 0x68 bytes context information
under QDOS)

>Not particularly. MiNT is closer IMHO

>> Does it support the standard ST/PC disk format (for floppy and

at least flopies, easy to use

>> PD software was mentioned- how much is there, and where could I

>Well I assume they mean the *vast* quantity of QL PD ;-) There is not
>really a lot out there.

>> What is it like to use on a 1mb floppy drive system?

>Should be very good. Its a lot more compact than TOS.

I use QDOS with 1 720K floppy, it is excellent except for use with
the c68 compiler which already claims most of this 720K
(cpp,c68,as68,includes,libs,make ....)
But I can setup dynamic ramdisks and that makes it work.

>IMHO don't bother. I've had a bit of experience of standard QL QDOS
>(which as I said I *believe* SMS2 to be an enchanced port off, and in most
>ways it has no advantages over TOS/MiNT or MINIX. Its only advantage would
>be its compactness and efficiency.

some advantage is the THING system.
A THING is an named block of memory - or object, depending
how modern you like to view it.

THINGS may contain system extension, executable code,
shared data or something else and may provide their
own init,cleanup etc routines.
Extensions in things may also use a very sophisticated
parameter description/checking

This provides fairly sophisticated and fast job communication
without such overhead as with REXX or similar.

In my view the biggest difference between QDOS and SMS2
on the one hand and UNIX,MINIX,MINT on the other side is
the resident program concept of QDOS/SMS2, that means
shared code of program instances, but also requires
reentrancy of the programs.
Since the THING system it is easy to manage your
resident programs.

A drawback of QDOS/SMS2 is that they are best programmed
in assembler,basic or prolog, the c compiler has difficulties
with reentrancy.

Bye Richard

2529. Re: Internal Pill?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 14:19:00 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May20.141900.27972@iglou.com>
Source record: 101109

```
: How long is pregnancy for computers?

Depends greatly on the clock speed, I'd say.

===============================================================================
| | |
| Robin Mach | The art of putting the right man in the right |
| robmach@iglou.com | places is first in the science of government, but |
| CIS:76420,1567 | that of finding places for the discontented is |
| | most difficult. -Talleyrand |
===============================================================================
```

2530. Re: SpartaDos 3.2f

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 14:19:21 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cq3uGA.J9A@cs.vu.nl>
Source record: 101200

jjmcwill@next5 (Jeffrey J. McWilliams) writes:

>Glenn M. Saunders (Krishna@max.tiac.net) wrote:
>: It seems as if MARS8 is intended as being a PLATFORM for upgrades rather
>: than one hardwired upgrade. ...

>Yes, MARS-8 will have several different options... and its expandability
>will REALLY depend on what kind of response FTE gets on the BASIC
>version.

I would like to have an empty board which should allow me to plug in my
own OS-es (which I already have) and which has 4 slots for SIMMS. Is there
anything known about which configurations will be available, and when it
will be available and what its price will be?

Also, how can I contact FTE? and do they have an email adress?

>Jeff

Mmmh, that's a whole bunch of questions ;-)

Ivo.

2531. Re: What does Atari make these days?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 15:23:14 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2rikl2$d25@usenet.INS.CWRU.Edu>
Source record: 101201

In a previous article, jep@unlinfo.unl.edu (Stephen Panarelli) says:

>Hello-
>
>Does Atari still make 8-bit machines? Do they make 68k or intel
>machines?

No 8-bit machines from Atari for a couple years now. They're actively producing three systems: Jaguar, the 64-bit game console; Lynx, the color portable game system; and the Falcon030, the low-end successor to the ST/TT computer line. They'll also happily sell you a Portfolio, the MS-DOS palmtop, but they admit this product isn't in their future plans. They're also supposed to be making a few TT030's still, as the old high-end machine to "complement" the newer low-end Falcon030.

They also fully admit that nearly the entire operations of the company are in support of the Jaguar at this time.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists,
Cleveland Free-Net Atari SIGOp: aa700, <mailto::mcurrent@carleton.edu>

2532. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 15:37:21 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cq3y29.4oL@cbfsb.cb.att.com>
Source record: 101035

In article <p22PNtF.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>I wasnt ever down.. Just put the BBS online weekends only as I got
>some house remodelling done. I'm about 85% done with all my remodelling
>and the dust has settled enough that my computer room stays fairly
>dust free.
>
>Glad to see ONE supportive message.
>
>Sheesh! Now I know what Mike Hohman of FTE went through.. Try to broadcast
>a supportive message or do something for the 8bit community - and get
>crapped all over!

Perhaps it was the tone of your message about not supporting people calling in with PCs. I certainly assumed that anyone calling in with any means other than an Atari would be discouraged from calling again.

I personally tend to use whatever keyboard is closest to me, which generally tends to be a Unix keyboard, and download stuff for the Atari, PC, Unix and other miscellaneous hardware configurations whereever I happen to be working from, then worry about transfering it over later. Most of my nighttime BBSing would naturally be done from my PC clone, as the kids are asleep in the room with the Atari, and it is cozy sitting next to my wife as she works on her PC clone. Why restrict people access anyways, if what you desire to do is encourage the life of the 8 bit Atari computer family?

I have, as yet, never had occasion to call your BBS, though I certainly intend to, but I have often read your messages here advertiseing it, and am glad to see them, and more glad to see you going to the work and effort to maintain a BBS. Your choice of direction is your own, and I would encourage you not to limit your audience artificially, but I certainly want you to know that most readers here undoubtedly support your efforts, even if they choose to offer suggestions and/or critisms.

--
Richard Dell

2533. Re: SpartaDos 3.2f

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 16:44:20 UTC
From: jjmcwill@next5
Message-ID: <2ripd4$9qq@mtu.edu>
Source record: 101202

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
: I would like to have an empty board which should allow me to plug in my
: own OS-es (which I already have) and which has 4 slots for SIMMS. Is there
: anything known about which configurations will be available, and when it
: will be available and what its price will be?
:
: Also, how can I contact FTE? and do they have an email adress?
:
Ivo,

I **believe** the Mars-8 has one SIMM slot, which will accept
one 256K, or one 1 meg, or one 4 meg simm. There simply isn't the ROOM
to put four simm slots on a board that goes inside an 800XL, and still
expect the cover to fit, or the shielding.
MY idea for OS changeability was to put a non-volatile 32K SRAM
in the computer and have the persons original ROMS read and stored on
disk. That way, changing the operating system would be as simple
as reading it from disk,and storing it in non-volatile RAM. ONce it's
in there, it would stay there until you change it. And since the
nonvolatile RAM is 32K, it could store two different OS'es simultaneously.
Of course, like I said, that's the method I thought of using.. and I
haven't a clue what form an operating system enhancement to the Mars-8
would take. The only Operating System that wouldn't work with this
method is perhaps the UltraSpeed+ OS, because there's hardware in there
besides the ROM. FTE ***MAY*** have the technology to emulate that
extra hardware though. Who knows? Call and ask I suppose.

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA 95066

Orders call 1-800-FOR-6502
inquiries call 1-408-438-7325
BBS: 1-408-438-6775

email: FTooned@delphi.com
Ftooned@genie.geis.com

DISCLAIMER: I in no way represent FTE, and opinions, theories, etc.
expressed are my own, and not representative of FTE.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2534. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 20:00:00 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <Cq4A83.MJq@cerc.wvu.edu>
Source record: 101116

From article <2rc00f$ru0@sundog.tiac.net>, by Krishna@max.tiac.net (Glenn M. Saunders):
> Bill Kendrick (kendrick@vax.sonoma.edu
>
> : Also, did Jeff Potter ORIGINALLY MAKE APAC mode, or had it appeared before
> : his utilities??
>
> I think he invented it, yes.

NOT true. The original APAC appeared in an issue of Analog. (can't quite
remember which issue or who the author was, but it wasn't Jeff) I'll have
to dig up the issue and find out exactly who it was.

Nathan

2535. Atari 130XE w/ 150 games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 22:12:36 UTC
From: phruby@corsa.ucr.edu
Message-ID: <2rjckk$r56@galaxy.ucr.edu>
Source record: 101110

I have a Atari 130XE with an Indus GT disk drive to sell. Both are in great condition. I am also including all of the software I have collected over the years for this system. The hardware must be sold with the software. The software includes such items as all programs published from ANALOG Computing from issue 10-final, selective Antic programs, shareware stuff and over 150 pieces of commerical software on disk. Best offer takes it.

--Paul

2536. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 22:51:18 UTC
From: rgivan@cix.compulink.co.uk
Message-ID: <Cq4I5J.I7A@cix.compulink.co.uk>
Source record: 101113
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

>>There is a fairly good C compiler for the QL, but nothing that gets
>>anywhere close to GNU C or Lattice C
>
>I must definitely flame this, c68 available for QDOS and SMS2
>is very small (.i -> .s phase about 110K) full K&R and ANSI
>and some extras (printf format string checking ....)
>AND FULL sources and extensive libraries(curses,regexp ....).
>AND FREE
>AND ALL relevant GNU utils ported(except gdb, this is a real
>drawback)

While I will freely admit the C68 is a good C compiler, and IMHO has
done more for the revitalisation of the QL scene than anything else
recently - I *still* don't think its as good as GCC with decent MiNT libs.

This is based on trying to port several programs using it, which had
previously been ported with GCC to an ST.

Its alot better than some of the original QL compilers though.

Roland.

@CiX

2537. 8-Bit Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-20 23:42:43 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405202225.AA23202@phinet.smithkline.com>
Source record: 101112

This is to answer Vic Parada's question about hooking up hard drives to the classic-8.

First, you need a "host adapter" that interfaces the drive to the computer. There are three main ones, & as far as I'm aware they all connect to the PBI (parallel) port. These are the Supra, the ICD MIO, & the Black Box from Computer Software Services. Of these, the Black Box is unquestionably the best & is the only one still in production. The Supra & MIO adapters do not format 512-byte sectors, which makes them incompatible with virtually all hard drive mechs being manufactured today. The Black Box formats 512-byte sectors.

The hard drive port on the host adapter is an industry-standard SCSI interface. There are several ways to hook up hard drives to this.

The easiest & most popular way is to make a direct connection to an embedded SCSI drive. The Seagate ST-225N & ST-138N drives are examples of embedded SCSI drives.
Another way is to use either an MFM or RLL industry-standard hard drive mechanism with a "controller card" that connects between the drive mech & the SCSI port on the host adapter. A favorite controller card is the Adaptec 4000A. The manual for the Black Box gives a long list of hard drive mechanisms & controller cards you can use. CSS even sells the Adaptec card at a very reasonable price.
I personally use a slight variation on the embedded SCSI scheme which has proven very reliable & is extremely powerful. I'm using SyQuest 44-meg removable media SCSI drives. The SyQuest uses cartridges that are the size of a standard 5-1/4" floppy disk, only thicker. You can pop these carts in & out of the drive just like a floppy. Each cart is the equivalent of a whole new hard drive. I obtained extra carts for $60 apiece. Just a few of these carts are sufficient to hold every piece of software ever written for the Atari.

You'll need a DOS. You don't have much choice here: only MyDOS & SpartaDOS support hard drives. The main limitation of these DOS's is that they only support hard drive partitions not exceeding 16-megs. You get around this by "partitioning" the drive into smaller chunks which are treated logically as separate drives even though they are physically all in the same drive enclosure. Any of these partitions may be designated as a boot drive.
For example, I've divided my 44-meg SyQuest into partitions of just under 15-megs each, running under Sparta 3.2d (or sometimes SDX). The three partitions are designated D1:, D5: & D9:. D1 is the boot drive. D5 contains reserved database programs & files. And D9: is an exact copy of all the progams on D1:, in case I accidetally erase something on my boot drive.
Firmware in the host adapter (I use the Black Box) permits you to swap any

of these drives in & out to be a boot drive or whatever. The Black Box lets you have up to 99 partitions. I think you can even format the partitions with different DOS's if you want.

You can run any software off a hard drive provided you can copy the software off the floppy. This gets nasty, as many protected programs come as boot disks that insist on taking control of your computer. To use that kind of software you'll need a utility like Chipmunk or the other thing from CSS (Black Patch?) that permits you to make such copies. You copy the software to a 720K partition then use the SWAP command to make that partition your boot drive, & away you go.I'm guessing roughly 70% of commercial protected software will load & run from the hard disk.

How fast is it? VERY fast! Jeff McWilliams & I once did a little exercise over the phone where we both sorted the exact same TurboFile data file & timed it. He used a Newll 1-meg RAMdisk, & I used my hard drive. He beat me, but not by much. Ten seconds or so. The point being, hard drives compare favorably with RAMdisks in accessing disk files. The same exercise as described above, when performed on a floppy, is AT LEAST 10 times SLOWER. The speed difference is gross, several whole MINUTES. Once you get addicted to the speed of a hard drive, you never look back. You wonder how anyone can stand to be stuck in the Stone Age with AtariDOS 2.0s, it seems so ungodly slow.

In the department of "But wait! That's not all!", CSS sells an attachment for the Black Box called the Floppy Board. This thing lets you run up to 4 IBM-standard 1.44-meg 3.5" (or 1.2-meg 5.25") floppy drives which can be integrated with you hard drive & any existing floppy drives attached to your SIO port. The 3.5" floppies operate 3-5 times faster than serial drives, thanks to the the parallel data transfer & high-speed (sector-skew) format. The whole setup is incredibly powerful. The Floppy Board comes with a utility that lets you read/write/format MS-DOS disks & files (ASCII only, of course).

For the past 2 years I've used this setup to operate Atari Classics magazine, including large databases & mailing lists, handling monster text files for editing & transmission to the publisher, etc. I described my adventures with the system in a 2-part article in the June & August '93 issues of AC, called "Saga of The AC Database", for those who'd like the gory details.

- Ben Poehland

2538. Re: at800xl.zip only half-speed?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 00:16:18 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.94May20191618@paris.utdallas.edu>
Source record: 101111

In article <2r6see$11t@lyra.csx.cam.ac.uk> AK10005@phx.cam.ac.uk writes:

> Is at800xl.zip supposed to run at half speed on a 486/33 or am I doing
> something wrong?
>
> Al

According to the documentation, the emulator can run as slow as
1/3 the speed of the atari depending on the graphics card.
[What you can't read German? :)]

The documentation also says something about having to load files
form a ramdisk because the harddisc interrupt doesn't work all the time.
I have not gotten a program to load and run; not even the programs
"zorro" or "synasm" that came with it. I can't set up
a ramdisk on my computer so I haven't tried that. But I think my
real problem is my vesa driver. It won't switch back from the
load screen.

Mike

2539. Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 02:27:40 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cq4s65.IL1@utnetw.utoledo.edu>
Source record: 101114

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: This new version of TextPRO now supports extended banking and the use of
: binary add on programs. A stock 130xe now has access to 5 15.5k banks rather
: than the normal 3 supported by TextPRO 5.0x. Tools512 is an example of a
: binary add in file supported by 5.12; it adds the ability to inspect the
: banks in use, pick any bank with one key press, set softkeys, and convert
: a whole 15k bank of text using Ibm CR's to Atari CR's in less than half a
: second.

Umm... will it support extensive AXLON compatible upgrades to an old 800?
I'm in the process of getting a 288k 800 shipped (always wanted to tinker with
AXLON memory and a FASTCHIP but never got around to it myself), and NEED a
respectable text editor that will take advantage of the mega-memory on that
monster! It should run circles around my existing 256k Rambo 800xl in speed,
too! The only BIG drawbacks: NO PBI, limited software collection in regard
to AXLON compatible utils (word processors, filers, etc.).

-Tim

PS: if anyone knows of some good software that takes advantage AXLON memory
of the 400/800 era, PLEASE post (followup)!!! Anything would be appreciated:
games/filers/word processors/audio-samplers/graphics-editors... yes, even
DOS's that can use it as a RAMDISK (but I'd prefer a more efficient use of
all that extra memory (240k additional, 48k base))!

2540. new at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 03:02:39 UTC
From: jjmcwill@next6
Message-ID: <2rjtkf$3ju@mtu.edu>
Source record: 101115

There was a bug in the TOOLS.ADN and the BANKUTIL.ADN that came with
tp512sid.e1d,and tptools5.12a. Neither one would work properly if you
tried to configure Textpro for more than 4 banks. I reported this
to Ron, who quickly found the bug and told me how to fix it.
tptools2.arc in the Editors directory contains the new TOOLS.ADN
and BANKUTIL.ADN files, which should work correcty.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2541. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 05:13:24 UTC
From: jjmcwill@next6
Message-ID: <2rk59k$6co@mtu.edu>
Source record: 101117

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: ster! It should run circles around my existing 256k Rambo 800xl in speed,
: too! The only BIG drawbacks: NO PBI, limited software collection in regard
: to AXLON compatible utils (word processors, filers, etc.).
:
:
Tim,

How on Earth do you come to the conclusion that an Axlon upgraded
800 will run circles around a Rambo XL??? The Newell Fastchip only
improves floating point, which is also done on the OSNXL and
Omniview 256, and Ultraspeed+ OS chips for the XL/Xe series.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2542. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 11:55:22 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.769521322@dtek.chalmers.se>
Source record: 101118

Krishna@max.tiac.net (Glenn M. Saunders) writes:
>The R:P: interface (which should have been out already) will hopefully
>You will then get 19.2K hardware flow controlled throughput capability.

I am very interested in this R:P: thing.
Could someone please post details on how to order one?

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

2543. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 17:01:01 UTC
From: Krishna@max.tiac.net
Message-ID: <2rleod$ak3@sundog.tiac.net>
Source record: 101119

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:
: Krishna@max.tiac.net (Glenn M. Saunders) writes:
: >The R:P: interface (which should have been out already) will hopefully
: >You will then get 19.2K hardware flow controlled throughput capability.

: I am very interested in this R:P: thing.
: Could someone please post details on how to order one?

The R:P: was announced in a mailing CSS did several months ago. At the time Bob Puff said it would be out sometime in mid April I believe? Anyway, as far as I can tell it is still not ready. Since I work a rather grueling job with brief breaks, I haven't really had the time or the gumshon to bother Puff asking where it is. I put in an advanced "order" for it (no money down) and I think he will let me know when it is ready, but after so much time I think it wouldn't be unreasonable for me or others to ask him when it will be released. I have asked others who have asked him more recently than I and they mentioned "oh, definitely before June" so the best guess I can come up with is that it will be released in a week or 2 at the most. So if I don't see it by the end of the month I'll call Puff and find out what the hitch is.

I had to take my BBS down because I could no longer tolerate a slow modem on my personal node for my internet dialup. So I have an important need for this interface, without it, I probably will not put my BBS back up.

Thus the release date of the R:P: is directly related to how soon I can put my MUX and BBS back online.

2544. Re: Information on SMS2 please

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 17:03:21 UTC
From: Krishna@max.tiac.net
Message-ID: <2rlesp$ak3@sundog.tiac.net>
Source record: 101120
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,comp.sys.atari.st.tech,comp.sys.atari.st

Roland Givan (rgivan@cix.compulink.co.uk) wrote:
: >>There is a fairly good C compiler for the QL, but nothing that gets
: >>anywhere close to GNU C or Lattice C
Exsqueeze me, but why is this rogue thread continuing to flourish in the
8-bit conference?

If it was crossposted, then get rid of it, and start it up again on the
ST area without being linked to the 8-bit area.

2545. test1

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 19:15:27 UTC
From: bernard@beco.link.hacktic.nl
Message-ID: <bernard.02il@beco.link.hacktic.nl>
Source record: 101138

[No readable article body recovered]

2546. test1

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 19:16:29 UTC
From: bernard@beco.link.hacktic.nl
Message-ID: <bernard.02in@beco.link.hacktic.nl>
Source record: 101139

```
Halo dit is een test
```

2547. test2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 19:22:18 UTC
From: bernard@beco.link.hacktic.nl
Message-ID: <bernard.02iu@beco.link.hacktic.nl>
Source record: 101140

```
Hallo dit is test 2
```

2548. AT800XL.ZIP Trouble.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 19:55:52 UTC
From: kmorrow@nmsu.edu
Message-ID: <2rlp08$8qe@dns1.NMSU.Edu>
Source record: 101121

I have at800xl.zip and have problems running it. I have a Intel
486 DX2/50MHz and a 1Mb SVGA card and monitor. The Atari screen appears
as a small box in the top of the screen and as you type the screen moves
around. One minute your line is in one place and the next it is somewhere
else. I am do not read German and I'm clueless. Help me if you can, Thanx.

Kirk Morrow
kmorrow@nmsu.edu

2549. 8- Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 20:45:37 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <2rlrth$bgq@nyx10.cs.du.edu>
Source record: 101123

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $15.

2)Conversational Italian (learn
Italian with your computer! - $10.

3) Timewise (Time management), $10.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $5.

7) SOLD

8) SOLD

9) "SynsStock" (Stock charting) $15.

10) "Sargon III" (Chess program) $15.

11) "SCRAM"(Nuclear Power Plant Simulator), $15.

12) "GO" (Ancient Japanese game, harder than Chess) $10.

13) "The Newsroom" $15.

14) "Movie Maker" (Animation Construction Set) $15.

15) SOLD!

16) "Proofreader" (Spelling Checker for Atariwriter), $20.

17) "Your Personal Net Worth", $20.

18) "Managing Your Stocks", $15.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $15.

21) "Personal Inventory Manager", $10.

22) The following from XLEnt Software, $20 each, or all 5 for $75.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

23) SOLD

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

Your Atari Computer

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY
SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package
offers that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705
MCI Mail: MZWILLENBERG
INTERNET: 75746.3705@compuserve.com
ZWILLENBERG@delphi.com
mlzwille@nyx10.cs.du.edu

DELPHI: ZWILLENBERG

2550. 256K 800XL System for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 20:47:26 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <2rls0u$bm7@nyx10.cs.du.edu>
Source record: 101124

256K COMPLETE ATARI SYSTEM FOR SALE:

Atari 800XL with 256K RAM (Newell RAM upgrade), two (2) 1050

floppy disk drives, INDUS GT floppy drive w/carrying case, 850

serial and parallel interface, 1010 cassette drive, Commodore

1702 composite color monitor, misc. software (inluding

ATARIWRITER, ATARIWRITER+ and Atari Spell-Checker) and

magazines. $499. plus shipping or best offer. Please reply by e-mail.

2551. 1020 plotter

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 21:02:53 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994May21.170112.7386@wariat.UUCP>
Source record: 101122

(Now a previous thread was on the 1020 plotter. Russ G. said it was
a toy. Ever notice how he loves to hear people argue with him?)
Ok. So I wrote a four color about 9 inch biorythm plotting program
for my 1020. Anybody interested in it is welcome to a copy.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2552. Ha Ha Ha!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 22:50:20 UTC
From: barney@kiddy-porn-distribution.com
Message-ID: <170338Z05211994@kiddy-porn-distribution.com>
Source record: 101126
Cross-posted to: alt.sex.intergen,alt.sex.pedophile.mike-labbe,alt.config,comp.sys.atari.8bit,alt.alt.alt.alt.alt,alt.religion.kibolody,alt.lampreys,alt.tv.beavis-n-butthead

hey everybody!

hasn't anyone thought of forging posts to post illegal stuff?

like pirated stuff and crap? or maybe the kiddy porn that the media believes the Internet is busting at the seams with? hahahaaa or the fire scenes from Beavis and Butt-head? you can be shot on sight if you have those in Texas.

--
I'm Barney. Love me or I'll tear your balls off one by one.

2553. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-21 23:55:23 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994May21.235523.12107@iglou.com>
Source record: 101125

Jeff Potter may not have invented APAC mode, but he wrote the GIF viewer for it. As far as I know, only one other person has written a GIF viewer for the 8-bit, and Don Davis seems to have vanished from the 8-bit Atari world.

--
Bill Marcum bmarcum@iglou.com
"If possession of guns by law-abiding citizens prevented crime, we would be a crime-free country."

2554. first-word on 520 ST problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 01:10:05 UTC
From: charnoft@ac.wfu.edu
Message-ID: <2rmbdd$3er@quad.wfunet.wfu.edu>
Source record: 101127

I'm running First-word on an Atari 520ST, and am having a couple of
problems:

1) the style menue is washed out so I cannot access any of the
options

2) the print job goes in a loop so it repeates itself over and over.

Any suggestions will be greatly appreciated.

--
* * * * *
The more the pity that fools may not speak
wisely what wise men do foolishly.

2555. Re: atari archivem☐ m☐☐☐ mirrors

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 01:58:57 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.769571937@cairo>
Source record: 101130

The Aussie mirror does not even exist. I guess it should be taken
out of the FAQ.

I usually have no problem connecting to the umich archive site around
2am. Of course 2am there is daytime for me. :)

Mark Perry
mperry@cairo.anu.edu.au

2556. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 02:04:11 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cq6Lqz.Lnn@utnetw.utoledo.edu>
Source record: 101132

Jeffrey J. McWilliams (jjmcwill@next6) wrote:
: Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: : ster! It should run circles around my existing 256k Rambo 800xl in speed,
: : too! The only BIG drawbacks: NO PBI, limited software collection in regard
: : to AXLON compatible utils (word processors, filers, etc.).
: :
: :
: Tim,

: How on Earth do you come to the conclusion that an Axlon upgraded
: 800 will run circles around a Rambo XL??? The Newell Fastchip only
: improves floating point, which is also done on the OSNXL and
: Omniview 256, and Ultraspeed+ OS chips for the XL/Xe series.

Sorry, Jeff, I'd assumed readers would be fairly intelligent...
I'll even break my quote from your msg down:

1. I have an 800xl
2. It has a memory upgrade called a Rambo upgrade giving me 256k

Better? The 800 I just acquired will run circles around it...
I don't see how you came to another conclusion.

If this doesn't help, I found this .sig from an earlier post that
might help:

-_-_-_

2557. Re: 1020 plotter

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 02:06:19 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cq6LuK.LuF@utnetw.utoledo.edu>
Source record: 101133

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Now a previous thread was on the 1020 plotter. Russ G. said it was
: a toy. Ever notice how he loves to hear people argue with him?)
: Ok. So I wrote a four color about 9 inch biorythm plotting program
: for my 1020. Anybody interested in it is welcome to a copy.

Niiiice... I think I have an old 4-color graphic screen dump for
it lying somewhere too. If anyone really wants it (IT TAKES FOREVER
TO PLOT), let me know!

-Tim

2558. AT LAST! umich Loooong-awaited u/l's:

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 02:28:10 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cq6Muz.6B@utnetw.utoledo.edu>
Source record: 101134

At long last, the long-announced files have made it to the umich archive:

-rw-rw-r-- 1 32766 staff 7392 May 22 02:09 mtos.arc
-rw-rw-r-- 1 32766 staff 10640 May 22 02:09 mtos.doc

- MTOS: A WORKING copy of Tom Hunt's multitasking OS for the 8bit!
Requirements: XL/XE with at least 256k XE-compatible memory!

-rw-rw-r-- 1 32766 staff 13092 May 22 02:09 rush_ams.arc
-rw-rw-r-- 1 32766 staff 2270 May 22 02:09 rush_ams.txt

- RUSH_AMS: 4 beautifully mastered (ok, ok, but for AMS files, they're
incredible!) RUSH songs from the author of the famous M.U.L.E. MOD music
file I'm sure all of you have heard. Submitted to me by the author himself:
Steve Johnson - any comments, kudos? Let me know and I'll pass 'em on!

-rw-rw-r-- 1 32766 staff 27066 May 22 02:09 supdos51.arc
-rw-rw-r-- 1 32766 staff 21752 May 22 02:09 supdos51.txt

- SUPDOS51: The latest version of the Australian Super-Dos - Version 5.1!
Submitted to me by (send thanks and applause to): Mark Perry! Sorry, Mark,
for this taking the last two weeks to get out on the site - I've had a heck
of a time trying to get IN!

-Tim

PS: for detailed info on each, I'll be posting lengthy articles in a few
minutes...

.. whew! finally did it! ...

2559. UMICH post: RUSH AMS songs!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 02:31:26 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cq6n0F.Ew@utnetw.utoledo.edu>
Source record: 101135

```
-=> rush_ams.arc <=-
----------------

This archive contains the following
Advanced Music System files:

BARCHETA.AMS - "Red Barchetta"
from MOVING PICTURES
BROON.AMS - "Broon's Bane"
from EXIT STAGE LEFT
ENEMYWIN.AMS - "Enemy Within"
from GRACE UNDER PRESSURE
REDSECTA.AMS - "Red Sector A"
from GRACE UNDER PRESSURE
RUSH_AMS.TXT - This text file

Anyone who's never used AMS on the
Atari 8-bit probably wouldn't realize
the work that goes into transcribing
music into an AMS file. Since you're
limited to 4 voices, you have to figure
out which 4 to use and figure out
little tricks to "steal" unused voices
or keep voices from "doubling up."
Still, it was fun while it lasted!

BARCHETA.AMS was the first AMS
file that I ever did and it's
noticeable because there are some
portions where the voices "double up,"
which isn't that bad when you're
playing it with a program like MIDI
Music Maker on the ST through MIDI,
but it sounds sorta unpleasant on the
Atari 8-bit and through the ST's
internal sound chip, not to mention
also losing a voice with the latter!
Anyway, the others turned out MUCH
better!

BROON.AMS worked out very well,
although now I feel an urge to add
"The Trees" to it whenever I listen
to it, especially since the song only
has 4 voices...most of it actually
only has 3!
```

ENEMYWIN.AMS is, I believe, the best RUSH AMS file I did, although there were some others that are only partially done!

REDSECTA.AMS also worked out well except that the bass alternates between octaves rather than how it normally goes. I did this for two reasons: 1) the sheet music had it written that way and I didn't think about it and 2) it probably sounds a little better when running it on an Atari 8-bit AMS player.

I hope you enjoy these AMS files with MIDI Music Maker or whatever other player you use them with. I thought about converting them to Music Studio format or maybe into .MID files, but decided to leave them in their original form in case some of you that still have 8-bits (I DO!) can transfer them to and play them on an 8-bit. Enjoy!

Steve Johnson
GEnie: STEVE-J

2560. UMICH post: MTOS - 256k min!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 02:33:27 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cq6n3r.I8@utnetw.utoledo.edu>
Source record: 101136

```
-=> mtos.arc <=-
------------

NOTE: The first uploaded ARC of MTOS
contained compaction errors that
PREVENTD usability. This has been
REPAIRED in this version.

John Nagy, CHAOS BBS (517) 371-1106

M.ulti-T.asking O.perating S.ystem
M.T.O.S.
MT-OS
MTOS
Copyright (C) 1987 by Tom Hunt

(beta test version)
12-25-87
(Merry Christmas Atarians, from me to you!)

MTOS is a revolutionary new O.S for Atari 8-bit computers with 256k (or more).
It is actually a O.S. extention, since it works with the resident ROM based
Atari O.S., and with DOS. With MTOS installed, the multitasking environment
is made available to the Atari owner

This document is divided into the following sections,

WHAT MULTITASKING IS,
WHAT MULTITASKING ISN'T,
WHAT MTOS IS, AND WHAT IT CAN DO,
WHAT MTOS ISN'T, AND WHAT IT CAN'T DO,
GETTING STARTED,
and SPECIAL NOTES.

If the subject of time-sharing/multitasking is new to you, then you should
read the whole text.
------------------------------------------------------------------------------
WHAT MULTITASKING IS

------------------------------------------------------------------------------
Everyone seems to know a little about what multitasking is. Simply put,
multitasking is a computer operating environment that allows more than one
program to be run at the same time. There is a form of multitasking that
occurs during the regular Atari computer functions. These are slices of time in
which your program is interrupted by hardware signals, and system control is
turned over to the O.S. for the purpose of performing system tasks. The VBI
and DLI are two interrupts that you've probably heard about. During these
interrupts, you can even make the O.S. perform some tasks that you've made
```

provision for, by pointing the appropriate vector to point to your m.l. routine.
But the realm of multitasking is a realm whose domain has been traditionally the MINI and MAIN FRAME computers. These large computers are not only capable of multitasking, but are also capable of supporting the MULTI-USER environment. In a situation like this, individual users have a job (aka task, program, application) running on his/her assigned terminal. To each user, it appears as tho they have the sole use of the computer's resources. Before multiuser/ multitasking, users had to wait for their turn to use the computer. But using modern operating systems, time sharing is a common thing.
Think about time being a pie, and time-sharing as slices of that pie. Each job is assigned a slice of the time pie. Some jobs get assigned bigger slices than others, depending on their priority. So multitasking is a valuable asset if you want to do some word-processing, while another program is working on some other task in the background.

WHAT MULTITASKING ISN'T

There is an old saying- "There ain't no such thing as a free lunch!". In other words, multitasking is system taxing! You can have one program hogging 100% of the system's resources, or 2 programs sharing 50% of the system's resources, and so on... The pie never gets any bigger, you just cut the slices smaller. Plus, there is the O.S. overhead involved in the juggling. That is, each time a task's clock counts down to zero, the multitasker has to jump in there to do house-keeping to get things ready for the next task on the agenda. This house keeping eats up machine cycles, and might account fo 4% of the time pie with only 2 jobs running. With 3 jobs running, it goes up to 8%. With 6 jobs running it goes up to a whopping 20%!! So, the more jobs you have running, the slower your programs will execute. A multitasking environment will not give you more processing power. It will only distribute processing among different jobs.

WHAT MTOS IS, AND WHAT IT CAN DO

MTOS follows the discription about multitasking and time sharing. It allows the Atari computer owner to run up to 6 tasks at the same time. In the past, this kind of system environment was totaly unavailable to us. Now you can be using a word processor, flip to a basic game, flip to check on the progress of a program doing calculations, then flip back to your word processor. And all while each individual program is running! You can write your own programs that are compatable with MTOS, if a few simple rules are observed. These rules will be discussed later.

WHAT MTOS ISN'T, AND WHAT IT CANNOT DO

As you add jobs to MTOS, each program will seem to run slower. For some programs, this is unacceptable. Other programs, like a word processor, spend alot of wasted time in loops, waiting for events to occur. Like waiting for a keypress. CPU time could be put to better use with MTOS.
The amount of memory available to each program is limited to 16k. The amount

of screen ram allocated to each task is 1280 bytes, enough for GRAPHICS 0,1, 2,3,4,5,6,12, and 13. The programs running under MTOS must be "well behaved". That is to say that they shouldn't steal the VVBLKD vector, or the VKEYBD vectors. They shouldn't interfere with any memory above $7FFF, or from $2600-$3FFF. If you do so, you risk either interferring with another program, or at worse, a total system crash. Any free and legal addresses from $0000-$0500 (with the exception of the above mentioned vectors!) MAY be used! If your program doesn't follow the rules, there is nothing to prevent it from doing so. On the CPU's used by large computers is a mask that will not allow any illegal addressing, and will return an error message to the user. The 6502 family of CPU's don't have this capability.
M.l. programs must be assembeled to reside from $4000-$7FFF. Your booting game disks are definatly not MTOS compatable. These programming constraints of the multitasking environment are not out of the ordanary, since programmers working on a mainframe computer must make "well behaved" programs, also.

GETTING STARTED

There is a built-in keyboard buffer in MTOS. Sparta dos users need to KEY OFF before loading MTOS. MTOS may be used with or without BASIC, but if you want to mix running both m.l. and BASIC programs, be sure to boot without holding down the option key.
When MTOS initializes, you will be looking at the executor screen. The executor program (called Exec) will be running, and reserves task #0 for itself. You should press a 1 to initialize a new task. After this, You can press a 1 to initialze a m.l. program, or a 2 to initialize a basic program. There is also a test mode that is initialized by a 3. You will be prompted for the amount of clocks to be assigned to the new task. 2-9 is the normal amount, but you can input any single character. That character will have $30 subtracted from it's atascii value, and the new value used for the amount of core clocks assinged to the new task. For instance, if you would input a F, the value 16 would be the amount of core clocks assigned. If you chose the m.l. option (2), you will be prompted for the filespec of the object file. A m.l. program has to obey the rules (see above)! The process will then be executed to get either the basic cartridge or your m.l. program initialized.
To detach from Exec, and attach to the job you just started, press 2 to (view) the job. You will be prompted for which job, which you choose from the ones listed on the Exec screen as being active. If you did everything as described above, you should now have your terminal attached to the new task, and if you chose basic, you should be looking at basic's familiar READY prompt. To detach and go back to Exec, have your joystick plugged in to the second port (actually PORT1), and press the trigger.

SPECIAL NOTES

This is a beta test version, and I request that you please keep detailed notes about bugs, and send them to me, Tom Hunt. This will help me greatly in getting MTOS in to the kind of shape that the Atari owner deserves. Please note what kind of jobs were running, in what order, and what exactly

happens when the bug shows. This beta version is just that, a test version to work out bugs.
The m.l. loader routine only loads single stage load files. This will be worked on to multi-stage load files. Also, the m.l. loader routine seems good for only one load at this time. The balance of tasks have to be basic, or test-loops. I have to work on moving the screens to different locations, since sometimes the editor balks at where some of them are presently located. Because of this problem, some task combinations work better than others (with this beta version). Just note the ones that work good, and be patient for version 1.0 to be released. I will also be working to support the Sparta dos 128k ramdisk ("RD D8: /E"), so you can use a ramdisk with your MTOS programs. The beta version should NOT be used with any ramdisk. It can be loaded from a ramdisk, but will then use the extended ram banks, corrupting any files in the ramdisk.
There is a rudimentary TOOLKIT available, and also under development. The entry point to the TOOLKIT'S routines will be published later.
Also, this version is compatable only with the internal memory upgrades, NOT with the MIO. The keyboard buffer and the keyboard mask is still being worked on, so you might have some difficulty with keystrokes being sent to the wrong task.
In the best of Atari traditions, page 6 of memory is up for grabs. I suggest that you avoid using it when developing a program for MTOS.
If you make an interesting program for MTOS, please upload it to The Balloon Works bbs. The number is 419-289-8392.
Don't wait for somebody else to make MTOS compatable programs,
do it yourself! It really isn't hard if you follow
the simple rules mentioned above.
If you don't have a password on The Balloon Works bbs, and you want to contact me, just leave a message in any of the message bases, and I'll spot it.
Tom Hunt

2561. UMICH post: Super Dos v.5.1 !!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 02:36:39 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cq6n93.qB@utnetw.utoledo.edu>
Source record: 101137

```
-=> supdos51.arc <=-
----------------
(NOTE: supdos51.arc contains this text file!)
(This was an incredible job of keying all this info in, thanks Mark!!!)

Date: Wed, 27 Apr 1994 08:45:13 +1000 (EST)
From: Mark Perry <mperry@cairo.anu.edu.au>
Subject: Superdos docos!
To: Tim <timuszyn@cse.utoledo.edu>
Content-Type: TEXT/PLAIN; charset=US-ASCII

SUPERDOS

SuperDOS V5.1 was designed for the more advanced user who needs a DOS
with true double sided, double density operation. The aim was to keep
the program short and powerful. Until now Atari DOS 2 seemed to be the
most convienient DOS to use but was only capable of single density and
was memory inefficient. Other double density DOS's are available but
they use heaps of memory or are extremely slow because you need to load
a file to perform each function.

SuperDOS combines many functions (and more) from some of these giant
DOS's into an easy to use, menu driven DOS needing slightly more memory
than Atari DOS 2.0S but using seven sectors less on the disk and therefore
taking less time to load. With 64K RAM XL/XE and all SUPERRAM models,
DUP is hidden in RAM under the OS or in the ramdisk and available
imediately with NO loss of the resident program. The 256K SuperRAM ramdisk,
plus 130XE, Axlon, Bucholtz, Newell, Peterson and RAMbo ramdisks are
supported.

Features
1. SuperDOS for Atari 400/800/600XL/800XL/65XE/130XE computers, Atari 810,
1050, XF551 and compatible disk drives.
2. Single, Enhanced and Double density plus double sided, double density
operation.
3. Handles up to 4 disk drives plus a ramdisk plus up to 8 concurrent files.
4. Auto density enables SuperDos to automatically configure to the density
of the disk in the drive.
5. With auto density you can copy files from single to double density (or
vice versa) with only one drive.
6. RESTORE deleted or open files, either from SDUP menu or BASIC with XIO
commands.
7. Use upper, lower case, inverse characters or numbers even as the first
char of a filename.
8. Short SYS files allows maximum use of disk space and memory.
9. Variable XL/XE key delay and repeat rate.
```

10. Ramdisks: SuperRAM & Peterson with 256K, 130XE with 64K or Axlon, Bucholtz, Newell, or RAMbo with 180K. Enables instant loading of files.
11. Autoload all files with "RAM" filename extenders from drive one to the ramdisk during boot process.
12. With SuperRAM or 64K RAM, SDUP is available the instant you type DOS and the resident program is saved. No MEM.SAV waiting.
13. Use single keystrokes to list drrectory or select items.
14. Copy to or from casstette "C:" device using long or short IRG. Copy all SYS files except DOS.SYS using wildcards.
15. A verification prompt message gives you a chance to change your mind about copying a file.
16. Write DOS.SYS file only or format a disk with skewed sectors using SuperMAX, US Doubler or Atari XF551.
17. Copy sectors and display bad sector numbers. Copy only the used sectors.
18. Option to format destination disk during disk copy. It formats in the same density as the source disk.
19. Enter sector numbers in hex or decimal. Default is hex use # for decimal. eg #370.
20. Write with or without verify. Toggled from SDUP menu.
21. Drive status (density, sides) is displayed on top of the screen above SDUP menu.
22. Concise menu with plenty of room for directory listings. There are 2 columns on dirs.
23. Annoying Atari 4 line scroll removed.
24. A red screen border indicates next operation may write to the disk. Purple for format.
25. A red or green screen border to indicate write or read in next operation of copy file disk or sectors.
26. A binary save that even saves carts.
27. A copy from DOS 3 using 1 or 2 drives and wildcards.
28. SuperBIN - a boot program to display a menu of file names and load and run the bin file you choose.
29. Display the conmfiguration block of drives. (not 810 or 1050)
30. Trace and link data of files and patch around bad sectors.
31. Option to display deleted or open filenames.
32. Alter the number of open file or drive buffers from the AUX menu.
33. Choice of resident or non-resident SDUP. Enables instant access to DOS menu on 400/800 or option to disable the ramdisk.
34. SUPERBAS - an AUTORUN.SYS file to display a menu of BASIC programs to load and run.
35. I/O defaults to the ramdisk if one is available.
36. Use ESCAPE when booting to format a ramdisk leaving all normal 130XE banks free (requires 128K)

THE VARIOUS DENSITIES
There are 4 standard disk formats used by SuperDos, Atari and Atari compatible disk drives.
1. (S)INGLE - 720 sectors of 128 bytes. 810 format.
2. (E)NHANCED - 1024 sectors of 128 bytes. 1050 format.
3. (D)OUBLE - 720 sectors of 256 bytes. SuperMax, Us Doubler, Happy format.

4. (X)TENDED - 1024 sectors of 256 bytes. SuperRAM, 130XE & Peterson ramdisks.
5. (2) SIDES - 1440 sectors of 256 bytes. Atari XF551 format.

LOADING SUPERDOS
Works the same way as DOS 2 with these extra steps:

1. During the boot process (after about 5 sectors) a test is made for SuperMAX or Atari XF551 and the baud rate is adjusted.
2. With 64K RAM XL/XE, the "SDUP.SYS" file is now loaded and hidden in the RAM under the OS or in the ramdisk.
3. With SuperRAM, the 130XE or other ramdisk, the ramdisk is initialized (if ESC was pressed the 1st 4 130XE banks are not used) and all files with the ".RAM" extention are copied to the ramdisk.
Press BREAK to abort it.
4. Continue as DOS 2. Load and run "AUTORUN.SYS" and pass control to cartridge or SDUP.SYS.

WHAT HAPPENS WHEN YOU TYPE DOS
The same thing happens no matter how much RAM your Atari has.

1. A check is made to see if "SDUP.SYS" is still intact in RAM under the OS OR in bank 2 of the SuperRAM ramdisk OR it is in the resident program area. If it is then the DOS menu appears instantly.
2. If SDUP.SYS in not in RAM then it is loaded from drive 1.
3. If the disk in drive 1 does not have SDUP you are returned to the calling program.

GUIDE TO THE SUPERDOS MENU
At the top of screen you'll see the status line. It indicates which drives are available and the density of each of them.

At the prompt "SELECT ITEM OR RETURN" the following commands are available. Only one keystroke is required.

#1-4 List the directory of drive 1 to 4.

#5-8 List the contents of the ramdisk.

A. DIRECTORY Also may be used with the ramdisk. The directory listing may have some info you have not seen before.
"- DELETED .TXT 014" Deleted file
"? OPEN .TXT 000" File opened but never closed.
" <TWO .TXT>011" This file uses sectors beyond 720 and only available in Enhanced density or 2 sided.
Use the /N option to skip OPEN and DELETED files
(eg "D1:*.*/N,E:")

B. CARTRIDGE XL/XE users have the option of enabling or disabling BASIC.

C. COPY FILE Copy AND duplicate file. A red or green border will indicate the next read/write operation.
1. You may enter one OR two filenames seperated by a comma.

a. Enter one filename for one drive copy. eg "D:TEST"
b. Enter two filenames for two drive copy.
eg "D1:TEST,2:TEST"
c. Enter two filenames (one or two drive copy) to APPEND
or RENAME while copying.
2. Auto-density configures SUPERDOS and the drive to the
density of the DISK in the drive. You can then copy
between densities with one drive.
3. The cassette "C:" device may also be used. The default is
short IRG (Inter Record Gap). This is the same as BASIC's
CLOAD and CSAVE. To specify long IRG use /L.
eg "D:TEST,C:/L" copies the file from disk to cassette
using long IRG.
4. Wildcards may be used in both source and destination
filenames.
5. All "SYS" files except "DOS.SYS" may be copied using
wildcards.
6. The wildcard mode displays the verification prompt "TYPE
"Y" TO COPY - D1:TEST". Press "Y" to copy the file or any
other key to go onto the next file.
7. To use the wildcard mode to copy all the matching files
after the first "Y" response enter the /N option in the
destination filename. eg "D:*,2:*/N"
8. To use the wildcard without any verification prompts enter
the /N option in both filenames. eg "D:*/N,2:*/N"

D. DELETE Same as DOS 2

E. RENAME You can rename using wildcards. "*.DAT,*.BYT" renames all the
files with the extender "DAT" to "BYT". However, you still
need to be careful not to specify a file that already exists.

F. LOCK Same as DOS 2

G. UNLOCK Same as DOS 2

H. WRITE DOS You can write both "DOS.SYS" and "SDUP.SYS" or "DOS.SYS"
only. Just follow the prompts.

I. FORMAT You may select the formatting density: Single, Enhanced,
Double, Extended or 2 sides. Follow the prompts.
1. You can only format with skewed sectors in Double or 2
sides with the Atari XF551 or in Single or Double density
if your drive is fitted with SuperMax or the US Doubler,
thus allowing extremely fast read/write speeds.
2. The Enhanced density format is compatible with DOS 2.5
but with 1011 free sectors. (Dos 2.5 doesn't use sect 720)
3. The 2 sides format is upwardly compatible with standard
DOUBLE density. (ie the files and free sectors on side 2
are invisible to single sided drives.)
4. You may format the ramdisk, as you would a floppy disk,
but memory requirements limit the type of format. If you

pressed ESC during the boot process then you must reboot
if you want to recover the reserved 64K. See NEW DISK
COMMANDS for ramdisk formatting details.

J. DUP. DISK Copy disk or sectors. Unlike DOS 2 this option copies ALL the
used sectors of a disk. It even copies boot disks. If all the
bytes of a sector are the same value then the sector is not
copied.
1. If no sectors are specified then the entire disk is copied
and you have the option of formatting the destination
disk. The formatting density is taken from the source.
2. If sector numbers are entered then only that range of
sectors is copied.
3. If any disk erros are encounted you'll see the message
"BAD SECTOR - XXX "Y" TO RETRY". A "Y" will retry as many
times as you want or any other key will continue with
the next sector.
4. You may copy disk or sectors to or from the ramdisk
provided your ramdisk can match the density of the disk.
5. You may enter sector numbers in hex or decimal. (Default
is hex, use "#" to specify decimal. eg #370)
6. A red or green border indicates the next read/write.

K. BIN. SAVE Same as DOS 2. Memory addresses may be decimal. eg #20788.
You can even save roms without error.

L. BIN. LOAD Same as DOS2

M. GO ADDRESS Memory addresses may also be decimal.
1. If you type RETURN only, you can run at the address of a
previously loaded binary file. Note: the run address is
destroyed when the program area is destroyed.

N. RESTORE or "undelete" restores OPEN or DELETED files. You'll see the
prompt "RESTORE FILE SPEC?"
Type in the name of an open or deleted file (wildcards may
be used). These files are indicated by - or ? in the dir
list. CAUTION: A directory list may show a used, deleted
and/or open file with the same name. If you RESTORE this file
you may finish with two files with the same name. To avoid
this RENAME the file currently in use then RESTORE. If you
have written to the disk since deleting a file then RESTORE
may encounter errors. If so, then only those sectors BEFORE
the error will be restored and you'll see an error message.
If the first sector does not belong to the file then the file
will remain deleted.

O. VERIFY Toggles the SIO write command between write with verify "W"
and write without verify "P".

THE AUX.SYS FILE
This file has some seldom used commands and is loaded using the "L" command

from the SDUP menu.

#. LIST DIRECTORY Type 1 thru 8 to list the directory of drives 1 to 8.

P. INITIALIZE DOS After you have altered the number of open files or drive buffers or toggled the resident SDUP option you will need to initialize DOS. This will destroy any BASIC programs.

Q. COPY FROM DOS 3 Copy files from an Atari DOS 3 disk to a DOS 2 disk. It is used exactly as the C. COPY FILE command.

R. WRITE SUPERBIN For a description of SUPERBIN see WHAT IS SUPERBIN? Follow the prompts.
1. SUPERBIN may not work with every BINARY LOAD file because it requires some memory. SUPERBIN errors cause a cold start.
2. The correct density will be selected for you. You can delete "DOS.SYS" and "SDUP.SYS" as they are not used.
3. CAUTION: The SUPERBIN menu displays only 24 files and, as there are only three directory sectors allocated, writting more than 24 files may overwrite existing files.

S. CONFIG. BLOCK The config block is a set of 12 bytes in the disk control microprocessors memory inside the disk drive. This command merely displays this information to the screen. Note: Atari 810 and 1050 drives do not have config blocks (unless upgraded) and sending this command produces an SIO error.

T. TRACE AND PATCH Use this command to PATCH around bad sectors (ie SIO errors only) on a disk. You may have noticed DELETE does not delete a file with bad sectors. (DOS 2 doesn't either). TRACE AND PATCH will trace a file until it encounters a bad sector and then look look for the next sector on the disk belonging to that file. It then points (alters sector link data) the sectore before the bad sector to the next matching sector and decrements the number of sectors belonging to that file. If there are bad sectors in a file then you'll loose the data in the bad sectors but you can access the remaining data or delete the entire file.

U. XL/XE KEY RATE Alter the key delay and repeat rates for the XL/XE OS only. To alter the rates in DOS on the disk, you'll need to write the DOS files.

V. FILE BUFFERS Alter the number of open file buffers. You need one file buffer for each concurrently open file. To alter the file buffers in DOS on the disk, you'll need to write the DOS files.

W. DRIVE BUFFERS Alter the number of drive buffers. You need one for each disk drive. To alter the drive buffers in DOS on the disk, you'll need to write the DOS files.

X. RAMDISK ENABLE Toggles the ramdisk. "1" indicates that during the boot process the ramdisk is to be initialized.

Y. RESIDENT SDUP Toggles between the resident and non-resident SDUP.
1. The value of the OS variable MEMLO ($2E7) is altered so the user program will be destroyed.
2. With less than 64K RAM a resident SDUP ensures that your user program is always safe and DOS appears instantly. Unfortunately this also means less memory.
3. With SUPERRAM or 64K (or more) SDUP is always loaded during the boot process and hidden under the OS or in the ramdisk. With a resident SDUP you can reserve memory from the DOS buffers (usual MEMLO) to the end of SDUP for your own use (see Memory Map for addresses). This could be usful for co-resident machine language and BASIC programs.

Z. EXIT TO SDUP Returns you to the SDUP menu.

NEW DISK COMMANDS

CmdNo Operation BASIC Examples
34 $22 RESTORE XIO 34,#1,0,0,"D:RESTORE.BAS"

253 $FD SPECIFY FORMAT XIO 253,#1,AUX1,AUX2,"D1:FILENAME DATA"

AUX1 - FLOPPY DISKS
0 $00 Format in the current density of the drive.
33 $21 Format in the current density of the drive except if in enhanced then format single.
34 $22 Format in enhanced density.
102 $66 US Doubler only. Format using AUX2 (set to 1 or 129), AUX3, AUX4 (skew table) and FILENAME DATA.
105 $69 SUPERMAX only. Format in the current density (not available in enhanced) with skewed sectors.
161 $A1 Atari XF551 only. Format in the current density using skewed sectors.

AUX1 - RAMDISK
0 $00 Format ramdisk using maximum density and memory avail.
1 $01 Format ramdisk single density, 64K, 502 free sectors. (SuperRAM, 130XE or Axlon)
2 $02 Format ramdisk single density, 90K, 707 free sectors. (SuperRAM or Axlon)
3 $03 Format ramdisk enhanced density, 128K, 1011 free sec. (SuperRAM)
4 $04 Format ramdisk double density, 180K, 707 free sectors. (SuperRAM)
5 $05 Format ramdisk Xtended density, 256K, 1011 free sec. (130XE SuperRAM only)

AUX2 - FLOPPY AND RAMDISK
0 $00 Ignored
1 $01 Set density using the information in FILENAME DATA and
then format.
128 $80 Format but don't write boot sectors, VTOC or directory.
129 $81 Set density using FILENAME DATA, format but don't write
boot sectors, VTOC or directory.

AUX3 AND AUX 4
US Doubler only. Low and high byte pointer to a skewed
sector layout table.

FILENAME DATA
Used only if bit 0 set in AUX2 and if the disk drive has a config.
block. eg SuperMAX.

"D:h??R?@@#" Set single density.
"D:h??Z?D@#" Set enhanced density.
"D:h??R@DA@" Set double density.
"D:H??RADA@" Set 2 sides, double density.

Note: # represents an inverse @.

WHAT IS SUPERBIN?
Superbin is a binary loader that resides on the boot and directory sectors of
a disk. It is used to LOAD and RUN games or any other program that will load
using the "L. BIN. LOAD" option of the SDUP menu. You won't need any "SYS"
files on a Superbin disk and only three directory sectors (24 files) are
allowed. You will fill the rest of the disk with your binary load files.
(They must have a RUN address). When you boot a Superbin disk it will
display a menu of files on the disk. You make your selection by pressing the
appropriate key and the file is loaded and exectued for you.

WHAT IS SUPERBAS?
Superbas displays a menu of BASIC programs and you can select a program to
LOAD and RUN. To create a Superbas disk:
1. Format a disk and write DOS.SYS only.
2. Copy the SBAS.SYS from your SuperDOS master disk and rename the file
to AUTORUN.SYS.
3. Copy your BASIC programs onto the disk.
4. Rename the BASIC programs with exteners to filenames without extenders.
5. Lock the programs you wish to be displayed on the menu.

ALLOCATION OF DRIVE AND FILE BUFFERS
Superdos always allocates buffers for double density operation. It is
initally set for two drives and three concurrently open files. Use the
AUX.SYS menu to alter Superdos to your own requirements. You'll need to write
the DOS files on the disk the keep the change. These options affect the
of memory you have available.

SUPERDOS AND RAMDISKS
If you have extra memory for a ramdisk, the ramdisk will be initalized using
the maximum format available when you load Superdos. You can keep the first
64K free (ie the normal 130XE RAM) by pressing ESC during the boot process.

If you don't have enough RAM this may result in no ramdisk but allows you to run programs that require this RAM. The ramdisk is accessed using DOS and is assigned as drives 5 to 8. Some programs (eg AtariWriter) only provide access to drive one. To use these programs:
1. Remove the disk in drive one and turn it off. You may now load and save but all IO is diverted to the ramdisk.
2. Turn drive one on to use it again.

MEMORY MAP OF SUPERDOS
Address Contents
0000-05FF RAM Operating System
0600-06FF RAM Unused
0700-1CCD RAM Disk Operating System (File Management System)
1CCE-22CD* RAM Drive and File Buffers. MEMLO Min - $1ECE, Max - $28CE
*22CE-3749 RAM User program area or SDUP
374A-7FFF RAM User program area or SDUP buffer area. If resident SDUP, then MEMLO=$374A.
8C00-BFFF RAM User program area or screen display.
ROM Cartridge.
C000-DFFF RAM Unused.
E000-FFFF RAM SDUP or temporary storage of user program
C000-FFFF ROM Operating System and Hardware Registers

* Varies according to the number of drive and file buffers allocated.

RAMDISK MEMORY MAP
130XE banks not reserved.
Type of ramdisk Single Enhanced Double Extended
Superram, Axlon 800 0-7 0-9 0-14 NA
Superram, Bucholtz, Newell, RAMbo XL 0-5 0-7 0-12 NA
Superram, Peterson XE 0-5 0-7 0-12 0-15

130XE banks 0-3 reserved.
Type of ramdisk Single Enhanced Double Extended
Superram, Axlon 800 NA NA NA NA
Superram, Bucholtz, Newell, RAMbo XL 4-9 4-11 NA NA
Superram, Peterson XE 4-9 4-11 4-15 NA

ADVANCED USER NOTES
1. Some key DOS 2 addresses remain unchanged in SuperDOS to allow programs that use illegal entry points to run.
$07E0 DOS initialization
$1540 SDUP initialization
$179F entry point on DOS call

2. Two new vectors have been added to Superdos.
$07DA - Binary Load vector. Entry: A=Filename address lo byte
Y=Filename address hi byte
Exit: Y=CIO code.
$07DD - SIO superspeed and ramdisk vector.
Set up the DCB ($0300-$030B) as for any SIO (as you would for $E459). All commands may be used with disk drives. Ramdisk

commands are: STATUS "S" (ramdisk format type), READ "R" and
WRITE "W". Entry: Parameters in DCB. Set DUNIT to 5-8.
Exit: status in DSTATS ($0303).

3. Version byte is at $07D9. $50 is Version 5.0

2562. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 04:12:12 UTC
From: jjmcwill@next6
Message-ID: <2rmm2s$pro@mtu.edu>
Source record: 101141

```
Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
:
: Sorry, Jeff, I'd assumed readers would be fairly intelligent...
: I'll even break my quote from your msg down:
:
: 1. I have an 800xl
: 2. It has a memory upgrade called a Rambo upgrade giving me 256k
:
: Better? The 800 I just acquired will run circles around it...
: I don't see how you came to another conclusion.
:
: If this doesn't help, I found this .sig from an earlier post that
: might help:
:
: -_-_-_-
```

2563. Re: Atari 800XL HELP!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 05:05:48 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0vfk@legend.akron.oh.us>
Source record: 101056

I am using a 130XE with a cable I got from Radio Shack running to a monitor. The cable has a 5 pin Din plug on one end and 3 audio jacks on the other. An audio to RCA plug adapter allows it to plug into the video-in on the monitor. I can only suggest to the person who can't get his XL to work with a monitor to keep playng with it ... it should work ... it is possible.

2564. Re: first-word on 520 ST problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 07:38:56 UTC
From: Krishna@max.tiac.net
Message-ID: <2rn26g$n0p@sundog.tiac.net>
Source record: 101142

Forrest T Charnock (charnoft@ac.wfu.edu) wrote:

: I'm running First-word on an Atari 520ST, and am having a couple of
: problems:

: 1) the style menue is washed out so I cannot access any of the
: options

: 2) the print job goes in a loop so it repeates itself over and over.

: Any suggestions will be greatly appreciated.

: --
: * * * * *
: The more the pity that fools may not speak
: wisely what wise men do foolishly.

Here we go again with ST posts bleeding into the Atari8 group.

sig

2565. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 07:51:57 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cq71uM.J57@utnetw.utoledo.edu>
Source record: 101143

Jeffrey J. McWilliams (jjmcwill@next6) wrote:
: own an 800Xl, and now a 800. Seing how the 800 has the same CPU,
: same clock speed, essentially the same operating systems, and the

...uhh... not quite, read the original msg: 800 has a Newell FASTCHIP...

-Tim

2566. FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 07:56:59 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cq7230.JBr@utnetw.utoledo.edu>
Source record: 101144

Hey, has anyone noticed as of late: no articles are being posted by Mike
from FTE... what happened? Does he still have net access? What's the
status on his MIO add-ons he was working on? I was hoping to pick up an...
uhm... well, maybe all that stuff isn't quite "released to public knowledge"
yet, but I can say a few handy items WERE to be released a month or two ago.

-Tim

2567. Re: .au, .wav samples to Parrot .DIG format

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 08:10:09 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cq72oy.JuD@utnetw.utoledo.edu>
Source record: 101145

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: I've made a pretty simple .WAV/.SND -> .DIG (parrot format) converter in
: TurboBASIC XL (I know.. I know.. yuk), and it's pretty slow, but it works..

That would be quite handy to have around... do you NEED TurboBASIC XL to use/run it? How "off-the-wall" is that version of basic? I'm assuming nowhere near as insane as Microsoft Basic I or II for the 8bit... (?)

-Tim

2568. Re: Free Mags

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 08:33:55 UTC
From: winston@merk.com
Message-ID: <Cq73ss.H64@merk.com>
Source record: 101146

On Wednesday, May 18, 1994 at 01:38:43 -0000 (7:38am EDT ?),
lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

L> I have a box or two (big paper carton-type boxes) of old Atari mags.
L> Antic, Analog...That sort of thing. If anyone wants 'em, come and get
L> 'em. They're yours for the taking, and waiting for you in Piscataway,
L> NJ (central NJ area). If nobody takes 'em soon, they'll be off to the
L> recycling center for toilet paper fodder.
L>
L> -Steve

How much would you estimate it would cost to wrap up a single year
of any mag. and ship it throughout the U.S.A. ? (...says a USENET reader
from Boston, Massachusetts.)

2569. [--- No good deed goes unpunished... ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 08:37:04 UTC
From: winston@merk.com
Message-ID: <Cq73xx.HC9@merk.com>
Source record: 101147

```
Article 17414 of comp.sys.atari.8bit:
Path: merk!spdcc!das-news.harvard.edu!noc.near.net!news.delphi.com!usenet
From: kamaro_kid@delphi.com
Newsgroups: comp.sys.atari.8bit
Subject: Re: OLD New Breed Software (Atariserv) Software...
Date: Wed, 18 May 94 00:14:19 -0500
Organization: Delphi (info@delphi.com email, 800-695-4005 voice)
Lines: 5
Message-ID: <pW+t9PL.kamaro_kid@delphi.com>
References: <kendrick-170594103004@ethernet.sonoma.edu>
NNTP-Posting-Host: bos1c.delphi.com
X-To: Bill Kendrick <kendrick@vax.sonoma.edu>

Thanks for your contributions to the archives, bill.

See how easy it is to be nice? Oops! Somebody out there may want to
flame you for uploading files and being supportive. Asbestos time!
```

2570. [--- No Good Deed Goes Unpunished... ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 08:49:21 UTC
From: winston@merk.com
Message-ID: <Cq74IA.Hny@merk.com>
Source record: 101148

On Wednesday, May 18, 1994 at 00:14:19 -0500 (6:14am EDT ?),
kamaro_kid@delphi.com () writes:

KK> Thanks for your contributions to the archives, bill.
KK>
KK> See how easy it is to be nice? Oops! Somebody out there may want to
KK> flame you for uploading files and being supportive. Asbestos time!

As the gods honest truth... the first time that I uploaded files to
an ATARI 8-bit BBS, the Sysop (no one here...) actually chewed me out for
"contaminating my clean upload areas". Really! He wasn't kidding,
either! He didn't want uploaders contaminating his magazine disk
directories that he carefully organized (strange but true).

2571. Hello from the Netherlands

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 14:56:04 UTC
From: bernard@beco.link.hacktic.nl
Message-ID: <bernard.02I9@beco.link.hacktic.nl>
Source record: 101055

```
Hello ALL,

First of ALL sorry for the test message...
But I hope you can read this...

Welll hope to hear from you in the next days or weeks.....

Greetinx from Bernard Kok (Sysop of BECO TEL)
```

2572. Re: [--- No Good Deed Goes Unpunished... ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 15:07:38 UTC
From: kamaro_kid@delphi.com
Message-ID: <hq-s91y.kamaro_kid@delphi.com>
Source record: 101149

I've found that no matter what one does, there will __ALWAYS__ be
somebody out there ready to complain about it.

2573. Re: Ha Ha Ha!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 16:33:31 UTC
From: dbd@martha.utcc.utk.edu
Message-ID: <1994May22.163331.15345@martha.utcc.utk.edu>
Source record: 101150
Cross-posted to: alt.sex.intergen,alt.sex.pedophile.mike-labbe,alt.config,comp.sys.atari.8bit,alt.alt.alt.alt.alt,alt.religion.kibolody,alt.lampreys,alt.tv.beavis-n-butthead

<170338Z05211994@kiddy-porn-distribution.com> barney@kiddy-porn-distribution.com (William Jefferson Clinton) writes:
>hey everybody!
>
>hasn't anyone thought of forging posts to post illegal stuff?
>
>like pirated stuff and crap? or maybe the kiddy porn that the media believes
>the Internet is busting at the seams with? hahahaaa or the fire scenes from
>Beavis and Butt-head? you can be shot on sight if you have those in Texas.

Go practice in alt.forgery until you get the total effect down pat; I bet if I wrote to, hmmm, let's see ... <thinks>

>NNTP-Posting-Host: gcef.gc.maricopa.edu

oh yeah, root@ or postmaster@ gcef.gc.maricopa.edu they'd find you rather quickly...

Dave "Path: headers can also be compared from different receiving sites, you know" DeLaney
--
\/David DeLaney: dbd@utkux.utcc.utk.edu; "It's not the pot that grows the flower
It's not the clock that slows the hour The definition's plain for anyone to see
Love is all it takes to make a family" - R&P. Disclaimer: IMHO; VRbeableFUTPLEX
http://enigma.phys.utk.edu/~dbd for net.legends FAQ+miniFAQs; ftp: cathouse.org

2574. Mule for the '90s on the Atari ST

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 16:53:41 UTC
From: ae-a@minster.york.ac.uk
Message-ID: <1994May22.165341.13830@newsserver.rrzn.uni-hannover.de>
Source record: 101151
Cross-posted to: comp.sys.atari.st,rec.games.video.atari,rec.games.video.classic,comp.sys.atari.8bit

Hi,
I am currently working on a new and improved version of M.U.L.E. for the Atari ST series of computers. The new game will be called A.S.S. (Automatic Santaclaus Simulator), and based largely on M.U.L.E. While capturing all the essential features of M.U.L.E. and trying as close as possible to give you the same feel as the Atari 8-bit version, many new features will be included. The game will be shareware, and as soon as I finish it (several months from now), I will upload it to several FTP sites. Among the new features will be:

Up to 8 players can play.
Remember the original version of M.U.L.E. was written for the Atari 400/800 which had four joysticks, so that four people could play. The Atari XL/XE only had 2 joystickports which meant that only two people could play. Although a standard Atari ST only has 2 joystick ports, you can get an adaptor for the printer port that lets you add two more joysicks. Games such as Gauntlet II, Leathernecks, and my own 8-player games use this adaptor. If you have an STE, you can get adaptors to add two joysticks to each port on the left hand side, giving you a total of 8 joysticks.

More plots of land. The original had 9*5 plots. This version will have about 17*11 plots.

Longer playing time (ie. More than 12 turns).

An environmental aspect.
In this version of the game, the players will have the responsability of looking after the planet as well as trying to earn as much money as possible. At the start of the game, there will be a fixed number of trees on the planet. If the number of trees present is below a certain amount, the condition of the planet will deteriorate. It is possible to restore trees (see later)

8 Types of A.S.S. (M.U.L.E.) available.
Food, Energy, Iron, Diamonds (equivalent to the original's Food, Energy, Smithore, and Chrystite(sp?))
Hydro energy: An alternative to solar energy
Fish (I am not sure at this moment what to do with these. My version of the game replaces the valey with a network of rivers with junctions)
Wood: Used for building A.S.S.es as well as Iron.
Flower: Every turn, for every plot of land that has one of these installed, a new tree is created per plot. Are usefull for saving the planet from environmental destruction.

The computer players will be able to chose from a variety of species. Some species play the game differently than others. You will be able to select

which species you will be, and which species will be played by the computer players.

The ability to design your own characters.

A rap version of the theme tune.

The game should be able to work on a 512K machine, but the full version will probarbly require 1 megabyte. The game will be enhanced for the Atari STE computers.
At the moment, I am still open to new ideas (especially about what to do with fish). You may of course suggest them to me, and I might include them.
I need a lot of encouragement if I am ever going to get round to finishing the game. If you want to see the game finished, send me an e-mail message of encouragement. Be warned that it may take several months before release. I have been working at this game off and on (mostly off) since the start of 1992.

Looking forward to hearing some comments,

Andrei. (ae-a@minster.york.ac.uk)

2575. Re: .au, .wav samples to Parrot .DIG format

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 19:45:01 UTC
From: Krishna@max.tiac.net
Message-ID: <2rocnt$2t0@sundog.tiac.net>
Source record: 101152

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: : I've made a pretty simple .WAV/.SND -> .DIG (parrot format) converter in
: : TurboBASIC XL (I know.. I know.. yuk), and it's pretty slow, but it works..

: That would be quite handy to have around... do you NEED TurboBASIC XL to
: use/run it? How "off-the-wall" is that version of basic? I'm assuming
: nowhere near as insane as Microsoft Basic I or II for the 8bit... (?)

: -Tim

TurboBasic XL is essentially the same as Basic XL. Basic XL is at least 16K of ROM with only 8K used at any one time so it "hides" itself in banked ROM. TBXL hides itself in the under the OS RAM area and is a little less than 16K in size. For the most part the Atari8 is a 48K RAM computer. Under the OS RAM is used as a last resort or for memory resident stuff like languages or DOSs which want to stay out of the way for programs.

The difference between BXL and TBXL is that TBXL runs a lot faster than BXL, and it can be compiled. BXL has a runtime, but that's different. But BXL has an advantage in being able to do true multidimentional string arrays. BXL also has extensions for procedures which are more powerful than TBXLs labelled gosubs system.

Other than that they are about the same with only some syntax differences.

For the most part, BXL is 100% compatible with Ataribasic, and like AtariBasic, it can be turned on and off (using OSS.com). There really are veryfew circumstances where one would have to use ataribasic in lieu of BXL. So much so that if there indeed a way to make BXL _THE_ internal Basic in the MARS8 board I'd do that in an instance. The basic bit can't really turn on and off BXL, not with an EXTERNAL cart, but with it intenal it might just work.

However,Sparta's CAR RUN etc. will treat BXL and BXE as if they were AtariBasic.

2576. Re: Suffering from M.U.L.E withdrawal.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 19:57:49 UTC
From: mentat@satelnet.org
Message-ID: <2rodft$rdd@sefl.satelnet.org>
Source record: 101153

In article <1994May19.081936.1@cc.usu.edu>, <slqxc@cc.usu.edu> wrote:
>Hi,
> My old copy of M.U.L.E just bit the dust. I really miss this game and
>would like to play it again. Would anyone know where I can find a copy for
>an Atari, or if I'm desperate, an Amiga or IBM? I'm willing to pay for a copy
>(I _do_ own it, I just lost the disk) or an original. E-mail all replies to
>slqxc@cc.usu.edu.
>
> - Nate

You have a few options here - 1) Get a C64 emulator for your PC or Amiga,
and download the C64 version of M.U.L.E.
(Highly illegal, but there are 100s of C64
games available by FTP...)

2) Wait a few months until I finish my Amiga
port of the worlds greatest game, faithful
to the tiniest detail...

3) Buy EA's sad 16bit conversion.

4) Cry yourself to sleep.

--
"Yellow swirly thing alert!"

2577. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 21:24:28 UTC
From: ricortes@delphi.com
Message-ID: <5izPF90.ricortes@delphi.com>
Source record: 101154

Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> writes:

>
> Hey, has anyone noticed as of late: no articles are being posted by Mike
>from FTE... what happened? Does he still have net access? What's the
>status on his MIO add-ons he was working on? I was hoping to pick up an...
>uhm... well, maybe all that stuff isn't quite "released to public knowledge"
>yet, but I can say a few handy items WERE to be released a month or two ago.
>
>
> -Tim

He's still very much around, just busy with mundane task. The FTE BBS
should be up & sort'a running. Needs a lot of Fine Tooning with menus etc.
It's part of the IAN so you should be able to get a post there to him if
you have local access. A typical day in the life for Mike might be like
last Friday: Check the BBS, package up/box P:R:'s etc, go to B&C to
deliver hardware & talk about prices/what should be in the next B&C catalogue,
get back to FTE just in time to talk to sales reps from Altera. Multiply this
by Best Electronics, CCS, etcetera & you can see it pretty much eats up
his day. He still has someone capturing the entire message base here, so
he'll get to see your post. Fortunately, I don't think he sleeps so he does
a lot of his hardware hacks after the normal business day. I'll post the
number to the FTE BBS as soon as he gets it stable.

2578. Re: Suffering from M.U.L.E withdrawal.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 21:56:30 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2rokee$b96@usenet.INS.CWRU.Edu>
Source record: 101057

In a previous article, mentat@satelnet.org (Mat Hall) says:

>In article <1994May19.081936.1@cc.usu.edu>, <slqxc@cc.usu.edu> wrote:
>>Hi,
>> My old copy of M.U.L.E just bit the dust. I really miss this game and
>>would like to play it again. Would anyone know where I can find a copy for
>>an Atari, or if I'm desperate, an Amiga or IBM? I'm willing to pay for a copy
>>(I _do_ own it, I just lost the disk) or an original. E-mail all replies to
>>slqxc@cc.usu.edu.
>>
>> - Nate
>
>You have a few options here - 1) Get a C64 emulator for your PC or Amiga,
> and download the C64 version of M.U.L.E.
> (Highly illegal, but there are 100s of C64
> games available by FTP...)
>
> 2) Wait a few months until I finish my Amiga
> port of the worlds greatest game, faithful
> to the tiniest detail...
>
> 3) Buy EA's sad 16bit conversion.
>
> 4) Cry yourself to sleep.

5) Buy an original, available from B&C ComputerVisions in California.
Complete contact information in the vendor/developer list.

I bought a brand-new copy of M.U.L.E. for the 8-bit Atari from B&C just a
couple months ago.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists,
Cleveland Free-Net Atari SIGOp: aa700, <mailto::mcurrent@carleton.edu>

2579. In CAIN Newsletter This Month (great news!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 23:42:49 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2roqlp$me6@usenet.INS.CWRU.Edu>
Source record: 101058
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

CAIN Newsletter can be found at:

The Atari News, Atari Library, and CAIN Newsroom on the Cleveland Free-Net Atari SIG (go atari). telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

CAIN Newsletter WILL be soon available at:

atari.archive.umich.edu (ftp site)

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu
(please stipulate if you wish just THIS issue or if you wish to be placed on the CAIN Newsletter subscription list)

2580. In CAIN Newsletter THIS Month! (take two!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-22 23:56:10 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2roreq$o6d@usenet.INS.CWRU.Edu>
Source record: 101059
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

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-
IN CAIN NEWSLETTER THIS MONTH! / \
/ \
/ \
Don't miss this / \ exciting issue!
__________/ \_________
\ /
\ May 17, 1994 Vol.I No.3 /
\ /
_____________________________________________|_____________
/_________________ CAIN ________-_____________/
/___|_|_|__________ Monthly Newsletter _______| |___________/
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/____/__|__\_________ Central Atari ______| |________/
/____/___|___\________ Information Network ____| | | |_____/
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The Official Online Newsletter of the Cleveland Free-Net Atari SIG

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The Cleveland Free-Net Community Computer System is accessible worldwide!

------------------------------------------------------------------------
telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

------------------------------------------------------------------------
216/368-3888 | 300/1200/2400+ baud | type 'go atari' at any menu

------------------------------------------------------------------------

In CAIN Newsletter this Month!

-=-=-=-=- Ted Tahquechi Interview! & Atari United! Conference! -=-=-=-=-

-=- New Addition to Atari Community! -=- Atari Classics Gaming
-=- CAIN FTP Site Moves 2600/7800 Developers Kit!
-=- Login Problems by Next Users! -=- Lynx: Two Games Cancelled
-=- C.A.I.N. Atari Fun Fest'94 Announced -=- Lynx: Ted Tahquechi talks
-=- Atari & Sigma Partners to Deliver! about the Lynx!
-=- Atari at Summer CES -=- Lynx: Bulletin Board
-=- CatScan BBS Announced! Messages of Interest
-=- Lynx Summer Steal Deal -=- Jaguar: DOOM multi-player
-=- 8-Bit: Support from Richard Gore! problems (no cable!)!
-=- 8-Bit: New from Atari Classics -=- Jaguar: Jag doing well
Programming Club -=- Jaguar: Ted Tahquechi talks
```

-=- 8-Bit: RAMbit Printer Interface! about the Jaguar!
-=- 8-Bit: April Atari Classics Magazine -=- Jaguar: Most Wanted Games
-=- 8-Bit: PC Xformer! for the Jaguar Results
-=- 16/32-Bit: Lexicor Announces TT040 -=- Atari Show Calendar!
Clone -=- Voting Issues & Results
-=- Portfolio: Port-->8-Bit Connection! -=- Conferencing on the IRC!

-=- Conference with Atari United! -=- Upcoming conference with
Transcript! Jeff Minter (Tempest 2000)!

And much more!!!

Don't miss the very exciting third issue of CAIN Monthly Newsletter!

CAIN Newsletter can be found at:

The Atari News, Atari Library, and CAIN Newsroom on the Cleveland Free-Net
Atari SIG (go atari). telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or
129.22.8.51)

CAIN Newsletter WILL be soon available at:

atari.archive.umich.edu (ftp site)

Or by writing the Cleveland Free-Net Atari SIG at:

xx004@cleveland.freenet.edu
(please stipulate if you wish just THIS issue or if you wish to be
placed on the CAIN Newsletter subscription list)

2581. Major 130xe for trade (or sale)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 01:07:27 UTC
From: kamaro_kid@delphi.com
Message-ID: <5s9vd93.kamaro_kid@delphi.com>
Source record: 101060

I still have a super-beefed up Atari 130xe for trade..

It includes:

1meg ramdisk
XE TOUCH keyboard upgrae
Freezer warmboot (ram-saving) switch
MUX OS disable switch
MUX OS/Atari OS toggle switch
AC Super Video Upgrade
AC Super Audio Upgrade

Make offer. . .

Works flawlessly and is in BRAND NEW condition.

2582. 4-bay external drive case $25 OBO

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 02:57:41 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097ED4E.6F277D40@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 101061

I have a 4-drive external case with power supply, with a PROBLEM.

It is in excellent external condition, looks great, light off-white beige
color (like the generic IBM PC clones), all high-quality metal.
The power supply is of the linear type, with a transformer and voltage
regulators installed in the case (not a switching type power supply).
On/Off switch, protective fuse, also included at the back of the case.
The case will accept up to 4 half height drives.
The problem- at some point the power supply stopped delivering the 5V power.
****
Only the 12V is coming (at least this is what I believe to be the case based on
my checks and to the best of my knowledge). I have not had the time to try
fixing the problem, and I no longer need this case.

I would like to sell it for about $25 OBO (upward or downward).
(If best offer is unreasonable, I reserve the right to keep the item myself.)

Please reply via e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973.

Thanks.

2583. ColorView fix for mode 9

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 05:26:12 UTC
From: Krishna@max.tiac.net
Message-ID: <2rpepk$b26@sundog.tiac.net>
Source record: 101062

Advice for getting better performance from CV9 mode.

I can't say about other machines, but my XE produces washed out mode 9 pics when my monitor is set on the detente settings.

What CV9 misses here is contrast since the purple really doesn't go black. So what I do is turn the bright down low, and the contrast up high.

This does wonders with flesh tones ;^)

I've also noticed that no dither pattern creates suitable results with fleshy pix when trying to use mode 15. Mode 15 is hit or miss depending on the color spread of the picture. Some of the starwars pix I've done turned out glorious in mode 15. It is almost an art form to convert .GIFs because you need to:

A) pick the right mode for the picture
B) zoom/crop if necessary
C) dither if necessary

Too often I've seen mode 9s when they would have worked better as mode 15s for instance. ALL animation pics will work as nondithered 15, and some also work well in mode8. Monochrome .GIFs should become monochrome pix, not .RGBs... There is no benefit in doing a mono .RGB. But I've seen em! I've converted some mono digitized drawings to mode 8 with some success. Jview gives you the tools to deal with every type of .GIF one may encounter, but it is up to the user to pick the right method.

By the way, if anyone wants me to send some uuencoded .RGB conversions of some of my stuff, just ask. I'm building myself a little collection over here.

2584. It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 06:38:59 UTC
From: lordthan@news.delphi.com
Message-ID: <2rpj23$f7r@news.delphi.com>
Source record: 101063

I just finished spending the better part of four hours finding, cleaning, and setting up my 800XL in its new permanent home (the basement). All said and done, the system is pretty kosher. Atari 800XL w/256K, function keys, and cold-boot reset switch connected to: PR Connection, three 1050's (two w/US Doublers), 1010 tape drive (hey, it was there), 1020 plotter. And it WORKS! All of it! JOY! :)

BUT...I have some things I need, and I haven't the foggiest idea where to look or, indeed, if the stuff is still available. So, any responses to this in mail would be appreciated.

I have an HP ThinkJet that I'd like to connect to the PC Connection. Where might I find a printer cable, and are there any significant details I need to know about this mating? (I have NO documentation for the printer; there's a bank of DIP switches on the back, but I've never touched them. The printer worked fine when it was connected to my 1040ST with the DIP switches in the same position they are now.)

I'm under the impression that my 800XL can handle a maximum of 9600 baud with the PR Connection, though a "Black Box" will enable me to go up to 19.6K baud. This is a correct assumption?

The "Black Box" will also enable me to connect at least one of my two 20-MB SCSI hard drive mechanisms to my 8-bit. This is also correct?

(Bear with me folks, this is an 8-bit BBS in the making, y'know?) :)

I assume that if I hook up a high speed modem (to either the PR Connection or the Black Box), I can use a typical PC-type high speed modem cable, correct?

My girlfriend, who loves to play Rainbow Walker and Boulder Dash, is left handed. I remember that it's possible to switch the wires in a standard Atari joystick around to convert it to southpaw format, but I forget the details. Can someone please provide me with this?

Is it _at all_ possible to connect, say, a Sega Genesis game pad to the 800XL? (I know that the Genesis pad has three buttons + a START button, but I figured since they're both 8-way pads and use DIN-9 connectors, a hack would have been made by now if it were possible.)

My 1020 plotter has no paper or pens. I remember that Radio Shack had sold both at one point in time. Do they still? And if so, do you happen to know the product numbers to ask for? If not, where might I find them?

There's probably a lot more that I need to know, but that's about all for now. Like I said, replies would be most appreciated.

-Steve

2585. Lotsa Atari 8-Bit Hardware for Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 06:41:22 UTC
From: bensmith@teleport.com
Message-ID: <2rpj6i$aob@kelly.teleport.com>
Source record: 101066

I Have the following Atari 8-Bit stuff for sale:

PS=Power Supply: Opt=Optional.

(3) 130XEs'. PS Opt: $100 wPS/ $75 w/o PS.

(7) 800XLs'. PS Opt: $75 wPS/ $50 w/o PS.

(4) 800s'. PS Opt: $25 w/o PS.

(3) 400s'. PS Opt: $10 w/o PS.

(6) 1050s' PS Opt: $75 wPS/ $60 w/o PS.

(3) 810s' PS Opt: $35 wPS/ $20 w/o PS.

(2) Axiom AT-846 Parallel Printer Interface. PS not included. Make offer.

(25) MPP-1100 Printer Interface No PS Needed. Plugs into Joystick Port. $20 each.

(1) Supra Printer Interface PS Not Needed. $25.

(2/5) 1010 PS Opt/410 Built In PS. Make offer.

(3) XM301 MoDeM/300 BPS/Needs No PS/ $15 each.

(2) Tech Reference Notes 400/800. Make offer.

Reply to me in E-Mail using the Mail command. Or send me a message at this InterNet Address: bensmith@teleport.com
--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2586. Re: Ha Ha Ha!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 06:48:03 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <2rpjj3$19l@usenet.INS.CWRU.Edu>
Source record: 101064
Cross-posted to: alt.sex.intergen,alt.sex.pedophile.mike-labbe,alt.config,comp.sys.atari.8bit,alt.tv.beavis-n-butthead

In a previous article, barney@kiddy-porn-distribution.com (William Jefferson Clinton) says:

>like pirated stuff and crap? or maybe the kiddy porn that the media believes
>the Internet is busting at the seams with? hahahaaa or the fire scenes from
>Beavis and Butt-head? you can be shot on sight if you have those in Texas.

It's interesting what happens when you walk away from your terminal...though one wonders why CSA8 was included in the dist list...

Mike (bz284@cleveland.freenet.edu)

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

2587. All Computer, All Game Machine and Electronics Swap Meet.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 07:01:43 UTC
From: bensmith@teleport.com
Message-ID: <2rpkcn$b48@kelly.teleport.com>
Source record: 101068
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

YOU are welcome to come to an All Computer and Electronics Swap Meet.
ALL Computers are welcome such as Atari, Apple, Macintosh, IBM,
Commodore, Amiga and all other Computer Types! Also welcome are all
types of peripherals, such as Printers, Modems, Monitors, Hard Drives
and any kind of Peripherals, Game Machines such as Nintendo, Super
Nintendo, Sega Genesis, Jaguar, and Lynx.

All Computers, Game Machines and Electronics are Welcome!!!

The Swap Meet will be held at the NW Service Center at NW 18th and
Everrett Street in NW Portland. From 7PM - 10PM on June 6th, 1994.

FREE ADMISSION!!! EVERYONE WELCOME!!!

Call Ben for Table Spaces, $10 a unit. Call for more info (503)256-9974
This Swap Meet sponsored by ACE of America.

Reply in E-Mail.

--
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

2588. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 07:02:02 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <2rpkda$1hp@usenet.INS.CWRU.Edu>
Source record: 101065

In a previous article, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) says:

> ...uhh... not quite, read the original msg: 800 has a Newell FASTCHIP...

I've used the FastChip and never found that much real difference on screen...
In fact, I can run rings around a FastChip just by doing a pre-calc and
saving the lookup table along with my programs. At best there was only minimal
difference between my stock 800XL with FastChip running SBM (Small Business
Management also from Newell) and my stock 800XL with out FastChip running the
same program.

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

2589. Re: Free Mags

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 07:05:47 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <2rpkkc$1js@usenet.INS.CWRU.Edu>
Source record: 101067

In a previous article, winston@merk.com (Winston Smith) says:

> How much would you estimate it would cost to wrap up a single year
>of any mag. and ship it throughout the U.S.A. ? (...says a USENET reader
>from Boston, Massachusetts.)

Dont't know if this will help, but I've had 45 pound boxes shipped UPS
for less than $25.

Mike

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

2590. Re: UMICH post: Super Dos v.5.1 !!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 07:06:14 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <112320@cup.portal.com>
Source record: 101069

>LOADING SUPERDOS
>Works the same way as DOS 2 with these extra steps:
>
>1. During the boot process (after about 5 sectors) a test is made for
> SuperMAX or Atari XF551 and the baud rate is adjusted.

This causes a boot error when used from an SIO2PC 'disk'. I
know it's good, as it boots fine on my XF551 (and it does change
the baud rate, I can hear it, neat). But it's not worth it, unless
the test can be removed...

And no flame on the uploader or author, just doesn't work on
this piece of hardware. I'm glad to have it.

Jeff_M_Lodoen@cup.portal.com

2591. Re: Hello from the Netherlands

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 08:31:10 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <2rppkf$576@usenet.INS.CWRU.Edu>
Source record: 101070

In a previous article, bernard@beco.link.hacktic.nl (Bernard Kok) says:

>Greetinx from Bernard Kok (Sysop of BECO TEL)

Hey Bernard, seen you a lot on the IAN over on the Pro nets, glad you
could make it here!

Mike

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

2592. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 09:18:21 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1994May23.091821.8639@ericsson.se>
Source record: 101071

>Is it _at all_ possible to connect, say, a Sega Genesis game pad to the
>800XL? (I know that the Genesis pad has three buttons + a START button,
>but I figured since they're both 8-way pads and use DIN-9 connectors, a
>hack would have been made by now if it were possible.)

plug it in! It works!! Don't ask me which of the fire buttons work, but it ain't hard to work it out. I use my Sega pads all the time with my 8-bit machines.

Zargwog...

2593. Atari 800 upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 12:54:08 UTC
From: kamaro_kid@delphi.com
Message-ID: <Ja4vGQA.kamaro_kid@delphi.com>
Source record: 101072

I'm looking for any documentation on upgrading a standard Atari 800.

Namely, I want to use a brand new 800 as a dedicated word processing machine on my MUX network - so I'll need to know how to install an XL/XE style OS chip.

I'm also interested in ANY ram upgrade information, but prefer information on upgrades beyond 320k.

Has anybody yet tried to connect an 800 to a MUX system? What have they done about that cart. door on this machine? Cut a hole in the top or remove it altogether?

2594. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 13:45:33 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994May23.094459.18239@wariat.UUCP>
Source record: 101073

(Lord Thanatos asks how to hook up his HP Thinkjet, if a BB
will allow him to hook up his SCSI imbedded drives and other
questions.)
Yes, BB from CSS (see vendor list) will allow 19.2k baud,
the P:R: is 4800 or so limit. CSS is supposed to be coming
with a R:P: that, if I'm not mistaken comes out of the SIO
port and does 19.2k baud. I didn't think this was possible.
You use a standard AT type 9 pin male to 25 pin male modem
cable to hook your modem to the P:R:. Yes a BB will allow
the imbedded SCSI drives. 1020 stuff: call San Jose or B&C
computervisions. Don't bother with Radio Shack. You should
be able to hook up your Thinkjet to the P:R: connection.

Finally, this is a post instead of e-mail because I've tried
lordthan@news.delphi.com and LORDTHANATOS@Delphi.com to send
msgs. about the magazines and no response. I also left a
msg. on your answering machine asking how much you would
want in order to ship those magazines to me in Ohio.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2595. Re: Atari 800 upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 13:48:24 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994May23.094652.18239@wariat.UUCP>
Source record: 101074

(K.K asks about cart. door switch on 800.)
I disable it with a jumper wire. It is quite straightforward. Just open
up the 800 and look at the board and interconnect switch. Remove the
switch and jumper where the switch works.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2596. 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 14:48:55 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405231431.AA13775@phinet.smithkline.com>
Source record: 101075

I think I agree with Jeff.
It's meaningless to say any kind of 800 will "run rings around" an 800XL.
Both machines are essentially the same. If anything, the XL has the edge
with the added graphics modes.
True, the 800 was built to withstand a nuclear blast, its keyboard was
nice, & it had internal sound & 2 extra joystick ports. But these are
frills, added memory or no its just senseless to say one performs better
than the other. They both run at 1.79MHz, that's the bottom line.

The main disadvantage for me of the 800 is the lack of a PBI on which
to hang all those nifty hardware goodies made by CSS & others. I
even prefer the lowly 600XL to the 800 because of this. An upgraded 600XL
can do things the 800 can't, like run hard drives & 1.44M floppies.

Unless I've missed something??? Everybody out there running hard drives
& 1.4M floppies from your 800, please raise your hand.

- Ben Poehland

2597. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 17:11:53 UTC
From: lordthan@news.delphi.com
Message-ID: <2rqo4p$sg2@news.delphi.com>
Source record: 101076

Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
>Finally, this is a post instead of e-mail because I've tried
>lordthan@news.delphi.com and LORDTHANATOS@Delphi.com to send
>msgs. about the magazines and no response. I also left a
>msg. on your answering machine asking how much you would
>want in order to ship those magazines to me in Ohio.

And you didn't leave me a phone number to call you back, and I *did* get the mail that you said (on my machine) had bounced. And I replied to it several days ago.

-Steve

PS: Thanks for the info.

2598. Re: 8bit microprocessor upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 19:21:01 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-230594121843@ethernet.sonoma.edu>
Source record: 101077

In article <Cq4A83.MJq@cerc.wvu.edu>, nathanc@math.wvu.wvnet.edu (A Nathan Centofanti) wrote:

> From article <2rc00f$ru0@sundog.tiac.net>, by Krishna@max.tiac.net (Glenn M. Saunders):
> > Bill Kendrick (kendrick@vax.sonoma.edu
> >
> > : Also, did Jeff Potter ORIGINALLY MAKE APAC mode, or had it appeared before
> > : his utilities??
> >
> > I think he invented it, yes.
>

I'm stupid! :) I remember documenting ALL of the history of APAC (pretty much hehe) in the dox for my APAC-2 / Colorizer program! (It loads Graphics 9, APAC, Pryzm, APAC-2 files, and lets you change the color-portion of them - good for loading digitized Graphics 9 pix and making them into color).

The original APAC mode was described by someone in ANALOG (forgot the name), Pryzm was made by another fellow, and Charles Blaq.... can't spell it! was the person who helped out Jeff Potter with APAC Interlaced.

I took Clay Halliwell's (I recognize the name NOW looking back! hehe!) APACView.BAS machine language code and rewrote the display list and set it up for TurboBASIC XL and this is the engine behind the graphics display for Colorizer. (APAC-2 mode, which is like a 1/2-height Pryzm/APAC-ILC mode.. the lines don't go COLOR/GREY/COLOR/GREY... they go COLOR/COLOR/COLOR...GREY/GREY/GREY (or vice versa))

Sorry for the confusion folks! BTW- I'll put up Colorizer on the Archives.

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2599. HEEEEEELP! SIO2PC w/ MyDOS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 19:27:50 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-230594122530@ethernet.sonoma.edu>
Source record: 101078

HELP! HELP! HELP!

HEEEEEEEEEEEEEELP!

Ok, I created a boot disk image (.ATR) for SpartaDOS on my SIO2PC
fileserver.
PROBLEM: IT RUNS LIKE HELL! It switches the SIO2PC to UltraSpeed mode
when it
accesses any SIO2PC disks.

"That's a problem!?" you ask!? YES! Well, ok.. no. The PROBLEM is..

I CAN'T GET MYDOS TO DO IT! WHAAAH! WHINE! WHIMPER! SNIVEL!

How do I set up a copy of MyDOS to run in UltraSpeed mode with my SIO2PC!
At the current speed, the SIO2PC runs at about 30 times SLOWER than my
RAMdisk, which is only about TWO TIMES FASTER than my 1050's! YUK! Now
that I have witnessed UltraSpeed with the SIO2PC I can't live without it!

Someone HELP ME!

ALSO! How do you create disks from .DCMs or with [J]-Duplicate Disk in
MyDOS with DiskCommunicator3.2 and MyDOS (respectively)!?!

THANKS! (LOUD AND IN A HURRY BECAUSE TODAY'S MY SECOND-TO-LAST-DAY AT
SCHOOL UNTIL FALL AND I'M GOING TO HAVE TO FIGURE OUT THE DAMNED UNIX
NEWSGROUP READER! UGH! I WANT A MACINTOSH! :))

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2600. Re: .au, .wav samples to Parrot .DIG format

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 19:30:28 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-230594123009@ethernet.sonoma.edu>
Source record: 101080

In article <Cq72oy.JuD@utnetw.utoledo.edu>,
timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) wrote:

> Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
> : I've made a pretty simple .WAV/.SND -> .DIG (parrot format) converter in
> : TurboBASIC XL (I know.. I know.. yuk), and it's pretty slow, but it works..
>
>
> That would be quite handy to have around... do you NEED TurboBASIC XL to
> use/run it? How "off-the-wall" is that version of basic? I'm assuming
> nowhere near as insane as Microsoft Basic I or II for the 8bit... (?)

I could probably quite easily change the PROC <xxx> and EXEC <xxx> and
ENDPROC's with REM's, GOSUB's and RETURN's and save it as an Atari BASIC
listing.
(especially since that was how it started out!)
The thing is though I'd have to use USR's (ugly) instead of MOVE's (pretty)
:)
Oh well.. such is life! :)

Bill 'TBXL-man' Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2601. Re: Hello from the Netherlands

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 19:34:13 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-230594123435@ethernet.sonoma.edu>
Source record: 101079

In article <bernard.02l9@beco.link.hacktic.nl>,
bernard@beco.link.hacktic.nl (Bernard Kok) wrote:

>
> Hello ALL,
>
> First of ALL sorry for the test message...
> But I hope you can read this...
>
> Welll hope to hear from you in the next days or weeks.....
>
> Greetinx from Bernard Kok (Sysop of BECO TEL)

BECO TEL! COOL! I remember seeing that board's name quite a lot on IANet
(or whatever that network is called).

Speaking of that, what BBS Express! XE networks ARE there!?!?

Thanx!

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2602. Re: ColorView fix for mode 9

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 19:39:57 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-230594123726@ethernet.sonoma.edu>
Source record: 101083

In article <2rpepk$b26@sundog.tiac.net>, Krishna@max.tiac.net (Glenn M. Saunders) wrote:
> By the way, if anyone wants me to send some uuencoded .RGB conversions of
> some of my stuff, just ask. I'm building myself a little collection over
> here.

1) Lucky bastard. I want JView! :)
2) Does JView work with Modules like was proposed way back in the early days?
3) Why not FTP your .RGBs?
4) I found the dox to CVSquash/CSView and some stuff on how he compressed the
pix.
5) 4 means I should have .RGB's loading well in my IBM viewer! :)
6) Speaking of my IBM viewer, I've added (grey mode for now, good for CompEyes)
Graphics 15 viewing
7) That makes RGB/GR9 Viewer handle:
ColorView 9
ColorView 15
Graphics 9
Graphics 15
8) On the way will be:
ColorView 8 (I could figure it out WITHOUT even seeing it! :))
Graphics 7
Graphics 8
perhaps ATASCII text in 40 and/or 80 columns
CVSquashed .RGB files
9) Will there be a new release od CVSqaush/CSView that hanlde CV8 mode?
Will it be in BASIC with ML again?
Will it allow decompression of files? (I've found that handy more than a few
times :))

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2603. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 19:45:29 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-230594124221@ethernet.sonoma.edu>
Source record: 101085

In article <1994May23.091821.8639@ericsson.se>, etlprcr@etlxd30.ericsson.se (Zargwog) wrote:

>
> >Is it _at all_ possible to connect, say, a Sega Genesis game pad to the
> >800XL? (I know that the Genesis pad has three buttons + a START button,
> >but I figured since they're both 8-way pads and use DIN-9 connectors, a
> >hack would have been made by now if it were possible.)
>
> plug it in! It works!! Don't ask me which of the fire buttons work, but it ain't
> hard to work it out. I use my Sega pads all the time with my 8-bit machines.

The "B" button works as the standard fire button.
The "C" or "A" button (I think it was "C"?) works by changing the high/low voltage on one of the Paddle registers.. you could make a simple BASIC program like this to test it all out:

```
10 PRINT "STK:";STICK(0);" ";
15 PRINT "TRG:";STRIG(0);" ";
20 PRINT "PD0:";PADDLE(0);" ";
25 PRINT "PD1:";PADDLE(1)
30 IF PEEK(53279)<>6 THEN GOTO 10
```

Type it in, plug your Sega controller into joystick port 1 (player 1), type RUN [Return], and try it out. Press [Start] to quit.

The listed info would be the joy(stick/pad) position (15=center, I won't list them all :)), the joystick trigger (1=off, 0=pressed), and then the paddle
0 and 1 values.. Press [A] and [C] (again, I BELIEVE it was [C]) and one of those should change.

Please post your results! :) (let's add it to the FAQ huhuhuh cool huhuh)

Thanx!

Bill Kendrick New Breed Software
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2604. Easy way to get Atari/Commodore Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 21:46:14 UTC
From: milesph@aol.com
Message-ID: <2rr876$6td@search01.news.aol.com>
Source record: 101081

I've noticed that it's getting very hard to find joysticks for the older computers. Most all of the new ones are analog joysticks for the MS-DOS machines. <bleah> However, I've found that the controllers for the Sega Genesis(tm) not only use the same plug, but in fact use the same pins. It seems that Sega grabbed the standard wholsale and used the few unused pins. This means that you can use a Genisis controller with your 800/800XL/etc., with the 'B' button used as the fire button. This has saved my life!! Now I can play Star Raiders!!

MilesPH@aol.com

2605. Re: Easy way to get Atari/Commodore Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 21:57:26 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-230594145410@ethernet.sonoma.edu>
Source record: 101089

In article <2rr876$6td@search01.news.aol.com>, milesph@aol.com (Miles PH)
wrote:

> I've noticed that it's getting very hard to find joysticks for the
> older computers. Most all of the new ones are analog joysticks for
> the MS-DOS machines. <bleah> However, I've found that the
> controllers for the Sega Genesis(tm) not only use the same plug, but
> in fact use the same pins. It seems that Sega grabbed the standard
> wholsale and used the few unused pins. This means that you can use a
> Genisis controller with your 800/800XL/etc., with the 'B' button used
> as the fire button. This has saved my life!! Now I can play Star
> Raiders!!

Hey! Why isn't there any software on the Atari 8bits out there that
supports the extra button available on the Sega controllers!? I've always
wanted to write something that did but never got around to it. (Also, I
would end up
having to support some other way of doing the 2nd button for folks that
didn't
have Sega controllers... like the SpaceBar, the TAB key, a second
controller's
fire button (a la Spy Hunter on my brother's Commodore 64).

This dual-action thing has also been done on some software with the Help
key (almost as unused as the Sega's second available button! :)).. some
people
used Shift-Control-? or Control-? or something else.

Also lately (hehe I'll shut up in a second!) I've noticed the Shift key
being
used (like in MODPlay and I THINK Fampy uses it as well, BUT FAMPY DOESN'T
WORK
ON MY MACHINE! (I get to the Main title, but after that.. <choke!>). Some
high register (54000+ decimal) contains one of three values:
Shift pressed
No key pressed
Key pressed
maybe there's a forth that corresponds to Shift+Key pressed..
If there were only a Control one! :)

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
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Novato CA 94945 /|\

2606. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-23 23:45:09 UTC
From: Krishna@max.tiac.net
Message-ID: <2rrf65$p6j@sundog.tiac.net>
Source record: 101082

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: the P:R: is 4800 or so limit. CSS is supposed to be coming
: with a R:P: that, if I'm not mistaken comes out of the SIO
: port and does 19.2k baud. I didn't think this was possible.

The R: verter device has been able to do this for a long time, but only good for null modems. Once you start using the industry-standard 16550 UART a CTS/RTS flow control high speed capable SIO interface becomes a lot more feasible.

MORE than 19.2k. More like 38K baud.

2607. Re: 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 01:14:19 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994May23.211257.6568@wariat.UUCP>
Source record: 101091

(K.K says he's putting a MUX OS in his 800.)
Which of the three os roms are you replacing? The 800 os board
has 3 os roms, a401, a402 and a403. The xl/xe have one os rom.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2608. Re: 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 01:46:04 UTC
From: kamaro_kid@delphi.com
Message-ID: <pkzOOmE.kamaro_kid@delphi.com>
Source record: 101086

I hope to be shortly running a harddrive, 1.44meg (720 really) 3.5inch on my Atari 800.

I'm installing a MUX OS ROM into the 800 as this is being typed.. Once its in and functioning, the 800 will have access to 350meg of hard drive space, high density floppies and a myriad of printers.

I currently have a 1meg 130xe, 256k 800xl, stock XL and soon the ram upgraded 800 -- all running on my MUX network.

-James King

2609. Re: ColorView fix for mode 9

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 01:47:50 UTC
From: kamaro_kid@delphi.com
Message-ID: <pkzue4G.kamaro_kid@delphi.com>
Source record: 101087

Bill Kendrick <kendrick@vax.sonoma.edu> writes:

>1) Lucky bastard. I want JView! :)

You too can have Jview? I believe I uploaded it to UMICH.. It's also on
GENIE, CompuServe, my BBS and a few other sites.

2610. Re: ColorView fix for mode 9

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 02:11:52 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-230594191225@ethernet.sonoma.edu>
Source record: 101088

In article <pkzue4G.kamaro_kid@delphi.com>, kamaro_kid@delphi.com wrote:

> Bill Kendrick <kendrick@vax.sonoma.edu> writes:
>
> >1) Lucky bastard. I want JView! :)
>
>
> You too can have Jview? I believe I uploaded it to UMICH.. It's also on
> GENIE, CompuServe, my BBS and a few other sites.
>

WHERE!? I just frantically looked for it!
LEAVE ME E-MAIL!
Thanx!

Also, to all - I'm still hurridly wondering about UltraSpeed with SIO2PC
and
MyDOS!! :)
Thanx!
Email appreciated!

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
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2611. Re: Hello from the Netherlands

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 02:49:34 UTC
From: bernard@beco.link.hacktic.nl
Message-ID: <bernard.02qq@beco.link.hacktic.nl>
Source record: 101023

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
> In article <bernard.02l9@beco.link.hacktic.nl>,
> bernard@beco.link.hacktic.nl (Bernard Kok) wrote:

> BECO TEL! COOL! I remember seeing that board's name quite a lot on IANet
> (or whatever that network is called).

Yep, that is the same BECO TEL of the IAN-net......
Well are you stil in the IAN-net...

> Speaking of that, what BBS Express! XE networks ARE there!?!?

Well we have ofcouse the IAN-net (Internationaal Atari Network) what is
netting to the USA, CANADA, GERMANY, GREAT BRITTAIN and ofcource The
Netherlands...
And we have a smaller NET with ABBUC (Germany), other BBS in the
Netherlands and BECO TEL (my BBS, also in the netherlands)
And we have a very little NET what is only netting between my BBS and that
other BBS in the netherlands....

Well and then ofcouse some LOCAL mail area's.....

Well sorry for my BAD english, I hope you can read it....

> Bill Kendrick New Breed Software
> kendrick@vax.sonoma.edu Public Domain
> 59 Palm Lane for Atari XL & IBM
> Novato CA 94945 /|\

Well how BIG is your PD list ofr the ATARI 8-bit ?

P.S. Can you test my E-mail adres ?

Bernard Kok BECO TEL bbs (XL/XE support)
bernard@link.hacktic.nl Online every day from 18-06 CET
Amsterdam, The Netherlands Baud : 300 to 14k4
Phone : +31-(0)20-6326859

2612. ATR8000 Upgrade Board

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 04:07:45 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405240341.AA09904@phinet.smithkline.com>
Source record: 101095

While rooting thru the enormous pile of Atari treasures that lunatic Alchemist has squirreled away, I ran across yet another rare treasure that should be released back to the real Atari world where it might serve as something more than a repository for dust particulates.

What I got here is a very rare upgrade motherboard for the ATR8000: specifically, this is an ATR8500, the last of the breed.

Vintage 1984 or 1985, this thing is just the motherboard which was sold as a kit. 64K on-board, with the usual Z-80 based architecture. This thing runs CP/M software & 360K DS/DD industry-standard Shugart floppies. As received it was missing a few chips, I had to flesh it out with a Z80 DMA, a WD1770 FDC, & the 1488/89 RS-232 driver chips. It has a standard RS232 serial port & a centronics parallel port on board.

All chips are socketed. There's a separate little board used to connect the ATR8500 to the Atari SIO port; it has 2 sockets to fit in the usual daisy-chain on the Atari SIO (not dead-ended). CP/M 2.1 DOS & utility disks included.

Documentation on the board is the most thorough I've ever seen on ANY Atari product. 120 pages, including complete board diagrams & electronic schematics, user instructions, programming info & even a source listing of ROM code. Would that ALL computer products were so well documented!!

Price is $70 to USA/Canadian buyers only. Includes shipping.

Cash or check to;

Ben Poehland
179 Sproul Road/Rt. 352
Frazer PA 19355
poehland%phvax.dnet@sb.com

2613. Re: 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 04:12:26 UTC
From: kamaro_kid@delphi.com
Message-ID: <pM0OeOC.kamaro_kid@delphi.com>
Source record: 101092

Actually, all three are removed - but two are reinstalled in a modified manner - per Bob Puff.

2614. Looking for. . .

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 04:13:42 UTC
From: kamaro_kid@delphi.com
Message-ID: <hO0suwO.kamaro_kid@delphi.com>
Source record: 101093

I'm looking to find another R-time8 and XEP80. Anybody having such for sale or trade - please reply via mail at jeking@email.state.ut.us or simply reply to this message.

2615. Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 04:14:35 UTC
From: kamaro_kid@delphi.com
Message-ID: <hs8M2uD.kamaro_kid@delphi.com>
Source record: 101094

Sheesh! After playing Star Raiders 2 for about 3 hours -- and wearing out a decent joystick, I finally succeded in eliminating the Zylon's.

Has anybody else mastered this most excellent 8bit exclusive game?

2616. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 04:34:00 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <pu2NW2A.ftooned@delphi.com>
Source record: 101084

Mr. Fixit <timuszyn@jupiter.cse.utoledo.edu> writes:

>uhm... well, maybe all that stuff isn't quite "released to public knowledge"
>yet, but I can say a few handy items WERE to be released a month or two ago.

Yea, I'm still around...
There are so many rumours that have been started that I've simply
found it better to work quietly. I would like to know where it has ever
been posted that any "handy items" were ever promised to be released a
month or two ago??
I'm so busy now with the MARS8 Project, the new catalog, the
new BBS, the aquisition of Newell Industries, and keeping up with all
these messages that I don't even keep track of what day it is anymore!!
I will say that a 3.2g version of SpartaDOS is on the horizon,
and many more suprises. Hang in there folks, it's gonna be one HOT summer.
Mike (FTe)

2617. It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 04:38:12 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405240420.AA14130@phinet.smithkline.com>
Source record: 101096

Hello "Lord Thanatos",

Sorry, you won't get 9600 baud with a P:R: Connection. 4800 max. The P:R:C connects to the joystick port, which has a bandwidth limit of around 5KHz. Even 4800 might be pushing it. I used a Supra 2400 with a P:R:C for many years at 2400 baud, no problem.

The BB WILL let you run 19.2KBd. (You REALLY planning on using a modem that fast???) Whatever, the BB will let you do it.

Yup, if you got 2 20meg embedded SCSI hard drives you can stick both of them on the SCSI port of the BB. (I just sent out a lengthy post on using the BB w/SCSI drives a few days ago, you might want to recall it.) Someone correct me if I'm wrong, but I think you can stick upwards of 8 devices on the SCSI bus, as most SCSI devices can be configured for LUN 0 thru 7 or whatever. You'll find that stuff in the docs for the BB.

I still got another 20-meg SCSI HD mech to sell if you're interested, $45 plus shpg.

- Ben Poehland
poehland%phvax.dnet@sb.com

2618. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 07:02:58 UTC
From: mentat@satelnet.org
Message-ID: <2rs8r2$m6j@sefl.satelnet.org>
Source record: 101097

In article <hs8M2uD.kamaro_kid@delphi.com>, <kamaro_kid@delphi.com> wrote:
>Sheesh! After playing Star Raiders 2 for about 3 hours -- and wearing out
>a decent joystick, I finally succeded in eliminating the Zylon's.
>
>Has anybody else mastered this most excellent 8bit exclusive game?

Yup. And it's not going to be exclusive for long - I'm currently working on porting a whole mess of 8bit games onto the Amiga (probably a dirty word here, so I apologise)... M.U.L.E. is in the works now, and next up it's a toss up between Jumpman, Jumpman Jr, StarRaiders 2, or Whistler's Brother... In order to make my life easier, if anyone has the original M.U.L.E. manual, can I have it? I've been told that all the algorithms for the computer "intelligence" are in there, which would be nice to have...

2619. Nadral

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 07:08:46 UTC
From: mentat@satelnet.org
Message-ID: <2rs95u$mej@sefl.satelnet.org>
Source record: 101098

Anyone else remember this bizarre game? I managed to chew mine up, and I was wondering if anyone has a copy they'd be willing to part with? I'm suffering from withdrawl!

(And while I'm at it, anyone have ANY idea what it was about? My German isn't all that good, and it seems to have a plot involving a helicopter on some kind of psychadelic nightmare about toilets, showers, telephones and bouncing balls, accompanied by a creepy "thong, thong..." kind of noise. A funny people, the Germans. :))

2620. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 08:26:46 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.769768006@dtek.chalmers.se>
Source record: 101100

poehland%phvax.dnet@sb.com writes:

>Hello "Lord Thanatos",

>Sorry, you won't get 9600 baud with a P:R: Connection. 4800 max. The
>P:R:C connects to the joystick port, which has a bandwidth limit of around
>5KHz. Even 4800 might be pushing it. I used a Supra 2400 with a P:R:C for
>many years at 2400 baud, no problem.

Ahh?
P:R:C connects through the joyport?
You must have confused P:R:C with something else, P:R:C: connects to the sio!
(claims 850 compat.)
The only thing lacking is that it's the last device in the sio chain,
which makes it unsuitable for use with SIO2PC.

Related 850 question:

I know the 850 can do 9600.
But when I connected a 9600 modem all it allows me is 1200!
(not 300, not 2400)
When I try to change baudrate from bobterm nothing happens!
(from the PC, though, it swithes baudrate like a mother)
I also have a 2400 modem that works great, swithes baudrate perfectly
up to 2400....

What make a 9600 modem unsuitable for use with 850 module? (RTS/CTS???)

> poehland%phvax.dnet@sb.com

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

2621. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 11:04:14 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May24.110414.18797@cs.nott.ac.uk>
Source record: 101101

In article <hs8M2uD.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>Sheesh! After playing Star Raiders 2 for about 3 hours -- and wearing out
>a decent joystick, I finally succeded in eliminating the Zylon's.
>
>Has anybody else mastered this most excellent 8bit exclusive game?
Played it, mastered it, too easy, too boring. The game starts out looking
real good with all those fancy graphics, etc., but after a while it just
gets too easy. Plus there doesn't seem to be very much variety. It just
basicaly involves blasting things and absorbing incoming fire, you can't dodge
enemy fire like in the original, plus the docking and hyper are all automatic.
Probaly the best part of the game is going on those bombing runs but even those
get to be too monotonous after a while. The most exciting sequence
is the re-charging by coming into close proximity with a Sun, and the
meltdown when you stay there for too long. The game's a "could have been but
isn't quite" IMHO. No where near as entertaining as the original (but then
again what is?)

--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2622. Re: ATR8000 Upgrade Board

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 11:12:33 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xG1s+qJ.ftooned@delphi.com>
Source record: 101005

Hi Ben,

If you ever want to see an "early release" of the MARS8 you
better save that puppy for me. <grin>
I've got an ATR8000 w/64K, a CoPower Board, and one of the Hard Drive
interfaces. The 8500 wouldn't be lonely here at FTe...

Mike

2623. Re: test2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 11:26:50 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2rso9q$9tj@dux.dundee.ac.uk>
Source record: 101099

Bernard Kok (bernard@beco.link.hacktic.nl) wrote:

: Hallo dit is test 2

and he saw that people were posting tests in c.s.a.8 and said
"Go forth and put your tests in a test newsgroup"

Fascinating Facts: The ST in Atari ST stands for Sixteen-thirty-two.
Curiously enough, this is also the year in which it was
designed...

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
GMFENWICK@its.dundee.ac.uk

2624. Re: SpartaDos 3.2f

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 11:37:36 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xowOmYI.ftooned@delphi.com>
Source record: 101006

Jeffrey J. McWilliams <jjmcwill@next5> writes:

>**MY** idea for OS changeability was to put a non-volatile 32K SRAM
>in the computer and have the persons original ROMS read and stored on

Whaddya mean YOUR idea? sheesh, last time I tell you anything. <grin>

Seriously though, the MARS8 has just undergone yet another
MAJOR revision (No. Jeff), and it's initial release date will be pushed
back a few more weeks. This one is gonna be worth the wait
though, and everyone will benefit more from it in the long run.

As so far as working with the U.S. Plus, I have to say unquestionably...
YES. (The MARS8 would get serious FLAMES if it didn't!)

I can't say too much more at this point, except that you might want to
jump on the introductory pricing. (It looks like it will go up)
Call FTe for more details.
Mike

2625. Re: Hello from the Netherlands

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 12:08:48 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CqB32p.HIH@cs.vu.nl>
Source record: 101102

bernard@beco.link.hacktic.nl (Bernard Kok) writes:

>Hello ALL,

>First of ALL sorry for the test message...
>But I hope you can read this...

>Welll hope to hear from you in the next days or weeks.....

>Greetinx from Bernard Kok (Sysop of BECO TEL)

Ha die Bernard, ben je daar weer?

Ivo.

2626. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 13:25:26 UTC
From: kamaro_kid@delphi.com
Message-ID: <xu0t+YO.kamaro_kid@delphi.com>
Source record: 101012

I guess I cant disagree that the game gets monotonous, but it still has some fairly decent playability...

But THREE hours to master it! Sheesh! My hands were sore!

2627. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 13:26:52 UTC
From: kamaro_kid@delphi.com
Message-ID: <5O1MWmE.kamaro_kid@delphi.com>
Source record: 101013

Mike, try not to take all these rumors personally -- it's the nature of the 8bit market, I'm afraid.

Vaporware abounds once a few people learn what's on the "horizon", then suddenly a new product emerges from that little bit of knowledge - and whamo, the original creator is up against the wall.

2628. Re: ATR8000 Upgrade Board

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 13:28:56 UTC
From: kamaro_kid@delphi.com
Message-ID: <xs9s+EA.kamaro_kid@delphi.com>
Source record: 101011

Ben: Is there any real difference between this ATR8500 and a standard
ATR8000? I already have an ATR8000, but would be interested in that
8500 if theres a noticable difference.

2629. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 13:30:22 UTC
From: kamaro_kid@delphi.com
Message-ID: <5s9tOsO.kamaro_kid@delphi.com>
Source record: 101090

Actually, I can get a CLEAN 9600 using my PR:C - and have ALWAYS been
able to get a decent 9600. 19.2k it will not do, but it will do
9600.

I have a Hayes Ultra v.32 9600 and a Hayes Accura 9600 - and the PR:C works
find at 9600 on both modems.

2630. Cor ... what an idea, but a lot of work!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 14:33:16 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405241532.AA17245@dylan.newi.ac.uk>
Source record: 101104

I have to admit that I've never ever ordered any Atari equipment (or any other for that matter) from beyond the boundaries of the UK. Silly me ...

One of the problems I find is that I'm always pretty damned short of cash. I've got a bit of cash to spend at the moment, but it'll probably go on getting some more stuff for my PC ... which is still in several pieces 'cos I still need a case, IDE hard drive and monitor.

Anyway, what puts me off writing to overseas companies are the following facts:

a) You need to spend a couple of quid on International Reply Coupons before the companies will respond and send you their catalogues. Fair enough, but ...

b) When you do send off the coupons, there's no guarantee that you'll get a reply!

c) Ordering American hardware is especially awkward. At first, it might seem that UK users have a fair deal with regards to the exchange rates. However, after import duty has been added you still need to convert anything that runs off the mains. Maplins Electronics produce an inverter that'll let you plug in US electrical equipment into our 240V mains, but that adds another 40 pounds or so to the overall cost. Internal upgrades aren't so badly affected though, but the various taxes still wipe out any savings.

It seems to me that what we need is some intrepid (not to mention foolhardy) person to type in catalogues and mail them to the newsgroup. Not an easy job but it can be done and it may give people like me a bit more cash to spend on new Atari stuff.

Any takers ...?

David Davies
The Atari Classic Programmer's Club
MBITDC9306@newi.ac.uk

2631. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 14:48:44 UTC
From: lordthan@news.delphi.com
Message-ID: <2rt44c$cve@news.delphi.com>
Source record: 101020

poehland%phvax.dnet@sb.com writes:
>Sorry, you won't get 9600 baud with a P:R: Connection. 4800 max. The
>P:R:C connects to the joystick port, which has a bandwidth limit of around
>5KHz. Even 4800 might be pushing it. I used a Supra 2400 with a P:R:C for
>many years at 2400 baud, no problem.

Uhm, my PR Connection connects to the standard Atari I/O port, not the
joystick port.

>The BB WILL let you run 19.2KBd. (You REALLY planning on using a modem that
>fast???) Whatever, the BB will let you do it.

I intend on running a BBS when I get everything set up. File transfer is
probably the primary thing Atari 8-bit owners look for in a BBS (I used
to run one a long time ago), so I figured I'd make it as easy as
possible. :)

>Yup, if you got 2 20meg embedded SCSI hard drives you can stick both of them
>on the SCSI port of the BB. (I just sent out a lengthy post on using the
>BB w/SCSI drives a few days ago, you might want to recall it.) Someone
>correct me if I'm wrong, but I think you can stick upwards of 8 devices on
>the SCSI bus, as most SCSI devices can be configured for LUN 0 thru 7 or
>whatever. You'll find that stuff in the docs for the BB.

SCSI supports eight devices, numbered 0-7. However, the computer is
ALWAYS SCSI 7, according to the chain dynamics, so you can actually
connect seven physical devices.

>I still got another 20-meg SCSI HD mech to sell if you're interested, $45
>plus shpg.

Two 20-MB drives are fine, and if I wanted a third, I can buy them for
about $20. You might want to rethink that asking price.

-Steve

2632. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 14:51:07 UTC
From: lordthan@news.delphi.com
Message-ID: <2rt48r$d2g@news.delphi.com>
Source record: 101021

d1dol@dtek.chalmers.se (Fredrik Lundholm) writes:
>The only thing lacking is that it's the last device in the sio chain,
>which makes it unsuitable for use with SIO2PC.

Why is it the last device in the SIO chain? There's a standard Atari SIO port on the back of the PR-C as well as a permanent cable for attaching it to the network. My PR-C is first in line; Atari 800XL -> PR-C -> three 1050's -> other stuff.

-Steve

2633. Re: SpartaDos 3.2f

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 15:07:15 UTC
From: jjmcwill@next6
Message-ID: <2rt573$dd0@mtu.edu>
Source record: 101007

F Tooned (ftooned@delphi.com) wrote:
: Jeffrey J. McWilliams <jjmcwill@next5> writes:
:
: >**MY** idea for OS changeability was to put a non-volatile 32K SRAM
: >in the computer and have the persons original ROMS read and stored on
:
: Whaddya mean YOUR idea? sheesh, last time I tell you anything. <grin>

Welcome back to the net, Mike! Hah! Ben can attest to my blathering about it years ago.. and it seems so did another guy at the time, as well as yourself. Great minds think alike?

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2634. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 16:18:17 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-240594091512@ethernet.sonoma.edu>
Source record: 101103

In article <2rs8r2$m6j@sefl.satelnet.org>, mentat@satelnet.org (Mat Hall) wrote:

> In article <hs8M2uD.kamaro_kid@delphi.com>, <kamaro_kid@delphi.com> wrote:
> >Sheesh! After playing Star Raiders 2 for about 3 hours -- and wearing out
> >a decent joystick, I finally succeded in eliminating the Zylon's.
> >
> >Has anybody else mastered this most excellent 8bit exclusive game?
>
> Yup. And it's not going to be exclusive for long - I'm currently working
> on porting a whole mess of 8bit games onto the Amiga (probably a dirty
> word here, so I apologise)... M.U.L.E. is in the works now, and next up
> it's a toss up between Jumpman, Jumpman Jr, StarRaiders 2, or Whistler's
> Brother... In order to make my life easier, if anyone has the original
> M.U.L.E. manual, can I have it? I've been told that all the algorithms
> for the computer "intelligence" are in there, which would be nice to
> have...

Ohh! Star Raiders 2! GARBAGE! Well, it looked cool.. nifty stuff at the bottom of the screen and all that junk.. but the game play was NOTHING compared to the original.. the REALISTIC (well, I guess MORE realistic.. well.. ok, cooler) starfield - the easier control (in SR2 I feel like I'm flying my ship through thick water or something..), and the enemies were MUCH more fun to get into dogfights with than in SR2. BUT.. SR2 does have it's advantages.. nifty 'over the planet' attacks, flying into the sun, etc.. but.. eh... I just don't like it overall as much as SR1.

Besides, all the 'super-keen' space simulation games out nowadays for the 'big' machines (HAH) are MUCH more like SR1 than SR2..

Anyways.. I think you should port SR1 over to the Amiga at LEAST >BEFORE< you go to SR2! :)

What did everyone think of Star Raiders for the ST? It looked pretty much like a more graphically detailed SR1 with a few extra doo-dads.

I'll stop yelling (sorry, just took a hard CIS final ... ugh!)

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2635. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 16:27:10 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-240594092344@ethernet.sonoma.edu>
Source record: 101008

In article <d1dol.769768006@dtek.chalmers.se>, d1dol@dtek.chalmers.se (Fredrik Lundholm) wrote:

> poehland%phvax.dnet@sb.com writes:
>
> The only thing lacking is that it's the last device in the sio chain,
> which makes it unsuitable for use with SIO2PC.
>

Speaking of SIO2PC's being stuck at the dead end of the SIO chain.. what simple hack-files are there out there to make, well, a baby Quintopus.. inotherwords, a Y-SIO-cable.. that way I'd be able to connect my lowly SX212 up to my Atari and run my BBS off of my PC..

And I STILL wanna know how to do UltraSpeed in MyDOS!!!!!!!!!!!!!!!!!!!! :)

At least now (since Rick Cortese mentioned the word 'POKEY' to me when I mentioned 'modem, printer, SIO2PC don't work!' to him) my upgraded 256k 1200xl can talk to the modem (which my friend still has! ugh!) :)

I guess for now I could set up my BBS to run off of (ugh) floppy (like I used to do with my stock 1200xl when IT was working correctly)... but then also plus RAMdisk, so I guess that makes up for it a little.

Finals suck huhuhuh...
yeah.. they SUCK! they SUCK! hehe hehehe SUCK! heheh
settle down Billis! don't soil your drawers huhuhu

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2636. Jview

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 16:39:12 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-240594093748@ethernet.sonoma.edu>
Source record: 101030

Ok.. I've been assured that JView (Jeff Potters new graphics program) is at the archives! But for the life of me, I can't find it!

I checked:
the root (which is nice and clean! good job to uhh.. damn, I forget who!)
Graphics
Applications
Utilities
New

Unless its filename doesn't start with a 'J', it's not in any of those locations! (any other place wouldn't make any sense!)

Thanx.. Bill on his last day! <gulp!>

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\ Finals suck huhuh

2637. GED??

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 16:40:13 UTC
From: kendrick@vax.sonoma.edu
Message-ID: <kendrick-240594094048@ethernet.sonoma.edu>
Source record: 101029

I got a copy of GED, but for some reason, when I run it on my 1200xl (800/800xl switchable OS + 256k total RAM) it just dies! I'm running it in MyDOS. Is this a problem?

Thanx

Bill Kendrick New Breed Software
kendrick@vax.sonoma.edu Public Domain
59 Palm Lane for Atari XL & IBM
Novato CA 94945 /|\

2638. Re: Easy way to get Atari/Commodore Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 21:29:52 UTC
From: sydtech@winternet.com
Message-ID: <2rtrkg$ai9@blackice.winternet.com>
Source record: 100859

Miles PH (milesph@aol.com) wrote:
: I've noticed that it's getting very hard to find joysticks for the
: older computers. Most all of the new ones are analog joysticks for
: the MS-DOS machines. <bleah> However, I've found that the
: controllers for the Sega Genesis(tm) not only use the same plug, but
: in fact use the same pins. It seems that Sega grabbed the standard
: wholsale and used the few unused pins. This means that you can use a
: Genisis controller with your 800/800XL/etc., with the 'B' button used
: as the fire button. This has saved my life!! Now I can play Star
: Raiders!!

I've gotta ask....has anyone tried this with the Atari 7800 game
console? I wonder if both buttons work?

- Sydtech

2639. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 21:46:34 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2rtsjq$8mh@usenet.INS.CWRU.Edu>
Source record: 101009

In a previous article, kamaro_kid@delphi.com (-Host: bos1f.delphi.com
) says:

>Sheesh! After playing Star Raiders 2 for about 3 hours -- and wearing out
>a decent joystick, I finally succeded in eliminating the Zylon's.
>
>Has anybody else mastered this most excellent 8bit exclusive game?

Sure, it looks nice but it's not very hard. 325,700 is my best.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists,
Cleveland Free-Net Atari SIGOp: aa700, <mailto::mcurrent@carleton.edu>

2640. Almost Free Disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-24 23:55:41 UTC
From: lordthan@news.delphi.com
Message-ID: <2ru45t$27j@news.delphi.com>
Source record: 101014

I have roughly 150-175 5.25" floppies, complete with sleeves, for whoever wants to (a) pay me for them and (b) pick them up. (NO, I WON'T SHIP THEM.) The disks are in Piscataway, NJ (central New Jersey area, near Rutgers in New Brunswick).

What's the deal? Well, it's like this. These disks are rather old, some dating back as far as 1985 or so. They held my entire software library from that time up until a few weeks ago, when I recopied everything onto brand new floppies. So now I'm stuck with a big pile of disks that I don't really want.

The disks format fine and they hold data without a hitch. The sleeves are a little war weary, of course, but still in one piece. If anyone wants to offer me something for these disks -- a couple of dollars, a peripheral you want to swap, whatever -- leave me mail and let me know. If I don't get a "decent" offer within the next couple of weeks, a friend of mine is going to take the disks and make a wall covering out of them for his apartment. No, I'm not kidding. And yes, I know I have strange friends. :)

-Steve

2641. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 00:02:55 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CqC04x.Arn@utnetw.utoledo.edu>
Source record: 101036

Mike W. Todd (bz284@cleveland.Freenet.Edu) wrote:

: In a previous article, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) says:

: > ...uhh... not quite, read the original msg: 800 has a Newell FASTCHIP...

: I've used the FastChip and never found that much real difference on screen...
: In fact, I can run rings around a FastChip just by doing a pre-calc and
: saving the lookup table along with my programs. At best there was only minimal
: difference between my stock 800XL with FastChip running SBM (Small Business
: Management also from Newell) and my stock 800XL with out FastChip running the
: same program.

Unfortunately, that's true for MANY applications... I've acquired a couple
here and there that should take advantage of it though. Minimal on some, 1.2
to 1.7 times faster on others...

-Tim

PS: know of any AXLON-compatible word processors?

2642. Re: 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 00:14:50 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CqC0oq.Bvw@utnetw.utoledo.edu>
Source record: 101037

poehland%phvax.dnet@sb.com wrote:
: I think I agree with Jeff.
: It's meaningless to say any kind of 800 will "run rings around" an 800XL.
: Both machines are essentially the same. If anything, the XL has the edge
: with the added graphics modes.
?????

Added? Hmm... either 800 can produce the same gr. output (res and colors) of the 800xl... sure it's not a simple basic call, but no big difference.

So, you're saying the 800 with a Newell Fastchip is going to have virtually identical results in a floating point/integer match with a stock 800xl (or my Rambo 800xl for that matter)??? This is news to me...

: True, the 800 was built to withstand a nuclear blast, its keyboard was
: nice, & it had internal sound & 2 extra joystick ports. But these are
: frills, added memory or no its just senseless to say one performs better
: than the other. They both run at 1.79MHz, that's the bottom line.
??????

Not true at all... consider the old IBM 386 with or without a math coprocessor. Same operating speed, check. Bus speed, check. But are they even close performance wise? Ha! Ok, so the effect is much less pronounced with the floting point addition to the 800... just wanted to invalidate that thought before it goes any further.

: The main disadvantage for me of the 800 is the lack of a PBI on which
: to hang all those nifty hardware goodies made by CSS & others. I
: even prefer the lowly 600XL to the 800 because of this. An upgraded 600XL
: can do things the 800 can't, like run hard drives & 1.44M floppies.

Darn it... too bad the old serial hard drives never made it big. I've heard of a few old projects by a local BBS operator of ages past, but never saw much come out of it. A PBI of sorts would've been a big boost too. Oh-well, can't win 'em all!

... guess I'll meander back home and stuff my PCI bus project for the 800 back in the closet... :)

-Tim

2643. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 00:17:31 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CqC0t8.C5F@utnetw.utoledo.edu>
Source record: 101038

kamaro_kid@delphi.com wrote:
: Sheesh! After playing Star Raiders 2 for about 3 hours -- and wearing out
: a decent joystick, I finally succeded in eliminating the Zylon's.
:
: Has anybody else mastered this most excellent 8bit exclusive game?

Yep, both "Star Raiders II" and "The Last Starfighter" (managed to
acquire both versions years back). Every few months I'll break it
(one of them) out, set it on the highest difficulty and do a run through.
Darn thing's addictive, isn't it?

- Tim

2644. Re: ColorView fix for mode 9

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 01:44:31 UTC
From: Krishna@max.tiac.net
Message-ID: <2ruahv$h5i@sundog.tiac.net>
Source record: 101027

Bill Kendrick (kendrick@vax.sonoma.edu) wrote:
: 1) Lucky bastard. I want JView! :)

I'll upload it when I get a chance.

: 2) Does JView work with Modules like was proposed way back in the early
: days?
No, he got around this by using the extra memory under the OS.

: 3) Why not FTP your .RGBs?

Because the majority of them are of a prurient nature, which is a nono
due to mega-traffic on FTP sites. Even 80x192 can be pretty graphic on
the closeups. ;^)
: 9) Will there be a new release od CVSqaush/CSView that hanlde CV8 mode?

It was released not long after the original, but not with the original
.ARC so I guess not everyone has it. I'll have to upload the cv8-ready
CSVIEW with JviewXL. CVSquash is no longer needed unless you work with
Sparta (which won't work with Jview due to memory conflicts) which would
mean using Apac and CVS. But Apac can't do CV8 or mono8 or dithering so
anyone who is serious about conversions, will set aside a MYDOS partition.

Jview is very easy to understand, ifyou know Apac, you'll know this. So
I won't track down any dox (if there are any) and just upload a
Jview/CSVIEW .ARc. I know shareware programmers like their .ARCs intact
so I'll doublecheck first but I'm not sure whether anything else exists
since he embeds it (like Apac) with the shareware notice.

: Will it be in BASIC with ML again?
: Will it allow decompression of files? (I've found that handy more than a
: few
: times :))

Decompressing? I don't see that as being too important. If I want to
convert a gif into mono 15, I'll select mono 15 with Jview (which has a
mono setting for all modes) since I am keeping the original .GIFs.
Another reason I'm keeping the .GIFs is if CGS takes off finally that
will only be standard modes so those pix which resolve well at 8-bit
resolutions (mostly the animated pix) I'd like to use Gr.15 MIC screens
for my BBS.

2645. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 01:51:16 UTC
From: Krishna@max.tiac.net
Message-ID: <2ruauk$h5i@sundog.tiac.net>
Source record: 101019

poehland%phvax.dnet@sb.com wrote:
: Hello "Lord Thanatos",

: Sorry, you won't get 9600 baud with a P:R: Connection. 4800 max. The
: P:R:C connects to the joystick port, which has a bandwidth limit of around
: 5KHz. Even 4800 might be pushing it. I used a Supra 2400 with a P:R:C for
: many years at 2400 baud, no problem.

You may have been up too late when you posted that and confused joystick
port with SIO port or perhaps PRC with XEP-80?

: The BB WILL let you run 19.2KBd. (You REALLY planning on using a modem that
: fast???) Whatever, the BB will let you do it.

The price is right for the modems, plus it isn't as fast as you think.

A full vt100 screen refresh takes about a second. Transfers through Y
modem go very fast, but the disk I/O slows down the throughput, even HD
disk I/O. I think I transferred 200K in about 2.5 minutes. It's great,
but it isn't GODLY performance. If the compression were allowed to do
what it can really do (i.e. a 57K RS232 port) then indeed it would be a
lot better than that. But the hardware flow control and Bobterm's
protocols are keeping it at the 8-bit's limit. I think the R:P, if it
allows for a higher setting like 24K or 38K will lead to faster file
transfer throughput. But probably not much faster text.

It is MORE than satisfactory, I have no complaints. The scrolling is fast
enough to play muds without waiting for garbage to scroll and I can do
fullscreen editing on a screen comparable if not faster than Atariwriter80
on an XEP80!

2646. Re: Jview

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 02:42:53 UTC
From: kamaro_kid@delphi.com
Message-ID: <Be6u+uV.kamaro_kid@delphi.com>
Source record: 101028

I've emailed you a uuencoded and attached copy of Jview1.arc.. I'll look at UMICH again to see where my files at - and if I cant find it, I'll reupload it to the NEW directory.

2647. SuperDos etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 03:12:12 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199405250311.AA0413249653@relay2.geis.com>
Source record: 101018

Has SuperDos 5.1 solved the Indus problem? Version 5.0 refuses to boot on an Indus drive -apparently the developer couldn't find a single one in all of Australia to test the program on. That's why my copy gathered dust on a shelf. Then I got my XF551; SuperDos 5.0 is great, provided you're not looking for sub-directory support.

Dave Paterson

D.Paterson2@genie.geis.com

2648. Re: ATR8000 Upgrade Board

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 04:55:10 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <2rulne$ftj@usenet.INS.CWRU.Edu>
Source record: 101017

In a previous article, kamaro_kid@delphi.com (ws.delphi.com!usenet
) says:

>Ben: Is there any real difference between this ATR8500 and a standard
>ATR8000? I already have an ATR8000, but would be interested in that
>8500 if theres a noticeable difference.

The only real difference I recall from the one I had was that it had
the UART (no more bit banging to get 9600). What I was never able to
try out was whether or not it could handle speeds above 9600. True it was
a lot smaller than the 8000, but thats about it...I never did get the updated
software that was also supposed to be released with it...A patched PC-Dos to
replace the MSDos 2.2 for Co-Power users.

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

2649. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 05:10:43 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <2rumkj$gdd@usenet.INS.CWRU.Edu>
Source record: 101022

In a previous article, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) says:

> Unfortunately, that's true for MANY applications... I've acquired a couple
>here and there that should take advantage of it though. Minimal on some, 1.2
>to 1.7 times faster on others...

Sadly, most of the software I use on a day to day basis doesn't really make
direct calls to the FP package... So, for me the FastChip really didn't do
much...SBM was closer to 1.15 give or take a bit...I was running a patch
using the jiffy clock at the time to see just what the improvement was.

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

2650. Classic Videogames Forsale, Request a list!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 05:52:02 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2rup22$h5p@usenet.INS.CWRU.Edu>
Source record: 101024
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,rec.games.video.classic,alt.games.video.classic,rec.games.video.classic,alt.games.video.classic,misc.forsale,rec.games.video.marketplace

There has been a major update to my list of Classic Videogame and
Computer systems extras forsale list! Im getting rid of my entire
personal C-64 collection as well as a # of my own personal console
systems!!

New AUTOMATIC QUANTITY DISCOUNTS are now availible!! E-Mail back for
the list and more infomation on this!

Prices on alot of stuff has been chopped heavily, and if it dosent sell its
going to the Goodwill so make an offer! :)

I have been buying alot of stuff from people over the net the past few
months and have traded away a GREAT deal of the stuff I used to have,
but now I have new stuff I dont need! :)

Systems CURRENTLY on LIST as of 05/25/94 are:

(Atari 2600) (Atari 5200) (Atari 7800) (Odyssey2) (Intellivision)
(Atari 400, 800, XL/XE series and asssociated hardware and software)
(Vic 20) (C-64) (C+4) (Bally Astrocade) (Ti99/4a) (IBM PC/AT)
(Sinclair) (Kaypro 1) (TRS-80) (ActionMax) (Joysticks)
(Colecovision) (Telstar Arcade) (Super NES) (NES) (Sega Master)
(Tandy Color Computer) (Star Wars Collectibles) (Terminals)
(Arcade VideoGame Marques) (Classic Videogame Nostalgia Items)
(Atari 2800) (Steve's current want list)

How to obtain my CURRENT list:

You may obtain a copy of this list by sending me e-mail at this address
dh395@cleveland.freenet.edu and requesting it. I may also be reached
at this address for questions and etc.

You may also now obtain a copy of the list IMMEDIATLY at ANY TIME by
fingering the account stucker@isis.isisph.com! Please DO NOT SEND MAIL
to the isisph.com address, use dh395@cleveland.freenet.edu.

Feel free to send me e-mail for any reason whatsoever, Im glad to
hear from everyone!

The list is currently just under 71k of ASCII text, 1734 lines.
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my list of CLASSIC VIDEO GAME CARTS/SYSTEMS !! Over 700 Items !!

2651. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 06:16:30 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994May25.061630.10974@iglou.com>
Source record: 101039

20 meg drives for $20? Are you talking SCSI or MFM? Ben was selling
SCSI drives.

--
Bill Marcum bmarcum@iglou.com
"Love to eat them mousies. Mousies what I love to eat.
Bite they little heads off. Nibble on they tiny feet." --B. Kliban

2652. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 07:23:47 UTC
From: etxansk@garbo.ericsson.se
Message-ID: <etxansk.769850627@garbod17>
Source record: 101031

kamaro_kid@delphi.com writes:

>Sheesh! After playing Star Raiders 2 for about 3 hours -- and wearing out
>a decent joystick, I finally succeded in eliminating the Zylon's.
>
>Has anybody else mastered this most excellent 8bit exclusive game?

I remember Star Raiders for the 8-bit and a game called "The Last
Starfighter". Is Star Raiders II the same as Last Starfighter?

Anders Skelander

2653. Illegal OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 09:39:34 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1994May25.093934.10694@ericsson.se>
Source record: 101015

Can anyone let me have a list of the 'illegal' opcodes used by the 6502. I want the numeric value of the code as well as the name / details of the instruction.

Zargwog...

2654. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 10:16:09 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May25.101609.24680@cs.nott.ac.uk>
Source record: 101016

In article <kendrick-240594092344@ethernet.sonoma.edu> kendrick@vax.sonoma.edu (Bill Kendrick) writes:
>In article <d1dol.769768006@dtek.chalmers.se>, d1dol@dtek.chalmers.se
>(Fredrik Lundholm) wrote:

>Speaking of SIO2PC's being stuck at the dead end of the SIO chain.. what
>simple hack-files are there out there to make, well, a baby Quintopus..
>inotherwords, a Y-SIO-cable.. that way I'd be able to connect my lowly
>SX212 up to my Atari and run my BBS off of my PC..

You've just made me think of Micro Discount's T-SIO connector. This is a PCB with a short SIO cable hanging out of one end (which plugs into the SIO port on one of your devices), and at the other end there are 3 SIO sockets into which you can plug another 3 SIO connectors... Allowing you to have several dead-ended devices in the chain. Price is around 8 pounds I think (12 US$), course if you are abroad it might be more hassle to order than it's worth. Still such a connector can not be all that hard to build.
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays.....

2655. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 10:32:30 UTC
From: jjmcwill@next6
Message-ID: <2rv9fu$jp3@mtu.edu>
Source record: 101047

Tim,

You might look into Omniwriter. It's a earlier rewrite of Speedscript,
adapted for the Omniview and omniview 256 80 column emulator OS enhancements
from CDY and Newell industries. I think it allowed you to specify either
130XE type or Axlon compatible banking. Of course, you'll need Omniview
to run it.... Contact FTE for that.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2656. XL-Emulator for the PC ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 11:16:32 UTC
From: angstl@gauguin
Message-ID: <2rvc2gINN7k0@rrzs3.uni-regensburg.de>
Source record: 101025

Hi,

has someone written an Atari Xl Emulator for the PC ??

2657. Re: Illegal OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 13:18:32 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CqD0yx.1zp@cs.vu.nl>
Source record: 101010

etlprcr@etlxd30.ericsson.se (Zargwog) writes:

>Can anyone let me have a list of the 'illegal' opcodes used by the 6502. I want the
>numeric value of the code as well as the name / details of the instruction.

You could consider buying Mega Magzine. Wosfilm (from Sweden) published
a complete list of _all_ opcodes available on a Sally CPU. I could look
up which issue it was, if you want to.

>Zargwog...

Bye,
Ivo.

2658. It's Alive....

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 15:46:37 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405251519.AA11602@phinet.smithkline.com>
Source record: 101032

Wups, sorry, Frederik Lundholm is right, the PRC DOES connect thru the
SIO. Umm... OK, I was using Bobterm with the PRC, & also the XEP-80.
I guess it was the XEP-80 that was connected thru the joyport. So
I was limited to <4800 Bd by the XEP-80, not the PRC.

Even tho the SIO is rated to carry 19.2KBd, in practice I still think
you'll be restricted to a lower baud rate.

- Ben Poehland

2659. MARS-8 / US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 15:50:26 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405251542.AA12121@phinet.smithkline.com>
Source record: 101033

```
Nice to hear the MARS-8 will be completely compatible with the US+.
Very encouraging to see developers taking pains to ensure a new
product doesn't collide with an older one &/or render it obsolete.

- Ben
```

2660. Re: 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 15:51:55 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94May25175156@nova.lise.unit.no>
Source record: 101034

In article <CqC0oq.Bvw@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:

> poehland%phvax.dnet@sb.com wrote:
> : I think I agree with Jeff.
> : It's meaningless to say any kind of 800 will "run rings around" an 800XL.
> : Both machines are essentially the same. If anything, the XL has the edge
> : with the added graphics modes.
> ?????
>
> Added? Hmm... either 800 can produce the same gr. output (res and colors)
> of the 800xl... sure it's not a simple basic call, but no big difference.

Depends on your 800. The CTIA 800s can't display the GTIA modes
(BASIC modes 9, 10 and 11); I'm not sure when Atari started using the
GTIA chip.
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

2661. Timing question.

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 16:13:44 UTC
From: cba@hpuerci.atl.hp.com
Message-ID: <2rvtfo$3po@hpuerci.atl.hp.com>
Source record: 101040

OK all you Atari Gurus.... I am about to embark on a project that will require that I write some code that runs in one of the interrupts. What are the timings for all the interrupts on an Atari 800XL? Critical interrupt is out; I am already using that for my time-of-day clock.

Brian (cba@hpuerca.atl.hp.com)

2662. Re: Free Mags

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 16:47:28 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0vr5@legend.akron.oh.us>
Source record: 100991

Concerning UPS, the last time I checked, you could ship 70 pounds from

Akron, OH to Portland, OR for $26. Recently UPS upped the weight
limit to 140 pounds. All you have to do is call them to find out
current prices.

2663. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 17:58:03 UTC
From: cmwagner@inca.gate.net
Message-ID: <2s03jb$1mka@inca.gate.net>
Source record: 101026

F Tooned (ftooned@delphi.com) wrote:
: Yea, I'm still around...

What's the deal with your phone numbers? Are you ever open? I would like to get a catalog, because I definately want SpartaDOS, and SpartaDOS X, and probably a bunch of other stuff.

: I will say that a 3.2g version of SpartaDOS is on the horizon,
: and many more suprises. Hang in there folks, it's gonna be one HOT summer.

Well that is good, any possibility that one could buy an earlier version and upgrade for a reasonable price? (like 10 bucks, heh)

2664. Re: Hello from the Netherlands

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 18:40:18 UTC
From: bernard@beco.link.hacktic.nl
Message-ID: <bernard.02rt@beco.link.hacktic.nl>
Source record: 100887

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:

> Ha die Bernard, ben je daar weer?

Yep, I'm back again....

Well when comes you NEW update of your great MOD player.... So he will use
ALL the extra RAM to play big modules......

Well see you....

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.hacktic.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

2665. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 19:30:10 UTC
From: lordthan@news.delphi.com
Message-ID: <2s0902$bpa@news.delphi.com>
Source record: 100964

bmarcum@iglou.iglou.com (Bill Marcum) writes:
>20 meg drives for $20? Are you talking SCSI or MFM? Ben was selling
>SCSI drives.

SCSI drives. A friend of mine works at (several) Apple repair centers as a service technician. (Yes, I also own a Mac. Flames to dev/null, please.) Anyway, they used to do a lot of repairs on now-old Apple 20SC hard drives, except that the repair procedure was to replace the broken drive with a new one, then fix the broken ones and resell them as reburbished units. Except that nobody wanted to buy a refurbished 20-MB hard drive, so they ended up with a lot of extras. My friend got ahold of several of them and was selling them for $20 a pop.

The two drives I acquired were from similar tasks; I installed larger hard drives on people's Macs that had 20-MB drives in them (I do some freelance tech work), and the people didn't want the old mechanisms. So I took 'em. :)

-Steve

2666. Central NJ Atari 8-Bitters?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 19:51:23 UTC
From: lordthan@news.delphi.com
Message-ID: <2s0a7r$cqm@news.delphi.com>
Source record: 101046

If anyone can clue me in on Atari 8-bit users in the central NJ area, or other sources for 8-bit information and the like, please clue me in. (And PLEASE don't suggest the Jersey Atari Computer Group. They're a pathetic group of whining finger-pointers who I wish to have absolutely no part of.) I'm specifically looking for 8-bit BBS's, people who have been involved with the 8-bit for the past five or six years or so (about the time when I dropped off the scene), those interested in trading software (shareware and freeware, of course; it's not like any 8-bit Atari user is a pirate, RIGHT?), etc. People around the New Brunswick area would be best, since that's where I am.

-Steve

2667. ATR8000 Upgrade Board

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 20:59:35 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405252046.AA17750@phinet.smithkline.com>
Source record: 101050

This is for whoever it was that asked whether there was any difference between the ATR8000 & the 8500... [arrgghh! no signature! I don't know who you are.]

Anyways, since I've never seen an ATR8000 I can't answer the question (!). It's academic anyway, since the thing is now spoken for. I had no idea this was such a desirable item, I'd have asked more for it... ;^)

I got a ton of mail in response to the posting, including a phone call. One man's junk is another man's treasure.... :)

- Ben Poehland

2668. 32K SRAM OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 21:22:19 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405252107.AA18189@phinet.smithkline.com>
Source record: 101049

This is for Mike Hohman,

Yah Mike I'm sorry to say I'll have to agree with Jeff McWilliams on that idea of a custom OS loaded into a 32K SRAM along with whatever other goodies old Jeffo was always raving about sticking in there. He started yakking at me about it 2 or 3 years ago until my eyes were glazed over, I could never get him to cease bending my ear over it.

I sure am glad Jeff now has somebody to talk to about this kind of progammer-type stuff, it will be a big relief to me to have Jeff now arguing the merits of the idea with someone who appreciates the finer points of tinkering with the OS.

Myself, I'm still waiting for a good schematic-drawing program....

- Ben

2669. Re: XL-Emulator for the PC ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 22:18:05 UTC
From: mentat@satelnet.org
Message-ID: <2s0iqt$8r8@sefl.satelnet.org>
Source record: 101054

In article <2rvc2gINN7k0@rrzs3.uni-regensburg.de>,
Angstl Hermann I7T <hermann@genias.de> wrote:
>Hi,
>
>has someone written an Atari Xl Emulator for the PC ??

Yes. It sucks. It runs like a snail on valium, the graphics mess up
(either the screen is corrupted halfway down or jumps up and down), and
the documentation has to be the most pathetic thing I have ever seen in
my life...

Just buy an XL!

2670. It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 22:39:17 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405252213.AA19197@phinet.smithkline.com>
Source record: 100955

Okay, okay, yeesh I don't think I'll ever live down saying the PRC plugs into the joystick port. Instructions to Ben: Open Mouth, Insert Foot. Man yooze guys iz brutal. Slip up once, your e-mail box fills up overnight. Momma! That's what I get for posting stuff at 1:00AM. Us old men need our zeees.

It's been a couple years since I last used my PRC, I used it with the XEP-80. It was the XEP-80 that plugged into the joystick port & slowed down my effective baud rate. I think the PRC might do 9600 but don't have a modem that runs that fast. 2400 is still good enough for me, I guess today that's considered stone-age.

However I still don't think a PRC will do 19.2KBd. Even if the PRC could handle it, I doubt the SIO would (even tho the SIO is rated at 19.2K). To reliably achieve 19.2K thruput, I think you'd need an interface that connects thru the PBI, like the BB or MIO. Anybody ever do 19.2 on a a PBI interface?

At home I now use the BB exclusively. Still the same old 2400Bd modem, & the XEP-80 stuck in the joyport. It's really terrible to be addicted to an 80-column display, you sacrifice ANYTHING (including modem speed) to keep it.

Now, if someone can suggest a way to speed up the joystick ports & the XEP80...

sigh - Ben Poehland (choking on shoe leather)

2671. Hard Drive Prices

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 22:56:09 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405252234.AA19485@phinet.smithkline.com>
Source record: 101041

I'm REAL curious about these $20 20-meg SCSI drives. Ah... could you give us an address for where to order them?

The drive I offered for $45 was an EMBEDDED SCSI drive. Embedded SCSI is ALWAYS more expensive than the corresponding MFM or IDE drives (not sure why). I paid a lot more than $45 for these units when I purchased them several years ago. I think $45 is pretty darn reasonable.

You see a lot of references by pundits in the PC slick mags about the "one dollar per meg" cost of hard drives, but that's mostly hooey. It only applies to IDE drives in the 200-300 meg range. Below 100meg the prices go up, & above 300meg the prices also rise rapidly (especially as you approach 1G).

Amazingly, the Seagate ST-251-1 (a 40-meg MFM drive) is still in production & still sold by a lot of mainstream retailers. But it's more expensive than an IDE drive with triple the capacity. Go figure... And it's not even a SCSI drive, you still have to get a SCSI controller card for it if you wanna put one on a SCSI bus.

- Ben Poehland

2672. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 23:50:52 UTC
From: lordthan@news.delphi.com
Message-ID: <2s0o8s$l1s@news.delphi.com>
Source record: 101053

poehland%phvax.dnet@sb.com writes:
>Okay, okay, yeesh I don't think I'll ever live down saying the PRC plugs into
>the joystick port. Instructions to Ben: Open Mouth, Insert Foot. Man yooze
>guys iz brutal. Slip up once, your e-mail box fills up overnight. Momma!
>That's what I get for posting stuff at 1:00AM. Us old men need our zeees.

laugh Just remember, it's not the years, it's the mileage. ;)

>It's been a couple years since I last used my PRC, I used it with the XEP-80.
>It was the XEP-80 that plugged into the joystick port & slowed down my
>effective baud rate. I think the PRC might do 9600 but don't have a modem
>that runs that fast. 2400 is still good enough for me, I guess today that's
>considered stone-age.

blink Uh, waitaminnit...The XEP80 slows down your baud rate? What's
this about? (Remember, I've been out of the Atari 8-bit scene for several
years!)

>However I still don't think a PRC will do 19.2KBd. Even if the PRC could
>handle it, I doubt the SIO would (even tho the SIO is rated at 19.2K).
>To reliably achieve 19.2K thruput, I think you'd need an interface that
>connects thru the PBI, like the BB or MIO. Anybody ever do 19.2 on a
>a PBI interface?

The general concensus I've read is that the PR-C will handle up to 9600
baud, while things like the MIO and Black Box can handle up to 19.2K.
Since I have two HD's that I'd like to connect to my 800XL, the Black Box
is looking pretty good. (Can someone tell me what the going rate for a
Black Box is?)

>At home I now use the BB exclusively. Still the same old 2400Bd modem, &
>the XEP-80 stuck in the joyport. It's really terrible to be addicted to
>an 80-column display, you sacrifice ANYTHING (including modem speed) to
>keep it.

Does BobTerm (the terminal program I was recommended) support the 80
column display? If not, does ANY term program?

>Now, if someone can suggest a way to speed up the joystick ports & the XEP80...

Has anyone tried a faster oscillator on the 800XL to boost the speed? I
know there's been a great deal of success with "clock chipping" certain
Macintosh and PC clones, but I haven't heard about anyone trying it with
an 8-bit Atari.

-Steve

2673. Re: Hard Drive Prices

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-25 23:57:35 UTC
From: lordthan@news.delphi.com
Message-ID: <2s0olf$lbh@news.delphi.com>
Source record: 101042

poehland%phvax.dnet@sb.com writes:
>I'm REAL curious about these $20 20-meg SCSI drives. Ah... could you give us
>an address for where to order them?

No, I can't. Like I said, a friend of mine was (*WAS*) selling them. A
friend of mine, not a business or other mail order place. I'm reasonably
sure he doesn't have any more mechanisms now; it's not often when he
removes a 20-MB device from a Mac today, since the smallest drive you can
buy in a Mac is 80-MB. I also don't know if he can get any more drives,
but I'll ask him.

>You see a lot of references by pundits in the PC slick mags about the "one
>dollar per meg" cost of hard drives, but that's mostly hooey. It only
>applies to IDE drives in the 200-300 meg range. Below 100meg the prices go up,
>& above 300meg the prices also rise rapidly (especially as you approach 1G).

SCSI drives have always been a bit more expensive than their IDE and MFM
counterparts. But it is possible to get very close to that $1/meg barrier
with a SCSI device. I could have, for example, picked up a brand new Quantum
120-MB SCSI device with a five year warranty and Macintosh formatting
software for ~$150. 120-MB on an 8-bit Atari would be rather, uh,
interesting. :)

-Steve

2674. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 01:47:39 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994May26.134740.28934@waikato.ac.nz>
Source record: 101052

In article <hs8M2uD.kamaro_kid@delphi.com>, kamaro_kid@delphi.com writes:
> Sheesh! After playing Star Raiders 2 for about 3 hours -- and wearing out
> a decent joystick, I finally succeded in eliminating the Zylon's.
>
> Has anybody else mastered this most excellent 8bit exclusive game?
Not a problem, but it takes a while. Good game, eh?

2675. Re: 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 02:05:18 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CqE0Gw.HBo@utnetw.utoledo.edu>
Source record: 101004

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
: In article <CqC0oq.Bvw@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
: > Added? Hmm... either 800 can produce the same gr. output (res and colors)
: > of the 800xl... sure it's not a simple basic call, but no big difference.

: Depends on your 800. The CTIA 800s can't display the GTIA modes
: (BASIC modes 9, 10 and 11); I'm not sure when Atari started using the
: GTIA chip.

True... this brings back some memories. I actually have a game that will ask you if you're using a CTIA or GTIA... in fact, another, Crush, Crumble, and Chomp prompts you "Do you have an old machine?" if I recall correctly. I'm almost tempted to buy one WITH a CTIA intact just to see how bad it could actually have been... I wonder...

-Tim

2676. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 02:10:29 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CqE0pJ.IAA@utnetw.utoledo.edu>
Source record: 101003

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: Yes, BB from CSS (see vendor list) will allow 19.2k baud,
: the P:R: is 4800 or so limit. CSS is supposed to be coming

uurk... HOLD a sec! I've run my P:R: connection over a null modem at 19.2k baud... I've heard SOME P:R:'s need to drop a bit... 9600 is the next drop down, not 4800... I'd imagine those having trouble would work fine at 14.4k, but that speed isn't really used in Atari app's.

-Tim

2677. Re: Illegal OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 02:54:31 UTC
From: pingn@kits.sfu.ca
Message-ID: <pingn.769920871@sfu.ca>
Source record: 100858

etlprcr@etlxd30.ericsson.se (Zargwog) writes:

>Can anyone let me have a list of the 'illegal' opcodes used by the 6502. I want the
>numeric value of the code as well as the name / details of the instruction.

>Zargwog...

Back into year 1977 or alike, Byte magazine publish an article about some
unused opcode in 6502 and observation. good luck in finding it from
your local libraries...

--
Regards, albert.

2678. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 03:12:46 UTC
From: jjmcwill@next5
Message-ID: <2s143e$qo9@mtu.edu>
Source record: 100865

kamaro_kid@delphi.com wrote:
: Unbelieveable! FTE releases SpartaDos for $19.95 (get all three manuals
: and the disks), and people still whine about the price.
:
: Unreal considering that ICD was asking something like $30.00+ for EACH
: title!!

Yeah, I mean Mike only paid several THOUSAND dollars for that stuff.
He's rich right? He can absorb the cost.. NO PROBLEM, and give all that
stuff to use 8 bitters for free.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2679. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 03:13:34 UTC
From: kamaro_kid@delphi.com
Message-ID: <xS+Puke.kamaro_kid@delphi.com>
Source record: 101043

Star Raiders II and the Last StarFighter are almost identical..

The only difference being subtle differences in the graphics/screens.

2680. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 03:15:11 UTC
From: kamaro_kid@delphi.com
Message-ID: <xw2N22f.kamaro_kid@delphi.com>
Source record: 100855

Chad Wagner <cmwagner@inca.gate.net> writes:

>Well that is good, any possibility that one could buy an earlier version
>and upgrade for a reasonable price? (like 10 bucks, heh)

Unbelieveable! FTE releases SpartaDos for $19.95 (get all three manuals
and the disks), and people still whine about the price.

Unreal considering that ICD was asking something like $30.00+ for EACH
title!!

2681. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 03:20:03 UTC
From: kamaro_kid@delphi.com
Message-ID: <5y-NGqb.kamaro_kid@delphi.com>
Source record: 101002

Perhaps a correction is in order. . .

Let me put it this way. . .

You can call my BBS with a PC, Amiga, Mac, Unixbox, whatever, and you'll get some fairly okay ascii screens, but you'll be missing an experience of atascii graphics if you dont call with your Atari 8bit.

My BBS _WILL_ support calls from non8bit machines, but it wont be as enjoyable.

Sound better? [grin]

2682. Re: ATR8000 Upgrade Board

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 03:21:00 UTC
From: kamaro_kid@delphi.com
Message-ID: <5Q3Nemc.kamaro_kid@delphi.com>
Source record: 101044

Hmm. My ATR8000 just about gives up the ghost just trying to maintain
4800baud, let alone 9600.

2683. Re: ATR8000 Upgrade Board

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 03:21:59 UTC
From: kamaro_kid@delphi.com
Message-ID: <5y3Nuif.kamaro_kid@delphi.com>
Source record: 101045

Argh! Once again, I'm the signature-less culprit.

Delphi doesnt provide for .signature files - and I havent created a Bobterm macro for forcing one in! [grin]

-James King
aka Kamaro Kid

2684. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 03:36:03 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <2s15f3$2sl@usenet.INS.CWRU.Edu>
Source record: 100864

In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:

>*blink* Uh, waitaminnit...The XEP80 slows down your baud rate? What's
>this about? (Remember, I've been out of the Atari 8-bit scene for several
>years!)

Well, I think it's a combination Joystick and video controller problem.
If I remember correctly, there is a very specific frequency through which
data is sent/received to the XEP80 via the Joystick... and maybe it's
written in stone, unless you change an oscillator in the XEP80 or
modify the ROM in there.
VT850 was written for the XEP80,and does VT102 or something.. but
for me it always lost characters at anything higher than 1200 baud.
AtariWriter 80 seems to have done some very fancy & custom things with
its internal XEP80 handler to get the screen update speed you see while
using the program. You just DON't get that kind of speed anywhere else
while using the XEP80. Just goes to show you that being an Atari insider
had its advantages when they programmed ATW80.

>>However I still don't think a PRC will do 19.2KBd. Even if the PRC could
>>handle it, I doubt the SIO would (even tho the SIO is rated at 19.2K).
>>To reliably achieve 19.2K thruput, I think you'd need an interface that
>>connects thru the PBI, like the BB or MIO. Anybody ever do 19.2 on a
>>a PBI interface?

If I remember correctly, a big factor is that the RS232 port as to
support DTE handshaking, as opposed to XON/XOFF. Only the Black Box
reportedly supports DTE.

>>At home I now use the BB exclusively. Still the same old 2400Bd modem, &
>>the XEP-80 stuck in the joyport. It's really terrible to be addicted to
>>an 80-column display, you sacrifice ANYTHING (including modem speed) to
>>keep it.

I'm still sticking my face close to a simulated 80 column screen witho
one of those VT100 programs... because BobTerm doesn't support full VT100
emulation. Bummer.

>>Now, if someone can suggest a way to speed up the joystick ports & the XEP80...

The more I think about it... the secret to the speed may be in AtariWriter 80.
Anybody got souce code? (grin!!!)

>Has anyone tried a faster oscillator on the 800XL to boost the speed? I
>know there's been a great deal of success with "clock chipping" certain
>Macintosh and PC clones, but I haven't heard about anyone trying it with
>an 8-bit Atari.

>
>
Yes, the accelerator issue has been hacked to pieces, and ground into
a mash that squishes between your toes, and yet people STILL beat on
the subject.

Jeff ---- whose mathlab account keeps crashing so I gopher into
Freenet instead.

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

2685. 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 04:44:09 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405260433.AA23684@phinet.smithkline.com>
Source record: 100869

The stock 800 came with the old CTIA chip. The GTIA with added graphics modes appeared with the advent of the XL machines. I think there were some changes to ANTIC as well, there are at least 2 versions of ANTIC.

I don't know if it was a popular thing to retrofit the 800 with a GTIA. I think you'd need a ROM OS upgrade as well if you did that. Just guessing...

- Ben Poehland

2686. Re: Illegal OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 05:00:06 UTC
From: dhendry@aol.com
Message-ID: <2s1acm$3ac@search01.news.aol.com>
Source record: 100894

In article <1994May25.093934.10694@ericsson.se>,
etlprcr@etlxd30.ericsson.se (Zargwog) writes:

>Can anyone let me have a list of the 'illegal' opcodes used by the
6502. I want the
>numeric value of the code as well as the name / details of the
instruction.

I thought you'd never ask.

Unused harmless opcodes:
x3, x7, xb, xf
where x is 0-f.
In addition:
04, 14, 34, 44, 54, 64, 74, d4, f4,
80, 82,
c2, e2
1a, 3a, 5a, 7a, da, fa,
0c, 1c, 3c, 5c, 7c, 9c,dc, fc.

Unused codes that stop the processor:
02, 12, 22, 32, 42, 52, 62, 72, 92, b2, d2, f2.

That's all. What do you mean you want the details of the
instructions?
There aren't any details; these aren't instructions.

Anyone know if any of these opcodes produce useable effects?

2687. Re: Free Mags

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 05:00:31 UTC
From: lordthan@news.delphi.com
Message-ID: <2s1adf$9q0@news.delphi.com>
Source record: 101048

rstout@legend.akron.oh.us (ROBERT STOUT) writes:
>Concerning UPS, the last time I checked, you could ship 70 pounds from
>Akron, OH to Portland, OR for $26. Recently UPS upped the weight
>limit to 140 pounds. All you have to do is call them to find out
>current prices.

sigh Why do so many people find it impossible to realize that I simply don't want to go through the bother of packing and delivering (to whatever service) these magazines? I've got better things to do with my time than to pack a big pile of magazines into cartons, wrap the cartons up, label them, take them down to whatever service, fill out the paperwork and all that crap. Sheesh!

-Steve

2688. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 10:48:46 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994May26.104846.25110@iglou.com>
Source record: 101051

As far as switch wiring an Atari joystick for southpaws, just take the back
off the joystick, pull the PCB out, look at it for a second and the
wiring change you need to make will be quite obvious. Its an extremely
simple passive device (5 switches)


```
=============================================================================
| | |
| Robin Mach | The art of putting the right man in the right |
| robmach@iglou.com | places is first in the science of government, but |
| CIS:76420,1567 | that of finding places for the discontented is |
| | most difficult. -Talleyrand |
=============================================================================
```

2689. Boosting up the clock speed (Was Re: It's Alive...)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 11:19:05 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CqEq3u.5Kr@cs.vu.nl>
Source record: 100956

cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:

]In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:

]>Has anyone tried a faster oscillator on the 800XL to boost the speed? I
]>know there's been a great deal of success with "clock chipping" certain
]>Macintosh and PC clones, but I haven't heard about anyone trying it with
]>an 8-bit Atari.

I know of a very simple and cheap trick to speed up a standard 68K. The
principle is this: In an ST there is a 16MHz signal which is divided by
two and then feeded to the 68K. Now, cut this signal loose and feed both
the 8 and 16MHz signal to a small circuit (only 1 74HCT00) which does
the following: Lead the 16MHz signal to the CPU in case no memory is
accesed and the 8MHz signal when the memory _is_ accesed. (can be tested
through the AS pin on the CPU).

Now I was wondering if this could be applied to the atari 800XL. OK, I know
that the GTIA, pokey etc. have to stay at 1.7(7|9) MHz, but what if we
let the CPU run on the double? (the oscillator is already present on the
motherboard.) The only problem I came across is... how does one detect
when the memory is being accesed? Anyone knows the answer to that?
Also, if the 2MHz 6502 doesn't like overclocking, it's easy to replace
it with a stock 4MHz 65c02... isn't it?

]Yes, the accelerator issue has been hacked to pieces, and ground into
]a mash that squishes between your toes, and yet people STILL beat on
]the subject.

Has it? ;-)

Ivo van Poorten.

2690. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 11:40:36 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94May26134036@nova.lise.unit.no>
Source record: 100957

In article <9405252213.AA19197@phinet.smithkline.com> poehland%phvax.dnet@sb.com writes:

[...]

> However I still don't think a PRC will do 19.2KBd. Even if the PRC could
> handle it, I doubt the SIO would (even tho the SIO is rated at 19.2K).
> To reliably achieve 19.2K thruput, I think you'd need an interface that
> connects thru the PBI, like the BB or MIO. Anybody ever do 19.2 on a
> a PBI interface?

JUST a darn second... What about Indus GTs, XF-551s et al? Don't
they pull data through the SIO port at 38.4Kbps? Or do they do
something weird?
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

2691. XEP80 speed

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 12:03:39 UTC
From: slackey@acheron.lightstream.com
Message-ID: <SLACKEY.94May26120339@acheron.lightstream.com>
Source record: 100962

I noticed a few comments about XEP80 speed.

The XEP80 interface is slow due to two components:

1. Data to/from the XEP80 is done serially through a joystick
port. The serial transfer is done in software. Thus, when
running the XEP80, a substantial amount of processor time is
spent running bits out and in.

2. They tried to emulate the E: driver as closely as possible.
Part of this is to keep the current screen coords. up to date.
The way they do this is they actually receive new screen coords.
back for every char sent. This consumes another factor of 3 or 4.

To get around (2), there is a burst mode which does not return
the new coords every char. I imagine that's what the faster
utilities use. I noticed a 3X speedup in EMAX screen update
when I put in burst mode.

-Stan
--

I bet you want change now.

2692. Sob!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 12:04:06 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9405261304.AA25417@dylan.newi.ac.uk>
Source record: 100959

Ho hum. It's almost the end of another week ... and getting closer to the end of my first year on this college course. Since I haven't got a modem of any description, I can see the future clearly ...

Five weeks from now, I'll be home for 3 WHOLE MONTHS!! 3 months without access to electronic mail, without access to other Atarians and the Digest!! NOOOOO!!! I can't handle it! It's driving me up the wall!!

No point in me getting a modem just yet, anyway. We've no phone at home!

I'm feeling a bit depressed at the thought of it. Think I'll go off and shoot myself ... don't worry, it won't be fatal ... I just think that the excrutiating pain will be just what i need to get my mind off things.

David Davies
Projects Co-ordinator
The Atari Classic Programmers Club
E-mail: MBITDC9306@newi.ac.uk .... for a limited period :(

****************************** B A N G ! ! ! ******************************

2693. Re: Sob!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 13:46:23 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May26.134623.10351@cs.nott.ac.uk>
Source record: 100996

In article <9405261304.AA25417@dylan.newi.ac.uk> mbitdc9306@newi.ac.uk (David Davies) writes:
>Ho hum. It's almost the end of another week ... and getting closer to the end
>of my first year on this college course. Since I haven't got a modem of any
>description, I can see the future clearly ...
>
>Five weeks from now, I'll be home for 3 WHOLE MONTHS!! 3 months without
>access to electronic mail, without access to other Atarians and the Digest!!
>NOOOOO!!! I can't handle it! It's driving me up the wall!!
I don't khnow what you're moaning about... during that same time I'll be stuck in the middle of nowhere, with 0 Atari support whatsoever, No New Atari User's, No Atari 8-bit Newspaper, no Usenet feed, no e-mail, no access of any type, no nothing (apart from a stock 800XL, stock 1050,and stock 410), no 1Meg ramdisk.... so quit whinging :)
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2694. Re: Illegal OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 13:48:46 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May26.134846.10633@cs.nott.ac.uk>
Source record: 100994

```
In article <pingn.769920871@sfu.ca> pingn@kits.sfu.ca (Albert Ng) writes:
>etlprcr@etlxd30.ericsson.se (Zargwog) writes:
>
>
>>Can anyone let me have a list of the 'illegal' opcodes used by the 6502. I want the
>>numeric value of the code as well as the name / details of the instruction.
>
>>Zargwog...
Here they are:
INSTR ABS ABS,X ABS,Y ZER ZER,X ZER,Y (IND,X) (IND),Y IMM
ASO OF 1F 1B 07 17 ? 03 13 0B
ASL then ORA the results with the accumulator
RLA 2F 3F 3B 27 37 ? 23 33 2B
ROL then AND the result with the accumulator
LSE 4F 5F 5B 47 57 ? 43 53 ?
LSR then EOR the results with the accumulator
RRA 6F 7F 7B 67 77 ? 63 73 ?
ROR then ADC the result with the accumulator
AXS 8F ? ? 87 ? 97 83 ? ?
Store the result of A and X
LAX AF ? BF A7 B7 ? A3 B3 ?
LDA and LDX with the same data
DCM CF DF DB C7 D7 ? C3 D3 ?
DEC memory and CMP the results with the accummulator
INS EF FF FB E7 F7 ? E3 F3 ?
INC memory then SBC the result with the accumulator
ALR ? ? ? ? ? ? ? 4B
AND the accumulator with data then LSR the result
ARR ? ? ? ? ? ? ? 7B
AND the accumulator with data then ROR the result
OAL ? ? ? ? ? ? ? AB
ORA the accumulator with #EE, AND the result with data then TAX
SAX ? ? ? ? ? ? ? CB
SBC data from A AND X and store the result in X
*NOTE they gave DEX and CMP as the the instructions replaced by
this which doesn't make sense! I think this is right.
NOP 1A, 3A, 5A, 7A, DA, FA
No operation
SKB 80, 82, C2, E2, 04, 14, 34, 44, 54, 64, 74, D4, F4
Skip a byte
SKW 0C, 1C, 3C, 5C, 7C, DC, FC

I was sent this list by Rick Cortese, so thank him.....
```

--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2695. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 13:52:30 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May26.135230.11381@cs.nott.ac.uk>
Source record: 100995

In article <xS+Puke.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>Star Raiders II and the Last StarFighter are almost identical..
>
>The only difference being subtle differences in the graphics/screens.
Star Raiders II was the official release while Last StarFighter was the
'unoffical' version (Beta testing?)

--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2696. GTIA

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 13:57:36 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405261351.AA00949@phinet.smithkline.com>
Source record: 100958

From: INET::"6500dtpt@ucsbuxa.ucsb.edu" 26-MAY-1994 02:02:48.10
To: poehland%phvax.dnet@sb.com
CC:
Subj: GTIA

Only the earliest 800s came with CTIA. GTIA was standard in all
late model 400s and 800s. (Nor is a ROM upgrade necessary to switch
to GTIA...)

2697. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 14:01:34 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May26.140134.13226@cs.nott.ac.uk>
Source record: 100997

In article <2rtsjq$8mh@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>In a previous article, kamaro_kid@delphi.com (-Host: bos1f.delphi.com
>) says:
>
>>Sheesh! After playing Star Raiders 2 for about 3 hours -- and wearing out
>>a decent joystick, I finally succeded in eliminating the Zylon's.
>>
>>Has anybody else mastered this most excellent 8bit exclusive game?
>
>Sure, it looks nice but it's not very hard. 325,700 is my best.
The thing about S.R. 2 is that you can go on playing it forever if you want.
As long as there are Zylon factoies in existence they will keep on producing
new Zylon craft, so you could (I've you've got the time and the pacience)
build up mega scores...
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2698. HEEEEEELP! SIO2PC w/ MyDOS!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 14:26:29 UTC
From: "Robert R. Anschuetz II" <rra@orl1.orlando.loral.com>
Message-ID: <1994May26.142629.18732@wdl.loral.com>
Source record: 100904

I think the docs with SIO2PC say that you CAN'T use the ultraspeed
feature with Mydos, only Spartados. That's the problem, I guess!

Another thing, I have to slow down my 486/33 (by disabling the
"turbo" button on my PC clone) to _write_ to the SIO2PC virtual
disk. It'll work at full speed, but it's _really_ slow and sometimes
gives timeout errors. It _reads_ fine at full speed. Anyway, with
a slowed down 486/33 using Mydos, reads are about
as fast as a standard Atari floppy and writes are only a bit slower.
I wonder why this is?

2699. Re: XL-Emulator for the PC ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 14:28:45 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2s2bmu$jfh@usenet.INS.CWRU.Edu>
Source record: 100981

In a previous article, angstl@gauguin (Angstl Hermann I7T) says:

>Hi,
>
>has someone written an Atari Xl Emulator for the PC ??
>

PC Xformer by Branch Always Software is scheduled to be released on June
20, 1994.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

2700. Disk Drive Problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 14:42:57 UTC
From: "Robert R. Anschuetz II" <rra@orl1.orlando.loral.com>
Message-ID: <1994May26.144257.18951@wdl.loral.com>
Source record: 100903

I got an SIO2PC cable a couple of weeks ago and all my time after work has been spent copying floppies (boring!). I used to have 2 working 1050's, now I don't have any! This is the first time these things have been _heavily_ used in about 5 years.

The problem started (I think) when I tried to read some disks that had lost their information. I couldn't get a directory on them or anything - the drive would just spin and a beep could be heard about every 5 seconds indicating the Atari was trying to communicate with the drive. After a while it timed out and gave an error (130 or 140).

After this, I put in a disk that used to work before I tried to read the bad disk and it gave the same symptoms. I turned off the machine and tried loading boot disks, and they did the same thing - boot error every 5 seconds or so while the disk was spinning. I could hear the head trying to read stuff, though.

Anyway, I borrowed a friend's 1050 and after copying about 10 more disks, I tried to go back to the one that I think killed the first one and all of a sudden this one did the same thing and won't read anything anymore! Is this just coincidence? How can accessing a bad disk break a drive?

2701. GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 14:56:56 UTC
From: "Robert R. Anschuetz II" <rra@orl1.orlando.loral.com>
Message-ID: <1994May26.145656.19232@wdl.loral.com>
Source record: 100905

The GTIA wasn't introduced with the XL's. I have an Atari 400 that had a GTIA, and I had it well before the XL's were introduced. I remember reading that the inclusion of GTIAs was started the month or so before my 400 was manufactured. I know this was before Rev. B roms, though. This must be one of the few machines with GTIA and Rev. A roms. I think I got it in December, 1981, but it may have been December, 1982. Someone must know the release date of the GTIA's (as well as the release date for XLs and Roms).

How many games were written that used GTIA?

Murder on the Zinderneuf used it. It needed it for the blimp shot in the title screen.

Remember the "Farah" Faucet demo?

How did Crush, Crumble, and Chomp utilize the GTIA modes?

2702. Re: Nadral

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 15:14:51 UTC
From: norlin@essex.ecn.uoknor.edu
Message-ID: <2s2edb$jsb@constellation.ecn.uoknor.edu>
Source record: 100961

mentat@satelnet.org (Mat Hall) writes:

>Anyone else remember this bizarre game?

Yes!

>And while I'm at it, anyone have ANY idea what it was about? My German
>isn't all that good, and it seems to have a plot involving a helicopter
>on some kind of psychadelic nightmare about toilets, showers,
>telephones and bouncing balls, accompanied by a creepy "thong, thong..."
>kind of noise. A funny people, the Germans. :)

Got me there. Don't forget the cigarette lighters and the toggle switches.
It seemed like a vaguely "Shamus"-like game, but a lot weirder (and I
kind of liked it!) Also, the fact that it used digitized speech was
unique. Something like "speiler ein... schluB" when you died. The sound
effects were good also, using nice decay effects on the volume to make them
sound more realistic.

Norman
--
_____ __ __ _____ Norman Lin
| | | | norlin@mailhost.ecn.uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

2703. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 15:15:30 UTC
From: norlin@essex.ecn.uoknor.edu
Message-ID: <2s2eei$jsj@constellation.ecn.uoknor.edu>
Source record: 100960

etxansk@garbo.ericsson.se writes:

>I remember Star Raiders for the 8-bit and a game called "The Last
>Starfighter". Is Star Raiders II the same as Last Starfighter?

I believe the two games are essentially the same.

Norman
--
_____ __ __ _____ Norman Lin
| | | | norlin@mailhost.ecn.uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

2704. Re: Boosting up the clock speed (Was Re: It's Alive...)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 15:55:34 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <2s2gpm$pmc@usenet.INS.CWRU.Edu>
Source record: 100963

In a previous article, ipoorten@cs.vu.nl (Ivo van Poorten) says:

>cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:
>
>Now I was wondering if this could be applied to the atari 800XL. OK, I know
>that the GTIA, pokey etc. have to stay at 1.7(7|9) MHz, but what if we
>let the CPU run on the double? (the oscillator is already present on the
>motherboard.) The only problem I came across is... how does one detect
>when the memory is being accesed? Anyone knows the answer to that?
>Also, if the 2MHz 6502 doesn't like overclocking, it's easy to replace
>it with a stock 4MHz 65c02... isn't it?

No, the 65c02 is not the same as the Atari 6502.... except for in the
800. So right off you have to throw in extra circuitry to make the
65c02 pin compatible with the 6502C that Atari used. I have no idea
how to detect a memory access.

>]Yes, the accelerator issue has been hacked to pieces, and ground into
>]a mash that squishes between your toes, and yet people STILL beat on
>]the subject.
>
>Has it? ;-)
>
Ohh, for at least the last 3 years.

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

2705. Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 16:14:11 UTC
From: homer@tc.fluke.COM
Message-ID: <CqF3ry.A9s@tc.fluke.COM>
Source record: 101000

I have a stock Atari 800, an 810, and an 850 interface
module. I have been running an old Prowriter printer
of the same vintage as the 800. The printer cable I
have is Atari/Centronics compatible.

I would like to buy a color ink-jet (wet or dry) for
my system. What printers could I buy? Where would
I get printer drivers for the Atari? The word processor
I use is Paper Clip and sometimes Letter Perfect. Will
these work? Do the color printers available have the
same Centronics port interface?

Thanks in advance for any help. Feel free to e-mail.

Scott, homer@fluke.com

2706. For Sale: 130XE, dd, modem, printer, software...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 20:14:02 UTC
From: shawn1@aol.com
Message-ID: <2s2vua$ehf@search01.news.aol.com>
Source record: 100989

For Sale: Atari 8-bit computer system, with disk drive,
printer,
modem, joysticks, software, books, etc.

****
******

Hardware:

Atari 130XE computer - perfect condition - sorry, no manual

Percomm AT-88 ss/sd disk drive - worked flawlessly the last
time
I used it - manual included, as well as OS/A+ operating
sys-
tem diskette (not sure if I have the manual for this OS)

MPP-1000C modem: 300 baud, no interface module required -
connects
via joystick port - manual included

Seikosha GP-100AT dot-matrix printer for Atari - no manual -
in-
cludes a ribbon, but it's probably dried out

Two joysticks:
1) Wico Command Control - big, sturdy, in great shape
2) Kraft - small, light, very easy to maipulate... but
it's
starting to get flakey

Koala Pad drawing/painting tablet (includes software)

Software:

Cartridges:
Miner 2049er (Bounty Bob, from Big Five Software)
Bounty Bob Strikes Back (sequel to Miner 2049er)
Ms Pac-Man
Donkey Kong
Donkey Kong Jr.
Crystal Castles
Star Raiders (partial docs)
Q-Bert
Dig-Dug
Space Invaders

Disks:
Jawbreaker (similar to Pac-Man)
Castle Wolfenstein
Transylvania
Grandma's House
Hodge Podge
Alternate Reality: The City
Shamus
Apple Panic
Black Rabbit
Temple of Apshai trilogy
Star Raiders II
Frogger
The Eidolon
Rescue On Fractalus

Misc:
lots of odds-and-ends, Basic programs, utilities,
blank
disks, etc.

Books:

Atari BASCIC Source Book (Compute! books)

Compute!'s First Book of Atari

Compute!'s Second Book of Atari

Mapping the Atari (Compute! books)

Programming the 6502 - Rodney Zaks (Sybex books)

Your Atari Computer - Lon Poole, et al

Kids and the Atari - Ed Carlson

****
******

Except as noted above, all of the hardware and software
worked
fine the last time I used them.

I'd prefer to sell everything as a single package for $150 or
best offer. If, after some indeterminate amount of time, this
proves
to not be feasible, I'll consider breaking things up.

Please DO NOT reply electronically to this posting. I
probably
will not be able to post again, so please - if you have any
interest
at all in this stuff - write or call me directly:

Shawn Harrington
18 Second Road
Marlboro, MA 01752
(508) 481-6947

Thanks.

2707. comp.emulators.{announce,apple2,c64,misc} have been created

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 20:21:24 UTC
From: rdippold@qualcomm.com
Message-ID: <2s30c4$fjq@qualcomm.com>
Source record: 100990
Cross-posted to: comp.sys.ibm.pc.misc,comp.sys.ibm.pc.games.misc,comp.sys.apple2,comp.sys.mac.misc,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.amiga.misc,comp.sys.sinclair

Welcome to the new comp.emulators groups. I will be doing this
largish crossposting only one time, to kick things off and let
everyone in affected groups know that the groups have been created.
You're seeing this in a group that I thought would have a direct
interest in the new groups. If I'm wrong, I apologize. Note the
followup to comp.emulators.announce.

These are the four groups:

comp.emulators.announce Emulator news, FAQs, announcements (moderated).
comp.emulators.apple2 Emulators of Apple // systems.
comp.emulators.cbm Emulators of C-64 and other Commodore systems.
comp.emulators.misc Emulators of miscellaneous computer systems.

Read my post in the comp.emulators.announce group for more
information.
--
People didn't hit you over the head with farmhouses back home.
-- Terry Pratchett, Witches Abroad

2708. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 22:57:47 UTC
From: Krishna@max.tiac.net
Message-ID: <2s39hb$ooi@sundog.tiac.net>
Source record: 100982

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: : Yes, BB from CSS (see vendor list) will allow 19.2k baud,
: : the P:R: is 4800 or so limit. CSS is supposed to be coming

: uurk... HOLD a sec! I've run my P:R: connection over a null modem at 19.2k
: baud... I've heard SOME P:R:'s need to drop a bit... 9600 is the next drop down,
: not 4800... I'd imagine those having trouble would work fine at 14.4k, but that
: speed isn't really used in Atari app's.

Null modem isn't the same as a real terminal application.

2709. Re: 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 23:06:09 UTC
From: Krishna@max.tiac.net
Message-ID: <2s3a11$ooi@sundog.tiac.net>
Source record: 100983

poehland%phvax.dnet@sb.com wrote:
: I don't know if it was a popular thing to retrofit the 800 with a GTIA.
: I think you'd need a ROM OS upgrade as well if you did that. Just guessing...

: - Ben Poehland

I believe De Re Atari states that the OS always had hooks for it. It was just that Atari needed to get the machines out. They knew what the new modes would be, but the chip wasn't done yet. Technically the Atari 8-bit had no new modes added to it which were not planned in 1978. This is one of its achilles heels since the C=128 enjoys a new 80 collumn mode and Atari had more than enough chances to add new modes with the XLs and XEs but when all is said and done the changes in functionality were minor.

In my opinion, the extra 16K RAM available in XL/XE machines is FAR more significant than the changes in mode availability. There are some goofy modes available on the Xl machines but that can all be done (I believe) with an 800 w/GTIA when twiddling the right bits (i.e. mode 7.5 vs. 15).

There may be a couple goofy text modes available, but the GTIA stuff isn't exactly the product of R&D designs from after the introduction of the 400/800. I blame both old and new Atari for this. After the ST came out I knew 8-bit R&D would be wishful thinking. Unfortunately the time around 83-84 was the best time to add new exciting things to 8-bit machines which, at the time, were affordable, and viable machines. But that was when Atari was at its weakest. If it were more stable we would have seen the introduction of the 1090XL, a better 80 collumn solution, etc... Probably an Atari Lorraine computer and not soon after a good Atari 8-bit emulator on it (which surprisingly was NEVER written for the C= Amiga despite many Atarians moving to that platform).

2710. Re: Illegal OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 23:10:51 UTC
From: Krishna@max.tiac.net
Message-ID: <2s3a9r$ooi@sundog.tiac.net>
Source record: 100984

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: ASL then ORA the results with the accumulator
: RLA 2F 3F 3B 27 37 ? 23 33 2B

Is this like a multicommand? Like a mini subroutine? What I mean is, will it do ASL and ORA in any fewer cycles than doing it separately? If these combined opcodes can perform the operation faster, then this would make sense. Even if they don't, these opcodes could save memory for sure.

If a compiler used them by compiling and looking for sequential ASL ORAs etc. and plugging these in there instead of separate, you could probably save a few hundred bytes in a large program! A form of compression in a way.

2711. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 23:15:26 UTC
From: Krishna@max.tiac.net
Message-ID: <2s3aie$ooi@sundog.tiac.net>
Source record: 100985

poehland%phvax.dnet@sb.com wrote:

: At home I now use the BB exclusively. Still the same old 2400Bd modem, &
: the XEP-80 stuck in the joyport. It's really terrible to be addicted to
: an 80-column display, you sacrifice ANYTHING (including modem speed) to
: keep it.

How do you get onto the net? The only XEP-ready vt100 emulator I've tried loses characters at 2400, not to mention the fixed character set of the XEP being totally unsuitable for stuff like tildes, backquotes, etc..

If you want fast 80 col. in a term, try FlickerTerm when it comes out. I think you will like it.

I'll be leaving GEnie at the end of the month to cut my costs, and I'll make sure to ask Clay whether the current version can be released as is, with a revision to follow. If so, I'll upload it to the archive.

Hopefully (it has been a while) Clay will have a few fixes and additions to make before the end of the month so I can upload the newest version.

2712. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 23:23:21 UTC
From: Krishna@max.tiac.net
Message-ID: <2s3b19$ooi@sundog.tiac.net>
Source record: 100986

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
: JUST a darn second... What about Indus GTs, XF-551s et al? Don't
: they pull data through the SIO port at 38.4Kbps? Or do they do
: something weird?

That is a raw data rate. RS232 is different since SIO has to be
CONVERTED to rS232 and back. This involves additional hardware. So
although the SIO port supports 38K and even more than that, unless the
interface hardware is fast enough, it won't cut it. The 850 and PRC use
older electronics which won't operate faster than 9600 RS232 rates. I
don't know what kind of UART is in the BB, but the R:P: will have a 16550
which is up to the task of 38K baud.

Again, this is a case of external hardware creating a logjam which, when
upgraded, allows the good Atari 8-bit archetecture to show the power it
always had. The Joystick ports have a limited potential for sure, the
direct connect modems that Supra offered for it were only 300 baud, and
null modem text files are also slow. By using more than one joystick
port they managed to up the data rate on the 800 CORVUS hard drive
system, but that is different.

There is a way of hacking an RS232 port off additional stacked PIAs but I
don't know what kind of throughput that would allow. The R:P: will be
affordable and hack-free so I guess the PIA hack end isn't really necessary.

2713. Re: Boosting up the clock speed (Was Re: It's Alive...)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 23:28:42 UTC
From: Krishna@max.tiac.net
Message-ID: <2s3bba$ooi@sundog.tiac.net>
Source record: 100987

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:

: Now I was wondering if this could be applied to the atari 800XL. OK, I know
: that the GTIA, pokey etc. have to stay at 1.7(7|9) MHz, but what if we
: let the CPU run on the double? (the oscillator is already present on the
: motherboard.) The only problem I came across is... how does one detect
: when the memory is being accesed? Anyone knows the answer to that?
: Also, if the 2MHz 6502 doesn't like overclocking, it's easy to replace
: it with a stock 4MHz 65c02... isn't it?

No, it isn't. The 6502 in the XL/XE series is a custom 6502. Since a conversion daughterboard is necessary to put in a faster 6502, it's probably worth it just to throw in a 65816 (acting as both a 6502 and a 65802) and gain the new opcodes. There would thus be a speed increase by virtue of 16-bit opcodes, and then whatever might come from your clock doubling idea.

This doubling idea would what, increase the speed of DEC and INC operations and stuff like that? That might be cool because it would increase math performance I'd say. I'm not sure it is worth the effort unless it is an easy hack.

2714. Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 23:31:01 UTC
From: lordthan@news.delphi.com
Message-ID: <2s3bfl$cjn@news.delphi.com>
Source record: 100978

Hi again. :)

This is more out of curiosity than anything else, so I'd appreciate anyone's opinion on the matter.

You have an 800XL w/256K RAM. Someone offers to trade you a stock 130XE for your 800XL. Do you do it? Why or why not?

You have a 1050 disk drive equipped with a US Doubler chip. Someone offers to trade you a stock XF551 for the 1050. Do you do it? Why or why not?

Oh yeah...I found an article on how to hook up a PC keyboard to an 800XL. Has anyone done this? How tough is it to do?

-Steve

2715. Re: 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 23:34:17 UTC
From: lordthan@news.delphi.com
Message-ID: <2s3blp$cn9@news.delphi.com>
Source record: 100979

Krishna@max.tiac.net (Glenn M. Saunders) writes:
>In my opinion, the extra 16K RAM available in XL/XE machines is FAR more
>significant than the changes in mode availability. There are some goofy
>modes available on the Xl machines but that can all be done (I believe)
>with an 800 w/GTIA when twiddling the right bits (i.e. mode 7.5 vs. 15).

That extra 16K would be MORE significant if there was a way to access it without clever hacks and manipulations. "Atari 800XL with 64K RAM! But you can only use 48K of it..." I'm not too keen on that; I've got a 192K RAM Disk in my 800XL and 48K for programs. That's 240K. That 16K has always been an annoying shadow.

-Steve

2716. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-26 23:36:24 UTC
From: Krishna@max.tiac.net
Message-ID: <2s3bpo$ooi@sundog.tiac.net>
Source record: 100988

Scott Weatherhogge (homer@tc.fluke.COM) wrote:

: I would like to buy a color ink-jet (wet or dry) for
: my system. What printers could I buy? Where would
: I get printer drivers for the Atari? The word processor
: I use is Paper Clip and sometimes Letter Perfect. Will
: these work? Do the color printers available have the
: same Centronics port interface?

The inkjet printer is fast replacing the dot matrix printer as printer of choice for the budget consumer.

Unfortunately there is scant software which knows how to do color printing. Most inkjet printers have either 300x300 dpi or 600x300 dpi. I don't know how it fairs compared to 9-pin dot matrix but I'm pretty sure this kind of clarity is more akin to a very good 24 pin dot matrix. And no dtp software or graphical printer dump software out there knows what the hell a 24 pin printer is, let alone an inkjet.

I think even a color 9-pin would be great to dump ColrView pix to. There is a program called ColrPrint which will do this but I haven't tried it.

Theoretically you could convert .GIFs to a print-only file at many times the resolution of the Atari. In 300x300 mode that would allow printing of most .GIFs at native resolution. Number of colors, I don't know.

Also, DTP programs already use multiple "plates". If they could talk to inkjet printers they could acheive much better results with more plates.

Not to mention FAX capability.

The capability is there, most likely only with a huge ramdisk or hard drive to act as virtual ram and page storage, but it can be done. Not fast, but it can be done.

I hope SOMEONE does it.

2717. Re: 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 02:30:08 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <112684@cup.portal.com>
Source record: 100968

> The stock 800 came with the old CTIA chip. The GTIA with
> added graphics modes appeared with the advent of the XL
> machines. I think there were some changes to ANTIC as well,
> there are at least 2 versions of ANTIC.

The early stock 400/800s had CTIA.

From everything I've read, the upgrade from CTIA to GTIA was amazingly common. No OS changes were required. Atari had wanted to use GTIA from the start, it just wasn't ready.

I have two 800s, both with GTIA.

FYI, the other common upgrades were the Revision B OS, new OS for the 810 (better/faster interleave), and the 810 data seperator.

>
> I don't know if it was a popular thing to retrofit the 800
> with a GTIA. I think you'd need a ROM OS upgrade as well if
> you did that. Just guessing...
>
> - Ben Poehland

2718. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 03:10:03 UTC
From: lordthan@news.delphi.com
Message-ID: <2s3oab$oid@news.delphi.com>
Source record: 100970

kamaro_kid@delphi.com writes:
>Why? The 256k XL is essentially an XE now - just install the AC
>SuperVideo upgrade and for all intense purposes, it IS an upgraded XE.

AC SuperVideo upgrade?

>An XF551 will run just as fast as a US Doubled 1050, but can store
>360k without flipping the disk - thereby a better deal than the 1050.

The XF551 has the US Doubler's "Ultraspeed sector skew" with SpartaDOS?

-Steve

2719. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 03:14:53 UTC
From: kamaro_kid@delphi.com
Message-ID: <hm3vWsl.kamaro_kid@delphi.com>
Source record: 100965

What's come over some of the 8bitters the last few weeks?

Somebody (FTE) FINALLY buys out ICD's 8bit rights and folks expect
that company to 1) release new revisions within a week of obtaining
the rights, 2) release each peice for a $10.00 fee and 3) give away
free copies and 4) upgrade hardware within 1-2 weeks of obtaining
the rights.

Makes the mind boggle how some people can have such a lack of
understanding in what's involved in purchasing the rights to this stuff
and modifying it.

2720. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 03:14:54 UTC
From: lordthan@news.delphi.com
Message-ID: <2s3oje$p26@news.delphi.com>
Source record: 100971

Krishna@max.tiac.net (Glenn M. Saunders) writes:
>Not to mention FAX capability.
>The capability is there, most likely only with a huge ramdisk or hard
>drive to act as virtual ram and page storage, but it can be done. Not
>fast, but it can be done.

Faxing to/from an 8-bit? No way, not practical. The 6502 just doesn't have that kind of power, and most Ataris don't have that kind of RAM. Remember, faxes are output at 100dpi (200dpi for high res, or "fine", mode). An 8.5x11 page @ 200dpi is quite a bit more than your average Atari can handle.

-Steve

2721. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 03:17:44 UTC
From: kamaro_kid@delphi.com
Message-ID: <hqwOOEg.kamaro_kid@delphi.com>
Source record: 100969

I dont understand why the XEP80 has such a bad rap.. I use one daily
at 4800 baud while connected to CompuServe, at 2400 baud while
online GEnie and use it with AtariWriter 80.

Not ONCE have I been dissatisfied with its performance.

Without it, I'd be forced to use one of those software based
80 column emulators! ICK!

-Jim King

2722. Re: Sob!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 03:21:57 UTC
From: kamaro_kid@delphi.com
Message-ID: <hI4PGgt.kamaro_kid@delphi.com>
Source record: 100972

Never again will I suffer from the deprivation of usenet news, email,
atari discussions, etc..

I went out and got me an Epson 386laptop.

I know, I know - it's not quite the same as using my 500meg hard-drive,
1meg ramdisk based 800xl/130xe's - but it'll work, and I do
have ATMODEM, which will allow me to remotely log-into my favorite

2723. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 03:26:03 UTC
From: kamaro_kid@delphi.com
Message-ID: <pKwN2+r.kamaro_kid@delphi.com>
Source record: 100966

Dont trade the 256k XL for the stock XE

Do trade the US Doubled 1050 for an XF551.

Why? The 256k XL is essentially an XE now - just install the AC
SuperVideo upgrade and for all intense purposes, it IS an upgraded XE.

An XF551 will run just as fast as a US Doubled 1050, but can store
360k without flipping the disk - thereby a better deal than the 1050.

My opinion, anyway!

-Jim King

2724. My 8bit System

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 03:27:37 UTC
From: kamaro_kid@delphi.com
Message-ID: <po5OWOp.kamaro_kid@delphi.com>
Source record: 100967

Just a bit of bragging here, but:

I just added another 300meg SCSI drive to my 8bit system, thereby making it a total of 550meg online this one 8bit Atari. Bank switching is truely a wonder!

The Atari Connection BBS now has half a gig of storage - exclusively dedicated to 8bit software -- all running on a 4 slave multiplexor system at 19.2k baud!

801-969-1468

2725. Re: at800xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 04:27:00 UTC
From: ken.ross@dscmail.com
Message-ID: <1.6010.2521.0N27CC2A@dscmail.com>
Source record: 100861

I am using a svga monitor and normal vga card..... the color is the
normal white text on blue background. its just not a full screen its more
like a windowed screen..... I am confused as to how to load things
and use the emulator as well... is there english docs or just
german.....

2726. How does one preformat a disk

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 04:27:19 UTC
From: as195@cleveland.Freenet.Edu
Message-ID: <2s3sr7$hab@usenet.INS.CWRU.Edu>
Source record: 100973

I was reading that DOS 2 was packaged with a preformatted disk which is supposed to permit faster read and writes.

Is there a way to format a disk in this way with conventional disk drive like an 810 or 1050?
--

2727. Re: AT800XL emulator disc

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 04:29:00 UTC
From: ken.ross@dscmail.com
Message-ID: <1.6011.2521.0N27CC2B@dscmail.com>
Source record: 100862

ok I had that same problem.... so your answer helps me there.....
However you said somthing about a manual... its all in german frmo what I
see..... do you have an english version..... also are you getting
a windowed screen or full atari screen..... I may have a buged
program.....

 KWQ/2 1.2d NR

2728. Re: 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 04:40:10 UTC
From: Krishna@max.tiac.net
Message-ID: <2s3tja$c6@sundog.tiac.net>
Source record: 100974

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: Krishna@max.tiac.net (Glenn M. Saunders) writes:
: >In my opinion, the extra 16K RAM available in XL/XE machines is FAR more
: >significant than the changes in mode availability. There are some goofy
: >modes available on the Xl machines but that can all be done (I believe)
: >with an 800 w/GTIA when twiddling the right bits (i.e. mode 7.5 vs. 15).

: That extra 16K would be MORE significant if there was a way to access it
: without clever hacks and manipulations. "Atari 800XL with 64K RAM! But
: you can only use 48K of it..." I'm not too keen on that; I've got a 192K
: RAM Disk in my 800XL and 48K for programs. That's 240K. That 16K has
: always been an annoying shadow.

: -Steve

Jview accesses it. It seems like a problem, but the difficulty in
accessing it is a blessing in disguise, since few people use it, it makes
it the perfect place to put something like a TurboBasic XL or a SpartaDOS
which is what happened obviously.

If everyone was using it then banked ram would be the ONLY solution for
an advanced DOS.

2729. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 04:42:04 UTC
From: Krishna@max.tiac.net
Message-ID: <2s3tms$c6@sundog.tiac.net>
Source record: 100975

kamaro_kid@delphi.com wrote:
: I dont understand why the XEP80 has such a bad rap.. I use one daily
: at 4800 baud while connected to CompuServe, at 2400 baud while
: online GEnie and use it with AtariWriter 80.
:
: Not ONCE have I been dissatisfied with its performance.
:
: Without it, I'd be forced to use one of those software based
: 80 column emulators! ICK!
:
: -Jim King

Let me know what you think of FlickerTerm when you see it. 4 bits is
pretty good.

To me, the 4bit font and flicker is worth it for the speed.

2730. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 04:43:30 UTC
From: Krishna@max.tiac.net
Message-ID: <2s3tpi$c6@sundog.tiac.net>
Source record: 100976

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: Krishna@max.tiac.net (Glenn M. Saunders) writes:
: >Not to mention FAX capability.
: >The capability is there, most likely only with a huge ramdisk or hard
: >drive to act as virtual ram and page storage, but it can be done. Not
: >fast, but it can be done.

: Faxing to/from an 8-bit? No way, not practical. The 6502 just doesn't
: have that kind of power, and most Ataris don't have that kind of RAM.
: Remember, faxes are output at 100dpi (200dpi for high res, or "fine",
: mode). An 8.5x11 page @ 200dpi is quite a bit more than your average
: Atari can handle.

: -Steve

Who says you have to hold it all in memory at once?

2731. AC Refunds

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 05:00:16 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405270406.AA13917@phinet.smithkline.com>
Source record: 100977

I thought folks might be interested to know I just completed calculating the refunds for the first 100 AC subscribers who qualify under the policy announced in the April AC & have mailed the first list to Unicorn Publications. They will write the checks & send them back to me in bulk, & I will mail them out to individual subscribers with a cover letter.

As usual in a situation where the business operations are split between 2 locations hundreds of miles apart, the logistics of this are awful. Mailing delays between me & Unicorn alone are estimated to consume 8 weeks. The processing of refunds will take all summer. I suggest no one hold their breath waiting for their check!

With the final issue of AC now being delivered, the operation of AC under my management is coming to a close. Jim Hood & people from SLCC have definitely committed themselves to continuing the publication. Rumor has it they are planning a July issue, but I haven't confirmed that. Whether they continue to publish after that will probably depend on how much support they receive in the form of subscriptions. The new subscription form was printed on the back of the April issue of AC for those wishing to subscribe.

Interested parties may write to:

Jim Hood
Managing Editor
Atari Classics Magazine
5507 Langford Court
Concord CA 94521 USA

for further information on the "new" Atari classics. You can also try him on GEnie: J.HOOD9 [Internet: j.hood9@genie.geis.com] but my experience has been that he's not exactly a network denizen so probably a snailmail letter will be more effective in reaching him.

I've been working behind the scenes for the past 4 months with Jim & with Bob Woolley to make the management transition as smooth as possible & to assist those fellows in the startup of their venture. These arrangements are purely on a personal level & are not connected in any way with the actual business operations of either the present AC or the "new" AC. The present publication is definitely ceasing existence as a business entity, & the effort by the people in California is an entirely new & independent operation. This is confusing to many people. The easiest way to envision what's happening is to look at it as if the present body of AC has died, but the spirit of it is being preserved & transferred to another vessel (sounds like an episode from Star Trek!) where hopefully it will live again.

Some portion of the present Staff may transfer over to the new management, & I've offered my services to them as a Consultant. Bob Woolley, who was a Reviewer on the Staff of the "old" AC, has taken an active role in the "new" AC, tho in exactly what capacity remains to be seen. Both Jim & Bob have expressed a strong desire to preserve as much continuity between the old & new publications as possible, & I'm doing all I can at my end to assist that effort.

I sincerely hope that all of you will subscribe to the new Atari Classics & give Jim Hood as support as you can. You all know our market & our user base have continued to decline. I honestly feel that if the California effort fails, the last vestige of the Atari 8-bit community & market in the USA will go down the drain. Really people, this is our last chance. Think about it.

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

2732. XEP80 Vs. Baud Rate

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 05:58:51 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405270522.AA14693@phinet.smithkline.com>
Source record: 100857

Yah Steve, BobTerm contains a really nice XEP80 handler & it works GREAT. In fact, I think BT's XEP80 software interface is lot better than the XEP80 handler contained in AtariWriter-80! I use it ALL the time when I log onto GEnie or other commercial services, man it's just so much easier on the eyes.

Using the XEP80 with BT doesn't slow down your hardware per se. That is, if you're using a 14.4KBd modem with a BB or MIO, you'll get the full performance of that hardware.

BUT... if you insist on using the XEP80 with such a fast setup, your screen will turn into mashed potatoes. Your modem & interface may be fast, but the XEP80 isn't, the video display can't keep up with the rest of the hardware. Hmmm... I don't recall offhand just HOW fast the XEP80 really can go. But even if the XEP80 could handle 14.4KBd, the joystick ports CAN'T. Bandwidth limit on the joystick ports is around 5KHz, which means the very best you could do would be 4800 Baud (& even then you'd probably get an occasional scrambled character on your screen). The bottom line being that if you want to use the XEP80 with BobTerm (or any other termprog that supports the 80-column box), you have to configure your software for a baud rate of 4800 or lower. Which is why I'll never invest in a faster modem as long as I'm addicted to the XEP80, the extra speed would be just be a waste.

Still... one thing no one has ever done is actually measure the frequency response of say, a stock 800XL. When you look at the schematics for the joy-ports on the 800XL, the first thing that catches your eye is that the joyport lines are just LOADED with RF suppression: series inductors & bypass caps. I've often wondered to what extent the bandith of the joyports could be improved merely by removing the caps & shorting the shorting the inductors with wire jumpers. The hardware mods are simple to do, & anyone with a good electronic test bench could do the before-&-after frequency response measurements. This topic is tailor made for a magazine article, & it wold be something extremely useful for both the user community & the developer community to know.

You needn't worry about increasing RF emissions from the machine, as the RF suppression was overdone to begin with. As proof of that, Atari slashed nearly all of the RF suppression components from the joyport lines in the 600XL, & the 600XL passed FCC requirements as well as the 800XL did.

- Ben Poehland

2733. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 07:27:20 UTC
From: betsyjo@delphi.com
Message-ID: <h21uuGo.betsyjo@delphi.com>
Source record: 100998

i was also wondering if the 800xl was compatible with any of the new "jet"
printers...not necessarily a color one.my brother daisywheel has had the
hammer head replaced twice & the 2nd
~time was not too successful. if an
inkjet won't work, which one of the
newer printers would you suggest??
(reasonably priced, of course!!).
i use atariwriter, but have other
word processing programs at my
disposal. my brother-in-law (a mac
enthusiast) thinks i need to replace
my entire system, but the only problemright now is my printer!!!
all responses will be more than
welcome....i need help!!!....thanks.

2734. Re: Boosting up the clock speed (Was Re: It's Alive...)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 12:18:43 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CqGnJ8.A8y@cs.vu.nl>
Source record: 100992

cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:

>In a previous article, ipoorten@cs.vu.nl (Ivo van Poorten) says:

>>Also, if the 2MHz 6502 doesn't like overclocking, it's easy to replace
>>it with a stock 4MHz 65c02... isn't it?

>No, the 65c02 is not the same as the Atari 6502.... except for in the
>800. So right off you have to throw in extra circuitry to make the
>65c02 pin compatible with the 6502C that Atari used. I have no idea
>how to detect a memory access.

Sorry, mistake.... I meant the 6502c. That one is almost completely
pin compatible with the Sally. The only difference is the HALT line,
which, I think, can be replaced by a small circuit which pulls down the
clock pin whenever the HALT line, coming from the ANTIC, is high.

>Ohh, for at least the last 3 years.

I never saw it this year.... must have been before my time on the
internet ;-) Anyway, I think it deserves another look....

>Jeff McWilliams -->classic Atari black-hole resident.
>cd827@cleveland.freenet.edu

Ivo van Poorten.

2735. Re: Boosting up the clock speed (Was Re: It's Alive...)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 12:52:21 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CqGp3A.AsK@cs.vu.nl>
Source record: 100999

Krishna@max.tiac.net (Glenn M. Saunders) writes:

>Ivo van Poorten (ipoorten@cs.vu.nl) wrote:

>This doubling idea would what, increase the speed of DEC and INC
>operations and stuff like that? That might be cool because it would
>increase math performance I'd say. I'm not sure it is worth the effort
>unless it is an easy hack.

It would increase the performance of all operations. Offcourse, operations
which need to do a lot of memory access won't benefit as much as others.
LDA (ZP),Y needs 5 fetches from memory in 5 cycles so this will stay at
1.7(7|9) MHz. But for example, all implied instructions, like CLx, SEx,
INx, DEx, ROL A, ROR A, Txy etc. take 2 cycles execution time. 1st Cycle
is for fetching the opcode, 2nd one is the decoding and its executed while
the next opcode is fetched. (pipelining.) The 2nd cycle doesn't need
any memory acces and hence will be executed twice as fast... the whole
instruction will be 150% in speed relative to a non-overclocked 6502.
There are several adressing modes which have 1 or more cycles which
don't acces memory. (Implied, Relative (branches), all indexed modes)

While I write this down, I have 'Zakboekje 6502' beside me. It describes
the pipelining of the 6502 in great detail and it appears to me that
when the CPU doesn't read a byte from memory, there's still a valid address
on the adress bus and still something is placed on the databus. So, I
conclude its impossible to detect whether the cpu actually does something
with the data on the databus or not... maybe we should consider running
the cpu on a doubled clock all the time, also when it accesses memory, and
only switch it to the normal clock again when it accesses the hardware
registers. We let the custom chips stay at the normal clock offcourse.
Now I wonder if the memory can cope with the doubled speed? I guess
150ns DRAM will be fast enough to cope with a processor at 3.6MHz.
What do you think of this idea?

Ivo van Poorten

2736. Re: Hard Drive Prices

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 12:55:08 UTC
From: pfs@pslu1.psl.wisc.edu
Message-ID: <1994May27.125508.21969@pslu1.psl.wisc.edu>
Source record: 100993

In article <9405252234.AA19485@phinet.smithkline.com> poehland%phvax.dnet@sb.com writes:
>I'm REAL curious about these $20 20-meg SCSI drives. Ah... could you give us
>an address for where to order them?
>
>The drive I offered for $45 was an EMBEDDED SCSI drive. Embedded SCSI is
>ALWAYS more expensive than the corresponding MFM or IDE drives (not sure
>why). I paid a lot more than $45 for these units when I purchased them several
>years ago. I think $45 is pretty darn reasonable.
>
>You see a lot of references by pundits in the PC slick mags about the "one
>dollar per meg" cost of hard drives, but that's mostly hooey. It only
>applies to IDE drives in the 200-300 meg range. Below 100meg the prices go up,
>& above 300meg the prices also rise rapidly (especially as you approach 1G).
Ah, Ben...
Have you actively priced hard drives recently?
You are right when you reference prices below the 100 meg size. Above 300 meg
the prices are in the 60 cent per meg range. And this DOESN'T only include
IDE type drives. 1.2 Gig SCSI's are typically 600 to 700 bucks. If you wan't
to try and call some of the retailers for prices you'll see I'm not spreading
mostly HOOEY!!!
Don't get me wrong, I don't mean this as a flame... I've spent the last 2.5 mo.
pricing drives for my upgrade PC. ALL non IDE types can be had for some won-
derfully low prices!
(I try to stay away from the SLICK PC mags and rely on Computer shopper and
local vendors as they cater to the NON-Executive computing types, if you do
the legwork -fingerwork- you can find very good deals!!)

Regards,
Paul Schnettler
pfs@psl.wisc.edu

>
>Amazingly, the Seagate ST-251-1 (a 40-meg MFM drive) is still in production
>& still sold by a lot of mainstream retailers. But it's more expensive
>than an IDE drive with triple the capacity. Go figure... And it's not even
>a SCSI drive, you still have to get a SCSI controller card for it if you
>wanna put one on a SCSI bus.
>
> - Ben Poehland

2737. Re: How does one preformat a disk

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 12:59:42 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CqGpFJ.Ay4@cs.vu.nl>
Source record: 100932

as195@cleveland.Freenet.Edu (Joseph Pallendino) writes:

>I was reading that DOS 2 was packaged with a preformatted disk which is
>supposed to permit faster read and writes.

>Is there a way to format a disk in this way with conventional disk drive
>like an 810 or 1050?

No. The track layout, the sequence of the sectors, is fixed within the
diskdrive's rom.

Ivo van Poorten.

2738. The first Atari 8-bit WWW Page!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 15:01:13 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CqGv22.CIq@cs.vu.nl>
Source record: 101001

Hello All!

At the moment I'm setting up a WWW page, only devoted to our
beloved Atari 8-bit computer. You can reach it with mosaic at :

http://www.cs.vu.nl/~ipoorten/8bit.html

Currently I provide:

* FTP access to all 8-bit sites. (atari archive and its mirrors.)
* The FAQ and the vendors list. (the ones by Michael Current.)
* Technical Documents. (about the 65816 CPU)
* Distribution of my own software. (MODPlay and UnZip)

Keep in mind that it's still under construction, though I haven't come
across any bugs yet.

If you have any comments on this page or sugestions, email me at:

ipoorten@cs.vu.nl

Enjoy it!

Greetings,
Ivo van Poorten.

2739. Falcon based XL Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 15:30:09 UTC
From: dcoull@cix.compulink.co.uk
Message-ID: <CqGwEA.884@cix.compulink.co.uk>
Source record: 100856

Is there a newer '030 enhanced version of the Translator program? I have the original ST version, but it falls over in a big way with the Falcon. I reckon the Falcon would emulate the 8-Bit brilliantly. It could even do the sound with full 4-channel support! Speed would easily be up to original spec (more with optimisation, 32Mhz accelerators etc.)
I suspect that the ST version is no longer being developed, but is the complete source code available? I have a programming friend that could do the conversion, so any help would be appreciated.

Hopefully,
Darren Coull

2740. Items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 16:28:11 UTC
From: mkv1@rsvl.unisys.com
Message-ID: <CqGz30.2Cx@rsvl.unisys.com>
Source record: 100908

Atari 8 bit items for sale

2 Atari 1050 diskette drives with USDoublers, Power Supplies, and SIO cables. $60.00 each.

Atari 410 cassette recorder. $5.00

Compute's First Book of Atari. $2.00

Flight Simulator cartridge and Docs. $15.00

Activision Ghostbusters disk. No Docs. $5.00

Sierra On-line Jawbreaker disk. No Docs. $5.00

Electronic Arts Super BoulderDash disk. No Docs. $5.00

Epyx World Karate Championship disk. No Docs. $5.00

APX Chop Suey disk. No Docs. $5.00

Accolade Fight Night disk. Complete package. $10.00

Accolade Ace of Aces disk. Complete package. $10.00

Accolade Hardball disk. Complete package. $10.00

Mindscape Infiltrator disk. Complete package. $10.00

Epyx "Ballblazer" disk. Complete package. $10.00

Batteries Included "HomePak" disk. Complete package. $10.00

Atari "Pac Man" cartridge. Original package. $5.00

Atari cartridge blank printed circuit board. $1.00

Shipping in US and Canada: $1.00 for disk only, $2.00 for cartridges or packages, negotiable for hardware.

--
Regards.
Mark K Vallevand Unisys Roseville, Minnesota markus@rsvl.unisys.com
Unisys 612-635-7880
Mail Station 4313, On the Information SuperHighway, I'm the guy with a
POBox 65942 hat driving 50 in the fast lane with my blinker on
St Paul, MN 55164-0942 and my seatbelt hanging out the door making sparks.

2741. Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 22:28:13 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405272202.AA02864@phinet.smithkline.com>
Source record: 100866

I wouldn't trade a 256K 800XL for a 130XE. Reasons: 1.) the 800XL probably has all or most chips socketed; the XE has few or no sockets. 2.) The xe case is flimsy & the keyboard feels mushy. 3.) The PBI on the 800XL is as close as Atari came to standardizing the PBI interface; the one on the Xe is funky & uses part of the cartridge port. 4.) In the Xe you have to stick your carts into the back of it going sideways- VERY awkward, as it back there w/all the wires & stuff. Cart port on the XL is right out front where you can see it & stack carts totem-pole to the ceiling if you want. The XL has some disadvantages, such as crummier video (but that's easy enough to fix). The XL was just made better, I think.

I WOULD trade a US-Doubler 1050 for a stock XF551. Reasons: 1) the 1050 is still single-sided, while the 551 is double-sided. 2.) The 1050 mechanism is touchy & getting harder to find replacement parts for; the 551 can use any old standard Shugart interface mech (well, if you modify the internal cable). I really like a 551 with a Toshiba/Chinon mechanism! 3.) As soon as you get that 551, order the XF Upgrade & XF Enhancement from CSS straightaway. Those 2 products will permit you downward compatibility with the 1050 & also allow slaving a 3.5" 720K floppy to the 551. Powerful stuff! 4.) The 551 has a lower profile that takes up less space on a crowded desk (that's important for me).

The main disadvantage of the 551 is that early units had crappy SIO sockets fastened with crummy rivets that worked loose & broke foil tracks on the board. A fix was published in AC.

- Ben Poehland

2742. It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 22:44:40 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405272224.AA03207@phinet.smithkline.com>
Source record: 100867

Well I guess I don't actually use BT exclusively from home after all.
When I log onto GEnie from home I always use BobTerm & XEP80. When I log
onto the net from home I sometimes use BT & sometimes KERMIT-65. I get to
the net by logging onto my employer's VAX mainframe thru thr company modem pool.
KERMIT works best for this, since the VAX looks for a VTxxx terminal. BT with
the XEP80 works OK, too, except I have touse it in ASCII mode since VT emulation
in BT sucks big-time. With BT I do get an occasional gibberish character on
my XEP80 screen, but that's a translation problem not a baud rate problem.
I use the RS232 port on the Black Box at 2400 baud, no sweat. The main
disadvantage using BT to get onto the Net is that I can't download anything
with it. These weirdo DEC systems only allow KERMIT, & BT doesn't do KERMIT,
so I have to use KERMIT to do KERMIT (whew! what a profound statement!).

I'd use BT for everything if someone would add a decent VT emulator to it
plus a KERMIT protocol. I hit up on Bob Puff about adding KERMIT a few years
back, he wasn't interested. Odd, too, since Der Puffster is a sysop on CI$
& CI$ is one of the few commercial nets that supports KERMIT transfers.

- Ben Poehland

2743. Atari 800 Power Supply?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 23:05:52 UTC
From: sydtech@winternet.com
Message-ID: <2s5uch$34l@blackice.winternet.com>
Source record: 100931

Sorry, I know this is probably a FAQ (even though I didn't run across it in Ivo's WWW page).

What kind of power supply does the Atari 800 take? Hopefully it's something I can pick up at the local Radio Shack.....

Thanks!

2744. PLEASE READ AND VOTE ON THIS ISSUE

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 23:13:32 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2s5uqs$hr1@usenet.INS.CWRU.Edu>
Source record: 100907
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

C.A.I.N., a new Atari online magazine, would like to know which compression method should be used in compressing the newsletters...please take a moment to send your preferance of compression formats...you may "write-in" a format that is not listed...if this is a machine specific format, please indicate which machine this format is for...

Thank-you!

To vote simply reply to this message or send e-mail to "aa338@po.cwru.edu" ...

Unless you're "writing-in" a vote, please send the number your choice corresponds to...

Please have the word "vote" somewhere in the subject line.

Finally, please do not request newsletters from this e-mail address. If you would like to receive the latest copy of CAIN, you may send a request to "xx004@po.cwru.edu" ... You may request the latest issue only, or request to be placed on the e-mail subscription list...

--------------cut here---------cut here-----------cut here-------------------

Which compression format do you prefer CAIN to use?

Vote Options:

1. ARC
2. ARJ
3. LZH
4. Super ARC for Atari 8 bit
5. Unix compress Z
6. Zip PKWare etc
7. gzip GNU Zip for Unix

--

2745. Atari Show Announcements (courtesy of CAIN)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 23:29:54 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2s5vpi$itn@usenet.INS.CWRU.Edu>
Source record: 100868
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

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+-----------------+
|Shows at a Glance|
+-----------------+-------------+-------------------------+----------+
| Name | Location | Date |
|------------------------------+-------------------------+----------|
|1. Texas Atari Festival |St. Mary's University |06/04/94 |
|2. C.A.I.N. Atari Fun Fest '94 |Kirtland, OH |08/07/94 |
|3. Connecticut Atarifest '94 |Windsor Locks, CT |08/27/94 |
|4. Atari Leistungsschau |Freiburg, Germany |09/22/94 |
+-----------------------------------------------------------------------+
```

A complete description of the above shows is available on the Atari SIG
on the Cleveland Free-Net.

To get to the Cleveland Free-Net:

telnet to: freenet-in-{a,b,c}.cwru.edu

(129.22.8.32 or 129.22.8.51)

or call:
(216) 368-3888 (3oo-14.4Kbps V32/42 bis)

Once connected, type "Go Atari" at any "Your Choice==>" prompt.
Then select option '2' for Atari News, then option '6' for Atari
Show Announcements...

If you know of any upcoming computer shows that include Atari products,
please send as much information as you can to "aa338@po.cwru.edu" ...

(Text files, addresses, directions, contact people, etc.)

Finally, the C.A.I.N. online newsletter would like any review, summaries,
or reports from any of these or other Atari Shows. Please send these to
"aa338@po.cwru.edu" for publication in our newsletter. Thank-you.

--

2746. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 23:44:47 UTC
From: Krishna@max.tiac.net
Message-ID: <2s60lg$fqh@sundog.tiac.net>
Source record: 100860

poehland%phvax.dnet@sb.com wrote:
: Well I guess I don't actually use BT exclusively from home after all.
: When I log onto GEnie from home I always use BobTerm & XEP80. When I log
: onto the net from home I sometimes use BT & sometimes KERMIT-65. I get to
: the net by logging onto my employer's VAX mainframe thru thr company modem pool.
: KERMIT works best for this, since the VAX looks for a VTxxx terminal. BT with
: the XEP80 works OK, too, except I have touse it in ASCII mode since VT emulation
: in BT sucks big-time. With BT I do get an occasional gibberish character on
: my XEP80 screen, but that's a translation problem not a baud rate problem.
: I use the RS232 port on the Black Box at 2400 baud, no sweat. The main
: disadvantage using BT to get onto the Net is that I can't download anything
: with it. These weirdo DEC systems only allow KERMIT, & BT doesn't do KERMIT,
: so I have to use KERMIT to do KERMIT (whew! what a profound statement!).

I believe Clay is going to add Kermit to FlickerTerm, but I've not
touched that dumb protocol since my dialup has X/Y modem.

VAX machines, IMO, stink. Their lack of compatibility with the rest of
the Unix world is their biggest liability.

2747. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-27 23:49:42 UTC
From: Krishna@max.tiac.net
Message-ID: <2s60um$fqh@sundog.tiac.net>
Source record: 100863

betsyjo@delphi.com wrote:
: i was also wondering if the 800xl was compatible with any of the new "jet"
: printers...not necessarily a color one.my brother daisywheel has had the
: hammer head replaced twice & the 2nd
: ~time was not too successful. if an
: inkjet won't work, which one of the
: newer printers would you suggest??
: (reasonably priced, of course!!).
: i use atariwriter, but have other
: word processing programs at my
: disposal. my brother-in-law (a mac
: enthusiast) thinks i need to replace
: my entire system, but the only problemright now is my printer!!!
: all responses will be more than
: welcome....i need help!!!....thanks.

Some inkjets support Epson emulation mode. They will print text fine
from Atariwriter et. al. But graphical performance will probably be
blocky at best. Like if it does Epson emulation, it might emulate a 9
pin printer. If you pay for a given rez, it would be nice to utilize it
for more than text.

Same with laserprinters and the 8-bit.

As long as they support Epson they will to text fine and maybe graphics,
but no graphics better than a 9 pin.

2748. Online Conference with Jeff Minter May 29, 1994

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 00:33:36 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <2s63h0$ovh@usenet.INS.CWRU.Edu>
Source record: 100870
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

Just a friendly reminder...Jeff Minter will be this month's guest on the
Cleveland Free-Net Atari SIG's monthly conferences...

Jeff Minter is the author to the Jaguar smash hit Tempest 2000 as well as
such popular ST titles as llamaTron, llamaZap, and Hardcore...

The conference will be held at 7pm EDT May 29, 1994 on the Free-Net's
local IRC, channel #Atari.

Since this is being held on the local IRC, persons wanting to attend must
already have an account...

To connect to the Free-Net:

telnet freenet-in-{a,b,c}.cwru.edu
or 129.22.8.51 or 129.22.8.32

Once connected, at any "Your Choice ==>" prompt type 'go irc' then choose
option '9' to join the IRC. For COMPLETE instructions (you better read this
if you never used the IRC) type 'go atari' at any "Your Choice ==>" prompt
then select option '4' then enter '1364' ... this will present you with a
message titled "Crash Course in IRC" ...

This same help file is available in the may 1994 issue of C.A.I.N. newsletter.

A transcript to this conference will be printed in the June issue of C.A.I.N.

Send e-mail to xx004@po.cwru.edu to request this newsletter.

If you would like to attend future conferences, please apply for an account
on the cleveland free-net...it's absolutely free...Additionally, it'll
provide you free access to our Atari SIG, a very comprehensive resource to
all of Atari's platforms...

Hope to see you all on the conference!

-Mark Leair
aa338@po.cwru.edu
--

2749. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 04:06:14 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2s6fvm$mko@terminator.rs.itd.umich.edu>
Source record: 100873
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 13092 May 22 14:57 ./8bit/Sound/rush_ams.arc
-rw-r--r-- lenn 2270 May 22 14:57 ./8bit/Sound/rush_ams.txt
-rw-r--r-- lenn 7392 May 22 14:57 ./8bit/Os/mtos.arc
-rw-r--r-- lenn 10640 May 22 14:57 ./8bit/Os/mtos.doc
-rw-r--r-- lenn 27066 May 22 14:57 ./8bit/Os/supdos51.arc
-rw-r--r-- lenn 21752 May 22 14:57 ./8bit/Os/supdos51.txt
-rw-r--r-- lenn 4178 May 22 14:56 ./8bit/Applications/equation.arc
-rw-r--r-- lenn 190 May 22 14:56 ./8bit/Applications/equation.txt
-rw-r--r-- lenn 51845 May 22 14:58 ./8bit/0index
-rw-r--r-- lenn 5191 May 22 14:56 ./8bit/Games/boom.arc
-rw-r--r-- lenn 7498 May 27 03:55 ./8bit/Graphics/icontopm.arc
-rw-r--r-- lenn 11581 May 27 03:56 ./8bit/Graphics/magic.arc
-rw-r--r-- lenn 1711 May 27 03:56 ./8bit/Graphics/magic.txt
-rw-r--r-- lenn 5201 May 27 03:58 ./8bit/Graphics/micros.arc
-rw-r--r-- lenn 8625 May 27 04:04 ./8bit/Graphics/psindxer.arc
-rw-r--r-- lenn 45108 May 27 04:03 ./8bit/Sound/pst.arc
-rw-r--r-- lenn 13406 May 27 04:01 ./8bit/Utilities/pstr13.arc
-rw-r--r-- lenn 2402 May 27 04:01 ./8bit/Utilities/pstr13.txt
-rw-r--r-- lenn 10453 May 27 04:06 ./8bit/Utilities/ramboot2.arc
-rw-r--r-- lenn 519 May 27 04:06 ./8bit/Utilities/ramboot2.txt
-rw-r--r-- lenn 4116 May 27 04:09 ./8bit/Utilities/ramdisk256.arc
-rw-r--r-- lenn 1850 May 27 04:08 ./8bit/Os/ramboot3.arc
-rw-r--r-- lenn 1011 May 27 04:08 ./8bit/Os/ramboot3.txt
-rw-r--r-- lenn 52017 May 27 04:12 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2750. Re: Illegal OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 04:09:35 UTC
From: ricortes@delphi.com
Message-ID: <J8+tm0-.ricortes@delphi.com>
Source record: 100871

$.02 I wouldn't really recomend using these things, they're cute & all &
I have tested a number of them, but as an example LAX that loads the A & X
registers with the same data, I searched the OS & found exactly one case
where this could replace a LDA #0 TAX so it would only save one byte in
the 10k of OS. If you want a real programing challenge though, I'd
recommend trying to write a small program that does something usefull with
only illegal op codes. You also have to remember that in later versions
of the 65XX? many op codes were made to act as NOPs etcetera so your program
would only run on a vanilla 8 bit.

2751. Re: Atari 800 Power Supply?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 04:26:15 UTC
From: sydtech@winternet.com
Message-ID: <2s6h57$4vj@blackice.winternet.com>
Source record: 100912

Anyone...please? I have no docs, and would love to at least see if the
thing WORKS sometime this weekend.

Thanks.....

Sydtech (sydtech@winternet.com) wrote:
: Sorry, I know this is probably a FAQ (even though I didn't run across it
: in Ivo's WWW page).

: What kind of power supply does the Atari 800 take? Hopefully it's
: something I can pick up at the local Radio Shack.....

: Thanks!

2752. Re: Boosting up the clock speed (Was Re: It's Alive...)

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 04:29:09 UTC
From: ricortes@delphi.com
Message-ID: <Zi5MWA9.ricortes@delphi.com>
Source record: 100872

It's most recently been blabbered about by me, & I think less then a month ago. Difference this time relative to others is I have the parts in hand & am currently soldering with my scheme. I fully expect to post a message in the next week or two explaining why it doesn't work <g>.

2753. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 06:45:02 UTC
From: kamaro_kid@delphi.com
Message-ID: <RqxOOM+.kamaro_kid@delphi.com>
Source record: 100879

LORDTHANATOS@DELPHI.COM <lordthan@news.delphi.com> writes:

>AC SuperVideo upgrade?

The Atari Classics Magazine supervideo upgrade. It was in December 93,
I believe. Most excellent video fix!

>The XF551 has the US Doubler's "Ultraspeed sector skew" with SpartaDOS?

Yes, the XF551 runs Ultra-Sector Skew.

2754. Re: XEP80 Vs. Baud Rate

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 06:50:02 UTC
From: kamaro_kid@delphi.com
Message-ID: <ZK5tWmy.kamaro_kid@delphi.com>
Source record: 100880

I've gotten good clean 4800 baud out of my XEP80. Anything faster than
that turns into your aforementioned "mashed potatoes"

-Jim Kng

2755. Re: Atari 800 Power Supply?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 06:53:36 UTC
From: kamaro_kid@delphi.com
Message-ID: <Zo6sGSw.kamaro_kid@delphi.com>
Source record: 100881

The Atari 800 requires 9v AC 31VA

Hope this helps..

2756. Nolan Bushnell

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 06:55:09 UTC
From: kamaro_kid@delphi.com
Message-ID: <Zq6MWe9.kamaro_kid@delphi.com>
Source record: 100878

Hmm - after last advertising my latest harddrive upgrade only a day
or so ago, I got a call on my BBS from somebody purporting to be
Nolan Bushnell.

Could it be that the creator of Atari has decided to visit my humble little
BBS? Or do I have some hoaxster our there playing with me?

CallerID will prove VERY valuable in this scenario!

2757. Re: 800 Vs 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 07:12:45 UTC
From: thester@nyx.cs.du.edu
Message-ID: <2s6qtd$gji@nyx.cs.du.edu>
Source record: 100900

In article <EYVIND.94May25175156@nova.lise.unit.no>,
Eyvind Bernhardsen <eyvind@lise.unit.no> wrote:
>In article <CqC0oq.Bvw@utnetw.utoledo.edu> timuszyn@jupiter.cse.utoledo.
du (Mr. Fixit) writes:
>
>> poehland%phvax.dnet@sb.com wrote:
>> : I think I agree with Jeff.
>> : It's meaningless to say any kind of 800 will "run rings around" an 8
0XL.
>> : Both machines are essentially the same. If anything, the XL has the
edge
>> : with the added graphics modes.
>> ?????
>>
>> Added? Hmm... either 800 can produce the same gr. output (res and c
lors)
>> of the 800xl... sure it's not a simple basic call, but no big differen
e.
>
>Depends on your 800. The CTIA 800s can't display the GTIA modes
>(BASIC modes 9, 10 and 11); I'm not sure when Atari started using the
>GTIA chip.

Well, there couldn't have been a whole heck of a lot
of the 800's with CTIA's sold. I purchased a 400 with
48k and an 800 as well in mid 1981. Both had the GTIA
chips installed already. BUT - the installation was
done by the computer store (Hi-Tech, in Oklahoma City)
not Atari. Same with the memory boards. (third party)

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

2758. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 08:53:07 UTC
From: betsyjo@delphi.com
Message-ID: <Rw4sGyz.betsyjo@delphi.com>
Source record: 100902

Thanks, Glenn, but you really didn't
answer my questions in terms I could
understand!..Not so much technical
jargon...please!!!
1. Are any of the "jet" printers
currently on the market compatible
with the 800XL & if so, which
one(s)?
2. If there aren't, which one of the
newer dot matrix printers would you suggest?
3. I'm really not very interested in
graphics...primarily printing text.4. Any special interfaces I would need
to get? (Have Axiom AT-846 & Micro- Print)
Thanks again!!!

2759. Re: Illegal OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 10:08:50 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994May28.100850.7636@cs.nott.ac.uk>
Source record: 100901

In article <2s3a9r$ooi@sundog.tiac.net> Krishna@max.tiac.net (Glenn M. Saunders) writes:
>Raphael J Espino (rje@cs.nott.ac.uk) wrote:
>: ASL then ORA the results with the accumulator
>: RLA 2F 3F 3B 27 37 ? 23 33 2B
>
>Is this like a multicommand? Like a mini subroutine? What I mean is,
>will it do ASL and ORA in any fewer cycles than doing it separately? If
>these combined opcodes can perform the operation faster, then this would
>make sense. Even if they don't, these opcodes could save memory for sure.
Actualy I've never tried it, so I don't even know if they work at all
(it's one of those things I've been 'meaning to do' for a long time).
But my understanding is that it will do the 2 commands in one. If so it
should be slightly quicker I think than doing both separately (you would
save 1 cycle at not having to fetch the second command).
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2760. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 13:45:07 UTC
From: Krishna@max.tiac.net
Message-ID: <2s7ht3$qm0@sundog.tiac.net>
Source record: 100875

betsyjo@delphi.com wrote:
: Thanks, Glenn, but you really didn't
: answer my questions in terms I could
: understand!..Not so much technical
: jargon...please!!!
: 1. Are any of the "jet" printers
: currently on the market compatible
: with the 800XL & if so, which
: one(s)?

Go to the store, and look at the specs on the printers. They will tell
you if they support Epson FX emulation.

I don't have an inkjet primarily because I'd be wasting my money on
something I can only get cleaner text, and not much better graphics on.
Most printer software is so old it will never be updated for anything
beyond a 9-pin epson. For text, use WHATEVER printer you want. An
inkjet, a laserprinter, as long as it has Epson emulation, you are all set.

Obviously EPSON printers will have Epson "emulation" in them :)

I've never tried graphics on an inkjet so I can't even say with
authrority that printing from, let's say, Newsroom or Daisy Dot 3 is even
going to work. I just know what if it's got Epson code emulation it will
work with simple word processors.

2761. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 13:51:10 UTC
From: Krishna@max.tiac.net
Message-ID: <2s7i8e$qm0@sundog.tiac.net>
Source record: 100876

betsyjo@delphi.com wrote:
: graphics...primarily printing text.4. Any special interfaces I would need
: to get? (Have Axiom AT-846 & Micro- Print)
: Thanks again!!!

Most every printer has a Centronics interface, although some have
Applelink and ethernet garbage, but those are $1000 or more range.

With an Epson-Fx compatible Injket or Laser, it is plug and play with
your 850 interface. Some interfaces deal with CR/LF or graphics
differently, but I never had any trouble with my Supra 1150 or my Black
Box printer port. CR/LF problems can be fixed (if you experience them)
with settings on the printer usually. It will work with Paperclip and stuff.

I wouldn't buy a color printer unless someone can say with authority that
a color inkjet can emulate a 9-pin color and thus work with the handful
of color printer dump programs out there.

There is like a $200+ difference in price between color and B&W it
seems. Not worth it to ME.

2762. Re: Nolan Bushnell

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 16:07:08 UTC
From: bryedewa@news.delphi.com
Message-ID: <2s7q7c$aas@news.delphi.com>
Source record: 100909

kamaro_kid@delphi.com writes:

>Hmm - after last advertising my latest harddrive upgrade only a day
>or so ago, I got a call on my BBS from somebody purporting to be
>Nolan Bushnell.

Umm.. since you run an Atari BBS, expect this kind of joke.
>
>Could it be that the creator of Atari has decided to visit my humble little
>BBS? Or do I have some hoaxster our there playing with me?
>
>CallerID will prove VERY valuable in this scenario!

Why, do you have Nolan's phone number? :) I'd be much more excited by a call
from Jay Miner.

-Bry

2763. Where to get old stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 16:40:58 UTC
From: sydtech@winternet.com
Message-ID: <2s7s6q$ajf@blackice.winternet.com>
Source record: 100886

Here's a question:

Where and how do I get some of my old favorites? A lot of the old games I liked to play on the 8-bits aren't being made anymore, so I don't know where I'd buy the things. Can I get some of the old games thru BBSs? Is this legal if the stuff's not being made anymore?

Sorry if it's a FAQ....

Sydtech

2764. Re: It's Alive! ALIVE! But...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 17:03:32 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0w2h@legend.akron.oh.us>
Source record: 100895

MOST reports are that P:R:Connection can give a 9600 baud term.

2765. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 17:10:28 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0w2j@legend.akron.oh.us>
Source record: 100896

I would trade my 130xe for a 256k XL, and I wouldn't trade a DD 1050
for anything else (there would be no obvious advantage except the
illusion of accessing a double sided disk as one disk with the xf551
or whatever its called).

2766. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 17:20:41 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0w2l@legend.akron.oh.us>
Source record: 100897

I am using oneof those 80 column emulators (Omnicom) and am finally
happy with it after getting a green monitor.

2767. Re: Falcon based XL Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 18:01:52 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94148.140152STIRRE31@MAINE.MAINE.EDU>
Source record: 100910

I'd love to see Xformer (I assume this is what you meant) on the
Falcon. Branch Always no longer supports the ST/Falcon so maybe
they could be persuaded to allow a conversion.
-scott tirrell

2768. Re: My 8bit System

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 18:58:50 UTC
From: bernard@beco.link.hacktic.nl
Message-ID: <bernard.02s6@beco.link.hacktic.nl>
Source record: 100911

kamaro_kid@delphi.com wrote:

> I just added another 300meg SCSI drive to my 8bit system, thereby making
> it a total of 550meg online this one 8bit Atari. Bank switching is
> truely a wonder!

Well how are you use ALL that many on your BBS PRO ?
I also running a PRO BBS you know.... And I can only use 8 * 16MB = 128MB
So how do you do that ? Maybe I will connect more HD's if I know how to
use them ONLINE ?

Well you are also in the IAN-net ? If so can you check what is WRONG with
the NEST BBS of Jim Harris ?

> The Atari Connection BBS now has half a gig of storage - exclusively
> dedicated to 8bit software -- all running on a 4 slave multiplexor
> system at 19.2k baud!
>
> 801-969-1468

Great 4 lines......

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.hacktic.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

2769. Re: Disk Drive Problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 19:14:55 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994May28.151152.28210@wariat.UUCP>
Source record: 100885

(Robt. Anshuetz (they make excellent target rifles) says his two 1050s
have died after trying to copy one particular disk.)
I don't know much about this, but old disk drives can be very heat
sensitive. You could try another disk (TRASH that bad disk) when the
1050s have cooled down. Amer. Technavision sells the 1050 mechanisms
for about $40. Good luck.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2770. Re: GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 21:46:27 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <112860@cup.portal.com>
Source record: 100888

> How many games were written that used GTIA?

> Murder on the Zinderneuf used it. It needed it for the blimp
> shot in the title screen.

> Remember the "Farah" Faucet demo?

> How did Crush, Crumble, and Chomp utilize the GTIA modes?

I don't think CCC used GTIA modes 9-11. Rather it adjusted
itself for it. What does that mean?

According to an ANALOG article, the CTIA lacked modes 9, 10 and
11 and...

"It seems that you couldn't line up players and playfields exactly
(they were off by half a color clock). To correct this problem,
GTIA shifts the playfield by half a color clock. Unfortuneately,
the means that colors obtained by artifacting will be the
opposite of what they're supposed to be."

So, CCC asks if it's a CTIA or GTIA and artifacts the colors the
right way.

I've got a question along the same lines. I started on an XL,
and when playing games using Mode 8 (Crossfire, Drol, AE) the
'fringe' colors were red and blue. Now with my 800, the
'fringe' colors are purple and green. (when I say fringe, I mean
the artifacted colors)

What changed with the XL? Why?

Jeff_M_Lodoen@cup.portal.com

2771. Re: GTIA/CTIA

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 22:43:25 UTC
From: Krishna@max.tiac.net
Message-ID: <2s8hed$807@sundog.tiac.net>
Source record: 100877

Jeff_M_Lodoen@cup.portal.com wrote:
:
: I've got a question along the same lines. I started on an XL,
: and when playing games using Mode 8 (Crossfire, Drol, AE) the
: 'fringe' colors were red and blue. Now with my 800, the
: 'fringe' colors are purple and green. (when I say fringe, I mean
: the artifacted colors)
:
: What changed with the XL? Why?

There is something weird in the XEGS loderunner cartridge. On my 1200XL (which HAS to have GTIA) the colors were off!

I think it polls the OS automatically to adjust to see if it is an XL/XE OS and the stock 1200XL OS is different enough to make the program think that it doesn't have a GTIA so it shifts the colors, thus instead of FIXING the problem to make it universal color with all 8-bits, it CREATES CTIA COLORS! Try it on a stock 1200XL and let me know what happens.

For a while I thought for some reason my 1200XL had a CTIA in it!

Other than that I can't explain how it can do this.

By the way, I lost my cart someplace, if someone has a Lode Runner cartridge let me know. I miss it and I'd prefer cart to disk.

2772. Re: Where to get old stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-28 23:43:13 UTC
From: lordthan@news.delphi.com
Message-ID: <2s8kuh$quj@news.delphi.com>
Source record: 100889

sydtech@winternet.com (Sydtech) writes:
>Where and how do I get some of my old favorites? A lot of the old games
>I liked to play on the 8-bits aren't being made anymore, so I don't know
>where I'd buy the things. Can I get some of the old games thru BBSs? Is
>this legal if the stuff's not being made anymore?

Anything that is/was commercial software is illegal to copy. Copyright
law gives the publisher 25 (?) years' worth of rights, I think, so
anything that was copyrighted ten years ago is not legal to copy today,
and probably won't be for some time to come.

The best place to find the software you miss is at flea markets, Atari
stores (if you can find 'em), and through internet classifieds.

-Steve

2773. Atari 1020 Plotter Info Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 00:15:20 UTC
From: lordthan@news.delphi.com
Message-ID: <2s8mqo$s6p@news.delphi.com>
Source record: 100890

Well, I've got paper and pens for the plotter; the only problem is that I haven't the foggiest idea which pens go into which holders. Is there a specific order that the pens need to be inserted? If so, what are they?

-Steve

2774. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 02:22:55 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xuzMGU3.lmcclure@delphi.com>
Source record: 100882

"You have an 800XL w/256K RAM. Someone offers to trade you
a stock 130XE for your 800XL. Do you do it?"

If it is a Newell upgrade, certainly not. If it is an ICD RAMbo XL upgrade, probably not, either.

"Why or why not?"

With the Newell upgrade, you would be loosing 128K of RAM, typically a sturdier keyboard, a motherboard that has more socketed chips, and is therefore easier to hack upgrades into, and the standard PBI bus (the 130XE's ECI requires an adapter to convert it back to the PBI for devices like the Black Box, etc). If the ICD upgrade in the 800XL, you would gain ANTIC banking capability by moving to the 130XE, but frankly, I have not seen much use of that.

"You have a 1050 disk drive equipped with a US Doubler chip.
Someone offers to trade you a stock XF551 for the 1050. Do
you do it?"

I would strongly recommend doing it.

"Why or why not?"

The XF551 has more storage (not only double density, as the Doubler-equipped 1050 would be but double-sided, as well, for 360K vs. 180K of online storage per drive and per disk).

Also, the mechanism in the XF551 is PC standard, meaning you can put in a new standard 5.25" DS drive if it wears out, or even move up to a 720K 3.5" drive with a ROM upgrade from CSS. (It should be noted the drive connector cable might need to be replace, its shortness makes using most other mechs that might have their connector in a different position than the Mitsumi mech Atari used a problem). Also, while even standard PC 360K drives are "obsolete" nowadays, there are a lot more out their than the custom drive mechanism used in the 1050. Also, in the case of 3.5" drive mechs, a 1.44 mech can function as a 720K drive with no problem at all, and those are still made, and likely will be for some time to come (as 2.88 meg drives have not really caught on).

"Oh yeah...I found an article on how to hook up a PC
keyboard to an 800XL. Has anyone done this? How tough
is it to do?"

I have not seen the article, so I cannot be of much help. The only way I previously knew of to hook up a PC keyboard to a 800XL was with a TransKey board. Any hack to do the same would likely either have to:

(a) work the same way, meaning building a similar board, or (b) involve directly rewiring the keyboard matrix on the PC keyboard and bypassing the keyboard controller chip in said keyboard.

Either of these approaches would involve quite a bit of work, though "b" would no doubt win the "most tedious hack" award. <grin>

2775. Re: SpartaDos 3.2f

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 02:43:40 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xu9PGm8.ftooned@delphi.com>
Source record: 100874

As so far as "great minds", you must have me confused with somebody else... The possibilities with these machines are almost limitless though, and I need to try and steer clear of "creeping featurisms", and just get the MARS8 finished and out to developers. I do remember talking with you back in '91 about a "bank switching" OS, and that IS something I would like to tackle at some point. Mike

2776. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 03:06:34 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5y4MeW6.ftooned@delphi.com>
Source record: 100883

Chad Wagner <cmwagner@inca.gate.net> writes:

>What's the deal with your phone numbers? Are you ever open? I would like

Chad,
There are weeks when I have virtually camped out by
the phone, only to have it ring a few times per week. I have decided
that rather to waste time inside during "business hours", to just do
whatever needs to be done in the real world, and if I'm here by the
phone then so be it. I am accessable however. You are welcome to leave
me a message on voice mail at 408-438-7325 (Get-REAL), EMAIL here on
the InterNet, EMAIL on GEnie, or post on the Fine Tooned BBS at
408-438-6775. Anyone who has left me a message on voice mail, can attest
to the fact that I DO return calls.

>Well that is good, any possibility that one could buy an earlier version
>and upgrade for a reasonable price? (like 10 bucks, heh)

$19.95 for manuals and shipping is firm. I have however made posts to
the effect that if you register TextPro and send me proof of registration
I will be glad to mail an "upgrade" disk when it's available. I will
probably also do this with anyone who subscribes to the new Atari Classics.
The lack of a good central source of information is causing quite a
bit of misinformation, and I REALLY want to see the "new" AC take off.
I feel so strongly about this, that the future of FTe will probably be
determined by the response of people who subscribe. I think Ben has done
a great job with the magazine, both in the past and currently with the
change of hands and making sure that everybody gets refunds. I mean
"Antic" didn't even come close to this...
Anyway, if you REALLY want to get ahold of me you CAN. If you REALLY care
about the future of the Atari 8-Bits, you WILL subscribe. Mike

2777. SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 03:21:19 UTC
From: cmwagner@inca.gate.net
Message-ID: <2s91nf$18ki@inca.gate.net>
Source record: 100884

Anyone know where I can buy SIO cables?

2778. Re: Hard Drive Prices

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 05:14:40 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CqJt8H.797@utnetw.utoledo.edu>
Source record: 100891

poehland%phvax.dnet@sb.com wrote:
: I'm REAL curious about these $20 20-meg SCSI drives. Ah... could you give us
: an address for where to order them?

: The drive I offered for $45 was an EMBEDDED SCSI drive. Embedded SCSI is
: ALWAYS more expensive than the corresponding MFM or IDE drives (not sure
: why). I paid a lot more than $45 for these units when I purchased them several
: years ago. I think $45 is pretty darn reasonable.

$40 or $45 sounds like a fair price to me... I was SERIOUSLY scouting prices
some months ago and found this to be true:
(old SCSI embedded controllers of course)
Above 105 meg - near $0.75 per meg
About 60 meg - 1/1
About 40 meg - $0.8 to $1.1 per meg
20 meg - ranges... $20 to $60

.. once you fall below the 60 meg barrier, you end up paying more for the
electronics of the drive - embedded SCSI circuits, manufacturing minimums, etc.

What are you selling BTW?

-Tim

2779. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 05:21:29 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CqJtJt.7nL@utnetw.utoledo.edu>
Source record: 100892

Glenn M. Saunders (Krishna@max.tiac.net) wrote:
: poehland%phvax.dnet@sb.com wrote:

: : At home I now use the BB exclusively. Still the same old 2400Bd modem, &
: : the XEP-80 stuck in the joyport. It's really terrible to be addicted to
: : an 80-column display, you sacrifice ANYTHING (including modem speed) to
: : keep it.

: How do you get onto the net? The only XEP-ready vt100 emulator I've
: tried loses characters at 2400, not to mention the fixed character set of
: the XEP being totally unsuitable for stuff like tildes, backquotes, etc..

Odd, I've been using Omniterm/com for months now at 2400 SIMULATING 80 col
on a base 800xl w. a Rambo 256k upg... when viewing a huge (SEVERAL screen)
file, I can lose a small amount if the system doesn't catch the ^s ^q stuff,
but otherwise it works quite well!

-Tim

2780. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 05:24:40 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CqJtp4.7so@utnetw.utoledo.edu>
Source record: 100893

Glenn M. Saunders (Krishna@max.tiac.net) wrote:
: I believe Clay is going to add Kermit to FlickerTerm, but I've not
: touched that dumb protocol since my dialup has X/Y modem.

Did he get the source Zmodem routines incorporated into Flicker? Or will this just be an x/y-modem util? (I remember seeing a few msgs fly back and forth here in regards to zmodem source for our one and only zmodem program for the Atari being offered to whoever was working on Flicker at the time...)

-Tim

2781. Re: SIO cables

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 06:12:46 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <112882@cup.portal.com>
Source record: 100898

>Anyone know where I can buy SIO cables?

American Techna-Vision is selling cables for $1.95. Fairly
nice ones with strain relievers. (I think that's what they're
called).

There having a big sale (most common EA and MicroProse programs
for $4 or less!).

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
tel: 1-800-551-9995
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
Vendor: new hardware, commercial software

Jeff_M_Lodoen@cup.portal.com

2782. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 07:51:49 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994May29.075149.26401@iglou.com>
Source record: 100906

In article <RqxOOM+.kamaro_kid@delphi.com>, <kamaro_kid@delphi.com> wrote:
>LORDTHANATOS@DELPHI.COM <lordthan@news.delphi.com> writes:
>>The XF551 has the US Doubler's "Ultraspeed sector skew" with SpartaDOS?
>
>Yes, the XF551 runs Ultra-Sector Skew.

The XF551 has something similar, but not quite the same. Spartados 3.2
can be patched to run high speed on an XF551. Spartados X has it built in.
Also, I think CSS sells an upgrade ROM that lets the XF551 use the real
Ultraspeed.

--
Bill Marcum bmarcum@iglou.com
"Love to eat them mousies. Mousies what I love to eat.
Bite they little heads off. Nibble on they tiny feet." --B. Kliban

2783. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 07:56:13 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994May29.075613.26793@iglou.com>
Source record: 100928

In article <rstout.0w2j@legend.akron.oh.us>,
ROBERT STOUT <rstout@legend.akron.oh.us> wrote:
>I would trade my 130xe for a 256k XL, and I wouldn't trade a DD 1050
>for anything else (there would be no obvious advantage except the
>illusion of accessing a double sided disk as one disk with the xf551
>or whatever its called).
>
It's no illusion. If you tried it, you wouldn't be satisfied with a
floppy drive that just uses half the disk.

--
Bill Marcum bmarcum@iglou.com
"Love to eat them mousies. Mousies what I love to eat.
Bite they little heads off. Nibble on they tiny feet." --B. Kliban

2784. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 08:16:14 UTC
From: betsyjo@delphi.com
Message-ID: <JC0s2dO.betsyjo@delphi.com>
Source record: 100899

Glenn, thanks for making things
clearer for me! I'm not interested in
a COLOR printer at all (would never
use it!)....just black & white is finewith me!!! If I decide to get one,
I'll let you know what happens. It's
hard for me to believe though that
other 8-bit Atarians haven't tried oneyet.
Thanks again.....

2785. Re: Sob!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 08:29:25 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994May29.082925.26942@iglou.com>
Source record: 100929

Do what I do. While you're logged on with the new machine, use the Atari
to show gifs or play games while you download. I sometimes even use
Textpro to take notes of addresses and such.

--
Bill Marcum bmarcum@iglou.com
"Love to eat them mousies. Mousies what I love to eat.
Bite they little heads off. Nibble on they tiny feet." --B. Kliban

2786. ATARI-Video in VideoBlaster

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 12:28:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2de8e1ef@p17.f1540.n244.z2.fidonet.org>
Source record: 100944

Hello All!

I try to get the Video-Signal (FBAS) from my ATARI onto my VGA-Screen via an CPS VideoBlaster Card, but the Picture I get is totaly dissorted with black lines....
I dont know the Difference between the Signal from my Video-Recorder which is looking great and the FBAS-Signal from my XEGS / 130XE.

With the VideoBlaster I use the PAL-Standard mit these XE-Machines.
What i didnt have tested was my ATARI 800/NTSC with the NTSC-Option from my VideoBlaster.

I could freeze the ATARI-Signal to an Still-Picture.

Is there an other Sync-Signal from the ATARi as from the Video-Recorder ??

Any Idea.....(is an Solution the AC Super Video ?)
How could i get automaticly the AC to Germany (Ben could you answer me this Question ?) and how could I get an copy of the AC12/93 ?

Bye
Guido

2787. Wanted: Atari software/hardware prices

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 15:36:26 UTC
From: rr@minnow.cis.ufl.edu
Message-ID: <2sacpq$epu@sand.cis.ufl.edu>
Source record: 100923

Ok folks, I've got an Atari 800 computer, with an 810 disk drive.
I'm interested in prices for any cartridges or disks of software,
as well as prices on small pieces of hardware that will allow me to
get more software (like a tape drive). (I'm only looking for games here!)

There are a few programs that I'm specifically looking for and those
are the following:

1) Ms. PacMan
2) Missile Command
3) Defender
4) Star Raiders
5) Archon I & II
6) King of the Mountain
7) BallBlazer II
8) BoulderDash I or II
9) Breakout

Now, also I'm interested in hear from anyone that has good, working Atari
joysticks, or paddlesticks. Or if anyone knows somewhere that one can buy
new, good working ones, please let me know where, the two I have are slowly
dying.

-Robbie Rogers
rr@cis.ufl.edu

2788. Parrot audio file formats

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 16:29:24 UTC
From: aramos@cis.ohio-state.edu
Message-ID: <2saft4INN2pu@scallop.cis.ohio-state.edu>
Source record: 100916

As promised, I have typed up the file formats for Parrot unstructured (raw)
and structured (tracks) digital audio .DIG files and uploaded the text
to atari.archive's New/ directory. A precise formula for converting between
Parrot's arbitrary `busy loops' timing and samples-per-second is included.

A freely distributable player which could load files up to 86K in length was
part of the Parrot II package; if you want to play long files converted
from other platforms, this is the one to use. It only runs on 130XE or
computers with a similar memory upgrade; if it isn't already circulating
I'll upload it too.

Keep on enjoying those 8-bits,

Tony R.

--
Tony Ramos : inter\active
384 E.17th Ave : ramos.15@osu.edu, aramos@cis.ohio-state.edu
Columbus, OH 43201 : ** computer-mediated environment design **
(614)299-9529 : ** indigo group ** A C E C ** vintage video **

2789. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 17:38:36 UTC
From: Krishna@max.tiac.net
Message-ID: <2sajut$t7d@sundog.tiac.net>
Source record: 100913

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:

: Odd, I've been using Omniterm/com for months now at 2400 SIMULATING 80 col
: on a base 800xl w. a Rambo 256k upg... when viewing a huge (SEVERAL screen)
: file, I can lose a small amount if the system doesn't catch the ^s ^q stuff,
: but otherwise it works quite well!

That is the thing, most new dialups don't support software flow control.

2790. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 17:41:15 UTC
From: Krishna@max.tiac.net
Message-ID: <2sak3r$t7d@sundog.tiac.net>
Source record: 100914

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: Glenn M. Saunders (Krishna@max.tiac.net) wrote:
: : I believe Clay is going to add Kermit to FlickerTerm, but I've not
: : touched that dumb protocol since my dialup has X/Y modem.

: Did he get the source Zmodem routines incorporated into Flicker? Or will
: this just be an x/y-modem util? (I remember seeing a few msgs fly back and
: forth here in regards to zmodem source for our one and only zmodem program
: for the Atari being offered to whoever was working on Flicker at the time...)

It MAY happen but I don't know how good Alf's Zmodem is compared to other
protocols. If it is like AtarZmodem then it really won't be worth the
memory. It has been suggested that he modularize the protocols which
would help, but for now I think he is just going to do Xmodem and Kermit
and maybe Ybatch. Because he doesn't quite know how to modularize it but
he wants to get SOME protocols in there.

2791. Re: Parrot audio file formats

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 17:50:42 UTC
From: Krishna@max.tiac.net
Message-ID: <2sakli$t7d@sundog.tiac.net>
Source record: 100915

anthony daniel ramos (aramos@cis.ohio-state.edu) wrote:
: As promised, I have typed up the file formats for Parrot unstructured (raw)
: and structured (tracks) digital audio .DIG files and uploaded the text
: to atari.archive's New/ directory. A precise formula for converting between
: Parrot's arbitrary `busy loops' timing and samples-per-second is included.

: A freely distributable player which could load files up to 86K in length was
: part of the Parrot II package; if you want to play long files converted
: from other platforms, this is the one to use. It only runs on 130XE or
: computers with a similar memory upgrade; if it isn't already circulating
: I'll upload it too.

: Keep on enjoying those 8-bits,

Tom Hunt wrote a 256K ready Parrot system. The extender is QXL I
believe. I'd prefer to use that as a digitized standard when bleeding
over standard 64K.

It doesn't sound too difficult to write a converter if I knew the formats
of Parrot files, and also of .au and .wav files. It wouldn't be much
tougher than writing a program to change text translations probably, just
read in chunk by chunk and convert from 8/16 bit samples down to 4 bit.

If I get all theinfo I'll take a look at it--if someone doesn't beat me.
It would be a good thing to complete one's remote enjoyment of the lynx
multimedia system (www pages). JviewXL for the .GIFs, and this for the
sound files.

2792. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 18:52:47 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <2saoa0$6hn@usenet.INS.CWRU.Edu>
Source record: 100921

In a previous article, Krishna@max.tiac.net (Glenn M. Saunders) says:

>It MAY happen but I don't know how good Alf's Zmodem is compared to other
>protocols. If it is like AtarZmodem then it really won't be worth the
>memory. It has been suggested that he modularize the protocols which
>would help, but for now I think he is just going to do Xmodem and Kermit
>and maybe Ybatch. Because he doesn't quite know how to modularize it but
>he wants to get SOME protocols in there.

Glenn,

What is wrong wit AtarZmodem? I use it almost exclusively now for
downloading... too bad it doesn't upload. By putting it and Ice-T
terminal program on a RAMDISK, they make a pretty good pair.

Jeff

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

2793. XMM801 Ribbons

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 18:54:16 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <2saocp$6lc@usenet.INS.CWRU.Edu>
Source record: 100918

Is there a "generic" ribbon I can purchase to use on the Atari XMM801
printer?

Jeff

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

2794. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 21:23:23 UTC
From: Krishna@max.tiac.net
Message-ID: <2sb14b$30p@sundog.tiac.net>
Source record: 100917

Jeffrey J. McWilliams (cd827@cleveland.Freenet.Edu) wrote:

: Glenn,

: What is wrong wit AtarZmodem? I use it almost exclusively now for
: downloading... too bad it doesn't upload. By putting it and Ice-T
: terminal program on a RAMDISK, they make a pretty good pair.

What's wrong with it? Oh, the overhead of this processor-intensive protocol probably limits cps greatly at high speed such that is much slower than Y-batch. I think Jim King said he did a test on it and it was slower than Ybatch. There is no way I'm going to use a slower protocol as my default.

And I'd STILL like to see that ICE-T program :)

2795. Re: Where to get old stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 21:51:29 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZQ8MOrJ.lmcclure@delphi.com>
Source record: 100922

In a message dated 5-28-94, LORDTHANATOS@DELPHI.COM said:

"Copyright law gives the publisher 25 (?) years' worth of
rights, I think,..."

If only the lifetime of copyrights were even THAT short. <grin>

For works created after January 1, 1978, a work by an independent author is covered for a term of the life of the author and 50 years after his death. For an anonymous work, a work published under a pseoudnym, or a work-for-hire, the term is 75 years from first date of publication, or 100 years from date of creation, whichever is shorter.

Since I doubt anyone wrote a program for an Atari 8-bit prior to 1978, I will not go into detail about the earlier term limits, but suffice it to say, no copyright on any program for a personal or home computer has yet expired.

2796. Re: Nolan Bushnell

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 23:02:37 UTC
From: kamaro_kid@delphi.com
Message-ID: <ZU0Mu-F.kamaro_kid@delphi.com>
Source record: 100919

I've run my BBS since 1986 and nobody has ever logged on as a prominent
Atari figure.

2797. Re: My 8bit System

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-29 23:08:14 UTC
From: kamaro_kid@delphi.com
Message-ID: <Z09OGHG.kamaro_kid@delphi.com>
Source record: 100920

There is a Pro! .CMD utility that allows you to bank switch more than
128meg of hard drive space. Bob Klass sells MIOCFG.CMD and BANKMIO.CMD

2798. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 00:37:58 UTC
From: kent@nmt.edu
Message-ID: <1994May30.003758.26144@nmt.edu>
Source record: 100934

betsyjo@delphi.com wrote:
: Glenn, thanks for making things
: clearer for me! I'm not interested in
: a COLOR printer at all (would never
: use it!)....just black & white is finewith me!!! If I decide to get one,
: I'll let you know what happens. It's
: hard for me to believe though that
: other 8-bit Atarians haven't tried oneyet.
: Thanks again.....

I use a Canon BJ-200 Bubble Jet printer (360 dpi resolution). It works fine for both alphanumerics and graphics. A little tricky, though, for graphics. There are two emulation modes: BJ-10 and Epson LQ. For graphics, in order to get the right aspect ratios, I have found that BJ-10 mode works O.K. It will work in that mode with PrintShop but paper alignment is a problem since it is a sheet-feeder. I had to tape a 1/4-inch paper leader onto the paper in order to get greeting card alignment. Of course, graphics still only print with the same effective resolution they used to with the older dot-matrix pritners.

2799. Atari 800 and atari 810 disk drive for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 02:50:07 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097F2CD.896F4FA0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100930

For sale-

Atari 800 computer with disk drive.

The atari 800 computer includes 48K RAM (the maximum) and BASIC cartridge
woth the manual. It is in excellent condition and works flawlessly.

Also being sold is Atari 810 disk drive. The condition of the disk drive is
as follows: When turned on the 2 red LED come on as expected, and the drive
is turning. I can't test it any further because I do not have the serial i/o
cable that connects the drive to the computer. If interested, the drive is
being sold as-is, I can only promise that it behaves as described above.
You are welcome to make an offer that will reflect this condition.
The power cable for the drive is included. A manual is also included.

I am interested in selling to best offer. Please e-mail to address
COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973.

Thanks!

2800. 256K 800XL System for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 04:20:37 UTC
From: zwillenberg@delphi.com
Message-ID: <hqxPWjN.zwillenberg@delphi.com>
Source record: 100926

256K COMPLETE ATARI SYSTEM FOR SALE:

Atari 800XL with 256K RAM (Newell RAM upgrade), two (2) 1050

floppy disk drives, INDUS GT floppy drive w/carrying case, 850

serial and parallel interface, 1010 cassette drive, Commodore

1702 composite color monitor, misc. software (inluding

ATARIWRITER, ATARIWRITER+ and Atari Spell-Checker) and

magazines. $449. plus shipping or best offer. Please reply by e-mail.

2801. 8-Bit Software/book Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 04:22:11 UTC
From: zwillenberg@delphi.com
Message-ID: <hI5vmxD.zwillenberg@delphi.com>
Source record: 100927

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $15.

2)Conversational Italian (learn
Italian with your computer! - $10.

3) Timewise (Time management), $10.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $5.

7) SOLD

8) SOLD

9) "SynsStock" (Stock charting) $15.

10) "Sargon III" (Chess program) $15.

11) "SCRAM"(Nuclear Power Plant Simulator), $15.

12) "GO" (Ancient Japanese game, harder than Chess) $10.

13) "The Newsroom" $15.

14) "Movie Maker" (Animation Construction Set) $15.

15) SOLD!

16) "Proofreader" (Spelling Checker for Atariwriter), $20.

17) "Your Personal Net Worth", $20.

18) "Managing Your Stocks", $15.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $15.

21) "Personal Inventory Manager", $10.

22) The following from XLEnt Software, $20 each, or all 5 for $75.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

23) SOLD

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

Your Atari Computer

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY
SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package
offers that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705
MCI Mail: MZWILLENBERG
INTERNET: 75746.3705@compuserve.com
ZWILLENBERG@delphi.com
mlzwille@nyx10.cs.du.edu

DELPHI: ZWILLENBERG

2802. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 04:43:37 UTC
From: jjmcwill@next6
Message-ID: <2sbqtp$2jb@mtu.edu>
Source record: 100924

Glenn M. Saunders (Krishna@max.tiac.net) wrote:
: What's wrong with it? Oh, the overhead of this processor-intensive
: protocol probably limits cps greatly at high speed such that is much
: slower than Y-batch. I think Jim King said he did a test on it and it
: was slower than Ybatch. There is no way I'm going to use a slower
: protocol as my default.
:
Hmm, I use it at 2400 baud and it seems to work faster than Y-batch for me.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2803. Magazine program ownership: ANALOG contract

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 05:04:22 UTC
From: knauss@netcom.com
Message-ID: <knaussCqLnFA.6xt@netcom.com>
Source record: 100933

About a month ago, I promised to dig up an old ANALOG contract and see what it had to say about program ownership. I finally got off my lazy butt and did it and it looks like I was wrong -- ANALOG _did_ buy all the rights to programs, or at least to all of mine. The options in the contract make figuring out who owns a particular program well-nigh impossible, though, without the actual piece of paper.

The contracts changed during the LFP Era. They got a lot more legal-y (LFP could afford lawyers), and make no bones about buying _all_ the rights. Though there is an interesting loophole: "However, you have our consent, for the sole purpose of promoting your services as an Illustrator/Writer and Artist, to republish the Item in any book, magazine, flyer or phamplet [sic -- heh] which is designed to only promote the services of you and/or other Illustrators /Writers and Artists." The legal types can interpret that.

I think this is all pretty much a moot point, anyway. Folks are selling/trading/dealing old 8-bit programs, with or without the rights, and I, for one, would rather see my code being used than trapped under a nine-year-old contract with a magazine that's no longer in business.

(Minor personal note: I counted sales when I dug up my contracts, and between ANALOG, ST-Log, Antic, Start, Compute and Amiga Plus, I sold 23 programs and 17 articles over the years I was writing. And that doesn't include the tons of junk that was rejected. Man. So _that's_ where my youth went.)

ANALOG AUTHOR'S CONTRACT

Dear _[Greg Knauss]_______,

We are please to inform you that we have accepted your article/(program) /review, _[Upward!]_____ for submission in *ANALOG Computing*. Before we can publish it, however, we require a signed copy of this contract. This is for both our convenience and yours, as it guarantees the ownership of the article (for our records), and may assist you in preparing for your tax returns, since your submission constitutes taxable income. *Your submission must be a previously unpublished article and not under consideration by any other magazine at this time.*

There are several ways in which we can purchase rights to your article. Please study the rights available to you (below) and check off the one which meets your approval. Also, please note that the rates of pay vary with the particular rights purchased. If none of these meets your approval, please feel free to contact our offices either by phone or by

letter. We may negotiate various rights to an author on an individual basis, or you may cancel your submission altogether.

[X] 1. *FIRST SERIAL AND REPRINT RIGHTS*. Rate of Pay: $60.00 per typeset magazine page. This entitles *ANALOG* to publish your article in the magazine, plus in any further reprints or collections of programs in the future. However, in any future reprinting of your article, you will be paid additional royalties based on the length of the article. The royalty fee for reprinted articles will be between $25.00 - $250.00, depending upon article length.

[ ] 2. *FIRST RIGHTS ONLY*. Rate of pay: $50.00 per typeset magazine page. This entitles *ANALOG* to publish your article once in the magazine, then the rights to your manuscript automatically revert to you. However, please note that few magazines will accept an article after another magazine has already published it, so your chances of seeing the article published in more than one magazine are somewhat limited.

[ ] 3. *CANCELLATION*. I wish to cancel my submission to *ANALOG*.

*_PLEASE CHECK OFF ONE OF THE ABOVE_*

Important: the maximum rate of pay for an article, review or program in *ANALOG* is $360.00. For FIRST RIGHTS AND REPRINT RIGHTS, the maximum paid page length is six typeset magazine pages; for FIRST RIGHTS ONLY, the maximum paid page length is approximately seven typeset magazine pages. Articles over these lengths will be purchased for the flat maximum fee available.

After we receive this contract, a retainer of $50.00 will be mailed to you. The rest of your payment will be sent out upon publication. If your article is one typeset magazine page or less, the entire fee will be paid immediately after we receive this contract.

PLEASE RETURN A SIGNED COPY OF THE _WHITE_ FORM AS SOON AS POSSIBLE.

Thank you very much for your submission and for your continuing support of *ANALOG Computing*.

_[Greg Knauss 9/1/85]_____ Return to:
AUTHOR'S SIGNATURE AND DATE Lee H. Pappas, Editor
ANALOG Computing
_[Lee H Pappas]___________ P.O. Box 23
EDITOR'S SIGNATURE Worcester, MA 01603
(617) 892-9230

--
Greg Knauss "Your problem lies not in lack of ability but
knauss@netcom.com in lack of ambition." -- Fortune cookie

2804. Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 05:40:24 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2sbu88$abt@usenet.INS.CWRU.Edu>
Source record: 100925
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
Cleveland Free-Net Atari SIG's
Who's Who in the Atari Community E-Mail Directory

The following people are members of the Atari Community that do things that
helps Atari users and the Atari Community in some way on a continuous basis.
They are Atari BBS sysops, dealers, developers, publishers, user group
presidents, writers, FAQ maintainers, etc. They are even Atari employees.

Everyone on this list gave their permission to be on this list.

If you contribute some way to help others in the Atari Community on a continuous
basis and would like to be made more available through e-mail incase someone
wishes to contact you, please send e-mail to the Cleveland Free-Net Atari SIG
at: xx004@cleveland.Freenet.edu

Report any changes to: xx004@cleveland.Freenet.edu

This list may not be reprinted for profit.

Atari user groups may reprint this list without permission as long as
the following information is included on the top of this text file:

Cleveland Free-Net Atari SIG's
"Who's Who in the Atari Community E-Mail Directory"
telnet freenet-in-a.cwru.edu
(216)/368-3888
type 'go atari' at any menu

Press "/" at the page break and then the last name of the individual
that you wish to contact. If the individual is listed, information should
appear on the screen.

Arranged in alphabetical order (last name first).

NAME ADDRESS(ES)
INVOLVEMENT

Ackerman, Dan.....................dackerma@magnus.acs.ohio-state.edu
Atari Developer, Falcon030 C programmer, Jaguar programmer
Allison, Warwick..................warwick@cs.uq.oz.au
Author of GEM++ class library; GNU C++ help; GEM ports of
UNIX software: nethack, gnuchess
Bussche, Egbert Jan van den.........busscheh@ksepl.nl
Registered SpeedoGDOS Developer, working on: Epson Stylus 800
driver, always looking for other speedogdos developers to
exchange knowledge
Cantin, Barry W.....................aa852@cleveland.freenet.edu
```

Cleveland Free-Net Atari SIG Lynx Support Area SIGOp
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brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Communication, hardware link, system
development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Clifton, Don.....don@u.washington.edu
GENIE: D.CLIFTON4
SpiritWare Developer (Bible study tools)
Cole, John.....j.cole@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Cunningham, Edward.....ecunning@heartland.bradley.edu
as824@cleveland.freenet.edu
Info-Atari8 Digest/Info-Atari16 Digest mailing list moderator
Current, Michael.....mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleve. F.N.: aa700@cleveland.freenet.edu
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Maintainer of the Usenet/Internet 8-bit Atari Vendor/Developer List
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dimasi@comm.mot.com
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Dunham, Jerry.....hoosier@rider.cactus.org
aace@rider.cactus.org
Austin Atari Computer Enthusiasts e-mail and Usenet news organizer,
maintainer of user group product database, 5 8-bit Atari's, 4 ST's
Feldman, Ari.....feldak79@snyoneva.cc.oneonta.edu
Professional graphic artist for ST series of computers, created
graphics for several commercial and shareware ST games,
Majic Soft, Inc., Marketing Director, regular contributing writer
to ATARI UNITED! Disk Magazine
Grabnar, Matija.....matija.grabnar@ijs.si
Largest Slovenian computer magazine--Atari Department Head
Guy, Travis.....aeo.mag@genioe.geis.com
aeo_mag@delphi.com
70007.3615@compuserve.com
Editor, AEO--Atari Explorer Online magazine (92-)
GFA BASIC hacker; 680x0, 6502 knowledgable, Assistant Editor--
ST Informer (87-91)
Heller, Andrew K.....root@akh104.rh.psu.edu
System Administrator of temp jag site on akh104.rh.psu.edu,
includes: avi files, screen shots, faq, and various other Jag facts
Herborth, Chris.....herborth@53iss6.waterloo.ncr.com
cherborth@semprini.waterloo-rdp.on.ca

UNIX applications ports: official Atari port of INFO-ZIP's free
unzip application, a varient of NetHack (called netHack--),
ported text adventure Dinkum, working on porting Angband 2.5,
GEM development using GNU C++ and Warwick Allison's GEM++ library,
user-tech-support via email and comp.sys.atari.st, help users
get UUCP connections on their ST, and beta tester of software
Hern, William.....whern@bnr.ca
"ST Applications" UK Magazine, Desktop Discussion columnist
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Jaguar FAQ, Writer--Internet Lynx game reviews, Writer--
AtariUser magazine, miscellaneous Lynx and Jaguar Q&A stuff
Lake, Marshall.....mlake@irscscm.uucp
UUCP: ...!uunet!media!irscscm!mlake
...!uunet!mimsy!bogart!irscscm!mlake
GEnie: mlake@genie.geis.com or MLAKE
CIS: 73717.3174
TEAM Software Developer, software includes: "A Day at the Races"
(ADAR), "A Day at the Races Companion" (ADARC), Owned by:
Marshall Lake, Piet Francke
Lavi, Mark.....marklavi@delphi.com
mlavi@bix.com
Delphi--Technical Associate, Online Services, reference for
Atari communities with full Internet access on DELPHI and BIX
Leair, Mark.....aa338@cleveland.freenet.edu
mleair@oucsace.cs.ohiou.edu
Cleveland Free-Net Atari SIG Voting Administrator, Conference
Organizer, CAIN Newsletter Publisher/Editor, Basement
UnderWorld BBS SysOp (216-381-7859 300-14.4Kbps) run off of 800xl
using BBS Express Pro! (V.2.1a) software, program BBS modules in
Action!
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brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Manager, GEM development, system development)
development tools, system and DSP programs, high-end algorithm
software. Atari products: Adebug/Assemble, official Atari DSP
Debugger, and own JPEG/MPEG decoders
Lemoine, Raphael.....raphael@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Graphics programming, DSP programming,
system development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Mackereth, Ian.....ianm@lsupoz.apana.org.au
ACE BBS SysOp in Sydney, Australia--official BBS of ACE (NSW)
Fido 3:712/520

Nelson, Bruce D.....aa789@cleveland.freenet.edu
Cleveland Free-Net Atari SIG 16/32-Bit Computers Support Area
SIGOp, ACORN Kernel Assistant Newsletter Editor for the
Atari Computer Owners of Rochester, NY (ACORN)
Poehland, Ben.....Internet: poehland%phvax@sb.com
poehland@sb.com
b.poehland@genie.geis.com
GEnie : B.POEHLAND
8-Bit Editor, Current Notes Magazine, 1990-1992
Managing Editor, Atari Classics Magazine, 1992-1994
Member, Ol' Hackers Atari User Group (New York)
Pseudonym: The 8-Bit Alchemist, Areas of expertise:
Analog circuitry in the XL/XE computers, especially video,
audio, & power supplies (published numerous articles
including hardware hacks & upgrades), Troubleshooting
Newell 1-meg, RAMbo & Wizztronics RAM upgrades, General
hardware hacking/maintenance/repairs, Weirdnesses/
troubleshooting/repairs of the 1050 drive, Setting up hard
drives using the Black Box, minor experience & knowledge
of other hard drive interfaces (ICD MIO, Supra, etc.),
Weirdnesses of the ICD P:R:Connection. Installing/using
various 720K & 1.44M 3.5" drive upgrades using CSS XF551
Upgrades & Floppy Board, Adjustments to analog & TTL monitors
for use with 40-column or XEP80 video outputs
(8-bit hardware advice only)
Poling, Jeff.....jpoling@magnus.acs.ohio-state.edu
Poling.19@osu.edu
Atari Computer Enthusiasts of Columbus, President
Potter, Jeff.....potter@sunny.dab.ge.com
74030.2020@compuserve.com
JDPOTTER@genie.geis.com
8-bit programmer of shareware applications/utilities in assembly:
APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, Member of the AGDA team which released "Maze of
Agdagon" (multi-comuter, 3-D graphics maze game), Graphics and
Entertainment Software Editor for Atari Classics magazine.
Contributor of articles to AC, AIM, and user group newsletters.
Richards, Daryl.....drichard@isle.waterloo-rdp.on.ca
Neat & Nifty Developer & Co-Owner, Products: Taz terminal program,
TurboRS program and hardware.
Ringo.....ringo@lexicor.com
Lexicor@world.std.com
CIS: 75300,763
GENIE: LEXICOR
Delphi: LEXICVOR, LEXICORWORLD
Lexicor Developer
Roelandt, Patrick.....patrol@hacktic.nl
Dutch Jaguar Club, Founder, organizer of new Jaguar publication,
Lynx reviewer/importer of games in Netherlands
Roloson, Dani A.....daroloson@math.uwaterloo.ca

Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST) Atari User
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"Who's Who in the Atari Community E-Mail Directory" Maintainer
Tessner, Kevin.....ktessner@isle.waterloo-rdp.on.ca
Neat & Nifty Developer & Co-Owner, Products: Taz terminal program,
TurboRS program and hardware.
Tirrell, Scott.....stirre31@maine.maine.edu
ST Informer Writer (part-time)
Verite, Daniel.....daniel@brasil.frmug.fr.net
brainstorm@brasil.frmug.fr.net
Brainstorm Developer (Image recognition, parallel programming,
system development), development tools, system and DSP programs,
high-end algorithm software. Atari products: Adebug/Assemble,
official Atari DSP Debugger, and own JPEG/MPEG decoders
Weiner, Jeff.....weiner@atari.archive.umich.edu
weiner@terminator.rs.itd.umich.edu
Maintainer of the atari.archive.umich.edu ftp site.
Wilson, Tim.....tim@rider.cactus.org
aace@rider.cactus.org
Austin Atari Computer Enthusiasts, President

2805. Atari8 FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 07:57:00 UTC
From: Joe.Carp@EAGLE.damar.com
Message-ID: <c87_9405310900@damar.com>
Source record: 100805

Hello Bitters of 8...

Please, someone tell me when the Atari8 FAQ is either posted in this
newsgroup or where I might request it via FTP. Please send me a note
at joe.carp@eagle.damar.com and/or in this newsgroup with at least a partial
quote of this message so I can also tell if I'm finally getting out.
I'm using a gated feed and I'm not sure of all is working okay.

Thanks...

-Joe

```
+-----------------------------------------------------------+
| -Joe Carp joe.carp@eagle.damar.com |
| Fidonet 1:102/834.0 joe_carp@f834.n102.z1.fidonet.org //|
+-----------------------------------------------------\X/-+
```

2806. Re: Hello from the Netherlands

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 09:14:19 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CqLyzw.InA@cs.vu.nl>
Source record: 100935

bernard@beco.link.hacktic.nl (Bernard Kok) writes:

>Well when comes you NEW update of your great MOD player.... So he will use
>ALL the extra RAM to play big modules......

It won't come... unless I can buy a cheap memory upgrade somewhere. I'm
still stuck to 64KB of RAM. Any help on that?

>--
>Bernard Kok BECO TEL (XL/XE support)
>bernard@link.hacktic.nl Online : every day from 18-06 CET
>Amsterdam Baud : 300 to 14.400
>The Netherlands Phone : +31-(0)20-6326859

Ivo van Poorten.

2807. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 10:25:11 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94May30122512@nova.lise.unit.no>
Source record: 100936

In article <2sbqtp$2jb@mtu.edu> jjmcwill@next6 (Jeffrey J. McWilliams) writes:

> Glenn M. Saunders (Krishna@max.tiac.net) wrote:
> : What's wrong with it? Oh, the overhead of this processor-intensive
> : protocol probably limits cps greatly at high speed such that is much
> : slower than Y-batch. I think Jim King said he did a test on it and it
> : was slower than Ybatch. There is no way I'm going to use a slower
> : protocol as my default.
>
> Hmm, I use it at 2400 baud and it seems to work faster than Y-batch for me.

2400 bps (not baud... 2400 bps is 600 baud, I believe ;) isn't high
speed. Zmodem is probably faster until you get to 9600 bps. It would
still be useful to have the option for people who have 2400 bps modems
of course.

(Disclaimer: I know noothing)
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

2808. Re: Atari 1020 Plotter Info Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 12:39:18 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2scmpm$o6a@dux.dundee.ac.uk>
Source record: 100937

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: Well, I've got paper and pens for the plotter; the only problem is that I
: haven't the foggiest idea which pens go into which holders. Is there a
: specific order that the pens need to be inserted? If so, what are they?

Yeah, the black pen goes into the black holder, blue into the blue one, red
into red, and green into green. Easy, huh?
Of course, if all your pens are black, then this isn't relevant, but you
should make sure the black holder has a pen in it, if not the others.

Fascinating Facts: The ST in Atari ST stands for Sixteen-thirty-two.
Curiously enough, this is also the year in which it was
designed...

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
GMFENWICK@its.dundee.ac.uk

2809. Re: Atari 1020 Plotter Info Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 15:22:04 UTC
From: lordthan@news.delphi.com
Message-ID: <2sd0as$iuh@news.delphi.com>
Source record: 100938

gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) writes:
>Yeah, the black pen goes into the black holder, blue into the blue one, red
>into red, and green into green. Easy, huh?
>Of course, if all your pens are black, then this isn't relevant, but you
>should make sure the black holder has a pen in it, if not the others.

Well, considering that the pen holder is made of white nylon and has no
color markings on it (except for a fleck of red on one of them), this
sarcasm isn't in the least bit helpful. Thanks for nothing; someone
helpful mailed me the correct information a few days ago.

-Steve

2810. 256K 800XL system for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 17:24:45 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <2sd7gt$r42@nyx10.cs.du.edu>
Source record: 100940

256K COMPLETE ATARI SYSTEM FOR SALE:

Atari 800XL with 256K RAM (Newell RAM upgrade), two (2) 1050

floppy disk drives, INDUS GT floppy drive w/carrying case, 850

serial and parallel interface, 1010 cassette drive, Commodore

1702 composite color monitor, misc. software (inluding

ATARIWRITER, ATARIWRITER+ and Atari Spell-Checker) and

magazines. $449. plus shipping or best offer. Please reply by e-mail.

2811. 8-Bit Software/book sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 17:28:00 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <2sd7n0$ref@nyx10.cs.du.edu>
Source record: 100939

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language

w/"Turtle" graphics, (Educators'

package), $15.

2)Conversational Italian (learn

Italian with your computer! - $10.

3) Timewise (Time management), $10.

4) "Kingdom" (Instructions and

game, cassette), $3.

5) "Biorhythms", (Instructions and

game, cassette), $3.

6) "Super-Text" word processor

(disk), $5.

7) SOLD

8) SOLD

9) "SynsStock" (Stock charting) $15.

10) "Sargon III" (Chess program) $15.

11) "SCRAM"(Nuclear Power Plant Simulator), $15.

12) "GO" (Ancient Japanese game, harder than Chess) $10.

13) "The Newsroom" $15.

14) "Movie Maker" (Animation Construction Set) $15.

15) SOLD!

16) "Proofreader" (Spelling Checker for Atariwriter), $20.

17) "Your Personal Net Worth", $20.

18) "Managing Your Stocks", $15.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $15.

21) "Personal Inventory Manager", $10.

22) The following from XLEnt Software, $20 each, or all 5 for $75.:

(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II

b)The First XLEnt Word Processor

c)Rubber Stamp

d)Typesetter

e)Page Designer

23) SOLD

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

Your Atari Computer

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY

SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package

offers that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705

MCI Mail: MZWILLENBERG

INTERNET: 75746.3705@compuserve.com

ZWILLENBERG@delphi.com

mlzwille@nyx10.cs.du.edu

DELPHI: ZWILLENBERG

2812. Re: Illegal OpCodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 17:56:03 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <CqMn5G.C4C@watserv2.uwaterloo.ca>
Source record: 100941

In article <2s3a9r$ooi@sundog.tiac.net>,
Glenn M. Saunders <Krishna@max.tiac.net> wrote:
>Raphael J Espino (rje@cs.nott.ac.uk) wrote:
>: ASL then ORA the results with the accumulator
>: RLA 2F 3F 3B 27 37 ? 23 33 2B
>
>Is this like a multicommand? Like a mini subroutine? What I mean is,
>will it do ASL and ORA in any fewer cycles than doing it separately? If
>these combined opcodes can perform the operation faster, then this would
>make sense. Even if they don't, these opcodes could save memory for sure.
>
>If a compiler used them by compiling and looking for sequential ASL ORAs
>etc. and plugging these in there instead of separate, you could probably
>save a few hundred bytes in a large program! A form of compression in a way.
>
>

Obviously all opcodes are 1 byte plus any addresses/immediate data following
it, thus this is a "multicommand" in that sense. I am not sure what you
mean by "mini subroutine".

I don't really like your idea of using these opcodes, since this would
be devastating for people having CMOS versions of the 6502 in their
machines. Why?? Because all undefined OPs on the 65C02 are NOP's, thus
they don't perform any actions what so ever (they don't lock up the CPU either)

--
--
Art Twarecki
Atwareck@Novice.UWaterloo.Ca

2813. 80-col

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 20:45:15 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9405302044.AA14537@brachot.jct.ac.il>
Source record: 100942

-From Itay Chamiel, bruck@brachot.jct.ac.il

I've heard several people whining about software-generated (mode 15) 80-
column displays. "Too slow", "flickering", etc.. I've cured the problem ages
and ages ago (well, 2 years), and my program, Col80, which is a simple
"Readme" in FAST 80-columns, has been on the Archives since then.
("col80.arc" - If it's not there, ask me for it, I'll gladly mail you.)
Let's say it's faster than a 40-column screen on hyper E:, including the
scrolling.
A terminal program I'm currently using (and which I wrote) works beautifully
at 2400 baud, even though it looks like it can go on 4800 without losing
information. The program will be available when I get the bloody time to
kill the bugs (it'll have fine-scrolling when it's done; I've half-done it,
it's possible).
A "cripple" version, which exceeds all other VT100's in quality but offers no
file-transfer (the same version I'm using now), is available NOW directly from
ME, and for FREE, for ALL 8bits with 48K. Please
ignore all requests for money in the title screen, I didn't have time to
remove the message..
Don't hesitate, email now.. Offer lasts till full version is done (several
months, maybe years..... <sigh>).
--
Itay Chamiel, Jerusalem, Israel | "What's so unpleasant about being drunk?"
(The name in the header's not mine!)| "You ask a glass of water."
bruck@brachot.jct.ac.il | Arthur thought about this. -Douglas Adams
"If you ever need anything please don't hesitate to ask someone else first"
-Kurdt Kobain, Nirvana

2814. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 21:56:54 UTC
From: cmwagner@inca.gate.net
Message-ID: <2sdnf6$13rr@inca.gate.net>
Source record: 100947

F Tooned (ftooned@delphi.com) wrote:
: >Well that is good, any possibility that one could buy an earlier version
: >and upgrade for a reasonable price? (like 10 bucks, heh)
:
: $19.95 for manuals and shipping is firm. I have however made posts to

I think my question was misunderstood, I want to know if I buy the current version and a new release comes out can I upgrade for a reasonable price?

: the effect that if you register TextPro and send me proof of registration

I was talking about SpartaDOS, what is the going price for it?

: Anyway, if you REALLY want to get ahold of me you CAN. If you REALLY care
: about the future of the Atari 8-Bits, you WILL subscribe. Mike

I have had an Atari for a number of years, there hasn't been any support for a long time. I haven't suffered much, but I do appreciate the support. I would like to subscribe but no one ever answers the phones. I don't have the time to try all day and all night like others may have, I can only try up to 1430 EDT. All I want to get is a catalog, I can't buy a thing if I don't know what you have.

2815. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 21:58:10 UTC
From: cmwagner@inca.gate.net
Message-ID: <2sdnhi$ulh@inca.gate.net>
Source record: 100948

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
kamaro_kid@delphi.com wrote:
: : Unbelieveable! FTE releases SpartaDos for $19.95 (get all three manuals
: : and the disks), and people still whine about the price.

: Yeah, I mean Mike only paid several THOUSAND dollars for that stuff.
: He's rich right? He can absorb the cost.. NO PROBLEM, and give all that
: stuff to use 8 bitters for free.

Obviously you people don't understand the question. I was wondering if I
bought an earlier release for the full price and they release a new version
if I can upgrade for a reasonable price.

It seems they would rather not sell anything, they certainely don't answer
the phones, and I don't have the patience to play around, if your in business
then you should answer the phones, if your not then close up shop and
disconnect the phone number.

2816. Holland too

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-30 22:40:37 UTC
From: nolman@link.hacktic.nl
Message-ID: <2sdq15$5u@link.hacktic.nl>
Source record: 100943

Hello 8-Bitters,

Holland has got a company that sells software for the *-bitter and
hardware too.
We even got our own magazine ANG-Pokey Magazine with text and utils and
new demo software.

Are here people who are on the Expressnet International Atari Net ?

Let's hear it.

greets Arnold "NOL" Bontsema

nolman@link.hacktic.nl
arnold.bontsema@p17.f604.n282.z2.gds.nl

2817. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 03:53:44 UTC
From: kamaro_kid@delphi.com
Message-ID: <J6-OW-Q.kamaro_kid@delphi.com>
Source record: 100945

When will I ever get my paws on FlickerTerm??

2818. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 05:05:45 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <2segj9$oks@usenet.INS.CWRU.Edu>
Source record: 100946

In a previous article, kamaro_kid@delphi.com (paderborn.de!urmel.informatik.rwth-aachen.de
!zruty.dfv.rwth-aachen.de!sungate.fido.de!sungate-ftn.fido.de!hippo.fido.de!not-for-mail
) says:

>When will I ever get my paws on FlickerTerm??

Well, you could try asking Clay...that's how I got my copy. Of course, at the
time I was one of the few using a 14.4 on an 8bit... Still, Clay just doesn't
want a bunch of Beta copies out there until he gets it to a point he's
happy with it. Once he gets x and y modem installed, and maybe a phone book
of some type... The one I'm waiting to see is ICE-T... If its anything like
col80 it should be able to handle at least 9600 w/o character loss...

Mike

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

2819. Hard Drive Prices

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 06:52:08 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405310633.AA19228@phinet.smithkline.com>
Source record: 100949

This is for Paul Schnettler,

Well I reckon the last time I actually looked real hard at hard drive prices was like sometime last year. I just got a flyer from JB Technologies, they're still selling ST-225N's for $95.

I guess I regard the Pooter... er, Computer Shopper, as a "slick". I subscribe to it, but to tell the truth I probably only get a chance to read maybe one issue in 4. My info is like 6 months old, I guess in the PC world that's like Prehistoric Times. A 1.2 G-byte SCSI drive for $700 sounds a little too good to be true to my ears, but if there's an ad in the Pooter for one I'll not argue against it. No one would belive a $99 CD-ROM either, but I just ordered one. So I guess anything is possible.

At all the walk-in outlets in my area the genral rule of thumb about IDE drives as I stated still holds true. Of course, I have't made rounds of the local "warehouse" type places for a few weeks... maybe I'll be in for some pleasant surprises?

- Ben Poehland

2820. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 08:10:01 UTC
From: betsyjo@delphi.com
Message-ID: <RI1smFZ.betsyjo@delphi.com>
Source record: 100950

Thanks, Kent. This is exactly the typeof reply I was looking for! I KNEW
that somebody must have tried a black
& white "jet" printer. I would be
interested in hearing from anybody
else who has tried a "Jet" printer
with their 8-bit Atari. I am NOT
really interested in graphics. Mainly
text. Thanks in advance!

2821. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 08:15:11 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_770371787@rtfm.mit.edu>
Source record: 100806
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Atari Archive: 8bit/faq.txt

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 29-May-94

Additions/suggestions/comments/corrections having to do with this
FAQ List are requested. Please send to:

Michael Current
<mailto::mcurrent@carleton.edu>
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This FAQ List is posted on the 8th of the month to the comp.sys.atari.8bit/
Info-Atari8 Digest/INFO-A8 discussion group. The most recent copy may
always be requested from <mailto::mcurrent@carleton.edu>.

The 8-Bit Atari Vendor/Developer List is posted to this discussion
group on the 18th of the month, and may also be requested from
<mailto::mcurrent@carleton.edu>.

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==========

1.1) What is this FAQ List for?

The Atari 8-Bit Computers FAQ List was created to provide answers to many commonly asked questions found in the comp.sys.atari.8bit/Info-Atari8 Digest/ INFO-A8 discussion group. At this time the FAQ List is heavily geared toward describing the various resources for the 8-bit Atari user available, with relatively little information on the Atari itself.

==
1.2) What is an Atari 8-bit computer?

to be written

==
2.1) What is comp.sys.atari.8bit?

comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet
side of this discussion group. All postings to comp.sys.atari.8bit
automatically appear in the Internet's Info-Atari8 Digest and in BITNET's
INFO-A8.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on
comp.sys.atari.8bit.

[I'd like to include the charter for comp.sys.atari.8bit here. Anyone
know where to get it?]

==
2.2) What other Atari-related newsgroups are there?

comp.binaries.atari.st (ST/TT/Falcon software, object code)
comp.sources.atari.st (ST/TT/Falcon software, source code)
comp.sys.atari.advocacy (pros and cons of Atari computers)
comp.sys.atari.st (ST/TT/Falcon)
comp.sys.atari.st.tech (ST/TT/Falcon technical)
comp.sys.palmtops (includes Portfolio)
rec.games.video.atari (Lynx, Jaguar)
rec.games.video.classic (includes 2600, 5200, 7800)

==
3.1) What is the Info-Atari8 Digest?

If you do not have Usenet access, but you do have Internet e-mail access,
you can access this discussion group through the Info-Atari8 Digest.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send a free-
text request to info-atari8-request@naucse.cse.nau.edu.

To CONTRIBUTE to the Info-Atari8 Digest, send your posting to
comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on
Usenet's comp.sys.atari.8bit and in BITNET's INFO-A8.

Note that any posting sent to info-atari8@naucse.cse.nau.edu will NOT be
cross-posted to the Usenet side. The maintainers are presently working to
correct this.

The Info-Atari8 Digest mainters (not moderators) are:
Mike Jewison <mjewison@nereid.sal.ists.ca>
Mike Todd <snyder10@convex1.TCS.Tulane.EDU>.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the
Info-Atari8 Digest.

==
3.2) What is INFO-A8?

If you do not have Usenet access, but you are on BITNET, you can access this group through the INFO-A8 listserv.

The BITNET subscription commands are:

tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

This is not a standard BITNET mailing list. It is a distribution of the Internet's Info-Atari8 Digest. In order to send mail to all of the subscribers, both in BITNET and the other networks you should not send your mail to the BITNET address (INFO-A8@MARIST) but instead send to the Internet address: comp-sys-atari-8bit@cs.utexas.edu.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST. Please note that this command must NOT be sent to the BITNET list address INFO-A8@MARIST or to comp-sys-atari-8bit@cs.utexas.edu, but to the LISTSERV address LISTSERV@MARIST.

Contributions sent to this list are automatically archived. You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST. These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Please note that it is presently possible for anybody to determine that you are signed up to the list through the use of the "REVIEW" command, which returns the network address and name of all the subscribers. If you do not wish your name to be available to others in this fashion, just issue a "SET INFO-A8 CONCEAL" command to LISTSERV@MARIST. More information on LISTSERV commands can be found in the "General Introduction guide", which you can retrieve by sending an "INFO GENINTRO" command to LISTSERV@MARIST.

The INFO-A8 maintainers (not moderators) are:
HARRY@MARIST (A Harry Williams)
RAVI@SPEEDY.MCNC.ORG (Ravi Subrahmanyan)
RAVI@MCNC.ORG (Ravi Subrahmanyan)
BILLW@SCORE.STANFORD.EDU (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in INFO-A8.

==
3.3) What other Atari-related mailing lists are there?

The Info-Atari16 Digest (ST/TT/Falcon). Send e-mail to info-atari16-request@naucse.cse.nau.edu.

==
4.1) What is the Atari Archive?

The Atari Archive is that section of the University of Michigan/Merit
Software Archives that holds a huge number of files covering all Atari
products, including the 8-bit computers. Our 8-bit Atari Archivist is Jody
Lenn, lenn@atari.archive.umich.edu; the Atari Archive as a whole is
maintained by Mickey Boyd, boydm@atari.archive.umich.edu.

How do I DOWNLOAD files from the Atari Archive?
In one of four ways:
1. FTP (Try the site nearest you first.)

a) FTP to atari.archive.umich.edu (141.211.120.11) <--United States
User: anonymous
Password: [your e-mail address]
cd atari/8bit

b) FTP to wuarchive.wustl.edu (128.252.135.4) <--United States
User: anonymous
Password: [your e-mail address]
cd mirrors/archive.umich.edu/atari/8bit

c) FTP to src.doc.ic.ac.uk (146.169.2.10) <--Great Britain
User: anonymous
Password: [your e-mail address]
cd computing/systems/atari/umich/8bit

The following Australian FTP site apparently no longer mirrors the
Atari Archive:
d) FTP to archie.au (139.130.4.6) <--Australia
User: anonymous
Password: [your e-mail address]
cd alex/edu/umich/archive/atari/atari/8bit

e) FTP to info2.rus.uni-stuttgart.de (129.69.8.13) <--Germany
User: anonymous
Password: [your e-mail address]
cd /afs/umich.edu/group/itd/archive/atari/8bit

f) FTP to nic.switch.ch (130.59.1.40) <--Switzerland
User: anonymous
Password: [your e-mail address]
cd mirror/atari/8bit

g) FTP to mirror.archive.umich.edu
This address takes you to a "randomly chosen" University of Michigan/Merit
Software Archives mirror site, but there's no guarantee the site you're taken
to mirrors the Atari directories.

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

2. BART - Brode's Archive Retrieval Thang - the Archive's e-mail file server
To learn about using BART to access the Archive, send e-mail to:

atari@atari.archive.umich.edu. The subject of the message doesn't matter, but
let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

3. Gopher
The Atari Archive can be accessed in Gopher. If your system has a Gopher
client, try the command "gopher gopher.archive.merit.net 70" to connect
directly to the Merit Gopher server, and choose Merit Software Archives.

4. AFS
If your system has AFS capability, this is the easiest way to access the
Archive. Just cd /afs/umich.edu/group/itd/archive/atari/8bit

How do I UPLOAD files to the Atari Archive?
In one of three ways:
1. FTP
FTP to atari.archive.umich.edu (141.211.120.11)
User: anonymous
Password: [your e-mail address]
cd atari/8bit/New

(No uploads may be made to the Archive's mirror sites.)

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivists will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

2. E-mail
This is a bit slower, but is still very effective.
Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to lenn@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

3. AFS
If your system has AFS capability, this is the easiest way to upload to
the Archive. Just cp the file into
/afs/umich.edu/group/itd/archive/atari/8bit/New

==========
4.2) What is cs.bu.edu?

Here's an 8-bit Atari FTP site maintained by Adam Bryant,
adb@albert.bu.edu:
FTP to cs.bu.edu (128.197.2.2)
User: anonymous
Password: [your e-mail address]
cd PC/ATARI

==========
4.3) What is nova.pvv.unit.no?

This is an Atari FTP site maintained by Eyvind Bernhardsen,
eyvind@lise.unit.no.
FTP to nova.pvv.unit.no (129.241.36.207)
User: anonymous
Password: [your e-mail address]
cd pub/atari/8bit

Uploads go to /incoming/atari/8bit; Eyvind moves them to the appropriate
directory. Please include a .readme file with each upload, so people know
what they're downloading.

==========
4.4) Are there any alternatives to BART?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet,
including atari.archive.umich.edu:

1) mail ftpmail@decwrl.dec.com with no subject line, and two-line body
with line one help and line 2 quit

2) mail ftpmail@grasp.insa-lyon.fr (body: help) Please, European users
only.

3) mail bitftp@pucc.princeton.edu (body: help or ftplist for a list of
anonymous ftp sites)

4) mail BITFTP@DEARN or to BITFTP@vm.gmd.de (body: help or ftplist for a
list of anonymous ftp sites) (Europe only)

==========
5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is like a huge public bulletin board system, and
it is the hub system of the NPTN, the National Public Telecomputing Network.
Anyone can access the Cleveland Free-Net via modem at (216) 368-3888. Those
persons with full Internet access can TELNET (this does not mean FTP) to
freenet-in-{a,b,c}.cwru.edu (129.22.8.32, 129.22.8.51). Applications for
free accounts are handled online, or you may browse the system as a visitor.
Once logged-in, type "go atari" to reach the Atari SIG. Those who add their
names to the Atari SIG user directories are automatically members of the
official Atari user group C.A.I.N. - Central Atari Information Network.

Send correspondence and press releases to xx004@cleveland.freenet.edu.
The Atari SIG's 8-Bit Computers Support Area is maintained by Michael Current, aa700@cleveland.freenet.edu, the 8-Bit Technical Forum is maintained by Craig Lisowski, aa853@cleveland.freenet.edu, and the Atari SIG Manager is Len Stys, aa399@cleveland.freenet.edu.

==========
5.2) What other Free-Net Atari SIGs are there?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet yfn.ysu.edu or 192.55.234.27
Via Modem: 216/742-3072
Login: visitor

Youngstown Free-Net Atari SIGOps:

Joe Perkins (ac742@yfn.ysu.edu)
Joe Sabatino (ab588@yfn.ysu.edu)

Atari SIG (xx140@yfn.ysu.edu)

National Capital Free-Net (Ottawa, Canada)
telnet freenet.carleton.ca or 134.117.1.25
Via Modem: 613/780-3733
Login: guest

National Capital Free-Net Atari SIGOp:

Christopher Browne (aa454@Freenet.carleton.ca)

==========
6.1) What Gophers or Web servers support the 8-bit Atari?

----An Atari Classic World-Wide Web homepage is maintained by Eyvind Bernhardsen, <mailto::eyvind@lise.unit.no>. Point your Web client to:

http://www.pvv.unit.no/~eyvind/atari/

----Here is another WWW 8-bit page, run by <mailto::ipoorten@cs.vu.nl> (Ivo van Poorten). The URL is:

http://www.cs.vu.nl/~ipoorten/8bit.html

==========
7.1) What print magazines support the 8-bit Atari?

Atari Magazyn
Poland

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-75006 Bretten
Germany

39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Boot!
LACE (London Atari Computer Enthusiasts)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
75p / issue (quarterly)
Net: trew@sna.co.umist.ac.uk

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
tel: (703) 450-4761
FAX: (703) 430-2618
GEn: JOE.WATERS
CIS: 74005,1270
published monthly (excluding January and August)
$27 per year ($48/2 years)
foreign surface: $36/year ($66/2 years)
disk subscriptions: $60/year ($115/2 years)
foreign disk subscriptions: $71/yr ($137/2 yrs)
air mail: Canada/Mexico $44; Cen.Am., Caribbean $57;
S.Amer. Europe, N.Africa, $69; Mid East, Africa, Asia,
Australia, $80

Historically Brewed
Historical Computer Society
10928 Ted Williams Place
El Paso, TX 79934
bimonthly, $18/yr, $3 single issue

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
ST16 1DR England
tel: 0785-213928
FAX: 0785-54335
(bi-monthly) Magazine only Magazine and Disk

UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

News-Paper
DGS
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT only)
U.K.: #6.00 / 4 issues
Europe: #8.00 / 4 issues
U.S.A.: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues
Net: dx107@cleveland.freenet.edu

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat Atari
Poland

Tajemnice Atari
Poland

T.W.A.U.G.
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
UK: #1.95 1 issue
UK: #11.00 6 issues (bimonthly)
includes either disk or cassette

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436

40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

==========
7.2) What disk magazines support the 8-bit Atari?

8-Bit Magazin
Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
fl10.00/disk

Strange Invasion
Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
single issue 5DM

6 issues (1/2 year) 25DM

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
25DM for 6 months (6 issues)

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
bi-monthly

==========
8.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
8bit/Archivers/uudecode.bas - just ENTER this into Atari BASIC
8bit/Archivers/uudecode.doc - the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
8bit/Archivers/yau.arc - contains both yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
8bit/Utilities/uue.arc - contains uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
8bit/Cc65/dumasuu.arc - contains uud.com, uue.com, CC65 sources.

==========
8.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The Atari Archive contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
8bit/Archivers/superarc.arc - both Super Un-Arc and Super Arc
8bit/Archivers/suprarc2.arc - just Super Arc
8bit/Archivers/supunarc.com - an un-arc'd copy of Super Un-Arc

8bit/Archivers/supunarc.uue - uuencoded copy of supunarc.com

==========
8.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
8bit/dskcom32.arc
8bit/Archivers/diskcomm.arc

==========
9.1) What 8-bit Atari emulators exist for other computing platforms?

1) ST Xformer, from Branch Always (see companion vendor/developer list)
a shareware 8-bit Atari emulator for the Atari ST.

2) PC Xformer, from Branch Always (see companion vendor/developer list)
a commercial 8-bit Atari emulator for DOS/Windows/OS/2

3) "The German PD emulator for DOS"

Don't expect much from this program, it isn't done yet.

Atari Archive filename: 8bit/at800xl.zip

4) "The 8-bit Atari emulator for X/Windows"

Nearing release, from Frank E. Barrus, feb6399@ultb.isc.rit.edu

==========
10.1) What are the best telecommunications programs available for the
8-bit Atari?

Here are some of the more popular PD/shareware terminal programs
available on the Atari Archive:

BobTerm by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename: 8bit/Telecomm/bterm12.arc

Kermit-65 by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
8bit/Telecomm/k65v37.arc - the latest version
8bit/Telecomm/k65doc.arc - the documentation
8bit/Telecomm/k65src.arc - the source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename: 8bit/Telecomm/omnicom.arc

VT850 by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename: 8bit/Telecomm/vt850b1.arc

==========
10.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs on the atari.archive of this variety. Note
that these require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
8bit/Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - An "Updated" UTIL. URLs:
<ftp://nova.pvv.unit.no/pub/atari/8bit/utilities/disk/myutil.readme>
<ftp://nova.pvv.unit.no/pub/atari/8bit/utilities/disk/myutil.zip>

==========
10.3) Can I read/write DOS disks on an 8-bit Atari?

If your highest-capacity floppy drive on your Atari system is the
Atari 1050, you won't be able to use ATARIO, SpartaRead, or UTIL. You
still have the following alternative:

Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
8bit/Diskutils/mule.exe - IBM Mule
8bit/Diskutils/mule.txt - descriptive blurb

==========
10.4) How do I transfer files using a null modem cable?

This section by cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected

together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

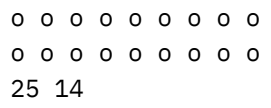
A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.



(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

==========
11.1) What 5.25" floppy disk drives are available?

original by: mailto::Krishna@max.tiac.net (Glenn M. Saunders)

--KEY---------------
*=my recommendations
**=good for easy mass storage, but slow
***=same as ** but with nice Z80 CP/M system in which CP/M drive acccess
is parallel only thus faster.

Manufacturer Name Sides/density Data rate/name/notes
------------ ---------- -------------- ----------------------
Atari 810 SS SD 19.2k standard
Happy 810 SS SD/DD ? Warp speed
Atari 1050 SS SD/ED 19.2k standard
Happy 1050 SS SD/ED/DD Warp speed USDoubler/
Super Archiver 1050 * SS SD/ED/DD Ultra Speed 50+K
Speedy 1050 SS SD/ED/DD 78K mode (European)
unknown DOS restrictions

Atari XF-551 * DS SD/ED/DD 38K burst mode (USD comp.)
Will do 720K XF DS system now considered
w/3.5" mod "standard".
from CSS

Percom Various/RFD ** Various
Any IBM mech
from SS/SD
5.25 to 720K
3.5" 19.2K standard only
NOTE: no ED Unique DS system

Trak Various ** See above Caching system for speedup
Unknown compatibility in

fast mode with MYDOS and
Sparta
Unique DS system

Indus GT SS SD/DD ED? Synchromesh mode usable
with SDX and DOSXL only.

Astra Double-D? DS SD/DD? standard /LEDs and such

Rana 1000 SS SD/ED/DD standard /LEDs and such
can format disks on a
stand alone basis

Floppy board various * Any standard very fast parallel
DOS-transparent
Requires Black Box
DS system configurable for
XF Percom or ATR style

HDI various Any standard very fast SIO? European

SWP ATR-8000 *** Any standard standard
except 1.2 and unique DS system
1.44 meg (HD)

Atari 1450XLD drives DS SD/ED DD? standard, requires DOS4
unusual DS system
Only prototypes exist

Atari XF-? 3.5" system Unreleased

==========
11.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written

==========
11.3) What do I need to connect a hard drive to my 8-bit Atari?

From: Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare

Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.

ICD Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 14.4K baud

CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.

SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==========
11.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC is a shareware product from Nick Kennedy, whose contact information may be found in the companion vendor/developer list.

[Atari Archive filename(s) should be placed here!]

==========
12.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2f is disk-based; SpartaDOS X 4.21 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS is freeware from Wordmark Systems (Charles Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the Atari Archive. URLs:
[Universial Resourcse Locators here!]

==========
12.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS
800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
65XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
800XE (1987?)same as 130XE but only 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7-pin dot matrix, same as Commodore MPS-801)
1030 Modem (300 baud, with 1030 Express!)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as the XE's)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style

XTM201 non-impact printer
XTC201 non-impact color printer

==========
12.3) What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance

2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(from _Mapping the Atari, Revised Edition_ by Ian Chadwick)
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND

33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5v dc?) 48. NC (+5v dc?)
49. Audio input 50. GND

--850 R1-4 pinouts from: generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, donor@max.u.washington.edu
P: Parallel port (850 Interface Module):

```
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

================================================================
13.1) What product developers or vendors support the 8-bit Atari?

There are two files available:
1) The "Atari 8-Bit Computers: Vendors and Developers List" is a companion
file to the FAQ List you are now reading. It is posted to the
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group on the 18th
of the month. There's also usually a fairly recent copy available on the
Atari Archive as the file 8bit/faq2.txt, but the latest copy may always be
requested from mcurrent@carleton.edu.

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's
Advertising Editor, Bob Scholar, r.scholar@genie.geis.com. This list focuses
on North America, but all sources listed have been personally confirmed by the
AC staff.

================================================================
13.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained
by Lawrence Estep, AC's Telecommunications Editor, 71450.1050@compuserve.com.

================================================================
13.3) Where is my nearest 8-bit Atari user group?
```

An 8-bit Atari user group listing is maintained by Atari Classics
magazine's Exchange Editor, James King, KAMARO_KID@delphi.com.

==========
End of 8bit/faq.txt
==========

2822. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 08:15:12 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_770371787@rtfm.mit.edu>
Source record: 100807
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Atari Archive: 8bit/faq2.txt

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 23-May-94

Additions/suggestions/comments/corrections having to do with this
Vendor/Developer List are requested. Please send to:

Michael Current
<mailto::mcurrent@carleton.edu>
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This Vendor/Developer List is posted on the 18th of the month to the
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group. The most
recent copy may always be requested from <mailto::mcurrent@carleton.edu>.

The 8-Bit Atari FAQ List is posted to this discussion group on the 8th
of the month, and may also be requested from <mailto::mcurrent@carleton.edu>.

======================================================================
8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List.

GEnie, Delphi and Compuserve addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a
Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply
Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for confirming this entire
list in 1994!
```

==========

This list won't be accurate and complete without YOUR help!

==========

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@sunny.dab.ge.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade,
Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware

Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

ASF s.c
ul. Rzeczpospolitej 8
80-369 Gdansk
Poland
Vendor: ???software
Developer: ???Hydraulik???, other software

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050-2511
tel: (408) 986-9960 Tue-Fri 10am-6pm; Sat 10am-5pm
FAX: (408) 986-9968
Vendor: new/used hardware, commercial/PD/freeware/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513
FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer (June 20, 1994)

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072

Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup, SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer, XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,

Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics / The AGDA Group
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

Dean Garraghty Software
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection, R-Time 8,
US Doubler, SpartaDOS X 4.21 Upgrade ROM, Multi I/O 130XE Extender,

FlashBack!, SpartaDOS 3.2f, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, Small Business Management, Small Business Management for the 130

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System, Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface, Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005

tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Shareware developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191

tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/freeware/shareware

Lex-Tronics
see: DataQue Products

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire

England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA

U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny.dab.ge.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Ready +Technologies+
The following address is reported outdated:
[P.O. Box 17578]
[Baton Rouge, LA 70893]
[U.S.A.]
Net: tom@ready.rsip.lsu.edu
CIS: 70733,3115
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

Software Infinity
642 East Waring Avenue
State College, PA

U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
James Bradford
Pike Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Developer: SuperMax, Super800, SuperRAM, Supermon

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/freeware/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)

Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/sharware

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware
Developer: UltiFont

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678

BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

Vulcan Software
The following address is reported outdated:
P.O. Box 692
Manassas VA
U.S.A. 22111-0692
Vendor: PD/freeware/shareware

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of 8bit/faq2.txt
==========

2823. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 10:32:16 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2sf3ng$d59@usenet.INS.CWRU.Edu>
Source record: 100951

I've been using an HP Deskjet 500 printer with my Atari setup
for years, no problems ... great printer ... looking for another!

Bill

2824. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 12:13:29 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Z6xNuNR.ftooned@delphi.com>
Source record: 100817

Chad,
Yes, as long as you are a registered 3.2f owner the upgrades will
cost next to nothing. I'll probably even post them on the FTe BBS for
download. As far as subscribing, I was referring to the "new" AC magazine.
A catalog is in the works, and with FTe just aquiring "Newell Industries"
it has pushed the final copy back a bit. If I get a little more time, I
will try to get a current catalog uploaded to the net. Otherwise, just
keep trying to call... If you leave me a #, and a good time to reach you
I will be happy to answer any questions. Mike

2825. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 12:36:59 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Z68vONT.ftooned@delphi.com>
Source record: 100818

Chad Wagner <cmwagner@inca.gate.net> writes:

>It seems they would rather not sell anything, they certainely don't answer
>the phones, and I don't have the patience to play around, if your in business
>then you should answer the phones, if your not then close up shop and
>disconnect the phone number.

Chad,
It seems as if you might not understand a few things...
Anything purchased from ICD did not have any bearing on what FTe is
doing currently. ICD abandoned the 8-Bit market, FTe is simply trying
to make sure that there are enough 8-Bitters still out there to support
various projects. The response to the SpartaDOS 3.2f has been reassuring.
You not only get the SpartaDOS Construction Set, but you also get the
Toolkit as well. (Including manuals, Including shipping, Including
Updates) FTe has done a lot in the last 5 months. The R-Time 8's have
been made available again. MAC/65, Action!, BasicXL, BasicXE, are bundled
with respective Toolkits and Runtimes. There have been updates to MAC/65
and Action!. We have installed an 800 #, a dedicated BBS, a FAX, and
have accounts on GEnie, and Delphi. There are many other products available
as well. We have gotten behind on a few shipments, and yes, sometimes it
is hard to reach somebody voice. This is temporary, and the problems that
WILL pop up simply have to be realized and corrected. FTe doesn't have
much to do with the standard "business" philosophies. There isn't any
PROFIT in the 8-Bit market, believe me. This is simply a labor of love
until things get too expensive, or just plain weird... There ARE days
when closing up shop does come to mind, but then some really supportive
Atari Entheusiast will call or write, and it makes all the negative
vibes simply disappear... Some people expect something for nothing,
all that FTe is trying to do is to get everyone to pitch in, and give
a "little" back to the community. Mike

2826. Re: The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 14:27:24 UTC
From: Julian Patterson <julpat@delphi.com>
Message-ID: <pixM2dU.julpat@delphi.com>
Source record: 100953

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Text Files
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UseNet/Internet Message Areas!
and much more!

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2827. FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 14:43:51 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2sfif7$36v@dux.dundee.ac.uk>
Source record: 100808

Books & Mags:

De Re Atari, 16 New Atari User Magazines plus some Analog mags.
800XL field service manual.

Tapes:

Gauntlet + DD, Sdewinder II, Feud, Green Beret,World Soccer,
KD Soccer Man, Hardball,Chuckie Egg, Blinky's Scarey School,
Spy Vs Spy, Boudlerdash IV + Cons Kit, Henrys House, Mirax Force
Mercenary, Encounter, Spellbound, F15 Strike Eagle.

ROM:
rescue on fractalus.

Disks:

Whirlinurd, Mini Office II (*2 boxed etc), Hacker,Smash Hits 7,
Smash Hits 1, Turbo Basic, Ace C, Blue Max, Pole Position,
Druid, Spy Vs Spy Trilogy, Questron, Decision in the Desert.

PD
Dot Magic, P6 (59-64),XWORD, games #4.

Offers: anything will be considered.

--

==
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
==

2828. Re: XMM801 Ribbons

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 15:14:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940531151404MIS0160@MVS.UDEL.EDU>
Source record: 100813

cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:
>
>Is there a "generic" ribbon I can purchase to use on the Atari XMM801
>printer?
The Mannesman Tally Spirit 80 ribbon is an exact fit.

Roger Cole
University of Delaware
INTERNET: Roger.Cole@MVS.UDEL.EDU

2829. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 15:30:51 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <2sfl7b$dfs@usenet.INS.CWRU.Edu>
Source record: 100809

I've owned a Epson Stylus 800 inkjet since August.
The two built in scalable fonts... up to 32 points, are quite useful, and I really enjoyed using them. However, the Stylus 800 has some serious design flaws, and I've gone through two units, and have finally given up on the Epson Stylus 800. I'm boxing it up and taking it to the dealer today, and Epson is mailing me a refund. I don't know what I'll eventually end up purchasing to replace it. The IBM Lexmark ExecJetII 4076 looked promising from a features standpoint, but I can't seem to find ANYONE who's actually owned and used one to gain some insight on the quality of the output of the darn thing.

The HP Deskjet 520 seems to be pretty well accepted by the public, which is not surprising, but I don't know if it has internally available scalable fonts, and the Stylus really got me addicted to such sharp output for large text compared to ohh, Daisy Dot III or ANY other program for the 8 bit.

Jeff

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

2830. Where can I get a DOS disk?

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 15:36:34 UTC
From: cgood@magnus.acs.ohio-state.edu
Message-ID: <2sfli2$e4t@charm.magnus.acs.ohio-state.edu>
Source record: 100952

They say that if you wait for long enough the price of computer equipment will drop to zero. This happened to me a couple of days ago. I stopped in at a computer store in Hicksville Ohio. They had a sign "Ask about our free computers". I did, and walked out with an Atari 800XL, a 1050 disk drive, a monochrome monitor, and lots of books, all for free. My son now has this stuff set up in his room. The drive came with a disk that had some games on it, so I know the thing works. Problem is that I do not have a DOS disk, so I have no way of formatting disks, DSAVEing, etc. I have the DOS 3.0 book and the DOS 2.5 book. I NEED A DOS DISK. Can anyone help me? My son will be very happy if you can. I have never used 8 bit Atari computers before, but I am very familiar with the TI99/4A and with MSDOS.

Thanks in advance,
Charles Good

2831. Xformer for the Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 17:31:13 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94151.133113STIRRE31@MAINE.MAINE.EDU>
Source record: 100822

Someone in this newsgroup recently asked about the possibility
of STXformer being ported to the Falcon. Well, Derek of Branch
Always said that the code is available. I'd love to see it happen.
-scott tirrell

2832. Old Atari 8bit books and software for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 17:57:03 UTC
From: ahmeda@agcs.com
Message-ID: <2sftpf$evq@creek.agcs.com>
Source record: 100954

While cleaning up my garage I have came across a box conatining some books and software remaining from the the days when I used to have an Atari 800 computer. All these are for sale to the first person willing to give me enough money for the trouble of maining this software. The disks have been stored in a box for about 10 years and I have no way of varifying them, although all the documentations and the books are in mint condition.

Books:

The Atari BASIC Sourcebook. Detail Info and source code of ATARI BASIC language.
Inside Atari DOS - Source Code of Atari DOS

Software:

Extended Fig Forth from APX (Atari Program Exchange)
Deep Blue C Compiler from APX
Atari Program Text Editor
Atari Macro Assembler
SAM - Software Automated Mouth
OS/A - Alternate System software for Atari
TeleAtari - The friendly terminal program
Zaxxon - Game
Choplifter - Game

Also included is a cable with strange connecters used to connect peripherals to Atari 800 computers.

Make me an offer for all this. I want this to find a home as soon as possible.

Aftab Ahmed (ahmeda@agcs.com)
AG Communication System
Phoenix, Arizona

2833. Re: Disk Drive Problems!

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 19:28:47 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2sg35f$ggt@theopolis.orl.mmc.com>
Source record: 100828

In article <1994May26.144257.18951@wdl.loral.com>, Robert R. Anschuetz II
<rra@orl1.orlando.loral.com> writes:
|> Anyway, I borrowed a friend's 1050 and after copying about 10 more disks,
|> I tried to go back to the one that I think killed the first one and all
|> of a sudden this one did the same thing and won't read anything anymore!
|> Is this just coincidence? How can accessing a bad disk break a drive?

Sounds like the bad disk you have is so bad that it is losing its oxide
coating. Check to see if your disk head is now dirty. I would suggest
cleaning it with a nice clean "Q-tip" dipped in (hopefully pure) isopropyl
rubbing alcohol. And afterwards keep that bad disk out of any of your
disk drives!

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2834. Inkjets & Lasers With The Classic-8

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 19:34:09 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405311909.AA01961@phinet.smithkline.com>
Source record: 100814

Glenn Saunders is essentially correct. Any Centronics/Epson compatible printer should work with the 8-bit Atari (you need a parallel interface, of course). Text will be rendered according to the printer's highest ability, be it 9-pin, 24-pin, inkjet or laser 300dpi resolution or whatever.

Graphics are a whole different animal, & Glenn is right about that as well. The August 1993 issue of AC featured the HP 500 with the 8bit, including an amazing printout that looked as good as anything I've seen from a laser printer. BUT... the trick there was that you needed to buy an Epson emulator cartridge from someplace in the middle of nowhere, Moose Jaw Minnesota or some such. Expensive & a hassle. The April 1994 issue of AC features an article by Jeff McWilliams on using the Epson Stylus 800 with the 8bit. It's an "iffy" proposition, he found some incompatabilities. Lately he's had a lot of problems with the printer, it appears to have mechanical design flaws. The new (& cheaper) Stylus 300 seems to corrected some of the problems. IBM ProPrinter emulation might be a viable alternative to Epson compatability, since the two protocols are remarkably similar.

The Epson Action 1500 DOES work with Daisy Dot 3. However, as Glenn said, it only emulates 9-pin graphics, so it's kindof a waste. (The 1500 is a laser printer, BTW.) Dave Richardson, AC's DD3 Columnist, printed his entire column in the April AC with the Epson laser, so people should look there if you want to see an example of what it actuallt looks like. 9-pin emulation on a laser comes out looking much nicer than actual 9-pin DM printing, because the laser fills in the spaces between the dots so it doesn't look so "dotty". Even so, 9-pin is 9-pin, it still doesn't look anywhere near as nice as the built-in laser text fonts which come out in true 300dpi rez.

- Ben Poehland

2835. TurboFile For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 21:11:45 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405312043.AA03566@phinet.smithkline.com>
Source record: 100824

I reckon it's time I unloaded my "packrat" copy of TurboFile. That Alchemist is a real loon, he buys two complete sets of EVERYTHING. Somebody around here must have thought the world would end this afternoon & would have to be rebuilt by tomorrow morning.

Anyways, I got a whole copy of TurboFile to sell, never used, $40 plus shipping. USA/Canada only please.

If you don't mind a few bugs (which were described in several issues of AC), this is the Cadillac of 8-bit database programs. You MUST have an XEP80. Also, a mammoth RAMdisk or hard drive is VERY strongly recommended, this sucker beats floppy drives to death (in that respect it's rather Mac-like).

BASIC-XL & Sparta-X are also recommended but not essential. In case you can't tell, this is a database for the true 8bit Power User. It's been used since 1991 to maintain the Mail Campaign/Subscriber List for Atari Classics, it has bells & whistles & lots of professional features.

And yes, this is also the same program I tried to purchase the rights to a year ago, as MicroMiser is longer supporting Atari products. I'd rather not tell that miserable story again.

For $40 you get a 2-disk set plus a wonderfully intimidating 122-page manual. Includes its own custom XEP-80 handler & compatability w/TurboWord. Runs under AtariDOS 2.5, Sparta, MyDOS or DOS-XL. Also supposedly imports DIF files from other database progs such as SynFile.

First come, first serve!

- Ben Poehland
179 Sproul Road/Rt. 352
Frazer PA 19355
poehland%phvax.dnet@sb.com

2836. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 21:27:16 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0wce@legend.akron.oh.us>
Source record: 100831

I know the double-sidedness of the disks with the XF5512890.3 is not an illusion and so would be the lack of compatability of those disks if anything ever went wrong with that drive and you wanted to use another type. I know thats true of a lot of things. But thats why I wouldn't want that drive.

2837. Goodbye Gralin????

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 21:33:06 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9405312121.AA04194@phinet.smithkline.com>
Source record: 100825

Ah... last week I got one of those cryptic messages from Colin Hunt of Gralin International (the British 8-bit vendor/developer). Colin has a way of dropping in on me unexpectedly, dropping a bombshell, then vanishes for 3 or 4 months.

Anyways, from what I can mke of his post, it seems like he's throwing in the towel & Gralin is going down the tubes. Major bummer, if true. Those guys just developed a plug-in board for the GUMBY upgrade, called Stereo-Plus. It was described in the April '94 AC, but no price had been set.

So.... any of you chaps over there in the UK, can anyone confirm this??

Is Gralin still in business or not? Anybody???

- Ben Poehland

2838. Re: Xformer for the Falcon

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 22:47:25 UTC
From: borgen@stud.cs.uit.no
Message-ID: <1994May31.224725.28423@news.uit.no>
Source record: 100829

In article <94151.133113STIRRE31@MAINE.MAINE.EDU> <STIRRE31@MAINE.MAINE.EDU> writes:
>Someone in this newsgroup recently asked about the possibility
>of STXformer being ported to the Falcon. Well, Derek of Branch
>Always said that the code is available. I'd love to see it happen.

I have the code as originally posted to Genie (2.55?).

>-scott tirrell
--
/// borgen@stud.cs.uit.no (B�rge N�st)	Amiga 4000/040 \\\|
// Box 218, 9001 Tromsoe, Norway	Remember to :-) when needed \\|
/ The worlds northernmost university	Life is worth living. |
#Disclaimer: This university does not speak for me.

2839. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-05-31 23:55:52 UTC
From: krishna@max.tiac.net
Message-ID: <2sgiq8$iha@sundog.tiac.net>
Source record: 100810

kamaro_kid@delphi.com wrote:
: When will I ever get my paws on FlickerTerm??
:

Clay promised me a copy of Flick when I announced I was leaving GEnie.
Th plan was to make the chat buffer nondestructive and to add a config
file to save parameters, and let me have it to spread around as the first
official ready-for-the-public beta test distribution.

But now that I'm off GEnie unless he takes the time to uuencode the .ARC
and send it to me, I don't whether he will follow through.

Since you are still on GEnie, Email him and tell him you can put it into
the Atari archive yourself. When Clay is ready to release the beta he
should probably put it into the GEnie library anyway and then anyone on
GEnie can spread it around.

Of course, Flickerterm more than other programs should appear in the
atari archive before other places due to the importance of a vt100
terminal for 8-bitters who have access to the archive.

I will be getting a copy of ICE-T soon to test, I believe.

I doubt I will use it in lieu of FlickerTerm too often if it can "only"
go up to 9600, but since it does blit 80 the inverse will look better and
it may have other advantages to make it useful for certain internet sessions.

2840. Re: Inkjets & Lasers With The Classic-8

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 00:04:36 UTC
From: krishna@max.tiac.net
Message-ID: <2sgjak$iha@sundog.tiac.net>
Source record: 100811

poehland%phvax.dnet@sb.com wrote:
: The Epson Action 1500 DOES work with Daisy Dot 3. However, as Glenn said, it
: only emulates 9-pin graphics, so it's kindof a waste. (The 1500 is a laser
: printer, BTW.) Dave Richardson, AC's DD3 Columnist, printed his entire
: column in the April AC with the Epson laser, so people should look there if
: you want to see an example of what it actuallt looks like. 9-pin emulation
: on a laser comes out looking much nicer than actual 9-pin DM printing, because
: the laser fills in the spaces between the dots so it doesn't look so "dotty".
: Even so, 9-pin is 9-pin, it still doesn't look anywhere near as nice as the
: built-in laser text fonts which come out in true 300dpi rez.

Wasn't it one of the dream-street points to have a 24-pin capable Daisy
Dot? I.e. about the same DPI as an Inkjet?

This is still a MAJOR software gap.

The problem isn't the Atari, it's the lack of software.

2841. Re: Goodbye Gralin????

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 00:08:51 UTC
From: krishna@max.tiac.net
Message-ID: <2sgjij$iha@sundog.tiac.net>
Source record: 100812

poehland%phvax.dnet@sb.com wrote:
: Anyways, from what I can mke of his post, it seems like he's throwing in the
: towel & Gralin is going down the tubes. Major bummer, if true. Those guys
: just developed a plug-in board for the GUMBY upgrade, called Stereo-Plus. It
: was described in the April '94 AC, but no price had been set.

Well, this raises an issue. MARS8 plugs into a great deal of the sockets
of the Atari8. It may also plug into Pokey but I'm not sure. If FTe
REALLY wants to throw in the kitchen sink, they'd allow a Gumby socket.

I know, Gumby is not supported by much software, but that might change if
it is easy to do, and Mars8 would probably be able to make it plug and go.

There is some more signal-routing stuff for the 2nd audio output so I
GUESS there is always going to be some hardwiring involved, unless Mars8
goes overboard with hooks for a hack not everyone would want to do, thus
raising the price of the unit.

2842. RESULT: comp.sys.atari.announce moderated passes 266:33

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 00:51:07 UTC
From: rdippold@qualcomm.com
Message-ID: <comp.sys.atari.announce-RESULT@uunet.uu.net>
Source record: 100834
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.st,comp.sys.atari.8bit,maus.sys.atari.hardware,maus.sys.atari.software,maus.sys.atari.talk,ctdl.sys.atari.st,fido.ger.atari,fr.comp.sys.atari

```
RESULT
moderated group comp.sys.atari.announce passes 266:33

There were 266 YES votes and 33 NO votes, for a total of 299 valid votes.
There was 1 abstain.

For group passage, YES votes must be at least 2/3 of all valid (YES and NO)
votes. There also must be at least 100 more YES votes than NO votes.

There is a five day discussion period after these results are posted. If no
serious allegations of voting irregularities are raised, the moderator of
news.announce.newgroups will create the group shortly thereafter.

Newsgroups line:
comp.sys.atari.announce Atari related hard/software announcements. (Moderated)

This vote is being conducted by a neutral third party. For voting
questions only contact rdippold@qualcomm.com. For questions about the
proposed group contact Yat Sui <ysiu@lexicor.com>

CHARTER (Yat Siu)

The proposed group will provide a forum for the announcement and
release of new atari related products:

* atari computer hardware and software
* commercial as well as shareware or related
* announcement from individual authors, companies or distributors
* press releases

Yat Siu (Lexicor@world.std.com) will be the moderator.

Justification:

There are currently comp.sys.atari.st, comp.sys.atari.st.tech,
comp.sys.atari.8bit and comp.sys.atari.advocacy, the first three
groups are discussion forums for their (specific) related hard and
software. Product announcements in these discussion forums of new
releases by either commercial, shareware groups can often be
considered a service but not encouraged. The atari computer market is
not very widely distributed and it is getting increasingly harder to
know more about new products.

To begin with a product announcement group would encourage the
people to announce their new products for the benefit of all atari
computer users. It will also allow the reader to focus for a new
```

newsgroup only for product announcements or press releases and will
also make the reader more aware of his/her options.

comp.sys.atari.announce Final Vote Ack

Do NOT use this as a mailing list. Voters are not necessarily
interested in receiving email about the subject of the vote, and some
may react rather violently and try to get your account pulled.

Voted Yes
---
aa37+@andrew.cmu.edu Ali E Aydar
aa700@cleveland.Freenet.Edu Michael Current
adelino@ci.uminho.pt
adm2@cs.city.ac.uk Alan Messer
ae103@city.ac.uk NoRM
ae24@iamk4516.mathematik.uni-karlsruhe.de Peter Januschke
afsfpel@cmc.aes.doe.ca Yves Pelletier
ai063@freenet.carleton.ca Walter A. Cole
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2843. CAIN Newletters (all issues) available at archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 01:42:07 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <2sgp1f$542@usenet.INS.CWRU.Edu>
Source record: 100836
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

All CAIN Newsletters are now available at the ftp site: atari.archive.umich.edu

The Cleveland Free-Net Atari SIG thanks Mickey Boyd, the System Administrator,
for putting them up for everyone to get.

2844. Re: Where can I get a DOS disk?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 03:00:19 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5uxPWZb.lmcclure@delphi.com>
Source record: 100830

In a message dated 5-31-94, Charles W Good said:

"I NEED A DOS DISK. Can anyone help me?"

If no one else comes thru, I can spare a DOS 2.5 disk. Unfortunately,
I still don't have my Atari 1200XL set up again yet, so I would have no
way of verifying the disk is still "good".

2845. Atari 800XL and Color Monitor Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 03:37:48 UTC
From: jgfalk01@ulkyvx.louisville.edu
Message-ID: <1994May31.233748.1@ulkyvx.louisville.edu>
Source record: 100840

Any help on this greatly appreciated. What color composite monitors are compatible with the 800XL?? I have a Samsung 14" color composite monitor and the Atari cable #cx89 and cant get it to work. Is this combination feasible?? Wrong cable maybe? I only get scratchy audio and no picture. Audio works fine when it's only thing connected. Cable packaging says for atari 800 but wont it work with the 800xl as well?

2846. Re: Wanted: Atari software/hardware prices

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 03:48:16 UTC
From: robmach@iglou.iglou.com
Message-ID: <1994Jun1.034816.27406@iglou.com>
Source record: 100841

Robert Michael Rogers (rr@minnow.cis.ufl.edu) wrote:

: Now, also I'm interested in hear from anyone that has good, working Atari
: joysticks, or paddlesticks. Or if anyone knows somewhere that one can buy
: new, good working ones, please let me know where, the two I have are slowly
: dying.

Sega genesis controllers work. just not the big electronic mothers.

: -Robbie Rogers
: rr@cis.ufl.edu

2847. Re: Inkjets & Lasers With The Classic-8

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 07:27:57 UTC
From: betsyjo@delphi.com
Message-ID: <xe5sGVd.betsyjo@delphi.com>
Source record: 100815

What is "AC" & how doe one get one???
(It's been awhile......)

2848. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 07:36:53 UTC
From: betsyjo@delphi.com
Message-ID: <x+ysWhd.betsyjo@delphi.com>
Source record: 100816

Thanks for your input, Jeff. This is
just the type of info that I'm lookingfor. All of you guys are great to
helppoor little ol' me!

2849. Re: Goodbye Gralin????

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 08:51:36 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Jun1.085136.14631@cs.nott.ac.uk>
Source record: 100842

In article <9405312121.AA04194@phinet.smithkline.com> poehland%phvax.dnet@sb.com writes:
>Anyways, from what I can mke of his post, it seems like he's throwing in the
>towel & Gralin is going down the tubes. Major bummer, if true. Those guys

>So.... any of you chaps over there in the UK, can anyone confirm this??
>
>Is Gralin still in business or not? Anybody???
Last I saw of Gralin International was at SAMS (Spring All Micro Show) in
April, and I hate to say this but they did seem to be having a 'clearout' sale.
Brand new shrink wrapped carts for a couple of pounds, their APX left-overs,
some hardware some working some 'as seen'... mostly bits and bobs, and they
didn't seem to be showing off any of their 'new products' as they had done in
past AMS's. It doesn't look good is all I can say.
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2850. For Sale: Graphix AT

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 08:54:45 UTC
From: phruby@corsa.ucr.edu
Message-ID: <2shicl$c51@galaxy.ucr.edu>
Source record: 100819

For Sale: Graphix AT printer interface by Xetec. $20 plus shipping.

--Paul

2851. Kermit or other File Transfer Softw. for Atari 800 w. 850?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 10:14:05 UTC
From: kraemer@briseis.mathematik.Uni-Osnabrueck.DE
Message-ID: <2shn1d$mgk@deimos.rz.Uni-Osnabrueck.DE>
Source record: 100820

I' m searching a good file transfer program to transfer my data files from the Atari 800 with the Interface module 850 (RS-232-C) to a PC.

2852. XL -> PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 13:31:31 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2si2jj$6nm@dux.dundee.ac.uk>
Source record: 100682

I have load of old XL disks, is there any way of reading them on a PC
(not emulating) just reading them and transferring the files to 3 1/2
inch disks so I can use them on my FALCON (while emulating the 8bit).

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

2853. Re: Atari 1020 Plotter Info Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 13:53:34 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2si3su$7i3@dux.dundee.ac.uk>
Source record: 100684

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) writes:
: >Yeah, the black pen goes into the black holder, blue into the blue one, red
: >into red, and green into green. Easy, huh?
: >Of course, if all your pens are black, then this isn't relevant, but you
: >should make sure the black holder has a pen in it, if not the others.

: Well, considering that the pen holder is made of white nylon and has no
: color markings on it (except for a fleck of red on one of them), this
: sarcasm isn't in the least bit helpful. Thanks for nothing; someone
: *helpful* mailed me the correct information a few days ago.

Well, I'm sorry if you thought I was being overly sarcastic, but I *was*
trying to help. My 1020 also has a nylon wheel, but each holder has the
colour marked on it, and I assumed yours would be the same. I could still
probably have helped you, but since you have the information anyway, and
don't consider me to be *helpful*, I won't waste any more of my time replying
to this ****.

Fascinating Facts: The ST in Atari ST stands for Sixteen-thirty-two.
Curiously enough, this is also the year in which it was
designed...

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
GMFENWICK@its.dundee.ac.uk

2854. Re: Where can I get a DOS disk?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 14:07:45 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2si4nh$7i3@dux.dundee.ac.uk>
Source record: 100683

Charles W Good (cgood@magnus.acs.ohio-state.edu) wrote:
: They say that if you wait for long enough the price of computer equipment will
: drop to zero. This happened to me a couple of days ago. I stopped in at a
: computer store in Hicksville Ohio. They had a sign "Ask about our free
: computers". I did, and walked out with an Atari 800XL, a 1050 disk drive, a
: monochrome monitor, and lots of books, all for free. My son now has this stuff
: set up in his room. The drive came with a disk that had some games on it, so I
: know the thing works. Problem is that I do not have a DOS disk, so I have no
: way of formatting disks, DSAVEing, etc. I have the DOS 3.0 book and the DOS
: 2.5 book. I NEED A DOS DISK. Can anyone help me? My son will be very happy
: if you can. I have never used 8 bit Atari computers before, but I am very
: familiar with the TI99/4A and with MSDOS.

You can get a brand new DOS disk from Page 6, complete with a translator
that lets you run some games that wouldn't otherwise be compatable with the
XL and XE series (because some badly written games for the 400 and 800
machines crash on the slightly different XL Operating System). I don't have
their address with me but I'll get it out tonight, and post it the next time
I'me here if you like.
By the way, it'll cost 2.50 UK Pounds plus overseas postage . In case you're
confused, Page 6 is the name of the company. They also publish New Atari
User, which is an excellent magazine, and well worth buying...

Anyway, if you want more details email me (No, I *don't* work for them!!!)...

Fascinating Facts: The ST in Atari ST stands for Sixteen-thirty-two.
Curiously enough, this is also the year in which it was
designed...

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
GMFENWICK@its.dundee.ac.uk

2855. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 14:10:00 UTC
From: Joe.Carp@EAGLE.damar.com
Message-ID: <86c_9406020939@damar.com>
Source record: 100844

F Tooned <ftooned@delphi.com> wrote:

Hello...

> much to do with the standard "business" philosophies. There isn't any
> PROFIT in the 8-Bit market, believe me. This is simply a labor of love
> until things get too expensive, or just plain weird... There ARE days
> when closing up shop does come to mind, but then some really supportive
> Atari Entheusiast will call or write, and it makes all the negative
> vibes simply disappear...

I'm your man -- I'm a reborn newbie! :-)

I'd *love* for the good ol' days to be back, when user groups were far more supportive, and the computing community was a lot closer, and... the users held a lot of respect for those who developed out of love for the computing community. Egads... I'm getting mushy now, but I'm sure most of you know what I mean. :-)

Anyway, I see your company info in the developer's list, so I'll give you a call for further infotmation on your products.

Thanks for supporting my interests!

-Joe

joe.carp@eagle.damar.com

* Q-Blue v0.7 *

2856. Re: Where can I get a DOS disk?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 14:11:49 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <2si4v5$7i3@dux.dundee.ac.uk>
Source record: 100681

I also meant to say- don't use DOS 3, even if you get your hands on it. It is a bit better for beginners (friendlier) than DOS 2.0 and 2.5, but this is soon outweighed by the hassle, and the fact that it, and any disks formatted with it are entirely incompatable with DOS 2.5. Since DOS 2/2.5 is the standard, what you *don't* want to have to do is convert all your disks (if it is even possible without a tape deck).

Enjoy your 800XL- the best 8 bit computer ever made!

Fascinating Facts: The ST in Atari ST stands for Sixteen-thirty-two.
Curiously enough, this is also the year in which it was
designed...

Graeme Fenwick gfenwick@mcs.dundee.ac.uk
GMFENWICK@its.dundee.ac.uk

2857. Looking for Extension

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 14:35:57 UTC
From: eric.palm@drs.state.ct.us
Message-ID: <940531072941300@drs.state.ct.us>
Source record: 100837

I just recently picked up my first Atari 800 (actually a few months ago at
the local Atari Swap). It came with a number of books and cartridges, includin
to my surprise something called Microsoft Basic II (cartridge). I was reading
through the manual that came with it, and it mentions an extensions diskette.
Well I went through everything, and it looks like I didn't get it. If it's
not too bold of me to ask, could someone send me a copy of this exntensions
disc? I can receive E-mail here at the DRS BBS, but I can't FTP. I found
that uuencoded messages get eaten at the mailer somehow. If someone has
a copy of the BTOA program and this disc, could you mail it to me?

Thanks

Eric

___ Blue Wave/QWK v2.12

2858. FOR SALE: SCSI Tape and Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 14:49:58 UTC
From: barrett@clpd.Kodak.Com
Message-ID: <2si76m$n0s@serum.clpd.kodak.com>
Source record: 100832
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.marketplace,misc.forsale.computers.other,misc.forsale.computers.mac

Used SCSI Hard drives for sale:

1. A Couple of Seagate ST-157N SCSI 3.5" HH 50M drives, $40 + shipping ($5).

2. Quantum 80M 3.5" HH ProDrive $75 + shipping ($5).

3. Control Data 5.25" HH 90M SCSI drive for $80 + shipping ($5).

4. SCSI 60M 1/4" Tape drive. $60 + shipping (~$10)

These are just the drives, no power supply, cables or cabinet.

I will sell these to US and Canada, shipping to Canada will be more.

email or phone (after 6pm EST) 716-264-0562.

--
Chris Barrett E-Mail: barrett@kodak.com
Clinical Diagnostics Division - Eastman Kodak Company Inc., Rochester, NY

The views expressed herein do not reflect those of Eastman Kodak Company Inc.

2859. Re: Atari 800XL and Color Monitor Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 15:18:53 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jun1.151853.13916@iglou.com>
Source record: 100821

Any composite color monitor should work. Does the 800XL work with a TV? Does the monitor work if you hook it to a VCR? Maybe you just have a bad cable.

--

Bill Marcum bmarcum@iglou.com

"Odd corners of desk, table, and shelf were occupied by the eviscerated remains of computer equipment: slain, half-eaten, and left for electronic jackals." --Michael Flynn

2860. Hard Drive Prices

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 19:39:28 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9406011919.AA12370@phinet.smithkline.com>
Source record: 100823

This is for Tim (Mr. Fixit):

The price ranges you gave for embedded SCSI's looked about right to me, tho in my neck of the woods they would still be considered on the bargain side. The area around Philadelphia is an absolute wasteland when it comes to obtaining basic components of electronic parts or computer systems. Everything here is for yuppies, grossly overpriced, sold by slick salesmen who don't know a SCSI bus from a Greyhound bus. People will gladly sell you a fully-loaded 486 system for $2500, but ask for a bare hard drive mechanism all you get is a disdainful look from these smartass salesmen.

The drives I was selling were Seagate ST-225N 20-meg SCSI units. They're both sold, I shipped off the 2nd one yesterday. The recipients of these units at least had the advantage of knowing ahead of time they worked OK with the 8bit, as I had already low-leveled & partitioned them with the Black Box.

- Ben Poehland

2861. 8-Bit Video/AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 20:25:29 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9406011957.AA17510@phinet.smithkline.com>
Source record: 100848

Hello Guido,

Very sorry, but your e-mail post to the Newsgroup contained too many things which I don't understand. I have no experience of PAL systems, & those PBAS & whatever else in there you mentioned made no sense to me. I also don't understand what exactly you are doing with a VGA monitor, this is a mystery to me. There *WAS* an article in the Dec'93 AC about using a multiscan monitor with the 8-bit, but that required an XEP80 modified for TTL output & also only the particular brand of monitor described (Mitsubishi AUM-1381) would work because it had TTL inputs.

It is possible one of the articles in the Dec'93 AC will help you, but I'm not sure exactly which one. If you just read all the video articles you will certainly learn a lot ofthings about 8-bit video you didn't know before.

Back issues of AC are still available directly from me for US$5 each. All mags & disks are still available except for the Feb'93 issue which is sold out. Minor corrections to the video articles were published in the Feb & Apr'94 issues. A complete set of all available back issues of mag + disk (12 items) costs US$60. Prices include shipping.

Recently several people in europe have ordered individual copies of back issues & avoided the expense of IPMO or bank drafts by simply sending me payment in cash US dollars. This is the easiest way to do business. Just be sure the cash is well wrapped so it can't be seen thru the envelope.

- Ben Poehland
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poehland%phvax.dnet@sb.com

PS- Checks should be made payable to BEN POEHLAND (NOT the magazine!).

2862. Older chips (CPU's, memory, assorted IC's) for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 21:39:35 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097F4FD.A72608E0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100755
Cross-posted to: comp.sys.tandy,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2.marketplace

For sale-

OLDER CPU's, SRAMs, DRAMs, other IC's; for some I have a single unit, while
for others I have a few or many. Please let me know what interests you.
Thanks!!

Motorola MC68000 (16 bit)
MC6843P
MC6850P
TMS9900 (16 bit)
TMS9900NL-40
TMS9901
TMS9901NL-40
TMS9904
TMS9904NL-40

Siemens 80186-R (square chip), plus a heat sink for it
Intel 8088
Intel 8087-C math coprocessor

Zilog Z80A CPU

Intel 8255A
Intel P8272A
P8259A
Intel P8253-5
P8237A-5
NEC D8255AC-5
Western Digital WD8250CL-00
MC2652
MM5174AN (real time clock)

Static RAMs (SRAMs)-
HM6116
HM6264LP-15 (MANY of those!)

Dynamic RAMs (DRAMs)-
4114 (or equivalents such as NEC D416C etc.)
4164
41256-12 (1.5 Meg. worth of those)

Many misc. IC's such as 74LS00, 74LS27N, DS26LS31, DS26LS32, 74S32, HD74LS30P,
SN74123N and more .

Many jumpers...

Please e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973.

Thanks!

2863. Re: Goodbye Gralin????

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 21:44:42 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2sivga$732@news.cs.tulane.edu>
Source record: 100849

In article <1994Jun1.085136.14631@cs.nott.ac.uk> rje@cs.nott.ac.uk (Raphael J Espino) writes:
>Last I saw of Gralin International was at SAMS (Spring All Micro Show) in
>April, and I hate to say this but they did seem to be having a 'clearout' sale.
>Brand new shrink wrapped carts for a couple of pounds, their APX left-overs,

Just read almost the same thing in Dean's 8bit NewsPaper...though it did
sound like the show was a good one for most parties concerned.

Mike

2864. U-Print 64k printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 23:00:41 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun01.190019.2286@wariat.UUCP>
Source record: 100851

Ahhh... Here's a question for some engineer type, like R.
Dell. I got a U-Print printer interface w 64k buffer. It
doesn't work. I poke around with a logic probe and the SIO
has clock in/out, data in/out, voltages, everything seems ok
to me. The output Centronics side is pulsing away on all 8
data lines. The only thing I think might be wrong is no
strobe signal on pin 1 of the Centronics. Anybody wanna
comment?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2865. Pro BBS Express Net.??

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-01 23:57:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <ed2fea05@straight.ct.se>
Source record: 100843

I wonder if it was someone here in this News area who asked me if I wanted to import a European Pro Express Net to Sweden.??

Fredrik Lundholm d1dol@dtek.chalmers, se told me that he have seen a reply to me whith this questian, either here or in Fidonet, I'm not sure.??
But I have missed this reply complitely.!!

-=> WFR.! Per-Erik "Pekka" Peterson <=-

per-erik_peterson@straight.ct.se

Gothenburg SWEDEN

* (QW|{ 2.6 *

2866. Re: CAIN Newletters (all issues) available at archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 00:17:57 UTC
From: boyd@hardy.math.fsu.edu
Message-ID: <2sj8fl$j4n@mailer.fsu.edu>
Source record: 100827
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

```
Atari SIG (xx004@cleveland.Freenet.Edu) wrote:
>
> All CAIN Newsletters are now available at the ftp site: atari.archive
>
> The Cleveland Free-Net Atari SIG thanks Mickey Boyd, the System Administrator,
> for putting them up for everyone to get.

Actually, some of the other archivists were responsible for putting them away.
Let's just give a bit thanks to all the atari-archivists folks.

--
*******************************************************************************
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
*******************************************************************************
```

2867. Re: Atari 800XL and Color Monitor Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 00:31:09 UTC
From: krishna@max.tiac.net
Message-ID: <2sj98d$daf@sundog.tiac.net>
Source record: 100826

Bill Marcum (bmarcum@iglou.iglou.com) wrote:

: Any composite color monitor should work. Does the 800XL work with a TV?
: Does the monitor work if you hook it to a VCR? Maybe you just have a bad
: cable.

I once inherited a 3-plug video monitor cable in a used deal. It
suported split video but had no composite out. This person should make
sure a 4 plug cable is used (as can be gotten from electronic stores) so
that all signals are supported.

Since the 800XL has no stock chroma out, it would be hard to get a
picture without either a composite or chroma plug.

2868. Atari 800 and accessories for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 03:08:33 UTC
From: kw402s4794@realm.tdkcs.waterloo.on.ca
Message-ID: <kw402s4794.4t3p@realm.tdkcs.waterloo.on.ca>
Source record: 100759

```
Atari 800 Computer in excellent condition $15
Trak Floppy drive $10
410 Data Recorder $5
Pac-Man Cartridge $5
Demon Attack Cartridge $4
Duck's Ahoy! Cartridge $4
Basic Computing Language Cartridge $5
Picnic Paranoia Cartridge $4
Star Raiders Cartridge $5
Astro Grover (floppy disk program) $4

All items in mint condition.

Prices do not include shipping.
```

2869. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 04:06:24 UTC
From: thester@nyx.cs.du.edu
Message-ID: <2sjls0$7av@nyx.cs.du.edu>
Source record: 100833

In article <rstout.0wce@legend.akron.oh.us>,
ROBERT STOUT <rstout@legend.akron.oh.us> wrote:
>I know the double-sidedness of the disks with the XF5512890.3 is not
>an illusion and so would be the lack of compatability of those disks
>if anything ever went wrong with that drive and you wanted to use
>another type. I know thats true of a lot of things. But thats why I
>wouldn't want that drive.
>

Okay, so I guess I'll start yanking out my 3.25 floppy from
my clone because it isn't compatible with the 5.25 inch.
Seriously, it's a mistake to limit yourself to just one type
of drive with the 8-bit machines. If at all possible, you
should have them all. (810, 1050, XF551). They ALL have
their peculiar strengths. The 810 was, by far the most
rugged of the drives. I still use my original 810 from
1981, and other than the Happy enhancement, it has not
required any sort of repair. On the other hand, I've got
three different 1050's. All of them have had to have numerous
repairs due to the shoddy craps..er craftsmanship. I've an
original 551 that has the crummy rivets in the SIO ports, but
have avoided problems by NOT removing any serial cables from
the thing. They are never removed. All of the 1050's are
doubled and Happy. Guess which drive is used more than any.

That's right. The XF551. And I don't even have the CSS
enhancement in the thing.

I guess you must like to spend half of your valuable time
swapping out disks because they only hold half as much?
Any of the Atari drives can be obtained for a pittance
these days. Compatibility problems are the least of my
worries with the XF551. It can read 810, and 1050 disks
handily. It doesn't care that the 1050 only writes to
one side. It doesn't care that the 810 is SS/SD, 88K.
Yes, it has its quirks, but as with any hardware/software,
with use you learn to overcome or take advantage of those
quirks.

Hey, one thing that comes to mind that the XF551 can do
that the others can't is this:

If you could only use one floppy drive to
run a little BBS from, which would you choose?
The 810 could barely store a mini-BBS program,
never mind message bases or file storage.

Same with the 1050.
The XF551 could handle a small message base, and
store quite a few files as well. (I did say
a *little* BBS) While this may sound silly, the
fact is, I actually ran a little BBS in Washington
state several years ago with the XF551 and a 400
with 48k. It was the "Falling Star BBS". Named
because at the time, the Atari world was crumbling.
I had an 800xl with the Newell 256k upgrade, but
needed it for personal use. The BBS did well until
I moved to Denver.

And I'm still using the XF551 more than anything else today.

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

2870. Re: Kermit only? (was: It's Alive...)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 07:28:35 UTC
From: winston@merk.com
Message-ID: <CqrE3o.10I@merk.com>
Source record: 100838

On Friday, May 27, 1994 at 17:44:40 -0500 (12:44 pm EDT ?)
poehland%phvax.dnet@sb.com (Ben Poehland) writes:

BP> These weirdo DEC systems only allow KERMIT, and BT doesn't do KERMIT,
BP> so I have to use KERMIT to do KERMIT....

Those weirdo DEC systems allow for more than KERMIT. Try VAX-MODEM /
VMODEM ! (...a very handy X/Y/Zmodem for the VAX). Try UMODEM, a CPM
sea-link Modem-7 compliant XMODEM for the VAX ! Try Omen Technology's DSZ
program compiled for the VAX environment ! See if your VAX "HELP" library
has any DCL "user library" at-sign "@" extensions to the built-in help
library. Often times the "standard" VAX HELP library will be augmented
with a "user" help library explaining all of the user extensions added to
the "standard" VAX system. This usually requires the user to define an
extra help library symbol in their user environment. (For more
information, type "HELP HELP" and "HELP LIBRARY".) Hopefully your standard
VAX DCL system would have been augmented with user programs, however user
extensions and other useful things are normally hidden from the casual VAX
user. (It also requires a Sys Admin who is into adding "goodies".) Unless
you are on a DEC PDP-8, you should be able to do more than just KERMIT.

2871. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 07:33:26 UTC
From: lordthan@news.delphi.com
Message-ID: <2sk206$d2l@news.delphi.com>
Source record: 100835

thester@nyx.cs.du.edu (Tim Hester) writes:
> required any sort of repair. On the other hand, I've got
> three different 1050's. All of them have had to have numerous
> repairs due to the shoddy craps..er craftsmanship. I've an

A defensive note: I have three 1050's, two with US Doublers, the third wholly stock. Aside from the drive select switch (in the back, the thing which allows you to set the drive as D1-D4) acting a bit flaky (I need two new switches, in fact; they're jumpered right now) in the US Doubler drives -- which are about 2-4 years older than the stock drive -- they haven't given me a lick of trouble. And BOY have I ever put the abuse on those drives. :)

> If you could only use one floppy drive to
> run a little BBS from, which would you choose?
> The 810 could barely store a mini-BBS program,
> never mind message bases or file storage.
> Same with the 1050.

I ran a BBS for almost a year on two US Doubler'ed 1050's and a 192K RAM disk. I was awarded "fastest BBS in the area" by local users. :) I had four or five decent sized message bases, a full UL/DL area (which got rotated once a week or so), and complete menus and database.

-Steve

2872. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 07:52:38 UTC
From: winston@merk.com
Message-ID: <CqrF7q.1vA@merk.com>
Source record: 100839

On Friday, May 27, 1994 23:44:47 GMT (5:44 pm EDT ?)
Krishna@max.tiac.net (Glenn M. Saunders) writes:

GS> VAX machines, IMO, stink. Their lack of compatibility with the
GS> rest of the Unix world is their biggest liability.

...Then you'd better unplug your nose.... D.E.C. ULTRIX, the version
of UNIX that runs on the VAX, was one of the de facto standards of UNIX
along with Berkeley, A.T.&T., and Santa Cruz. Of course, D.E.C. totally
abandoned UNIX in favor of JCL (their version of which is called DCL).

A quick way of making the VAX VMS / DCL environment tolerable is to
perform all of your actions inside of the VAX emacs editor "DEMACS".
DEMACS not only supports subshells and most of the UNIX emacs functions,
but it also supports a full TERMCAP as well. This leads to the unique
position of a user of a non-standard terminal such as a Televideo or
Teleray or Hewlett-Packard not being supported on a DEC VAX VMS / DCL
system until he or she was able to startup DEMACS, at which point he or she
could use the editor to submit commands to the operating system.
(...strange, but true!)

2873. - The Atari 8-bit Home Page -

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 15:13:20 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CqrzM9.JHo@cs.vu.nl>
Source record: 100853

Hello,

As I announced on this newsgroup some days ago, I am setting up an Atari 8-bit Home Page. Today, I have changed the setup a bit from now on, the ModPlay v1.22 and the UnZip v1.13 distribution can also be obtained by anonymous ftp.

Currently my Atari 8-bit Home Page provides :

```
] ------------------------------------------------------------------------
]
] THE ATARI 8-BIT HOME PAGE
]
] ------------------------------------------------------------------------
]
] This page was created on the 25th of May, 1994.
] Last updated on the 2nd of June, 1994.
] Maintained by Ivo van Poorten , also known as The Gatekeeper.
]
] ------------------------------------------------------------------------
]
] Documents... ( Maintained by Michael Current )
] * The Frequently Asked Questions List
] * The Vendors and Developers List
] * About the 65c816...
] * Opcode table for 6502c and 65C02
]
] FTP to the Atari Archive...
] * atari.archive.umich.edu
]
] And its mirrors...
] * wuarchive.wustl.wdu
] * src.doc.ic.ac.uk
] * nic.switch.ch
]
] And also...
] * The PVV Atari 8-bit Archive
]
] Software...
] * MODPlay v1.22 Distribution
] * UnZip v1.13 Distribution
]
] ------------------------------------------------------------------------
```

The URL is:

http://www.cs.vu.nl/~ipoorten/8bit.html

The Software can also be obtained by anonymous ftp from:

ftp.cs.vu.nl:/pub/ipoorten/

If you have any sugestions on improving this WWW page, or you have something
else to tell me (no matter if is positive or negative!), send email to:

ipoorten@cs.vu.nl

Hope you enjoy it!

Greetings,
Ivo van Poorten.

2874. Atari 8-bit support.

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 17:02:40 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <199406021702.MAA06393@news.cs.utexas.edu>
Source record: 100762

SUPPORT FOR YOUR ATARI 8-BIT FROM RICHARD GORE.

YORKY 256K Memory upgrade:

I only have five full kits of this rare upgrade left, priced at #50 ($90)
plus p&p (#2 UK, #3.50 EC, #5 rest of World) including manual and support disk.
Yorkys are supplied ready built, all you have to do is plug them into the PBI
port of your 800XL and hey presto you have a 256k machine.

Once these units have been sold no more will be produced - now could be your
last chance to obtain a Yorky! Watch out for the mention in the April AC!

SOFTWARE:

JAWBREAKER - The classic Pac-man style game originally sold by Sierra-On-Line.
This version includes two mazes which were originally sold as
separate games as well as a new pause function and improved
joystick control. Two mazes on one disk at a bargain price!

MOUSEKATTACK - Another classic game from Sierra-On-Line. This game has you
trying to plumb the levels of Rat Alley. A very addictive game
featuring a one or two player (simultaneously on screen) mode,
new pause feature and improved joystick control.

Both games are available on disk, tape or Rambit Turbo tape (state which)
and are supplied with a printed manual.

Prices: #4.95 each or #6.95 for BOTH (UK p&p included)

(overseas please add #2 for airmail shipping)
(US dollar prices $10 each or $18 for both fully inclusive)

N E W S O F T W A R E! N E W S O F T W A R E!

In association with Visionaire software I am pleased to announce the
availability of two new games programmed in the UK.....

ARENA: An original puzzle game where you must place pieces of a wall in
order to guide a 'power pod' too its destination. It sounds simple,
but it has good graphics and is very addictive. A demo version appeared
on issue 66 of Page 6's disk, but this version is the full game with
50 levels.
Price: #5 ($10) XL/XE, Disk only.

BUBBLE ZONE: Enter the Bubble Zone and meet the challenge! Guide your tank
and blast the ever increasing number of bubbles, collect the

power ups, watch out for the holes. How far can you go?
Frantic arcade action, with top notch graphics.

Price: #5 ($10) XL/XE, Disk only.

US customers can buy both Arena and Bubble Zone for $18 including p&p.

* * * * * * * * * SPECIAL OFFER * * * * * * * SPECIAL OFFER * * * * * * * * * *

Buy all four of the above games, Jawbreaker, Mousekattack, Bubble Zone and
Arena for only #15 ($30) including shipping.

** This offer has been extended to the 21st of June 1994 **

* *

For further details or to order contact:

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Telephone: (0302) 784642 weekends only please.

E-mail: RG9@UK.AC.YORK.TOWER or RG9@UK.AC.YORK.VAX
(Non-JANET users invert UK.AC.YORK.xxx to xxx.YORK.AC.UK)

- -

SOFTWARE Authors, have you written any games or utilities for the Atari 8-bits,
new or old? If you have and you have the rights contact me now and we can
hopefully arrange to get them (re-)marketed!

- -

UK customers: Are you interested in buying the classic ICD/OSS products such
as SpartaDOS X, MAC 65, ACTION!, BASIC XE, BASIC XL, R-TIME8?

If you are contact me and I might be able to help!

I am now very near the end of my university course, which means that I will
soon be losing my Internet access, at least temporarily, possibly for good.
This will happen on the 21st June, so I can still answer any e-mail queries up
until that date.
I would like to take this opportunity to thank everybody who has supported me
over the past few years, I've enjoyed it. I will still be supporting the Atari
8-bits so please keep in touch by mail, my address is given above and it is also
in the Vendors list. I have several new games in the pipeline and the
possibility of helping to distribute FTes products in the UK. So once again,
many thanks and heres to the future.......

Richard Gore

2875. Re: Where to get old stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 21:58:34 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2slkma$3tf@usenet.INS.CWRU.Edu>
Source record: 100845

In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:

>sydtech@winternet.com (Sydtech) writes:
>>Where and how do I get some of my old favorites? A lot of the old games
>>I liked to play on the 8-bits aren't being made anymore, so I don't know
>>where I'd buy the things. Can I get some of the old games thru BBSs? Is
>>this legal if the stuff's not being made anymore?
>
>Anything that is/was commercial software is illegal to copy. Copyright
>law gives the publisher 25 (?) years' worth of rights, I think, so
>anything that was copyrighted ten years ago is not legal to copy today,
>and probably won't be for some time to come.
>
>The best place to find the software you miss is at flea markets, Atari
>stores (if you can find 'em), and through internet classifieds.
>
>-Steve
>
>

You can also still get LOTS of this software NEW through some of the
Atari 8 bt dealers still doing buisness like B&C

STeve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2876. Re: Pro BBS Express Net.??

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 23:07:18 UTC
From: krishna@max.tiac.net
Message-ID: <2slon6$7du@sundog.tiac.net>
Source record: 100846

Per.Erik Peterson (per.erik.peterson@straight.ct.se) wrote:
: I wonder if it was someone here in this News area who asked me if I wanted to
: import a European Pro Express Net to Sweden.??

: Fredrik Lundholm d1dol@dtek.chalmers, se told me that he have seen a reply to
: me whith this questian, either here or in Fidonet, I'm not sure.??
: But I have missed this reply complitely.!!

: -=> WFR.! Per-Erik "Pekka" Peterson <=-

: per-erik_peterson@straight.ct.se

: Gothenburg SWEDEN

: * (QW|{ 2.6 *

I have talked in various forums about the possibility of using the
internet as a network gateway for BBSs essentially as a way of
circumventing long distance telephone charges.

At least in the major city areas, internet providers are sprouting up
left and right offering a typical deal of a full unix shell account with
about 5 megs of workspace and full access to mail, telnet, irc, etc...
All for a FLAT FEE of about $20 a month.

Like I said in a previous message, these dialups are very easy to use
because they don't FORCE Kermit on you, you can use Xmodem CRC or Y-batch
or Zmodem. It's just that most of these dialups don't support XON XOFF
so it can get flaky sometimes. Not synchronizing the transfer correctly
is a good way to fail, but with a hard drive or ramdisk I never have any
trouble.

Anyway, what this is, is a fixed $20 gateway to the world. As long as
the other guy has cheap access like me, we can chat in IRC like a phone
call and transfer megs of files between eachother (it doesn't matter if
he is down the block or in China).

Traditionally, BBS software has sought precompile, arced packets, and
high speed modem support to cut costs, but nothing beats this
arrangement, if it can be automated.

I'll start a new thread with some brainstorm ideas on this subject...

2877. Internet<>8-bit BBS networki

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-02 23:40:45 UTC
From: krishna@max.tiac.net
Message-ID: <2slqlt$7ol@sundog.tiac.net>
Source record: 100847

Okay. I used to belong to PCPursuit, which used a system known as Telenet. This probably used the internet as a backbone with a dialin, and a dialout. To sprint, it made the outdial a local call, but the infrastructure is what the user was paying for, and this rate was more attractive than standard LD rates.

Since PCPursuit was essentially a way for you to reach other boards, it was transparent and thus did not impose vt100. The commands it acted upon were ASCII but that wasn't a big deal. Years ago there were some PCPursuit networking hacks for Carina, and when I ran carina these were updated. It was a good situation. When PCPursuit died, the internet lived on, and I first noticed dialups appearing in my area with the great flat fee structure. Unfortunately I doubt this advantageous situation will survive the commercialization of the "National Information Superhighway" but we must learn to exploit what we have, which I did with PCPursuit.

One of the benefits of these new dialups is that they are mostly 14.4. Technically PRO! could dial in at 14.4 and do its thang. Of course, since they are flat fee, time is not a big factor so we can use other methods.

So, how do we network through the internet? There are 3 ways really:

uuencoded email:

This method is kludgy, and sometimes mail can get hung up in transit. Thus timing is not precise. But it is an option. Internet mail is often FREE on some BBSs so this would work well for these people. But unless they build a dedicated script program to drop off and pick up the mail, it will be a MAJOR kludge.

FTP:

One could upload to the shell, then upload to an FTP address. The problem here is that if this form of networking became popular that would be a lot of garbage text hanging around in the Atari archive. Kinda a WASTE of space, and still kludgy to make it work.

IRC:

Hmm. Why would you want to enter a chat channel? My answer is DCC. DCC is a means of directly transferring files from shell to shell. It is the internet's form of a Bobterm<>Bobterm transfer, occuring at full internet speeds.

I believe IRC channels are the ideal way for 2 BBSs to exchange packets, either automatically, or manually. Both parties must be present at the same time, and they exchange files at the same time.

Okay, but how is this going to work???????

There are 3 ways:

Manually dial in with flick/Bobterm and send up the files after your BBS makes em and get into IRC at an appointed time or uuencode them and mail them, etc..., and also pick up, download, and process replies.

Works, but too labor-intensive. Benefit here is that with high speed dialups it wouldn't take as long as you'd think, especially with a uuencoder/decoder off the shell speeding things up.

Backtalk:

Backtalk has no idea what vt100 is. It maxes out somewhere around 2400 baud. But I think it would work. It's transfer protocols are limited to Xmodem CRC. But it does have a pretty workable script language. I managed to write something for GEnie and this would be even simpler since it is a pretty linear script.

This is only PARTLY a form of automation. YOu can set it on a delay and it can do it at night, but unless you have a MUX, you will have to take the board down to launch Backtalk. Ideally you'd want:

Custom script module:

This script module would need to be able to dial the internet and do the whole routine. The benefit here over Backtalk is total automation and high speed. The drawback is hoping someone actually writes this!

Here is how an IRC script might work in flowchart form:

BBS preps packet

BBS arcs packet

dial internet provider

wait for connect signal >redial loop if busy

wait for username prompt, enter username

wait for password prompt, enter password

wait for shell prompt

rb <-- y batch receive off shell

jump to Y-batch send, X_node.ARC.

IRC

/join #net_node_remote-node#

DCC send node's_nickname X_node.ARC

Wait for DCC send prompt from other BBS

DCC get node's_nickname X_node.ARC

Now, the timeouts on these would be quite long just in case the other guy isn't there on time.

After you get it:

/quit

sb X_node.arc

jump to Y-batch receive module

logoff

process packet

Okay, that is simplified, but that is most of it. Now, who is running a board who might want to try this? I took my PRO! board down to gain access to the BB for high speed with FlickerTerm, I'll put it back up when the R:P: comes out. But I'd be glad to test the feasibility of this with dummy files using Backtalk on both sides.

Maybe someone will be inspired by this and write some modules for PRO! to do this.

2878. X-Windows 8bit emulator status?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-03 01:52:09 UTC
From: sourada@iastate.edu
Message-ID: <sourada.770608329@las1.iastate.edu>
Source record: 100850

Maybe I just missed it, but has there been any word about the X-Windows based emulator for the 8bit? (and yes, I mean a program that runs under X-Windows that emulates an 8bit :-)

I would write the author, but all I can remember is his last name is Barrus...

Thanks,
Steven

--
Steven Ourada --- sourada@iastate.edu
"have no faith in constitution, there is no bloody revolution"
-- The Police

2879. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-03 04:20:49 UTC
From: karlm@highett.mel.dbce.csiro.au
Message-ID: <2smb32$nm0@news.dmpe.CSIRO.AU>
Source record: 100852
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
>Weiner, Jeff.....................weiner@atari.archive.umich.edu
> weiner@terminator.rs.itd.umich.edu
> Maintainer of the atari.archive.umich.edu ftp site.

Uhm, didn't he like retire from duties a few weeks ago!?

Karl.

--
| Karl Meyland CSIRO Division of Building, Construction and Engineering |
| Post Office Box 56, Highett, Victoria, Australia 3190 |
| Internet: karlm@mel.dbce.csiro.au |
| W: +61 3 252 6222 F: +61 3 252 6244 H: +61 3 589 1472 |
```

2880. Re: - The Atari 8-bit Home Page -

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-03 09:06:12 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CqtDAD.IqC@cs.vu.nl>
Source record: 100763

ipoorten@cs.vu.nl (Ivo van Poorten) writes:

>] Documents... (Maintained by Michael Current)
>] * The Frequently Asked Questions List
>] * The Vendors and Developers List
>] * About the 65c816...
>] * Opcode table for 6502c and 65C02

Oops, I just noticed an error here... only the first two are by Michael
Current...

Ivo.

Atari 8-bit Home Page : http://www.cs.vu.nl/~ipoorten/8bit.html
Atari 8-bit Software : ftp.cs.vu.nl:/pub/ipoorten/

2881. Old games

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-03 13:29:20 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <199406031328.IAA14007@news.cs.utexas.edu>
Source record: 100854

In reply to the chap who asked why people don't release old games;

Welll some do, I myself sell Jawbreaker and Mousekattack as well as two new games, Arena and Bubble Zone and I am actively seeking more.

There are numerous problems associated with such an enterprise:

1) Finding the copyright owner is not easy, many old companies have gone out of business and contact with them is not possible. These games cannot be released without the copyright owners consent and sometimes the issue over who owns the coopyright is not clear. Sometimes its the programmer, sometimes its the company involved.

2) Should the copyright owner be found, getting them to agree to a deal with realistic sums of money is not easy either. I have had contact with several companies all of whom want lots of money, one company even wanted #5,000, yes five thousand pounds for one game!!!!!!!!!!!!!!!

3) Once the gamess are rereleased response is usually low, I have been selling Jawbreaker and Mousekattack for about six months and I sold perhaps 10 copies of each and that includes copies sold on my behalf by DGS as well as those I have sold myself.

There is three good reasons why more old games are not released, so if you want more of the old classic games, support those that are released and if you own the rights to any get in touch with people like myself whom are willing to put in the time, effort and reasonable sums of money to get the products back onto the market place.

Richard Gore (e-mail RG9@UK.AC.YORK.VAX outside UK reverse uk.ac.york.vax) to vax.york.ac.uk

Postal address: Richard Gore, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

2882. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-03 20:08:06 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0wm6@legend.akron.oh.us>
Source record: 100765

I notice that I have "flamed" a piece of hardware (a double sided drive) when I had no desire, intent, need, or reason to flame it. I should admit that I would not pass by a double-sided drive if I saw one for sale cheap. But I did pass by an 810 (I think thats the #). Since you seem rather fond of the extra storage, I wonder that you haven't gone over to a hard drive. (We all must defend our particular hardware configuration, I suppose). But thanks for the lecture anyway. :)

2883. Goodbye Gralin????

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-03 20:57:33 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9406032038.AA26718@phinet.smithkline.com>
Source record: 100756

Thanks "Raf" for your observation RE: Gralin at the April SAMS. Colin Hunt was in the States a few months back & called me, he was all fired up about the new stereo card, wanted me to see it, etc., sent me a sample. I sent him some software support disks for it, some to his hotel while he was here & some more later direct to Gralin in the UK. Geeze, maybe it was all for nought.

From the look of it, I'd say Gralin's situation is almost exactly paralleled by American TechnaVision in the USA. Back in December they launched a half-price sale with an ad in AC & a flyer that featured 486 PC systems & accessories. Just last week I got another flyer from them, they were clearing out 8bit stuff at giveaway prices. The handwriting is on the wall.

So, at the minimum, I think it's safe to say 1994 will see both Gralin & ATV vacating the 8bit market. Gawd, this is depressing.

- Ben Poehland

2884. Re: - The Atari 8-bit Home Page -

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-03 21:10:37 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2so68d$csv@usenet.INS.CWRU.Edu>
Source record: 100758

In a previous article, ipoorten@cs.vu.nl (Ivo van Poorten) says:

>ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>
>>] Documents... (Maintained by Michael Current)
>>] * The Frequently Asked Questions List
>>] * The Vendors and Developers List
>>] * About the 65c816...
>>] * Opcode table for 6502c and 65C02
>
>Oops, I just noticed an error here... only the first two are by Michael
>Current...
>
>Ivo.
>
>
>--
>Atari 8-bit Home Page : http://www.cs.vu.nl/~ipoorten/8bit.html
>Atari 8-bit Software : ftp.cs.vu.nl:/pub/ipoorten/
>--
>

I took a look at your 8-bit home page yesterday, and I found the text files
unreadable. It appeared you have them in a .gz compressed format. I don't
believe http has built-in facilities to uncompress on the fly; certainly
OmniWeb didn't like it.

Anyone else with WWW access, give Ivo's Atari 8-bit Home Page a try!
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

2885. Re: TurboFile For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-03 23:05:39 UTC
From: kamaro_kid@delphi.com
Message-ID: <h8ws2Zz.kamaro_kid@delphi.com>
Source record: 100757

Do you still have TurboFile for sale? If so, I'm interested. I'm also seeking a copy of TurboWord... Do you want to sell your copy of that as well?

2886. Atari 800 (NOT xl) with modem problems

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 00:23:03 UTC
From: milesph@aol.com
Message-ID: <2sohh7$egi@search01.news.aol.com>
Source record: 100760

I have an old Atari 800 (NON -XL) which was sold to me by a friend. It came with two (2) Atari 810 5.25" disk drives, an Atari 850 Interface Module (with Telelink cartrige), an Atari 835 Autodial modem, and a LOAD of software. However, I can't get the modem to connect with anything! The modem IS sending its pulses, but it won't recognize the carrier. I think it's that the 835 is trying to connect at 300 baud with those ancient protocals, and it can't recongnize the newer modems. So, my other question is: does anyone know of an Atari 8-bit BBS in the 510 area code? (San Francisco Bay area) Thanks! If possible, reply via E-mail to: milesph@aol.com
Thanks!!!

2887. Re: Atari 800XL and Color Monitor Help!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 01:53:07 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5G8uO5z.lmcclure@delphi.com>
Source record: 100761

In a message dated 5-31-94, jgfalk01@ulkyvx.louisville.edu said:

"I have a Samsung 14" color composite monitor and
the Atari cable #cx89 and cant get it to work.

Any composite monitor should work with the 800XL.

I am not familiar with the CX89 cable, so it could be the one Atari sold for use with monochrome monitors, which connects to the luma output on the monitor jack, not the composite. However, the result of this should be a greyscale display, not the symptoms you described.

First, you need to try and eliminate the source of the problem.

Have you tried the monitor with anything else? If not, one other 'source' you likely have in your home is a VCR. Round up a couple of RCA cables and hook the audio and video outputs to the monitor. If this works fine, the monitor is cleared.

Next, have you tried your 800XL via the RF hookup to your TV? If this works fine, the 800XL is not totally cleared, but it certainly narrows down the problem.

Third, check out the cable. If you have a multimeter or continuity tester, first check to make certain there is no crosstalk between the audio and video lines. To do this, make certain there is no continuity between the center pins of the audio and video outputs. Also, you may want to check the video output to make certain it is not shorted to ground (i.e., check for continuity between the center pin of the video output plug and the metal "shell" around it). If all this checks out, check to make certain they are connected where they should be.

Here's a diagram of the video port, and the pinout listing from the FAQ:

3 1
5 4
2

1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not actually present on unmodified 800XL's)

The center pin of the video jack should have continuity with pin #5 if correct, or pin #1 if a mono cable. The audio should connect to

pin #3 (but that seems to be correct, as you state audio works fine if video is not plugged in). Also, the outer shells of both plugs should have continuity with pin #2 of the monitor port (and no continuity with any other pins).

Also, if you know anyone with another Atari 8-bit, or even a Commodore 64, 128 or Plus/4 and a color composite monitor, you could plug the cable into their system and check it. (The Commodores I mentioned actually have DIN-8 monitor jacks, but a DIN-5 fits, and the pinouts for color, ground and audio are in the same locations).

If you are lucky, it is just a bad cable...certainly the least expensive part to replace. <grin>

2888. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 04:06:17 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2soujp$cas@terminator.rs.itd.umich.edu>
Source record: 100776
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 4711 May 29 13:07 ./8bit/Sound/parrot.formats.txt
-rw-r--r-- lenn 14673 May 29 13:07 ./8bit/Utilities/sdv_40.arc
-rw-r--r-- lenn 2881 May 29 16:33 ./8bit/Utilities/relocate.arc
-rw-r--r-- lenn 10984 May 29 16:33 ./8bit/Utilities/renumber.arc
-rw-r--r-- lenn 28045 May 29 16:34 ./8bit/Utilities/fntdsplr.arc
-rw-r--r-- lenn 16932 May 29 16:33 ./8bit/Modifications/transkey.arc
-rw-r--r-- lenn 52194 May 29 16:35 ./8bit/0index
-rw-r--r-- lenn 6901 May 29 16:31 ./8bit/Games/resurex.arc
-rw-r--r-- lenn 388 May 29 16:31 ./8bit/Games/resurex.txt
-rw-r--r-- lenn 6136 Jun 3 01:30 ./8bit/Sound/modplay.arc
-rw-r--r-- lenn 10400 Jun 3 01:30 ./8bit/Archivers/unz113b.arc
-rw-r--r-- lenn 10080 Jun 3 01:30 ./8bit/Archivers/unz113s.arc
-rw-r--r-- lenn 149784 Jun 3 01:57 ./8bit/dir
-rw-r--r-- lenn 150437 Jun 3 01:58 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

2889. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 06:54:42 UTC
From: howard@harry.lloyd.com
Message-ID: <2sp8fi$iu0@harry.lloyd.com>
Source record: 100764
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <2smb32$nm0@news.dmpe.csiro.au>,
Karl Meyland <karlm@highett.mel.dbce.csiro.au> wrote:
>>Weiner, Jeff.....................weiner@atari.archive.umich.edu
>> weiner@terminator.rs.itd.umich.edu
>> Maintainer of the atari.archive.umich.edu ftp site.
>
>Uhm, didn't he like retire from duties a few weeks ago!?

Yah, he also just retired from the Mint mailing list a couple days ago; due
to lack of net access. In general, when you want to contact us, you should
use the advertised aliases, not emailing to a specific person. We all check
in at varying hours, so emailing a specific person reduces your chances of
getting a timely response.

So everyone, burn these addresses permanently into your brain's EAROM....

atari-archivists@atari.archive.umich.edu
mint-request@terminator.rs.itd.umich.edu

Also, if you are sending a message to the mint mailing list, you don't need
to also send it to mint-request, (i.e., don't cc: it) we already get everything
sent to the list...
--
Howard Chu, Sr. Systems Engineer Lloyd Internetworking
howard@lloyd.com 3031 Alhambra Drive
(916) 676-1147 - voice Suite 102
(916) 676-3442 - fax Cameron Park, CA 95682

2890. Atari 800/850 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 09:12:59 UTC
From: luigi@East.DELFIN.COM
Message-ID: <2spgir$e0h@East.DELFIN.COM>
Source record: 100766
Cross-posted to: dc.forsale,comp.sys.atari.8bit

Atari 850, 1050 disk drive, cassette recorder, color monitor,
printer, books and tons of SW $150

Atari 800, 810 disk drive, cassette recorder, 1020 color printer,
books, cartridges, tons of SW $75

Everything in excellent working order. If interested, e-mail at address below. I can
arrange delivery within 25 miles of Dulles Ai
Luigi Morelli
luigi@east.delfin.com

2891. Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 12:31:21 UTC
From: kiuchi@bach.seattleu.edu
Message-ID: <2sps6p$bpq@bach.seattleu.edu>
Source record: 100767

I've always been a great fan of playing Atari 2600 games and am presently in the process of buying a 7800 system. The 7800 system seems to be the best system to do what I want to do, play cool games closer to arcade quality, plus being able to play with the old atari 7800 carts on it as well.

In ny search for the machine, I have stumbled across many newer atari systems which interest me greatly. The atari 8bit machines of what everyone on this newsgroup sounds like something I'd really like to get.

I am guessing that the system which you all refer to on this group is the Atari 800XL. If there is a better model which does the same thing plus more, then what is it? I am looking for a machine with which I can do the following things:

Play games: Does this machine have the capability to play 2600 games? How good is the graphics resolution and sound?

Network stuff: Are there ftp sites where I can download PD games, utilities, and updates to other programs? Can I run X on it to my school mainframe without having to use a SLIP connection? Do I need to buy an Atari modem or will a PC external modem work with it?

Monitor: is it an RF type system or can I use it on my composite monitor? As for the sound, is it stereo sound if not an RF type?

Graphics: How good are the graphics if I wanted to blend them in as special effects with other video? can this be done (yet)?

Availability: Are there still a lot of Atari dealers (especially in Seattle) where I can get new items? Are catalogues of new products sent out to users on a regular basis still?

Programming: What languages are available? Can games of the same Atari quality be programmed on them?

thanks! let me know!

kevin

2892. WTB ATARI 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 13:59:25 UTC
From: kiuchi@bach.seattleu.edu
Message-ID: <2sq1bt$ddt@bach.seattleu.edu>
Source record: 100768

I read a post easlier this evening from someone who wanted to sell their
Atari 800XL for 150.00US I think.. Will you please email me your post since
I am interested in buying it.. thank you! :)

kevin

2893. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 17:06:02 UTC
From: krishna@max.tiac.net
Message-ID: <2sqc9q$n2o@sundog.tiac.net>
Source record: 100769

ROBERT STOUT (rstout@legend.akron.oh.us) wrote:
: I notice that I have "flamed" a piece of hardware (a double sided
: drive) when I had no desire, intent, need, or reason to flame it. I
: should admit that I would not pass by a double-sided drive if I saw
: one for sale cheap. But I did pass by an 810 (I think thats the #).
: Since you seem rather fond of the extra storage, I wonder that you
: haven't gone over to a hard drive. (We all must defend our particular
: hardware configuration, I suppose). But thanks for the lecture
: anyway. :)

The XF-551 is the next best thing to a hard drive. Combined wit a
healthy ramdisk it is quite adequate, due to the burst IO mode, etc....

A Percom with 720K floppies is slower, probably too slow for most people
to tolerate. I know some people who use the XF+ramdisk configuration and
it is by far the most economical.

Not everyone has the desire to spend $175 for the BB plus a SCSI drive.

One can find used XFs for $75 or even less. So there is a big gap
between floppies and a HD and not all will make the jump.

An XF with the dual 720 and 360 mech CSS upgrade starts to get pricey,
though, so then you might as well get a BB from a price comparison
standpoint.

2894. Re: X-Windows 8bit emulator status?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 17:31:30 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Jun4.173130.20217@ultb.isc.rit.edu>
Source record: 100788

In article <sourada.770608329@las1.iastate.edu> sourada@iastate.edu (Steven D Ourada) writes:
>Maybe I just missed it, but has there been any word about the X-Windows based
>emulator for the 8bit? (and yes, I mean a program that runs under X-Windows
>that emulates an 8bit :-)
>
>I would write the author, but all I can remember is his last name is Barrus...
>
> Thanks,
> Steven
>
>--
>Steven Ourada --- sourada@iastate.edu
>"have no faith in constitution, there is no bloody revolution"
> -- The Police

Yes, that would be me.
I thought I posted way back about the status of things-- I'm
starting to think this project is just doomed to fail... or maybe
it's just the way I'm going about it, because I keep coming up
with new "necessary" features before I release it, even though all
the bugs aren't out yet....

But anyways, last you heard, probably, I was about to release it
in a week.... and then I disappeared off the face of the earth, right?
Well, I was doing development on my roommate's 486/33, using Linux,
and in the same weekend I had two papers due (this was my final
undergrad year in CS at RIT), my roommate's system crashed, and
my girlfriend broke up with me. Even after a week when his system
was back up, I wasn't in the emotional state to continue development,
and then because of getting behind in classes, it was all I could
do to catch up with that and my job. I did it though-- I pulled
a 3.73 for the quarter.

I'm now working full time for the summer, and trying to get some
advance work done on my master's project-- an object-oriented
microkernel, so free time is again scarce, but I'm hoping to upload
my Atari code to my Alpha at work next week, and work on it
after normal work hours when everyone's gone. (they don't
really appreciate what they call "games", or other non-essential
things, even though it won't really be on their time)

If I don't have this thing ready for release at the end of the
month, I'm going to just put it out "as-is" finally for other
people to work on. The reason I haven't done this before is that

I still have a lot of things I want to do with it, and I know how
I want them done, so as long as I think there's a chance I'll have
the time, I want to do them myself. But if that's not the case,
then I guess it makes more sense to have someone do it differently
rather than not at all.

I knew I should have just released what I had at the end of last summer
rather than waiting... (all the core functionality was there-- just
not the peripherals and it had quite a few bugs)

So, when's my competition being released? (XFormer :-)
And what happened to the other guy out there writing a PD
emulator?

-Frank

2895. Re: WTB ATARI 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 18:08:33 UTC
From: lordthan@news.delphi.com
Message-ID: <2sqfv1$rqp@news.delphi.com>
Source record: 100770

kiuchi@bach.seattleu.edu (Kevin K. Kiuchi) writes:
>I read a post easlier this evening from someone who wanted to sell their
>Atari 800XL for 150.00US I think.. Will you please email me your post since
>I am interested in buying it.. thank you! :)

An 800XL for $150?!?

I've got a slightly abused by still functional 800XL you can have for
next to nothing, if you're interested. :)

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

2896. Anudder Good Deal I Got

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 18:10:02 UTC
From: lordthan@news.delphi.com
Message-ID: <2sqg1q$rta@news.delphi.com>
Source record: 100771

At a flea market today (Englishtown, NJ), I picked up a very dirty but
still functional Atari 800 for $5. :) All it needs is a power supply,
some Windex, and two keys (the "7" and the Atari logo keys are missing).
Not bad. :)

Anyone wanna buy my beat-up 800XL?

+-+-+-

2897. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 18:34:47 UTC
From: hansolo@ripco.com
Message-ID: <CqvyAu.4G2@rci.ripco.com>
Source record: 100785

Kevin K. Kiuchi (kiuchi@bach.seattleu.edu) wrote:
: I've always been a great fan of playing Atari 2600 games and am presently
: in the process of buying a 7800 system. The 7800 system seems to be the
: best system to do what I want to do, play cool games closer to arcade
: quality, plus being able to play with the old atari 7800 carts on it as
: well.

: In ny search for the machine, I have stumbled across many newer atari
: systems which interest me greatly. The atari 8bit machines of what everyone
: on this newsgroup sounds like something I'd really like to get.

: I am guessing that the system which you all refer to on this group is the
: Atari 800XL. If there is a better model which does the same thing plus
: more, then what is it? I am looking for a machine with which I can do the
: following things:

: Play games: Does this machine have the capability to play 2600 games?
: How good is the graphics resolution and sound?

: Network stuff: Are there ftp sites where I can download PD games, utilities,
: and updates to other programs? Can I run X on it to my school mainframe
: without having to use a SLIP connection? Do I need to buy an Atari modem or
: will a PC external modem work with it?

: Monitor: is it an RF type system or can I use it on my composite monitor?
: As for the sound, is it stereo sound if not an RF type?

: Graphics: How good are the graphics if I wanted to blend them in as special
: effects with other video? can this be done (yet)?

: Availability: Are there still a lot of Atari dealers (especially in Seattle)
: where I can get new items? Are catalogues of new products sent out to users
: on a regular basis still?

: Programming: What languages are available? Can games of the same Atari
: quality be programmed on them?

: thanks! let me know!

: kevin
Hmm...It's been a while. From what I remember (the old Atari 800 is still in
the basement heh) - I _think_ you can use a pc modem, but you need a cable
that converts the serial pc connecter to an rs232 (which is what the atari
uses). Also, if you do this, you will need to get an INTERFACE box (can't
remember the model number -- 805 maybe?), because I don't believe the 800xl
has an rs232 port in the back. Of course, if you can find an atari modem, one
called the MPP (blue colored) plugs right into the joystick port. As for

logging on to things, if you have comm software, it shouldn't be a problem...Just use ascii.

Can you run X on it? Hahahahahahaa...I don't think so. Respectfully, this _IS_ a .79 mhz machine we're talking about!? I don't even think X was developed for the Atari, much less any other sophisticated level OS or GUI. No mouse, either. There are probably ftp sites somewhere, but I don't know. My main question is, if you have a PC (maybe you don't?) WHY?? would you want to get this machine for what you specify?? The 800xl is ... what, 10-12 years old? Atari basically closed the door on its home computing machines after the ST years ago! I really doubt they have any dealers, except for the fact that the JAGUAR game system is coming out, so who knows...The dealers were plentiful when the machines were selling read..a long time ago.

Programming languages: There is assembler (6502?) which is used for the games, and yes, they can be programmed well...I made a coupla games which still astound people - they were made in assembler. If you don't like assembler, I believe there is BASIC, PILOT (similar to a pascal type lang.), I think C, and COBOL/fortran/those other mainframe languages. I recommend: Buy a 130XE (or is there a more recent machine? Anyone?) because it has 128k ram, and it's an upgraded ver. of the 800xl. However, only buy _any_ atari machine for sentimental reasons, game playing, or VERY low level stuff. People can say what they want, but the truth is, it's an 8-bit machine (yes, an advanced one), but it runs at less than 1 mhz, and isn't designed for running X, ftping or anything else of that nature. Use your PC (or buy an inexpensive one) if you want more computing power. Oh yes: You can hook it up to a tv - also a monitor (we had a texas instruments one) - but both will work...not sure about the adapater (NTSC?) Sound is 4 voice, definitely not stereo...Hope this helps!
--

___
Chris Olson ___.....------'---'-----....___
Hansolo@GOLDEN.RIPCO.COM ==
IHTFP Shop 12, INC. ___'---..._______..---'___
(___) _|_|_|_ (___)
"Let's see if we can get ____.-'_.---._'-.____//
their attention!" '''''.__`---'__.'''''
'''''
Admiral Riker, "All Good Things..."

2898. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 18:57:51 UTC
From: hansolo@ripco.com
Message-ID: <CqvzDB.4qL@rci.ripco.com>
Source record: 100786

: Can you run X on it? Hahahahahahaa...I don't think so. Respectfully, this
: _IS_ a .79 mhz machine we're talking about!? I don't even think X was
: developed for the Atari, much less any other sophisticated level OS or GUI.
: No mouse, either. There are probably ftp sites somewhere, but I don't know.
: My main question is, if you have a PC (maybe you don't?) WHY?? would you want
: to get this machine for what you specify?? The 800xl is ... what, 10-12 years
: old? Atari basically closed the door on its home computing machines after the
: ST years ago! I really doubt they have any dealers, except for the fact that
: the JAGUAR game system is coming out, so who knows...The dealers were
: plentiful when the machines were selling read..a long time ago.

: Programming languages: There is assembler (6502?) which is used for the games,
: and yes, they can be programmed well...I made a coupla games which still
: astound people - they were made in assembler. If you don't like assembler, I
: believe there is BASIC, PILOT (similar to a pascal type lang.), I think C, and
: COBOL/fortran/those other mainframe languages. I recommend: Buy a 130XE (or
: is there a more recent machine? Anyone?) because it has 128k ram, and it's an
: upgraded ver. of the 800xl. However, only buy _any_ atari machine for
: sentimental reasons, game playing, or VERY low level stuff. People can say
: what they want, but the truth is, it's an 8-bit machine (yes, an advanced
: one), but it runs at less than 1 mhz, and isn't designed for running X, ftping
: or anything else of that nature. Use your PC (or buy an inexpensive one) if
: you want more computing power. Oh yes: You can hook it up to a tv - also a
: monitor (we had a texas instruments one) - but both will work...not sure about
: the adapater (NTSC?) Sound is 4 voice, definitely not stereo...Hope this
: helps!
: --
: ___

I just read what I posted -- I didn't mean to flame any of the Atari
stuff...On a whim, I got out my old Atari Connection mags, and flipped through
em. You might be able to run X on the atari...Also, I made a mistake - the
ataris run a 1.79 mhz, not .79 (well, at least I had the .79 part right...)
If you need an inexpensive (!) machine that can do a lot - this is the way to
go. I was a bit harsh in my previous posting...FTP sites are also available
(one at UMICH i think) - so no problems there. On the 130xe/800xl, it's
really up to you. There are disadvantadges and advantages to both - It's been
so long, I forget what they are <g>. I still have an atari 800, and after 12
years, it's still going strong. Same goes for an 800xl and a 130xe. Recent
upgrades might warrant even more stuff - check the atari newsgroups/faqs/ for
stuff. Again, sorry to make the wrong impression !

--

___
Chris Olson ___.....------'---'-----....___

```
Hansolo@GOLDEN.RIPCO.COM ======================================
IHTFP Shop 12, INC. ___'---..._______...---'___
(___) _|_|_|_ (___)
"Let's see if we can get \\____.-'_.---._'-.____//
their attention!" '''''.__`---'__.'''''
'''''
```

Admiral Riker, "All Good Things..."

2899. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 21:00:03 UTC
From: thester@nyx.cs.du.edu
Message-ID: <2sqq0j$3n5@nyx.cs.du.edu>
Source record: 100773

In article <rstout.0wm6@legend.akron.oh.us>,
ROBERT STOUT <rstout@legend.akron.oh.us> wrote:
>I notice that I have "flamed" a piece of hardware (a double sided
>drive) when I had no desire, intent, need, or reason to flame it. I
>should admit that I would not pass by a double-sided drive if I saw
>one for sale cheap. But I did pass by an 810 (I think thats the #).
>Since you seem rather fond of the extra storage, I wonder that you
>haven't gone over to a hard drive. (We all must defend our particular
>hardware configuration, I suppose). But thanks for the lecture
>anyway. :)
>

I suppose you were referring to my article about the XF551.

Truth is, I do use a hard drive. With the SIO2PC interface.
But I have more than one 8-bit Atari and they can't *all*
be hooked up to the PC at the same time.

My "particular harware configuration" is "no particular
hardware configuration".

When it becomes affordable to have an SIO2CRAY interface,
then that will be the one I choose. :-)
(CRAY affordability included of course)

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

2900. re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 21:02:50 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940604140301.23411cee@sonoma.edu>
Source record: 100772

Ok everyone. I can't handle Unix, so I'm on my VAX account and posting this message via E-mail through "comp-sys-atari-8bit@cs.utexas.edu" so wish me luck! <grin>

Ok, Kevin K. Kiuchi had a few questions about the grand old Atari 8-bits. He got a response from Chris Olson, who seems a little out of date with the 8bits! :)

Some of the statistics about the 8bit include the following:

Graphics modes:
40 x 24 x 256 characters x mono TEXT mode
20 x 24 x 64 characters x 5 colors TEXT mode
20 x 12 x 64 characters x 5 colors TEXT mode
40 x 24 x 4 color GRAPHICS mode (good for zooming-in in paint programs)
80 x 48 x 4 and mono color GRAPHICS modes
160 x 96 x 4 and mono color GRAPHICS modes
160 x 192 x 4 and mono color GRAPHICS modes
320 x 192 x mono GRAPHICS mode
80 x 96 x 16 color GRAPHICS mode
80 x 96 x 16 grey GRAPHICS mode
80 x 96 x 9 color GRAPHICS mode

Those are built-in. Tweaking some interrupts can allow up to 128 and 256 colors. 128 in all of those modes. 256 (and more and less) in the following software-handled modes:

80 x 96 x 256 color graphics
80 x 192 x 256 color graphics
80 x 192 x 4096 color (TRUE color) graphics
160 x 192 x 64 color (TRUE color) graphics
320 x 192 x 8 color (TRUE color!? hehe, well, technically yes I guess) gfx.

There are Player/Missles:
4 players and 4 missles Players = 8 x 128 x mono or 8 x 256 x mono
Missles = 2 x 128 x mono or 2 x 128 x mono
Put the 4 missles together and you get a 5th player. (a la Pac Man? :))

The sound capabilites of the Atari 400/800/XL/XE series include:
4 channel, 8-bit (256 pitches), 16-volume, 8 "distortion" sound
2 channel, 16-bit (65536 pitches), 16-volume, 8 "distortion" sound
A mix of those two (one 16-bit and two 8-bit)
4-bit digitized sound at any of 255 sample-playback rates
6-bit digitized sound was somehow done by Ivo van Poorten (sp?!) in his MODplay program
Digitized drums have been added to many simple music player programs/demos

The speed capabilites of the Atari are:
1.79 mhz CPU
50 or 60 frames per second (50 = PAL, European. 60 = NTSC, USA.)
Anywhere from 300 (and below?) bps up to 19.2k baud modem connections

The drive capabilities of the Atari are:
From 88k SS/SD disks, to
127k SS/ED disks, to
180k SS/DD disks, to
360k DS/DD disks, to
720k DS/HD disks (!?)
Atari's can connect any of the Atari drives, any of the Atari hard drives (they are few and old and slow), any SCSI drives (up to 130 megs online at any given time) (these are hard drives), any IBM floppy drives (5.25", 3.5", up to 1.44meg a peice!). 3" drives were made long ago and are probably QUITE rare, 3.5" drive mechs. can be added or swapped into the case of Atari XF551 drives. Ataris can so far have up to nearly 4 meg of RAM used as a RAMdisk (I THINK the DOSes can handle that much as RAM, eh?)

The RAM capabilties of the Atari are:
From 16k, to 48k, to 64k (XL/XE - 16 of it is under the OS)
Upgraded are from 128k to 192k to 256k all the way up to 4megabytes!

DOSes available for the Atari (I'll name only the most used/compatible):
Atari DOS 2.0s (old)
Atari DOS 2.5 (common)
Atari DOS 3 (uncommon, but came with some Atari 1050 drives)
MyDOS 4.53 (closely compatible with Atari DOS (standard "vanilla" DOS), but allows big RAMdisks, big drives (like hard drives), and sub-directories
SpartaDOS 3.2 (not so compatible with Atari DOS, but can read/write Atari DOS disks - sits under the OS on XL/XE's, so incompatible with some XL/XE software) Supports time/date stamping, command line, batch files.
(MyDOS does too, but that all has to do with the interface, not the actual DOS itself, like with SpartaDOS (?))
SpartaDOS (version 4 something!?) X - aka "SDX" - Sparta DOS on cartridge very cool (so I've heard) but quite old, but more compatible with software than SpartaDOS 3.2. Being a cartridge, though, it's harder to get (??)

Interfacing cababilities of the Atari:
Standard Atari modems (they made them up to 1200 baud)
RS-232 style modems can be connected with:
Atari 850 (up to 9600 baud?)
P:R:Connection (up to 9600?)
MIO (does it do modem too? right?)
Black Box (up to 19.2k baud)
R:P:Connection (soon to be released, can be connected to ALL machines, unlike the MIO and Black Box) (up to 19.2k baud)
Centronics style, RS-232 style, Atari (SIO) style, and other Printers

Other cool stuff:
Computer Eyes (and some other digitizer from Europe?) - capture video frames
Parrot / Parrot II / Reply / others - digitize audio
SIO2PC - connect IBM to Atari 8bit and use IBM as a fileserver

Gumby Stereo sound upgrade (not much software supports it though)
RTime8 clock cartridge - get time/date stored on battery-backed-up cartridge!
and on and on and on!

File compatibilities:
Graphics files:
GIFs, IFFs (?), Degas, Atari graphics files can be loaded/viewed/created
(as well as plenty others that I never deal with and can't remember)
Sound files:
WAVs, SNDs (Mac), MODs, and other sound files can be played on the Atari
(I'm not sure about a WAV/SND maker, but I have (I MADE!) a WAV/SND ->
Parrot sample converter)
Fonts:
We can't use TrueType fonts so far as I know
We CAN make/print/edit Daisy Dot II and III fonts and print them with
Daisy Dot III print-processor (looks nice, takes forever on an old Atari
printer)
Text:
Conversion of text is usually simple - except formatted word-processor
files
I forgot to mention under graphics modes that there are a few different
80-column Atari text modes, as well as an actual interface that connects
to it's own montior and displays 640 x 192 (200? something?) pixels for
80 x 24 (25?) x mono text!
Telecommunication:
ANSI is sorta supported by some software
VT-52, VT-101 is supported also by a bit more software
X-modem, Y-modem, even now Z-modem (download only), Kermit, and a few
other upload/download protocols are supported on the Atari
RIP graphics is not supported
Atari CGS graphics is much like RIP and is supported by SOFTware, but
so far not by many Bulletin Boards
CBM (Commodore) is not supported that I know of
Flash (Atari ST) is not supported... I think

Anyways, that's all I can think of and this must be 200 lines long, so I'll
shut up!

Good luck.. I hope I was right!

2901. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 21:12:17 UTC
From: thester@nyx.cs.du.edu
Message-ID: <2sqqnh$4o7@nyx.cs.du.edu>
Source record: 100774

Steve,

You cheated!
When I asked "what drive would you choose?" for running
a little BBS, I assumed everything as _stock_.
Notice that my BBS was run with a 48k Atari 400 and
stock XF551. No 192K RAM disks, no US Doublers.
Granted, it would have lost handily in the speed category.
(besides which, a RAM disk on a 400 is impossible as far
as I know because of the way it was designed compared
to the old 800)

I accept your defense of the 1050's reliability.
It must be the "luck of the draw" that dealt me three
lemons in a row. But I must ask, were all 1050 drives
from the same OEM? For instance, I've found that the
810 drives from MPI to be superior to those from Tandon.
Might there be a similar situation with 1050's?

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

2902. Atari 800 items FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-04 23:37:01 UTC
From: jcjcjc@aol.com
Message-ID: <2sr36t$26t@search01.news.aol.com>
Source record: 100775

I have the following items for sale. I have not used this system
for years
but am quite sure all items are functional except perhaps the 410
program
recorder and 1050 disk drive. Preference given to anyone requesting
the
whole bundle. Purchaser pays shipping.

ATARI 800
Atari 410 recorder
Atari 1050 disk drive

JOYSTICKS ($4)
2 Atari joysticks
2 Spectravision joysticks
1 Video Command joystick

CARTRIDGES ($5)
Assembler/Editor K-Star Patrol
AtariWriter Word Processor Popeye
Pac-Man K-razy Kritters
Missile Command K-razy Shootout
Basic Computer Language Demon Attack
Chess Astro Chase
Super Cobra

2903. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 02:45:56 UTC
From: krishna@max.tiac.net
Message-ID: <2sre94$12h@sundog.tiac.net>
Source record: 100777

Tim Hester (thester@nyx.cs.du.edu) wrote:

: When it becomes affordable to have an SIO2CRAY interface,
: then that will be the one I choose. :-)
: (CRAY affordability included of course)

We are already there. There are transputers which can be used as Video
Toaster rendering engines. You could probably adapt it to the Atari :)

2904. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 02:50:05 UTC
From: krishna@max.tiac.net
Message-ID: <2sregt$12h@sundog.tiac.net>
Source record: 100778

Chris Olson (hansolo@ripco.com) wrote:

: Can you run X on it? Hahahahahahaa...I don't think so. Respectfully, this
: _IS_ a .79 mhz machine we're talking about!? I don't even think X was
: developed for the Atari, much less any other sophisticated level OS or GUI.

1.79, not .79 mhz! May not seem like a difference but percentage wise it
is a big difference in performance. For instance, the extra .79 the
Atari has over the Apple's 1.00mhz does make a difference in benchmarks,
especially considering the Apple has considerable overhead maintaining
the video display all via the CPU itself.

The slowest processor I've ever seen a spec for is the one in the
Intellivision game console. Someone said it was a "GI" processor running
at 500kh, which is .5mhz. Now that sounds BRUTAL.

2905. 1400XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 03:14:43 UTC
From: krishna@max.tiac.net
Message-ID: <2srfv3$12h@sundog.tiac.net>
Source record: 100779

I've decided to see if I can sell or trade my 1400XL prototype. It's cool, but in light of the impending release of the MARS8 board, I will not be able to use this as my one and only dream-machine as I had previously thought.

It's functional, but the modem might not work, but I never found any software which would use it even if it did work so I don't know. Hey, 300 baud is chinese water torture anyway. And the PBI design is inherently flawed in this one so it doesn't work. Bob Puff told me it was the design, not broken, and he couldn't fix it. It's got voice and a freddie chip. It is upgradable via a text file 1450XL>320K upgrade.

It is in a 1200XL case which I cut to make the motherboard fit in okay (there are some differences, ports, etc...) and it has a MAMMOTH power supply.

I'll keep it if I don't get a good enough offer, so this isn't a formal auction. I don't want to take a big loss on this. I must have spent over $200 getting this thing going. I won't keep on posting a for sale like Terry Ortman either (some of you know what I'm talking about). I can always mothball it as a collector's item.

As a result, as for trades, I would probably accept a Black Box or (I know this is off topic) a Vectrex or Jaguar.

I'll also accept an 800XL with SV. 2.1 upgrade or other upgrades (just no memory upgrades, gotta make room for MARS8) as part of the offer.

So if you are interested, email me.

I will then update interested parties through email.

2906. 256K 800XL System for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 03:26:27 UTC
From: mlzwille@nyx.cs.du.edu
Message-ID: <2srgl3$c59@nyx.cs.du.edu>
Source record: 100780

256K COMPLETE ATARI SYSTEM FOR SALE:

Atari 800XL with 256K RAM (Newell RAM upgrade), two (2) 1050

floppy disk drives, INDUS GT floppy drive w/carrying case, 850

serial and parallel interface, 1010 cassette drive, Commodore

1702 composite color monitor, misc. software (inluding

ATARIWRITER, ATARIWRITER+ and Atari Spell-Checker) and

magazines. $449. plus shipping or best offer. Please reply by e-mail.

2907. 8-Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 03:28:00 UTC
From: mlzwille@nyx.cs.du.edu
Message-ID: <2srgo0$cam@nyx.cs.du.edu>
Source record: 100782

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $15.

2)Conversational Italian (learn
Italian with your computer! - $10.

3) Timewise (Time management), $10.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $5.

7) SOLD

8) SOLD

9) "SynsStock" (Stock charting) $15.

10) "Sargon III" (Chess program) $15.

11) "SCRAM"(Nuclear Power Plant Simulator), $15.

12) "GO" (Ancient Japanese game, harder than Chess) $10.

13) "The Newsroom" $15.

14) "Movie Maker" (Animation Construction Set) $15.

15) SOLD!

16) "Proofreader" (Spelling Checker for Atariwriter), $20.

17) "Your Personal Net Worth", $20.

18) "Managing Your Stocks", $15.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $15.

21) "Personal Inventory Manager", $10.

22) The following from XLEnt Software, $20 each, or all 5 for $75.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

23) SOLD

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

Your Atari Computer

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY
SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package
offers that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705
MCI Mail: MZWILLENBERG
INTERNET: 75746.3705@compuserve.com
ZWILLENBERG@delphi.com
mlzwille@nyx10.cs.du.edu

DELPHI: ZWILLENBERG

2908. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 03:28:11 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CqwMyz.r4x@mozo.cc.purdue.edu>
Source record: 100781
Cross-posted to: comp.sys.atari.8bit,umich.archives

Hey 8bitters, check out directories Cislib_a and Cislib_b on Atari Archive
in /8bit.

Jody Lenn

--
Jody M. Lenn Umich Atari Posse:
lenn@mentor.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS / | \ GEnie: j.lenn1@genie.geis.com

2909. Re: Inkjets & Lasers With The Classic-8

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 03:48:37 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cqwnx2.A0s@utnetw.utoledo.edu>
Source record: 100783

poehland%phvax.dnet@sb.com wrote:
: Glenn Saunders is essentially correct. Any Centronics/Epson compatible
: printer should work with the 8-bit Atari (you need a parallel interface,
: of course). Text will be rendered according to the printer's highest
: ability, be it 9-pin, 24-pin, inkjet or laser 300dpi resolution or whatever.

: printer. BUT... the trick there was that you needed to buy an Epson
: emulator cartridge from someplace in the middle of nowhere, Moose Jaw Minnesota
..

Hmm, just started thinking here... I recall one of the big selling points
of the Canon bubblejets is that they're 100% EPSON COMPATIBLE! Now this new
enhanced resolution 200e might just be a worthy addition to my 8bit... hmmm.
(BTW: the new 200e REALLY DOES have some outstanding enhanced capabilities,
and nearly eliminates all banding normally associated with desk/ink/etc. jet
printers (and dot matrix for that matter)... quite unlike the new HP 520 and
600-something jokes... they say these printers produce 600x300 dpi with HP
resolution ehancement, etc. hah! Banding, bleeding, and far inferior to
even the OLD Canon 200-series let alone the new 200e).

-=> Does anyone out there currently run a Canon bubblejet with their 8bit?

-Tim

2910. 80 columns on an 8 bit?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 04:44:10 UTC
From: am023@FreeNet.Carleton.CA
Message-ID: <CqwqHM.39A@freenet.carleton.ca>
Source record: 100784

Is there a video upgrade or some sort of hardware available to give 80
columns on an 8 bit? I've just started using my SX212 with my 8 bit and
the line wrapping is insane. Or perhaps someone knows how to tell AIX to
set the right margin at column 40?
--
am023@freenet.carleton.ca <--- Pick one ---> dbstrutt@acs.ucalgary.ca
"In the year 2000... ...man will sometimes write '1999' on his cheques."
...the word 'krunk' will be banned from network TV."

2911. Looking for Atari 8-bit Computer Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 08:29:31 UTC
From: ez040416@bambam.ucdavis.edu
Message-ID: <Cqx0x7.Hv7@ucdavis.edu>
Source record: 100787

I recently bought an Atari 1200XL computer and im looking for equipment
for it. If anyone has any disk drives, modems, programs, etc. to sell id
be interested in buying. Thanks

Also I got an Atari 1010 tape drive and some programs with it but i
cant figure out how to use it. I have the basic cartridge but i dont know
what to do. Any help would be appreciated.
Eric Wohlstadter
ez040416@bambam.ucdavis.edu

2912. ADDS 4000 terminal & 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 09:10:37 UTC
From: lineber@lonestar.utsa.edu
Message-ID: <1994Jun5.091037.16923@ringer.cs.utsa.edu>
Source record: 100791

Hello, I have an ADDS NEC terminal that I wish to make work with the Atari 800XL. I believe that the terminal is an ADDS 4000. It has three ports with 25 pins for each (all female.) They are marked PAR, SES 2-AUX, & SES 1-EIA. I don't know what is needed to make this work but I have heard about a device called XEP80. Could someone please give me information on what I need to do to get this terminal working with the 800XL?

Anyhow, this is some information I have got on the ADDS terminals from the newsgroup called Comp.terminals.

I got a book: "RS-232 Made Easy" by Martin D. Seyer (second edition)

On page 245 they describe also some of the ADDS terminals (very messy and shortly) from the text I find that the 3 ports are:

EIA-port (female, db25s):

1 protective ground
2 transmit data (out)
3 receive data (in)
4 request to send (out)
5 clear to send (in)
7 signal ground
20 data terminal ready (out)

the ADDS 3320 terminal also has for this port:

6 data set ready (in)
8 carrier detect (in)
12 serial in (in)
17 rd+ (in)
18 rd- (in)
23 data rate select (out)
24 td+ (out)
25 td- (out)

HOST-port (female, db25s):

1 frame ground
2 transmit data (out)
3 receive data (in)
4 request to send (out)
5 clear to send (in)
7 signal ground
8 carrier detect (in)
20 data terminal ready (out)

AUX-port (female, db25s):

1 protective ground
2 receive data (in)
3 transmit data (out)
4 clear to send (in)
5 clear to send (out)
6 data terminal ready (out)
7 signal ground
20 data terminal ready (in)

Jerry

2913. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 10:50:04 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Jun5.105004.29210@cs.nott.ac.uk>
Source record: 100789

In article <940604140301.23411cee@sonoma.edu> KENDRICK@sonoma.edu writes:
[mamoth cut out - phew that was some post - bows in reverence]
>
>The speed capabilites of the Atari are:
> 1.79 mhz CPU
> 50 or 60 frames per second (50 = PAL, European. 60 = NTSC, USA.)
If you're going to bring PAL into this then it is worth mentioning that the
PAL CPU's run at 2.178 MHz in order to keep the same CPU cycle/colour clock
ratio.
Bill: some of your post would fit nicely into the new-look FAQ, why don't
you send Michael a copy?

> Anywhere from 300 (and below?) bps up to 19.2k baud modem connections
>
>The drive capabilities of the Atari are:
> From 88k SS/SD disks, to
> 127k SS/ED disks, to
> 180k SS/DD disks, to
> 360k DS/DD disks, to
> 720k DS/HD disks (!?)
> Atari's can connect any of the Atari drives, any of the Atari hard drives
> (they are few and old and slow), any SCSI drives (up to 130 megs online
> at any given time) (these are hard drives), any IBM floppy drives
> (5.25", 3.5", up to 1.44meg a peice!). 3" drives were made long ago and
> are probably QUITE rare, 3.5" drive mechs. can be added or swapped into the
> case of Atari XF551 drives. Ataris can so far have up to nearly 4 meg of
> RAM used as a RAMdisk (I THINK the DOSes can handle that much as RAM, eh?)
>
>The RAM capabilties of the Atari are:
> From 16k, to 48k, to 64k (XL/XE - 16 of it is under the OS)
> Upgraded are from 128k to 192k to 256k all the way up to 4megabytes!
>
>DOSes available for the Atari (I'll name only the most used/compatible):
> Atari DOS 2.0s (old)
> Atari DOS 2.5 (common)
> Atari DOS 3 (uncommon, but came with some Atari 1050 drives)
> MyDOS 4.53 (closely compatible with Atari DOS (standard "vanilla" DOS), but
> allows big RAMdisks, big drives (like hard drives), and sub-directories
> SpartaDOS 3.2 (not so compatible with Atari DOS, but can read/write Atari
> DOS disks - sits under the OS on XL/XE's, so incompatible with some XL/XE
> software) Supports time/date stamping, command line, batch files.
> (MyDOS does too, but that all has to do with the interface, not the actual
> DOS itself, like with SpartaDOS (?))
> SpartaDOS (version 4 something!?) X - aka "SDX" - Sparta DOS on cartridge

> very cool (so I've heard) but quite old, but more compatible with software
> than SpartaDOS 3.2. Being a cartridge, though, it's harder to get (??)
>
>Interfacing cababilities of the Atari:
> Standard Atari modems (they made them up to 1200 baud)
> RS-232 style modems can be connected with:
> Atari 850 (up to 9600 baud?)
> P:R:Connection (up to 9600?)
> MIO (does it do modem too? right?)
> Black Box (up to 19.2k baud)
> R:P:Connection (soon to be released, can be connected to ALL machines,
> unlike the MIO and Black Box) (up to 19.2k baud)
> Centronics style, RS-232 style, Atari (SIO) style, and other Printers
>
>Other cool stuff:
> Computer Eyes (and some other digitizer from Europe?) - capture video frames
> Parrot / Parrot II / Reply / others - digitize audio
> SIO2PC - connect IBM to Atari 8bit and use IBM as a fileserver
> Gumby Stereo sound upgrade (not much software supports it though)
> RTime8 clock cartridge - get time/date stored on battery-backed-up cartridge!
> and on and on and on!
>
>File compatibilities:
> Graphics files:
> GIFs, IFFs (?), Degas, Atari graphics files can be loaded/viewed/created
> (as well as plenty others that I never deal with and can't remember)
> Sound files:
> WAVs, SNDs (Mac), MODs, and other sound files can be played on the Atari
> (I'm not sure about a WAV/SND maker, but I have (I MADE!) a WAV/SND ->
> Parrot sample converter)
> Fonts:
> We can't use TrueType fonts so far as I know
> We CAN make/print/edit Daisy Dot II and III fonts and print them with
> Daisy Dot III print-processor (looks nice, takes forever on an old Atari
> printer)
> Text:
> Conversion of text is usually simple - except formatted word-processor
> files
> I forgot to mention under graphics modes that there are a few different
> 80-column Atari text modes, as well as an actual interface that connects
> to it's own montior and displays 640 x 192 (200? something?) pixels for
> 80 x 24 (25?) x mono text!
> Telecommunication:
> ANSI is sorta supported by some software
> VT-52, VT-101 is supported also by a bit more software
> X-modem, Y-modem, even now Z-modem (download only), Kermit, and a few
> other upload/download protocols are supported on the Atari
> RIP graphics is not supported
> Atari CGS graphics is much like RIP and is supported by SOFTware, but
> so far not by many Bulletin Boards

> CBM (Commodore) is not supported that I know of
> Flash (Atari ST) is not supported... I think
>
>Anyways, that's all I can think of and this must be 200 lines long, so I'll
>shut up!
>
>Good luck.. I hope I was right!
>

>Ok everyone. I can't handle Unix, so I'm on my VAX account and posting this
>message via E-mail through "comp-sys-atari-8bit@cs.utexas.edu" so wish me luck!
><grin>
>
>Ok, Kevin K. Kiuchi had a few questions about the grand old Atari 8-bits. He
>got a response from Chris Olson, who seems a little out of date with the 8bits!
>:)
>
>Some of the statistics about the 8bit include the following:
>
>Graphics modes:
> 40 x 24 x 256 characters x mono TEXT mode
> 20 x 24 x 64 characters x 5 colors TEXT mode
> 20 x 12 x 64 characters x 5 colors TEXT mode
> 40 x 24 x 4 color GRAPHICS mode (good for zooming-in in paint programs)
> 80 x 48 x 4 and mono color GRAPHICS modes
> 160 x 96 x 4 and mono color GRAPHICS modes
> 160 x 192 x 4 and mono color GRAPHICS modes
> 320 x 192 x mono GRAPHICS mode
> 80 x 96 x 16 color GRAPHICS mode
> 80 x 96 x 16 grey GRAPHICS mode
> 80 x 96 x 9 color GRAPHICS mode
>
>Those are built-in. Tweaking some interrupts can allow up to 128 and 256
>colors. 128 in all of those modes. 256 (and more and less) in the following
>software-handled modes:
>
> 80 x 96 x 256 color graphics
> 80 x 192 x 256 color graphics
> 80 x 192 x 4096 color (TRUE color) graphics
> 160 x 192 x 64 color (TRUE color) graphics
> 320 x 192 x 8 color (TRUE color!? hehe, well, technically yes I guess) gfx.
>
>There are Player/Missles:
> 4 players and 4 missles Players = 8 x 128 x mono or 8 x 256 x mono
> Missles = 2 x 128 x mono or 2 x 128 x mono
> Put the 4 missles together and you get a 5th player. (a la Pac Man? :))
>
>The sound capabilites of the Atari 400/800/XL/XE series include:
> 4 channel, 8-bit (256 pitches), 16-volume, 8 "distortion" sound
> 2 channel, 16-bit (65536 pitches), 16-volume, 8 "distortion" sound

> A mix of those two (one 16-bit and two 8-bit)
> 4-bit digitized sound at any of 255 sample-playback rates
> 6-bit digitized sound was somehow done by Ivo van Poorten (sp?!) in his
> MODplay program
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2914. Re: U-Print 64k printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 13:47:38 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CqxFnF.6C2@cbfsb.cb.att.com>
Source record: 100790

In article <1994Jun01.190019.2286@wariat.UUCP> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
>Ahhh... Here's a question for some engineer type, like R.
>Dell. I got a U-Print printer interface w 64k buffer. It
>doesn't work. I poke around with a logic probe and the SIO
>has clock in/out, data in/out, voltages, everything seems ok
>to me. The output Centronics side is pulsing away on all 8
>data lines. The only thing I think might be wrong is no
>strobe signal on pin 1 of the Centronics. Anybody wanna
>comment?

Gee.. so nice to be thought of as a resource .. but ..but .. such a pile of junk around here.

OK .. grabbing the nearest available printer manual with Centronics interface, pin 1 (of course you knew this) is the barSTROBE line, which is normally high, and pulses low for at least 1 microsecond (and as my memory bank retrieves, generally is something like a 50 uSec wide pulse). The Data line signals generally must be valid before the STROBE goes low, about .5 uS or so, and must remain valid for .5 uS or so afterwards. The barACK signal on pin 10 is generally used as the response to the STROBE, and it pulses low when the printer is ready for more data. The BUSY signal on line 11 goes high in response to the STROBE, and remains high until the printer is done with the data. Generally, the BUSY returns low at the same time as the ACK pulse goes low, so some interfaces may use the edge of the BUSY line rather than the pulse of the ACK line. For this particular printer, the ACK also pulse everytime the printer goes online (the online/offline button), I presume to clear out any stray interface signals. Of course, the busy signal also changes state with the onlinfe/offline button.

SO .. not getting a STROBE, you are quite correct, you will not get any data out. You mighttry tracing the line back to see which IC it comes out of. Try putting a voltmeter on it, and fairly precisely measure the voltage on the line, and on the Vcc line of the ICs. This may tell you if the line is open or shorted to Vcc or ground. A high line should read something like 3 to 4.7 volts or so, unless it has resistive pullup, while a low should be about .2 to 1 volts or so. A shorted line, of course, will read right at 0 or 5 volts, while an open will be very confusing (drifting voltage, perhaps reading something like the previous reading you read). Sometimes it is difficult to get a good circuit connection, and the line may look open to your probe, but is

actually ok. At home, I often grab a pin from the sewing kit, hook it with a alligator jumper to the meter lead, and use that to make my measurements, as it is easier to get a good connection with a nice sharp point. You can also see the shinyness of the metal sometimes in the dimple the pin point leaves.

If you are getting exactly one character into the printer, perhaps your interface is not seeing the ACK or BUSY signal (whichever one it uses) coming back from the printer. They usually only use one of these two lines for the real handshaking. Or (since the data keeps flowing out the data port) it may be seeing them as indicating a perpetual ready for more data condition from the printer.

The only real way of debugging is to trace the signals and probe them, looking progressively back further thru the IC outputs and inputs until you see where you have pulses on the intput to a gate, but nothing coming out. Or you could just change everything one at a time (a sometimes futile and expensive option, as you may be blowing new ICs as you replace the old, and learn nothing)

--
Richard Dell

2915. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 15:16:26 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun05.111424.17251@wariat.UUCP>
Source record: 100792

(J. Lenn says check out cis_a and cis_b in umich archive.)
I appreciate Mr. Lenn's services to all of us 8-bitters.
(I really do.) But would somebody please check this out and tell us
what is in cis_a and b? I just downloaded the index a few days ago and
don't have this directory, or don't know what the hell I'm doing or
something.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2916. Re: Looking for Atari 8-bit Computer Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 15:17:50 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun05.111706.17251@wariat.UUCP>
Source record: 100793

(Dr. Strange says he just got a 1200xl and 1010 recorder.)
Obviously, you have access to another computer for
downloading or you wouldn't be posting in c.s.a.8. So you
need a disk drive first. Those tapes, try holding <START>
and turning the computer on and hitting <RETURN> after the
beep. If that doesn't start loading, then maybe the tape is
a BASIC file. If BASIC, then put in your BASIC cart. and
turn on the computer. At the READY prompt, type CLOAD and
<RETURN>. If this works, type LIST and RUN.
You need a dbl. dens. disk drive. You can buy one thru
c.s.a.8 or try to find one someplace else. Then you need a
DOS and all kinds of stuff (disk communicator, term program,
FAQ, etc.). You can get these from umich archive. Send
atari@atari.archive.umich.edu a msg. like this: send
8bit/0index. You should get back a list of the files in the
umich archive. You need such things as:
send Telecomm/bterm12.arc (a term program for 8-bit)
send Diskutils/dskutil.arc (read/write atari on MSDOS
must be dbl. dens mydos)
send Archivers/supunarc.uue (uudecode with your ? machine)
send Archivers/dskcomm32.arc (unarc with your ? machine)
send Fte/ftesd32f.dcm (SpartaDOS shareware)
send Fte/ftesdtka.dcm (SpartaDOS toolkit shareware)
send Os/Mydos451.arc (MyDOS shareware/freeware)

Stuff like that. dksutil.arc runs on MSDOS machines, will
allow you to copy programs you download using whatever and
put on a MSDOS machine and copy the files to a MyDOS disk
which can then be read by your dbl. dens. atari floppy. You
got a long way to go. Read the FAQ posted in the umich
archive.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2917. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 16:30:18 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Jun5183019@nova.lise.unit.no>
Source record: 100794

In article <1994Jun05.111424.17251@wariat.UUCP> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

(J. Lenn says check out cis_a and cis_b in umich archive.)
I appreciate Mr. Lenn's services to all of us 8-bitters.
(I really do.) But would somebody please check this out and tell us
what is in cis_a and b? I just downloaded the index a few days ago and
don't have this directory, or don't know what the hell I'm doing or
something.

I think they're files from the 8-bit archive @ CIS (educated guess,
based on the name). I downloaded all 1764 files :)

There are some Antic programs there too, should this be considered an
OK for Antic type-ins on the Archive? Or are those special cases?
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

2918. What's an .xmo file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 16:51:54 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Jun5185154@nova.lise.unit.no>
Source record: 100795

I noticed that quite a lot of the files in the Cislib directories on
the Archive had the extender .xmo. What's an .xmo file, and how do I
convert it to something I can use?
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

2919. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 17:22:09 UTC
From: lordthan@news.delphi.com
Message-ID: <2st1k1$l6q@news.delphi.com>
Source record: 100796

thester@nyx.cs.du.edu (Tim Hester) writes:
> It must be the "luck of the draw" that dealt me three
> lemons in a row. But I must ask, were all 1050 drives
> from the same OEM? For instance, I've found that the
> 810 drives from MPI to be superior to those from Tandon.
> Might there be a similar situation with 1050's?

Offhand, I don't recall. I know that TWO of them (the two with the US Doublers) are both Tandon drives but I have no idea what the third is. The first drive was bought brand new, while the second was bought used (and the third was swapped for dinner at a local diner). :) And the third one was BADLY abused; when I took it apart to clean it, I had to remove quite a bit of Coca-Cola residue from the drive and such. But it works nicely now. :)

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

2920. Re: 8-Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 17:23:39 UTC
From: lordthan@news.delphi.com
Message-ID: <2st1mr$l86@news.delphi.com>
Source record: 100797

mlzwille@nyx.cs.du.edu (Melvin Zwillenberg) writes:

>Atari 8-Bit Stuff for sale:
>7) SOLD
>8) SOLD
>15) SOLD!
>23) SOLD

Uh, why bother saying that it's sold - whatever it is? Just curious...

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

2921. Re: 80 columns on an 8 bit?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 18:59:30 UTC
From: krishna@max.tiac.net
Message-ID: <2st7ai$mvq@sundog.tiac.net>
Source record: 100798

David Strutt (am023@FreeNet.Carleton.CA) wrote:

: Is there a video upgrade or some sort of hardware available to give 80
: columns on an 8 bit? I've just started using my SX212 with my 8 bit and
: the line wrapping is insane. Or perhaps someone knows how to tell AIX to
: set the right margin at column 40?

FlickerTerm will VERY SOON get its first beta release. It will do 80 collumn ASCII, IBMASCII (supports the character graphics), and VT100 (which also doubles for mono ANSI). It uses pageflipped gr.0 and looks best with a split video monitor. It can go up to 19.2k and is thus, IMO, better than the XEP-80 which maxes out around 4800 baud. Not that this is a big problem for you and your SX-212... Kermit65 and Omnicom both can do 80 collumn using 3-bit wide fonts but for my taste they are not as easy to use and aren't as readable as flickerTerm, but they don't have flicker. They start losing characters at 2400 baud.

Clay promised me he'd have it ready in a few days. It will support a "nondestructive" 80 character chat buffer and a config file.

2922. Ice-T

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 20:50:07 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2stdpv$qgb@usenet.INS.CWRU.Edu>
Source record: 100799

Who here has been using Itay's pre-release version of Ice-T? This is looking like a FABULOUS program, even though it isn't done yet.

I have a major problem. The program runs ok, it communicates with my modem ok, I can dial and connect to the local system ok, but from there on no data is received from the host at all. I get the "CONNECT 2400" message, and I'm still sending data, but the host won't respond. I think this is a local problem because Kermit-65 works just fine.

There aren't a lot of setup parameters, do you think Ice-T defaults to a setup incompatible with my local host? I believe I need N-8-1, if that's any help. It's not obvious to me whether Ice-T is using N-8-1 or not.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

2923. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 21:08:18 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2stes2$s5l@usenet.INS.CWRU.Edu>
Source record: 100800

In a previous article, KENDRICK@sonoma.edu () says:

> Anywhere from 300 (and below?) bps up to 19.2k baud modem connections

This is nit-picky, but 19.2 Kbps is done at 2400 baud. For all data rates above 1200 bps, bps <> baud because more than 1 bit per baud is used. You'll usually be correct to use "bps"; you'll usually be incorrect to use "baud".

>The RAM capabilties of the Atari are:
> From 16k, to 48k, to 64k (XL/XE - 16 of it is under the OS)

You forget the 128K 130XE.

> SpartaDOS (version 4 something!?) X - aka "SDX" - Sparta DOS on cartridge
> very cool (so I've heard) but quite old, but more compatible with software
> than SpartaDOS 3.2. Being a cartridge, though, it's harder to get (??)

This is the reason I'm posting. SpartaDOS X 4.21 is Copyright 1994, Fine Tooned Engineering. Not old, and not hard to get.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

2924. re: Looking for Atari 8-bit Computer Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 22:11:21 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940605151133.23411a68@sonoma.edu>
Source record: 100801

Ok, I read the two existing articles re: this subject, and I have a coupla comments:

1) supunarc.com is SuperUnARC 2.4 - unARC'er
2) dskcom32.com is DiskCommunicator 3.2 - DCM/unDCM'er
3) yau/yaue.com are Yet Another UUdecoder/UUencoder - UUE/deUUE'ers

One doesn't NEED either MyDOS or SpartaDOS, but for most compatibility, one first needs Atari DOS 2.5. THEN, you can get MyDOS if you want a souped-up version of Atari DOS (so to speak). As for SpartaDOS, if you like it, use it... but be sure you have Atari DOS because some stuff just doesn't work with SpartaDOS!

As for NEEDing a double-density disk drive, that's just like saying you NEED an SIO2PC! Or you NEED a BlackBox and FloppyBoard! Or you NEED a modem! You don't specifically NEED any ONE of those, but you probably need at LEAST one of those. If you want to shell out a few coins, I say get the SIO2PC or at least a modem. If you want to have an actual Atari disk drive, you'll need either (yes) a double-density disk drive, or any-old disk drive plus a modem.

Rather than explain it in paragraph form, I'll switch to listing mode :)

If you have an IBM and an Atari, you can do any of the following things to transfer files between them:

1) Use a modem or a null-modem (little more complicated)
You'll first off need somewhere to save the files on the Atari, so you'll need any type of disk or cassette (AHAHA!) drive
You'll need a terminal program: Express!, BobTerm, and a few of the new ones seem very popular. (oh and Kermit :))
2) Use a double-density disk drive:
You'll need a 5.25" drive on your IBM as weel as a 5.25" DD drive on your Atari. Stock 1050's AREN'T. Stock 810's AREN'T. Check the FAQ for a listing of drives and sizes because I only have a pair of 1050's and don't know nothin' :) !
You'll also need software on either the IBM and/or the Atari. Check FAQ.
3) Use an IBM drive:
If you want to use IBM disks with you're Atari, you'll need the ~$175 C.S.S. "BlackBox" hard drive/modem/printer/etc interface, plus the BlackBox add-on, the "FloppyBoard". And you'll need an (external!?) IBM floppy drive - any size (as long as you can write to them with your IBM, of course!)
4) Use an IBM as a fileserver:
Get the $35-50 "SIO2PC" (see FAQ) and the IBM software, then connect the IBM to the Atari and boot up the Atari off of the IBM. You do NOT need an Atari drive to use your system. Just dedicate your IBM to the

fileserver whenever you need to do file-access on the Atari. (ie, if you're in BASIC and simply writing a program or playing a game, you may not need file access until you're done programming, or at all if you just switch off the power when you're done playing the game. THat way you can use your IBM to download more cool Atari stuff (hehe) or just switch IT off entirely as well)

As for MY particular setup, it has been like this:

Atari 1200xl + 1 and 2 Atari 1050 stock drives + SX212 modem
then
Atari 1200xl + 1 and 2 Atari 1050 stock drives + no modem :(
then
Atari 1200xl + 1 Atari 1050 stock drive (no need for 2nd) + IBM + SIO2PC + IBM modem connected to IBM

also, somewhere in there I got a 256k RAM upgrade, so I've had a 192k RAMdisk

As you can see, in the middle I had no Atari file <-> modem access :(So I was dead as for new software

Anyways, I'll shut up..the cat's hungry

2925. New New Breed Software titles at UMich!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 22:15:34 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940605151546.23411a8d@sonoma.edu>
Source record: 100802

New Breed Software titles uploaded to the Umich Archives June 5, 1994:

ROCKSBAS.ARC - Rocks (Atari BASIC) 1-player game
Simple 3D-style asteroids clone

DECOLORS.BAS - DeColores (Atari BASIC) Graphics 'demo'
Dumb little Graphics 9 + Player/Missle colors demo

RED.ARC - Red (Atari BASIC) 1-player game
A side-scrolling arcade style game

T1000B.ARC - T1000 (req.XL) Video demo
A (non-corrupt) version of the T-1000 demo

DOLLMAN.ARC - Dollman (TurboBASIC) Audio demo
A digitized song from the movie "Dollman"

HOPPER.ARC - Hopper (Atari BASIC) 1-player game
A Q-BERT'ish BASIC game

JBROWN.ARC - James Brown 1-3 (TurboBASIC) Audio demos
Three digitized 'songs' from James Brown samples

HPYMNDYS.ARC - Happy Mondays (TurboBASIC) Audio demo
A digitized "Happy Mondays" song mix

STIMPY.ARC - Stimpy (TurboBASIC) Audio demo
A very trippy Ren n Stimpy sound mix

DIDI7.ARC - DiDi-7 (TurboBASIC) Audio demo
Another trippy sound mix - from a DiDi7 commercial

CHICKEN.ARC - Chicken (Atari BASIC) 1-player game
A dumb little BASIC 'Freeway' clone

COOLTRIS.ARC - CoolTris (Compiled Action!) 1-,2-player game
Another Atari 8-bit Tetris clone - with many twists

RODENT.ARC - Rodent Revenge (Compiled TurboBASIC) 1-player game
A clone of 'Rodent's Revenge' for MS-Windows

SLUDGE.ARC - Sludge (Compiled Action!) 1-player game
A clone of 'Pipe Dreams'

CBARMAKE.TBS - ColorBar Make (TurboBASIC) ColorView image creator
A ColorView set of files that should look like a TV colorbar

2926. Re: What's an .xmo file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-05 22:33:16 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jun5.223316.25726@iglou.com>
Source record: 100803

An .xmo file could be any kind of binary file, including Basic, machine language, or Atascii text. Compuserve used to use the ".xmo" extension to indicate that a file had to be downloaded with xmodem.
--
Bill Marcum bmarcum@iglou.com
"Odd corners of desk, table, and shelf were occupied by the eviscerated remains of computer equipment: slain, half-eaten, and left for electronic jackals." --Michael Flynn

2927. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 02:06:52 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CqyDvG.8HI@cbfsb.cb.att.com>
Source record: 100804

In article <2stes2$s5l@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

>This is nit-picky, but 19.2 Kbps is done at 2400 baud. For all data rates
>above 1200 bps, bps <> baud because more than 1 bit per baud is used.
>You'll usually be correct to use "bps"; you'll usually be incorrect to use
>"baud".
>

Yes .. very confusing altogether. It really depends on exactly which side of the modem you are talking about, the DTE side or the Communications side, as on the DTE side bps=baud, _but_ then again, the DTE side on high speed modem frequently runs at a much higher baud rate then the actual data flow to allow for possible compression and expansion, so it's actual baud or bps rate may not mean much (mine is always locked at 38.4 KBaud, regardless of the phone line rate).

I tend to just think about cps, or characters per second, as it seems less confusing to me, and more useful. Probably less confusing cause it is not widely used, and hence my feelings about it are not contridicted by others.

--
Richard Dell

2928. Re: Looking for Atari 8-bit Computer Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 02:46:47 UTC
From: krishna@max.tiac.net
Message-ID: <2su2mo$23o@sundog.tiac.net>
Source record: 100705

KENDRICK@sonoma.edu wrote:
: Ok, I read the two existing articles re: this subject, and I have a coupla
: comments:

: 1) supunarc.com is SuperUnARC 2.4 - unARC'er
: 2) dskcom32.com is DiskCommunicator 3.2 - DCM/unDCM'er
: 3) yau/yaue.com are Yet Another UUdecoder/UUencoder - UUE/deUUE'ers

: One doesn't NEED either MyDOS or SpartaDOS, but for most compatibility, one
: first needs Atari DOS 2.5. THEN, you can get MyDOS if you want a souped-up
: version of Atari DOS (so to speak). As for SpartaDOS, if you like it, use
: it... but be sure you have Atari DOS because some stuff just doesn't work with
: SpartaDOS!

He should know the difference between AtariDOS variants and Sparta.
Sparta is like MS-DOS and Unix. It is a command line interface DOS. All
Ataridos variants except DOSXL and OS/A+ are menu DOSs. They either use
a single letter or a hotkeyed letter. Similar to a BBS like PRO! that
uses hotkeys.

The benefit to Sparta is that you can have commandline utilities which
operate off of your arguments.

Utilities like SuperARc and Unarc can operate both as is and off the CLI.

For instance:

ARC FILENAME.ARC FILENAME.EXT <-- compresses a file

VTEX FILENAME <-- view a file

Et cetera....

This combined with batch files makes Sparta the DOS of choice by many.

However, SpartaDOS does not have the stability of MYDOS. It is necessary
to run Cleanup.com on a regular basis on oft used disks/partitions or the
media WILL get screwed up. It's a given.

I even had a situation where a file got corrupted yet cleanup did not fix
it, thus I can conclude that it was either a bad sector or it was some
other sparta problem.

2929. Re: Looking for Atari 8-bit Computer Equipment

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 03:24:31 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun05.231901.2527@wariat.UUCP>
Source record: 100706

Well, WELCOME newbie Dr. Strange. You're probably getting more help
than you need.
You don't really need a dbl. dens. floppy drive.
You can buy lots of carts and even do without a drive.
I'm sure we all hope you want to be, like, involved. In that case you
really gotta have a drive.
You can get a drive lots of places. Be sure to get a DOS with it. DOS
2.5 is a good place to start.
I'm sure you're a student and don't have big bucks to spend.
Check the vendor list for places to buy commercial stuff, even get pd
stuff. The umich archive has lots of pd/shareware stuff.
Just be sure to read the FAQ.
And if you want to do telecomm with an Atari direct modem and your
cassette, I can fix you up with a cassette R: handler and Amodem 4.2.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

2930. 7 computers, 4 tape drives, LOTS OF DISKS + MORE for $150

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 05:09:11 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <2sub1n$eh6@usenet.INS.CWRU.Edu>
Source record: 100707
Cross-posted to: comp.sys.atari.8bit,misc.forsale

Below is a list of all the Atari computer hardware and software (excpt carts)
that is on my extras listing. IGNORE THE PRICES BELOW (or add them up
if you like) I AM SELLING EVERYTHING BELOW AS A PACKAGE FOR $150 + shipping

There are 3 Atari 800 computers, 4 Atari 400 computers (1 is 48k upgraded),
3 410 cassette recorders, a 1010 cassette recorder and LOTS AND LOTS
of disk/tape software and LOTS MORE.

Again, just ignore the prices below and take it all on the cheap if your
interested.

Please reply via e-mail

Steve

==

Atari 400 Computer: 64k RAM expansion and full stroke third party keyboard.
Includes: Power Supply & RF Switchbox
Works perfect! $30 1

Atari 400 Computer: 16k w/ membrane keyboard. Includes power supply
and RF switchbox. Excellent condition. $15 3

Atari 410 Cassette Drive: Works perfect. $7 3

Atari 600xl motherboard. Not working, for parts only. $3 1

Atari 600xl 64K PBI RAM Expansion Unit $25 1

Atari 800 Computer: Easy open case design has thumb latches instead
of all the late model 800s with screws holding
down the card cover.
All cards are in metal cases.
Includes: Power supply
RF Switchbox
Atari BASIC CARTRIDGE
Inside ATARI Basic book (pp. 200)
Atari 800 Owners manual
Excellent condition $60 1

Atari 1010 Cassette Drive: Includes power supply and SIO Cable
Excellent condition $20 1

AID R-Verter Serial Modem Adapter: Includes R-VERTER and R-VERTER
software on disk. R-VERTER manual
Works upto 2400 bps.

Excellent $25 1

--

##########################
Cassette Software
##########################

CC LC Part# Title MC RC Price #

-- -- -------- ------------------------ -- -- ----- -
A 1 ------- Zaxxon -- R $1.00 1 Datasoft

A Bb2 CX4106 Introduction To Programming 2 on DataCassette
Includes: Box, manual, instructions, 2 Datacassettes
Excellent Condition -- R $1.00 1

A Bb1 APX-10097 Atari Program Exchange NUMBER BLAST
Includes: Box, manual, instructions, 1 Datacassette
Excellent Condition -- R $1.00 1

A Bb1 CX4112 States and Capitals
Includes: Box, manual, instructions, 1 Datacassette
Excellent Condition -- $1.00 1

####################
Disk Software
####################

CC LC Part# Title MC RC Price #

-- -- -------- ------------------------ -- -- ----- -
A 1b Atari Dos 2.5 -- C $3.00 1 Atari
A 1b Atari Dos 3.0 -- C $3.00 1 Atari
A 0BbX Print Shop -- R $3.00 1 Broderbund
(Includes all manuals, box, colored paper but disks are missing)

A 2Bb 100285 Math Blaster! -- R $2.00 1 Davidson
A 1b GT Estate Word Processor -- U $2.00 1 Indus Systems
A 1b Albert E Spreadsheet -- U $2.00 2 Indus Systems
A 1b GT Data Manager -- U $2.00 1 Indus Systems
A 2Bb 44253 Title Bout & Boxer Disk -- R $4.00 1 Avalon Hill
Includes 4 large play charts posters

A 1Bb Computer Quarterback -- R $4.00 1 SSI
A 1b Starbown Football -- R $4.50 1 Gamestar
A 1b Star League Baseball -- R $4.50 1 Gamestar
A 1Bb Summer Games -- U $4.50 1 Epyx
A 1b Magnaprint II -- U $4.00 1 Alpha Systems
A 1 Mail Order Monsters -- R $4.50 1 Electronic Arts
A 1B F-15 Strike Eagle -- R $4.00 1 MicroProse
A 1 Tail Of Beta Lyrea -- U $4.00 1 Paradise Prog
A 1b Anti-Sub Patrol -- U $4.00 1 Roklan
A 1 Sports Spectacular 3 in 1 -- R $4.00 1 Keypunch
Includes: FootBall, Bowling & Golf

A 2Bb AutoDuel
Includes Origin Roadmap! -- ER $6.00 1 Origin Systems

A 1Bb VCG13575 Spy Catcher -- U $4.00 1 ALA
A 1 Racing Destruction Set -- R $5.00 1 Electronic Arts
A 1Bb 19204D World Championship Karate -- R $4.00 1 Epyx
A 1Bb VCG13364 Dogfight -- U $4.00 1 ALA
A 1Bb Solo Flight -- ER $4.00 1 Microprose
A 1Bb 56038 Lava Run -- R $4.50 1 KTel
A 1Bb Armor Assult -- R $4.50 1 Epyx
A 1 SAGA : The Hulk -- VR $4.50 1 Green Valley
A 2 Warlocks Revenge -- ER $4.00 1 Synergetic Soft
A 1 Shattered Alliance -- U $4.50 1 SSI
A 1Bb Infiltrator -- R $4.00 1 Mindscape
A 1Bb Touchdown Football -- U $4.00 1 Electronic Arts
G 1 Timewise -- C $4.00 1 Atari
A 2Bb Cut and Paste Word Processor ER $4.00 1 Electronic Arts
A 1b Zork III -- U $5.00 1 Infocom
A 1 Suspended -- U $5.00 1 Infocom
A 1 The Hitchhikers Guide/Galaxy R $5.00 1 Infocom
A 1 Deadline -- U $5.00 1 Infocom
A 1b Planetfall -- U $5.00 1 Infocom
A 1 Infidel -- U $5.00 1 Infocom
A 1 Cutthroats -- U $5.00 1 Infocom
A 1Bb+ Witness -- U $7.00 1 Infocom
A 1 Antic Disk Vol. 4 #4 -- U $1.00 1 ANTIC
Telecommunications

A 1 Antic Disk Vol. 2 #11 -- U $1.00 1 ANTIC
Personal Finance

A 1 Analog #57 -- U $1.00 1 ANALOG

%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%
% Atari Computer Extras %
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%%

No Disks: PRINTSHOP Box w/ all manuals, colored paper, envelopes
icon Reference card. $4 1

Bad ROMs: BASIC cartridge, good case and curcit board $2 1

Book: Blue Max manual $1 1 ** 5/22
Book: Atari 800 owners manual $3 1
Book: Atari 800xl owners manual $3 2
Book: Atari 1050 owners manual $3 1
Book: MPP Microprint instruction card $1 1
Book: Percom AT-88 system drive manual $2 1
Book: Atari DOS 2.0 Manual $3 1
Book: Atari DOS 2.5 Manual $3 1
Book: Atari DOS 3.0 Manual $3 1
Book: Introduction to Atari DOS 3 booklet $2 1

Book: Atari Computer hardware catalog, features large color
pictures of rare equipment such as 1450XLD $3 1

Book: Atari Writer Manual. DISK VERSION. $3 1
Book: Atari Writer Quick Reference Card $1 2
Book: Atari Writer Manual. CARTRIDGE VERSION. $3 1
Book: The BOOKKEEPER operating manual $3 1
Book: The BOOKKEEPER quick Reference card $3 1
Book: Atari Program Text Editor manual $3 1

Book: Pac-Man cartridge manual $1 1
Book: Asteroids cartridge manual $1 1
Book: Spy Hunter manual $1 1
Book: Buck Rogers manual $1 1
Book: Zorro manual $1 1
Book: Mad Magazines Official Spy vs Spy game manual $1 1
Book: Defender cartridge manual $1 1
Book: Mercenary manual $1 1
Book: Mission On Thunderhead manual $1 1
Book: Preppie II manual $1 1

Catalog: Avalon Hill Computer Game Catalog (Small) $1 1
Catalog: Avalon Hill Computer Game Catalog (Large) $1 1
Catalog: Epyx Software Catalog $1 1

Atari ST: Dungeon Master manual $2 1

Book: Computers For People, an actual BOOK published outside
Atari corp FOR Atari and SOLD IN BOOKSTORES. This is
some of the best Atari propaganda I've seen. Too bad
they seem to have forgotten how to do this. $2 1

Book: Stimulating Simulations for Atari (117 pages) $2 1
Book: COMPUTES SECOND BOOK OF ATARI (Ring bound 250 pages) $7 1
Book: COMPUTES FIRST BOOK OF ATARI GRAPHICS (Ring bound 250pp) $7 1
Book: Users guidebook for the Atari 400/800 (328 pages) $3 1
Book: Inside Atari BASIC (177 pages) $3 1
Book: Atari BASIC Reference Guide for Experienced Programmers $1 2
Book: Atari BASIC a self teaching guide (320 pages) $3 1
Book: Games for your Atari computer (Ring bound 128 pages) $3 1
Book: Atari 400/800 BASIC Reference manual (ring bound 150 page)$5 1
Book: Things to do with your Atari computer (229 pages) $2 1
Book: Your Atari computer. (250 pages) $2 4
Book: BASIC-FUN: Games, puzzles and programming problems
for children $2 1

Book: Dr. C. Wacko Presents ATARI BASIC and the Whiz-Bang
Miracle Machine $5 1

--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

2931. New Breed Stuff at UMICH! NOPE!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 08:45:33 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940606014546.234114d8@sonoma.edu>
Source record: 100708

Sorry folks.. I have all of my 'newly release' old-and-new software sitting on my VAX account, but every stinking time I try to FTP to UMICH it says there're too many users online as anonymous!

MAN! It's 1:30am right now! What time is it in Michegan? Like 3:30 or 4:30!? WHO IS ON THERE!? (At least 60 anonymous's!) Yikes!

Anyways, if I decide FTP'ing to UMICH is too much hassle/waste-of-time-trying I may just put it on the archives one of the other alternate ways (just probably not e-mailing UUE'd versions! :))

Anyways, if I DO get on, but don't have a lot of time, I'll at least put up my best/newest three programs:

Cooltris
Sludge
& Rodent Revenge

Have fun
Wish me luck!

btw- to Amiga Commodore 1084 monitor users, anyone ever have a problem with the screen dying - ie, I guess no power getting to it? The previous owner complained of it and said it was due to a capacitor. I only paid $25 for the montior, but don't want to spend another $75 telling me something I could've found out for free and fixed myself (well, dad would do it :)) for nearly nothing. Thanx

2932. Someone was selling an Atari 800XL or something?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 11:01:01 UTC
From: kiuchi@bach.seattleu.edu
Message-ID: <2suvld$9rp@bach.seattleu.edu>
Source record: 100711

someone is selling a complete system of stuff along with their Atari 800XL
or something and I am really interested in more details and maybe buying

email me, thanks

kevin

2933. Re: - The Atari 8-bit Home Page -

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 11:49:12 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cqz4u1.9w4@cs.vu.nl>
Source record: 100709

aa700@cleveland.Freenet.Edu (Michael Current) writes:

>In a previous article, ipoorten@cs.vu.nl (Ivo van Poorten) says:

>I took a look at your 8-bit home page yesterday, and I found the text files
>unreadable. It appeared you have them in a .gz compressed format. I don't
>believe http has built-in facilities to uncompress on the fly; certainly
>OmniWeb didn't like it.

It's a pitty to hear that. It works here at my place, but probably it isn't
standard to have an uncompress facility within a WWW viewer. I'll bring them
back to their uncompressed equivalent... There goes my 60% space savings! <G>

>Anyone else with WWW access, give Ivo's Atari 8-bit Home Page a try!
>--
>Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
> Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

Ivo.

2934. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 11:58:27 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cqz59G.A1M@cs.vu.nl>
Source record: 100710

KENDRICK@sonoma.edu writes:

>The sound capabilites of the Atari 400/800/XL/XE series include:
> 6-bit digitized sound was somehow done by Ivo van Poorten (sp?!) in his
> MODplay program

Yeah, you spelled it right! <G>

>The speed capabilites of the Atari are:
> 1.79 mhz CPU
> 50 or 60 frames per second (50 = PAL, European. 60 = NTSC, USA.)

The European PAL systems have a main clock of 1.773447 MHz and the
American NTSC systems have on running on 1.79... (don't know the
rest because I never use it in my calculations <G>) The clocks
are _never_ above 2MHz as someone in a later post mentioned.

Greets,
Ivo.

2935. TurboFile For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 15:17:54 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9406061504.AA18155@phinet.smithkline.com>
Source record: 100712

This is for whoever it was that inquired about the TurboFile I offered for sale a little while ago. (PLEASE, people, place a signature/address in the body of your text! Us guys who don't get the newsfeeds directly must rely on what appears in the Digest, & the Digest strips out most of the header information.)

Anyways, yah, I still got it. I never mentioned anything about TurboWord, but as it happens I DO have that as well & am considering selling it (I guess I'm still too addicted to AtariWriter-80).

If you want both of them, I'll make you a package deal: both for $60 (I paid $50 for TurboFile alone).

You pay shipping.

Contact me at: poehland%phvax.dnet@sb.com
or snailmail: 179 Sproul Road/Rt. 352
Frazer, PA 19355

First come, first serve! - Ben Poehland

2936. Re: Anudder Good Deal I Got

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 17:27:49 UTC
From: sydtech@winternet.com
Message-ID: <2svmal$ivi@blackice.winternet.com>
Source record: 100714

I got an 800 w/48K in excellent shape, along with a TRS-80 Model III, for
$12 a few months ago....

I need a power supply for the 800, though, and am having a real hard time
finding one. None of the Radio Shacks I've visited seem to have the
right one. Ugh!

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: At a flea market today (Englishtown, NJ), I picked up a very dirty but
: still functional Atari 800 for $5. :) All it needs is a power supply,
: some Windex, and two keys (the "7" and the Atari logo keys are missing).
: Not bad. :)

: Anyone wanna buy my beat-up 800XL?

: +-+
: LordThanatos@delphi.com (In Real Life: Steve Godun)
: -
: "Begone, pests, and give me the bird!"
: "We'd love to, really, but the Fox censors won't allow it." -Animaniacs
: +-+

2937. Re: 80 columns on an 8 bit?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 18:19:11 UTC
From: i03a@zfn.uni-bremen.de
Message-ID: <2svpav$tjv@ina.zfn.uni-bremen.de>
Source record: 100713

David Strutt (am023@FreeNet.Carleton.CA) wrote:

: Is there a video upgrade or some sort of hardware available to give 80
: columns on an 8 bit? I've just started using my SX212 with my 8 bit and
: the line wrapping is insane. Or perhaps someone knows how to tell AIX to
: set the right margin at column 40?

I still have an old German magazine somewhere, in which a small program was
published that switches to graphics mode and implements a usable 80
column display. I have no idea what the SX212 is, but maybe I can dig
it up and post the source, if it is not THAT long... (Sadly, I don't
have a XL).

Bye,
Thomas
Thomas Meyer | E-Mail: Thomas.Meyer@zfn.uni-bremen.de
Student of Computer Science | Amiga/Atari/PC - whatever...
x
x
x
University of Bremen, Germany | -o- Increase The Peace -o-

2938. Micro-Check

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 18:30:10 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <CqznEA.Gon@cerc.wvu.edu>
Source record: 100725

I tried posting this a few weeks ago, but it didn't make it to the net, it seems. I need the directions to Analog's Micro-Check in either electronic for or in paper thru snail mail if needs be. Thanks in advance.
Nathan

2939. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 19:31:13 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0wtn@legend.akron.oh.us>
Source record: 100744

I imagine Chris Olson is haunting this newsgroup for sentimental
reasons. What a person to answer questions about the 8-bit!!!!
I thought "my-computer-is-better-than-yours" was kind of off-topic (or
in Chris's case "anything-is-better-than-an-8-bit").

2940. Re: 80 columns on an 8 bit?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 19:42:51 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0wtp@legend.akron.oh.us>
Source record: 100743

There are video upgrades and hardware that support 80-columns for the
8-bit, however I am using OmniComm (an 80-column terminal program)
with a monitor.

2941. 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 20:22:09 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940606132212.2341234b@sonoma.edu>
Source record: 100715

Some people talked about 80 columns on the Atari 8bit..

Well, there are a number of routes to follow in this topic:
How it's done
Compatibility
Terminal programs

I'll start with how it's done:

The first, probably original way of doing it, was by creating a (horrid looking) 3 x 6 font (versus the standard Atari 6 & 7 x 6 & 7 fonts) and drawing it in Graphics 8 (320 x 200 x 2) mode. This is quite slow, hard to read, but does allow one to use an unlimited number of characters (ie, since stuff is drawn to the screen, anything can be mixed in, multiple fonts, pictures, etc.) Programs like Term80 (an old 80-column terminal program), Col80 (a program which 'installs' the 80 column mode .. a bit tricky/incompatible with lots of stuff), etc use this "old, archaic" mode :)

The next is with the XEP80 80-column adapter. This plugs into your comp-uter, and with special software (BobTerm, a terminal program, supports the XEP80 for output, as does AtariWriter 80, and a few others) you get 80 columns on a SECOND (hopefully monocrhorm (ie, amber or green)) monitor. This requires the hardware, software that supports it (which is sparse) and a 2nd monitor.

Another way to do it is by getting one of the newer fancy Operating Systems for the 8bits that have an 80 column mode built in (like the one described first - the Graphics 8 mode one). I may be wrong about this. This requires special software (??) that uses it, and obviously, the OS chips...

Yet ANOTHER way is to use a mutated version of the original Graphics 8 idea, which takes a style of screen scrolling used in BobTerm's normal 40 column screen and adapts it to work with Graphics 8 80 column text. This is done in Ice-T and a few other Itay Chamiel (sp?) programs like READ80 (or whatever the file is.. maybe just "READ.COM"??) (Itay, help me out here! :)).. This goes MUCH faster than a plain old 80 column screen.

Finally, there is the FlickerTerm idea (which both the authro (was it Clay Halliwell? right?) and I sort of converged on (unless he stole my idea which I still think is true! I'LL SUE! .. I'm kidding folks, kidding!) This uses a strange 'interlaced' set of Graphics 0 screens with the small fonts placed on the two screens. This is compared to 'drawing' onto a 320 by 192 screen, which takes a bit more time. This screen flickers, however (hence the name given to the terminal program that uses it.. BTW!!!!!!!!!! I'D LIKE TO SEE A TEXT READER THAT USES FLICKERTERM MODE! With the few

kilobytes saved by using two graphics 0 screens and a font (or two? one would work with scroll-registers!) instead of a big 8k Graphics 8 screen, you could add things like Find and word-wrap options and all sorts of other goodies.

Whew.. ok, those are the ways it is done..

As for compatibility... well

The graphics 8 style mode is handled by either those OS chips and software, or done totally by software (ie, only some programs support it (at least to its full potential), other programs just have the 80 column mode built-in).

The XEP80 is supported by some fine commercial software (and I suppose PD as well), but it's pretty rare (I guess! I've seen very little!)

The mutated graphics 8 mode is hard-coded (aka 'done totally by software' above) into some of Itay's programs. I dunno who else has worked with it or if there is or ever will be an 'installable' version like COL80.OBJ mentioned long long ago.

The mutated graphics 0 with fonts mode is hard-coded into only FlickerTerm and I have yet to see or hear of anything else that uses it.

Ok, that wasn't so bad (read: LONG) :)

FINALLY! (YAY!! He's going to shut up!) There's termminal programs:

As for what an 'SX212' is (to that replier), it's the 1200 bps (baud?) <grin> Atari direct-connect modem. It has one phone line input/output, one Atari SIO (13-pin) (CANNOT DAISY CHAIN PAST IT! NO 2nd PORT!) i/o port, AND one RS-232 25-pin port, so you can use the SX212 on IBMs, Amigas, etc.

Term 80 and "VT100" ?? are a few graphics 8 mode terminal programs.. They 'choke' (lose data) at about 2400 and above :(

BobTerm is one (ONLY?) of the terminal programs that supports the XEP80 80-column hardware (that's the ONLY way to get BobTerm to do 80 columns)

Ice-T is the only terminal to use Itay's BobTerm/Graphics 8 mutation
It goes pretty fast (btw, both Ice-T and BobTerm go up to 19.2k baud, but BobTerm MIGHT lose data with the XEP80 at probably 9600 or higher.. ask around).

FlickerTerm is the only terminal to use Clay's (again? he the author?) Graphics 0 idea that he stole from me (JUST KIDDING!!!!!!) <grin> and so far it also does up to 19.2k baud with no trouble.

Ice-T and FlickerTerm are NOT yet released. BobTerm's latest version is 1.22. I think the other terminal programs have only had one version to all of them.

Oh, btw- there is also ANSI term which is up to like 1.3 I think? (I have beta release 0.3) and it is a Graphics 8 (old, slow, lossy style) 80-column ANSI emulator. I think FlickerTerm will do VT and maybe ANSI? and I think Ice-T may do ANSI as well. Again, I'm at a loss for details. Don't believe all this stuff unless nobody replies to say I'm way off sometime soon.

If you read this far, thanx for paying attention :)

-bill
kendrick@vax.sonoma.edu
he talks alot

New Breed Software 59 Palm Lane Novato CA 94945
Atari XL/XE and IBM PC Public Domain Software!!!!!

2942. Super SIO2PC!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 20:43:33 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940606134344.2341234b@sonoma.edu>
Source record: 100716

Here's what >I< think would be awesome!

Have SIO2PC do automatic FILE2PC'ing without the 8bit needing to worry about anything (ie, not have to load FILE2PC!)

Right now you can sort of do it by copying stuff to the P:rinter and having a raw print-thru to file.

What would be way cool though would be to either set it up like this:

P: rinter action could be set up to receive a filename as well
(this may be more difficult because of the P: handler)

ie, if I wanted to copy "PROGRAM.OBJ" from the Atari's drive-1 to the IBM's C:-drive, I'd go:

[C]opy (or "COPY" or whatever)

D1:PROGRAM.OBJ,P:C:PROGRAM.OBJ

or I guess even just

D1:PROGRAM.OBJ,P:C: (and the Copy's interface would assume that the name "PROGRAM.OBJ" belonged after the last ":")

Even better would be to install a disk drive on the IBM like this:

D4: could be directed to the C:\ drive/directory..

then you could do:

copy D1:PROGRAM.OBJ,D4:

And how about recognizing directories? SIO2PC already knows how to read a standard .ATR file's Atari DOS directory area (used by MyDOS as well) and I'm sure a SpartaDOS version wouldn't be TOO hard.... So why not be able to do this?

[A] or "DIR" of

D4:*.*

It would list the files on the C: directory (perhaps even in MyDOS format!)

Like mine would look like this: (and believe me, my C: root >IS< this clean!)

```
: DOS 0000
: GRAPHICS 0000
: TEXTS 0000
: SIO2PC 0000
```

```
: BASIC 0000
: TEL 0000
COMMAND COM 0414
CONFIG SYS 0001
AUTOEXECBAT 0005
27568 FREE SECTORS
```

Then, SIO2PC could handle conversion of "\"'s to ">"s or ":"s and vice-versa. It would understand directory changes and all that... well, I guess what it would need though for the higher-level things like directory changing and stuff would be to have an "IBMPC.COM" handler or something loaded onto the Atari..

but simple things like making a fake drive directory, and copying too/from the drive (ie, without the handler, you'd go "COPY FILE.EXT,D4:C:\FILE.EXT" perhaps) could be controlled 100% by SIO2PC...

no more FILE2PC! (which I think needs a directory and delete command!) :)

Anyways, is Nick Kennedy around Internet? I forget..

I hope he can hear me :) Other than the want/need/must-have!! of this cool stuff, i love SIO2PC (altho 3.15 seems quite buggy at times :( )

2943. MyDOS cool things? anywhere?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-06 20:45:10 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940606134514.2341234b@sonoma.edu>
Source record: 100717

I'd kill for the following 'cool things' for MyDOS if they are out there ANYWHERE!

UNDELETE

MOVE (ie, not the same as "COPY" and "DELETE" in order, just a file-pointer changer like "MOVE.COM" is for MS-DOS.. it saves disk space (not too much of a problem in MS-DOS) and also time (a BIG problem on my HD!))

2944. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-07 00:12:55 UTC
From: krishna@max.tiac.net
Message-ID: <2t0e28$pse@sundog.tiac.net>
Source record: 100718

KENDRICK@sonoma.edu wrote:
: Some people talked about 80 columns on the Atari 8bit..

Main problems with XEP-80:

4800 at best baud limit

Hardcoded ATASCII font unsuitable for vt100/IBMASCII terminal work.

A note about flickerterm:

It uses a standard font file, and rearranges the data after loading into 2 fonts. This makes it easy to customize the font, which I have already done. FlickerTerm gets away with using a 4-bit rather than a 3-bit font. It can look crowded sometimes but I'm positive it is more "separated" than it look in bitmap mode. 4-bits make many characters fully formed, leaving only M and m and stuff a little undefined (5 the minimum for those).

I am now beta-testing the newest version which has a Bobtermish online timer and a nondestructive chat buffer as well as a config menu with some added goodies to make it usable both for vt100 and ANSI, i.e. CR/LF vs. LF only, modem init string, and saving all this to a config file.

I have noticed one flaky so he will have a little more tweaking to do before it is set for release.

2945. HEY! I DID IT! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-07 00:26:41 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940606172646.23412704@sonoma.edu>
Source record: 100719

Well, actually, I did two things..

One, I finally got onto UMICH.edu and uploaded stuff to the New directory!

Again, the files are:

CBARMAKE.TBS - makes a TV-station style colorbar image in .R/.G/.B format
CHICKEN.ARC - a Freeway game clone (1ply/stick)
COLORIZ1.ARC - an APAC graphic colorizer/color-editor (stick&key)
COOLTRIS.ARC - a very cool (lotsa twists) Tetris clone (1/2ply/stick/key)
DECOLORS.BAS - stupid graphics demo
DIDI7.ARC - weird sampled sound demo
DOLLMAN.ARC - sampled music demo
HOPPER.ARC - stupid QBERT style clone (1ply/stick)
HPYMNDYS.ARC - sampled music demo (good)
JBROWN.ARC - three sampled music demos
JUNE5_UL.TXT - a list of the junk I UL'd.. mainly for the guy who maintains
KNVSFRKS.ARC - sampled music demo the archives....
RED.ARC - silly game (1ply/stick)
ROCKSBAS.ARC - stupid game (1ply/stick/basic)
RODENT.ARC - puzzle game (1ply/stick/key)
SLUDGE.ARC - puzzle game like Pipe Dreams (1ply/stick/key)
STIMPY.ARC - very strange sampled sound demo
T1000B.ARC - replacement for the corrupt file T1000.ARC

Another thing I got fixed was this Action! error in my latest program :)

```
INT SX(10)
BYTE SPEED
...
FOR C=1 TO 10 DO
SX(C)=NEWX()+XCEN
OD
```

The speed would be effected where SX(10) should've been.. I shouldn't have
gone up to 10! ANd I was ignoring the 0th place! DUH! :)

Anyways, as for my files, i really recommend COOLTRIS, SLUDGE and RODENT is ok
:)

2946. Oops!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-07 01:45:16 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940606184524.2341179e@sonoma.edu>
Source record: 100720

Ok, I forget the exact name of the old 80 column graphics mode installer, but I swear it was COL80.OBJ or something..

BUT.. Itay Chamiel's program I mentioned that uses the same scroll routines for speed as his Ice-T program is called:

READER.COM

And the official name of it is "Col80" and I have v.1.6 from April 1993.

(I was just playing with my 1084 montior's Chroma/Luma mode and found that it works well for viewing graphics 8 screens in more detail than normal "CVBS" mode. I tried it out on READER.COM to see how good the font looked, and for a 3-bit font, Itay did quite well! :))

Speaking of 3-bit fonts.. I've always wondered, what was it with IRG text modes that people had to make such ridiculous and ugly looking fonts for them!? I came up with a nice smooth looking font (a fake color 320 res text in IRG mode (160 res)) by using two colors in the palette that are close to each other.. but plenty of games I've seen have horrid looking chsets! :)

nag nag nag :)

2947. Atari 130XE system

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-07 07:58:50 UTC
From: sorcery@maple.circa.ufl.edu
Message-ID: <2t19bqINNms6@no-names.nerdc.ufl.edu>
Source record: 100721

I have an Atari 130XE computer with a disk drive, and some other stuff.
Here is a list of what comes with it:

Atari Printer Interface
Major League Hockey cartridge
Atari writter cartridge
The print shop

All of the above items come with manuals. The following stuff is
included but doesn't contain manuals:

Infiltrator, HBJ Computer SAT prep, Beach-Head II, F-15 Strike Eagle,
Silent Service, Raid over Moscow, Karateka, Racing Destruction Set,
the Print Shop, Leaderboard Golf, Touchdown Football, Gauntlet, The
Great American Cross Country Road Race, Super Huey, Spitfire 40,
all disks are originals.

2 joysticks included.

Please email me with offers.
sorcery@ufcc.ufl.edu

2948. Thanks from Seattle!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-07 09:48:42 UTC
From: kiuchi@bach.seattleu.edu
Message-ID: <2t1fpq$544@bach.seattleu.edu>
Source record: 100722

I've been getting a lot of help from many of you on the Atari systems
and I really appreciate it!

With all the help I am getting, but not fully absorbing as of yet,
its been quite hard to reply back to everyone.

Anyways! Keep the info coming in.. I will need it!

kevin

2949. Re: FOR SALE: SCSI Tape and Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-07 12:29:26 UTC
From: barrett@clpd.Kodak.Com
Message-ID: <2t1p76$rhj@serum.clpd.kodak.com>
Source record: 100723
Cross-posted to: comp.sys.atari.8bit,comp.sys.amiga.marketplace,misc.forsale.computers.other,misc.forsale.computers.mac

Thanks for the all the interest, I guess I priced these right. I still
have a ST-157N drive left.

Chris Barrett (17263) (barrett@clpd.Kodak.Com) wrote:
: Used SCSI Hard drives for sale:

: 1. A Couple of Seagate ST-157N SCSI 3.5" HH 50M drives, $40 + shipping ($5).

Still one left!

: 2. Quantum 80M 3.5" HH ProDrive $75 + shipping ($5).

SOLD!

: 3. Control Data 5.25" HH 90M SCSI drive for $80 + shipping ($5).

SOLD!

: 4. SCSI 60M 1/4" Tape drive. $60 + shipping (~$10)

SOLD!

: These are just the drives, no power supply, cables or cabinet.

: I will sell these to US and Canada, shipping to Canada will be more.

: email or phone (after 6pm EST) 716-264-0562.

--
Chris Barrett E-Mail: barrett@kodak.com
Clinical Diagnostics Division - Eastman Kodak Company Inc., Rochester, NY

The views expressed herein do not reflect those of Eastman Kodak Company Inc.

2950. Atari 800 for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-07 19:07:03 UTC
From: rtc@linus.instrumental.com
Message-ID: <2t2ggn$188@uc.msc.edu>
Source record: 100726

Fully functional (last time I tried) Atari 800 with games (Centipede, Missile Command, PacMan, etc), external floppy and tape drives, and 2 high-end joy sticks. $1,000,000 or best offer.

rtc@instrumental.com 920-6188

Robbie Cordo 612-920-6188
Instrumental, Inc. 612-920-7069 (fax)
4500 Park Glen Road rtc@instrumental.com (email)
Minneapolis, MN 55416

2951. 800XL, etc. yours for postage

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-07 19:34:56 UTC
From: WEVERS@PURCCVM.BITNET
Message-ID: <94158.143457WEVERS@PURCCVM.BITNET>
Source record: 100724

I have an 800XL, double disk drive, text-to-speech converter
and a bunch of cartridges and software that are no longer being used.
If anyone would like them, please let me know. I would only ask that
you cover shipping cost.

Reply to my address since I do not track this group.

bill evers

Bill Evers / \
wevers@vm.cc.purdue.edu | Life is a lemon and |
| I want my money back. |
| |
| Mmmuh..Mmmuh..Meatloaf |
\ /

2952. UnLHArc

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-07 22:27:33 UTC
From: potter@sunny.dab.ge.com
Message-ID: <2t2s8l$or0@theopolis.orl.mmc.com>
Source record: 100729

Apparently Bob Puff's attempts to limit distribution of his not-formally released "Super UnLHArc" program have failed. I have seen it listed in the umich archive and have received it as part of the (Dutch?) Mega Magazine (disk).

By Bob's good graces, I have been entrusted with the source code, so you can bug me for the upgrade :-) Since it seems to be fairly well used, can anyone here tell me about bugs or missing features? I have a copy of the source (C) code to Yoshi's LHA.EXE, and plan to add decoding of -lh5- mode files. Please don't ask me to add stuff like zip/zoo/arj/etc. decoding, as LHArc decoding will be enough work as it is.

So, please reply here, or to my GEnie or CIS accounts, with suggestions.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2953. OH NO! KILLED JVIEW!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-07 22:32:06 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940607153210.2341167d@sonoma.edu>
Source record: 100727

AHH! NO!! I'M SUCH A DOLT!

A while ago I was moving some demos from Atari 5.25" disks onto my IBM's hard drive with SIO2PC, and at one point I accidentally killed my main MyDOS disk (my boot disk with all of my good utilties on it) and didn't notice that the only copy of JView that I had went along with it! So today, realizing this, I connected (successfully again! yay!) to UMICH archives to find that JView is STILL nowhere to be found in the Atari 8bit archives!

Is this a mistake? I checked Graphics, Applications, Utilities, and the 8bit root and it is nowhere!

I was VERY thankful to the 3 or so people who sent me UUEncoded copies (one of those people sent me at least 2 copies, the 1st one(s?) never getting to me), so I know folks (including, duh, Jeff Potter himself) on Internet have copies, so I'm wondering if any of you JView-users with FTP access could put a copy of it into the 8bit\New directory??! (I was amazed by the speed at which my 18 or so files got spread to the appropriate places in less than a day!! :))

I was hoping to show a non-8-bitter friend of mine how good RGB files can look on 1084 monitors :) But alas, I can't show him actual true GIF decoding.. so time to look for those old graphics files..

anyways.. thanx.. god, I'm a DOLT!!! ARGH! :)

(You may wonder how I ended up killing an SIO2PC disk image - they're usually loaded into memory, right? And if I make a mistake, I can not save the messed up copy and still have a good original.. but unFORtunately, I happen to have a PS/2 and it has the SLOWEST HARD DRIVE I'VE EVER HAD TO USE! .. so rather than load up 360k disk images into memory (takes WAY too long) and be safe, I load them up with the '/p'hysical-I/O option which takes 0 time to load but is a little slower when accessing the disk (at normal MyDOS SIO2PC speed, not much slower.. not noticably, at least.. SpartaDOS with Ultra Speed on, on the other hand, is more noticably slower when using '/p' rather than without))

thanx again

2954. 1084, well, Chroma/Luma really

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-07 22:36:38 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940607153629.2341167d@sonoma.edu>
Source record: 100728

I bet you anything the pin-outs for Chroma/Luma/etc from an 800-style monitor cable are on the c.s.a.8 FAQ, but I bet it'd be quicker to ask my question out loud here on c.s.a.8. (not only that, but I'll probably get much more experience-based answers...)

Ok, I've seen how great chroma/luma can look with just the luma-part of an image (Graphics 8 and 80col text look wonderful compared to the colored artifacted junk that standard TVs/etc put out)... so I want to add the color to it (I bet CV8's would look fabulous! And all of the other graphics modes may enhance with this 'upgrade' :))...

Anyways, straight to the point: Where can one get a 5-pin Atari/C=64 style monitor plug ==> Chroma/Luma/Audio set of RCA-style plug cable?

inotherwords, I have a 5-pin ==> Video/Audio (2 RCA plugs) cable (which is actually a bit hacked up since some of my wires got loose on my video plug) but now I want a nice 5-pin ==> C/L/A (3 RCA plugs) cable

Where can I purchase/get one and how much would it cost me?

Thanx

(I've REALLY got to stop with these looong winded posts, huh?) :)

2955. Re: Micro-Check

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 00:02:22 UTC
From: krishna@max.tiac.net
Message-ID: <2t31qe$n6e@sundog.tiac.net>
Source record: 100730

A Nathan Centofanti (nathanc@math.wvu.wvnet.edu) wrote:
: I tried posting this a few weeks ago, but it didn't make it to the net, it
: seems. I need the directions to Analog's Micro-Check in either electronic
: for or in paper thru snail mail if needs be. Thanks in advance.
: Nathan

You aren't the only one!

Micro-Check isn't the easiest program to work with a modern hard drive,
but it's something I could actually use to help make my bill paying
easier, and bill paying is way too much of my life!

2956. Re: Atari 800 for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 00:03:40 UTC
From: krishna@max.tiac.net
Message-ID: <2t31ss$n6e@sundog.tiac.net>
Source record: 100731

Henry Newman (rtc@linus.instrumental.com) wrote:
: Fully functional (last time I tried) Atari 800 with games (Centipede,
: Missile Command, PacMan, etc), external floppy and tape drives, and 2
: high-end joy sticks. $1,000,000 or best offer.

Sure, maybe in 1000 years when it is an artefact.

2957. Re: UnLHArc

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 00:07:56 UTC
From: krishna@max.tiac.net
Message-ID: <2t324s$n6e@sundog.tiac.net>
Source record: 100732

Jeff Potter (potter@sunny.dab.ge.com) wrote:
: By Bob's good graces, I have been entrusted with the source code, so you
: can bug me for the upgrade :-) Since it seems to be fairly well used,
: can anyone here tell me about bugs or missing features? I have a copy of
: the source (C) code to Yoshi's LHA.EXE, and plan to add decoding of -lh5-
: mode files. Please don't ask me to add stuff like zip/zoo/arj/etc. decoding,
: as LHArc decoding will be enough work as it is.

: So, please reply here, or to my GEnie or CIS accounts, with suggestions.

This is good news. LH5 has ONE MAJOR use for the 8-bit. Uncompressing
.MOD files! These are almost ALWAYS stored in LH5, I don't know why.
Over on GEnie they are at least. LH5 probably compresses a lot better
than SuperARc or LZH so if you can make an LHA COMPRESSOR that would be
very useful to the 8-bit community.

Tom Hunt could encorporate the algorithms into his .SFX self extraction
system as well. Currently .SFX uses simply compression schemes which do
not compress binaries enough IMO to warrant the decompress time compromise.

2958. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 00:31:05 UTC
From: milesph@aol.com
Message-ID: <2t33g9$9k5@search01.news.aol.com>
Source record: 100733

In article <940604140301.23411cee@sonoma.edu>, KENDRICK@sonoma.edu
was blathering:

>DOSes available for the Atari (I'll name only the most
used/compatible):
> Atari DOS 2.0s (old)
> Atari DOS 2.5 (common)
> Atari DOS 3 (uncommon, but came with some Atari 1050 drives)
> MyDOS 4.53 (closely compatible with Atari DOS (standard "vanilla"
DOS), but
> allows big RAMdisks, big drives (like hard drives), and
sub-directories
> SpartaDOS 3.2 (not so compatible with Atari DOS, but can
read/write Atari
> DOS disks - sits under the OS on XL/XE's, so incompatible with
some XL/XE
> software) Supports time/date stamping, command line, batch
files.
> (MyDOS does too, but that all has to do with the interface, not
the actual
> DOS itself, like with SpartaDOS (?))
> SpartaDOS (version 4 something!?) X - aka "SDX" - Sparta DOS on
cartridge
> very cool (so I've heard) but quite old, but more compatible
with software
> than SpartaDOS 3.2. Being a cartridge, though, it's harder to
get (??)
>
>Interfacing cababilities of the Atari:
> Standard Atari modems (they made them up to 1200 baud)
> RS-232 style modems can be connected with:
> Atari 850 (up to 9600 baud?)
> P:R:Connection (up to 9600?)
> MIO (does it do modem too? right?)
> Black Box (up to 19.2k baud)
> R:P:Connection (soon to be released, can be connected to ALL
machines,
> unlike the MIO and Black Box) (up to 19.2k baud)
> Centronics style, RS-232 style, Atari (SIO) style, and other
Printers

I have an original Atari 800 with Atari 850 interface module, adn I
was wondering if anyone could tell mail me a term program that
supports the higher baud rates? I got this Atari used, and it came
with a cart called "Telelink." Max speed is 300 baud, so I need a

better term. Also, I have two, count them, TWO, Atri 810 5.25" disk drives (put together, bigger than the 800!), with Warp Speed Happy enhancement (?!?). Could somebody tell me exactly what this is, and also where I can get SpartaDOS/MyDOS? I'm currently running Atari DOS 2.0S. Please write to milesph@aol.com
Thx!!!

Miles PH :)

2959. Re: Atari 800 for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 01:59:24 UTC
From: mreg@panix.com
Message-ID: <2t38ls$nfe@panix2.panix.com>
Source record: 100734

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Henry Newman (rtc@linus.instrumental.com) wrote:
: : Fully functional (last time I tried) Atari 800 with games (Centipede,
: : Missile Command, PacMan, etc), external floppy and tape drives, and 2
: : high-end joy sticks. $1,000,000 or best offer.

: Sure, maybe in 1000 years when it is an artefact.

I think that was a joke...

--

Mitch Regenbogen	
mreg@panix.com	"I like to watch." --Chauncey Gardner
Brooklyn, New York	

2960. Re: Atari 800 for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 02:57:32 UTC
From: lordthan@news.delphi.com
Message-ID: <2t3c2s$qoe@news.delphi.com>
Source record: 100735

rtc@linus.instrumental.com (Henry Newman) writes:
>Fully functional (last time I tried) Atari 800 with games (Centipede,
>Missile Command, PacMan, etc), external floppy and tape drives, and 2
>high-end joy sticks. $1,000,000 or best offer.
>rtc@instrumental.com 920-6188

Hey, that's nothing. I've got a functional Atari 400 with a 410 tape
drive. I guess I could let it go for a cool quarter million; leave mail
if interested.

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

2961. PLEASE READ: Request for Submissions

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 05:48:31 UTC
From: news@uncc.edu
Message-ID: <2t3m3f$lbe@unccsun.uncc.edu>
Source record: 100736
Cross-posted to: alt.atari.2600,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Thankyou you very much for taking the time to read this.

Hi, I am interested in starting a list of Atari programming information sources. This list will include information on books, magazines, fanzines, technical documents, Special Interest Group newsletters, on-line tutorials, ftp sites, Email mailing lists, telnet services, and anything else dealing with programming on the Atari. I'm looking for sources of programming on anything from programming GEM to programming the MIDI port to programming the DSP in the Falcon and even programming on the Atari 800 if available. I also wish to make a comprehensive listing of hopefully all magazines published to date that deal with Atari, even if the magazine is not published anymore, but if back issues are still available I'd like to hear about it. Also if you use the Atari to program alot, I would like to know about books,etc. that you find useful in your programming, even if they aren't written for the Atari. I would like to get contributions that contain info on any Atari from the Atari 400 to the Jaguar to the MEDUSA040. Basically this list will include any and everything (hopefully) ever written about the Atari (tech stuff on the Atari 2600 will also be gladly taken). Please read below on how to make submissions.

My reason for starting this list is simple I have owned an Atari 130XE for over 9 years now and want to move up to a Falcon or beyond. I've been searching for sources of programming on the bigger and smaller Ataris for awhile now and have found hardly nothing. And no one I know of locally has even heard of the Atari so I'm hoping this list will help people, like myself, who have not been very successful in finding information sources for the Atari. I plan to put all the info I receive on all major Atari ftp sites, newsgroups and any mailing list(s) around, and will keep it updated to the best of my ability. Below is sort of an outline of how I would like submissions to be sent. Thanks again for all your help and I will do my best to make this list the best.

Submission Info::
For Magazines:
o Magazine Name
o Address (for subscription)
o Subscription rates
o Phone number
o type of Atari(s) covered (or type of programming covered,

i.e. M68k, C, Pascal,etc.)
For books:
o Title
o Author
o Publisher's Name (if available)
o ISBN
o Price (if available)

For Online-tutorials:
o Ftp address
o Directory
o Filename(s)

For telnet sites, gopher, www, etc:
o IP address
o Login:
o Pass:(if needed)
o Also instructions on how to find info,
subscribe etc. (if available)

Miscellaneous sources (Mailing Lists, Compuserve, Genie, etc.)
o Anything that isn't already covered
in AEO online for FAQs.
o For mailing lists
- Email Address & how to subscribe (if possible)

And anything else you feel is pertinent.

Email Submissions to: jonewby@unccsun.uncc.edu or jonewby@uncc.edu

P.S. Sorry for all grammar mistakes and spellings errors and also
for the long post. (It's about 2 in the morn here)

-*- ATARI siting: atari is listed in the dictionary file -*-
-*- of IBM's Qedit Advanced v3.0 -*-

2962. Atari 800 System for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 06:43:57 UTC
From: rmihara@OCF.Berkeley.EDU
Message-ID: <2t3pbd$dui@agate.berkeley.edu>
Source record: 100737

I am clearing out a bunch of old stuff and want to get rid of
an Atari 800 (48K) system. The following is what I have:

Hardware: Atari 800 CPU, 1050 Disk Drive, 1025 Printer, 1010 Program
Recorder, Koala Pad, Manuals.

Software: Atariwriter, Visicalc, The Home Filing Manager, Family Finances,
Conversational German, Basic, Joust, Dig Dug, Pole Position, Donkey Kong,
Star Raiders, Galaxian, Choplifter, The Seven Cities of Gold, Will Harvey's
Music Construction Set, Hard Hat Mack, Archon, Wizard and the Princess,
Zork I, Zork III, Castle Wolfenstein, Beyond Castle Wolfenstein, Star Trek,
Lode Runner, Zaxxon, Flight Simulator II, Jumpman Junior, Temple of Apshai.

I am asking for $125 or best offer. This stuff is in three rather
large boxes, so it would be best if I could find someone closeby
so that I could just drop it off. I'm located in Sunnyvale, CA.

If anyone is interested please send me some e-mail since I don't
follow this newsgroup regularly.

Randal Mihara
rmihara@sparta.sjsu.edu

2963. BOMBDOWN.COM

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 07:38:05 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940608003814.23412586@sonoma.edu>
Source record: 100738

I got a copy of BOMBDOWN.COM from the Games directory at the Umich archives today and it loads up with the title screen and stuff fine, but after I tell it to start the game the screen goes black with a few info lines on the top and bottom and nothing else seems to work..

I tried loading it under MyDOS and under no DOS (using Chaos-Loader).. both had the same effect.
I also tried it in 800 OS mode (versus 800XL mode)

Thanx for any tips on getting it to run

-bill

2964. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 08:53:56 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Jun8.085356.1728@cs.nott.ac.uk>
Source record: 100739

In article <Cqz59G.A1M@cs.vu.nl> ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>KENDRICK@sonoma.edu writes:
>>The speed capabilites of the Atari are:
>> 1.79 mhz CPU
>> 50 or 60 frames per second (50 = PAL, European. 60 = NTSC, USA.)
>
>The European PAL systems have a main clock of 1.773447 MHz and the
>American NTSC systems have on running on 1.79... (don't know the
>rest because I never use it in my calculations <G>) The clocks
>are _never_ above 2MHz as someone in a later post mentioned.

yeah! that was me (stands up and waits for someone to throttle him). I was
taking my information from Mapping the Atari Revised Edition, page 117,
where it states that PALs use a single clock running at 3MHz giving the
6502 a speed of 2.217 MHz, 25% faster than NTSC. Must be (yet another) mistake
in Mapping. I worked it out for myself last night (312*50*114) = 1.778400 MHz
for PAL 1 clock cycle = 562 us, and (262*60*114) = 1.792080 MHz for NTSC
1 clock cycle = 558 us.
--
- Raphael Espino 'Raf' - rje@cs.nott.ac.uk - back from his holidays......

2965. Re: PAL

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 09:49:47 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940608024945.23412235@sonoma.edu>
Source record: 100740

And the 562 vs. 558 scan lines is why most euro software is a bit..well..
taller than standard :) (luckily, 1084's have Horiz/Vert centering and sizing
muhahaha) (looks really tiny all shrunk down tho)

THe 50 cycles thing is what kills some euro software on NTSC 8bits, right? I
notice sometimes it's only when either

1) music (or certain 'instruments') is being played
2) certain PMG/s bounce around in certain vert. positions on the screen
3) .. a few others that I can't remember (oh yeah! getting the laser in that
TopMag94 Arkanoid clone.. cool looking game, however!)

what's with those 3 examples? anyone know?

bill
posts too much
kendrick@vax.sonoma.edu

2966. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 10:47:26 UTC
From: winston@merk.com
Message-ID: <Cr2rB3.1Fo@merk.com>
Source record: 100742

Well, the quick answer is that the 800XL is essentially a baby Amiga that can not play 2600 cart.s but can play its own cart.s, many of which are 8-bit classics such as PACMAN, ASTEROIDS, SPACE INVADERS, CENTIPEDE, MISSLE COMMAND, POLE POSITION, STAR RAIDERS. It can do some funky video tricks and there were a lot of game cartridges put out for it, many of which are considered the most "playable" video games produced, even until this very day! The game console equivalent of the ATARI 800XL is the ATARI 5200 (and --NO-- the ATARI 800XL can not play the 5200 cartridges directly, to the best of my knowledge.)

That's the quick answer. I hope it has been of some help.

2967. Re: OH NO! KILLED JVIEW!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 12:29:34 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2t4djf$ath@theopolis.orl.mmc.com>
Source record: 100747

In article <940607153210.2341167d@sonoma.edu>, KENDRICK@sonoma.edu writes:
|> AHH! NO!! I'M SUCH A DOLT!
|>
...just had to leave this line in!

|> so I know folks (including, duh, Jeff Potter himself) on Internet have copies,
|> so I'm wondering if any of you JView-users with FTP access could put a copy of
|> it into the 8bit\New directory??!

...my conscience prevents me from FTP-ing it directly in. I get access to the
Internet/USENet News through my job. Posting JVIEW to the umich archive (being
that I ask for shareware registration) seems too much like I'm taking advantage
of this privilege for my own gain. Someone else, please repost it for Bill.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2968. Re: New Breed Stuff at UMICH! NOPE!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 12:34:00 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hcyufWo.lmcclure@delphi.com>
Source record: 100741

In a message dated 6-6-94, KENDRICK@sonoma.edu said:

"btw- to Amiga Commodore 1084 monitor users, anyone ever
have a problem with the screen dying - ie, I guess no power
getting to it? "

If it is a 1084, and not a 1084s, it might be cold solder joints at the base of the flyback transformer. This is easily fixed by opening the monitor and reheating the joints to reflow the solder.

The flyback is rather easy to identify, as it is the largest, heaviest thing on the printed circuit board! <grin>

If this does not help, or if you need more info, post a message in comp.sys.amiga.hardware if you have access to it. More than likely, you'll find several people there who can suggest the most likely solution to the problem with your 1084.

2969. 800XL offer - Amazing response! No more!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 14:53:46 UTC
From: WEVERS@PURCCVM.BITNET
Message-ID: <94159.095346WEVERS@PURCCVM.BITNET>
Source record: 100745

WOW! I did not realize how many of you there were still left
out there! My compliments. I have received many more requests than
I can handle, although I believe I may have one other 800 or 800XL
available.

Thanks for getting back so quickly. Almost makes me want to go
back and work with the system again!

bill evers

William D. Evers, PhD, RD Internet: wevers@vm.cc.purdue.edu
Department of Foods and Nutrition Voice: 317-494-8546
1264 Stone Hall FAX: 317-494-0674
Purdue University
West Lafayette, IN 47907-1264

2970. Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 18:59:31 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940608115945.23412d80@sonoma.edu>
Source record: 100746

That quick answer about an 800XL seems to be a 1982 answer! :)

Atari 8bits can do hard drives, printers, 19.2k bps modems, 4096 colors, decode and recode all sorts of 'popular' file formats (compression, graphics, sound). Atari 8bits can be networked together or even 'networked' to an IBM as a file-server. As far as BBS networking, they do that too.. all over the GLOBE!

Games are just 1/2 of it! (My favorite half, of course, but still... only half!)

I guess the best way to see WHAT the 8bit can do, like HARDcore, as far as software only, is to check out the better European demos.. Sure, they get boring, but they do all sorts of things like pseduo-horizontal-DLI's, great digitized music, pseudo-blitter graphics, great animation, on-the-fly decompression, and on and on.

Sure they're boring and the scrollers are usually in an unreadable (to use single-languaged dolt Americans) language, but they do show off the power.

I sorta wish more of the cool stuff was done for PRACTICAL things, rather than just to 'show off'... but... it's fun to go through an "Atari-8bit-owner-ego-trip" by showing off to non-8bitters all the keen stuff :)

2971. I'LL TAKE IT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 20:11:47 UTC
From: christopher.mckeen@tbbs.uucp.netcom.com
Message-ID: <9406082011.A3349wk@tbbs.uucp.netcom.com>
Source record: 100749

> I have an 800XL, double disk drive, text-to-speech converter
> and a bunch of cartridges and software that are no longer being
> used.
> If anyone would like them, please let me know. I would only ask
> that
> you cover shipping cost.
>
> Reply to my address since I do not track this group.
>
>
> bill evers
>
> Bill Evers / \
> wevers@vm.cc.purdue.edu | Life is a lemon and |
> | I want my money back. |
> | |
> | Mmmuh..Mmmuh..Meatloaf |
> \ /

I'll take it...Let me know what the shipping charges are.

mckeen@tbbs.uucp.netcom.com

2972. Re: Atari 800/850 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-08 21:55:30 UTC
From: dlacroix@guilder.bevd.blacksburg.va.us
Message-ID: <2t5eoi$1m1@solaris.cc.vt.edu>
Source record: 100751
Cross-posted to: dc.forsale,comp.sys.atari.8bit

Luigi Morelli (luigi@East.DELFIN.COM) wrote:
: Atari 850, 1050 disk drive, cassette recorder, color monitor,
: printer, books and tons of SW $150

: Atari 800, 810 disk drive, cassette recorder, 1020 color printer,
: books, cartridges, tons of SW $75

: Everything in excellent working order. If interested, e-mail at address below. I can arrange delivery within 25 miles of Dulles Ai
: Luigi Morelli
: luigi@east.delfin.com

Anyone who is STILL interested in atari stuff, I have an atari 800XL (built in basic) which I'd LOVE
to get rid of, I have nothing except the console system, which works for basic, and the cartridge
(dig dug) which came with it. (I will even throw in the power supply)
$15

My roomate's Atari 65XE and 1200XL are also basically up for grabs.
E-mail for more info.
--
dlacroix@guilder.bevd.blacksburg.va.us (the newest addition to the net)
dlacroix@vt.edu
dlacroix@onyx.pvcc.cc.va.us

2973. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 00:05:58 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jun9.000558.13035@iglou.com>
Source record: 100748

You can get lots of Atari 8-bit software by FTP from
atari.archive.umich.edu. For a faster term program, I would recommend
Bobterm, or FlickerTerm if/when it becomes available. I know they have
Mydos, and the shareware version of Spartados should be there by now. If
you download a DOS, you will need Diskcomm 3.2, a program that turns boot
disks into files and back. You will also need Super Unarc for any .ARC
files you find.

--
Bill Marcum bmarcum@iglou.com
"Why don't you tell your dreams to me?
Fantasy will set you free" Steppenwolf, "Magic Carpet Ride"

2974. Re: TurboFile For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 03:01:30 UTC
From: kamaro_kid@delphi.com
Message-ID: <Ju3vn+6.kamaro_kid@delphi.com>
Source record: 100750

Sold for $60.00

Verify that you still have them, and I'll mail you a check.

Please reply by email, Ben.. at kamaro_kid@delphi.com

-Jim King aka Kamaro Kid

2975. I'LL TAKE!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 04:48:12 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940608214822.23412462@sonoma.edu>
Source record: 100752

mckeen@tbbs.uucp.netcom.com Wrote:

I'll take it...Let me know what the shipping charges are.

BUT! Before that, in the message he was replying to, wevers@vm.cc.purdu.edu wrote!:

Reply to my address since I do not track this group.

OOPS! Looks like that was missed! :)
I hope for 'mckeen's sake that nobody else has mailed w.evers yet! :)

BUT, enough nagging.. What >I< want to know is how some people like w.evers go and give away their 8bit systems, and other people try to sell them! (for $100,000,000, for example hehe .. no, but seriously). Is it that people like w.evers never find out how much their systems are worth? or that they don't care about money and just want to get rid of it / give it a good home / create some extra space in their closet ???!??

THis is CRAZY!

2976. test

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 10:25:57 UTC
From: Mario.Trams@Informatik.TU-Chemnitz.DE
Message-ID: <9406091024.AA00364@jota.informatik.tu-chemnitz.de>
Source record: 100753

```
Sorry !
This is only a test for writing a message to a newsgroup.
I hope this message will be posted correctly.

Mario
```

2977. 130xe & stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 11:41:35 UTC
From: DARRYL@tis.kelly.af.mil
Message-ID: <100FDE1EE7@tis.kelly.af.mil>
Source record: 100754

I have the following stuff for sale. If interested in any items,
Please reply via e-mail if possible. (I have only one of each)

ITEM PRICE
==========
Atari 130XE, P.S., Manual.....$45.00 + $5.00 shipping
Indus GT, Case, P.S., Software & Manuals....$35.00 + $7.00 shipping
XM301 Modem, Manual.....$10.00 + $3.00 shipping
CX85 Numeric Keypad, Sotware, Manual.....$ 5.00 + $2.00 shipping
1027 Printer.....$10.00 + $7.00 shipping

Wico Boss Joystick
QuickShot II J.S.
Atari Paddles.....(All three)..$ 5.00 + $2.00 shipping

1020 Plotter, Condition unknown
1010 Recorder, Condition Unknown..(both)....$ 5.00 + $3.00 shipping

Software-.....($5.00 ea. piece, shipped)
Assembler Editor Cartridge w/book
Rambrant, Final Conflict, Necromancer, Oreily's Mine,
Witness, Sargon II, Zork I, Syntrend, Castle Wolfenstein,
Print Shop, Print shop companion
Silicon Dreams, Jewels of Darkness,
Atari Home filing manager, Print Power,
Awardware, and S.A.M. (Software Automatic Mouth)

Books-.....(make an offer)
Mapping the Atari - Original Edition
6502 Assembly language programming
Atari Games & Recreations
Compute's 1st & 2nd Books of Atari
101 Atari programming tips & tricks (basic)

I will entertain offers on the entire lot.

==========
== dfwright@sadis05.kelly.af.mil // Darryl F. Wright ==
== darryl@TIS.kelly.af.mil // My views are MINE. *ONLY* mine. ==
==========

2978. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 14:46:04 UTC
From: kamaro_kid@delphi.com
Message-ID: <Z46s-M8.kamaro_kid@delphi.com>
Source record: 100655

Jeff:

I have an omniview 80 ROM that I'm not quite sure what to do with. Will this ROM just plug into ANY machine and provide 80 cols. off the bat?

Any assistance appreciated.

-Jim King
kamaro_kid@delphi.com

2979. Re: Star Raiders 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 14:47:23 UTC
From: kamaro_kid@delphi.com
Message-ID: <ZayPH27.kamaro_kid@delphi.com>
Source record: 100656

True, the gameplay itself is fairly easy -- but I do get involved,
especially when invading the Zylon homeworlds..

But, 3 hours to conquer! WHEW!

-Jim King
kamaro_kid@delphi.com

2980. Re: Sob!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 14:51:54 UTC
From: kamaro_kid@delphi.com
Message-ID: <Z47uP86.kamaro_kid@delphi.com>
Source record: 100657

Bill Marcum <bmarcum@iglou.iglou.com> writes:

>Do what I do. While you're logged on with the new machine, use the Atari
>to show gifs or play games while you download. I sometimes even use
>Textpro to take notes of addresses and such.

Actually, the PC Compat. (EPSON Laptop) only gets used while I'm on the road or away from my Atari. My Atari mux system will always be my primary computer.

I simply mentioned that I'd no longer suffer the deprivation of this newsgroup when away from home... As I just came back from a couple of weeks along the west coast (Bay area to Seattle) - and had to keep up with my reading via the Epson laptop.

Let me tell you that the Atari _IS_ a lot friendlier to use!

2981. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 14:53:41 UTC
From: kamaro_kid@delphi.com
Message-ID: <Z6zOvw9.kamaro_kid@delphi.com>
Source record: 100658

I quite agree. I think the 8bit Atari could easily be adapted for using a FAXMODEM. Take a 320k upgraded machine, and force the program to utilitize a ram/harddisk for virtual storage of the fax image.. then have the option to save to disk or dump to printer.

Somebody will eventually take up this challenge. How about Pab Sungenis?

2982. Re: Color printer support for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 14:56:14 UTC
From: kamaro_kid@delphi.com
Message-ID: <Z4zvPe+.kamaro_kid@delphi.com>
Source record: 100659

Actually, per several articles in Atari Classics Magazine, several laser jet (bubble jet) printers have been tried successfully.

The few names that come to mind are:

Canon Bubble jet and HP500 inkjet

2983. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 15:01:50 UTC
From: kamaro_kid@delphi.com
Message-ID: <Z40MnE2.kamaro_kid@delphi.com>
Source record: 100660

Glenn M. Saunders <Krishna@max.tiac.net> writes:

>slower than Y-batch. I think Jim King said he did a test on it and it
>was slower than Ybatch. There is no way I'm going to use a slower
>protocol as my default.

Correct. I did examine the speed differences between YMODEM 1k and YMODEM
BATCH and LMODEM and Zmodem. Seems that Zmodem was the slowest
of all the protocols tested.

This was a 100k download at 9600baud using a Hayes Ultra v.32 9600 modem.

-James King
kamaro_kid@delphi.com

2984. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 15:03:30 UTC
From: kamaro_kid@delphi.com
Message-ID: <R68O3a6.kamaro_kid@delphi.com>
Source record: 100661

Mike W. Todd <bz284@cleveland.Freenet.Edu> writes:

>time I was one of the few using a 14.4 on an 8bit... Still, Clay just doesn't
>want a bunch of Beta copies out there until he gets it to a point he's

Hmm. I have a Hayes Ultra v.32bis 14.4k modem on my 8bit Atari.. Perhaps
I could assist with the high speed testing! [grin]

-James King
kamaro_kid@delphi.com

2985. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 15:06:26 UTC
From: kamaro_kid@delphi.com
Message-ID: <R60vnw6.kamaro_kid@delphi.com>
Source record: 100662

Chad Wagner <cmwagner@inca.gate.net> writes:

>It seems they would rather not sell anything, they certainely don't answer
>the phones, and I don't have the patience to play around, if your in business
>then you should answer the phones, if your not then close up shop and
>disconnect the phone number.

Actually, Mike works odd hours.. Try calling at around 6pm Pacific Time
and you'll probably get ahold of him.

$10.00 is a reasonable price for SpartaDos? I beg to differ. I think Mike's
asking registration of $19.95 is more than reasonable.

-James King
Kamaro_kid@delphi.com

2986. FOR SALE: Star SG-10 printer and interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 15:34:19 UTC
From: krieg@point.cs.uwm.edu
Message-ID: <2t7cprINN7sq@uwm.edu>
Source record: 100663

I have for a sale a fully-functional Star SG-10 printer and an interface for the Atari 8-bit computers. I forget the name of the interface (it's at home, I'm at work), but it daisy chains into a serial port, and gives you a new serial port. I'll also throw in a desktop stand. This elevates the printer a few inches off of your desk (for paper feed box) and has a paper catch tray (for output).

Price: $75 or best offer (shipping is included)
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

2987. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 15:39:06 UTC
From: jjmcwill@next5
Message-ID: <2t7d2q$ik4@mtu.edu>
Source record: 100664

kamaro_kid@delphi.com wrote:
: Jeff:
:
: I have an omniview 80 ROM that I'm not quite sure what to do with. Will
: this ROM just plug into ANY machine and provide 80 cols. off the bat?
:
: Any assistance appreciated.
:
: -Jim King
:
Jim,

Well, are we talking about a ROM for the Atari 800, or an XL/XE type
OS ROM? Versions of Omniview were made for both machines. I'm clueless
about the 800 type, but I could certainly offer some help with the
XL/Xe version.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

2988. Anyone want an XM301 300 baud modem?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 15:51:36 UTC
From: krieg@point.cs.uwm.edu
Message-ID: <2t7dq8INN80b@uwm.edu>
Source record: 100665

```
$7.50 and it is yours! Includes complete docs.
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =
```

2989. How many were sold?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 16:01:35 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <2t7ecv$o7e@dux.dundee.ac.uk>
Source record: 100685

Just how many 8bits were sold?

Rod

--

```
================================================================================
| Roderick McCall : 2nd Year Bsc Computing Sci & Accountancy |
|email rmccall@mcs.dundee.ac.uk ______ C= |\miga A600 Computer, Atari F030 |
|1994/95 President of Lip Theatre Co- (Dundee Univ Drama Society) |
| "Oh, lovely Hands there Vic" |
================================================================================
```

2990. atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 17:32:54 UTC
From: lamcw@aston.ac.uk
Message-ID: <Cr54qu.KJt@aston.ac.uk>
Source record: 100666

why are people still so concerned with the old atari 8 bitters? they were great machines in their hey day (i used to have one) albeit expensive. there's better stuff around...

nostalgia can get in the way of progress.

the best use for old atari software is for PC/Mac emulation... anyone know of any?

chris lam,
aston university,
u.k.

2991. Re: PAL

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 17:51:19 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2t7kqn$mi@theopolis.orl.mmc.com>
Source record: 100668

In article <940608024945.23412235@sonoma.edu>, KENDRICK@sonoma.edu writes:
|> And the 562 vs. 558 scan lines is why most euro software is a bit..well..

well not quite...NTSC is 525 lines, PAL is 625 lines. But the Atari
generates about half that many (262 for NTSC, can't say for PAL).

|> THe 50 cycles thing is what kills some euro software on NTSC 8bits, right?

I'm pretty sure it's because the PAL systems have a bunch more time during
the vertical blank period to do stuff before it runs into the active region.
So when you try those VBI routines on an NTSC system, they run out of time,
with varying results.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

2992. Bounty Bob is Back....

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 18:40:49 UTC
From: eric.palm@drs.state.ct.us
Message-ID: <9406091413491219@drs.state.ct.us>
Source record: 100667

Getting back to a discussion on the availability of the great game Bounty Bob Strikes Back on cartridge for the Atari 8-bit. I found an FTP site awhile ago that had a bunch of Spectrum ZX-80 .SNApshot files for the Spectrum emulators that youcan get for MS DOS and the Atari ST. I found in the collection of files I download, what else, but Bounty Bob SB. I finally got to play this great game, although it's not the Atari version. There are a number of other good games on the site. I should check into where the FTP site is, but I doubt I could find it, unless I did an Archie search for some of the files I got.

Eric

2993. atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 19:24:33 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940609122445.23412624@sonoma.edu>
Source record: 100669

Chris Lam was going on about how 'theres better stuff around' than Atari 8bits. Like what? This here 'powerful' IBM PS/2 I'm using?! HAH! It takes longer to do stuff on this machine that it does on my Atari.

Sure, it has pretty colorized 80 column text and 320 x 200 x 256 graphics, but what ever uses it? Ok, so CShow is good for the graphics I admit, but I can view 4096 colors, 64 colors, 8 colors, 16 greys, 256 colors and on and on here on my Atari 8bit as well. Well, let's see what else uses this powerful machines graphics... games? Oh.. yeah, the games on IBMs are jokes.. unless you have a CD ROM or at LEAST a soundcard. I have neither. I don't even have a joystick or a mouse. I have this crappy, cramp-giving "IBM PS/2 Keyboard".

Well, let's see. I love to program. Hmm.. I have QBASIC. Ok, that only takes about 5 minutes to load off of this slow hard drive. TurboBASIC XL seems to go faster IMO anyways, and I happen to like old-fashioned interfaces for BASIC, it becomes miserable trying to use that 'nice, windowing environment' when all it ever does is check my syntax when I don't want it to. I could pirate a copy of Turbo C from my college, but why waste the time and space? The thing has a more miserable interface than QBASIC and Edit!

Oh, I know.. there's that lovely DOSSHELL I can use.. If I want to wait 5 minutes for it to load too (WHAT IS WRONG WITH THIS THING'S HARD DRIVE!?)

"Ok," you say, "just get a better IBM!" - WHAT!? I paid >> $0 << FOR THIS! I'm not going to shell out $2500 for some DOS machine!

I WANT A MAC! :) But those are even MORE expensive!

So.. ok, ahem. :) sorry.. I guess the reason >I< am sticking to my Atari 8bit is this:
1) it's cheap - there are so many other friendly users out there who've LITERALLY DONATED STUFF TO ME! (or at least 'loaned it to me for a long time with no charge') - Action!, my upgraded 1200xl motherboard, my SIO2PC interface hardware, Quick (Marek, I remember you! I have money now! Contact me! :)), and on and on...
2) other computers are expensive - like I said, this PS/2 is crap, but I did pay $0 for it and it has come in handy for doing telecommunications since I accidentally killed my Atari's POKEY chip (which is now replaced and restless for my old modem :) .. or a R:P:Conn :))
If I wanted a DOS machine to USE as a DOS machine, not as a fancy GIF viewing, fileserving dumbterminal, I'd go all out to get 'the best'.. Those are the only USABLE machines. And no, I wouldn't use it for games.. I have quite enough games to keep me company for a very long time on my 8bit alone.
3) I love it - my Atari 1200xl was my very first love.. seriously.. then came that girl in 7th grade, but that's another story :) .. sure, I get

quite pissed/frustrated at it, but it's like that with ALL computers
4) it's FUN! It's SOO fun to program, to play games, to program games,
etc.etc.etc.. it's tedious on any other machine - especially in this
great popular (OLD, ARCHAIC) language "C" .. (I need to learn C++ :))

Anyways, god, I made another huge post and all this is about is why I like my
Atari! (and happen to hate my IBM :))

Sheesh... somebody shoot me :)

2994. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 21:36:05 UTC
From: kamaro_kid@delphi.com
Message-ID: <pw6O361.kamaro_kid@delphi.com>
Source record: 100670

I dont know, I'd have to agree with your review of the XEP80. I'm using it right now to access Delphi at 2400bps.

This thing will do a clean 4800, and the font is very legible.

-James King
kamaro_kid@delphi.com

2995. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 21:39:03 UTC
From: kamaro_kid@delphi.com
Message-ID: <hw6vnw-.kamaro_kid@delphi.com>
Source record: 100671

Jeffrey J. McWilliams <jjmcwill@next5> writes:

>Well, are we talking about a ROM for the Atari 800, or an XL/XE type
>OS ROM? Versions of Omniview were made for both machines. I'm clueless
>about the 800 type, but I could certainly offer some help with the
>XL/Xe version.

This ROM came out of an Atari 800xl... Not sure if the machine had anything
else in it, but looked pretty much stock.

Didnt bother to boot the machine up with the ROM in it, as the machine was
filthy dirty and wasnt sure if it would blow up or not.. So I
pulled out the rom and washed the XL.. Havent done anything else with
it YET.

2996. Re: atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 21:42:14 UTC
From: kamaro_kid@delphi.com
Message-ID: <pyzMfw2.kamaro_kid@delphi.com>
Source record: 100672

Why the concern with WHY we still enjoy using these old Atari computers?

Why does it bug/aggravate you to know that people still make use of them?

How does using these machines impede progress?

Also, per Dragon magazine and several other reputable rags, ported Atari 8bit software generally is less attractive and less stimulating than the original thing.

-James King
kamaro_kid@delphi.com

2997. Atari 8-bit computer items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 22:17:25 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097FB4C.43CE7840@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100673
Cross-posted to: misc.forsale,misc.forsale.computers.other,comp.sys.atari.8bit

The following "stuff" (hardware, software, books) will be sold to a
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last. When problems are known to exist, details are given.

Monitor-
1. Monochrome monitor, composite video, no sound, excellent for
80-column work, text-intensive applications and BBS. Picture on
this monitor is MUCH sharper than any color monitor will provide.
Atari 800 computer, 48K, works very well.
Atari CX853 16K RAM memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool
Joysticks- various types and shapes, all tested and working well.
Atari 1030 Modem with manual
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)

Hardware for sale as-is:
Atari 1010 Program Recorder - belt of mechanism inside came off.
Atari 1010 Program Recorder - save: ok, load: no.
Main units only, without cables.

Power supply cable for XL series. Non working, but may be useful, e.g.,
for those who want to convert to an IBM single power supply and need the
part of the cable that includes the plug for the computer. Or whatever!

***** SOFTWARE *****

Cartridges-
==========

BASIC (CXL4002) withlike-new manual.
BASIC (CXL4002) without manual.

Disks- (All are original disks)
======
TimeWise with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Atari Translator
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler
Atari DOS 2.5 with manual

plus about 50 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual

Books-
======

Bill Carris- Inside Atari BASIC
Albrecht, Finkel and Brown- Atari BASIC
Original box for 1050 drive (drive not included, only box)
Atari 400/800 News Bits published by Atari, Number one 1979
Number two 1979
Coan & Kushner- Basic Atari BASIC for the 400,800, and XL.
Atari 410 Owner's Guide
Atari 410 manual
Atari 820 printer manual
Atari 810 disk drive and Introduction to the DOS
Atari 400/800 DOS II Reference Manual
2 atari 400/800 Personal Computer 3-ring binders
Oasis BBS manual (printed on a dot-matrix printer... in case anybody needs...)

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

2998. Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 22:58:41 UTC
From: lordthan@news.delphi.com
Message-ID: <2t86r1$ngi@news.delphi.com>
Source record: 100674

Well, I acquired an old Hayes (genuine Hayes...oohhh...) 2400 baud modem
to attach to my 800XL system, so it's time to start downloading. :)

However, I've no idea what the current "must have" softwares are. From
what I've read here and in other places, I understand that the following
programs (from atari.archive.umich.edu) are essential, and I have
downloaded them as such:

dskcom32.arc
dskutil.arc
ftesd32f.dcm
ftesdtka.dcm
mydos451.arc
supunarc.uue

I also downloaded BobTerm but haven't played with it yet. SpartaDOS is my
primary operating system. Can anyone recommend other programs and/or
files that I might want to download?

Oh yeah...Can anyone recommend any good games I might want to look at?
(Please keep the Tetris-type games outta the list; I'm SICK of "tris" games!)

+-+-+-

2999. Re: atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-09 23:59:24 UTC
From: krishna@max.tiac.net
Message-ID: <2t8acs$itg@sundog.tiac.net>
Source record: 100675

CW LAM (lamcw@aston.ac.uk) wrote:
: why are people still so concerned with the old atari 8 bitters? they were great
: machines in their hey day (i used to have one) albeit expensive. there's better stuff
around...

: nostalgia can get in the way of progress.

: the best use for old atari software is for PC/Mac emulation... anyone know of any?

This is a classic case of flame bait. It is a waste of time for net
jumpers to invade special interest newsgroups and asking them WHY they
are interested. The purpose of these groups is to bring people together
who already are interested, not for people like you to crash in and ask
us to validate ourselves.

I've surprised a LOT of ex-8-bitters when I started telling them what has
happened on this platform since they left. I'm sure if you read some
more of this newsgroup you'd understand that your conception of the
limits of the 8-bit are a bit outdated :)

3000. I'LL TAKE!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-10 01:16:47 UTC
From: christopher.mckeen@tbbs.uucp.netcom.com
Message-ID: <9406100116.A3691wk@tbbs.uucp.netcom.com>
Source record: 100679

> mckeen@tbbs.uucp.netcom.com Wrote:
>
> I'll take it...Let me know what the shipping charges are.
>
> BUT! Before that, in the message he was replying to,
> wevers@vm.cc.purdu.edu
> wrote!:
>
> Reply to my address since I do not track this group.
>
> OOPS! Looks like that was missed! :)
> I hope for 'mckeen's sake that nobody else has mailed w.evers yet!
> :)

Damn UUCP software sent it to news insted of E-mail...I'll SUE!!! ;)

3001. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-10 04:04:36 UTC
From: kamaro_kid@delphi.com
Message-ID: <xK4OHA8.kamaro_kid@delphi.com>
Source record: 100676

Uh, thats DISAGREE with Glenn Saunders review of the XEP80.

-James King
kamaro_kid@delphi.com

3002. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-10 05:19:15 UTC
From: ricortes@delphi.com
Message-ID: <5u4NvAz.ricortes@delphi.com>
Source record: 100677

Well, I'm off soldering so I won't be doing any code for a while, but; $.02
You know, when I think about it, I hate the way the entire screen scrolls on
a normal term program. I always lose my place as the lines jerk up & the
damm thing has scrolled off the screen by the time I find my place. I would
be perfectly happy to have the cursor get to the bottom & then just jump
back to the top with maybe clearing a line. That'd take the brute force
8k block move down to a Zero(MSC,320). Nudder thang; I've always thought it
a waste of screen to do 'i' as even a 3 bit char, 2 would be plenty. If I
were rewriting some of my terminal stuff, I think I would default to a max
6 bit wide char with the 2 unused bits of a character used to encode how
many bits wide the thing is for ASL or what ever. You'd end up with a
proportionally spaced text that should be the most readable & would still
give 80 columns in most cases. So when you'd look at the 1st byte in an
'i' character, it would be 2 meaning increment the x position by two.
Something like a '*' would be have a 4 for the first byte.

3003. Re: Looking for AXLON-compat. text editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-10 05:28:33 UTC
From: ricortes@delphi.com
Message-ID: <5s5Nn65.ricortes@delphi.com>
Source record: 100678

To get it in 80 column mode, just type <control>A then hit reset. Hold down the start key while typing to change screen colors. There's a lot of other features <maybe> like built in ramdisk handlers, but if you may not have that version.

3004. ASYLUM ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-10 07:52:33 UTC
From: ntricht@cip.e-technik.uni-erlangen.de
Message-ID: <2t9641Eptg@uni-erlangen.de>
Source record: 100680

Hello world !

Have anybody solved this fucking game ASYLUM ??

How can I get the bomb ? How can I pass the door in this rat labyrinth ?
What's about this transporter ?

For 5 years now I've been playing this game ! !

You know an answer to my questions ? Mail me, please :

ntricht@cip.e-technik.uni-erlangen.de

Thanks

Norbert

3005. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-10 15:53:37 UTC
From: hansolo@ripco.com
Message-ID: <Cr6uu9.1Az@rci.ripco.com>
Source record: 100686

ROBERT STOUT (rstout@legend.akron.oh.us) wrote:
: I imagine Chris Olson is haunting this newsgroup for sentimental reasons.
: What a person to answer questions about the 8-bit!!!!
: I thought "my-computer-is-better-than-yours" was kind of off-topic (or
: in Chris's case "anything-is-better-than-an-8-bit").
Look...I stopped using the ATARI seven or eight years ago. I found this
newsgroup amidst other computer system newsgroups, and yes, I was reading it
for sentimental reasons. However, _when_ I used the Atari (I still have 2
atari's btw) I programmed in assembler & turbo basic (even pilot!) and knew
quite a bit about the machine's capabilities. Seeing as how I had been gone for
seven or eight years, I wasn't aware of the recent resurgance of the 8-bit. I
posted a response to the person who asked about atari, and got most of the
information right. I also told him that in my opinion, an IBM is a more
powerful machine, and the right thing to buy. That's my opinion. If you are
pressed for money, or don't like the IBM, then buy an ATARI, or an amiga, or
whatever the hell you want! It's my goddamn opinion! Deal with it!
When I purchased an apple 2gs in 86, Atari was just about done for!
They were virtually bankrupt, ALL the dealers had disappeared, and modems had
gone from 300 baud to 2400 baud. Gee, with this kind of post purchase support, maybe I
should buy
another one now! Let's see, a nice 800xl with all the upgrades would be
ideal, right? Maybe it's different in your area, but in the Chicago area, the
only place you find 8 bit atari's for sale are at garage sales, and _maybe_ a
consignment store (not to mention newsgroups...)
The atari is the best machine in the world, right? It can do things that
no other machine can do. I should throw my apple and ibm OUT the window and
say, YES! I'm a converted ATARI user once again! Please. The Atari is a
good machine. I believe, though, that more powerful machines are available
and are a smarter buy, given enough money. What do I do if I have a problem
with the 1010 disk drive? Take it to the nearest atari dealer...Where would
that be, Sunnyvale, CA? The home of atari corp. hq? Oh, sure. I could post
here and say I HAVE A PROBLEM WITH MY 1010! I would no doubt get answers
saying...well, then buy an XF551! Or, I would get someone who has a part
available overseas in Sweden or something. I think I've made my point. You
can say what you want -- long live Atari, etc. Again, I like atari. I think
it's still a decent machine. It is 8-bit. Tell me how hard you have to look
to find a dealer. Is there a tech support line? Or, can you take it to your
nearest computer store to have it fixed? I find logic that says, buy a
machine with very few dealers and offers questionable post-purchase support a
bit flawed. Maybe I wasn't the right person to answer this guy's question.
Instead of replying to me, why don't you give the guy an answer? Tell him
what you think, instead of wasting your time replying to me about my apparent
lack of knowledge about the 8bit -- also, newsgroups are for information, are
they not? Someone tell me if this is untrue. I gave, for what I knew at that

point, information to someone...Some of this info. was flawed. I corrected myself in a second post. I also said in that post, I didn't mean to flame the atari, and that it was a good machine. My opinion still stands. What you posted to me was not useful. E-mail me if you want to talk further. Wasting bandwidth is never a good idea, especially if you post senseless garbage like you did.

--

Chris Olson ___....-----'---'-----....___

Hansolo@GOLDEN.RIPCO.COM ======================================

IHTFP Shop 12, INC. ___'---..._______..---'___

(___) _|_|_|_ (___)

"Let's see if we can get ____.-'_.---._'-.____//

their attention!" '''''.__`---'__.'''''

'''''

Admiral Riker, "All Good Things..."

3006. Re: atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-10 19:32:24 UTC
From: bryedewa@news.delphi.com
Message-ID: <2taf48$6ja@news.delphi.com>
Source record: 100687

I would agree that the 8-bit my first love and I will always keep it around but I couldn't come up with all the advantages over modern computers you did. Fact is, there are things you just cannot do on an 8-bit, but if the 8-bit does what you want done, it may be a more direct solution. I think the 8-bit is more of a relaxation piece to me. It's a familiar place to relax and work with hardware I can understand and control, but I won't spend tons 'o bucks trying to get it to do things it was never intended to do.

-Bry

3007. Re: atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-10 19:35:49 UTC
From: bryedewa@news.delphi.com
Message-ID: <2tafal$6mf@news.delphi.com>
Source record: 100688

krishna@max.tiac.net (Glenn M. Saunders) writes:

>CW LAM (lamcw@aston.ac.uk) wrote:
>: why are people still so concerned with the old atari 8 bitters? they were great
>: machines in their hey day (i used to have one) albeit expensive. there's better stuff
around...

>: nostalgia can get in the way of progress.

>: the best use for old atari software is for PC/Mac emulation... anyone know of any?

>This is a classic case of flame bait. It is a waste of time for net
>jumpers to invade special interest newsgroups and asking them WHY they
>are interested. The purpose of these groups is to bring people together
>who already are interested, not for people like you to crash in and ask
>us to validate ourselves.

I don't know if this is exactly flame-bait. He wanted to know what is so
good about these machines, and we should be ready to answer. I would
consider flame-bait to be more aggressive like "You 8-bitters are stupid!".

-Bry

3008. Re: New Breed Stuff at UMICH! NOPE!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-10 20:07:18 UTC
From: cmwagner@gate.net
Message-ID: <2tah5m$iag@tequesta.gate.net>
Source record: 100689

KENDRICK@sonoma.edu wrote:
: MAN! It's 1:30am right now! What time is it in Michegan? Like 3:30 or 4:30!?
: WHO IS ON THERE!? (At least 60 anonymous's!) Yikes!

There is always someone on, use ncftp and use the redial switch, :).

: Anyways, if I DO get on, but don't have a lot of time, I'll at least put up my
: best/newest three programs:

Hopefully we will see them soon, :). I would try e-mailing the files, it is probably the best way.

3009. Oddball DRAMs

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-10 22:09:02 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9406102156.AA24135@phinet.smithkline.com>
Source record: 100690

I have a drawerfull of those strange 128K DRAMs that were used in the original (6MHz) IBM AT's. I've never any other computer that used these things. They look like two 64K DRAMs stacked & soldered together. I guess maybe they could be used as 64K DRAMs if you desoldered them (not worth the effort).

Anybody out there ever mess with these? Is there some way to easily make use of them in a Classic Atari? Or do I just have a drawerfull of museum curiosities?

- Ben Poehland

3010. Re: atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-10 23:29:35 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <113934@cup.portal.com>
Source record: 100692

I'll ignore the pathetic flamage that started this thread, but
I want to ask a question.

> Sure, it has pretty colorized 80 column text and 320 x 200 x
> 256 graphics, but what ever uses it? Ok, so CShow is good for
> the graphics I admit, but I can view 4096 colors, 64 colors, 8
> colors, 16 greys, 256 colors and on and on here

You keep bringing up this 4096 color claim; on what do you base
this? Dithering is one thing, but the Atari only has a maximum
of 256 distinct colors.. and other limits.

I like my Atari and my PC, I see no reason to slam either one.

Oh, and a new PC system that would be much faster than your PS/2
would be cost much less than $2500.

Jeff_M_Lodoen@cup.portal.com

3011. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 00:01:48 UTC
From: krishna@max.tiac.net
Message-ID: <2tautc$i5c@sundog.tiac.net>
Source record: 100691

Chris, most of the 8-bitters here have been with the 8-bit for some time, or came upon it as their first computer more recently. If I had never owned an Atari 8-bit I would NOT own one now, even if I knew what I was missing, because my ties to the Atari are due to my FAMILIARITY with it. It is like an old best friend, and I wouldn't want to get rid of it.

I would not suggest any potential computer user choose the Atari 8 as their primary computer unless their needs could be met by it, and this is no longer always possible because people want fax and linux and all this other stuff more and more.

But when someone shows interest in the 8-bit I try to keep them interested as long as I can, because it can get lonely here.

Simple cost<>benefit analysis shows that in order to supercharge your 8-bit you will pay more probably than you can find a forsaken 286 system when all is said and done. But it is much more than mere money. When you have been using a machine for 10 years, you tend to want to continue with the machine you have built up a large library for rather than start as a newbie with something else. It is almost worth it just to see the Atari8 pushing hard drives and parallel floppies to remove the still bad taste leftover from the DOS 2.5 single sided single sided standard which plagues us still.

I also believe this logic is illusory because at least when I explored what it would take to get an A1200 with enough stuff to keep it from being wholly underpowered I was already over the magic $1000 figure, let alone software. With a 286 you probably can't run windows, and if you could, you'd need, ram, and you easily get caught on a spiral towards a far larger figure than the Atari8 to be able to do what most IBMers pride themselves on with any degree of speed. I find the bare-bones 16-bit machines to be on the whole more underpowered than the Atari8 because they are pushing more demanding software which is expecting a better CPU.

The bottom line is that Atari 8-bitters come into this newsgroup to find others like them and to AVOID the catcalling from others. This is a haven and should remain so.

No doubt many 8-bitters once loved their machine and left, I hold no grudge against them, but they can not assume that others must fall in line with their own logic.

It is best for such X-8-bitters to either reenter the platform, or stay out, and not wander on the fringes asking the remaining userbase to validate our decision to continue using the 8-bit.

Most of us are not still using 800s with 1010s, we are not stuck in 1979.

Yes, there are various areas in which the machine has not progressed enough, but I feel although it is late, that some of these may be addressed eventually.

If someone told me I'd be able to run a 14.4k modem w/80 collumn vt100 on my Atari 8-bit 5 years ago I would have pissed my pants, but it is all possible now.

I think most people object to "outsiders" making judgements on the 8-bit without first having a grasp of what exactly can and can't be done on it at this very point in time. Noone can tell a user he shouldn't be satisfied, if the user is satisfied, that is his business.

The 8-bitters don't rely on Atari anymore, we rely on the remaining 3rd parties for service, and on ourselves.

3012. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 00:07:16 UTC
From: krishna@max.tiac.net
Message-ID: <2tav7k$i5c@sundog.tiac.net>
Source record: 100693

kamaro_kid@delphi.com wrote:
: Uh, thats DISAGREE with Glenn Saunders review of the XEP80.

The fixed ATASCII font of the XEP makes it wholly unsuitable for vt100 or ansi applications. You can't change this fault in the design of the XEP any more than you can make it run faster than 4800 baud.

Wouldn't you much rather laud the fact that the internal video chipset of the Atari can outdo Atari's own external 80 collumn solution?

I don't care if the XEP was 1024x768 postscript fonts, with those 2 limitations I'd still choose FlickerTerm over VT850 anyday for my dialup, since VT850 can't even go over 1200 baud (ech). For other things, the XEP-80 works okay, but for terms it ain't so hot anymore.

3013. Re: atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 00:18:27 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940610171840.23410ec5@sonoma.edu>
Source record: 100694

Jeff Lodoen (HI JEFF! REMEMBER? ATARIBASE WHEN IT WAS USING MICHTRON?) was asking about where I get my 4096 color claim for the Atari 8bits.

Well Jeff.. I've SEEN IT! :) Check out programs like JView or APACView/ColrView combo.

You were saying 256 colors is the limit. Yeah, sort of. That still requires tricks (16 greys across by 16 color-changing DLI-lines down).

Or, if you want 256 colors anywhere (a la "Any Point Any Color" or APAC), you can blend a 16 grey screen and a 16 color screen together.

BUT, if you want 4096 colors ANYWHERE, you blend a 16 grey (lum) RED screen, a 16 lum Green screen, and a 16 lum Blue screen = 16 * 16 * 16 = 4096 colors in RGB style (ie, true colors.. not from paletted yellows/greens/whatever like standard Atari OS would produce or which APAC gives in it using Graphics 11 (16 color) mode)

Anyways, again, check out JView.. it decodes GIF files into the following "ColorView" modes:

CV9: 80 x 192 x 4096
CV15: 160 x 192 x 64
CV8: 320 x 192 x 8

Personally, I've found CV15 GREAT for animation image stills or cartoon/comic pictures (especially 16 color GIFs - although you'd think you're wasting the other 48 colors, you must remember the 16 colors in a GIF are out of 16.7m (or, in the IBM world, only 262,144), and that you're usually looking at a 640x480 image in much lower resolution)

Anyways, great Jeff.. now you've got me lecturing on how good/bad ColorView works! :)

3014. re: Hello 8bitters! .. etc. 'Krishna's response...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 00:19:53 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940610172005.23410ec5@sonoma.edu>
Source record: 100695

Gleen, that was an excellent reply! I had a much more long-winded one which I wrote and was going to e-mail (when I found Chris Olson's e-mail address), but I guess I won't now.

Again, here-here! Nice 'comeback' so to speak. :)

3015. Re: 1084, well, Chroma/Luma really

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 01:45:58 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0x25@legend.akron.oh.us>
Source record: 100623

Radio Shack has a computer-to-tape-drive cable for $7 which has a 5-pin plug on one end and 3 audio plugs on the other. With an audio-to-rca adapter I am able to use this cable to hook a 130XE to a green monitor. I am only using one of the three cables. One of the others is sound (I was told) so maybe the last one is chroma-luma. Maybe.

3016. Re: Atari 800 for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 01:54:26 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0x27@legend.akron.oh.us>
Source record: 100624

I think the offer of a 800 for sale for one million OR BEST OFFER
speaks for itself (if those who thought it was impossible or a joke
might take the time to read the capitalized words).

3017. Re: atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 02:02:59 UTC
From: krishna@max.tiac.net
Message-ID: <2tb60j$i5c@sundog.tiac.net>
Source record: 100696

Jeff_M_Lodoen@cup.portal.com wrote:
: You keep bringing up this 4096 color claim; on what do you base
: this? Dithering is one thing, but the Atari only has a maximum
: of 256 distinct colors.. and other limits.

Interlaced DLI's using Red Green and Blue GR.9 separations. Therefore a black space, red interlace, and a blue interlace will create the impression of a shade of purple. Etc..

Jay Miner and crew did a smart thing. They took 1979 technology and applied it as well as they could given the limitations of clock speed and RAM of the day. The Apple][and C= give the programmer far fewer options graphically.

The Atari has which most other 8-bits don't is a host of graphics modes which represent just about every single way to put up about 8K of screen memory, changing resolution and max colors per screen yet keeping screen memory no more than 8K. If Atari had not invented GTIA modes, then ColrView mode 9 would never have been invented. Mode 9 seems limiting on paper because it is just 16 shades of 1 hue and the horizontal resolution is rather poor, at 80 pixels. But it is a tool just like all the other modes which the programmer can use for any given application. Mixing modes using DLIs as desired. IRG text, different fonts, PMGs, etc...

The Atari is a graphics machine, but it was designed to manipulate graphics at the greatest possible level possible on a 1.79mhz CPU and it does just that. No miracles, no VGA. But a lot more than what most people think is possible from this type of computer. And it is still fun, and some pix look great on the three CV modes. The only thing it really lacks is multicolored text ala the C=64.

3018. Re: atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 02:07:33 UTC
From: krishna@max.tiac.net
Message-ID: <2tb695$i5c@sundog.tiac.net>
Source record: 100697

KENDRICK@sonoma.edu wrote:

: Personally, I've found CV15 GREAT for animation image stills or cartoon/comic
: pictures (especially 16 color GIFs - although you'd think you're wasting the
: other 48 colors, you must remember the 16 colors in a GIF are out of 16.7m (or,
: in the IBM world, only 262,144), and that you're usually looking at a 640x480
: image in much lower resolution)

I have found recently that some animation pix can be done in CV8 rather
than CV15 without shifting the colors too wildly. If they are using
mainly the colors which CV8 supports then it is ideal, so you can double
the resolution without sacrificing much color integrity.

When a picture seems to use a lot of PRIMARY colors and not much else,
try converting to CV8 and see how good it comes out, you may be
pleasantly surprised!

It's always best to try to use the highest resolution you can get away
with rather than settling for 15 or 9 if you can get away with it.

The clarity of a CV8 image is really wonderful on a split video monitor.

3019. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 03:25:40 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <2tbark$bms@ns.mcs.kent.edu>
Source record: 100698

On Fri, 10 Jun 94 00:19:15 -0500, ricortes@delphi.com wrote:
: back to the top with maybe clearing a line. That'd take the brute force
: 8k block move down to a Zero(MSC,320).
The 8k block move is not needed at all. If you are smart, the only
thing needed is: moveing the LSB/MSB pair of the display list up a
line in the Display_List. If you are scrolling the entire screen then
all thats involved is about 23 scroll operations, 1 320Byte zero
routine, and 1 final move operation of the LSB/MSB pair. All in all,
it doesnt take any massive amounts of time, and gives you added speed.
This is the routine Itay Chamiel, and myself use for our 80 column
screens. Someone, (Was it Steven J. Tucker) has said they used Itay's
ICE-T program at 19.2k baud w/o any loss of data. Now if this isnt
fast enough for you, buy a vt100/ansi terminal.

: a waste of screen to do 'i' as even a 3 bit char, 2 would be plenty. If I
: were rewriting some of my terminal stuff, I think I would default to a max
: 6 bit wide char with the 2 unused bits of a character used to encode how
: many bits wide the thing is for ASL or what ever. You'd end up with a
: proportionally spaced text that should be the most readable & would still
: give 80 columns in most cases. So when you'd look at the 1st byte in an
: 'i' character, it would be 2 meaning increment the x position by two.
: Something like a '*' would be have a 4 for the first byte.
I suggest you take a look at Itay's or any other `smart` col80
devices to see that no ASLing is needed for the actual character data.
The trick used here is to have the Character format in a AA BB CC DD...
format where both Right and Left character representations are done in
a single normal 8 by 8 character font. All that is required is for you
to AND $MASK to get the proper data, ie: for the right side use a Mask
of #$0F and for the left side use #$F0. Quite fast indeed.

If you did use the proportional text approach, I would _LOVE_ to see
how you handle which BYTE of screen memory you are dealing with. Your
method would easily lead you into a situation where you have to write
to _2_ Bytes of memory instead of just one.

BTW: If you want to take a look at the character fonts of the following
programs, just let me know. OMNI80, COL80 (8k scroll), COL80 (Itays),
and even ICE-T. I'll have the font from vt^2/vt850 soon enough as soon
as I get the programs.

BTW2: I am interested to see which character font you find most
readable, as I'm going to be releasing/developing several utilities
that will make use of my own 80col device.

--BRiT
--

clisowsk@mcs.kent.edu (BRiTiSH) | Computer Programmers and Significant Others:
aa853@po.cwru.edu (Atari 8-Bit) |"I'm gonna base my next program on her. It'll
BRiT / WolfFood / BFD @AlexMUD | take a lot of time and fucking around and it
telnet mud.stacken.kth.se 4000 | won't put out." --BRiT

3020. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 04:06:22 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2tbd7u$ql5@terminator.rs.itd.umich.edu>
Source record: 100699
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 31213 Jun 6 20:27 ./8bit/Demos/t1000b.arc
-rw-r--r-- lenn 1087 Jun 6 20:30 ./8bit/Demos/decolors.bas
-rw-r--r-- lenn 1534 Jun 6 20:30 ./8bit/Demos/cbarmake.tbs
-rw-r--r-- lenn 68301 Jun 6 20:34 ./8bit/Graphics/coloriz1.arc
-rw-r--r-- lenn 18516 Jun 6 20:26 ./8bit/Sound/didi7.arc
-rw-r--r-- lenn 16277 Jun 6 20:28 ./8bit/Sound/dollman.arc
-rw-r--r-- lenn 65916 Jun 6 20:28 ./8bit/Sound/jbrown.arc
-rw-r--r-- lenn 20068 Jun 6 20:29 ./8bit/Sound/stimpy.arc
-rw-r--r-- lenn 13539 Jun 6 20:31 ./8bit/Sound/hpymndys.arc
-rw-r--r-- lenn 1548 Jun 6 20:35 ./8bit/newbreed.txt
-rw-r--r-- lenn 151415 Jun 6 20:36 ./8bit/0index
-rw-r--r-- lenn 6961 Jun 6 20:25 ./8bit/Games/chicken.arc
-rw-r--r-- lenn 6985 Jun 6 20:26 ./8bit/Games/rocksbas.arc
-rw-r--r-- lenn 12987 Jun 6 20:26 ./8bit/Games/red.arc
-rw-r--r-- lenn 11102 Jun 6 20:29 ./8bit/Games/sludge.arc
-rw-r--r-- lenn 7494 Jun 6 20:29 ./8bit/Games/rodent.arc
-rw-r--r-- lenn 13455 Jun 6 20:29 ./8bit/Games/cooltris.arc
-rw-r--r-- lenn 5565 Jun 6 20:30 ./8bit/Games/hopper.arc
-rw-r--r-- lenn 21081 Jun 6 20:33 ./8bit/Games/knvsfrk2.arc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3021. Lotsa Atari 8 Bit Hardware for Sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 08:55:30 UTC
From: bensmith@teleport.com
Message-ID: <2tbu62$74i@kelly.teleport.com>
Source record: 100622
Cross-posted to: comp.sys.atari.8bit,pdx.forsale,or.forsale,pnw.forsale

I have the Following ST Item's for Sale. All listings are Multiple
with a number (x) proceeding showing number of each Item.

PS=Power Supply: Opt=Optional.

(3) 130XE's. PS Opt: $100 wPS/ $75 w/o PS.

(7) 800XL's. PS Opt: $75 wPS/ $50 w/o PS.

(4) 800's. PS Opt: $25 w/o PS.

(3) 400's. PS Opt: $10 w/o PS.

(5) 1050's PS Opt: $75 wPS/ $60 w/o PS.

(3) 810's PS Opt: $35 wPS/ $20 w/o PS.

(25) MPP-1100 Printer Interface No PS Needed. Plugs into Joystick
Port. $20 each.

(1) Supra MicroPrint Printer Interface PS Not Needed. $25.

(3) XM301 MoDeM/300 BPS/Direct Connect/Needs No PS/ $15 each.

First Come, First $CASH$, First Served. If your interested in any of
this call Ben at (503)256-9974 24HRs or Mail me on the Internet at this
address: bensmith@teleport.com

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3022. Wanted: Atari SX212 Direct Connect 1200 Baud MoDeM!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 09:34:56 UTC
From: bensmith@teleport.com
Message-ID: <2tc0g0$94s@kelly.teleport.com>
Source record: 100621
Cross-posted to: pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.8bit

I'm looking get a good deal on an Atari SX212 MoDeM. Must work good and have working Power Supply. Also will need manual. Cheapest priced one get's bought. Must be sent to me with UPS Shipping Costs + COD Costs. I will pay, Cash On Delivery only. I won't send you funds first. You must ship COD unless you wan't to deliver to my door. I live in Portland, Oregon. If you wan't to call me, my voice number is (503)256-9974.

Ben
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3023. Wanted: Atari SX212 1200 Baud MoDeMs!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 12:55:31 UTC
From: bensmith@teleport.com
Message-ID: <2tcc83$cln@kelly.teleport.com>
Source record: 100625
Cross-posted to: pdaxs.ads.computers,pdaxs.ads.wanted,pdx.computing,comp.sys.atari.8bit,comp.sys.atari.st

I'm looking to buy a few used Atari SX212 MoDeMs. I'm looking to buy or trade for some SX212 MoDeMs. Must work good, must come with working Power Supplies and "Hopefully" their manuals. It would also be nice to get their SIO cable and Box. Also I DON'T wan't to pay a lot of MONEY for these MoDeMs. I mean be SENSIBLE, it's only 1200 Baud.

Send me E-Mail on the InterNet to bensmith@teleport.com or call me 24HRs at (503)256-9974 "Voice". Ask for Ben. I'm in Portland, Oregon.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3024. Plenty of Atari 8 Bit Hardware 4 Sale!! **PLEASE READ THIS**

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 14:20:58 UTC
From: bensmith@teleport.com
Message-ID: <2tch8a$dbj@kelly.teleport.com>
Source record: 100626
Cross-posted to: pdaxs.ads.computers,pdx.computing,pdx.forsale,comp.sys.atari.8bit,or.forsale,pnw.forsale

I have the Following ST Item's for Sale. All listings are Multiple
with a number (x) proceeding showing number of each Item.

PS=Power Supply: Opt=Optional.

(3) 130XE's. PS Opt: $100 wPS/ $75 w/o PS.

(7) 800XL's. PS Opt: $75 wPS/ $50 w/o PS.

(4) 800's. PS Opt: $25 w/o PS.

(3) 400's. PS Opt: $10 w/o PS.

(5) 1050's PS Opt: $75 wPS/ $60 w/o PS.

(3) 810's PS Opt: $35 wPS/ $20 w/o PS.

(25) MPP-1100 Printer Interface No PS Needed. Plugs into Joystick
Port. $20 each.

(1) Supra MicroPrint Printer Interface PS Not Needed. $25.

(3) XM301 MoDeM/300 BPS/Direct Connect/Needs No PS/ $15 each.

First Come, First Served. If your interested in any of this call Ben at
(503)256-9974 24HRs or Mail me on the Internet at this address:
bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3025. Multi OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 14:28:30 UTC
From: cmwagner@gate.net
Message-ID: <2tchme$kbd@tequesta.gate.net>
Source record: 100700

I have heard alot of people talking about multiple operating systems in their 800XL, does anyone have any schematics and instructions for building such a thing? I was thinking that the power to the ROM is all that really needs to be switchable, the rest can be connected together and go to the original ROM slot. Now my only other problem is which one is the ROM and what is the power outs of them? (I can probably find out, by getting the number off the chip, unless it is an Atari stock number).

3026. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 14:34:55 UTC
From: krishna@max.tiac.net
Message-ID: <2tci2f$63l@sundog.tiac.net>
Source record: 100701

BRiTiSH (clisowsk@condor.mcs.kent.edu) wrote:
: This is the routine Itay Chamiel, and myself use for our 80 column
: screens. Someone, (Was it Steven J. Tucker) has said they used Itay's
: ICE-T program at 19.2k baud w/o any loss of data. Now if this isnt
: fast enough for you, buy a vt100/ansi terminal.

I heard 9600, not 19.2. It might sustain a 19.2 connection with CTS/RTS
flow control, though. If it does something more like 14.4 actual
throughput then I'd get really excited.

3027. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 14:36:26 UTC
From: cmwagner@gate.net
Message-ID: <2tci5a$du4@tequesta.gate.net>
Source record: 100702

kamaro_kid@delphi.com wrote:
: Actually, Mike works odd hours.. Try calling at around 6pm Pacific Time
: and you'll probably get ahold of him.

Not everyone can call at those hours.

: $10.00 is a reasonable price for SpartaDos? I beg to differ. I think Mike's
: asking registration of $19.95 is more than reasonable.

I was talking about an UPGRADE price, I already bought SpartaDOS from FTE, my question was if they come out with a new version can I upgrade for a reasonable price, and $19.95 is not a reasonable price for an upgrade.

3028. DGS Offers

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 17:06:21 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <199406111706.NAA06271@nextsun.INS.CWRU.Edu>
Source record: 100703

D.G.S SUMMER SPECIALS!

==========

Dear All Atari Classic Users,

It's time for some good offers again! First up is a special offer on our own magazine, the Atari 8-bit News-Paper. We have now produced 4 issues of this, with the 5th currently in production. We have about 45 sets of these back issues left, which we would like to clear out of the way to make room for stocks of later issues. Four issues would usually cost you about $20, but you can get all 4 back issues now for just ** $11 ** the set! That price INCLUDES Air Mail shipping from the U.K to the U.S.

Next offer. We have found 1 brand new copy of Atari Macro Assembler on disk. This is brand new and still shrink wrapped. It can be yours for just $10, which INCLUDES surface mail shipping from the U.K to the U.S. Bargain! E-Mail us first to reserve it.

Next offer. We would like to promote some of our less popular (but excellent of course!) software. Here's the offer: get Digi-Studio (our digitized sounds and music system on 2 DS disks with a 44 page manual), along with Print-Filer (a great utility for printer users which allows you to capture text/graphics, etc. from your favourite packages and save them to disk rather than print them, and then later mix them together to produce a single file which will print independently of the original packages), along with the last 3 issues of our magazine (as described above) for the bargain price of just ** $25 ** INCLUDING Air Mail from the U.K to the U.S. The previous separate selling price of these products was $38. That's a saving of $13!

There should be a bargain here for everyone! Here's how to order:

Send CASH in US$ along with your order (don't forget your name and address!).
Also send your E-Mail address so that we can confirm your order arrived.
You must reserve a copy of Macro Assembler by E-Mail first and wait for us
to confirm it before you send your money. For the other products just send
your order. We have plenty in stock! It costs 50 cents to mail a letter from
the US to the UK. Other countries: Canada - The 4 back issues cost 8 UK
pounds, Macro Assembler is 7 UK pounds, the Digi-Studio/ Print-filer/
News-Paper offer is 15 UK pounds. Pay by Canadian Money Order drawn in UK
pounds (you can get these from your post office). Other countries: enquire
prices by E-Mail.
Our details:

D.G.S
62 THOMSON AVE
BALBY
DONCASTER
DN4 0NU
ENGLAND
E-Mail: dx107@cleveland.freenet.edu

Note: I can only read/send E-Mail at weekends. Don't worry if it takes
a few days for me to reply!

Phone: +44-302-855-026

Dean Garraghty.

10 June 1994.

--
Dean Garraghty Software (D.G.S.) - dx107@cleveland.freenet.edu
D.G.S., 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND.
Phone (in UK): (0302) 855026 / International: +44-302-855-026
D.G.S -- Supporting the Atari 8-bit!!

3029. Help ME - XE game system

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 17:52:37 UTC
From: jgamberg@morgan.ucs.mun.ca
Message-ID: <jgamberg.771357157@morgan>
Source record: 100704

Hello,

I was recently given an Atari XE game system complete with a 1050 floppy drive. It has Atari Dos V.3. I also have a modem (1200 Baud).

The problem is that I don't have any software to run the modem. I downloaded mydos45m.arc and Util to a friends IBM Clone so that I could get some communications software from Umich FTP. I initalized the disk through util /i a: and then copied mydos.dcm with util /w /b a: . The Atari however won't boot off the new mydos disk...

What am I doing wrong ??? Please help me as all I need the XE for is communications and thusly is it now useless. Thanks..

J.

jgamberg@morgan.ucs.mun.ca

3030. Re: Pro BBS Express Net.?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 18:17:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <fa103c08@straight.ct.se>
Source record: 100613

On 06-06-94 GLENN M. SAUNDERS wrote to ALL...
a> I have talked in various forums about the possibility of using the
a> internet as a network gateway for BBSs essentially as a way of
a> circumventing long distance telephone charges.

Well if we (Me and Fredrik Lundholm) will sucseed to make or find an Fidomailer to our future BBS's we will import Internet throw a gate in South Sweden.

On 06-06-94 GLENN M. SAUNDERS wrote to ALL...
a> Anyway, what this is, is a fixed $20 gateway to the world. As long as
a> the other guy has cheap access like me, we can chat in IRC like a phone
a> call and transfer megs of files between eachother (it doesn't matter if
a> he is down the block or in China).

The costs for us will be $8/year. But no FTP only mails and News.

-=> WFR.! Per-Erik "Pekka" Peterson <=-

per_erik_peterson@straight.ct.se

* (QW|{ 2.6 *

3031. Fixed my 130xe

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 18:25:07 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun11.141951.29820@wariat.UUCP>
Source record: 100605

I've been having a problem with my 130xe for some time. I fixed it, so even tho I doubt this would come up on somebody else's machine, I'm gonna describe the problem.
I would be merrily going along and the machine would blank out. Now, obviously I had to save my work regularly because I never new when this would happen. It happened when I hit(typed on) the keyboard a little hard. To fix it, I would put my finger on the Y1 crystal. Fixed it every time. But why did it do that. Well I looked very closely at Y1, there was a pin sticking out sideways underneath it. I thought the pin was supposed to go over to another solder spot, and that it wasn't supposed to go straight down. So I eventually unsoldered the Y1 and son of a gun that pin was supposed to go straight down. Put the pin straight down and now it works all ok. It was the 5v power to the crystal. So I guess what was happening was the bent pin was usually in contact with the solder spot under it, but would occasionally loose contact. Pushing down with my finger made re-contact. This MUST have been something the machine has had since it was new.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3032. Re: Help ME - XE game system

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 19:21:44 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940611122157.23403a30@sonoma.edu>
Source record: 100606

Jane Gamberg was having trouble with booting MyDOS off of her 1050.

Ok, :) here's the deal - the file format which has the extension ".DCM"
is a disk image file. What you must do to create a disk out of a .DCM
file is to get a copy of DiskCommunicator 3.2 (DSKCOM32.COM I believe?)
for your Atari. Load it up (I'll suppose from DOS 3, since I guess it's
all you have. I can't guarantee it'll load from DOS 3 though).

DiskComm. will ask you if you want to make a file out of a disk ([A]) or
turn a file INTO a disk ([B]). Select [B]. The source and destination
should both be "D1:" at this point (and I'll assume you only have the
one Atari 1050 drive, so you won't have had to change them). It will
ask you for the source disk. Insert the disk with "MYDOS45.DCM" (or
whatever the file was) and press a key. It will load for a while.
It will then ask you for the destination disk. Insert a fresh, blank
disk (it'll get wiped out!) and it will ask you if you want for format it.
Choose [Y]es (unless you have formatted it already and are sure there's
NOTHING on it). It will format the disk and proceed (hopefully successfully)
to write out your new MyDOS disk. It'll probably need you to swap the
source and destination disks a few times (BE CAREFUL DOING THAT! :) I've
killed a few disks with DiskComm in my day!)

Now, here's a question for you, however. Do you know if your Atari 1050 is
an upgraded (double-density) drive? If it is not, then disks created with
UTIL won't work properly. You'll have to settle with MULE (how you'll get
a copy of MULE over to the Atari without having any terminal software or
any of that is a good question, however!). Be sure to read MULE's docs
though - it has a LOT of drawbacks. It wasn't made to be a useful program.
It was made to show that reading/writing Atari 1050 disks on an IBM was
possible! :)

Hell, I'd work on the program a bit myself if I had C for my IBM and a 5.25"
drive on it! (and especially if I didn't have my SIO2PC!)

Anyways, good luck!
BTW- you might be able to get some friendly 8bit user to send you a pre-made
MyDOS disk with a copy of BobTerm and other useful stuff to you. (I sent
out a MyDOS disk a LONG time ago to quite a few people on Internet - I never
found out what happened with that! Last I heard (A LONG TIME AGO!) the
first person got it and sent it off...)

Also, if you can stand SpartaDOS (HEHEHEH..sorry.. flame bait! opps!) you
can purchase it or get the public domain version.

lateron
-bill

kendrick@vax.sonoma.edu
New Breed Software

3033. FOR SALE (Wash. DC area): Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 20:49:28 UTC
From: jlohn@eng.umd.edu
Message-ID: <2td80o$8fn@mojo.eng.umd.edu>
Source record: 100607

I have a lot of 8-bit hardware that I would like to sell, preferably in large batches. Since it will require a lot of effort to properly pack this stuff for shipping, this For Sale ad is primarily intended for those of you who can manage to pick it up in person in suburban Maryland (30 minutes from: Washington DC, No. Virginia, and Baltimore). If there are no buyers willing to purchase and pick-up items locally, I will repost the list and ship (buyer pays shipping) purchased items.

All items (except those in the "non-working" category):
- worked when last tested
- are in very good physical condition (appearance-wise)
- include necessary power supplies and data cables (while supplies last)

Jason Lohn
jlohn@eng.umd.edu

COMPUTERS

Atari 800 (48k soldered board) $35
Atari 800xl 64k $55
Atari 400 48k $25
Atari 400 48k, full-stroke attached keyboard $30
Atari 400 48k, full-stroke detachable keyboard $30

DISK DRIVES

Atari 810 $50
Atari 810 w/Happy $60
Atari 810 w/Happy $60
Atari 1050 $90
Rana 1000 $95

OTHER PERIPHERALS

Atari 410 cassette $10
Atari 1025 80-col printer $30
Atari 1040 40-col printer $5
ITT Qume serial daisywheel printer $40
Volksmodem 300 baud modem $5

INPUT DEVICES

Wico trackball $15
(2) Pointmaster Joysticks $2 ea
Koala Pad $15

(4) misc joysticks $1 ea
Atari 65e Numeric Keypad $5

NON-WORKING HARDWARE (for spare parts or fix-up, no cables incl.)

Atari 135xe $10
Atari 810 drive free
Atari 850 interface $5
Atari power supply free

OTHER

Lots of misc. Atari technical documentation free

3034. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-11 22:28:23 UTC
From: hansolo@ripco.com
Message-ID: <Cr97rC.I06@rci.ripco.com>
Source record: 100608

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Chris, most of the 8-bitters here have been with the 8-bit for some time,
: or came upon it as their first computer more recently. If I had never
: owned an Atari 8-bit I would NOT own one now, even if I knew what I was
: missing, because my ties to the Atari are due to my FAMILIARITY with it.
: It is like an old best friend, and I wouldn't want to get rid of it.

: I would not suggest any potential computer user choose the Atari 8 as
: their primary computer unless their needs could be met by it, and this is
: no longer always possible because people want fax and linux and all this
: other stuff more and more.

: But when someone shows interest in the 8-bit I try to keep them
: interested as long as I can, because it can get lonely here.

: Simple cost<>benefit analysis shows that in order to supercharge your
: 8-bit you will pay more probably than you can find a forsaken 286 system
: when all is said and done. But it is much more than mere money. When
: you have been using a machine for 10 years, you tend to want to continue
: with the machine you have built up a large library for rather than start
: as a newbie with something else. It is almost worth it just to see the
: Atari8 pushing hard drives and parallel floppies to remove the still bad
: taste leftover from the DOS 2.5 single sided single sided standard which
: plagues us still.

: I also believe this logic is illusory because at least when I explored
: what it would take to get an A1200 with enough stuff to keep it from
: being wholly underpowered I was already over the magic $1000 figure, let
: alone software. With a 286 you probably can't run windows, and if you
: could, you'd need, ram, and you easily get caught on a spiral towards a
: far larger figure than the Atari8 to be able to do what most IBMers pride
: themselves on with any degree of speed. I find the bare-bones 16-bit
: machines to be on the whole more underpowered than the Atari8 because
: they are pushing more demanding software which is expecting a better CPU.

: The bottom line is that Atari 8-bitters come into this newsgroup to find
: others like them and to AVOID the catcalling from others. This is a
: haven and should remain so.

: No doubt many 8-bitters once loved their machine and left, I hold no
: grudge against them, but they can not assume that others must fall in
: line with their own logic.

: It is best for such X-8-bitters to either reenter the platform, or stay
: out, and not wander on the fringes asking the remaining userbase to
: validate our decision to continue using the 8-bit.

: Most of us are not still using 800s with 1010s, we are not stuck in 1979.

: Yes, there are various areas in which the machine has not progressed
: enough, but I feel although it is late, that some of these may be
: addressed eventually.

: If someone told me I'd be able to run a 14.4k modem w/80 collumn vt100 on
: my Atari 8-bit 5 years ago I would have pissed my pants, but it is all
: possible now.

: I think most people object to "outsiders" making judgements on the 8-bit
: without first having a grasp of what exactly can and can't be done on it
: at this very point in time. Noone can tell a user he shouldn't be
: satisfied, if the user is satisfied, that is his business.

: The 8-bitters don't rely on Atari anymore, we rely on the remaining 3rd
: parties for service, and on ourselves.

Thank you for a clear reply. I appreciate that. I understand what you are saying, and I wasn't trying to put the ATARI machines in a bad light. I don't know how many times I've said this. This person was looking for a new machine, is that correct? My initial response to the initial letter was, I admit, a bit harsh. I tried to validate myself in my second post. This obviously didn't get posted, or was just not payed attention to. The problem I have with the person who replied to me is that it was in poor taste, in my opinion. I'm not trying to start a flame war. I hope you understand where I'm coming from on this, and opinions are opinions. I hope I haven't seriously angered anybody, it wasn't intended. I was made aware of the recent 8-bit uprades (XF551, etc) by a friend of mine _after_ I posted the first message. And by the way, in my "long-winded" reply to the letter before this one, I meant to say 810 - it was late and I was angry. Keep plugging along.

___
Chris Olson ___....-----'---'-----....___
Hansolo@GOLDEN.RIPCO.COM ==
IHTFP Shop 12, INC. ___'---..._______..---'___
(___) _|_|_|_ (___)
"Let's see if we can get ____.-'_.---._'-.____//
their attention!" '''''.__`---'__.'''''
'''''

Admiral Riker, "All Good Things..."

3035. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 00:58:16 UTC
From: krishna@max.tiac.net
Message-ID: <2tdmj8$hma@sundog.tiac.net>
Source record: 100609

Chad Wagner (cmwagner@gate.net) wrote:
: I was talking about an UPGRADE price, I already bought SpartaDOS from FTE, my
: question was if they come out with a new version can I upgrade for a reasonable
: price, and $19.95 is not a reasonable price for an upgrade.

There is already a new version. I just picked up SD32G!

And it sports these enhancements:

Drive 9 support

D: = current logged drive and subdirectory in that drive, ala MYDOS and
SDX, not D1:

CWD has become CD
CREDIR MD
DELDIR RD

Provisions to prevent you from copying a file to itself.

Only known bug:

When you type D: copy filename.ext E: or P:

you get:

file already exists

This is the new error code used to prevent you from copying a file to
itself. You can still copy to the editor or printer this way:

Editor:

D1:TYPE FILENAME.EXT <--that is, if you can now type any file no matter
how long the lines are, the old Type would balk on a lot of stuff.

Printer:

D1:PRINT P: <-- redirection

D1:TYPE FILENAME.EXT

D1:PRINT <-- restore default

Personally, I like copying to E:, etc. because this is the traditional way.

This version will not work with Tom Hunt's SHELL utility. I already
uploaded 3.2g to Closer to Home so he can take a look at it.

The people at K-P will no doubt want to look into these Sparta updates and hopefully take advantage of drive 9 if nothing else.

This version is shareware just like 3.2f was, and should hopefully give people enough of an incentive to register.

3036. Cheap disk drive wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 03:39:44 UTC
From: watkins@netaxs.com
Message-ID: <2te020$svh@netaxs.com>
Source record: 100610

Hello all 8bit people, I am currently working on an Atari emulator to run on Mac & I am looking for a cheap drive to attempt to convert the software to disk Images, such as the ones used in the Apple][emulator. If anyone would like to sell me one hopefully for less that $40(I know that it is low but I can't afford much more) I would greatly appriciate it.

Thanks,

Jim

3037. R:P:Connection !?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 04:00:29 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940611210042.2341564e@sonoma.edu>
Source record: 100611

Hey! What's up with C.S.S.'s new R:P:Connection modem/printer interface!?
I seriously need one now! (now that I've got a bit of money and have found that
I think my PIA chip is ALSO dead and need to actually work this time to replace
it (it's connected to a RAMbo, so there are pins on it soldered to the RAMbo
plug-in) and also now that I'm really wanting to buy a 14.4k bps modem!)

Anyways, I heard 'really close' but the best guess for that I've got was 2
months :) Anyone know for SURE?!

Thanx!
-speedhungry
bill
kendrick@vax.sonoma.edu

3038. Re: FOR SALE (Wash. DC area): Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 05:12:21 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cr9qGM.Cyn@utnetw.utoledo.edu>
Source record: 100614

Jason D. Lohn (jlohn@eng.umd.edu) wrote:
: I have a lot of 8-bit hardware that I would like to sell, preferably
: in large batches. Since it will require a lot of effort to properly
..

Umm, you do know this equipment's been selling around here for (on average) half of what you're asking (or less in package deals)? Were these supposed to be the amounts you paid for these years ago? I've got an ad lying nearby for a 800xl from mid/late 80's for about $40 or $45 new...

Luckily I haven't seen any degrading flames yet... take it easy on this poor guy.. he looks new to this group!

-Tim

3039. Re: R:P:Connection !?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 05:33:36 UTC
From: krishna@max.tiac.net
Message-ID: <2te6ng$mvv@sundog.tiac.net>
Source record: 100612

KENDRICK@sonoma.edu wrote:
: Hey! What's up with C.S.S.'s new R:P:Connection modem/printer interface!?
: I seriously need one now! (now that I've got a bit of money and have found that

The only reason I said 2 months is that I am trying not to disappoint myself (or you). I have no idea when it will be out. The design was almost complete around christmas as far as I can tell. The mailing said it would be out in March? I believe. 3 months late now. He said maybe it would have a builtin terminal which would load off the interface if you wanted it, so maybe that is holding it up. He also has to take into account what he is going to do with Bobterm to support higher baud rates, like a 28K and/or 38+K baud settings. He will have to figure this out as he writes the handler.

I've been hyping it for some time because I think it is going to be a great unit and will fill an important gap for 8-bitters at a decent price.

It'll give non-hard drived 8-bitters a cheaper way to jump into the high speed modem domain.

And MUX users like myself will finally be able to go high speed on slaves.

So sit tight and work out your hardware flakies first. It will come eventually :)

Just like the Floppy Board, it will be worth the wait.

3040. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 05:33:38 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cr9rG3.EHK@utnetw.utoledo.edu>
Source record: 100615

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: I also downloaded BobTerm but haven't played with it yet. SpartaDOS is my
: primary operating system. Can anyone recommend other programs and/or
: files that I might want to download?

Well, the best all-around term program I've come across (friendly, easy to use unlike Kermit65 or whatever the version is now, AND supports x-on/x-off to help you ATTEMPT to keep up at 2400 on the makeshift 80-column screen, also includes generic xmodem, etc.) is omnicom/omniterm. It SHOULD still be lying about in the umich archive. The only problem I've had is trying to get it to work with Spartados - no luck PERIOD. I've been playing with Spartados the past month or so now, and I'm finding why I decided to drop it years ago - incompatible with over 40% of the programs I have... maybe you'll have better luck... I hope so!

-Tim

3041. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 06:02:51 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cr9sss.GEp@utnetw.utoledo.edu>
Source record: 100616

kamaro_kid@delphi.com wrote:
:
: Hmm. I have a Hayes Ultra v.32bis 14.4k modem on my 8bit Atari.. Perhaps
: I could assist with the high speed testing! [grin]
:

Ah - someone WITH a 14.4k for their Atari already... (thought you had a 9600)
What terminal programs are available/do you use that support 14.4k? I haven't
had any luck finding anything that supports that odd IBM speed... unfortunately,
the rest of the world had to tag along since the mass market appears largely
PC-clown/clone... (they should've outright doubled it to 19.2k and mass-produced
it years ago... oh-well)!

PS: will Flickerterm support 14.4k?

-Tim

3042. Physical max speed?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 06:05:55 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cr9sxw.GM4@utnetw.utoledo.edu>
Source record: 100617

Hmm... Phy. max. speed., pms for short... ugh... ANYHOW:

Just watching the 28.8k modems dropping below $200 (internal) started me thinking about upgrading again... the Canon 200e's probably first, BUT:

What's the max comm speed you COULD run/force into the 8bit Atari? I have an MIO currently which max's out at only 19.2k... but I can't believe that's the top speed the PBI can handle, am I right???

BTW: anyone know if a term program exists for the 8bit which supports 14.4k mode as well as 9600 and 19.2k?

-Tim

-=> desperately seeking Flickerterm <=-

3043. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 06:18:53 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cr9tJI.HFq@utnetw.utoledo.edu>
Source record: 100618

Glenn M. Saunders (krishna@max.tiac.net) wrote:

: The XF-551 is the next best thing to a hard drive. Combined wit a
: healthy ramdisk it is quite adequate, due to the burst IO mode, etc....

: A Percom with 720K floppies is slower, probably too slow for most people
: to tolerate. I know some people who use the XF+ramdisk configuration and
: it is by far the most economical.

Nah, I've had an old Astra here for the past 6 years still working fine
(except for a heat sink burning up... I DO NOT LOVE THE SMELL OF BURNING SILICON
(at 3 am) IN THE MORNING!!!) that I just recently wired up 2 360k 5 1/4" drives
and working on a 720k 3.5"... yep, 4 floppies, same controller... nice. I wish
more Astra's would've made it out into the marketplace - they're about as
common as a Trak! The speed may not be "burst" quality, but it's livable!

: Not everyone has the desire to spend $175 for the BB plus a SCSI drive.

They've dropped? $200 was the last I heard... we should get an up-to-date
product and price list from BOTH Bob and Mike (CSS and FTE) up here soon!
Any volunteers?

-Tim

PS: Speaking of 810's though... darn thing was the most reliable drive I've
used... lasted nearly 12 years until I set up a system for my sister and mother
to play with/create reports on. :(
(Now I'm just down to my Happy 810, base 810, US doubled 1050, 2 Indus GT's,
Rana 1000 (DD version), Astra (with 3 360k drives CURRENTLY working, a 720k
3.5" on the way), 1050 Happy, and a little 10meg hard drive... spread across
3 systems of course!)

3044. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 06:23:17 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cr9tqu.Hpp@utnetw.utoledo.edu>
Source record: 100619

Tim Hester (thester@nyx.cs.du.edu) wrote:
: (besides which, a RAM disk on a 400 is impossible as far
: as I know because of the way it was designed compared
: to the old 800)

Not sure about that one... could've swore the max upgrade on the 400 was
1 meg. (A company around 1984 was selling a fattened up little "16k" replace-
ment board that had a full 1 meg of memory, gold-plated contacts, etc. Real
quality work. I think the article/ad was in Antic... I could run through a
few if you're still curious for more info.)

-Tim

3045. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 08:06:21 UTC
From: thester@nyx.cs.du.edu
Message-ID: <2teflt$evj@nyx.cs.du.edu>
Source record: 100620

Mr. Fixit -

I would indeed be interested in who made the 1 meg
memory board for the Atari 400. Had I been aware of the
thing back in '84, I'd have bought one.
My 400 had a 48K board made by INTEC of Colton, Ca.
Gold contacts and all the quality etc. It is still in use.
The reason for my "impossible" statement, was the way
that the 400 was constructed compared to the 800; no easy
way for a casual user to modify the thing.
Meaning, you have to take the thing apart and know how to
get it back together. I always hated re-inserting the
keyboard ribbon (either the membrane type or the "real"
keyboard replacements) after replacing a worn chip or two.
Besides, the 400 had the stigma of being thought of as a
'toy' for the most part back then. I knew better.
In fact, I knew $400 better! When I purchased it, the
price was $400 bucks with 48K, and the 800 was $800 bucks.
It wouldn't surprise me if that was the reason for their
names in the first place! :-)
The 810 drive was a measly $500 bucks. Heh.
Those were the prices in 1981/82 at least.

Another item for the 400 that I'd heard about, but never
actually managed to find was a mod allowing the 400 to be
hooked up to a monitor the same as the 800 instead of RF.

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

3046. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 13:55:21 UTC
From: winston@merk.com
Message-ID: <CrAEoA.Boz@merk.com>
Source record: 100627

On Thursday, June 9, 1994 22:58:41 -0000 (6:58 pm EDT ?)
lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) writes:

LT> However, I've no idea what the current "must have" softwares are.
LT> From what I've read here and in other places, I understand that the
LT> following programs (from atari.archive.umich.edu) are essential, and I
LT> have downloaded them as such:
LT>
LT> dskcom32.arc
LT> dskutil.arc
LT> ftesd32f.dcm, ftesdtka.dcm
LT> mydos451.arc
LT> supunarc.uue
LT>
LT> I also downloaded BobTerm but haven't played with it yet. SpartaDOS is
LT> my primary operating system. Can anyone recommend other programs and/or
LT> files that I might want to download?
LT>
LT> Oh yeah...Can anyone recommend any good games I might want to look at?
LT> (Please keep the Tetris-type games outta the list; I'm SICK of "tris"
LT> games!)
LT>

Two "ground-breaking" games of recent vintage are:
MEGA-BLAST!, MAZE OF AGADEGON (?),
and LIVE-WIRE (an old TEMPEST clone).
AMIS-BALL and STFLIGHT and SCREWBALL (pinball games).

Other "must haves" besides the DOS and utilities are:
KERMIT65 (for VT100 emulation)
PARROT-II (digitized sound demo)

The following picture viewers:
DEGASVU or DEGASVIEW (view ST .PC1 files)
APACVIEW (Jeff Potter's GIF viewer.)
GIFNCODE (Jeff Potter's Micro-Painter GIF maker.)
MACREAD (MAC-PAINT picture reader. Not as good as C64 version
but not bad.)
ILBVIEW or ILMVIEW ? (Amiga IFF picture viewer.)
RLEVIEW and RSCOPE (RLE monochrome picture viewer.)
KOALA.BAS and KDUMP (Koala-Pad picture viewer.)
CSQVIEW (APACVIEW with compression.)
AT8GIF (CompuServe GIF viewer. Lacks APAC's ZOOM function.)
Slideshow (Micro-Painter viewer with "fades".)

The following music demos:
PIANO (The AMS-PLAYER "magic piano".)
JUKE (The AMS-PLAYER "juke box", hold many songs.)
PPLAYER (The famous ANTIC "pokey" player. "Gumby" for stereo.)
AMP (The ANTIC Music Processor.)

The following printer processors:
DAISY-DOTii (Printer font processor and font editor.)
DOT MAGIC (Printer font processor.)
ANTIC PUBLISHER (Graphic desktop publishing page designer.)
PAGE EDIT (Heard it's great with Sparta. I have never run it.)

The following text editors:
T:EDIT (Fast, compact editor and file reader.)
TEXTPRO (Macroing editor, sort of a baby EMACS.)
SPEEDSCRIPT (Large lettered word processor. Precedes TEXTPRO.)

The following QWK-Mail posters and readers:
PAB-QWK (for 130XE)
QWIK-SILVER (for 800XL with two drives)
QWK8 (for all 800s, Comes with source.)

The following languages:
ACE C (Deep Blue C extension for ATARI 8-bit).
CC65 (C package that mimics VAX C for ATARI 8-bit).
FIGFORTH (FORTH-83 public domain FORTH for Sparta-DOS).
DPASCAL (DRAPER PASCAL for the ATARI 8-bit).
TURBOBAS (Frank Ostrowski's --FABULOUS-- TURBO-BASIC).

The following spreadsheets:
BCALC (never used it)
SPEEDCALC (COMPUTE! magazine's spreadsheet).

The following CAD program:
CAD-3D (great for drawing simple floorplans, etc.)

The following Doc file reader:
VTEX (not UNIX "more", but not bad).

The following text windowing package:
M-WINDOWS (used by DETERM terminal program.)

The following mini-BBS programs:
OASIS JUNIOR III
PROFESSIONAL BBS (by Marco Benton)
FOREM BBS and FOREM XE BBS (Friends of Rick E. Moose)
ATKEEP (ATARI Citadel-style BBS).
A.M.I.S. (First BASIC BBS, but it works)

The following terminal programs:
BOBTERM (many, many transfer protocols, the best!)
EXPRESS850 (built in buffer / ramdisk, no ramdisk needed)
KERMIT65 (for those funky machines that only use KERMIT,
and those funky machines that only display VT100).

TERM80 (for SX212 modem)
OMNICOMM
AMODEM (term program in BASIC language).
DETERM (term program with MAC-Like interface).

Definitely get TURBOBASIC and TEXTPRO. I can probably think of some more stuff if given the time.... Oh yeah, you might want to get KERMIT65 just so you can dial up DELPHI from your ATARI 8-bit if it ever becomes necessary. Have fun!

3047. Re: 1084, well, Chroma/Luma really

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 16:02:44 UTC
From: krishna@max.tiac.net
Message-ID: <2tfbj4$5ie@sundog.tiac.net>
Source record: 100628

ROBERT STOUT (rstout@legend.akron.oh.us) wrote:
: Radio Shack has a computer-to-tape-drive cable for $7 which has a
: 5-pin plug on one end and 3 audio plugs on the other. With an
: audio-to-rca adapter I am able to use this cable to hook a 130XE to a
: green monitor. I am only using one of the three cables. One of the
: others is sound (I was told) so maybe the last one is chroma-luma.
: Maybe.

Chroma and luma take separate RCAs. It could be anything. The one you
are using for the video could be composite or it could be luma.

3048. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 16:05:48 UTC
From: krishna@max.tiac.net
Message-ID: <2tfbos$5ie@sundog.tiac.net>
Source record: 100630

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: Well, the best all-around term program I've come across (friendly, easy to
: use unlike Kermit65 or whatever the version is now, AND supports x-on/x-off
: to help you ATTEMPT to keep up at 2400 on the makeshift 80-column screen, also
: includes generic xmodem, etc.) is omnicom/omniterm. It SHOULD still be lying

Most dialups don't support Xon/Xoff, at least the one I dial up on
doesn't, which rendered any software flow control moot. Thus I lose
characters regularly with Omnicom at 2400. FlickerTerm will be useful
even for 2400 baud users because it won't ever lose a character at any
speed up to 19.2k.

It is also easy to use and set up.

And you can customize the font if you don't like it. Try doing that with
Kermit or Omnicom.

3049. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 16:08:08 UTC
From: krishna@max.tiac.net
Message-ID: <2tfbt8$5ie@sundog.tiac.net>
Source record: 100629

Winston Smith (winston@merk.com) wrote:
: The following Doc file reader:
: VTEX (not UNIX "more", but not bad).

Does more let you go backwards? What about ATASCII?

Come on...

3050. Re: FOR SALE (Wash. DC area): Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 16:12:10 UTC
From: krishna@max.tiac.net
Message-ID: <2tfc4q$5ie@sundog.tiac.net>
Source record: 100631

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: half of what you're asking (or less in package deals)? Were these supposed to
: be the amounts you paid for these years ago? I've got an ad lying nearby for
: a 800xl from mid/late 80's for about $40 or $45 new...

That seems unlikely. I have a receipt for my 130XE from 2/2/88 from Lyco Computer's for $135.00.

A few years makes a big difference.

3051. Re: Physical max speed?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 16:17:51 UTC
From: krishna@max.tiac.net
Message-ID: <2tfcff$5ie@sundog.tiac.net>
Source record: 100632

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: What's the max comm speed you COULD run/force into the 8bit Atari? I have an
: MIO currently which max's out at only 19.2k... but I can't believe that's the
: top speed the PBI can handle, am I right???

: BTW: anyone know if a term program exists for the 8bit which supports 14.4k
: mode as well as 9600 and 19.2k?

The new limit will be imposed by the R:P: interface, something in the 30s range, like 34 or 38K baud, which may allow one to either use a 14.4. w/compression and slam the throughput to whatever Bobterm can handle (whatever that may be) or POSSIBLY use a 28.8 if Bobterm can handle it.

Bobterm (and FlickerTerm) can handle up to 19.2K, but Bob Puff tells me it can do more than that. How much more I don't know. It could max out in the 20s or it could go all the way up to 38K, I don't know for sure.

It isn't the interface that is the limit, it is the software.

I've logged onto boards like City of Grey which is written in Basic XE and gotten far slower performance than a PRO! board or this internet dialup.

It takes some very optimized code to get the 1200CPS I get with Bobterm doing file transfers.

If there is ever an '802 or '816 solution for the Atari, expect the throughput to increase dramatically due to the ability to move bytes a lot faster.

3052. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 18:43:35 UTC
From: jharris@cup.portal.com
Message-ID: <114057@cup.portal.com>
Source record: 100633

RE: SpartaDOS 3.2G

>Only known bug:
>
>When you type D: copy filename.ext E: or P:
>
>you get:
>
>file already exists
>
>This is the new error code used to prevent you from copying a file to
>itself. You can still copy to the editor or printer this way:
>
>Editor:

Yes, sorry about this bug. It will get fixed, but I want to see what else
may need tweaking at the same time.

Using 'Editor:' is a bit overkill.

'COPY FILE ED:' will work, as will copying files from any other drive
number, to E:. The fix for preventing file copies to itself, checks the
device ID #, but sadly, not the device itself. It thus finds E: the same
as a default D:, i.e. no drive numbers on either. :-(

>D1:TYPE FILENAME.EXT <--that is, if you can now type any file no matter
>how long the lines are, the old Type would balk on a lot of stuff.

This is not correct. There is a 64 byte buffer that the TYPE command
uses, and it is part of the COMTAB structure so I couldn't change it's
length. In the future, I can probably set TYPE to use an alternate buffer
somewhere else, but the 64 character line limit remains for now.

Some additional improvements that were not mentioned:

Text error message for the rest of the DOS error numbers.

Full lower case support - drive names, files, commands, everything.

Improved keyboard buffer support. Won't stack-up additional auto-repeat
keycodes, and also has a way to clear the buffer. 1200XL function keys
work properly.

Sparta's internal variable for a file's RUN address, is now set correctly
for program files that contain a RUNAD. Thus, they can be reentered with
the RUN command, just like other .COM files.

Additional version for Black Box and MIO users, that drops memlo down to $17A2, at the expense of using the $C400-$CBFF area. This would be incompatible with BASIC XE and some other programs, but it will give users an extra 1K at LOMEM if you don't need those programs.

System lock-up bug has been fixed, when the clock updates from 12-31-99 to the year 2000. Plus, the day of the week in TDLINE will be correct now after the year 2000. For those of you that are going to use their machines this long, it shows FTe's long term hopes. :-)

John Harris - jharris@cup.portal.com

3053. 8-bit H/W 4 sale; Raleigh NC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 21:13:18 UTC
From: balkov@jabba.cybernetics.net
Message-ID: <2tftpe$489@jabba.cybernetics.net>
Source record: 100600

Greetings,
For anyone who is interested, I have an assortment of hardware
and software (mostly on disk) for sale. If you are seriously interested
please e-mail me.

3054. 800XL vs. PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-12 23:46:41 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9406122254.AA22364@phinet.smithkline.com>
Source record: 100635

The recent discussion (flame?) about the 8bit and the PC got me to wondering exactly where the 800XL stands relative to the "mainstream" 8086/286/386/486/586 world of computing technology. Very crudely, my souped-up 800XL (BB/FB, 44-meg HD, 4x1.44-meg floppies, 1-meg RAM, XEP-80) compares well with an upgraded IBM XT I've been messing with (V-20 processor, 8087 mathco, 20-meg HD, 2-meg RAM, 2x360K floppies, TTL mono video). This XT has a Norton rating of 1.8 & takes about 12 years to boot up. (OK, I'm exaggerating, 5 years maybe). The Atari boots about a zillion times faster. Other stuff, like floppy & HD operations, seem to take about the same amount of time. I could write a thesis on the advantages & disadvantages of each of these systems, but overall I think they're roughly equivalent. (BTW, I'm using Sparta on the Atari & MS-DOS 3.30 on the IBM.)

I think the Atari 8bit holds its own against ANY of the 8088/8086 machines. Including "Turbo" 8088-based versions of the XT, which are a disaster.

The Atari doesn't lose it's edge until you get to AT-class technology, including the 286-based XT clones. A 10-MHz 286-XT (Norton rating 12.0) blows away both the Atari & the 8086/88 based machines. If I were in the market for some kind of IBM-thingie, I wouldn't settle for anything less than something with at least a 286 in it.

However, for folks who prefer to keep life simple & are comfortable with 8bit things, I'd say trash your 8088 & buy an Atari. (I regard the original IBM-PC as *inferior* to my 800XL in every way, they really are junk.)

Even for the crowd who revel in fancy 386/486 stuff, my souped-up 800XL still has endearing features. It's so much more light & compact. I'll take AtariWriter over MS-Word *any* day (having a 100MHz 586 CPU does not help people compose text any faster!). It's electronics are simple, I can fix it myself. Scheatics for IBM machines are expensive, & diagrams for PC-clone boards & plug-in cards are virtually non-existent. (Not that you can repair them yourself anyway, with all those tiny blobs of surface-mount plastic they stick in there, sheesh.)

There is only one real advantage of the PC over the trusty ole' 8bit, but it's a whopper: SOFTWARE. <sigh> Oh well.....

The nature of my job environment is sucking me ever more into the IBM world, but I'm not going willingly. I'm kicking & screaming all the way. One day I'll probably get fired because someone will open the janitor's closet & catch me in the act of secretly banging out a memo on a smuggled 800XL with AtariWriter. :)

- Ben Poehland

3055. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 00:32:04 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pYxOnZc.lmcclure@delphi.com>
Source record: 100634

In a message dated 6-11-94, Glenn M. Saunders said:

"The fixed ATASCII font of the XEP makes it wholly unsuitable
for vt100 or ansi applications."

From what I recall, the XEP-80 is supposed to have the same charcter set as the Atari ST, which would mean it definitely in not an ATASCII character set.

"You can't change this fault in the design of the XEP
any more than you can make it run faster than 4800 baud."

This brings up another matter. I do not see the "slow" connection to the XEP-80 being an insurmoutable problem for high speed telecommunications.

All those out there who can keep up reading a stream of text at 2400bps, raise your hands. Okay, now, can anyone keep up with 4800bps?

I suspect the vast majority of people are like me...when fetching text at high speed, they don't try to read, but either "skim" the display for interesting tidbits as the text zooms by, or simply check it to see if it has finished. Obviously, when downloading, you don't need to see the data at all, you just need to know the download is progressing without problems.

My proposal is that any term program running at greater than 4800bps, and making use of the XEP-80, should not attempt to keep up the display with the incoming data. Rather, it should write what it can, but 'intelligently' drop what it cannot (i.e., drop lines or paragraphs, not characters) and at any pause, catch up, so that what appears on screen is the same thing you would see on a terminal capable of faster scrolling.

Of course, if one wants ALL the text ALWAYS there as it is coming down, one could always use something like Flickerterm online, and an XEP-80 compatible reader off-line.

For many, however, I feel my proposal would work fine, as when reading text with a high-speed connection you are either capturing it nonstop (and not able to keep up with it anyway), or reading one message at a time, cutting your "effective" transfer rate to far below the 4800bps connection the XEP-80 can sustain.

3056. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 01:11:15 UTC
From: krishna@max.tiac.net
Message-ID: <2tgbnj$g6s@sundog.tiac.net>
Source record: 100636

Lonnie McClure (lmcclure@delphi.com) wrote:
: In a message dated 6-11-94, Glenn M. Saunders said:
: From what I recall, the XEP-80 is supposed to have the same charcter
: set as the Atari ST, which would mean it definitely in not an ATASCII
: character set.

No, it is ATASCII. That is why special characters in VT850 (the only
VT100 emuator for the XEP which maxes out at 1200) are presented by
ATASCII graphics like the triangles and shit.

The DIMENSIONS of the characters may match the ST, who knows...

: All those out there who can keep up reading a stream of text at
: 2400bps, raise your hands. Okay, now, can anyone keep up with 4800bps?

There is considerable overhead in fullscreen environments, especially the
vt100 editors. Even at 14.4 the screen refresh takes a little bit. It
isn't instantaneous.

3057. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 01:26:26 UTC
From: cmwagner@gate.net
Message-ID: <2tgck2$ah6@tequesta.gate.net>
Source record: 100637

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: This version is shareware just like 3.2f was, and should hopefully give
: people enough of an incentive to register.

Hopefully I will get 3.2g, so I won't have to worry about upgrading, but maybe Mike can send it to me via e-mail or put it on aaue for ftp. I already registered (didn't even know it was Shareware) SpartaDOS. I am currently working on building an SIO2PC interface, so I can check out that 8 megs of Cislib_a from aaue, heh. I wonder if there is a utility that will create a disk image from a group of files, that would be handy.

Maybe I will see if there is any technical documents regarding the disk images for SIO2PC.

(9600 is slow, and without a 256K expansion it is SLOWER).

3058. Case w/power supply for drives, projects: $25

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 02:14:39 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0097FDC8.E7366FA0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100648
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy

This case previouly contained a luggable PC-clone (Columbia 8088 VIP computer).

It is made of strong metal, painted light off-white/beige. It has a switching power supply, cooling fan, on/off switch, fuse (1.6 Amps), carrying handle, rubber legs, plastic legs, it is tiltable (2 positions).

The dimensions of the case are 8 1/2" X 18" X 16". Inside are the power supply and cooling fan (of course), hardware for installing 2 drives, 2 more metal cabinets each about the size of a drive (5.25" half height) and a CRT that used to be the monitor of the computer. The CRT can be removed and then there is a lot of room to install whatever you may need in there. (If your project/ application requires a CRT, it can be left inside, however I do not have any details about its specs, resolution and condition). I can even send along a metal frame that will support up to 2 full height 5.25" drives, in case you wish to install such a frame in the empty space inside the case.

There is a matching front metal cover that goes over the whole front and protects it from dust and shocks during transportation or at a time the devices in the case are not used or no access to them is required.

The power supply was strong enough to power a full-size motherboard with 2 expansion cards and 2 disk drives (older, power-hungry 5.25" drives), as well as a CRT (monitor). It is in good, working condition as far as powering the drives is concerned; the CRT power should also be ok, however I never tested it- because I had no need for it (but I do not think there are any problems).

This case would be a suitable choice for projects or for powering external devices. It has a lot of extra room for expansion.

Asking for best reasonable offer; all reasonable offers will be considered and all replies will be responded to. Suggested price: $25

Please send e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973.
Thanks for the interest!!

3059. Re: 800XL vs. PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 02:19:43 UTC
From: payton@ins.infonet.net
Message-ID: <2tgfnv$ago@insosf1.infonet.net>
Source record: 100638

In article <9406122254.AA22364@phinet.smithkline.com>, poehland%phvax.dnet@sb.com writes:

>The Atari doesn't lose it's edge until you get to AT-class technology,
>including the 286-based XT clones. A 10-MHz 286-XT (Norton rating 12.0)
>blows away both the Atari & the 8086/88 based machines. If I were in the
>market for some kind of IBM-thingie, I wouldn't settle for anything less than
>something with at least a 286 in it.

IMO, the big disadvantage to using older computers like the 8-bits
is the lack of decent display. For years I used a TV set for a display
and fought a never ending battle against RF interference. Later I
bought a composite monitor and the display was much better, but still
only 40 column.

After using even plain VGA, switching to the Atari (even on a good
composite monitor) is a unpleasant shock to the eyes.

>However, for folks who prefer to keep life simple & are comfortable with 8bit
>things, I'd say trash your 8088 & buy an Atari. (I regard the original IBM-PC
>as *inferior* to my 800XL in every way, they really are junk.)

Depends on the application. For a general purpose home computer that
is going to be used for entertainment the 8-bit is the way to go. The
early PCs are completely worthless for games. However if the
applications are going to be word processing and telecommunications
then I think the 8088 is the way to go. Even a lowly 8088 has several
advantages here: the ability to use a VGA card and monitor, the ability
to plug in hard drive controllers, and the ability to plug in modems and
printers. All of these peripherals for PCs can be found used for
next-to-nothing.

>There is only one real advantage of the PC over the trusty ole' 8bit, but it's
>a whopper: SOFTWARE. <sigh> Oh well.....

I think the 40 column display of the 8-bit is also very limiting. I
think many people would have used their 8-bits longer if Atari would
have released a hardware-based 80 column mode, perhaps beginning with
the 1200XL.

--
James Payton | payton@ins.infonet.net

3060. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 02:25:31 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940612192541.23415a1d@sonoma.edu>
Source record: 100639

Ok.. as for games :) There IS a Live Wire 2, you know! :)

Also, some cool Tetris games (I know I think the original poster is sick of them) include AtarTris II, CoolTris (hehe), the demo-version of Dredis, and of course, Tetris3d! (And maybe one day I'll finish Dr.Atari, who knows!?)

As for programming, you'll want a good C compiler NOT! :) I can't stand C on the 'big' machines, let alone the 8bits! :) The best C-LIKE (and also Pascal-LIKE) language out there is Action! (now being sold by FTe, eh!?)

Terminal programs you'll want include BobTerm of course, and FlickerTerm sounds cool when it comes out, and I bet (IF ITAY'D FINISH IT!) Ice-T will be pretty cool too (I HOPE!). Also, yeah, Kermit-65 if you need it, and probably some 'better-than-BobTerm' VT-100 emulator (BobTerm only does VT-52, ASCII, ATASCII).

For text readers, get the new 5.12 version of TextPro, I've not seen T:Edit yet, and COL80 by Itay is hella nice for 80 column if you have a good monitor (or can stand getting used to 3-bit fonts).

For music demos, go for The BIG Demo by HTT if you can stand lots of scrollers (THERE'S a 60K, 3-HOUR LONG SCROLLER IN THAT SUCKER!). Also, most of the (newer) Hobby demos (like 1990 and on) and of course the HALLE demo. (HEY! IS THERE A 1994 HALLE DEMO!?!?!?) Oh, and YourBody is pretty cool.. as is the dancing silouette portion of Veronika.

Finally.. as for a good graphics viewer - get JVIEW! I wonder if it's at UMICH yet? (THanx again Jeff for resending me a copy.. I have a backup of the ARC and I promise this time I won't erase it! :))

Oh - and back to cool programs - don't forget MODPlay 1.22 (I couldn't get FAMPY to work! Besides - I'd rather keep original files around versus 8-bit specific files - that way I can upload stuff and get UL/DL credits at local BBSes! hehe!)

Anyways - good luck!

3061. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 04:16:23 UTC
From: kamaro_kid@delphi.com
Message-ID: <5EzPfjX.kamaro_kid@delphi.com>
Source record: 100640

I simply had an opportunity to upgrade from my Hayes Ultra v.32
Smartmodem (9600) to a Hayes Ultra v.32bis Smartmodem (14.4k).

Right now, it maxes out at 19.2k on my Atari - but I can get above 38.4k on
my PC, but since it's physcially connected to my Atari, my PC will have
to do with the old Hayes Ultra 9600 v.32! [grin]

Priorities, you know!

3062. Re: Physical max speed?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 04:18:33 UTC
From: kamaro_kid@delphi.com
Message-ID: <xG7N3IR.kamaro_kid@delphi.com>
Source record: 100641

At 19.2k baud via Bobterm on a stock 800xl - using an MIO, I've gotten CPS values around 1280.

This is when xfering a file from (or to) my Atari from (or to) my IBM PC Compat. (NCR 386DX) - with the PC using Procomm Plus 2.01

3063. 800 upgrade kit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 04:20:40 UTC
From: kamaro_kid@delphi.com
Message-ID: <5k0MXIY.kamaro_kid@delphi.com>
Source record: 100642

I'm in the market to purchase an Atari 800 ram upgrade kit.

Dont know ANYTHING about existing ram upgrades for the 800, but I do know
I'd like to do something with this brand new 800 sitting
here!

Eventually, I'll add it as a MUX slave.

-James King
kamaro_kid@delphi.com

3064. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 04:21:12 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2tgmro$isd@news.cs.tulane.edu>
Source record: 100643

Re: will FlickerTerm support 14.4...

Yes!

3065. Re: 1084, well, Chroma/Luma really

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 05:23:13 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0xd1@legend.akron.oh.us>
Source record: 100645

Glen,
Thanks for the info on chroma-luma. Even tho I don't know which pins go to which audio plugs, I am happy that one of them produces reasonable 80 column output with Omnicom on a green monitor. The Radio Shack clerk said that 2 pairs of pins went to 2 of the audio plugs and the fifth pin to the third plug. So could someone use a y-adapter to combine chroma and luma into one rca jack that would be usable say in thecase that began this thread?

3066. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 05:32:32 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.0xd7@legend.akron.oh.us>
Source record: 100646

My 2-cents worth on must-have software, with regard for ACE C ... add the CC8 compiler which gives ACE C more features. Also, as the author of QWK8, an offline reader which was said to be for all 800's, I must report that 64K is needed.

3067. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 05:55:55 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jun13.055555.377@iglou.com>
Source record: 100644

Along with JView, you'll want ColorSquashView: a slide shower for those
RGB pictures!

--
Bill Marcum bmarcum@iglou.com
"Why don't you tell your dreams to me?
Fantasy will set you free" Steppenwolf, "Magic Carpet Ride"

3068. Re: XL -> PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 12:43:09 UTC
From: bgroves@sachem.tiac.net
Message-ID: <2thk8u$t7k@sundog.tiac.net>
Source record: 100647

In article <2si2jj$6nm@dux.dundee.ac.uk>, rmccall@mcs.dundee.ac.uk (Rod McCall) says:
>
>I have load of old XL disks, is there any way of reading them on a PC
>(not emulating) just reading them and transferring the files to 3 1/2
>inch disks so I can use them on my FALCON (while emulating the 8bit).
>
>Rod

Rod,
Who wrote the 8bit emulator for the ST?
Derek something?????
Is he out here?
More to the point: Is there an 8bit Atari emulator for MS Windows?
I miss my old games but dont want to play with the old hardware.
If Derek coded an emulator for the 68000/GEM an 486orP5/MS Win 3.11 (4.0)
version would be great!
Bill

3069. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 12:44:52 UTC
From: ral@iglou.com
Message-ID: <1994Jun13.124452.7795@iglou.com>
Source record: 100649

I have an MIO setup with an XEP-80 and HD system that I have tried to run at high speeds and with the XEp, it just bogs down. Bobterm will easily handle a 19.2 connection in 40 col mode, but at 80 col, it drops characters throughout the document.

Many times users want to capture the text for later reading, or have a high speed connection for doing file transfers. Therefore, it's an inconvenience to say the least, to have to run two configs of Bobterm just to run at high speed.

The XEP-80 was fine with 2400 baud, but above that, it becomes a problem. Personally, I always hoped that someone would create the 80 column board for the MIO (my unit has the connectors already in place).

3070. Re: 800XL vs. PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 13:04:34 UTC
From: ral@iglou.com
Message-ID: <1994Jun13.130434.8759@iglou.com>
Source record: 100650

It's nice to see a familiar name here. I've just gotten access to Internet and am playing around trying to find stuff.

I saw your message about the advantages of the 8bit vs the PC. Just thought I would throw in my two cents.

I started out with a TI 99/4A (still have it) added an 800xl, built to 256k with 30 meg HD on an MIO and XEP-80. Also added an Apple II+, Laser 128 (IIe clone) and finally a Laser XT. I still have all except the Laser XT which was sold when I upgraded to a 386. SOld the 386 and upgraded to a 486/33. That's where I'm at right now, with 4 systems set up as well as a BBS (currently 8 bit PRO but will be on an ST in the next week or so).

I have found that the 8bit was very capable but eventually it became limited in what it can do. Your comment about Atariwriter is fine for you but I had greater needs. I put out the newsletter for the TI user group and it consisted of printing, cutting, pasting, etc. I tried using the 8bit (I have Newsroom, Newstation and a few other publishing programs) but they just took too much time.

Now I have Ami Pro on the PC. Yes, it takes lots of hardware, lots of memory, and costs more than Atariwriter (but not that much more... I paid $150 for the entire SmartSuite with AmiPro, 123, Freelance, Approach and Organizer). I can now put together a much better looking, more readable, and cleaner newletter in about 1/5 the time. I feed the document to a Stylus 800 printer and it's done.

I caution you judging the PC by the 8088/86 era. At that time, it was inferior to the 800xl line in many respects. But those days are 10 years in the past. Capabilities are far increased. And the prices are not that far out of line.

486 PCs with monitor and 200meg HD are available for $900.
My 800xl cost $100, the disk drive $125, the monitor was $249, the MIO cost $250, the RAMBO was $69, the HD was $75 (old PC stuff).

Personally, I'm glad the prices are staying where they were when I started this hobby, and moreso that the capabilities are increasing so dramatically.

3071. Help!! broken disc drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 13:05:54 UTC
From: pitchfsj@aston.ac.uk
Message-ID: <CrC71v.Gqt@aston.ac.uk>
Source record: 100651

I've recently digged out my old atari 8 bit system (800XL 1050? disc drive etc). Much to my dissapointment the 1050 refuses to work. When I plug it in and turn on the system, the drive just 'whirrs' continuosly. Is this a common problem, does anyone know if there is an easy fix, or do I have to go looking for a new one?

I also heard there was a 8-bit emulator for the ST- is it any good, also is there one for the PC.

___ ___ ___ _ _ ___
M__ M M_ M M M_ Pitchfsj@sun.aston.ac.uk
__M M M__ M M__

3072. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 13:59:09 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Jun13155909@nova.lise.unit.no>
Source record: 100652

In article <114057@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:

[...]

System lock-up bug has been fixed, when the clock updates from 12-31-99 to
the year 2000. Plus, the day of the week in TDLINE will be correct now
after the year 2000. For those of you that are going to use their machines
this long, it shows FTe's long term hopes. :-)

I have a question about the clock; what are the chances of getting one
which works with PAL (49.9something Hz) machines? The current one
loses ten seconds to the minute, which isn't particularly useful :)

Also, does the R:Time cartridge have its own crystal, or does it rely
on the system clock? If the latter, it will have the same problem as
TDLINE :(
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

3073. Re: Nadral

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 14:25:16 UTC
From: ae64@rz.uni-karlsruhe.de
Message-ID: <2thq8c$5a3@nz12.rz.uni-karlsruhe.de>
Source record: 100653

In article <2s2edb$jsb@constellation.ecn.uoknor.edu>, norlin@essex.ecn.uoknor.edu (Norman Lin) writes:
|> >Anyone else remember this bizarre game?
|>
|> Yes!

Me too, as I am one of the authors :-)))

I was just browsing through some of the newsgroups that I've never read before and this brings back some of the good old memories...

|>
|> >And while I'm at it, anyone have ANY idea what it was about? My German
|> >isn't all that good, and it seems to have a plot involving a helicopter
|> >on some kind of psychadelic nightmare about toilets, showers,
|> >telephones and bouncing balls, accompanied by a creepy "thong, thong..."
|> >kind of noise. A funny people, the Germans. :)

Well, the idea was somehow to collect all the keys in the big labyrinth, and to open the doors (using the keyholes of the same colour). Having opened the last door (level 1 has one door, level 2 two doors etc.), you have to free the other imprisoned Nadral by kissing (nice sound) him (her? it?).

We had lots of fun designing the whole thing (we did this during the last year of school), but I agree that the game is somewhat unplayable and boring, but the effects are nice.

I assume that you have a cracked copy of this game. No problem with that. I think that in this case you'll miss one of the technically interesting things we did for this game:

We spend a lot of time designing the intro trailer to the game. I think that there is no other game on the 800 the loads the game, plays music and scrolls the screen and moves a "Nadral" sign (made of four playes from the P/M set) *at the same time*.

|> Got me there. Don't forget the cigarette lighters and the toggle switches.
|> It seemed like a vaguely "Shamus"-like game, but a lot weirder (and I
|> kind of liked it!) Also, the fact that it used digitized speech was
|> unique. Something like "speiler ein... schluB" when you died. The sound
|> effects were good also, using nice decay effects on the volume to make them
|> sound more realistic.

The speech was "Spieler eins ... Schluss" (player one, finished).

Ahh, the good old memories. Sometimes, when I'm in my hometown, I dig out my old 130 XE, hook up the disc drive and play a round of Nadral, or

Highway Duel, the other game we wrote...

Andreas
--
Andreas Wiethoff
E-mail: ae64@ibm3090.rz.uni-karlsruhe.de

3074. Re: Atari 800/850 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 14:43:28 UTC
From: dheller@sybase.com
Message-ID: <CrCBKH.8y4@sybase.com>
Source record: 100576
Cross-posted to: dc.forsale,comp.sys.atari.8bit

In article <2t5eoi$1m1@solaris.cc.vt.edu> dlacroix@guilder.bevd.blacksburg.va.us (David La Croix) writes:
>Luigi Morelli (luigi@East.DELFIN.COM) wrote:
>: Atari 850, 1050 disk drive, cassette recorder, color monitor,
>: printer, books and tons of SW $150
>
>: Atari 800, 810 disk drive, cassette recorder, 1020 color printer,
>: books, cartridges, tons of SW $75
>
>: Everything in excellent working order. If interested, e-mail at address below. I can arrange delivery within 25 miles of Dulles Ai
>: Luigi Morelli
>: luigi@east.delfin.com
>
>Anyone who is STILL interested in atari stuff, I have an atari 800XL (built in basic) which I'd LOVE
>to get rid of, I have nothing except the console system, which works for basic, and the cartridge
>(dig dug) which came with it. (I will even throw in the power supply)
>$15
>
>My roomate's Atari 65XE and 1200XL are also basically up for grabs.
>E-mail for more info.
>--
>dlacroix@guilder.bevd.blacksburg.va.us (the newest addition to the net)
>dlacroix@vt.edu
>dlacroix@onyx.pvcc.cc.va.us

I'm holding onto my old Atari 800 and peripherals. someday they will be antiques. Besides, it has sentimental value to me...the first computer I ever bought. By working with it, and reading all I could about it, I learned enough to get started in the software industry. If my father hadn't loaned me the money (which I repaid with wages from a summer job) for it, I wouldn't be where I am today.

david
(Thanks, dad!)

3075. Letter To DGS News-Paper

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 15:09:22 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9406131501.AA16388@phinet.smithkline.com>
Source record: 100654

****

The following letter was posted in hardcopy to the DGS News-Paper on
June 13, 1994:

Dean Garraghty, Editor
D.G.S. News-Paper
62 Thomson Avenue
Balby, Doncaster
ENGLAND DN4 0NU

Sir:

In the editorial on page 3 of issue 18 of the News-Paper it is stated that Atari Classics magazine "has been offered to a user group based in California. ... Offering it to a user group is, in my opinion, not a good idea." The impressions created by these statements are not indicative of the facts. Please permit me to set the record straight.

Atari Classics was founded upon the results of a worldwide user-sponsored mail campaign which was organized in late 1991 and completed in the spring of 1992. The publication was intended as a serious effort which required a minimum of 500 subscribers to be financially viable, a fact which campaign respondents were informed of. About 1700 direct mailings were made, from which 615 positive responses were received. It was on the basis of those 615 positive responses (115 in excess of the campaign committee's goal), that I was asked by the committee's chairman to undertake the business foundation of the magazine. Under my management AC published nine issues (including four software disks), eight of which were undersubscribed.

AC was in effect a contract between the campaign committee and the user community which was clearly spelled out in the campaign literature, of which the essence was "Give us your support and we'll give you a magazine". The committee delivered on virtually all of its promises, but the community failed to honor its end of the bargain. It was on the basis of declining support from the very community which spawned the publication that the decision was made in early 1994 to shut it down. (This is not meant as criticism of the community, it is merely a statement of fact. It is my opinion that the abandonment of the 8bit platform was already in a fatal accelerating tailspin even during the period when AC was starting up, and that process merely continued-- with devastating effects even among the ranks of people who participated in the mail campaign and initially supported the magazine. Correspondence from former subscribers in response to mailouts of renewal forms clearly shows a pattern of migration to other platforms, mainly the PC.)

In stating that AC was "offered" to other parties you imply that the essential elements of any serious publication, i.e. its subscriber list and treasury, were hawked to the highest bidder. No such thing ever occurred. Because I view the failure of AC as a breach of the contract between the campaign committee and the community, it was always my feeling that the resources of the enterprise should be dissolved and dispersed back to the community. During the chaotic early months of 1994 I was approached by no fewer than three parties, all with strong ties to commercial interests, who expressed interest in acquiring the resources of Atari Classics. I was appalled at the cavalier manner in which these interests viewed AC, with utter disregard for the uniqueness of its origin. I informed all these parties, in no uncertain terms, that the demise of AC was not going to be an opportunity for a feast by commercial vultures at the expense of the magazine's paid-up subscribers.

During that same period I was approached by Mr. Bob Woolley, of the San Leandro Computer Club (SLCC) in California. Mr. Woolley strongly supported the mail campaign in 1992 and continued supporting the magazine in 1993-94 as a member of its Staff. Like me, he was distraught by the prospect of AC's impending demise and wanted to explore ways of saving it. From those discussions there emerged two realities with conflicting elements: 1.) the original concept of AC as formulated in 1991 and delivered in 1992 is untenable and should be dissolved; 2.) enough support might still exist to make it desirable to conduct a referendum on continuing the AC idea, albeit under a more modest/compact business environment. The present policies of AC are aimed at satisfying both of these objectives.

The following items represent the true facts concerning AC:

1.) The publication called Atari Classics ceased publication as of May 1994.
2.) The operational organization (staff) of the magazine have been dismissed.
3.) The financial resources of the magazine are in process of being dispersed back to the community (first batch of refund checks mailed out 6/12/94).
4.) The primary resources of the publication (its treasury and subscriber list) have not been offered or transferred to anyone.
5.) An entirely independent effort, led by Mr. Jim Hood of the SLCC group in California, is underway to revive the AC concept in the form of another magazine. The new publication may, or may not, be called Atari Classics (it probably will be, though).
6.) In addition to being current president of SLCC, Mr. Hood is also a professional graphic artist who operates a hobby magazine with an established base of 6,000 subscribers. Publishing being his livelihood, AC will not be either an amateur effort or a part-time concern for him (as it was with me).
7.) The final (April) issue of AC assisted Mr. Hood's effort by publishing a new subscription form and unedited material submitted by him as a sample of the flavor of his proposed new publication. The response he receives will constitute the desired referendum to loyal readers on the AC concept.
8.) Permission has been granted for the new publication to use as much of the intangible assets (magazine name, logo, features, policies, etc.) of the old magazine as it deems appropriate. This request was granted in response to expressions of desire on the part of Bob Woolley and Jim Hood

that the "new" AC should maintain as much identity and continuity with the "old" AC as possible.
9.) It will be up to the new magazine's management to assemble a staff, build their own subscriber list, and manage their own treasury. I am serving in an advisory capacity to that effort but am not actively participating in it.
10.) During its existence AC derived 90% of its support from readers in the US and Canada. While the UK/European market may equal the US/Canadian market in number of users, the proportion of those users able/willing to buy a subscription is significantly lower. Insofar as my activities stem directly from a mandate by the community of loyal AC supporters, I take very seriously my obligations to that community, to act in their behalf. To offer the resources of AC to any party in the UK/Europe, especially one with obvious commercial interests, was simply unthinkable.
11.) In an editorial in issue 17 of the News-Paper, it was stated that "We are now the only Atari publication that offers some form of payment for submissions." It should be pointed out that AC always paid a $25 cash stipend to authors of major feature articles (the last author payment was mailed in May) and gave a 2-issue extension to subscriptions of readers who submitted minor articles. This policy will be continued by Jim Hood in the "new" Atari Classics.
12.) Alan Hitchen's reference (on page 10 of issue 18 of the News-Paper) to "The sad news about the demise of Atari Classics..." is premature. AC *the magazine* may be defunct, but AC *the concept* is not. Let us first see how many subscription orders are received by Jim Hood before we plan the funeral. Rather bad form, to be already digging the grave while the corpse is still warm and twitching.

Respectfully submitted,

Benjamin L. Poehland
Managing Editor
ATARI CLASSICS Magazine

****

3076. AC Refunds Going Out

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 15:24:46 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9406131506.AA16826@phinet.smithkline.com>
Source record: 100555

I just wanted to let everyone know the first batch of AC subscription refund checks went into the mail yesterday. These were all to people whose last name starts with "A". (We still have a long way to go!)

This first initial run, things are going kinda slow as we work out the details of actually doing. For the moment it looks like we'll be averaging about 30 checks per week, but I'm confident that rate will go up to around 50/week once we go into high gear.

As usual with such things, the logistics of doing this are just hideous. I live in dread fear of of getting the checks & preaddressed envelopes out of order while I'm stuffing envelopes, which would cause dozens of checks to get mailed to the wrong people (!). But so far the process is moving along about as well as can be expected, & with vigilance hopefully we won't have any major FUBARs.

It isn't often a magazine folds up & the subscriber gets a refund, accompanied by a signed letter from the Managing Editor thanking the readers for their support.

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

3077. Ben Poehland

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 17:50:46 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940613105057.23415d8a@sonoma.edu>
Source record: 100556

Hey Ben. I must applaud your efforts with _AC_. I feel pretty bad that I never got a chance to resubscribe ($25 is a lot to someone who has $5 at most at any given time - that's for lunch and bus fare!), but perhaps now that I have a job I'll subscribe to the 'new' _AC_ and see if I can get back issues of 'old' _AC_.

Anyways, I've heard the horror stories about ANTIC and ANALOG (actually, I heard most of those stories back when _AC_ was being created) and I feel the community of us 8-bitters should all give you (and the rest of 'old' _AC_'s staff) a big warm "THANKS!" because of the effort still going on after the magazine is already 'dead'!

Also, that reply to News-Paper was (as always) VERY well written! :)
(sorry, I'm not a good writer, especially when it comes to business-type stuff, so I'm usually pretty impressed with good writing)

Thanx for keeping AC from turning into another ANTIC/ANALOG :)
-bill

3078. 160 x 192 x 64

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 19:46:05 UTC
From: ericl@bert.cs.byu.edu
Message-ID: <ericl.771536765@bert.cs.byu.edu>
Source record: 100557

In a message explaining the capabilities of the Atari 8-bits, the author (sorry, I forget his name) mentioned that a graphics mode with 160 x 192 resolution with 64 "true" colors is possible. I am familiar with the technique of using display list interrupts to cht and get more colors on the screen than is normally possible, but I was wondering how it would be possible to get 64 colors (unless you assigned four new colors to each line of the screen, which would give you as many colors as you wanted) and what he meant by "true" colors.

-- Eric

3079. Wanted: Atari SX212 1200 Baud MoDeMs!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 20:30:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <ccb_9406131930@flight.org>
Source record: 100562

I have a few that I could part with 3 that work and 1 that is questionable. I also have the optional (1 only) SIO accessory package for the SX-212. You'd have to pay shipping so what are these worth to you?

I also noticed that you sell ST & 8bit items by your by-line. Are you interested in other Atari items as well?

Fidonet: Michael Fitzpatrick 1:282/47
Internet: Michael.Fitzpatrick@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

3080. 4464 DRAMs

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 22:07:49 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9406132152.AA11322@phinet.smithkline.com>
Source record: 100558

My junkbox keeps turning up weird DRAM effluvium. This past weekend I came across a ton of 4464 DRAM chips. These are 256K, organized 4x64K.

I know of only 2 uses for these things: in the 64K upgrade for the 600XL, & they are also used in the YORKY. (BTW, you need to upgrade your 600XL to 64K for it to work with YORKY.) The YORKY uses 6 of these, the 600XL takes 2, for a total of 256K.

I've also seen these on some video cards used in PC's.

Anybody seen these used in any other 8-bit stuff?

Anyways, I'll sell them for 40-cents apiece in lots of 20 if anybody wants some. Dunno why I got *so* many, maybe I had some fantasy of cornering the 4464 market someday or something.

- Ben Poehland

3081. 800XL vs. PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 22:38:45 UTC
From: poehland%phvax.dnet@sb.com
Message-ID: <9406132203.AA11817@phinet.smithkline.com>
Source record: 100559

James Payton mentioned about the disadvantage of using 8bits vs. PC's because of the crummy video display.

In comparing my "souped-up" 800XL based system to an IBM XT, one of the items I failed to list was that my system has all the Super Video upgrades, which cost maybe all of $3.00 to install & produces super-sharp video, especially in mono. My comparison between the Atari & IBM was on the basis of all things being more or less equal, which means a regular composite mono monitor for the Atari & MDA/TTL monitor for the IBM.

I haven't used a TV set for a monitor since 1984 & never looked back. No TV can ever compare to a monitor. And no stock 1200XL or 800XL can compare to the SV modified XL machines. The crappy video in the XL's wasn't a characteristic of Atari 8bits, it was a stupid Atari design flaw that is readily rectified.

I gather James doesn't know about the XEP-80. Ataeri *DID* release a hardware based 80-column mode, & it works quite well. It appeared around 1987 I think. With a simple modification the XEP80 can be made to work with a TTL monitor for maximum video clarity. I think the output of an XEP80 in either CV or TTL mode is on the same level of quality as a Hercules/MDA PC card produces. And for good measure it is also possible to modify the XL to output 40-column TTL video. All this stuff was described in the December 1993 Atari Classics.

With so many excellent choices for 8bit video these days there's really no reason anyone would *want* to use a TV (unless that's all you have).

There's been a lot of discussion in this group about the Super Video upgrades, but I haven't seen one message from anyone who uses a TTL monitor employing the Woolley upgrades from AC. Anybody out there using TTL?

I spent considerable time messing with the TTL XEP-80 upgrade (per my comments on Woolley's article in AC) but never got around to doing the 40-column TTL upgrade. I'd be curious to know if anyone did that hack & what they think of it. Maybe a stumbling block for most people is the fancy switch you need to switch back & forth from 40-col to 80-col mode with the TTL monitor. Ah, let's see, there 4 main signals in TTL, right? (H, V, I & Vid) Which means you'd need a 4PDT switch? Wonder if Radio Shack sells such a switch? I think they do....

- Ben Poehland

3082. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 23:42:02 UTC
From: krishna@max.tiac.net
Message-ID: <2tiqsa$3pb@sundog.tiac.net>
Source record: 100560

ROBERT STOUT (rstout@legend.akron.oh.us) wrote:
: My 2-cents worth on must-have software, with regard for ACE C ... add
: the CC8 compiler which gives ACE C more features. Also, as the author
: of QWK8, an offline reader which was said to be for all 800's, I must
: report that 64K is needed.

Correction, 128K is always needed (unless you can get packets already
uncompacted) to unsquash/squeeze (?) the PKARCed .QWK packet.

So a 64K .QWK system is kinda impossible.

3083. Re: 160 x 192 x 64

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-13 23:52:18 UTC
From: krishna@max.tiac.net
Message-ID: <2tirfi$3pb@sundog.tiac.net>
Source record: 100561

Eric Layton (ericl@bert.cs.byu.edu) wrote:
: In a message explaining the capabilities of the Atari 8-bits, the author
: (sorry, I forget his name) mentioned that a graphics mode with 160 x 192
: resolution with 64 "true" colors is possible. I am familiar with the
: technique of using display list interrupts to cht and get more colors
: on the screen than is normally possible, but I was wondering how it
: would be possible to get 64 colors (unless you assigned four new colors
: to each line of the screen, which would give you as many colors as you
: wanted) and what he meant by "true" colors.

: -- Eric

The 3 CV pages are primary color separations. The luminance info of red,
for instance, is broken down into 4 evenly separated brightnesses of red,
and so on.

The atari has a palette of way over 64 colors, but in CV15 the colors are
simulated by "mixing" the 3 DLI bars in the cycling sequence.

Thus, a bright primary red would be a red bar, then 2 black sequences
because there is no blue or green info.

Colors are thus "additive".

A byproduct of this in CV9 is a puplish hue to the background. Adjusting
the monitor to boost contrast improves CV9 images immensely, because the
CV process seems to reduce contrast, I don't know why.

3084. 1200XL on TV!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 01:44:53 UTC
From: tdrake1@umbc.edu
Message-ID: <2tj22l$qlu@news.umbc.edu>
Source record: 100563

On the 25th of May 1994 I was channel surfing on the cable and came across the Mr. Wizard's World program on Nickelodeon. The title for this episode of Mr. Wizard's World was "What's This?"

The first item he showed was the Atari 1200XL 8-bit computer! He was explaining how computers worked and actually took the top off of the 1200XL!

Mr. Wizard also showed the 1200XL playing PacMan with the help of his young assistance at the controls of a genuine standard Atari joystick!

Mr. Wizard even took the joystick apart and had his assistant play PacMan using only the bubbles.

I was amazed! Using the 1200XL to demonstrate how computers work! What an outstanding choice!

Did anybody else see this episode of Mr. Wizard's World?

--
-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

3085. Atar-Zmodem 1.20...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 01:45:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <d64_9406140535@flight.org>
Source record: 100577

Got this from the Fidonet 8-bit Newgroup. For those of you who are interested:

<< This message exported by .QWKsilver 0.2 beta (C) 1992 Ubiquitous Software >>

Export date: 06/08/94 at 19:47:11
System : FlightLine BBS

Message #2239 on Atari 8Bit

From -----> FRANK WALTERS
To -------> ALL
Date -----> 05-29-94
Subject --> Atar-Z-Modem 1.2
-=-
Larry Black has just released version 1.2 of his Atar-Z-Modem, Zmodem receive protocol for Atari 8bits. It fixed a few minor bugs in v.1.0 and added a couple features that could be helpful. It is Shareware, so please support Larry in his continuing effort to suport 8-bit Atari users. He can't say anything about this as he is the echo moderator of this echo. I imagine he was very disappointed in the total lack of response to his initial release of the first Zmodem receive program for the Atari. Doesn't anybody send registrations for new Shareware anymore? Or do authors have to offer "Crippleware" that require you to register it to get it to fully function. I hate those programs and never register them.

Summary of changes in Atar-Z-Modem 1.2:

1. Fixes minor bug in Filename block CRC routine.

2. Fixes memory conflict between buffer and P:R: Connection ROM hander when that handler was installed by v1.0. Did not affect P:R: disk file handlers or 850 interface.

3. Filename is verified for alpha/numeric characters only, as required by Atari DOS 2.5. Lower case converted to upper case and illegal characters replaced with "Z" character in receiver's "save" file.

4. RESUME function added. Allows user to resume downloading a partial file that was previously aborted for any reason. Time limitation when resuming very long files on very slow disk drives due to necessity to read and Open to append the partial file before beginning data transfer.

ATZMOD12.ARC is around 20k and can be downloaded from my BBS, TACO Bell, between 4pm-11pm Central time. Phone: 904-785-2333. New callers must use Atari translation and have full privileges on first call. It can be File requested (FREQ) from Larry's FidoNet system, The -< Bejue >- Bbs 904-769-9688 (1:3608/121). It will be made available on GEnie and Compuserve by the end of this week.

* TEXTPRO 5.16 * Atar-Z-Modem 1.2 now includes "Resume" function.

-Dag- --> dag.hugdahl@flight.org

Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

3086. Re: Required Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 01:45:27 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940613184533.23416345@sonoma.edu>
Source record: 100564

In particular: Re: QWK8 needing 64k or 128k

Well Glenn :) for one, you'd think the AUTHOR of QWK8 would know what he was talking about when he said 64k! And secondly.. since when do you need 128k to unARC something!? I do it all the time! (and btw - I tested out UNARC24.COM on the 8bit with a RAMdisk in MyDOS versus ARC.EXE on an IBM 8086-based machine with a (relatively slow) Hard drive and for some reason I was SURPRISED to see UNARC24 go faster! :))

Anyways, unless you mean something else about the ARC'd up QWK packets that I don't know!?

BTW- I tried out PABQwk and didn't like it (and it died on the QKW packet I fed it) and I used SLMR on my IBM PS/2 and it's pretty cool I guess, but the BBS that I planned on using offline-readers with is running the DCQWK Door on a T.A.G. BBS and the Door is unregistered, and although our sysop sent the author money and FINALLY got the 'secret register code', it was wrong - and then the guy disappeared! :) UGH
I may try messing with QWKSilver (is that it?) and QWK8 just for fun, but have no real use for either or SLMR until this sysop can find a good offline reader Door.

-bill

3087. 3D Poly rendering (REALTIME) on 8bits

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 01:50:50 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940613185102.23416345@sonoma.edu>
Source record: 100565

HELP! I'd like to see what type of FAST 3d poly rendering is possible with the Atari 8bits. I'd like to do the code in Action! without floating point (perhaps CARDs which are 10 or 100 times higher in resolution than a Graphics 7 screen .. surprisingly enough, this works rather well to 'fake' a FP-calculated 3D-ish image!)

The specifics of what I'd like is some simple, zoom-in/out-able, fly-around-able 3D poly (I'd kill for solid sides, but who'm I kidding for realtime rendering at 1.79mHz!? :))

The specific shape that I'd like is fortunately a simple one. It is comprised of a base which is a triangle and a point at the other end. Like a 3-sided (instead of square-based) pyramid.

I think some 3D starfields I worked on for fun a while ago could be converted to handle a 3D shape, but they're not as easily stick-controlled as I want.

Anyways.. thanx in advance! Also, does anyone know of a good Internet newsgroup to ask stuff like this in (seems a bit more appropriate, but I'm actually more interested in some nice canned Action! code than some damned cryptic uncommented C crap.. I mean code :))

later
-bill
kendrick@vax.sonoma.edu
kendrick@zippy.sonoma.edu <- less prefered

3088. Re: 1200XL on TV!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 01:55:07 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940613185516.23416345@sonoma.edu>
Source record: 100566

YEAH! I saw that episode of Mr. Wizard a few years ago (by then it was a few years old). I was always disappointed when I saw them using Apple II's on that show though :) .. Anyways, yeah, I think that's how I figured out some of the innards of my 1200xl (like the damned sheilding :)) when I first was brave enough to pop the thing open :)

Hell, I forgot they still played Mr.Wizard on Nick! :)

3089. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 02:13:43 UTC
From: lordthan@news.delphi.com
Message-ID: <2tj3on$7j4@news.delphi.com>
Source record: 100567

timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
> Well, the best all-around term program I've come across (friendly, easy to
>use unlike Kermit65 or whatever the version is now, AND supports x-on/x-off
>to help you ATTEMPT to keep up at 2400 on the makeshift 80-column screen, also
>includes generic xmodem, etc.) is omnicom/omniterm. It SHOULD still be lying

Been there, tried that. I like BobTerm better. (Actually, I like 850
Express! even better, but Express doesn't have 80 column support or
Ymodem support, so BobTerm's the better choice for me.)

>about in the umich archive. The only problem I've had is trying to get it to
>work with Spartados - no luck PERIOD. I've been playing with Spartados the
>past month or so now, and I'm finding why I decided to drop it years ago -
>incompatible with over 40% of the programs I have... maybe you'll have better
>luck... I hope so!

Of the several hundred programs I have in my library, about 40 of them
don't like SpartaDOS. Out of those 40, about a dozen don't like to be on
anything other than an Atari DOS 2.0/2.5 disk; the rest are content to
live on SmartDOS double density disks.

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3090. Wanted: DIAMOND GOS 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 02:40:53 UTC
From: tdrake1@umbc.edu
Message-ID: <2tj5bl$rcm@news.umbc.edu>
Source record: 100568

Does anybody happen to have the DIAMOND GOS 3.0 SuperCartridge from
Reeve Software and willing to part with it?

--
-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

3091. Re: Required Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 02:52:44 UTC
From: krishna@max.tiac.net
Message-ID: <2tj61t$7a9@sundog.tiac.net>
Source record: 100569

KENDRICK@sonoma.edu wrote:
: In particular: Re: QWK8 needing 64k or 128k
: Well Glenn :) for one, you'd think the AUTHOR of QWK8 would know what he
: was talking about when he said 64k! And secondly.. since when do you need
: 128k to unARC something!? I do it all the time! (and btw - I tested out

PKARC defaults to use the more advanced compression scheme. I forget whether it is called squeeze or squash. That mode can only be uncompressed with SuperArc or SDX (I don't know if SDX uses extended RAM to do so). SuperArc will use the extended ram as a lookup table. It does so without prompting so not many people realize it is doing it. But if you try unarcing a .QWK packet with a 64K machine and it needs to use the extended ram to unsqueeze/squash then it WILL prompt you to tell you you are screwed.

The board I used to use for Fido would ALWAYS use the advanced compression scheme. I can't say ALL do, but I bet most of them do.

SuperARC can not create .ARCs using that particular advanced .ARC scheme, so when unarcing files created with SuperArc or I guess the SDX arc you will NEVER need 128K. This is why many people are in the dark that you need 128K often when unarcing files created by 16/32 bit machines.

3092. Super Products

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 02:58:02 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.771562682@cairo>
Source record: 100570

A few people have asked me about the Super Products stuff so I'll post this again.

I have had SuperMax in my 1050 for about a year and don't think I could go back to a standard 1050.

Now, I have SuperMon in my XEGS. So far I have not really used the monitor functions. Not having to use the translator disk anymore is great. You only need to flick a switch to get the 400/800 Rev. B OS instead. The other great thing is that it works with cartridges too. Millipede just does not work quite right on an XL or XE but now I can battle the swarms again with no problems by flicking the switch.

Those people who like their 800's may be interested in Super800. This will most probably be the next thing I get - plus SuperRAM to give me plenty of memory. The only disadvantage I can see is no parallel bus so I would want a hard disk interface that connects to the serial IO bus. No one has done this yet have they?

Super Products

SUPERMON
Replaces the XL operating system with the Atari Rev. B OS. This will allow XL and XE computers to run 400/800 software without using the translator disk. It gives you a powerful disassembler which is always available. All disassembler functions such as disassemble, step, trace, change move etc are available. You can also access the disk drives (eg binary loader without DOS). You can also use a 4 colour screendump which will even do some redefined character set graphics or any mixture of modes.

SUPERAM
Using SuperRAM you can get 256K for your XL (both 600 and 800), 304K in your 800 and 320K for your XE. SuperMon can access this memory with any of it's functions. No soldering is required on the 600 or 800XL and the 800 needs only one connection.

SUPERMAX / SUPERDOS
SuperMax gives you true double density on your 1050, as well as a fourfold increase in the read/write speed (with SuperDOS or other hi speed DOS). To add SuperMax, you need to remove a chip (and replace it with SuperMax), cut a few traces and solder a wire or two. SuperDOS is smaller than Atari DOS, easier to use and has many extra features such as a binary loader that leaves you with 707 free sectors on a disk. SuperDOS is now available on the Atari archive site.

SUPER800
Super800 will allow your faithful 800 to run all those special XL

programs. If used with SuperRAM, you can also emulate the XE running programs such as Paper Clip, AtariWriter Plus etc. Contains two operating systems, both with SuperMon and 16K of RAM. It can use SuperRAM as Axlon or XL compatible RAM. It comes on a single plug in board which is easy to install.

SuperMon, SuperRAM, SuperMax and Super800 can all be switched off with the system returned to normal if the need arises.

Super Products stuff is available from James Bradford.

Phone : (074) 969 169

Address:

Pikes Road
Beerwah QLD 4519
Australia

If you write to James, you should probably include a few International Reply Coupons.

Note it is Pikes Road. I left the s off last time I posted the address.

Mark Perry
mperry@cairo.anu.edu.au

3093. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 03:56:23 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Jun14.035623.28501@vpnet.chi.il.us>
Source record: 100575
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its June meeting on Tues. June 21 at 7:30 PM (7PM setup), at the College of DuPage, Room K157 (the K building is located on 22nd St. just west of Lambert Rd., in Glen Ellyn). The scheduled demos are: 8-bit: SynCalc & SynStat (postponed from the May meeting, I promised Joe the first demo slot this time); ST/TT/Falcon: The latest Atari United! disk-magazine. Also there may be a Jaguar demo.

Everyone is welcome to attend.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, why not stop by?]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

3094. Re: Super Products

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 04:31:55 UTC
From: tdrake1@umbc.edu
Message-ID: <2tjbrr$rko@news.umbc.edu>
Source record: 100571

Mark Perry (mperry@cairo.anu.edu.au) wrote:

: A few people have asked me about the Super Products stuff so I'll post
: this again.

: Those people who like their 800's may be interested in Super800. This
: will most probably be the next thing I get - plus SuperRAM to give me
: plenty of memory. The only disadvantage I can see is no parallel bus so
: I would want a hard disk interface that connects to the serial IO bus.
: No one has done this yet have they?

: SUPERAM
: Using SuperRAM you can get 256K for your XL (both 600 and 800), 304K in
: your 800 and 320K for your XE. SuperMon can access this memory with any
: of it's functions. No soldering is required on the 600 or 800XL and the
: 800 needs only one connection.

: SUPER800
: Super800 will allow your faithful 800 to run all those special XL
: programs. If used with SuperRAM, you can also emulate the XE running
: programs such as Paper Clip, AtariWriter Plus etc. Contains two
: operating systems, both with SuperMon and 16K of RAM. It can use
: SuperRAM as Axlon or XL compatible RAM. It comes on a single plug in
: board which is easy to install.

: SuperMon, SuperRAM, SuperMax and Super800 can all be switched off with
: the system returned to normal if the need arises.

WOW!!!!!!!!!!!!

Let me get this right now.... With the SUPER800 combined with the
SuperRAM, are you saying that us 800 owners can run XL/XE software to
include the 64K XL/XE only software with no problems??

Does that mean that this upgrade would essentially turn an 800 into an
800XE equivalent??

Say more....Are there any limitations? I am sure that there are a number
of old 800 owners like myself who would be interested!!

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

3095. Previewer for Daisy Dot 3?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 05:46:54 UTC
From: jjmcwill@next5
Message-ID: <2tjg8e$s10@mtu.edu>
Source record: 100572

I once had a graphical previewer for Daisy Dot 3. It would give you
a wysiwyg type graphical representation of what DD3 would print to the
printer for you. I seem to have lost it,and can't find it, either
here, or at the CSS BBS, or CTH BBS. Can somebody help me?

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3096. Re: Previewer for Daisy Dot 3?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 06:51:52 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940613235204.2341690a@sonoma.edu>
Source record: 100573

Well, the DD3 print previewer I've heard of is for SpartaDOS only and I think it needs you to set up your DD3 Print Processor with a certain type of file.

Anyways, a DD3 print previewer is simple - it'd be like any other print previewer - it would understand printer codes and display stuff as graphics on the screen - even things like text (this is especially good for proportional text like on XMM801 and other printers).

As long as the program understood all of the printer's codes (at least the ones for graphics), you'd be able to view any printed graphics that you'd be able to redirect to file (ie, set the printing to D: instead of P:)

"This is our purpose in life." Bill Kendrick
"Heheh.. yeah.. hehehe" New Breed Software (Atari XL/IBM PC)
"How 'bout something more ambitious kendrick@vax.sonoma.edu
than loitering, boys?" Beavis & Butt-Head fan

3097. Help! BAD CRC errors

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 07:50:08 UTC
From: gtkakega@thunder.LakeheadU.Ca
Message-ID: <2157@thunder.LakeheadU.Ca>
Source record: 100581

Why is it that everytime I FTP (binary mode) an 8-bit file (.ARC, .DCM) from atari.archive.umich.edu, I'm always ending up with a 'BAD CRC' (ARC) or a 'bad bytes' (DCM) error when attempting to dearchive on my 8-bit?

What I do is FTP from a PC, then I use Charles Marslett's UTIL program to transfer the file (with the binary switch) to an Atari floppy. What can go wrong? I use Bob Puff's Super Unarc v2.4 and Disk Communicator v3.2.

Any help would be appreciated.

gtkakega@thunder.lakeheadu.ca

3098. Assembler for W65C816

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 08:47:41 UTC
From: Mario.Trams@Informatik.TU-Chemnitz.DE
Message-ID: <9406140839.AA00244@delta.informatik.tu-chemnitz.de>
Source record: 100574

Hello Atari freaks!

Is there anyone who know something about assemblers for the powerful W65C816
CPU wich runs on a ATARI 800/130XE with or without a W65C816?

This time I've only a table-driven assembler for IBM compatible PCs. But this
assembler is very poor.

Bye,
Mario

Mario.Trams@Informatik.TU-Chemnitz.DE

3099. Re: Previewer for Daisy Dot 3?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 11:09:59 UTC
From: jjmcwill@next5
Message-ID: <2tk367$4r6@mtu.edu>
Source record: 100578

Bill,

Yes, it was for SpartaDOS only. It only required that you printed
one page ata a time, to disk. So does anyone have this program?
I don't want to write it again.

jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3100. Re: Previewer for Daisy Dot 3?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 12:26:51 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2tk7mb$a34@theopolis.orl.mmc.com>
Source record: 100580

In article <2tjg8e$s10@mtu.edu>, jjmcwill@next5 (Jeffrey J. McWilliams) writes:
|> I once had a graphical previewer for Daisy Dot 3. It would give you
|> a wysiwyg type graphical representation of what DD3 would print to the
|> printer for you. I seem to have lost it,and can't find it, either
|> here, or at the CSS BBS, or CTH BBS. Can somebody help me?

Hehe...I not only have the original program, I've inherited the Action!
source to it. It was called "Daisy Dot Pal", originally by Charles Blaquiere
(Blaq!). It had the flaw of only working with Sparta DOS, only loading one
file with one filename, and only being compatible with Epson printer codes.
I have modified it to work with either Sparta or MyDOS, allowed you to enter
the filename you wish (after viewing a directory), and allowing RAMdisk use
(by moving the vital display area out of the $4000-$7FFF bank). I didn't
think anyone much was interested in it any more. I can try to get it
uploaded somewhere convenient.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3101. Re: 800XL vs. PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 12:37:16 UTC
From: payton@ins.infonet.net
Message-ID: <2tk89s$1na@insosf1.infonet.net>
Source record: 100579

In article <9406132203.AA11817@phinet.smithkline.com>, poehland%phvax.dnet@sb.com writes:

>In comparing my "souped-up" 800XL based system to an IBM XT, one of the items I
>failed to list was that my system has all the Super Video upgrades, which cost
>maybe all of $3.00 to install & produces super-sharp video, especially in mono.
>My comparison between the Atari & IBM was on the basis of all things being more
>or less equal, which means a regular composite mono monitor for the Atari &
>MDA/TTL monitor for the IBM.

So with the Atari you have to choose a monochrome display or a color
40-column display. With an 8088 you could get a used VGA color display
dirt cheap - you aren't forced to choose between color and 80 columns.

>I haven't used a TV set for a monitor since 1984 & never looked back. No TV
>can ever compare to a monitor. And no stock 1200XL or 800XL can compare to
>the SV modified XL machines. The crappy video in the XL's wasn't a
>characteristic of Atari 8bits, it was a stupid Atari design flaw that is readily
>rectified.

Today I use a composite color monitor for my 800 and a SVGA display
for my PC. Regardless of what kind of upgrades are available for the
XLs, I doubt that they could make *that* much improvement. :-)

>I gather James doesn't know about the XEP-80. Ataeri *DID* release a hardware
>based 80-column mode, & it works quite well. It appeared around 1987 I think.
>With a simple modification the XEP80 can be made to work with a TTL monitor
>for maximum video clarity. I think the output of an XEP80 in either CV
>or TTL mode is on the same level of quality as a Hercules/MDA PC card produces.
>And for good measure it is also possible to modify the XL to output 40-column
>TTL video. All this stuff was described in the December 1993 Atari Classics.

I've been reading this group for a year, so I have heard of it. :-)
My opinion of it? Too limited, too little, too late. If Atari would
have implemented an 80 column COLOR and MONOCHROME display earlier (and
it should have been standard in any machine built after the 400/800)
there could have been much more software support.

>With so many excellent choices for 8bit video these days there's really no
>reason anyone would *want* to use a TV (unless that's all you have).

The reason that I responded to your post is that you stated the
Atari makes a better computer than an 8088, and that 8088 users
would be better off with an 8-bit. Sorry, but I don't agree.

Don't get me wrong, I think the Atari is a great machine. But if
I could only have *one* computer and had to choose between it and
an 8088, I'm afraid I would have to choose the 8088.

The advantages of having a PC compatible have become too great:
cheap hard drives, VGA monitors and cards, plug in high-speed modems
and printers. A lot of used equipment is practically given away.
Sure some of these options can exist on an Atari, but the solutions
and are messy and expensive. I don't think your average 8088 owner
who uses the machine for word-processing and telecommunications would
find *any* advantage in using an Atari 8-bit.

As I stated before, it depends upon the application. If the computer
is going to be used mostly for entertainment, then I would agree that
the Atari wins hands-down.

--
James Payton | payton@ins.infonet.net

3102. Re: XL -> PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 15:32:01 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2tkihh$g7r@usenet.INS.CWRU.Edu>
Source record: 100582

In a previous article, bgroves@sachem.tiac.net (Bill Groves) says:

>Who wrote the 8bit emulator for the ST?

You're probably speaking of ST Xformer.

>Derek something?????

That's right, of Branch Always Software.

>Is he out here?

Yes, Branch Always has e-mail addresses listed in the vendor/developer
list.

>More to the point: Is there an 8bit Atari emulator for MS Windows?
>I miss my old games but dont want to play with the old hardware.
>If Derek coded an emulator for the 68000/GEM an 486orP5/MS Win 3.11 (4.0)
>version would be great!
>Bill

PC Xformer, the 8-bit Atari emulator for MS-DOS/Windows, is supposed to be
released on June 20, 1994.

E-mail me for the latest copy of the vendor/developer list.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3103. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 15:36:35 UTC
From: cmwagner@gate.net
Message-ID: <2tkiq3$a78@tequesta.gate.net>
Source record: 100584

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Correction, 128K is always needed (unless you can get packets already
: uncompacted) to unsquash/squeeze (?) the PKARCed .QWK packet.

: So a 64K .QWK system is kinda impossible.

I have worked with QWK style packets and the QWK structure for awhile now, it is very possible to have 64K, and probably less, RAM and view QWK packets. OLX, for the IBM, has over 200K free, the reason is that it doesn't load all of the messages into memory, it loads them when you read them, since the machine is so fast you hardly ever realize it. It is a very disk intensive program, which is how it would have to be if you have 64K or less RAM, and you would notice it on a 1.79MHz computer. So it is very possible to write and run a QWK packet reader with 64K. Now you come into a problem where how many features the QWK reader has, and you have to a reasonable size buffer to hold the message, otherwise you will have to load a message in several parts, 8K is usually more than enough, but there are guys out there (you know who you are :)...) that write pretty long messages.

3104. Re: XL -> PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 15:38:14 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2tkit6$gtk@usenet.INS.CWRU.Edu>
Source record: 100583

In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) says:

>I have load of old XL disks, is there any way of reading them on a PC
>(not emulating) just reading them and transferring the files to 3 1/2
>inch disks so I can use them on my FALCON (while emulating the 8bit).

Perhaps not the way you want to. If you use MYDOS or SpartaDOS you can
use DOS programs like UTIL to read 8-bit Atari disks with your PC, but you
have to be working with at least 180K Single Sided/Double Density disks.
Commercial software only comes on 90K SS/SD, or sometimes 128K SS/ED disks.
But for any files you can copy, you can copy them to 180K disks (assuming
you have a drive capable of this), and use UTIL to read them on your PC.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3105. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 15:44:59 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2tkj9r$heo@usenet.INS.CWRU.Edu>
Source record: 100585

In a previous article, hansolo@ripco.com (Chris Olson) says:

>ideal, right? Maybe it's different in your area, but in the Chicago area, the
>only place you find 8 bit atari's for sale are at garage sales, and _maybe_ a
>consignment store (not to mention newsgroups...)

There is Mars Merchandising in Lombard. Not too impressive, but they're
still there.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3106. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 17:04:00 UTC
From: mjewison@nereid.sal.ists.ca
Message-ID: <1994Jun14.170400.9793@newshub.ists.ca>
Source record: 100586

In article evj@nyx.cs.du.edu, thester@nyx.cs.du.edu (Tim Hester) writes:

> Another item for the 400 that I'd heard about, but never
> actually managed to find was a mod allowing the 400 to be
> hooked up to a monitor the same as the 800 instead of RF.
>
>

Tim,

I've done this mod. It appeared in a REAL early Antic or Analog
(I don't remember which). I used it with a composite monitor
(before my 400 blew up) and its output was as good as my 800.
If you're interested in the reference I could try to look it up
over the next little while.

- Mike Jewison
mjewison@nereid.sal.ists.ca

3107. Re: Help! BAD CRC errors

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 18:40:42 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jun14.184042.19940@iglou.com>
Source record: 100587

You could unarc the ARC files on the PC. That way you'd know if the
files themselves are bad, or if they're being corrupted by the transfer
to 8-bit disks. Are you using a 1.2 meg drive on the PC? You might need
to use a 360k drive (do they still make them?)

--
Bill Marcum bmarcum@iglou.com
"Why don't you tell your dreams to me?
Fantasy will set you free" Steppenwolf, "Magic Carpet Ride"

3108. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 20:42:40 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2tl4o0$8a1@usenet.INS.CWRU.Edu>
Source record: 100588

In a previous article, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) says:

> Ah - someone WITH a 14.4k for their Atari already... (thought you had a 9600)
>What terminal programs are available/do you use that support 14.4k? I haven't
>had any luck finding anything that supports that odd IBM speed... unfortunately,
>the rest of the world had to tag along since the mass market appears largely
>PC-clown/clone... (they should've outright doubled it to 19.2k and mass-produced
>it years ago... oh-well)!

14.4 Kbps is done using CCITT V.32bis, the fastest international standard
available for modems today. The next standard will be V.34, and will be at
28.8 Kbps. 19.2 Kbps may be popular, but there is no CCITT standard at
that speed.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3109. R: handler speeds

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-14 23:22:42 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940614162251.234152f6@sonoma.edu>
Source record: 100589

I was asked how fast a BBS program I wrote can go. Well, I actually don't know!

Here's the setup:

RS232 handler must be installed ("R:" can be opened)
It can receive a speed byte (ie, 10 = 1200 baud)
It can read/write bytes via CIO (PUT/GET) calls
It stores buffer sizes in the 740 (dec) range in memory (ie, like the SX212, and I guess 850, and I guess everything else)

The software closes R: every time it does disk access, but before that makes sure the buffer has been sent completely (a bug which took me quite a while and quite a few BBS tries to figure out! hahah! UGH!).

The software doesn't support file I/O (if it did, it would be an external program) and multiple drives.

Anyways, other than those things, I don't think many other details need to be posted for someone to give me an answer to: How fast can it go?!
Will I be able to connect an R:P:Conn or BB and a REEEALLY fast modem!? Will those modems allow users to call in at LOWER speeds than whatever my fastest is (or will I need to do something with my program to handle that? - actually.. I think I will for when DOORs are spawned! oops! :))

thanx
-bill
kendrick@vax.sonoma.uhh.huh.huh.edu

3110. Re: Assembler for W65C816

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 01:02:59 UTC
From: krishna@max.tiac.net
Message-ID: <2tlk03$31g@sundog.tiac.net>
Source record: 100590

Mario Trams (Mario.Trams@Informatik.TU-Chemnitz.DE) wrote:
: Hello Atari freaks!

: Is there anyone who know something about assemblers for the powerful W65C816
: CPU wich runs on a ATARI 800/130XE with or without a W65C816?

: This time I've only a table-driven assembler for IBM compatible PCs. But this
: assembler is very poor.

There is a bare bones one that Chuck Steinman of DataQue made for the T816.

MAE from John Harris has more features and does support the '802 and '816
well from what I've gathered on GEnie.

Chuck also has a cross assembler he was using, I don't know much about that.

3111. ADDRESS CHANGED

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 03:11:51 UTC
From: b.poehland@genie.geis.com
Message-ID: <199406150311.AA184979889@relay2.geis.com>
Source record: 100594

As of June 14 my old sb.com Internet address is no longer functional.
Anyone wishing to contact me should send their messages to:
b.poehland@genie.geis.com
Thanks everyone.

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

3112. Re: 800XL vs. PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 03:18:42 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bo2M-j6.lmcclure@delphi.com>
Source record: 100591

In a message dated 6-13-94, Ben Poehland said:

"let's see, there 4 main signals in TTL, right? (H, V, I &
Vid) Which means you'd need a 4PDT switch? Wonder if
Radio Shack sells such a switch? I think they do...."

Actually, since TTL monitors use a DB-9 connector, one could simply purchase a standard DB-9 A-B switchbox and use that.

These are a bit rarer in these days of hi-density DB-15 VGA/SVGA monitor connectors, but you can still find them in the pages of Computer Shopper. For example, in the July issue, Computer Gate International has one on page 451 for $8.95 (order #SB9502). Well, actually that's a keyboard + monitor switch (the keyboard socket being a DIN-5). Cables America on page 441 of the same issue will see you an A-B switchbox with just DB-9's for $7.95 (order #126784).

I wonder if anyone has considering using the TTL XEP-80 upgrade to create a "one monitor" solution? The TTL upgrade would also work with RGBI monitors. There are a number of monitors out there (such as the Amiga 1080 and Thompson 4120 monitors I have) that handle composite, separated video, and RGBI (and RGB analog, which no 8-bit standard or modifidied output yet uses). With a TTL-mod'd XEP-80 hooked up to the RGB port, and the 40-column output plugged into the chroma/luma inputs, one could use a single monitor for both, switching with the selector switch (which is behind the front panel on my 1080 and 4120).

Another bonus is that with a little additional circuitry, one could have their choice of colors for the 80-column RGB screen (i.e., yellow for text, with a blue background). Of course, if you wanted to settle for say, white on blue, that would be even easier. (Tie the intensity and blue lines high, and feed the TTL output from the XEP-80 into the green and red inputs).

Whenever I finally make enough room to set up my desk with my Atari 1200XL again, I will have to give this one a try.

3113. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 03:19:31 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BK+M357.lmcclure@delphi.com>
Source record: 100592

In a messaged dated 6-13-94, Glenn M. Saunders said (about the XEP-80 character set):

"No, it is ATASCII."

I was going by some of the interview in the 8-bit Atari mags that brought up the subject of the XEP-80, before it actually came out. Evidently, this was another case of what Atari talked about not be exactly the same thing we got.

I wonder what the chances either CO34702 or CO37403 in the XEP-80 are ROM chips, and that either contain the character set bit-map (as opposed to be it being integrated into the microcontroller or other chip)? If in a standard 28-pin ROM, replacing it with an EPROM with a new, appropriate character set would not be a problem.

As to the throughput problem, any changes in how communication was handled with the XEP-80 would require a rewrite of its driver software, and any software that addresses it directly. Off hand, I wonder if the parallel port could be modified to recieve data, rather than send it. Of course, even if so, making use of this would require the A8 to use some form of parallel output (i.e., using BOTH joystick ports, adding a second PIA, or using the parallel printer port of the a Black Box or MIO). Naturally, the latter two essentially preclude bidirectional communication, but since new software would be required anyway, this should not be an insurmountable problem.

Of course, by this time, one must ask "Why even use the XEP-80"?? About the only reason I can think of would be, "Because its there". <grin>

3114. Re: 4464 DRAMs

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 03:21:03 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BI2NfH-.lmcclure@delphi.com>
Source record: 100593

In a message dated 6-13-94, Ben Poehland said:

"Anybody seen these used in any other 8-bit stuff?"

Other 8-bit stuff, yes. Other A8 stuff, no. These are used for upgrading Commodore 128's from 16K to 64K of VDC (80-column chip) RAM.

Of course, the 256K MIO's use 4464's, but not in the same form factor as the chips I suspect you have. <grin>

3115. Hey Jeff Potter, what about THIS!? :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 03:53:19 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940614205332.2340deb6@sonoma.edu>
Source record: 100595

Ok.. JView is an EXCELLENT program. I got a few pre-made .RGB's which were produced with JView and they look wonderful (except the version of CSView I have doesn't do CV8).

Now, I'm sure that .GIF's have got to be >THE< most common graphic type nowadays, but you (Jeff Potter) have had experience with other graphics formats, right? Like .IFF. Now, with some of the talk about modular programs that's gone on around here (and in my Email), it came to me that you could create a module which is pretty much everything JView does EXCEPT the .GIF decoding. That is, process a screenful of Red/Green/Blue data into dithered (or non-dithered) ColorView data. From that modular program, one could load a GIF-decoding module and all of a sudden they have a program which is pretty much identical to JView as it is. Or, they could load an IFF-decoding module (are the routines involved in decompressing IFF's smaller or bigger than those which do .GIF's?). Or they could even one day (if the Atari 8bits ever get it) load up a JPG-decoding module!

As JView stands, it requires 64k with the 16k under the OS being free. Subtract 24k for the actual ColorView screen (actually, more like 22k). Subtract some amount which Jeff pretty much is the only person who knows for the menus, the I/O routines, and the (NICE!) true-pixel -> ColorView-pixel conversion. Then, that will leave the amount of space available for actual file decoding routines. So far it's been proven enough for a GIF.. why not other graphics formats?

Anyways.. just an idea. >I< think it'd be pretty cool.

And with JPG's becoming so popular, well, we may just need it..
(either that or some stand alone program which does JPG -> GIF !?)

3116. Second Post looking for Atari Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 03:53:28 UTC
From: root@uncc.edu
Message-ID: <2tltvo$2rf@ws223.uncc.edu>
Source record: 100596
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech,alt.atari.2600

Email address incorrect, correct one is: jonewby@unccsun.uncc.edu

Hello and thankyou for reading this post.

As stated in my previous and very long :(post I am desperately seeking
Atari magazine sources, Programming books, technical documents, etc.
anything to do with programming the Atari. I will accept information
concerning any Atari computer or video game system both new and old. I
plan to compile a listing (sort of a FAQ) and post it here for all to
see and will keep it up dated as long as I get new things to add to it.
Please email in the following (or any suitable) format:

For Magazines:
o Magazine Name
o Address (for subscription)
o Subscription rates
o Phone number
o type of Atari(s) covered (or type of programming covered,
i.e. M68k, C, Pascal,etc.)
For books:
o Title
o Author
o Publisher's Name (if available)
o ISBN
o Price (if available)

For Online-tutorials:
o Ftp address
o Directory
o Filename(s)

For telnet sites, gopher, www, etc:
o IP address
o Login:
o Pass:(if needed)
o Also instructions on how to find info,
subscribe etc. (if available)

Miscellaneous sources (Mailing Lists, Compuserve, Genie, etc.)
o Anything that isn't already covered
in AEO online for FAQs.
o For mailing lists
- Email Address & how to subscribe (if possible)

And anything else you feel is pertinent.
With ftp sites please send anything that is not covered in
the FAQ or clearly specified as having programming info.
Thankyou very much.
Email Submissions to: jonewby@unccsun.uncc.edu or jonewby@uncc.edu

3117. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 04:32:43 UTC
From: jharris@cup.portal.com
Message-ID: <114274@cup.portal.com>
Source record: 100599

>I have a question about the clock; what are the chances of getting one
>which works with PAL (49.9something Hz) machines? The current one
>loses ten seconds to the minute, which isn't particularly useful :)

That's true. I'll do something about it.

>Also, does the R:Time cartridge have its own crystal, or does it rely
>on the system clock? If the latter, it will have the same problem as
>TDLINE :(

The R:Time cart has its own crystal, but I believe the DOS only reads from
the cart on power up. From there, I think it uses its internal routine,
which is not PAL aware.

John Harris - jharris@cup.portal.com

3118. Re: Serial printer on 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 04:44:25 UTC
From: jjmcwill@next5
Message-ID: <2tm0v9$hoi@mtu.edu>
Source record: 100598

kamaro_kid@delphi.com wrote:
: I just picked up a very nice looking AT&T serial printer - and would like to
: use it on my 8bit Atari.
:
: Other than plugging it into my ATR and reconfiguring my R: port, are there
: any other options for using this type of printer on an 8bit?
:
: -James King
:

James,

Get a serial to parallel interface box. They're pretty much generic,
and you can get them about anywhere... like JDR Microdevices, or maybe
even your local computer shop. Plugs into the printer port, and produces
serial output.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3119. Serial printer on 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 04:55:58 UTC
From: kamaro_kid@delphi.com
Message-ID: <BS5Nnl+.kamaro_kid@delphi.com>
Source record: 100597

I just picked up a very nice looking AT&T serial printer - and would like to use it on my 8bit Atari.

Other than plugging it into my ATR and reconfiguring my R: port, are there any other options for using this type of printer on an 8bit?

-James King
kamaro_kid@delphi.com

3120. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 08:51:43 UTC
From: ricortes@delphi.com
Message-ID: <J89u3F-.ricortes@delphi.com>
Source record: 100601

; The 8k block move is not needed at all. If you are smart, the only
;thing needed is: moveing the LSB/MSB pair of the display list up a
;line in the Display_List. If you are scrolling the entire screen then
;all thats involved is about 23 scroll operations, 1 320Byte zero
;routine, and 1 final move operation of the LSB/MSB pair. All in all,
;it doesnt take any massive amounts of time, and gives you added speed.
;This is the routine Itay Chamiel, and myself use for our 80 column
;screens.

OK, I'll byte, show us how smart you are & post the routine, I'm sure nobody would mind. I'm kind of interested to see how you resolve crossing 4k boundries in a graphics 8+16 screen.

;
; I suggest you take a look at Itay's or any other `smart` col80
;devices to see that no ASLing is needed for the actual character data.
;The trick used here is to have the Character format in a AA BB CC DD...
;format where both Right and Left character representations are done in
;a single normal 8 by 8 character font. All that is required is for you
;to AND $MASK to get the proper data, ie: for the right side use a Mask
;of #$0F and for the left side use #$F0. Quite fast indeed.

No big thing, with a centered character, it's only:

ASL
ASL
vs
AND #$F0

Wow! Your method only uses 2 skinny little bytes where mine uses two whole fat bytes! Heck if you're really worried about speed, just have two character sets in memory & then you don't have to do anything to them. Understand that what you are nit picking about here is programming style vs any real gain overall. I would describe my reaction to it as really underwhelmed. Since you are not using the fastest method, i.e. two character sets, then you shouldn't really talk speed or maybe just not use the term 'smart' so often. It suggests you may have a fear of shift operations, but in the interest of style, that's fine with me.

;If you did use the proportional text approach, I would _LOVE_ to see
;how you handle which BYTE of screen memory you are dealing with. Your
;method would easily lead you into a situation where you have to write
;to _2_ Bytes of memory instead of just one.

'OR' two bytes with memory, it's not really a problem, I did the routines for a shareware desktop publishing program a number of years ago. Are _YOU_ saying

you _THINK_ 2nd byte might be _TOO_ time consuming? If you saw the post Jeff McWilliams put up for the Action! mouse (thanks for the plug Jeff), it moves so fast that I originally put in timing loops to slow the thing down so it wouldn't flash across the screen. Jeff took them out for his purposes & the thing compares favorably to an ST or 386 as far as speed of the mouse goes. Got an Action! cart? I could knock it out in less then an hour. I could take your _COMMENTS_ as genuine if you like. It should take less time then responding to _THIS_ anyway.

;BTW: If you want to take a look at the character fonts of the following
; programs, just let me know. OMNI80, COL80 (8k scroll), COL80 (Itays),
;and even ICE-T.

Thanks, but no thanks, I've had Omniview installed in my computer for about 9 years now, I consider everything done since the original 800 version of Omniview, including my own, derivative work. I have 1/2 dozen incarnations of 80 column character sets, term programs, & 1 word processor. I can see why a lot people say 80 columns on an 8 bit sucks. I do understand that it's the only game in town for people who need it ergo the hot & cold reception these things get.

;BTW2: I am interested to see which character font you find most
; readable, as I'm going to be releasing/developing several utilities
; that will make use of my own 80col device.
I do like the crammed together 4 bit ones slightly better then 3 bit, but then I also like a 6 byte high character for 32 lines/screen. Go figure.

Rick

BTW: I'm still trying to accept the fact I seem to be in agreement with Glen Saunders about the real speed you & others say they are getting with 80 columns. I thought I would never see the day. If you put a stop watch or some other timing method on the thing while doing a text transfer of known size from a host, I think you will find you're getting much less then 14,400bits/sec*char/10bits.

3121. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 14:44:41 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Ry+tvF5.ftooned@delphi.com>
Source record: 100602

Hi all,

Just wanted to say that anybody who still hasn't recieved
3.2f will be recieving 3.2g. A few of you placed orders right before
3.2g was completed, but I just didn't have the heart to send out the
old version when 3.2g was so close to being finished.

As far as the 'File Exists' error when copying a file to
E: or S:, the temporary workaround is to copy the file from a
different drive. Such as,

D2:copy d1:readme.txt e: (notice that lowercase works!)

This is a pretty minor problem, and will be corrected on the
NEXT release. 3.2g should stir things up a bit, and there is no doubt
that some programs will not work on the new version. It will take some
time to find out what does or doesn't, but rest assured that your
feedback will be listened to.

Thanks to everyone for their support! It's been a really
busy few months, and I don't know if I will ever get caught up. <g>
We have added a 65816 processor to the MARS8 which is now working,
but there are a few problems with some PBI devices which still need
attention. On a brighter note, it works great with the MUX so I am
actually using it with a hard drive...

Mike

3122. 800XL schematics

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 17:25:47 UTC
From: dugue@news.enst.fr
Message-ID: <2tndis$b76@pelvoux.cica.fr>
Source record: 100603

Hello netters,

Does anyone have the schematics of the 800XL internals. I've been looking for that for quite a long time now without finding anything at all.

One more thing, is there an FAQ for this newsgroup, if so where shall I ftp it.

thanks in advance

** Sebastien Dugue

3123. assembler y otros

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 17:36:36 UTC
From: fvaldes@dcc.uchile.cl
Message-ID: <1994Jun15.173636.23822@dcc.uchile.cl>
Source record: 100604

Hola a todos , me gustaria saber donde puedo encontrar informacion
de assembler para atari , tambien informacion sobre ANTIC el M6502
Tambien me gustaria saber como manejar la puerta de salida a los
perifericos como la del disco para construir un brazo mecanico

fco

--
fco.

3124. Re: R: handler speeds

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 19:17:46 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <2tnk4r$s49@psuvax1.cse.psu.edu>
Source record: 100505

The 850 can only do 9600 (maybe Ill get around to making that faster)
the PR can do 19.2??? As can the MIO (supposedly...) and the Black Box.
The R-Verter does 19.2 as well...its just 2 chips and a few resistors.

Ghoull

3125. Re: 1200XL on TV!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 19:18:52 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <2tnk6s$s49@psuvax1.cse.psu.edu>
Source record: 100506

KENDRICK@sonoma.edu wrote:
: YEAH! I saw that episode of Mr. Wizard a few years ago (by then it was a few
: years old). I was always disappointed when I saw them using Apple II's on
: that show though :) .. Anyways, yeah, I think that's how I figured out some of
: the innards of my 1200xl (like the damned sheilding :)) when I first was brave
: enough to pop the thing open :)

: Hell, I forgot they still played Mr.Wizard on Nick! :)

I recall that he used to use an 800. He would always use the Atari Artist?
cart and put all those pretty designs on the screen that would draw over
themselves. God, that was long ago...

Ghoull

3126. Joysticks and paddle controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 19:43:54 UTC
From: bobby@coldshok.sw.stratus.com
Message-ID: <2tnllq$829@transfer.stratus.com>
Source record: 100507

I have an old Atari 400 system that I just dusted off. I forgot
how much fun those old games were. But know I seem to remember
why I packed it away, my joysticks are not responding correctly.

Can anyone help me locate replacements?
Does Atari still sell the repair parts (the white plastic inserts)?
What other types of joysticks can I use?
Also, where can I find a set of paddle controllers?
What are the going prices for these items?

Any help would be appreciated.

-- Bobby Anamateros My opinions are my own, --
-- Stratus Computer and I speak only for myself, --
-- Marlboro, MA not for my employer. --

3127. Re: Joysticks and paddle controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 21:21:34 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940615142145.23406626@sonoma.edu>
Source record: 100508

Well guess what!? You were asking about joystick controllers...

Ok, not only do Commodore 64's, 128's, Amiga's, Atari 2600's, 400/800/XL/XE's and ST's use joysticks (so SOME computer store SOMEwhere is BOUND to have at least ONE type of standard 'Atari'-style controller) .. BUT!

Sega's and Sega Genesis's use Atari-style controllers. (The difference with Sega controllers, however, is the [Start], and [A] and [C] buttons which are missing on old-fashioned controllers used with that list of computers/game-machines.)

Anyways.. if you want to use a Sega/Genesis controller on your Atari, all you have to know is that the directional-pad is for the stick movements, and that the >> [B] << fire-button on the controller corresponds to the standard Atari fire-button.

So far (hehe) no software on the Atari (that >I< know of) takes advantage of the other buttons available on Sega controllers.

Anyways.. I think I had too much sugar in my coffee! :)
-bill

3128. Re: Hey Jeff Potter, what about THIS!? :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 21:54:42 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2tntb2$asd@theopolis.orl.mmc.com>
Source record: 100509

In article <940614205332.2340deb6@sonoma.edu>, KENDRICK@sonoma.edu writes:
|> Ok.. JView is an EXCELLENT program. I got a few pre-made .RGB's which were
|> produced with JView and they look wonderful (except the version of CSView I
|> have doesn't do CV8).

Thanks for the kudos... I wish people would send in their registration to
give me positive feedback.

|> Now, I'm sure that .GIF's have got to be >THE< most common graphic type
|> nowadays, but you (Jeff Potter) have had experience with other graphics
|> formats, right? Like .IFF. Now, with some of the talk about modular programs
|> that's gone on around here (and in my Email), it came to me that you could
|> create a module which is pretty much everything JView does EXCEPT the .GIF
|> decoding. That is, process a screenful of Red/Green/Blue data into dithered

Yeah, that was one of my original plans. I have written other IFF and Degas
decoders, and could fit their front ends onto JVIEW. I started coding a
non-GIF JVIEW "skeleton" into which I could fit modular decoders. Maybe
even some modular output routines for yet more methods of display (wacko
monochrome flickering screens for more intensity resolution, or even dot
matrix printer?).

But it will probably sit idly on my floppy drive. Shareware registration
on JVIEW has been less than I expected. At least one of you out there
"promised" a registration when I came out with JVIEW, and has reneged.
Countless others seemed to wait breathlessly for its release, asking where
it could be located (while it was in beta test), then failed to register
after I released it.

Did I do something wrong? Was the implementation a lot less than people's
expectations? Or is this type of program now a thing of the past, an
outdated "widget" that only a few of you actually use? I'd appreciate
feedback, positive or negative. Otherwise, don't expect to see much in
the way of upgrades to it.

My special thanks to those of you who *have* registered JVIEW XL.

--
Jeff Potter
....potter@sunny.dab.ge.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3129. Re: Joysticks and paddle controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-15 23:55:28 UTC
From: pingn@kits.sfu.ca
Message-ID: <pingn.771724528@sfu.ca>
Source record: 100510

bobby@coldshok.sw.stratus.com (Bobby Anamateros) writes:

>I have an old Atari 400 system that I just dusted off. I forgot
>how much fun those old games were. But know I seem to remember
>why I packed it away, my joysticks are not responding correctly.

>Can anyone help me locate replacements?

Just buy a Genesis Joystick from SEGA and you're off, In fact I am
doing it right.

>Also, where can I find a set of paddle controllers?

Anyone knows if the Genesis mouse will replace a paddle ?/

--
Regards, albert.

3130. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 00:25:24 UTC
From: krishna@max.tiac.net
Message-ID: <2to65k$1la@sundog.tiac.net>
Source record: 100518

F Tooned (ftooned@delphi.com) wrote:
:
: Thanks to everyone for their support! It's been a really
: busy few months, and I don't know if I will ever get caught up. <g>
: We have added a 65816 processor to the MARS8 which is now working,
: but there are a few problems with some PBI devices which still need
: attention. On a brighter note, it works great with the MUX so I am
: actually using it with a hard drive...
:
What DOS are you using with the MUX? Is there a MUXable Sparta 3.2gx?

What about SDX? When will the new SDX be ready?

3131. Re: Serial printer on 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 01:16:21 UTC
From: kamaro_kid@delphi.com
Message-ID: <h44vvL1.kamaro_kid@delphi.com>
Source record: 100511

Hmm. Never heard of a serial to parallel interface box. I'll examine
the local computer stores (maybe radio shack) and see what I can find.

Thanks for the suggestion!

-James King
kamaro_kid@delphi.com

3132. Re: ADDRESS CHANGED

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 01:17:40 UTC
From: kamaro_kid@delphi.com
Message-ID: <h4wv3T8.kamaro_kid@delphi.com>
Source record: 100512

How are you getting your usenet feed through GEnie? I didnt know it
was possible that way?? Or are you downloading the digests out of the
8bit sig and simply mailing replies through GEnie?

-James King
kamaro_kid@delphi.com

PS: Did you company do away with its INET access?

3133. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 01:21:02 UTC
From: kamaro_kid@delphi.com
Message-ID: <h65MvV2.kamaro_kid@delphi.com>
Source record: 100513

Mike: Just curious if you could put the CWD, DELDIR commands back into a next version of SpartaDos? Although I work on PC's all day at work, I've grown accustomed to using CWD and DELDIR.

Perhaps both CD and CWD and RD and DELDIR can coexist in one release of Sparta?

Just an idea/suggestion.

Thanks tons for your efforts!

-James King
kamaro_kid@delphi.com

3134. Re: R: handler speeds

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 01:23:48 UTC
From: kamaro_kid@delphi.com
Message-ID: <p4xtXJ0.kamaro_kid@delphi.com>
Source record: 100514

Actually, the PR:C and 850 will both max out at 9600, while the MIO will do 19.2k without flow control and the BB will do 19.2k WITH flow control thereby providing more throughput and speed than the MIO.

-James King
kamaro_kid@delphi.com

Just thought I'd clarify based on personal experience.

3135. The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 01:26:08 UTC
From: kamaro_kid@delphi.com
Message-ID: <haxv-zw.kamaro_kid@delphi.com>
Source record: 100515

Argh! While trying to add yet another 170meg SCSI hard drive (making the total around 800meg), I somehow managed to wipe out a majority of the BBS core itself (commands, userlog database, etc..) leaving just a skeleton remaining.

Effective now, the Atari Connection BBS is unavailable until I either get some free time to restore it from old backups *OR* take it offline forever. Heck, this thing has been on and offline since 86 - maybe I'll try to revive it yet again!

-James King
kamaro_kid@delphi.com

SysOp of the Atari Connection BBS (800meg of 8bit storage)

3136. 3 slave multiplexor for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 01:29:47 UTC
From: kamaro_kid@delphi.com
Message-ID: <p46Mv-7.kamaro_kid@delphi.com>
Source record: 100516

I have a three slave multiplexor system for sale or trade.

It comes complete with everything needed to fire up, including:

3 x MUX ROMS
original manuals/documentation
original software for use with SpartaDos 3.2d
3 x MUX Slave cartridges
1 x MUX MASTER cartridge
and approximately 40 foot of 34pin ribbon cable for interconnecting slaves.

Be the first on your block to have your own personal local area network
running on an 8bit Atari..

Original cost of this unit was:

2 slave MUX from CSS: $199.00
1 extra mux slave cart: $99.00
---
total initial cost about 1 year ago: $298.00

Will sell outright for around $200 or best offer - or will haggle on
interesting trades.

Replies to: kamaro_kid@delphi.com
home phone: 801-969-9782

-James King
kamaro_kid@delphi.com

3137. For Sale or trade: 160+meg FH SCSI HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 01:31:47 UTC
From: kamaro_kid@delphi.com
Message-ID: <h4yNHZz.kamaro_kid@delphi.com>
Source record: 100517

I have a preformatted (0 errors) Seagate 168+meg SCSI FH hard drive

Runs flawlessly and is very quiet..

Started to run into this things in quantity a few weeks ago - and have more
hard drives than I can use..

Have over 800meg for my little 8bit and dont think I can possibly ever
fill it all up.

Will sell for best offers or make interesting trades.

Replies to: kamaro_kid@delphi.com
home phone: 801-969-9782

-James King
kamaro_kid@delphi.com

PS: This HD is already low level formatted, partitioned with software
via an MIO.

3138. Misc. hardware for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 01:42:53 UTC
From: kamaro_kid@delphi.com
Message-ID: <h4zP-n9.kamaro_kid@delphi.com>
Source record: 100519

I have the following extra hardware for sale or trade (prefer trades:)

AT&T 476 wide-carriage serial printer with 3 new ribbons
Hayes 1200 Smartmodem w/power supply
AT&T 4024 1200baud modem (2224C compliant)
Slightly malfunctioning atari 850 Interface (R: handler has probs)
ATR8000 w/64k ram, 1x1.2meg, 1x1.44meg disk drive w/all cables & docs
Mac65 cart w/manual
Action cart w/manual
Adaptec 4000a scsi to MFM controller card
Atari CX85 number pad
Atari 410 tape recorder
2x XM301 300baud direct connection modems in original packaging w/docs
Monochrome monitor
Amdek Color-I color composite monitor
Goldstar 12" mono monitor
Magnavox mono monitor
2x plastic printer stands (supporting legs w/paper tray)
5x 180k and 360k half height floppy drives
180 FULL height floppy drive
3 slave CSS multiplexor network system (need around $200 cash)
30meg MFM FH hard drive (formatted out on an MIO)
20meg MFM HH hard drive (formatted out on an MIO)
40meg MFM HH hard drive (formatted out on an MIO)
70meg MFM FH hard drive (formatted out on an MIO)
2x Atari 1020 40 column printer/plotters w/pens & paper rolls
12 misc. joysticks
3x paddle sets
3x broken and slightly parted out 800xl's (cases still good shape w/KB)
1x broken and slightly parted out 130xe (case w/keyboard still good)

No, I am not getting rid of all my 8bit stuff. This is just a small sampling of stuff cluttering my closet. This doesnt even come close to putting a dent in the stuff building up and threatenting to topple over.

Make best offers on cash - or suggest some possible trades.

-James King
kamaro_kid@delphi.com
or phone me at home at 801-969-9782

3139. Re: FOR SALE (Wash. DC area): Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 01:43:28 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CrGvGH.MFy@utnetw.utoledo.edu>
Source record: 100521

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: : half of what you're asking (or less in package deals)? Were these supposed to
: : be the amounts you paid for these years ago? I've got an ad lying nearby for
: : a 800xl from mid/late 80's for about $40 or $45 new...

: That seems unlikely. I have a receipt for my 130XE from 2/2/88 from Lyco
: Computer's for $135.00.

: A few years makes a big difference.

Lyco sounds familiar... I believe they ended up clearing the last ones
for $39.95... they sold for a full year or so for $64.something then
dropped to around $50. No kidding. The 130xe was priced A LOT higher
since they could claim the 128k, new styling, and all that jazz.

-Tim

3140. Sell your really old Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 02:02:06 UTC
From: historical@aol.com
Message-ID: <2tobqu$hj6@search01.news.aol.com>
Source record: 100520

Free classifieds in "Historically Brewed", the magazine for old computer enthusiasts and collectors. We are again offering limited space for some give away classifieds. Got a 400, 800 or unique Atari? E-mail me with a description of the item(s), price, your name, address and phone #. Best, David Greelish, HCS

3141. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 02:40:00 UTC
From: krishna@max.tiac.net
Message-ID: <2toe21$496@sundog.tiac.net>
Source record: 100522

kamaro_kid@delphi.com wrote:
: Mike: Just curious if you could put the CWD, DELDIR commands back into
: a next version of SpartaDos? Although I work on PC's all day at work,
: I've grown accustomed to using CWD and DELDIR.
:
: Perhaps both CD and CWD and RD and DELDIR can coexist in one release
: of Sparta?

If he is going to change the commands he should go the whole way. Like
turning Erase into Delete or what have you.

3142. Oki 10 printer for $39/BO including shipping

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 03:34:11 UTC
From: ez008135@chip.ucdavis.edu
Message-ID: <CrH0Kz.MDL@ucdavis.edu>
Source record: 100524

I have an Okimate 10 printer with the Atari 8bit interface and some extra ribbons (and perhaps an extra printhead) for $39/BO including 4th class shipping. In excellent condition (hasn't been used in a few years). UPS/Priority/COD extra is extra.

Reply via email to this account.

3143. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 04:07:28 UTC
From: kamaro_kid@delphi.com
Message-ID: <5i0Pnbw.kamaro_kid@delphi.com>
Source record: 100523

I too was curious if somebody developed a new dos that would work with
the MUX, because as it stands now, X32d.dos is still required.

3144. Re: Serial printer on 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 04:22:02 UTC
From: jjmcwill@next5
Message-ID: <2tok1a$7rr@mtu.edu>
Source record: 100525

james,

Looking at one in a JDR Microdevices catalog right now.

Universal Serial/Parallel Converter.

Converts Centronics parallel to/from RS232 serial

64 byte buffer, 110 to 57,600 bps in serial mode

Hardware handshake RTS/CTS, software handshake XON/XOFF

Features DTE/DCE switch selectable mode

Power, status, parallel and serial busy LED indicators, 7-bit odd parity
or 8 bit no parity word lengths

Female DB25 and female CEN36 connectors

Includes AC adaptor and manual

costs 69.95.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3145. Old items wanted...and MIO stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 04:35:56 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <2tokrc$fhd@psuvax1.cse.psu.edu>
Source record: 100526

I am looking to obtain an 830 and 815. Anybody got one?
also... and of the old 800 style Box kits... (i.e..entertainer..
programmer...etc...) just the boxes I want... do the new XL versions
have this type of structure or are they just glued cardboard?

anybody got an MIO ?!!? I have 2: 256k and a 1meg. The 1 meg
works fine except there is no ram on it...(thus it doesnt work
anymore...) and the 256k version flakes out completely and has good ram!
any offers? these 2 pieces of paper weights for a working mio or BB?

tanks.

Andrew

3146. stuff3

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 09:47:24 UTC
From: mattk@netcom.com
Message-ID: <mattkCrHHv0.JvF@netcom.com>
Source record: 100527

geeze...let's see if this all works....can't imagine that it's this simple....it seems to me that all should be fine if this works...

Matt

3147. XL ROM

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 10:05:14 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1994Jun16.100514.18961@ericsson.se>
Source record: 100528

My emulator development has got to a stage where I now need to use a ROM image. I was going to use the AT800XL images, but I checked and they are revision B ROM's. I want the Rev C. I haven't got a dbl density drive for my atari, and haven't yet got to building a SIO2PC lead, so could someone provide me with a ROM image, please. Just straight binary of the complete ROM, pref. in a single file.

Thanks in advance, Zargwog...

PS. it will still be a long time before the emulator is even at Beta level, so don't get too excited just yet....:)

3148. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 10:22:33 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CrHJHL.n49@cs.vu.nl>
Source record: 100529

krishna@max.tiac.net (Glenn M. Saunders) writes:

>kamaro_kid@delphi.com wrote:
>: Mike: Just curious if you could put the CWD, DELDIR commands back into
>: a next version of SpartaDos? Although I work on PC's all day at work,
>: I've grown accustomed to using CWD and DELDIR.
>:
>: Perhaps both CD and CWD and RD and DELDIR can coexist in one release
>: of Sparta?

>If he is going to change the commands he should go the whole way. Like
>turning Erase into Delete or what have you.

Or even better, leave it like it was and build a small alias routine inside
the parser. That way, everybody can redefine all their commands if they
whish. Make ls function like dir etc.

Ivo.

3149. Re: IBM to 1050 file transfers (was: Help ME - XE game system)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 10:44:17 UTC
From: winston@merk.com
Message-ID: <CrHKHu.Dv@merk.com>
Source record: 100530

On Saturday, June 11, 1994 at 17:52:37 GMT (11:52am EDT ?)
jgamberg@morgan.ucs.mun.ca (Jane Gamberg) writes:

JG> I was recently given an Atari XE game system complete with a 1050
JG> floppy drive. It has Atari Dos V.3. I also have a modem (1200 Baud).
JG>
JG> The problem is that I don't have any software to run the modem.
JG> I downloaded MYDOS45M.ARC and UTIL to a friend's IBM Clone so that I
JG> could get some communications software from Umich FTP. I initalized
JG> the disk through "util /i a:" and then copied MYDOS.DCM with
JG> "util /w /b a:" . The Atari, however, won't boot off the new
JG> MYDOS disk...
JG>
JG> What am I doing wrong ???
JG> Please help me as all I need the XE for is communications and,
JG> thusly, is it now useless. Thanks.

I believe that your problem lies in the fact that you are using the
1050 floppy drive, which -- unless it has been upgraded to true Double
Density with a US Doubler upgrade -- at best can only manage single to
"enhanced" density disk sectors. The UTIL utility (it is my understanding)
is only designed to work in *-DOUBLE-* density format that a US Doubled 1050
or an ATARI XF551 is capable of.

Take heart, however, as there is a transfer program called "MULE" (I
call it "mule train" so not to confuse it with the ATARI game MULE. Hmm...
perhaps "MULE 1050" or "1050 MULE" might be a better name.) that can
transfer -- one program per floppy -- a program from an IBM floppy drive to
an ATARI 1050 standard drive. From what I understand, the program is
awkward to use, as it can only transfer a single disk file at a time, one
file per floppy, but as you only have two programs that you need to
transfer, "1050 MULE train" would be a more than adequate solution. (The
SIO2PC special cable is a more permanent solution, allowing you to actually
--REPLACE-- the ATARI 1050 with the entire IBM working as a slaved drive
server.)

P.S. After you "jump start" your system with a DOS and a communications
program, a simple "null modem" cable will do the trick for transferring
files across. An SIO2PC cable is not a lot more expensive than a null
modem cable (only somewhat more expensive). Good luck!

3150. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 11:01:49 UTC
From: winston@merk.com
Message-ID: <CrHLB2.r1@merk.com>
Source record: 100531

On Sunday, June 12, 1994 at 16:08:08 GMT (10:0am EDT ?)
krishna@max.tiac.net (Glenn M. Saunders) writes:

WS> Winston Smith (winston@merk.com) wrote:
WS> : The following Doc file reader:
WS> : VTEX (not UNIX "more", but not bad).

GS> Does "more" let you go backwards?

Yes, it does.... The current version of UNIX "more", is known as
"less" --PRECISELY!-- because it allows the user to scroll in the other
direction, a.k.a. "backwards", as well as a thousand other things....

GS> What about ATASCII?

What about it? Try reading the UNIX manual page for the STTY "KEYMAP"
feature. ATASCII is no problem (neither is PETSCII for that matter); UNIX
can map anything into anything else --INCLUDING-- ATASCII End-Of-Line.
UNIX is designed for --REAL-- computer environments.

GS> Come on...

Yes, come on and read the system documentation for a change, before
you charge in making blanket statements and generalizations! UNIX is
--NOT-- like the other operating systems that you have been used to in the
past... thankfully! <* big grin! *>

3151. Re: atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 11:24:17 UTC
From: winston@merk.com
Message-ID: <CrHMCI.17J@merk.com>
Source record: 100533

On Thursday, June 9, 1994 at 17:32:54 GMT (11:32am EDT ?)
lamcw@aston.ac.uk (CW LAM) writes:

CL> Why are people still so concerned with the old atari 8 bitters?
CL> They were great machines in their hey day (I used to have one)
CL> albeit expensive. There's better stuff around...
CL>
CL> Nostalgia can get in the way of progress.
CL>
CL> The best use for old Atari software is for PC/Mac emulation...
CL> anyone know of any?
CL>
CL> chris lam,

EXACTLY! I --COULDN'T-- have stated it better myself! Please proceed
-IMMEDIATELY- to the "atari.emulators" and the "comp.sys.mac" groups. I
wouldn't want to see us wasting any more of your very valuable time. The
guilt! The guilt! It's just too much for me to bear! It overwhlems me!
It really overwhelms me! Please leave at once while I still have the
mental stamina to hold out! It is a sacrifice I willingly make for my
fellow human beings. No thanks are necessary! "Mine eyes have seen the
glory of the... O-O-O-O! ARGH! The guilt! The guilt! I can't hold on
much longer...." <* GASP! *>

3152. [--- SPARTADOS ---] (was: Re: FTE: wha-hoppen?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 11:51:18 UTC
From: winston@merk.com
Message-ID: <CrHnLK.1xK@merk.com>
Source record: 100534

Speaking of SPARTADOS... what is it that makes SPARTADOS so special in the first place? I'm curious.... From what I understand, you can set the time and the date to "time stamp" your files. SPARTADOS also supports sub-directories. SPARTADOS has a nice forty-column directory display. SPARTADOS has a "batch language". From what I understand, the release of SPARTADOS is for a single density disk drive. On a single density floppy disk of 707 sectors I can fit maybe three good programs of 220 sectors each. What would I use a batch language for? What would I use subdirectories for when I have only three filenames I need to remember? I am actually, genuinely curious... not participating in a SPARTADOS flame-war. The reason that I ask these questions is that ATARI DOS XE, when it was released with the ATARI XF551, offers virtually these same features. After booting DOS XE up once, it is now proudly collecting dust at the back of my floppy disk collection, and I finally went from using the original DOS 2.5 that came with the XF551, to MYDOS. I would like to send away and register SPARTADOS in order to support ATARI software providers, but I still have this nagging memory of having sent away to ATARI corporate itself to register DOS XE (with a more than underwhelming result). Can someone give me a useful justification for sending away for the SPARTADOS instruction manuals apart from the fact that a handful of ATARI software authors with hard drives refuse to write for any other DOS. I really --WOULD-- like to send away for it, but I have been traumatized by the "number" that ATARI corporate did on me. I think I might need some gentle encouragement. Thank you.

3153. Re: Serial printer on 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 13:28:34 UTC
From: kamaro_kid@delphi.com
Message-ID: <Jg+RI6K.kamaro_kid@delphi.com>
Source record: 100532

Ugh! $69.96 for the adapter? Hmm.. I'll continue to look around -
and hopefully find a cheaper alternative.

I already have several printers hooked up, so this serial printer isnt
worth another $70.00 investment, considering what I paid for the printer
itself.

-James King
kamaro_kid@delphi.com

3154. Atari 6502 Cross Assembler for the mac.

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 14:06:51 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CrHtvG.36L@cs.vu.nl>
Source record: 100535

Peter Hinssen asked me to post this for him because he doesn't get it on
the news himself...

Subject: Atari 6502 Cross Assembler for the mac.

Hi,

I'm working on an Atari 6502 Assembler on the mac.

The assembler is pretty much finished, but what I want is to download
the
files on the Atari. The Mac side of the RS232 connection is finished,
and
the cable with the MAX232 chips is a peace of cake. But ...

I DON'T KNOW HOW TO DO THE RECEPTION OF THE RS232 ON THE ATARI.

What I'm looking for is code that does simple polling on the Atari side
of
the RS232 and stores that information into memory.

I know it's just a matter of changing the interrupt vectors and a
little
code, but I can't figure it out.

Anyone who can help? Please?

Thanks,
Peter Hinssen.

3155. Re: FOR SALE (Wash. DC area): Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 15:09:17 UTC
From: g02o@zfn.uni-bremen.de
Message-ID: <2tpput$8ju@gina.zfn.uni-bremen.de>
Source record: 100461

Glenn M. Saunders (krishna@max.tiac.net) wrote:
::half what you're asking (or less in package deals)? Were these supposed to
::be amounts you paid for these years ago? I've got an ad lying nearby for
:: a 800xl from mid/late 80's for about $40 or $45 new...

:> That seems unlikely. I have a receipt for my 130XE from 2/2/88 from Lyco
:> Computer's for $135.00.

:> A few years makes a big difference.

At the last Atari Messe, there were ATARI 800XE 's sold for DM 50.- each.
The guys from ANG Soft sold them for that price too.

Had you heard from the Atari 8bit-show at KE-Soft in Hanau/FRG last week? :)
ABBUC, AMC-Soft, ANG Soft (dutch), KE himself :), TOP magazin
and WE were there...

--
MfG MOW []-) Hardware-Gruppenleiter des A.C.T.e.V Bremen
| | | Atari Computer Team e.V. Bremen 400/800/XL/XE/ST(E)/TT/Falcon/Lynx
| | | Vereinsr"aume: Steffensweg 5, 28217 Bremen, B.R.D. NEW: PC group
| | | Mailbox (BBS): ++49-(0)421-38 50 41 ZyXel 19200, free account.
/ | \ Wir haben clubeigene Rechner in den Clubr"aumen stehen.
/ | \ "Offnungszeiten: Mo19-21/Mi19-22(MIDI)/Do18-21/Fr18-20 (open end:)
*** Always LOGON - the bright side of life ! ***

3156. Re: [--- SPARTADOS ---] (was: Re: FTE: wha-hoppen?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 15:27:59 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2tpr1v$4nh@usenet.INS.CWRU.Edu>
Source record: 100536

SpartaDos is a Command Processor type DOS, not a menu type, like
all the Atari DOSes. It was patterned (I believe) after MS-DOS,
and users of both systems can readily see this. It is far
more powerful and useful for the "power user" ... but perhaps
its power and advantages would be of little or no use to the
novice user or someone who has no interest in learning
(memorizing) the essential command line "commands".

Bill

==
= Its Not a CHOICE; ITS A BABY! =
==

3157. Re: assembler y otros

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 15:49:58 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Jun16.154958.25061@cs.nott.ac.uk>
Source record: 100537

In article <1994Jun15.173636.23822@dcc.uchile.cl>
fvaldes@dcc.uchile.cl (*PELAO*) writes:
^^^^^^^^^ Juega pela'o!!!
> Hola a todos , me gustaria saber donde puedo encontrar informacion
>de assembler para atari , tambien informacion sobre ANTIC el M6502
> Tambien me gustaria saber como manejar la puerta de salida a los
>perifericos como la del disco para construir un brazo mecanico
For all those of you who don't understand spanish I'll kindly translate
(mainly 'cos I've got nothing better to do :( )
Hi all, I would like to know where I can find more information on assemblers
(assembly?) for atari, I would also like info on ANTIC and the 6502.
I would also like to know how to handle the peripheral output ports such as
the disk port (serial port?) in order to build a robot arm.

PLEASE DON'T answer to me, ok? I only translated this... answers to
fvaldes@dcc.uchile.cl

--
"There's an old mechanoid saying that goes:
If you don't GOSUB a loop program you'll never get a subroutine" - Kryten

- Raphael Espino 'Raf' - rje@cs.nott.ac.uk -

3158. Re: Required Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 15:56:23 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CrHyy0.6Dy@cbfsb.cb.att.com>
Source record: 100538

In article <940613184533.23416345@sonoma.edu> KENDRICK@sonoma.edu writes:

>was talking about when he said 64k! And secondly.. since when do you need
>128k to unARC something!? I do it all the time! (and btw - I tested out
>UNARC24.COM on the 8bit with a RAMdisk in MyDOS versus ARC.EXE on an IBM
>8086-based machine with a (relatively slow) Hard drive and for some reason I
>was SURPRISED to see UNARC24 go faster! :))
>

If this was the orginal ARC.EXE for the PC, I don't wonder. It was
extremely slow (all compiled C code, and on that generation of
non-optimizing comilers.) Phil Katz then wrote a assembly language
program (split into paiors ..PKARC and PKXARC) that blew it away almost
completely, til the ARC people took him to court for using a compatible
format, and the three letters ARC. Thus, he changed his program first to
PKPAK and PKUNPAK with the same format, but different file extensions,
then to the better format we are all familiar with, PKZIP and PKUNZIP, and
the ZIP format. The latest version of PKARC and PKXARC that I am aware of
is 3.5, which by court agreement had to be withdrawn from the market (but
you may still find them around on BBSs or someplace .. especially if you
know a long time download collector) It literally was about 5 or 6 times
faster than ARC, on the same hardware.

--
Richard Dell

p

3159. Ice-T v1.0 - need help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 19:33:17 UTC
From: BRUCKA@eruvin.jct.ac.il
Message-ID: <940616223031.4217@eruvin.jct.ac.il>
Source record: 100539

(This is from me, Itay Chamiel. Please do not reply to this message via Email, since I don't normally use this Vax account. Please Email to bruck@brachot.jct.ac.il if you wish to reply.)

Ice-T version one, with the additions of screen-saver (one page of history), fine-scrolling, and a more serious buffer, designed to withstand high baud-rates.

BUT.. I need help.
First: How to I set the interface to use 14.4 or 19.2 baud? Is this the same command to set for the lower baud rates? If so, what parameters do I need?

Also:
The fine-scroller, despite not having any bugs :) :) :) causes trouble, because it's in a VBI, and it's time-hungry. It doesn't seem to have enough time in deferred-mode, to complete a phase (there are 8 phases, one each frame following an EOL) before the screen actually gets drawn on the screen. This especially mucks up upwards scrolling. Down still looks ok. Another method I tried was using immediate mode. That caused alot more junk all over the screen. So I have a timing problem. Can anyone help?

I NEED answers before I can release this (and actually demand a Shareware fee)!! :)

-itay chamiel
bruck@brachot.jct.ac.il

3160. Many computer/hobby/programming/hacker books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 20:38:25 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <009800BE.97CCFE40@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100541
Cross-posted to: misc.forsale.computers.other,misc.forsale.computers.pc-clone,misc.forsale,comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit

The following books are for sale-
(VERY long list!)
I would like to complete this sale as soon as possible and clear everything
left VERY soon. Please contact me via e-mail, COHEN@GOMEZ.PHYS.VIRGINIA.EDU
or call (804) 293-8973 and make offers. No reasonable offers will be refused!

Thanks.

1. Oaks- Epson printers for writers
2. Tipps, Riordon and Bull- Nudges IBM LOGO Projects (Holt, Rinehart and
Winston).
5. Daniel Watt- Learning with Logo (BYTE Books)- Terrapin/Krell Logo,
Apple Logo, TI Logo.
6. COMPUTE!'s Guide to Nintendo Games by Steven Schwartz
7. The Great International Math on Keys book (Texas Instruments)
7a. Student Calculator Math (Texas Istruments)
7b. Calculator Decision-Making Sourcebook, 2nd Edition (Texas Instruments)
9. Sourcebook for Programmable Calculators (Texas Instruments).
12. Drury- The Art of Computer programming (examples in the book are in BASIC,
TI-59 coding and Z-80 Assembler)
13. Leo Brodie- Starting FORTH.
17. Apple Pascal- A hands-on approach
18 .Richard Rose- AppleWorks User's Handbook (Weber Systems Inc., 1985)
27. G. Kane, D. Hawkins and L. Leventhal- 68000 Assembly Language Programming
(Osborne/McGraw-Hill)

28. The Captain 80 book of BASIC Adventures (80-Northwest publishing, 1981),
includes Scott Adams and MANY others' adventures in Microsoft TRS-80 BASIC
to type in, an Adventure Generator, and 7 chapters of interesting
discussions).
29. Creative Computing/David H. Ahl: More BASIC Computer Games TRS-80 Edition.
30. W. Barden, TRS-80 Assembly Language (Radio Shack)
32. C.D. Sternberg- BASIC Computer Programs for Business (Hayden, 1980)
33. Inman and Inman- Apple Machine Language
39. Thomas Plum- Learning to Program in C (Plum Hall, 1983).
40. D.H.Beil- The Visicalc Book Apple Edition (Reston/Prentice-Hall 1982)

Multiplan books-
R.A. King and S.R. Trost- Doing Business with Multiplan
(Sybex Computer Book).
R.E. Williams- the Power of Multiplan (MIS)
The Computer School- D. Bolocan, S. Kim, R. King, and L. Singer: Mastering
Multiplan (TAB).
R.K. Witkin- Managing Your Business with Multiplan (Microsoft Press).

IBM PC and compatibles related books-

1. Cheatham, Reich and Robinson- OS/2 Presentation Manager Programming (covers version 1.2; Wiley, 1990)
2. J.I. Egan and T.J. Teixeira- Writing a Unix Device Driver, 2nd Edition (Wiley, 1992).
3. Wordperfect The Pocket Reference (Osborne/McGraw Hill 1988)

4. Working with Wordperfect 2nd Edition (Scott, Foresman 1987)

5. Working with Wordperfect 1st Edition (Scott, Foresman 1987)

6. Compute! Home Applications in BASIC for the IBM PC and PC jr.

7. Hands-on BASIC for the IBM PC and PC jr. (IBM & McGraw-Hill, 1983)

8. Speedware Turbo EditASM "The Fastest PC or Compatibles Assembler" (1987)- book + software on disk, for 8088, 8086, 8087, 80186, 80287, 80286.

10. Practical Wordstar Uses (Sybex, 1983) (cp/m systems and IBM/PC)

11. Using 1.2.3 Special Edition (Que, 1987)

12. dBase III PLUS Made Easy (McGraw-Hill, 1988)

13. Advanced Techniques in dBase III PLUS (Sybex, 1986)

14. Understanding dBase III PLUS (Sybex, 1986)

15. dBase III PLUS Programmers Reference Guide (Sybex, 1987)

17. Rodnay Zaks- Introduction to Pascal including Turbo Pascal 2nd Edition (Sybex, 1988)

18. Using Wordperfect 5 (Que, 1988)

19. Wordperfect Made Easy (McGraw-Hill, 1988)

20. SAMS Guide to Quattro Pro 3 (SAMS, 1991)

BASIC language books-

1. David A. Lien- The BASIC Handbook, 2nd Edition (Compusoft Publishing)
2. David A.Lien- The BASIC Handbook, 3rd Edition (Compusoft Publishing)
3. Hergert- BASIC for Business (Sybex)
4. David Ahl- BASIC Computer Games (Creative Computing/Workman Publishing)
5. David Ahl- More BASIC Computer Games (Creative Computing/Workman Publishing)
7. Lipscomb & Zuanich- BASIC Fun, Computer Games, Puzzles and Problems Children Can Write
8. Engel- Stimulating Simulations (Hayden)
9. Keogh- The Programmer's Notebook- Subroutines for Apple II and TRS-80

(Titles 12-15 are for Apple II):
12.Bent and Sethares- BASIC programming with the Apple II
13.Carlson- Kids and the Apple II
14.Peckham- Hands-On BASIC for the Apple II
15.Finkel and Brown- Apple BASIC Data File Programming

16.33 Challenging Computer Games for TRS-80/Apple/PET
17.Tim Hartnell- Giant Book of Computer Games
18.Tim Hartnell-Second Giant Book of Computer Games
19.Anderson- From BASIC to PASCAL (TAB)

For sale the following PASCAL books-

K. Jensen and Niklaus Wirth- PASCAL User Manual and Report 2nd edition (Springer Verlag New York)- book is in very good condition except for a cosmetic water damage at upper right corner.

Graham- Introduction to Pascal 2nd Edition (West Publishing, 1983) (the program examples in the book are in UCSD Pascal).

Rodney Zaks- Introduction to Pascal Including Turbo Pascal 2nd Edition (Sybex, 1988)

Nanney- Computing and Problem Solving with Pascal (Prentice Hall, 1985)

Leestman & Nyhoff- Pascal Programming and Problem Solving (Macmillan, 1984)

Tiberghien- The Pascal Handbook (Sybex, 1981)

Walker- Introduction to Computing and Computer Science with Pascal (Little, Brown Computer Systems Series, 1986)

Anderson- From BASIC to Pascal (TAB, 1982)

Clark & Koehler- The UCSD Pascal Handbook (Prentice Hall, 1982)

Beginner's Guide for the UCSD Pascal System (McGraw-Hill/Byte books)

Hume and Holt- UCSD Pascal (Reston, 1982) (one chapter deals with Apple II Turtle Graphics in PASCAL, all the rest of the text is compatible with ANY UCSD Pascal system)

Fox and Waite- Pascal Primer (SAMS, 1981) (includes a reference card and Assembly Language Interfacing for the 6502 microproccessor; the book is otherwise compatible with any older Pascal system).

Softech Microsystems UCSD Pascal User's Manual (the official Softech manual for the once-famous UCSD Pascal)

Lewis- Pascal Programming for the Apple (Reston, 1981)

Apple Pascal- A Hands-On Approach

Rodnay Zaks- Introduction to Pascal Including UCSD Pascal (Sybex, 1981)

Glinert- Introduction to Computer Science Using Pascal (Prentice Hall, 1983)

Mendelson- A First Course in Programming with PASCAL (Allyn & Bacon, 1982)

==========

All items will be sold to best offer.
Please e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU (if you have no e-mail and wish to call, my number is (804) 293-8973).

Thanks for the interest!

==========

If interested, please e-mail to me at COHEN@GOMEZ.PHYS.VIRGINIA.EDU, (or call me at (804) 293-8973 late evenings or early mornings in case you have no e-mail access). I will respond to every message I get here, so if you get no answer please try again or call. Please make offers on all or parts of the above, all offers will be considered and responded to.

Thanks!

3161. Re: [--- SPARTADOS ---] (was: Re: FTE: wha-hoppen?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 21:04:15 UTC
From: jjmcwill@next6
Message-ID: <2tqeof$ddl@mtu.edu>
Source record: 100540

Winston,

Well, first off, many programs aren't 220 sectors in length, so you can actualy put more of than 3 of them on a 90K disk. But spartados also supports 180K, 360K, 720K floppies, as well as hard drives, partitioned into 16 megabyte partitions. This increases the usefulness of SpartaDOS significantly.

Further, as pooses tothe menu like interface of AtariDOS, and DOS XE, etc. Sparta-DOS is a command line interpreter, like MS-DOS and Unix. Of course, there are those who dread the command line, and so use a menu program with SpartaDOS to make it work like AtariDOS.

I hope this helps.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3162. Re: Old items wanted...and MIO stuff.

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 22:41:15 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2tqkeb$sqf@theopolis.orl.mmc.com>
Source record: 100543

In article <2tokrc$fhd@psuvax1.cse.psu.edu>, heller@blue.crayola.cse.psu.edu (Andrew K. Heller) writes:
|> I am looking to obtain an 830 and 815. Anybody got one?
|> also... and of the old 800 style Box kits... (i.e..entertainer..
|> programmer...etc...) just the boxes I want... do the new XL versions
|> have this type of structure or are they just glued cardboard?

Geeze, I just threw away my "Entertainer" box last week (was residing in my attic for over 10 years).

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3163. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 23:50:05 UTC
From: krishna@max.tiac.net
Message-ID: <2tqofd$s6v@sundog.tiac.net>
Source record: 100544

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:

: Or even better, leave it like it was and build a small alias routine inside
: the parser. That way, everybody can redefine all their commands if they
: whish. Make ls function like dir etc.

YES!

3164. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-16 23:55:55 UTC
From: krishna@max.tiac.net
Message-ID: <2tqoqb$s6v@sundog.tiac.net>
Source record: 100545

Unix is a 7-byte ASCII system. Since when can it support the full 128+128 inverse Atascii character set? It would probably strip it out.

Pico in ATASCII? I doubt it.

I've noticed that in the newsgroups you can slip IBMASCII grahics under the qwk packets so you can see that sometimes but that isn't high-bit characters.

I understand the mapping features but there is a limit to how far you can go with it.

If you have shell scripts or other little bits of configuring which allow you to, let's say, view a text file in ATASCII, then I'm sure more than one person here would like to see it.

I've already customized my shell with aliases and changed the prompt and added paths to make it comfortable for me, but doing ATASCII sounds like more trouble than it is worth.

3165. Re: [--- SPARTADOS ---] (was: Re: FTE: wha-hoppen?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 00:23:30 UTC
From: kamaro_kid@delphi.com
Message-ID: <ZK7QoaC.kamaro_kid@delphi.com>
Source record: 100542

Actually, you're way off line when you say SpartaDos is made for
single density disk drives - when in fact, I have SpartaDos managing
800meg of hard drive storage at 16meg partitions each.

SpartaDos has MANY features superior to any other dos out there - and doesnt
require some brainless MENU interface to maneuver through it with.
(personal opinion there)

With SpartaDos, you can have multiple (read THOUSANDS) of subdirectories
with subdirs under each of those, time date stamping, path locations,
file searches throughout all known drives (including hard drive
partitions), high speed file transfer, a library of thousands of
files supporting it specifically and much much more.

Hope this helps you understand the fascination with this OS on the
8bit Atari.. SpartaDos is for the 8bit what OS/2 and DOS 5-6.x are
for the IBM PC compat.

3166. Ultima IV editor

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 00:36:06 UTC
From: lee912@cs.uidaho.edu
Message-ID: <2tqr5m$d13@owl.csrv.uidaho.edu>
Source record: 100546

Two years ago I wrote an editor for Ultima IV, just for fun during my summer vacation. It's a fairly good program, IMO, written in assembly language. It allows the user to modify the following:

o The Brittannia map. This does not include the positions of moongates, townes, dungeons, or other items :(I never got around to figuring those out-- If one of you knows how this is set up, please tell me how, as I have no time for research.
o Towne maps. The people can be moved and modified.
o Screens. The party and monster starting positions can be modified.
o Dungeons.
o Dungeon Rooms. The party entry-point poistions for each of the cardinal directions can be changed. The monster positions and types can be changed. Triggers can be relocated and the replacement types and positions can be changed.

It has a number of "oh, gosh" features with limited or no usefulness:

o Peer at gem capability for both dungeons and maps.
o The graphics are animated like Ultima IV-- the fire flickers, the flags wave, etc., but people and monsters do not change.
o You can turn on line-of-sight blocking of view, just like ultima IV does

Oh, it requires 48K, but it does NOT require an XL/XE. :)

You are probably thinking "Why aren't you just uploading it". The reason is that the program has a few problems which are the result of my thinking that it would never be used by other people. The reason I thought this was that the Atari world was dead as far as I could tell at the time. I didn't know anybody else who owned an Atari 8bit, and I didn't know about the internet.

So the program assumes SpartaDos--all file-based I/O assumes relative offset positioning. The program also assumes there exists a drive named D9: which contains both the entire 64K Brittannia Map, as a SpartaDOS file, and an 8K Ultima icon file. It also has only two drawing options: point plot and block-fill. Block fill is not as neat as it sounds, it fills a standard ultima square: 32 x 32 cells (if I remember correctly).

I can and would fix these problems, and in fact have been meaning to for over a year, but I just don't seem to ever get around to it.

If there is any interest, I will upload the source code in both MAC65 asssembly language and Action! form. If there is no interest, I won't bother with the hassle(no modem, so I'll have to use a PC, ick...).

-Jonathan Lee (lee912@cs.uidaho.edu)

3167. atari 8-bit for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 01:21:09 UTC
From: tmunk@qing.igpp.ucsd.edu
Message-ID: <2tqtq5$hkl@network.ucsd.edu>
Source record: 100547

I have an atari 8-bit with double sided/double density Indus disk drive, 48K, and TONS and TONS of software (mostly games). All cables, joysticks(3 or 4), and other included. Works perfectly. $150.00US obo. E-mail to tmunk@qing.ucsd.edu

Todd.

3168. Re: R: handler speeds

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 01:31:46 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CrIpKz.Bvt@utnetw.utoledo.edu>
Source record: 100549

kamaro_kid@delphi.com wrote:
: Actually, the PR:C and 850 will both max out at 9600, while the MIO will
: do 19.2k without flow control and the BB will do 19.2k WITH flow control
: thereby providing more throughput and speed than the MIO.
:
: Just thought I'd clarify based on personal experience.

No problem, just one addition -=> you may have had an odd P:R: connection...
I've heard others in this group claiming it won't fully support 19.2k, but I've
used it for such. Maybe since it was a bit close to a few lightning strikes,
it's a bit over-anxious, I really don't know... but it seems to work fine at
19.2k for me (and was claimed to safely navigate up to this speed in the old
ICD ads too)!

-Tim

PS: What is it with flow control and the MIO??? I can't figure this one out...
I used to use an old RVERTER-type connector with my modem running Omnicom/term
(80 columns - simulated) at 2400 quite effectively. When I try this through
the MIO, I get generous amounts of character loss!!! Yep, at 2400 baud only!
It's not bad until after the first thousand bytes of email or such. The ONLY
variation has been the MIO vs. RVERTER exchange.

3169. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 01:32:48 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Jun17033249@nova.lise.unit.no>
Source record: 100548

In article <2tqoqb$s6v@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

Unix is a 7-byte ASCII system. Since when can it support the full 128+128
inverse Atascii character set? It would probably strip it out.

I don't think so. Why do I have a Perl script which conveniently
converts {|}[\] to conventional ISO 8859-1 (8-bit) Scandinavian
characters? Just because most US Unix systems base their E-mail on 7
bits, doesn't mean the rest of the world does. There is *nothing*
inherent in Unix itself that limits characters to 7 bits.

Incidentally, NNTP (ie Usenet news) supports 8-bit characters (use
ISO 8859 or get flamed severely ;).

Pico in ATASCII? I doubt it.

Woss Pico?

[...]

I understand the mapping features but there is a limit to how far you can
go with it.

You can certainly go far enough. The same perl script I mentioned
above also converts from ATASCII return (155, which is >127) into the
conventional \n.

If you have shell scripts or other little bits of configuring which allow
you to, let's say, view a text file in ATASCII, then I'm sure more than
one person here would like to see it.

For that, of course, you would need a new font. This has to do with
the shape of the characters, and has nothing to do with the number of
bits per character.

By the way, making such a text file viewer would probably not be too
much of a problem in X.

I've already customized my shell with aliases and changed the prompt and
added paths to make it comfortable for me, but doing ATASCII sounds like
more trouble than it is worth.

Depends what you want to do. It's simple to convert ATASCII symbols
to similar ASCII (or ISO 8859 for that matter) symbols; the diagonal
lines into slashes, horizontal line into dash, etc.
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

3170. Re: Hey Jeff Potter, what about THIS!? :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 01:40:25 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CrIpzE.DC6@utnetw.utoledo.edu>
Source record: 100550

Jeff Potter (potter@sunny3.DAB.GE.COM) wrote:
: In article <940614205332.2340deb6@sonoma.edu>, KENDRICK@sonoma.edu writes:
: |> Ok.. JView is an EXCELLENT program. I got a few pre-made .RGB's which were
: |> produced with JView and they look wonderful (except the version of CSView I
: |> have doesn't do CV8).

: Thanks for the kudos... I wish people would send in their registration to
: give me positive feedback.

Ok, I'll bite, what the heck is JVIEW? Some type of graphics viewer I gather thus far... but does it allow:
- 1) editing/by pixel or color
- 2) greyscale/shade/color adjustments (fine tuning)
- 3) output to a more standard Atari format (16 color GTIA, 4 color 160x192, 16 color 160x76, etc.)
- 4) printer dumps
- 5) loading a "standard" Atari image of some generic format with an option to save to .gif (for exporting to the general multiplatform internet community)

.. if not, no biggie, just curious what all it is/can do! Feel like posting the "doc" file or an intro on it here? I bet you'll get a few more takers!

-Tim

3171. Re: Previewer for Daisy Dot 3?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 01:43:49 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CrIq51.DuD@utnetw.utoledo.edu>
Source record: 100551

Jeff Potter (potter@sunny3.DAB.GE.COM) wrote:
: think anyone much was interested in it any more. I can try to get it
: uploaded somewhere convenient.

Yes, please!

BTW: do you recall who purchased the rights/source to Syncalc for $1?
He posted here some weeks ago asking if anyone would be interested in updating
the code to use the extended memory of the XE/XL's, MIO/BB, hard drives, etc.
Know if anything ever came out of it?

-Tim

3172. Re: Hey Jeff Potter, what about THIS!? :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 03:10:00 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940616201014.23417f63@sonoma.edu>
Source record: 100552

Mr. Fixit was asking what JView XL is...

WELL! It just happens to be one of the coolest graphics viewing programs on the 8bit! :)

It (as it sits) loads .GIF graphics files. It can view them in the following modes:

Graphics 9 80 x 192 x 16 grey
ColorView 9 80 x 192 x 4096 RGB colors
Graphics 15 160 x 192 x 4 grey
ColorView 15 160 x 192 x 64 RGB colors
Graphics 8 320 x 192 x black/white
ColorView 8 320 x 192 x 8 RGB colors (best with Chroma/Luma outputs used)

It had five dithering modes:

No dithering (I'm assuming Gr9,CV9 & CV15 outputs are IDENTICAL to APACView?)
4 x 4 dithering
2 x 4 dithering
2 x 2 dithering
Random dithering

It saves in the following file formats:

Graphics 9 (raw, uncompressed)
Graphics 15 (raw, uncompressed - ie, MicroPainter (I think?))
Graphics 8 (raw, uncompressed)
ColorView (three files: file.R, file.G, file.B - loadable with ColrView)
ColorViewSquashed (one ColorView Squashed (one filth CSView)

Other programs that play with this sort of stuff include:

AT8GIF - an old Atari GIF viewer that loaded into Graphics 15 or Graphics 8 (it attempted color by using Black/Red/Green/Blue)
APACView - predecessor to JView. It also loaded into APAC mode (80 x 96 x 256 Atari Colors) and Graphics 11 (80 x 96 x 16 Hues). It did not SHOW ColorView images, didn't do ColorView 8 mode, and couldn't save ColorViewSquashed files. It didn't load ColorView screens all at once, but rather in three steps. It did however load Pryzm/APAC-Interlaced screens (which are identical in format, but are viewed differently) and also loaded normal APAC screens.
GIFNCode - this creates GIF files out of Atari Graphics 8, 9 and 15 modes. It supports most of the Atari compressed graphic file formats (like Koala). It (like stated) didn't handle ColorView modes. (Damn!)
ColrView - this loads ColorView screens (only CV9 and CV15, not CV8 (yet?)). It loads all three .R/.G/.B files and views them.

ColorViewSquash - this loads ColorView screens (.R/.G./B files) (I have not personally seen a version which loads CV8's, but seeing as JView is the first program to MAKE CV8's, and can compress files like ColorViewSquash does, I guess it doesn't matter). It let's you add a one-line title, and saves the file as one ColorViewSquashed image (file.RGB). It does not view ColorView screens in true ColorView modes. It also can't LOAD ColorViewSquashed files.
ColorSquashView - this loads the ColorViewSquashed files created with ColorViewSquash (and now with JView). It lets you set up a slide-show with automatic or manual advancing of images. It lets you chose either all or some of the files in any one directory on any drive (including D9:). The newer version handles CV8 screens.

Anyways.. there's a rundown of all of those cool graphics programs!

Before, to view GIF's in ColorView mode, you'd need to load a GIF three times with APACView, saving each file as file.R, file.G, and file.B, and the load those files with ColrView.

Then, with the introduction of ColorViewSquash, you were able to compress the three .R/.G/.B files into the on .RGB file, thus saving space. To load these, you'd load ColorSquashView (CSView).

NOW, with JView XL around, all you need to do is load the GIF once and save it as a ColorViewSquashed file (file.RGB) OR, if you prefer, as a set of ColorView .R/.G/.B files. If you do it the first way, you'd use ColorSquashView (CSView) to load and view the image. If you did it the second way, you'd use ColrView (UNLESS the image is a CV8 picture).

All of this loading / compressing / loading stuff has to do with ColorView screens, though! If you want to load/save/view files in Graphics 8, 9 or 15 modes, you'd use other (most of which have been around for MANY years) programs to compress, load and view. (Or you could just write this in TurboBASIC XL <grin> 10 GRAPHICS 9:OPEN #1,4,0,"file.GR9":BGET #1,DPEEK(88),7680:GET N <g>)

Whew.. I bet by now Jeff's already answered this question in a few words! Oh well! Read his or mine, it doesn't matter! I JUST WASTED MY TIME TYPING THIS! (hehe, it's a joke, folks)

(And if who-ever-it-is-sorry-I've-forgotten-who-you-are wants to add this thing to the F.A.Q., go ahead! :^))

3173. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 03:39:59 UTC
From: krishna@max.tiac.net
Message-ID: <2tr5uf$37t@sundog.tiac.net>
Source record: 100553

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
: I don't think so. Why do I have a Perl script which conveniently
: converts {|}[\] to conventional ISO 8859-1 (8-bit) Scandinavian
: characters? Just because most US Unix systems base their E-mail on 7
: bits, doesn't mean the rest of the world does. There is *nothing*
: inherent in Unix itself that limits characters to 7 bits.

As far as I can tell, when TYPING unix always strips the 8th bit.

Now it may be able to SEND 8 bits but I don't think it will allow you to,
say, customize the set so you can use vi or emacs or pico (it is an
editor) so you can make Atascii cartoons.

Someone show me I'm wrong :)

Of course, if you tried to work with unix in ATASCII you'd switch to Bobterm.

As for the mapping, it is really convenient that we use an EOL and not a
CR/LF because of unix using only the newline (LF) for a return.

Oh, and another thing. One of the reasons it is hard to generate
graphics characters is because a lot of utilities, like pico, have
control key commands. Some also use the escape key.

3174. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 04:36:10 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Jun17063610@nova.lise.unit.no>
Source record: 100554

In article <2tr5uf$37t@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

[...]

As far as I can tell, when TYPING unix always strips the 8th bit.

That depends on your setup. Most of our Unixen allow 8 bits through (us being in Norway 'n all, it's useful to get all those weird characters in ;). It's platform-specific, I think. But in Emacs it's no problem at all.

Now it may be able to SEND 8 bits but I don't think it will allow you to, say, customize the set so you can use vi or emacs or pico (it is an editor) so you can make Atascii cartoons.

Don't see why not. You could simply remap C-M-[whatever] to the equivalent Atari control character in Emacs (or use C-q [octal code], if you're lazy), and even if it doesn't display it properly, it will save it just fine. Then you could hack your own version of xless which displayed it, too.

Someone show me I'm wrong :)

No can do. I'm far too lazy for that ;)

Of course, if you tried to work with unix in ATASCII you'd switch to Bobterm.

Umm... I would? Hang on, are you trying to use Bobterm to connect to a Unix host, and then display ATASCII on your Atari? If so, it's dead easy, just make a termcap entry for it. Hmm... You might need to define a POSIX locale as well (depending on what applications you want to run). OK, not so simple, but certainly possible :)

I *think* you can define which characters are printable and which aren't in Emacs, so if you're actually using an Atari as your terminal, you might be able to do it that way.

As for the mapping, it is really convenient that we use an EOL and not a CR/LF because of unix using only the newline (LF) for a return.

Ya, but that's pretty simple too. My Perl script (getting tired of it yet? ;) converts a crlf to an lf, and a standalone cr to an lf (for Mac compatibility). It's a questin of termcaps again, if you want to use Bobterm

Oh, and another thing. One of the reasons it is hard to generate graphics characters is because a lot of utilities, like pico, have

control key commands. Some also use the escape key.

Sure, but you can always use C-v or C-q to generate a chatacter by its
octal code.
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

3175. Re: Assembler for W65C816

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 05:18:21 UTC
From: jharris@cup.portal.com
Message-ID: <114524@cup.portal.com>
Source record: 100455

>Is there anyone who know something about assemblers for the powerful W65C816
>CPU wich runs on a ATARI 800/130XE with or without a W65C816?

Yes, I've written one. It's close to being ready to upload to the general public, but I have also been sending UUE advance copies to anyone who is interested. If you need something right away, let me know.

BTW, several bugs have been fixed since the first versions have been mailed out. .93 is the current version. If any of the previous recipients would like this current version, just drop me a note.

John Harris - jharris@cup.portal.com

3176. A BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 08:45:38 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940617014551.23418742@sonoma.edu>
Source record: 100456

If anyone is interested in a simple little Action! bulletin board I wrote, I'd be willing to spend the time to write up some documents and ARC the thing up.

It has a pretty good editor, supports mainly IBM/80 columns (ie, not ATASCII in the editors, except for editor controls like delete line and stuff) and I got around the 40/80 mess by writing text files in a unique way so it looks fine in 80 columns and doesn't have messed up line-wrapping in 40 columns.

It supports a bulletin file, door programs (the ones I've made are written and compiled in Action!, like the BBS). It's not a very smart BBS - it can't figure out what time it is or day it is (hadn't bothered with that yet), it can't tell if the user mysteriously logged off, and it's probably not fool proof in a hundred other ways.

It does NOT have file transfer or a very large editor (I was planning on making a door program which was pretty much an editor and used all of the free memory as the text buffer).

It supports up to 10 message bases. The current voting area supports up to 10 voting questions, each with 10 answers (it may be 9 in both cases.. actually, I think it is). The voting area was (due to lack of RAM) converted into a door. The other doors are a users'-quotes door, a simple hidden-maze game, a system-statistics (which is a little buggy) door, and I started work on a multi-user 'Stellar War/Conquest' style game, but it never got completed.

It is pretty user friendly, even the "More?" prompt can give you help information.

It was only tested with an R:Verter and an SX212, and I'm not quite sure HOW fast the damned thing can go!

If I do release it, I'll release the source code, of course. Again, it's in Action! (but I will compile it with the runtime routines, if they fit! :) - I used to compile it without them and whenever I'd run the BBS, I'd keep the Action! cartridge plugged in).

Anyways, the program is MyBBS version 0.0. I may soon start work on MyBBS 1.0 which will be 'friendly' with some of the other utility style programs I'll be working on (maybe).

So! Anyone with interest, please post about it or e-mail me. I'll be FTP'ing it to umich's archives (so nonFTP'ers will have to BART it) if I do release it.

later

-bill
New Breed Software IBM PC/Atari XL
kendrick@vax.sonoma.edu

"Beavis, what do you think about O.J. Simpson?"
"Give him the CHAIR!... the CHAIR!"

3177. Still need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 12:11:27 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9406171210.AA17589@brachot.jct.ac.il>
Source record: 100460

I still need help with the timing.. How can I use as much VBI time as possible without causing junk in the display? (since I have to change the display list.)

Defferred mode causes junk, and immediate mode ALSO causes junk.. so what do I do??

-itay

--
Itay Chamiel, Jerusalem, Israel | Cruising the
(The name in the header's not mine!)| Information
bruck@brachot.jct.ac.il | Superhighway..

3178. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 12:25:18 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hQ3xwMG.lmcclure@delphi.com>
Source record: 100457

In a message dated 6-15-94, Mike at FTE said:

"We have added a 65816 processor to the MARS8 which is now
working,"

Have you had any thoughts about providing for adding RAM above the normal banked RAM space (i.e., not seen or refreshed by the ANTIC, thus removing timing restraints), and adding a circuit to kick up the clock speed when those addresses are used?

I realise this would mean either adding a separate refresh circuit for this RAM, or using static RAM, but depending on the speed rating of the 65816 used, it could be well worth it.

Of course, this brings up the question, "How much can you stuff in an 800XL and still close the lid"? <GRIN>

3179. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 12:26:03 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hWwQIGL.lmcclure@delphi.com>
Source record: 100458

In a message dated 6-15-94, James King said:

"Perhaps both CD and CWD and RD and DELDIR can coexist in
one release of Sparta?"

Of course, this would increase the size of SpartaDOS a bit. Unless, of course, he made it so that command alternatives could be configured, and then a new version written to disk. Hmmm...that should open the possibility to aliasing any of the commands.

Of course, an "ALIAS" command (such as found in AmigaDOS) would be nice, but you have that code bloat problem again. Perhaps this could be added to an "H" (for harddisk or RAMdisk) version of SpartaDOS.

Of course, that wouldn't help me much unless he also added a similiar capability to a upgrade to SDX. <grin>

3180. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 12:45:39 UTC
From: kamaro_kid@delphi.com
Message-ID: <pU6ygSL.kamaro_kid@delphi.com>
Source record: 100459

What I'd really like to see is a disk based version of SpartaDos X..

Full path support, CWD & CD support, internal format, etc..

-James King
kamaro_kid@delphi.com

3181. Re: atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 13:17:05 UTC
From: lamcw@aston.ac.uk
Message-ID: <CrJM8I.25I@aston.ac.uk>
Source record: 100462

On Thu, 16 Jun 1994 11:24:17 GMT

winston@merk.com (Winston Smith)
writes--

> EXACTLY! I --COULDN'T-- have stated it better myself! Please proceed
>*-IMMEDIATELY-* to the "atari.emulators" and the "comp.sys.mac" groups. I
>wouldn't want to see us wasting any more of your very valuable time. The
>guilt! The guilt! It's just too much for me to bear! It overwhlems me!
>It really overwhelms me! Please leave at once while I still have the
>mental stamina to hold out! It is a sacrifice I willingly make for my
>fellow human beings. No thanks are necessary! "Mine eyes have seen the
>glory of the... O-O-O-O! ARGH! The guilt! The guilt! I can't hold on
>much longer...." <* GASP! *>

hmmm, isn't it amazing how touchy some people can get about their computers?
anyone would have thought i had a go at his grandparents. and the sarcasm,
in the teaching profession by any chance? still, you need a sense of humour
to be seriously messing around with them machines (ouch, that was sharp...)

3182. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 14:01:20 UTC
From: bernard@beco.link.hacktic.nl
Message-ID: <bernard.02wd@beco.link.hacktic.nl>
Source record: 100463

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
> kamaro_kid@delphi.com wrote:
> :
> : Hmm. I have a Hayes Ultra v.32bis 14.4k modem on my 8bit Atari.. Perhaps
> : I could assist with the high speed testing! [grin]
> :

> Ah - someone WITH a 14.4k for their Atari already... (thought you had a 9600)
> What terminal programs are available/do you use that support 14.4k? I haven't
> had any luck finding anything that supports that odd IBM speed... unfortunately,
> the rest of the world had to tag along since the mass market appears largely
> PC-clown/clone... (they should've outright doubled it to 19.2k and mass-produced
> it years ago... oh-well)!

Well there are more poeple that has a 14k4 modem connect to there ATARI
XL/XE.... I use also a 14k4 modem on my 800XL with a BlackBox and a
140MB HD and I run a PRO bbs with it....
And there are more PRO BBSses that are running 14k4 baud.

You can use BOBTERM 1.21 for the 14.400 baud rate...
I use it with the BB and it works great....
Switch ON the RTS/CTS in your modem and your BB and NO problems.

> PS: will Flickerterm support 14.4k?

I hope so....

--
Bernard Kok BECO TEL (XL/XE support) I.A.N. network
bernard@link.hacktic.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

3183. Re: Hey Jeff Potter, what about THIS!? :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 16:51:15 UTC
From: potter@sunny.dab.ge.com
Message-ID: <2tska3$t0m@theopolis.orl.mmc.com>
Source record: 100464

Well I see phbill has already answered most of these, but:

In article <CrIpzE.DC6@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|>
|> Ok, I'll bite, what the heck is JVIEW? Some type of graphics viewer I gather
|> thus far... but does it allow:
|> - 1) editing/by pixel or color

sorry, no editing

|> - 2) greyscale/shade/color adjustments (fine tuning)

of a sorts - you can adjust the color (hue) interactively. You can select
the mode of dithering before you decode the pic.

|> - 3) output to a more standard Atari format (16 color GTIA, 4 color 160x192,
|> 16 color 160x76, etc.)

Yes, 16 level GR.9, 4 level GR.15, or 2 level GR.8 in B&W, as well as the
colorview modes phbill talked about.

|> - 4) printer dumps

No, not unless you use another program to take the above output and
print it. I was going to address this in a "future upgrade", but I'll
see how enthusiasm runs amongst the users.

|> - 5) loading a "standard" Atari image of some generic format with an option
|> to save to .gif (for exporting to the general multiplatform internet
|> community)

not by JVIEW, but by my other program GIFNCODE (which BTW, I have a version
to force the horz. res. to 320, so plain vanilla PC GIF viewers can see our
pics in the right aspect ratio; any interest here?).

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3184. Re: Previewer for Daisy Dot 3?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 17:06:32 UTC
From: potter@sunny.dab.ge.com
Message-ID: <2tsl6o$t0m@theopolis.orl.mmc.com>
Source record: 100465

In article <CrIq51.DuD@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|> Jeff Potter (potter@sunny3.DAB.GE.COM) wrote:
|> : think anyone much was interested in it any more. I can try to get it
|> : uploaded somewhere convenient.
|>
|> Yes, please!

Okay, I'll have to create a paragraph or two of docs for it (darn those pesky docs).

|> BTW: do you recall who purchased the rights/source to Syncalc for $1?
|> He posted here some weeks ago asking if anyone would be interested in updating
|> the code to use the extended memory of the XE/XL's, MIO/BB, hard drives, etc.
|> Know if anything ever came out of it?

I remember the original author (Silva?) posting here a few months ago, saying he bought his rights back. He must be out there somewhere?????

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3185. Re: Hey Jeff Potter, what about THIS!? :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-17 21:09:07 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940617140917.23417a19@sonoma.edu>
Source record: 100466

Jeff, you were saying you fixed up GIFNCode to write out 320 x 200 GIFs so that stupid IBM GIF-readers and stupid IBM users of GIF-readers won't say stupid things like "Wow! You're thin! Haha! I'm funny! haha!".. well.. >I'M< INTERESTED! :)

So far what I've done in the world of ColrView is something which you (if you ever decided to make another version of GIFNCode) could do for CV9 screens - dither a palette of 48 colors (16 reds, 16 greens, 16 blues) together in place of the 4096 RGB colors of ColrView.

Hmm.. now I'm wondering how difficult it'd be to make a CV9 viewer like that on the Atari (using a small palette and dithering the pixels around rather than using a true ColorView mode).. Anyways, I digress (as usual) :)

I guess what I'm asking is .. will there ever be a version of GIFNCode that does ColorView modes? CV15 and CV8 should be easy peasy. CV9 you could get around the way I did in RGB/GR9 Viewer (I could send that to you - do you actually have an IBM machine, Jeff?). The unfortunate thing about RGB/GR9 (especially now that JView saves as .RGB's automatically) is that it doesn't actually LOAD .RGB images, only uncompressed files. It also doesn't do (yet) the Atari OS color palette (I know you sent me info. on how - I just never got around to it. I've been doing nil programming on this stupid IBM :)).

To others, however, there's a pretty easy way to get around people laughing at your Gr9 images when you GIFNCode them.. just make a new file (using TurboBASIC or BASIC or something) which only has every fourth line of the original in it - that's one of the ways RGB/GR9 Viewer loads GR9 files. Hell, you could even make a 'collage' of four GR9 images to fill up the 80 x 192 space!

Anyways, enough babble.. so Jeff? Any more work gonna be done on GIFNCode? Or am I gonna have to get a bitmapped-graphics book again and start working on my OWN!? :)

(BTW- registration for JView XL from me will be sent to you as soon as I boot up my XL again so I can read the DOCs.. man, I hate IBMs!)

3186. Buying Atari Hardware Manual

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-18 00:54:45 UTC
From: al531826@academ01.mty.itesm.mx
Message-ID: <al531826.771900885@academ01>
Source record: 100467

Hi everibody!
I'm currently looking for the Atari Hardware Manual. I offer to pay
shipping. If some of you are interested just let me know.

Feel free to e-mail.

- Edgar Beltran
al531826@academ01.mty.itesm.mx

3187. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-18 04:06:08 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2ttrrg$lul@terminator.rs.itd.umich.edu>
Source record: 100468
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-rw-rw- lenn 24005 Jun 13 15:49 ./8bit/Graphics/jview.arc
-rw-r--r-- lenn 151314 Jun 13 16:36 ./8bit/0index
-rw-r--r-- lenn 113363 Jun 17 13:28 ./8bit/Demos/top9404a.arc
-rw-r--r-- lenn 120961 Jun 17 13:28 ./8bit/Demos/top9404b.dcm
-rw-r--r-- lenn 102740 Jun 17 13:28 ./8bit/Demos/top9405a.arc
-rw-r--r-- lenn 106676 Jun 17 13:28 ./8bit/Demos/top9405b.arc
-rw-r--r-- lenn 70814 Jun 17 13:27 ./8bit/Magdisks/si9401a.arc
-rw-r--r-- lenn 56452 Jun 17 13:27 ./8bit/Magdisks/si9401b.arc
-rw-r--r-- lenn 70878 Jun 17 13:27 ./8bit/Magdisks/si9401c.arc
-rw-r--r-- lenn 77433 Jun 17 13:27 ./8bit/Magdisks/si9401d.arc
-rw-r--r-- lenn 151991 Jun 17 13:29 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3188. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-18 07:23:11 UTC
From: jharris@cup.portal.com
Message-ID: <114627@cup.portal.com>
Source record: 100434

>: Perhaps both CD and CWD and RD and DELDIR can coexist in one release
>: of Sparta?
>
>If he is going to change the commands he should go the whole way. Like
>turning Erase into Delete or what have you.

MSDOS handled both erase and delete, which is why that wasn't changed.

I looked into supporting multiple names for each command, to leave the
older ones available, but part of the internal structure made this
difficult.

John Harris - jharris@cup.portal.com

3189. Re: [--- SPARTADOS ---] (was: Re: FTE: wha-hoppen?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-18 07:23:18 UTC
From: jharris@cup.portal.com
Message-ID: <114628@cup.portal.com>
Source record: 100433

SpartaDOS works on any size floppy, and hard drives up to 16 megs. You won't find a problem figuring out how to put subdirectories to good use.

Lower memlo than MYDOS, and yet access to DOS is instant with no DUP.SYS and MEM.SAV disk I/O stuff.

I find the batch processing extremely useful in programming, where repetitive actions such as assembling or backing up files can be automated. It's useful to load different setups on bootup as well. Basically, it automates any repetitive action you want.

John Harris - jharris@cup.portal.com

3190. 80 Columns on the 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-18 07:38:11 UTC
From: b.poehland@genie.geis.com
Message-ID: <199406180737.AA014055069@relay2.geis.com>
Source record: 100469

In the XEP80, ROM CO34703 (at the front of the board, beside the 8K SRAM), contains the code for the character set, firmware REV 0.5. The ROM at the rear of the board (CO34702) contains interface firmware REV 41.1. I'm not exactly sure what's in there, probably handler code for the parallel port & programming interface code & whatever...

Both of these chips are 2364-type 8K ROMs. Now, dadburnit, despite my best efforts I've not been able to either find a source for blank 2364's or a pinout of the 2364 in a chip databook. If indeed the pinout of the 2364 is identical to that of a 2764 EPROM, then it would be possible to download the ROM code to disk using a burner. Once it's on disk, the programmer-types would fire up a sector editor & start having some fun.

BUT... if the pinout of a 2364 is NOT the same as a 2764, then you run the risk of frying the chip. Not only do you not get to see the code, but your XEP80 becomes a doorstop. Any volunteers? :)

Of course, if Tramiel & Co. would release the schematics for the XEP80, all these questions would be answered in a glance. What rotten bums those guys are. I've bugged Brad Koda for these docs about a million times, he always says he can't get it.

I know for a fact the handler firmware for the printer port contains a bug. It's the same stupid bug Atari burned into early versions of the 850 ROM: the printer port handshaking times out too soon. If you dump a big text file to a slow printer, the printer keeps sending a BUSY signal to the XEP80 until the printer's internal buffer empties & asks for more data from the XEP80. But if the printer keeps the XEP80 waiting too long, the XEP80 gives up & poops out with a TIMEOUT error. I don't know the timeout exactly, but I think it's only around 10 seconds. It should be at least 30. Using an Epson L-1000 parallel printer with an 8K internal buffer, if I dump a 10-page document to the Epson thru the XEP80 parallel port, I get maybe 3 or 4 pages out before the XEP80 quits. Really annoying. The only cure is to stick a print buffer between the XEP80 & the printer.

At the 1990 WAACE Fest I confronted Bob Brodie about this. He of course pretended he didn't have the faintest idea what I was talking about. I dutifully reported the conversation in Current Notes but got zero response from readers.

On another note regarding the XEP80, Atari used two different versions of the 48-pin LSI CRT controller chip: the NS455 & the NS405. Three gold stars & a dog bone to *ANYBODY* who can tell this newsgroup where to buy this chip! I can't find it ANYWHERE!

There may be a reason why these chips aren't available: Atari may have bought them as salvage parts (!). The NS405/455 contains onboard ROM, but Atari elected not to use it, instead installing a separate ROM. Bob Woolley told me he managed to peek at the ROM on the NS405 & discovered to his surprise it contained code! Junk code, gibberish. If Atari bought the chips new the on-board ROM would be blank. So *somebody* had already programmed these chips, which meant Atari couldn't use the onboard ROM to store its firmware & had to resort to the more wasteful arrangement of using an outboard ROM. But it also means the chips were basically trash, therefore available at a price guaranteed to draw anyone named "Tramiel" out of the woodwork.

For a final kicker, the firmware ROM at the rear of the board contains less than 4K of code, but Atari used an 8K ROM for it. So the ROM is mostly empty space. Go figure.

- Ben Poehland
The 8-Bit Alchemist

3191. Re: 80 Columns on the 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-18 09:33:43 UTC
From: jjmcwill@next5
Message-ID: <2tuf1n$m61@mtu.edu>
Source record: 100470

Hrrumph!! Nice to know the XEP80 was such a sleek, well implemented design!
No wonder people are dying to best it. If people are gonna start
pushing terminal programs to the theoretical data handling limit of the 6502,
err... considering the Mars8 now has a 65816, the theoretical data handling
limit of THAT, I'd still be happy to see just a plain vanilla 6845
with pokable screen memory plugged into the PBI. It outputs TTL, so slap
the AC TTL upgrade into the computer, and move from a C.Video switchbox
to a TTL switchbox! You could burn as many character sets into a ROM as
you wanted too.

There I go again... ranting and raving about vaporware!!! Sorry, Ben.

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3192. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-18 19:21:38 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CrLxs2.n0J@cbfsb.cb.att.com>
Source record: 100471

In article <2tqoqb$s6v@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>
>Unix is a 7-byte ASCII system. Since when can it support the full 128+128
>inverse Atascii character set? It would probably strip it out.
>

Reading from a well worn, and fairly old, Unix manual (from before our
breakup .. Unix System 5.0 release 1982), the stty command, which
configure parity and such for Unix:

begin quote

Control Modes ......
parenb (-parenb) enable (disable) parity generation and detection
....
cs5 cs6 cs7 cs8 select character size
....
....
Input modes
....
istrip (-istrip) strip (do not strip) input characters to 7 bits
....

end quote

>Pico in ATASCII? I doubt it.
>
>I've noticed that in the newsgroups you can slip IBMASCII grahics under
>the qwk packets so you can see that sometimes but that isn't high-bit
>characters.
>
>I understand the mapping features but there is a limit to how far you can
>go with it.
>
>If you have shell scripts or other little bits of configuring which allow
>you to, let's say, view a text file in ATASCII, then I'm sure more than
>one person here would like to see it.
>
>
>I've already customized my shell with aliases and changed the prompt and
>added paths to make it comfortable for me, but doing ATASCII sounds like
>more trouble than it is worth.
>
>

The Unix tr command would handle the EOL translations for ATASCII files
just fine, but to do full proper EOL translation would probably require
setting the port to raw mode, and writing a two way trnaslation program to
front end the shell. Not tough at all, but I don't know of anyone who has
done it.

--
Richard Dell

3193. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-18 19:30:34 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CrLy6y.8y@cbfsb.cb.att.com>
Source record: 100473

In article <2tr5uf$37t@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
>: I don't think so. Why do I have a Perl script which conveniently
>: converts {|}[\] to conventional ISO 8859-1 (8-bit) Scandinavian
>: characters? Just because most US Unix systems base their E-mail on 7
>: bits, doesn't mean the rest of the world does. There is *nothing*
>: inherent in Unix itself that limits characters to 7 bits.
>
>As far as I can tell, when TYPING unix always strips the 8th bit.

Nope .. just use stty -parenb to turn off parity bit generation. The fact
that most files will then show SPACE parity is purely a function of most
of them being seven bit text to start with.

--
Richard Dell

3194. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-18 19:33:56 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Jun18213356@nova.lise.unit.no>
Source record: 100472

In article <CrLxs2.n0J@cbfsb.cb.att.com> rdell@cbnewsf.cb.att.com (richard.b.dell) writes:

[...]

The Unix tr command would handle the EOL translations for ATASCII files
just fine, but to do full proper EOL translation would probably require
setting the port to raw mode, and writing a two way trnaslation program to
front end the shell. Not tough at all, but I don't know of anyone who has
done it.

Isn't this what termcap does, essentially?
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

3195. Re: 80 Columns on the 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-18 21:08:03 UTC
From: ricortes@delphi.com
Message-ID: <pE1R4yT.ricortes@delphi.com>
Source record: 100474

You should be able to convert the 6545 to a composite out as well as ttl.
You could then just blank the existing screen & enable the '45. It wouldn't
be as nice as a good ttl monitor, but at least you could use the same monitor.
I'd guess the glue chips to do it would be < $5.

3196. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-18 23:50:20 UTC
From: krishna@max.tiac.net
Message-ID: <2u017s$omv@sundog.tiac.net>
Source record: 100475

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
: Isn't this what termcap does, essentially?

But the EOL is ASCII 155, essentially a high bit. So you need to try to coax Unix into letting it through without stripping the high bit.

In unix the newline is ASCII 10 (decimal) and return is ASCII 12.

3197. Re: Required Software?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 00:09:22 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Jun19020922@nova.lise.unit.no>
Source record: 100476

In article <2u017s$omv@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
: Isn't this what termcap does, essentially?

But the EOL is ASCII 155, essentially a high bit. So you need to try to
coax Unix into letting it through without stripping the high bit.

In unix the newline is ASCII 10 (decimal) and return is ASCII 12.

Uh... OUR Unixen are all mostly 8-bit clean, as I've said :)
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

3198. Re: It's Alive... (14.4K on an 8 bit)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 00:21:48 UTC
From: ral@iglou.com
Message-ID: <1994Jun19.002148.25789@iglou.com>
Source record: 100494

> [1]Reply to: Bernard Kok
>
>Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
>> kamaro_kid@delphi.com wrote:
>> :
>> : Hmm. I have a Hayes Ultra v.32bis 14.4k modem on my 8bit Atari.. Perhaps
>> : I could assist with the high speed testing! [grin]
>> :
>
>Well there are more poeple that has a 14k4 modem connect to there ATARI
>XL/XE.... I use also a 14k4 modem on my 800XL with a BlackBox and a
>140MB HD and I run a PRO bbs with it....
>And there are more PRO BBSses that are running 14k4 baud.
>
I also have been using an 14.4 modem on a Pro! board until today. The
Atare Scene has run with a Hayes Optima 14.4 for a year or two. As of
this morning, I switched the system over to Transcendence on a Mega ST.

Using the MIO, I simply set the port to 19.2 and the modem buffers
everything just fine. The problem was that the software was slower at
spitting out characters than the modem! The switch to the ST has
remedied that.

Rich Link - ral@iglou.com
SYsop - The Atari Scene
502-456-4292

3199. PD

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 00:58:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <03a75e00@straight.ct.se>
Source record: 100487

I have written letters to all of the PD deliveres in the FAQ list and here is
2 who didnt exist enymore...

ASF s.c
ul. Rzeczpospospolitej 8
80-369 Gdansk
Poland

Vulcan Software
P,O Box 692
Manassas VA
USA 22111-0692

-=> MVH.! Per-Erik "Pekka" Peterson <=-

per_erik_peterson@straight.ct.se

* (QW|{ 2.6 *

3200. I'm working on a game, and...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 01:39:36 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940618183946.23418d74@sonoma.edu>
Source record: 100478

Hi.. I'm working (ever so slowly!) on a new game, and this time I really'd like at least some music in the title.. now, what good PD (or other) sound editors are there around for A8's? I've heard BenjySoundMonitor stuff in a lot of demos, and those are usually REALLY good (then again, they're usually by Stephen Dusterhof (sp?) I believe, and I'm getting to become a big fan of him :)

Anyways.. the game is being written in Action! (YES!, I'm not doing TurboBASIC XL, surprise surprise :)) and will be comprised of a few different programs - title, intro, game, ending(perhaps?).. the music will probably be only during the intro and ending because I don't want to plug up the CPU with more-or-less useless stuff, and also I'm gonna be needing all the free sound channels I can get :)

So..... would anyone be interested in DOING any music for me? (you will of course be in the credits) or can anyone recommend a good/easy-to-use/fairly--new music editor?

thanx
-bill

3201. .gz extension

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 02:05:46 UTC
From: kamaro_kid@delphi.com
Message-ID: <h44Rg0S.kamaro_kid@delphi.com>
Source record: 100477

Just curious -- I've just dl'ed multiple files from src.doc.ic.ac.uk - and most have a file extension of .gz Per the logon instructions at that site, I'm to read the files README and README.ftp - but Delphi wont allow capitalized file names, so I'm unable to read those documents.

What do I have to do with Atari files with the added extension of .gz?

-James King
kamaro_kid@delphi.com

3202. Re: I'm working on a game, and...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 02:42:42 UTC
From: krishna@max.tiac.net
Message-ID: <2u0bb2$r30@sundog.tiac.net>
Source record: 100479

KENDRICK@sonoma.edu wrote:

: Anyways.. the game is being written in Action! (YES!, I'm not doing TurboBASIC
: XL, surprise surprise :)) and will be comprised of a few different programs -
: title, intro, game, ending(perhaps?).. the music will probably be only during
: the intro and ending because I don't want to plug up the CPU with more-or-less
: useless stuff, and also I'm gonna be needing all the free sound channels I can
: get :)

You could always have options support for Gumby 8 channels :)

3203. 256K 800XL system for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 02:46:13 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <2u0bhl$54d@nyx10.cs.du.edu>
Source record: 100480

256K COMPLETE ATARI SYSTEM FOR SALE:

Atari 800XL with 256K RAM (Newell RAM upgrade), two (2) 1050

floppy disk drives, INDUS GT floppy drive w/carrying case, 850

serial and parallel interface, 1010 cassette drive, Commodore

1702 composite color monitor, misc. software (inluding

ATARIWRITER, ATARIWRITER+ and Atari Spell-Checker) and

magazines. $399. plus shipping or best offer. Please reply by e-mail.

3204. 8-Bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 02:48:49 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <2u0bmh$5eh@nyx10.cs.du.edu>
Source record: 100481

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $10.

2)Conversational Italian (learn
Italian with your computer!) - $9.

3) Timewise (Time management), $9.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $4.

7) SOLD

8) SOLD

9) "SynsStock" (Stock charting) $10.

10) "Sargon III" (Chess program) $10.

11) SOLD

12) "GO" (Ancient Japanese game, harder than Chess) $9.

13) "The Newsroom" $10.

14) "Movie Maker" (Animation Construction Set) $10.

15) SOLD!

16) "Proofreader" (Spelling Checker for Atariwriter), $15.

17) "Your Personal Net Worth", $10.

18) "Managing Your Stocks", $10.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $10.

21) "Personal Inventory Manager", $5.

22) The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

23) SOLD

BOOKS ($3.95 each plus shipping)

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PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY
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All these prices are negotiable. I am especially receptive to package
offers that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705
MCI Mail: MZWILLENBERG
INTERNET: 75746.3705@compuserve.com
ZWILLENBERG@delphi.com
mlzwille@nyx10.cs.du.edu

DELPHI: ZWILLENBERG

3205. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 04:52:07 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2u0itn$25t@charm.magnus.acs.ohio-state.edu>
Source record: 100482

In article <BK+M357.lmcclure@delphi.com>,
Lonnie McClure <lmcclure@delphi.com> wrote:
>In a messaged dated 6-13-94, Glenn M. Saunders said (about the XEP-80
>character set):
>
> "No, it is ATASCII."
>
>I was going by some of the interview in the 8-bit Atari mags that
>brought up the subject of the XEP-80, before it actually came out.
>Evidently, this was another case of what Atari talked about not be
>exactly the same thing we got.
>
>I wonder what the chances either CO34702 or CO37403 in the XEP-80
>are ROM chips, and that either contain the character set bit-map
>(as opposed to be it being integrated into the microcontroller or
>other chip)? If in a standard 28-pin ROM, replacing it with an
>EPROM with a new, appropriate character set would not be a problem.

I sold my XEP80 & tech docs last year, but as I recall from that
documentation, the XEP80 has BOTH ATASCII and ATASCII character sets
built in, selectable with software.
I never saw the ASCII set, but the ATASCII set was shown off in a demo
included on the XEP80 driver disk.

At one time I toyed with the idea of writing a terminal program that
used the ASCII set, but I didn't want to deal with all the serial
communication headaches.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." |

3206. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 05:12:10 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2u0k3a$279@charm.magnus.acs.ohio-state.edu>
Source record: 100483

In article <2tqofd$s6v@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
>
>: Or even better, leave it like it was and build a small alias routine inside
>: the parser. That way, everybody can redefine all their commands if they
>: whish. Make ls function like dir etc.
>
>YES!

Where would you put this alias table? I know they're great (I use
them on a Unix system to translate MSDOS commands, and on an MSDOS
system w/ 4DOS to translate Unix commands) but on a 64k-256k machine,
your table length would be very limited, at least compared to the ones
I use.
I like the idea of having multiple names for the same command built
into DOS. Put entries in the command table for ERASE, DELETE, DEL,
and RM, all pointing to the ERASE code, for example. This saves
memory over the alias scheme (which I agree is better if you have the
memory for it) because the length and content of the built-in command
table is fixed at all times, while the alias table requires extra
handling code and memory allocation.

Another idea might be to use batch files for this translation, but
that would be inconvenient with Sparta's requirement of putting a '-'
before batch commands. (Could that requirement be eliminated in a
future release?)
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." |

3207. Re: .gz extension

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 05:26:06 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2u0kte$27u@charm.magnus.acs.ohio-state.edu>
Source record: 100484

In article <h44Rg0S.kamaro_kid@delphi.com>, <kamaro_kid@delphi.com> wrote:
>Just curious -- I've just dl'ed multiple files from src.doc.ic.ac.uk - and
>most have a file extension of .gz Per the logon instructions at that
>site, I'm to read the files README and README.ftp - but Delphi wont allow
>capitalized file names, so I'm unable to read those documents.
>
>What do I have to do with Atari files with the added extension of .gz?

Um, there are no Atari files with .gz - it is an extension signifying
compression with gzip, a (mostly) Unix-based program that also exists
in an MS-DOS incarnation. You can find Unix source and MSDOS
executables at ftp.prep.ai.edu:/pub/gnu.

I think gzip uses the same compression algorithm as ZIP, but a
different file format, so if it's possible to write an unzip for the
Atari, it may be possible to write a gunzip too.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." |

3208. Address Change

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 08:16:54 UTC
From: b.poehland@genie.geis.com
Message-ID: <199406190816.AA292193793@relay2.geis.com>
Source record: 100485

Well, Jim, GEnie *does* have an Internet connection yah know. It isn't a direct USENET feed, I get all my info from the Digest which comes as regular e-mail. It has always been like this for me, even when connected to the VAX mainframe I still received the newsgroup as email in the form of the IA8 Digest. That's why my responses are usually delayed. I was completely disconnected from the newsgroup last fall/winter till Mike Todd took over & straightened out the Digest. Fortunately Marek Tomczyk forwarded me the Digests which was extremely helpful & kept me from falling off the edge of the earth. SB.COM is still on the net, but only thru the mainframe VAX. My hardwired port was disconnected from the mainframe on June 14. They've been moving ever more strongly to a LAN system for internal communications the past couple years which has left the VAX ever more isolated. Dunno if they'll ever hook up the LAN to the net when they finally trash the VAX. I don't even know if such a thing is possible. I never understood the darn VAX, much less all this LAN stuff. The GEnie interface is nowhere near as friendly as my old connection was, where I used VersaTerm-Pro on a Mac-IIci which was nice. Next I reckon you'll be telling me to dump GEnie & come on over to Delphi, right? :)

- Ben Poehland

3209. Jeff Lodoen.. oops

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 09:04:37 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940619020452.23417d11@sonoma.edu>
Source record: 100486

Hey Jeff, I killed your message with the UUE file cuz it was taking up too much space on my cramped account :) but in doing that, I lost your actual address to reply to you :) Anyways, please reply to this via e-mail... thanx

(sorry everyone else, please don't flame me hehe :))

-bill
kendrick@vax.sonoma.edu
kendrick@zippy.sonoma.edu

3210. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 15:47:55 UTC
From: krishna@max.tiac.net
Message-ID: <2u1pbb$c7t@sundog.tiac.net>
Source record: 100488

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: I sold my XEP80 & tech docs last year, but as I recall from that
: documentation, the XEP80 has BOTH ATASCII and ATASCII character sets
^^^^^^^ ^^^^^^^
: built in, selectable with software.
: I never saw the ASCII set, but the ATASCII set was shown off in a demo
: included on the XEP80 driver disk.

You've got that right :)

You'd think if it had ASCII that VT850 would have exploited the ASCII set,
but no such luck.

3211. THE ATARI CONNECTION BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 16:49:51 UTC
From: christopher.mckeen@world-one.com
Message-ID: <9406191649.0NN7M00@world-one.com>
Source record: 100491

> Argh! While trying to add yet another 170meg SCSI hard drive
> (making the
> total around 800meg), I somehow managed to wipe out a majority of
> the
> BBS core itself (commands, userlog database, etc..) leaving just a
> skeleton remaining.
>
> Effective now, the Atari Connection BBS is unavailable until I
> either
> get some free time to restore it from old backups *OR* take it
> offline
> forever. Heck, this thing has been on and offline since 86 - maybe
> I'll try to revive it yet again!
>
> -James King
> kamaro_kid@delphi.com

If you are too frustrated to run an Atari BBS, I run a PC based BBS but, have Atari 8-bit and ST files on it and wouldn't mind taking over. At least you would know that the Atari Legacy would be carried on. What do you think?

Christopher Mckeen - Sysop WorldONE BBS
mckeen@world-one.com or @tbbs.uucp.netcom.com

3212. Re: Joysticks and paddle controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 17:37:57 UTC
From: maestro@cybernet.cse.fau.edu
Message-ID: <yHH7Nc1w165w@cybernet.cse.fau.edu>
Source record: 100497

> So far (hehe) no software on the Atari (that >I< know of) takes advantage of
> the other buttons available on Sega controllers.

It would be really cool if BASIC , at least, recognized them. However,
using standard STICK(0) and STRIG(0), err, STRIG(0), Only the pad and the
[b] fire button is recognized. If this could be changed at the hardware
level...

Beating the odds again: ATARI! 400/800/XL/ST/Falcon + Lynx Support
maestro@cybernet.cse.fau.edu Locked, loaded, and ready to go.

3213. Re: Still need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 19:23:30 UTC
From: mk@anuurn.do.open.de
Message-ID: <2e04ac725ecda@anuurn.do.open.de>
Source record: 100489

In <9406171210.AA17589@brachot.jct.ac.il>,
Elad Bruck (bruck@brachot.jct.ac.il) wrote:

>I still need help with the timing.. How can I use as much VBI time as
>possible without causing junk in the display? (since I have to change
>the display list.)
>
>Defferred mode causes junk, and immediate mode ALSO causes junk.. so what
>do I do??

You could try double-buffering the display list, i.e. using TWO display
lists, one of which is being accessed by ANTIC while the other one is
being manipulated by your program...

--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

3214. Re: 8-Bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-19 20:15:13 UTC
From: lordthan@news.delphi.com
Message-ID: <2u290h$m5l@news.delphi.com>
Source record: 100490

Excuse me, but why bother to list items that have been SOLD?!?

+-+-+-

3215. Case w/power supple for drives,projects

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 02:52:31 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0098034E.5A1B7120@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100502
Cross-posted to: misc.forsale,misc.forsale.computers.other,misc.forsale.computers.pc-clone,comp.sys.apple2.marketplace,comp.sys.cbm,comp.sys.atari.8bit,sci.electronics

Note: Please reply as soon as possible, or by 6/30/94. Thanks!
==========

This case previouly contained a luggable PC-clone (Columbia 8088 VIP computer).

It is made of strong metal, painted light off-white/beige. It has a switching power supply, cooling fan, on/off switch, fuse (1.6 Amps), carrying handle, rubber legs, plastic legs, it is tiltable (2 positions).

The dimensions of the case are 8 1/2" X 18" X 16". Inside are the power supply and cooling fan (of course), hardware for installing 2 drives, 2 more metal cabinets each about the size of a drive (5.25" half height) and a CRT that used to be the monitor of the computer. The CRT can be removed and then there is a lot of room to install whatever you may need in there. (If your project/ application requires a CRT, it can be left inside, however I do not have any details about its specs, resolution and condition). I can even send along a metal frame that will support up to 2 full height 5.25" drives, in case you wish to install such a frame in the empty space inside the case.

There is a matching front metal cover that goes over the whole front and protects it from dust and shocks during transportation or at a time the devices in the case are not used or no access to them is required.

The power supply was strong enough to power a full-size motherboard with 2 expansion cards and 2 disk drives (older, power-hungry 5.25" drives), as well as a CRT (monitor). It is in good, working condition as far as powering the drives is concerned; the CRT power should also be ok, however I never tested it- because I had no need for it (but I do not think there are any problems).

This case would be a suitable choice for projects or for powering external devices. It has a lot of extra room for expansion.

Asking for best reasonable offer; all reasonable offers will be considered and all replies will be responded to. Suggested price: $25

Please send e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973.
Thanks for the interest!!

Please reply by 6/30/94.

3216. Re: THE ATARI CONNECTION BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 03:20:38 UTC
From: kamaro_kid@delphi.com
Message-ID: <RSywg6m.kamaro_kid@delphi.com>
Source record: 100492

<christopher.mckeen@world-one.com> writes:

>Atari 8-bit and ST files on it and wouldn't mind taking over. At least you
>would know that the Atari Legacy would be carried on. What do you think?

Not quite sure what you have in mind.. How would you "take it over"??

-James King
kamaro_kid@delphi.com

3217. Re: [--- SPARTADOS ---] (was: Re: FTE: wha-hoppen?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 04:20:28 UTC
From: dwh@delphi.com
Message-ID: <RUxQg+s.dwh@delphi.com>
Source record: 100493

Well, since you have a XF551 you -should- be using S-DOS just to get the
double-sided use you have paid good bucks for! I've been using it since
I got my XF551's and it is great for use with high-capacity drives.

3218. SpartaDOS 3.2g

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 05:41:01 UTC
From: cmwagner@gate.net
Message-ID: <2u3a5d$gks@tequesta.gate.net>
Source record: 100495

I received SpartaDOS 3.2g (manuals and everything), and it is alot better than using Atari DOS 2.5 or MyDOS 4.5, mostly because I like CLI.

All I need now is another floppy drive and I will be able to decompress some SCP diskettes that I have, :). Well they can wait. There does seem to be a few commands that have disappeared, I suppose to cut back on memory usage.

Like AINIT, which is no big deal, I go just do BASIC ON, CAR, and do an XIO command. I was wondering if there is any chance that there will be or is an XIO (like basic) command available via SpartaDOS? I suppose once I get into programming again (have to learn the weird architecture of the Atari) then I could write my own AINIT program. One question (more like a request), is there anyway that when a resident command is removed that there be atleast an external command (that supports disk swapping) to replace it?

AINIT does come in handy, and I certainely don't need it often enough for it to be a resident command. But there is a few commands that are not available in 3.2g but are shown in the manual (which seems to be a 2.0 manual -- no biggie).

I am all for conserving memory usage, I think it would be nice if any internal commands could be written as external.

3219. Re: 8-Bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 05:43:22 UTC
From: cmwagner@gate.net
Message-ID: <2u3a9q$gks@tequesta.gate.net>
Source record: 100496

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: Excuse me, but why bother to list items that have been SOLD?!?
I have wondered this, also. I suppose anyone that has an older listing and sees this new listing they could say, "Oh dammit."

BTW, Did you ever run a board in South Florida (Broward County)?

I remember a guy that used the same handle, and he ran a board, was a pretty good programmer, as I recall he was working on a few games for Carina 2.2 at the time.

3220. Re: Joysticks and paddle controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 08:10:23 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940620011032.23419b0a@sonoma.edu>
Source record: 100498

Hey! Even in BASIC you can determine the status of the Sega controller [C] button (it's hooked up to one of the paddle inputs.. I think 228 is up and 0 is down, or vice versa.. and it's either Paddle(0) or Paddle(1))

What >I< wanna know about is the [A] and [Start] buttons..

3221. Re: [--- PKARC and squash, (was: Required Software) ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 12:21:42 UTC
From: winston@merk.com
Message-ID: <Crp3o7.DBJ@merk.com>
Source record: 100500

On Tuesday, June 14, 1994 at 02:52:44 GMT (8:42pm EDT on June 13th, 1994 ?)
krishna@max.tiac.net (Glenn M. Saunders) writes:

GS> PKARC defaults to use the more advanced compression scheme. I
GS> forget whether it is called squeeze or squash. That mode can only
GS> be uncompressed with SuperArc or SDX (I don't know if SDX uses
GS> extended RAM to do so)....
GS> ...
GS> The board I used to use for Fido would ALWAYS use the advanced
GS> compression scheme. I can't say ALL do, but I bet most of them do.

"squash" is Phil Katz's larger compression table scheme.

The fault with your FIDO board lies not in the program, but in your SYSOP. There is a "simple switch" on the PKARC program which turns off "squash" compression. The switch is called something like "set PKARC to OLD" in the documentation, and will disable "squash" as one of the formatting options, and also -- I believe -- set .ARC compression to 8-bit words. If your FIDO Sysop is going to support ".ARC" compression, it is complete nonsense to allow "squash". ".ARC" should be set with the old switch on so that it is CP/M and 8-bit compatible. The whole --POINT-- of having ".ARC" in the first place is to allow a compression scheme that is available and "universal" to all machines. Using IBM 16-bit SQUASH format defeats this entire purpose. IBM callers will be using ".ZIP" anyway, so this makes absolutely no sense, whatsoever.

The answer to your problem is not that you need a 128K ATARI. The answer to your problem is that your FIDO sysop is an idiot! A "squash"-ing .ARC should never be used, since IBM users have abandoned ".ARC" as a compression scheme. "crunch" should be the highest that ".ARC" is allowed to go, and -- if at all possible -- .ARC should support 8-bit machine words over 16-bit machine words, so that it maintains its CP/M compatibility. Otherwise, it defeats the purpose of having a "universal" compression scheme that is common to "all" machines.

3222. Re: It's Alive... (14.4K on an 8 bit)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 12:47:42 UTC
From: kamaro_kid@delphi.com
Message-ID: <pQ8Rgsm.kamaro_kid@delphi.com>
Source record: 100499

Ugh! The Atari Scene BBS is now running on an ST? I used to call that system, but I guess I wont anymore. [sigh]

-James King
kamaro_kid@delphi.com

3223. Re: [--- SPARTADOS ---] (was: Re: FTE: wha-hoppen?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 15:20:09 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2u4c39$t7f@usenet.INS.CWRU.Edu>
Source record: 100501

In a previous article, dwh@delphi.com (topher.mckeen@world-one.com>
) says:

>Well, since you have a XF551 you -should- be using S-DOS just to get the
>double-sided use you have paid good bucks for! I've been using it since
>I got my XF551's and it is great for use with high-capacity drives.

MYDOS does support 360K DS/DD on the XF551.

I do prefer SpartaDOS though.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3224. Re: It's Alive... (14.4K on an 8 bit)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 15:59:05 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun20.155905.12511@boojum.lanl.gov>
Source record: 100503

In article kid@delphi.com, kamaro_kid@delphi.com () writes:
>
>Ugh! The Atari Scene BBS is now running on an ST? I used to call that
>system, but I guess I wont anymore. [sigh]

Sheesh! What does it matter if it runs on an 800XL, ST, PC or a Vax?
As long as the board has the files and services you need, who cares???

-Hutch- @ Fair Dinkum Tech

3225. Uploaded Ultima IV editor to ftp site

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 16:11:36 UTC
From: lee912@cs.uidaho.edu
Message-ID: <2u4f3o$ds4@owl.csrv.uidaho.edu>
Source record: 100405

I have uploaded my Ultima IV editor to the atari archive ftp site.
Here is its enclosed description:

Description : This is an Ultima IV Map editor. Its MAC65 source code is
included, along with an Ultima IV icon editor.
Author : Jonathan Lee(lee912@cs.uidaho.edu)
Requirements: 48K ram, two disk drives or one disk drive and a ramdisk.
SpartaDOS is currently required to edit the brittannia map.
The icon editor and other support programs are written in
Action.

-Jonathan Lee

3226. Re: .gz extension

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 16:29:08 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jun20.162908.23693@iglou.com>
Source record: 100504

By the way, to FTP files that contain capital letters on Delphi (or any VMS system), just put the file name in quotes. That also works for file names with more than one dot.
get "README"
get "README" tt displays the file on your terminal.

--
Bill Marcum bmarcum@iglou.com
"I used to be such a sweet sweet thing 'til they got a hold of me"
--Alice Cooper, "No More Mr. Nice Guy"

3227. Re: 80 Columns on the 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 16:37:28 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2u4gk8$rc6@theopolis.orl.mmc.com>
Source record: 100406

In article <pE1R4yT.ricortes@delphi.com>, ricortes@delphi.com writes:
|> You should be able to convert the 6545 to a composite out as well as ttl.
|> You could then just blank the existing screen & enable the '45. It wouldn't
|> be as nice as a good ttl monitor, but at least you could use the same monitor.
|> I'd guess the glue chips to do it would be < $5.

Bob Woolley, the same one who wrote the TTL monitor conversion for the
Dec. AC article, wrote a two-part article on connecting up a 6545 to the
8-bit. It was something that mounted on, or stole signals from, GTIA and
produced its own video signal. It was in the SLCC Journal about 2-3 years
back.

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3228. Re: Joysticks and paddle controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 16:51:42 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Jun20.165142.11448@cs.nott.ac.uk>
Source record: 100407

In article <yHH7Nc1w165w@cybernet.cse.fau.edu> maestro@cybernet.cse.fau.edu (Kenneth Matheis) writes:
>> So far (hehe) no software on the Atari (that >I< know of) takes advantage of
>> the other buttons available on Sega controllers.
>
> It would be really cool if BASIC , at least, recognized them. However,
>using standard STICK(0) and STRIG(0), err, STRIG(0), Only the pad and the
>[b] fire button is recognized. If this could be changed at the hardware
>level...
Have you tried the PADDLE(0) and PADDLE(1)? It may be that these extra buttons cause changes in the values on the pot inputs. That's the way to read the second button on an ST mouse plugged into the port. It all depends which pins on the port the buttons are conected to and how they are connected. There's 9 pins, 2 of which are +V and GND, 4 for the directions (up, down, left and right) and 1 for the standard Atari trigger, the extra 2 pins on the Atari end are for the Paddle inputs (2 paddles to 1 port). If the other 2 buttons on the controller are connected to these 2 pins then you SHOULD be able to read them with the PADDLE command. If so then pressing the button will return one value and releasing it another one. If this is the case then adding an extra 2 buttons to a standard joystick would be dead easy. If anyone were to write the software to take advantage of this you would not necessarily be
--
"There's an old mechanoid saying that goes:
If you don't GOSUB a loop program you'll never get a subroutine" - Kryten

- Raphael Espino 'Raf' - rje@cs.nott.ac.uk -

3229. Re: Still need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 16:59:58 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <gate.1yB9Nc3w165w@ersys.edmonton.ab.ca>
Source record: 100372

Referdn&#65533;es: <9406171210.AA17589@brachot.jct.ac.il> <2e04ac725ecda@anuurn.&#65533;o.-pen.de>
NNTP-Posting-Host: 3.2.28.210

```
In article <2e04ac725ecda@anuurn.do.open.de>, mk@anuurn.do.open.de (Martin Koehling)
writes:
|> In <9406171210.AA17589@brachot.jct.ac.il>,
|> Elad Bruck (bruck@brachot.jct.ac.il) wrote:
|>
|> >I still need help with the timing.. How can I use as much VBI time as
|> >possible without causing junk in the display? (since I have to change
|> >the display list.)
|>
|> You could try double-buffering the display list, i.e. using TWO display
|> lists, one of which is being accessed by ANTIC while the other one is
|> being manipulated by your program...

Double-buffering the display list is a good idea. "Maze of Agdagon2 $ges
both double-buffer screen memory and display lists for smoothness. Remember
to move the pointer within your VBI or the system VBI correctly.

What are you doing thad 4zashes the display? Can you add blank lines to the
top of the display? This will give you more time before the electron beam
starts tracing.
```

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genme&#65533;&#65533;&#65533;&#65533;9&#65533;&#65533;&#65533;6&#65533;

3230. Re: Still need help

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 16:59:58 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2u4hue$rc6@theopolis.orl.mmc.com>
Source record: 100408

In article <2e04ac725ecda@anuurn.do.open.de>, mk@anuurn.do.open.de (Martin Koehling) writes:
|> In <9406171210.AA17589@brachot.jct.ac.il>,
|> Elad Bruck (bruck@brachot.jct.ac.il) wrote:
|>
|> >I still need help with the timing.. How can I use as much VBI time as
|> >possible without causing junk in the display? (since I have to change
|> >the display list.)
|>
|> You could try double-buffering the display list, i.e. using TWO display
|> lists, one of which is being accessed by ANTIC while the other one is
|> being manipulated by your program...

Double-buffering the display list is a good idea. "Maze of Agdagon" does both double-buffer screen memory and display lists for smoothness. Remember to move the pointer within your VBI or the system VBI correctly.

What are you doing that trashes the display? Can you add blank lines to the top of the display? This will give you more time before the electron beam starts tracing.

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3231. Re: assembler y otros

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 18:29:54 UTC
From: fvaldes@dcc.dcc.uchile.cl
Message-ID: <1994Jun20.182954.8103@dcc.uchile.cl>
Source record: 100409

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
>In article <1994Jun15.173636.23822@dcc.uchile.cl>
>fvaldes@dcc.uchile.cl (*PELAO*) writes:
> ^^^^^^^^^ Juega pela'o!!!
>> Hola a todos , me gustaria saber donde puedo encontrar informacion
>>de assembler para atari , tambien informacion sobre ANTIC el M6502
>> Tambien me gustaria saber como manejar la puerta de salida a los
>>perifericos como la del disco para construir un brazo mecanico
>For all those of you who don't understand spanish I'll kindly translate
>(mainly 'cos I've got nothing better to do :( )
>Hi all, I would like to know where I can find more information on assemblers
>(assembly?) for atari, I would also like info on ANTIC and the 6502.
>I would also like to know how to handle the peripheral output ports such as
>the disk port (serial port?) in order to build a robot arm.

>PLEASE DON'T answer to me, ok? I only translated this... answers to
>fvaldes@dcc.uchile.cl

>--
>"There's an old mechanoid saying that goes:
>If you don't GOSUB a loop program you'll never get a subroutine" - Kryten

>- Raphael Espino 'Raf' - rje@cs.nott.ac.uk -
graicas por la traduccion .

--
fco.

3232. PC to XMM801 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 19:31:06 UTC
From: dcoward@dres.dnd.ca
Message-ID: <dcoward.16.2E05EE79@dres.dnd.ca>
Source record: 100410

I have a Atari XMM801 printer and I was wondering if there is a way to
interface it with my 386 PC through the serial port.

David Coward

David Coward dcoward@dres.dnd.ca
Hewlett-Packard (Canada)Ltd. (403) 544 4625
Building 1 FAX (403)544 4704
CFB Suffield, Alberta
T0J 2N0

3233. Case w/Power Supply for drives, projects: $25

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 21:06:14 UTC
From: cohen@gomez.phys.virginia.edu
Message-ID: <009803E7.1E039660.188@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100411
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.cbm,misc.forsale,misc.forsale.computers.other

Note: Please reply as soon as possible, or by 6/30/94. Thanks!
==========

This case previouly contained a luggable PC-clone (Columbia 8088 VIP computer).

It is made of strong metal, painted light off-white/beige. It has a switching power supply, cooling fan, on/off switch, fuse (1.6 Amps), carrying handle, rubber legs, plastic legs, it is tiltable (2 positions).

The dimensions of the case are 8 1/2" X 18" X 16". Inside are the power supply and cooling fan (of course), hardware for installing 2 drives, 2 more metal cabinets each about the size of a drive (5.25" half height) and a CRT that used to be the monitor of the computer. The CRT can be removed and then there is a lot of room to install whatever you may need in there. (If your project/ application requires a CRT, it can be left inside, however I do not have any details about its specs, resolution and condition). I can even send along a metal frame that will support up to 2 full height 5.25" drives, in case you wish to install such a frame in the empty space inside the case.

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The power supply was strong enough to power a full-size motherboard with 2 expansion cards and 2 disk drives (older, power-hungry 5.25" drives), as well as a CRT (monitor). It is in good, working condition as far as powering the drives is concerned; the CRT power should also be ok, however I never tested it- because I had no need for it (but I do not think there are any problems).

This case would be a suitable choice for projects or for powering external devices. It has a lot of extra room for expansion.

Asking for best reasonable offer; all reasonable offers will be considered and all replies will be responded to. Suggested price: $25

Please send e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973.
Thanks for the interest!!

Please reply by 6/30/94.

3234. PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 21:24:37 UTC
From: darekm@microsoft.com
Message-ID: <Crpst3.pA@microsoft.com>
Source record: 100430

PC Xformer 2.0 - The Atari 400/800 Emulator For MS-DOS Compatible PCs
==========

June 20, 1994.

For more information write to:

Darek Mihocka, c/o
Branch Always Software
14150 N.E. 20th Street
Suite 302
Bellevue, WA 98007
U.S.A.

PC Xformer 2.0 is a free emulator for MS-DOS users who wish to run their old Atari 400/800 software. The file XF2.ZIP is today being released to the online services Compuserve, Delphi, and GEnie, and will also be available on other bulletin boards shortly.

The ZIP file contains the XF2 (PC Xformer 2.0) emulator, 10 pages of documentation, and various sample 8-bit programs.

PC Xformer 2.0 is NOT shareware. You can freely use it, just as the original ST Xformer program on which it is based on has been freely available for years.

Future upgrades of PC Xformer will be available for $29.95 for those people who want the additional features, extra documentation, and product support.

Features

Many of the limitations of the ST Xformer emulator are gone thanks to the much faster processing power of the PC and its superior VGA graphics capablities. If you previously used ST Xformer you'll find much faster emulation of Atari 8-bit programs with much greater compatibility.

PC Xformer 2.0 is the first and only Atari 8-bit emulator for either the ST or PC that supports all these features:

- 48K RAM with built-in Atari 400/800 operating system and Atari BASIC

- displays all ANTIC text and graphics modes, including GTIA modes

- displays player missile graphics (no collision detection)

- handles display list interrupts, IRQ, and NMI interrupts

- reads and writes to ST Xformer and SIO2PC generated disk images

- reads MS-DOS files directly and automatically converts to disk image

- switches Atari BASIC on/off with one keystroke

- joystick emulation using the keyboard

- full speed emulation on a 386/33 or faster

- slow and fast modes of emulation for faster PCs

Features that will be found in future versions of PC Xformer are:

- 800XL/130XE memory bank switching

- player missile graphics collision detection

- sound card, joystick port, modem port, and printer port support

The speed of Atari 8-bit emulation is proportional to the speed of your PC, with a 33 Mhz 386 approximately giving the normal speed of an Atari 800.

Below is a list of processors and the approximate speed of emulation relative to an Atari 800:

- 286/16 - 0.3
- 386SX/20 - 0.5
- 386DX/33 - 1.0
- 486DX/33 - 2.0
- 486DX2/66 - 4.0
- Pentium - 7+

486 and Pentium users can use the slow/fast option to slow down the emulator to normal speed.

Hardware requirements

PC Xformer 2.0 is a 16-bit MS-DOS application. It is designed to run on most PCs with minimum hardware requirements. It requires a 286 compatible CPU, so it is compatible with all 286, 386, 486 and Pentium based PC, as well as any PC that can emulate the 286.

PC Xformer 2.0 also requires a VGA compatible display, and about 200K of RAM.

For additional information see the documentation file that comes with XF2 or write to the address above.

- Darek

--
/----------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\----------------------------------/

3235. Re: It's Alive... (14.4K on an 8 bit)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 23:09:13 UTC
From: kamaro_kid@delphi.com
Message-ID: <x09zYmh.kamaro_kid@delphi.com>
Source record: 100412

John Hutchinson <hutch@ilmen.a5-ilmen> writes:

>Sheesh! What does it matter if it runs on an 800XL, ST, PC or a Vax?
>As long as the board has the files and services you need, who cares???

I care.. I prefer to call systems RUNNING on an 8bit Atari computer.

Having to emulate ASCII, ANSI or VT52 is annoying and I'd much rather
be on an ATASCII based system. If I want 8bit Atari support, I'll call
an 8bit Atari based BBS - not an ST or IBM based system.

3236. Re: .gz extension

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 23:11:24 UTC
From: kamaro_kid@delphi.com
Message-ID: <5W9z4Es.kamaro_kid@delphi.com>
Source record: 100413

Hmm. I'll have to try as you suggest and place quotes around capitalized filenames. Thanks for the suggestion.

-James King
kamaro_kid@delphi.com

3237. Re: [--- PKARC and squash, (was: Required Software) ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-20 23:29:32 UTC
From: krishna@max.tiac.net
Message-ID: <2u58os$mej@sundog.tiac.net>
Source record: 100414

Winston Smith (winston@merk.com) wrote:
: The answer to your problem is not that you need a 128K ATARI. The
: answer to your problem is that your FIDO sysop is an idiot! A "squash"-ing
: .ARC should never be used, since IBM users have abandoned ".ARC" as a
: compression scheme. "crunch" should be the highest that ".ARC" is allowed
: to go, and -- if at all possible -- .ARC should support 8-bit machine words
: over 16-bit machine words, so that it maintains its CP/M compatibility.
: Otherwise, it defeats the purpose of having a "universal" compression
: scheme that is common to "all" machines.

How many people call Fido boards with a CP/M machine? Maybe a C=128 but
seriously. I don't have to worry about this problem thankfully.

In your case, Winston, I know you have been unwilling to upgrade and
would rather point fingers when there is something you can't do because
it requires 128K, whether it be this or the old CGS or what have you. I
think now that upgrading is so darn cheap that anyone who really wants to
get the most out of their 8-bit should just do it and stop looking for
workarounds. It's good that there are workarounds for people who are
just dabblers with hand-me-down 48K or 64K machines but to me, banked RAM
separates the men from the boys. If the userbase is so frightened of
banked RAM, then we'll never get people to buy into a 16-bit upgrade.

I dunno, there is a difference between frugality and living in the past.

3238. RE: THE ATARI CONNECTION BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 01:32:11 UTC
From: christopher.mckeen@world-one.com
Message-ID: <9406210132.025PO00@world-one.com>
Source record: 100422

> Not quite sure what you have in mind.. How would you "take it
> over"??

I'll would be willing to purchase your collection provided it had an organised index so I could just about toss it into my file transfer system. I would even have the ability to create a sub-BBS on my system complete with ATASCII menus. I didn't mean to make that sound like a "give it to me free" kind of message, my apologies.

Thanks,
Chris - Atari User Since '79

Christopher McKeen (SYSOP) * WorldONE * WorldONE BBS (610) 449-5678
mckeen@world-one.com *Communications* "Your Connection to the World"

3239. Re: Address Change

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 01:38:25 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5+-QYCp.lmcclure@delphi.com>
Source record: 100415

In a message dated 6-19-94, Ben Poehland said:

"Next I reckon you'll be telling me to dump GEnie & come on
over to Delphi, right? :)"

You don't have to dump GEnie...just add Delphi. <grin>

3240. Re: 80 Columns on the 8-Bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 01:42:57 UTC
From: jjmcwill@next5
Message-ID: <2u5gj1$gb3@mtu.edu>
Source record: 100417

```
Jeff Potter (potter@sunny3.DAB.GE.COM) wrote:
: Bob Woolley, the same one who wrote the TTL monitor conversion for the
: Dec. AC article, wrote a two-part article on connecting up a 6545 to the
: 8-bit. It was something that mounted on, or stole signals from, GTIA and
: produced its own video signal. It was in the SLCC Journal about 2-3 years
: back.
:
Yeah, but it was a TTL output... I'd be interested in seeing
this TTL->CV circuit

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
```

3241. RE: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 01:49:01 UTC
From: christopher.mckeen@world-one.com
Message-ID: <9406210149.02JWJ00@world-one.com>
Source record: 100423

> I care.. I prefer to call systems RUNNING on an 8bit Atari computer.
>
> Having to emulate ASCII, ANSI or VT52 is annoying and I'd much
> rather
> be on an ATASCII based system. If I want 8bit Atari support, I'll
> call
> an 8bit Atari based BBS - not an ST or IBM based system.

ATASCII can be done on almost any machine provided the Sysop takes the time to edit menus on an 8-bit then just dump them to the other system. Or aleast one that supports 8-bit data. I have to do just about the same thing with RIP graphics, I have to edit them on one machine then copy the the files to the BBS because RIP isn't a native mode on my BBS software. ATASCII isn't native to IBM's but it still can be used.

Chris - Paid $429 for a 1050 disk drive with Happy Board in 1985 <sigh>

Christopher McKeen (SYSOP) * WorldONE * WorldONE BBS (610) 449-5678
mckeen@world-one.com *Communications* "Your Connection to the World"

3242. TurboWord -v- AtariWriter 80

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 02:58:17 UTC
From: kamaro_kid@delphi.com
Message-ID: <Jm4Qwcx.kamaro_kid@delphi.com>
Source record: 100416

Anybody out there actively using MicroMiser's TurboWord?

What's so great about it, save using the XEP80? I mean, I paid $50.00 for ATW80 and get full 80 col. WP.. Now why did I just buy this package of TurboWord?

Secondly, I'm not having much luck in setting it up for use with SpartaDos X and SpartaDos -- and I do have a Basic XL cart as the docs suggest using.

Any help/information greatly appreciated.

-James King
kamaro_kid@delphi.com

3243. Atari 8-bit Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 03:13:28 UTC
From: tdrake1@umbc.edu
Message-ID: <2u5lso$hih@news.umbc.edu>
Source record: 100418

I have the following Atari 8-bit items for sale:

130XE 320K RAM with Omni Multi-OS (no docs) - $85

MIO (256K RAM) with instructions, power supply, printer cable,
and modem cable - $125

Epson MX-80 Dot Matrix Printer (Parallel Interface) - $40
Percom AT-88 Double Density Drive with Printer Port - $30
Rana 1000 180K Disk Drive with original box and manual - $40
Atari XM301 300 baud modem with original box - $10

You pay postage. If interested or for more info e-mail me.
--
-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

3244. 1200XL PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 03:36:45 UTC
From: tdrake1@umbc.edu
Message-ID: <2u5n8d$hks@news.umbc.edu>
Source record: 100419

Anybody out there have a 1200XL with a PBI?

If not, how difficult would it be to add one?

I have an old 1200XL and would love to hook up my Black Box to it!

--
-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

3245. Re: 80 Columns on the 8bits...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 03:45:06 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2u5no2$9hk@charm.magnus.acs.ohio-state.edu>
Source record: 100420

In article <2u1pbb$c7t@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>
>: I sold my XEP80 & tech docs last year, but as I recall from that
>: documentation, the XEP80 has BOTH ATASCII and ATASCII character sets
> ^^^^^^^ ^^^^^^^
>: built in, selectable with software.
>
>You've got that right :)
>
>You'd think if it had ASCII that VT850 would have exploited the ASCII set,
>but no such luck.

Oops... gotta stop reading news when I should be sleeping.

I meant, of course, that it had both ASCII and ATASCII, not just
ATASCII.

--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3246. Re: TurboWord -v- AtariWriter 80

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 03:57:09 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2u5oel$9i1@charm.magnus.acs.ohio-state.edu>
Source record: 100421

In article <Jm4Qwcx.kamaro_kid@delphi.com>, <kamaro_kid@delphi.com> wrote:
>Anybody out there actively using MicroMiser's TurboWord?

I tried to use it once to write a paper. I lasted about half a page
before I gave up and went back to PaperClip.

>What's so great about it, save using the XEP80? I mean, I paid $50.00 for
>ATW80 and get full 80 col. WP.. Now why did I just buy this package
>of TurboWord?

Other than the 80 columns? Nothing.
Since it's BASIC, it's very slow. I was typing at least a couple of
strokes ahead of it, and there were lots of lost keystrokes.
The menu redraws reminded me of calling a BBS at 300-1200 bps.

Since I have Basic XE (not XL), I thought of inserting a FAST command
at the beginning of the program, but it was in an unlistable format,
and I didn't have any Basic utilities handy to fix it.

I thought the days of commercial programs written in Basic went out
with the 410 recorder, but I was sadly mistaken.

It's possible that some of the speed problem was the XEP80's fault (I
never used AW80), but this was ridiculous.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3247. Re: XL ROM

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 09:46:42 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1994Jun21.094642.10610@ericsson.se>
Source record: 100424

I've got a nasty feeling I put local distribution on this post before...just in case (and as the response has been somewhat underwhelming) here it is again...

My emulator development has got to a stage where I now need to use a ROM image. I was going to use the AT800XL images, but I checked and they are revision B ROM's. I want the Rev C. I haven't got a dbl density drive for my atari, and haven't yet got to building a SIO2PC lead, so could someone provide me with a ROM image, please. Just straight binary of the complete ROM, pref. in a single file.

Thanks in advance, Zargwog...

PS. it will still be a long time before the emulator is even at Beta level, so don't get too excited just yet....:)

3248. ICE-T comm. prgm.

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 10:16:13 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2u6eld$mhe@usenet.INS.CWRU.Edu>
Source record: 100425

Hi,

Anyone using the new comm. prgm. called ICE-T? I know that this
is just a preliminary release, but would like a chance to
evaluate it myself.

Bill

3249. Atari 8-bit support.

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 10:40:52 UTC
From: RG9@VAX.YORK.AC.UK
Message-ID: <199406211040.FAA29008@news.cs.utexas.edu>
Source record: 100426

SUPPORT FOR YOUR ATARI 8-BIT FROM RICHARD GORE.

YORKY 256K Memory upgrade:

I only have five full kits of this rare upgrade left, priced at #50 ($90)
plus p&p (#2 UK, #3.50 EC, #5 rest of World) including manual and support disk.
Yorkys are supplied ready built, all you have to do is plug them into the PBI
port of your 800XL and hey presto you have a 256k machine.

Once these units have been sold no more will be produced - now could be your
last chance to obtain a Yorky! Watch out for the mention in the April AC!

SOFTWARE:

JAWBREAKER - The classic Pac-man style game originally sold by Sierra-On-Line.
This version includes two mazes which were originally sold as
separate games as well as a new pause function and improved
joystick control. Two mazes on one disk at a bargain price!

MOUSEKATTACK - Another classic game from Sierra-On-Line. This game has you
trying to plumb the levels of Rat Alley. A very addictive game
featuring a one or two player (simultaneously on screen) mode,
new pause feature and improved joystick control.

Both games are available on disk, tape or Rambit Turbo tape (state which)
and are supplied with a printed manual.

Prices: #4.95 each or #6.95 for BOTH (UK p&p included)

(overseas please add #2 for airmail shipping)
(US dollar prices $10 each or $18 for both fully inclusive)

N E W S O F T W A R E! N E W S O F T W A R E!

In association with Visionaire software I am pleased to announce the
availability of two new games programmed in the UK.....

ARENA: An original puzzle game where you must place pieces of a wall in
order to guide a 'power pod' too its destination. It sounds simple,
but it has good graphics and is very addictive. A demo version appeared
on issue 66 of Page 6's disk, but this version is the full game with
50 levels.
Price: #5 ($10) XL/XE, Disk only.

BUBBLE ZONE: Enter the Bubble Zone and meet the challenge! Guide your tank
and blast the ever increasing number of bubbles, collect the

power ups, watch out for the holes. How far can you go?
Frantic arcade action, with top notch graphics.

Price: #5 ($10) XL/XE, Disk only.

US customers can buy both Arena and Bubble Zone for $18 including p&p.

For further details or to order contact:

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW, ENGLAND

Telephone: (0302) 784642 weekends only please.

- -

SOFTWARE Authors, have you written any games or utilities for the Atari 8-bits, new or old? If you have and you have the rights contact me now and we can hopefully arrange to get them (re-)marketed!

- -

UK customers: Are you interested in buying the classic ICD/OSS products such as SpartaDOS X, MAC 65, ACTION!, BASIC XE, BASIC XL, R-TIME8?

If you are contact me and I might be able to help!

This will be the last time I post this list, as of today I will no longer have e-mail access (at least not until I can get another account - which might not be for a while) since my university course has ended. It is a sad day for me, but hey I've got the rest of my life ahead of me. Anyway just because I no longer have e-mail it doesn't mean to say I am no longer supporting the Atari 8-bit machines, far from it. The support WILL go on, I have several more classic games in the pipeline including Silent service, Summer Games, Winter Challenge, Gorf, Halley Patrol, Gato and Taxicab Hill (I've never heard of that one myself!). Prices etc are TBA but if you're interested write to me at the above address (and if you feel kind include an sae, IRC etc - if not don't worry I think I can spring for a stamp) and I will send you more details. Heres to the future and I look forward to mine and your continued support of the best 8-bit computer ever made.....

Richard Gore

3250. Re: Assembler for W65C816

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 10:46:12 UTC
From: Mario.Trams@Informatik.TU-Chemnitz.DE
Message-ID: <9406211044.AA00573@zeta.informatik.tu-chemnitz.de>
Source record: 100427

Glenn M. Saunders wrote:

>MAE from John Harris has more features and does support the '802 and '816
>well from what I've gathered on GEnie.

Yes, I found John's Assembler. He mailed it to me last year but I've
forgot it.

Special greetings to John Harris - This Assembler works quite good !

Mario

3251. Re: TurboWord -v- AtariWriter 80

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 15:11:46 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2u6vvi$n3t@usenet.INS.CWRU.Edu>
Source record: 100428

In a previous article, kamaro_kid@delphi.com (.net!news.delphi.com!usenet
) says:

>Anybody out there actively using MicroMiser's TurboWord?
>
>What's so great about it, save using the XEP80? I mean, I paid $50.00 for
>ATW80 and get full 80 col. WP.. Now why did I just buy this package
>of TurboWord?

I can tell you I never touched it once I bought AtariWriter 80. TurboWord
does offer lots of nice little features, but the editor itself just doesn't
compare to AtariWriter 80, IMO.

>Secondly, I'm not having much luck in setting it up for use with
>SpartaDos X and SpartaDos -- and I do have a Basic XL cart as the docs
>suggest using.

Back when I had Turbword running I was using MYDOS. I never tried it under
SpartaDOS.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3252. Re: TurboWord -v- AtariWriter 80

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 19:15:43 UTC
From: kamaro_kid@delphi.com
Message-ID: <Zc7yIk3.kamaro_kid@delphi.com>
Source record: 100429

The main problem I'm having with TurboWord+ is that when booted with SpartaDos or SDX, if I select [E]ditor, it just goes black and nothing happens. I can [R]eview or [P]rint loaded documents, but cant seem to initialize the [E]ditor itself to originate a document.

Odd.

Further replies to: jeking@email.state.ut.us

3253. Textpro author wants to hear from you!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 19:38:40 UTC
From: jjmcwill@next5
Message-ID: <2u7fk0$jik@mtu.edu>
Source record: 100431

Textpro author Ron Riche is well on his way to releasing version 5.20
of Textpro, his word processor for the Atari 8bit.

Already, version 5.14 beata supports up to 65 simultaneous edit windows
of 16K each, 8 linked documents of 128K each, or any one of many
combinations in between. Textpro's macro language has evolved into a
highly sophisticated and powerful automation language.
In the last issue of Atari Classics, I talked about how Textpro's
macro language saved the day when I needed to print address labels
from my database on my inkjet printer.
The new add-in machine language module capability promises to make Textpro
even MORE powerful and customizable to the user's needs. Version 5.20 will have
no less than NINE hooks into various parts of the editor, file menu, and print
routine. One of the most exciting features to me is the include verbatim
command, which will allow you to include graphics, or long strings of control
codes, such as downloadable fonts, right in a document.

Further, if a company, or individual were to design a hardware 80 column
display card that allowed poking screen data directly into the display
memory area, Ron Riche says that Textpro would be extremely easy to turn into
a 80 column word processor.

With all these great features planned, you would expect that Mr. Riche would be
overrun with letters and telephone calls from people anticipating the
release of the program. Strangely, this is not so. The 8 bit community has
been so quiet over in his neck of the weeds in fact, that Mr. Riche is quite
convinced that no one is interested in Textpro anymore.

If you've used earlier versions of Textpro and found them to be useful, or if
what I've mentioned above has piqued your interest, then
I urge you to let Ron know that yes, Indeed, there ARE people out
there still interested in his program.
Without user input, there is little motivation for Mr. Riche to continue work
on Textpro. I'm sure nothing would make him happier than to discover that
we 8 bitters haven't fallen off the edge of the earth.

Here is his address.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3254. PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 20:41:34 UTC
From: meyer%nyneve.dnet@koedgw01.delcoelect.com
Message-ID: <199406212041.AA36644@gmlink.gmeds.com>
Source record: 100432

I just called Branch Always to order my copy of PC Xformer. I was told by a recording that it was released to public domain and could be gotten off of Compuserve, Genie, or many other BBS's. Could someone send a copy of it to the Umich archives? (I would appreciate a copy sent to me also). I have been using AT800XL.ZIP on a Gateway 2000 4DX-33V with limited success. About half of the programs that I have tried from the archives have worked. It would be nice to compare the two programs.

Thanks,
Marc Meyer
mameyer@solaria.mil.wi.us

3255. PC keyboards (84 keys) for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 22:02:50 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <009804B8.373910C0@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100438
Cross-posted to: misc.forsale.computers.other,misc.forsale.computers.pc-clone,comp.sys.atari.8bit

I have 2 PC keyboards (84 keys) in excellent condition for sale.
Asking $10 each.

Please reply as soon as possible or by 6/30/94 to e-mail address
COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973.

Thanks!

3256. Re: 1200XL PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 23:10:07 UTC
From: krishna@max.tiac.net
Message-ID: <2u7s0f$l1p@sundog.tiac.net>
Source record: 100435

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
: Anybody out there have a 1200XL with a PBI?

It's not easy, but possible. There is a text file on doing it. More valuable I think would be a transkey 1200XL keyboard adapter so you can use the keyboard on an 800XL and have your cake and eat it to (re: PBI and MARS8 support).

3257. Hi out there

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 23:20:42 UTC
From: Dave.Blears@closer.brisnet.org.au
Message-ID: <779_9406230943@softtech.brisnet.org.au>
Source record: 100365

```
Hi out there
if you happen to read this how bout a reply..there's gota be
someone out there!

cheers
Dave
```

3258. PRC's R2: port, what good is it?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 23:48:48 UTC
From: jjmcwill@next5
Message-ID: <2u7u90$1tu@mtu.edu>
Source record: 100436

Okay, so the P:R: Connection, formerly from ICD, has but two lines
connected on the 2nd R: port. So what good is it?

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3259. Daisy Dot 3 previewer to the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-21 23:53:32 UTC
From: jjmcwill@next5
Message-ID: <2u7uhs$21l@mtu.edu>
Source record: 100437

Jeff Potter emailed me a uuencoded copy of the Daisy Dot 3 print previewer, now new and improved!! I sent it along to the bart uploading address, so it should appear as PAL.ARC in the 8bit/Graphics directory soon.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3260. Re: 1200XL PBI?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 01:36:47 UTC
From: jjmcwill@next5
Message-ID: <2u84jf$4qf@mtu.edu>
Source record: 100439

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
: Anybody out there have a 1200XL with a PBI?
:
: If not, how difficult would it be to add one?
:
: I have an old 1200XL and would love to hook up my Black Box to it!

Thomas,

Aren't you the guy selling the 130XE? Hmm,well I don't blame you,
I much rather type on a 1200XL than a 130XE as well.

Yes, there is quite a nasty project which adds a PBI connector to the 1200XL.
Keep in mind, that as the PBI has 50 connections, so too do you have to solder
more than 50 wires inside your 1200XL to bring the PBI out.
The article was printed in the San Leandro Computer Club (SLCC) journal
quite some years ago, but I have it somewhere.

Along the way you end up adding a 800XL operating System ROM to the computer,
and optionally, internal BASIC as well.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3261. Re: PRC's R2: port, what good is it?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 01:49:01 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2u85ad$e1j@charm.magnus.acs.ohio-state.edu>
Source record: 100440

In article <2u7u90$1tu@mtu.edu>, Jeffrey J. McWilliams <jjmcwill@next5> wrote:
>Okay, so the P:R: Connection, formerly from ICD, has but two lines
>connected on the 2nd R: port. So what good is it?

I thought it was three: send data, receive data, and ground.

This is the minimum needed for rs-232 communication, so it's very
useful when you don't need all the extra stuff - and you usually
don't.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3262. Has anyone put PC Xformer onto an ftp site yet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 03:54:09 UTC
From: lej2@po.cwru.edu
Message-ID: <lej2.295.2E07B5E0@po.cwru.edu>
Source record: 100441

Hmph... Figures he'd put it on the networks I can't get to. Please if someone would answer the subject question, I'd be much grateful.

Thank you.

Asgaroth the Dark (lej2@po.cwru.edu)| Anime Addict, Usenet Junkie, MtG loser, I plunge into the depths of insanity|Role-Player, Paintball Warrior, CWRU pauper that causes mere mortals to tremble | All-round good guy. The Original Bad-Guy in fear | All this and schizophrenic too!

3263. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 04:58:58 UTC
From: kamaro_kid@delphi.com
Message-ID: <h+-Q4A6.kamaro_kid@delphi.com>
Source record: 100442

Derek:

I appreciate all the effort you've obviously put into the creation of this product.

BUT, the graphics go all to hell when I load it up on my machine.

I'm using an NCR 386sx with EGA video (NCR proprietary cards, etc..)

-James King
jeking@email.state.ut.us

3264. Re: Textpro author wants to hear from you!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 11:43:18 UTC
From: jmjohnso@mtu.edu
Message-ID: <2u984m$ghh@indycar.cts>
Source record: 100443

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: Textpro author Ron Riche is well on his way to releasing version 5.20
: of Textpro, his word processor for the Atari 8bit.
:
:If you've used earlier versions of Textpro and found them to be useful,or if
:what I've mentioned above has piqued your interest, then
:I urge you to let Ron know that yes, Indeed, there ARE people out
:there still interested in his program.

Jeff-

I was a registered user of TextPro. The only better word processor was the last version of PaperClip, but since PaperClip had its own built in DOS I couldn't load and run it under SpartaDOS X from my hard drive, I used TextPro most of the time.

At one point Mr. Richie announced that last version of TextPro was coming and offered to sell the source code to registered users. I sent a check which was cashed, but I never received a thing. I know the Postal Service can lose things, so I sent a followup note, which also went unanswered.

I sold my 8bit equipment a few months later and wrote off Mr. Richie's empty promise. I never did hear from him again.

Hopefully he has his act back together. TextPro is too good a word processor to be simply ripped off by its users.

--
+===+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |
+===+

3265. Re: [--- SPARTADOS ---] (was: Re: FTE: wha-hoppen?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 11:47:45 UTC
From: jharris@cup.portal.com
Message-ID: <115038@cup.portal.com>
Source record: 100444

Well, one of my posts showed up late, and another went to a different newsgroup. Apparently, the Portal system has been having some troubles. Excuse this message if it's a repeat.

>I like the idea of having multiple names for the same command built
>into DOS. Put entries in the command table for ERASE, DELETE, DEL,
>and RM, all pointing to the ERASE code, for example.

SDX uses a table like this, as well as the non-disk commands in 3.2 (like RUN, CAR, KEY, etc.). Unfortunately, the ERASE, RENAME, and all other CIO disk commands don't use vectors, and have a one to one correspondance between the command name and the function. It would require a complete change of the processing routine, as well as more memory, to provide this. Maybe in the future, but I didn't want to risk getting potential problems by making major changes this first time out.

>Another idea might be to use batch files for this translation, but
>that would be inconvenient with Sparta's requirement of putting a '-'
>before batch commands. (Could that requirement be eliminated in a
>future release?)

I'd like to eliminate the '-' character, but a far more significant problem remains. Sparta batch files are not able to pass parameters from the command into the batch file itself. So you can't enter a filename after the batch command. Ideally, this will be addressed some time in the future as well.

John Harris - jharris@cup.portal.com

3266. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 15:58:40 UTC
From: lej2@po.cwru.edu
Message-ID: <lej2.297.2E085FB0@po.cwru.edu>
Source record: 100445

In article <h+-Q4A6.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:

>Derek:
>
>I appreciate all the effort you've obviously put into the creation of this
>product.
>
>BUT, the graphics go all to hell when I load it up on my machine.
>
>I'm using an NCR 386sx with EGA video (NCR proprietary cards, etc..)
>
>-James King
>jeking@email.state.ut.us

Uh, apparently the program requires a VGA card...

Asgaroth the Dark (lej2@po.cwru.edu)| Anime Addict, Usenet Junkie, MtG loser,
I plunge into the depths of insanity|Role-Player, Paintball Warrior, CWRU pauper
that causes mere mortals to tremble | All-round good guy. The Original Bad-Guy
in fear | All this and schizophrenic too!

3267. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 16:15:04 UTC
From: hutch@ilmen.a5-ilmen
Message-ID: <1994Jun22.161504.10199@boojum.lanl.gov>
Source record: 100446

John Hutchinson <hutch@ilmen.a5-ilmen> writes:
>>> Sheesh! What does it matter if it runs on an 800XL, ST, PC or a Vax?
>>> As long as the board has the files and services you need, who cares???

kamaro_kid@delphi.com () writes:
> > I care.. I prefer to call systems RUNNING on an 8bit Atari computer.
> >
> > Having to emulate ASCII, ANSI or VT52 is annoying and I'd much rather
> > be on an ATASCII based system. If I want 8bit Atari support, I'll
> > call an 8bit Atari based BBS - not an ST or IBM based system.
>
In article 02JWJ00@world-one.com, christopher.mckeen@world-one.com () writes:
>
>ATASCII can be done on almost any machine provided the Sysop takes the time to
>edit menus on an 8-bit then just dump them to the other system. Or aleast one
>that supports 8-bit data. I have to do just about the same thing with RIP
>graphics, I have to edit them on one machine then copy the the files to the BBS
>because RIP isn't a native mode on my BBS software. ATASCII isn't native to
>IBM's but it still can be used.

Thanks, Chris. That was exactly the point I was trying to make. Brand/Model
loyalty is great, but sometimes folks get carried away to their own loss. If
the Sysop knows/understands/loves 8-bitters, all is well.

>Chris - Paid $429 for a 1050 disk drive with Happy Board in 1985 <sigh>

Ha! I remember distinctly paying $449 for my first Atari 810 drive (and was
THRILLED to toss that crappy cassette unit in the rubbish!) :)

-Hutch- @ Fair Dinkum Tech

3268. PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 16:43:23 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2u9pnb$n5t@usenet.INS.CWRU.Edu>
Source record: 100447
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Just posted to comp.sys.atari.8bit; I'm crossposting this posting to both
comp.emulators.misc and comp.sys.atari.8bit.
-Michael

From: darekm@microsoft.com (Darek Mihocka)
Date: Mon, 20 Jun 1994 21:24:37 GMT

PC Xformer 2.0 - The Atari 400/800 Emulator For MS-DOS Compatible PCs
==========

June 20, 1994.

For more information write to:

Darek Mihocka, c/o
Branch Always Software
14150 N.E. 20th Street
Suite 302
Bellevue, WA 98007
U.S.A.

PC Xformer 2.0 is a free emulator for MS-DOS users who wish to run their old
Atari 400/800 software. The file XF2.ZIP is today being released to the
online services Compuserve, Delphi, and GEnie, and will also be available
on other bulletin boards shortly.

The ZIP file contains the XF2 (PC Xformer 2.0) emulator, 10 pages of
documentation, and various sample 8-bit programs.

PC Xformer 2.0 is NOT shareware. You can freely use it, just as the original
ST Xformer program on which it is based on has been freely available for years.

Future upgrades of PC Xformer will be available for $29.95 for those people
who want the additional features, extra documentation, and product support.

Features

Many of the limitations of the ST Xformer emulator are gone thanks to the much
faster processing power of the PC and its superior VGA graphics capablities.
If you previously used ST Xformer you'll find much faster emulation of Atari
8-bit programs with much greater compatibility.

PC Xformer 2.0 is the first and only Atari 8-bit emulator for either the ST or
PC that supports all these features:

- 48K RAM with built-in Atari 400/800 operating system and Atari BASIC

- displays all ANTIC text and graphics modes, including GTIA modes

- displays player missile graphics (no collision detection)

- handles display list interrupts, IRQ, and NMI interrupts

- reads and writes to ST Xformer and SIO2PC generated disk images

- reads MS-DOS files directly and automatically converts to disk image

- switches Atari BASIC on/off with one keystroke

- joystick emulation using the keyboard

- full speed emulation on a 386/33 or faster

- slow and fast modes of emulation for faster PCs

Features that will be found in future versions of PC Xformer are:

- 800XL/130XE memory bank switching

- player missile graphics collision detection

- sound card, joystick port, modem port, and printer port support

The speed of Atari 8-bit emulation is proportional to the speed of your PC, with a 33 Mhz 386 approximately giving the normal speed of an Atari 800.

Below is a list of processors and the approximate speed of emulation relative to an Atari 800:

- 286/16 - 0.3
- 386SX/20 - 0.5
- 386DX/33 - 1.0
- 486DX/33 - 2.0
- 486DX2/66 - 4.0
- Pentium - 7+

486 and Pentium users can use the slow/fast option to slow down the emulator to normal speed.

Hardware requirements

PC Xformer 2.0 is a 16-bit MS-DOS application. It is designed to run on most PCs with minimum hardware requirements. It requires a 286 compatible CPU, so it is compatible with all 286, 386, 486 and Pentium based PC, as well as any PC that can emulate the 286.

PC Xformer 2.0 also requires a VGA compatible display, and about 200K of RAM.

For additional information see the documentation file that comes with XF2 or write to the address above.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3269. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 17:22:58 UTC
From: cmwagner@gate.net
Message-ID: <2u9s1i$df7@tequesta.gate.net>
Source record: 100448

John D Harris (jharris@cup.portal.com) wrote:
: I looked into supporting multiple names for each command, to leave the
: older ones available, but part of the internal structure made this
: difficult.

MSDOS has an internal command table, which contains the command, and memory location, and that is basically it. That makes aliases and multiple commands (that do the same) possible. How is SpartaDOS setup?

I believe there is a limit on command size, 8 characters, I think.

3270. Re: Textpro author wants to hear from you!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 18:23:28 UTC
From: jjmcwill@next5
Message-ID: <2u9vj0$7k0@mtu.edu>
Source record: 100449

James M. Johnson (jmjohnso@mtu.edu) wrote:
:
: I was a registered user of TextPro. The only better word processor was the
: last version of PaperClip, but since PaperClip had its own built in DOS I
: couldn't load and run it under SpartaDOS X from my hard drive, I used
: TextPro most of the time.
:
: At one point Mr. Richie announced that last version of TextPro was coming and
: offered to sell the source code to registered users. I sent a check which was
: cashed, but I never received a thing. I know the Postal Service can lose
: things, so I sent a followup note, which also went unanswered.
:
: I sold my 8bit equipment a few months later and wrote off Mr. Richie's
: empty promise. I never did hear from him again.
:
: Hopefully he has his act back together. TextPro is too good a word
: processor to be simply ripped off by its users.
:
:
Jim,

I also sent in the $40.00 registration fee, and didn't get anything from
him until I started calling him. His system of user registration seems
a bit flawed. I'm not sure if he's just gonna go ahead and release the final
version into public domain or what. It seems that way. All versions up to
5.12 or 5.14 or whatever have been distributed with complete source code
on the internet.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3271. Re: PRC's R2: port, what good is it?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 20:56:41 UTC
From: jmjohnso@mtu.edu
Message-ID: <2ua8i9$jmo@indycar.cts>
Source record: 100450

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <2u7u90$1tu@mtu.edu>, Jeffrey J. McWilliams <jjmcwill@next5> wrote:
: >Okay, so the P:R: Connection, formerly from ICD, has but two lines
: >connected on the 2nd R: port. So what good is it?
:
: I thought it was three: send data, receive data, and ground.
:
: This is the minimum needed for rs-232 communication, so it's very
: useful when you don't need all the extra stuff - and you usually
: don't.

Many older serial printers had a top speed of 1200bps, with some non or minimal buffered printers designed for 300bps. The R2: port drives these printers just fine as all they used were TX & RX signals crossed in null modem fashion (and signal ground as noted above of course)

Naturally any serial device that relies on hardware handshaking (CTS & RTS), won't work on this port.

--
+===+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |
+===+

3272. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 21:03:16 UTC
From: eagle@agora.rdrop.com
Message-ID: <eagle.772319010@agora.rdrop.com>
Source record: 100358
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Can this be FTP'd or emailed from somewhere?

I'd like to give it a try.

...Justin

--
Justin the Blue--SunDial Earth Station
Portland OR USA--eagle@agora.rdrop.com
Better living through the Lambert Conformal Projection
The last, best asterisk >>--------------> *

3273. 1200XL keyboard project

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 23:09:36 UTC
From: krishna@max.tiac.net
Message-ID: <2uagbg$3gb@sundog.tiac.net>
Source record: 100451

Where can I find detailed info on how the 800XL vs. 1200XL keyboard is wired?

There was also a text file I lost which told you how to hard-wire a CX-85 keypad into an Atari 800 keyboard.

The purpose of all this is to try to make the 1200XL keyboard usable on an 800XL and hardwire the CX-85 into the 1200XL keyboard. Mount it in a custom built case and that would be far superior (IMO) than a Transkey (just no macros).

I do know the 1200XL keyboard has extra decoding circuitry onboard which is why there are (I think) fewer lines coming out of it than the 800XL.

The easiest way to make this work might be to rerout the signals and bypassing the onboard decoding.

3274. Lotsa Atari 8-Bit HardWare for sale!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 23:26:30 UTC
From: bensmith@teleport.com
Message-ID: <2uahb6$dun@kelly.teleport.com>
Source record: 100452
Cross-posted to: pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.8bit

I have the Following ST Item's for Sale. All listings are Multiple with a number (x) proceeding showing number of each Item.

PS=Power Supply: Opt=Optional: Inc=Included:.

(2x) 130XE's. PS Opt: $100 wPS/ $75 w/o PS.

(7x) 800XL's. PS Opt: $75 wPS/ $50 w/o PS.

(4x) 800's. PS Opt: $25 w/o PS.

(3x) 400's. PS Opt: $10 w/o PS.

(7x) 1050's PS Opt: $75 wPS/ $60 w/o PS.

(1x) Indus GT PS Inc: $75 wPS.

(3x) 810's PS Opt: $35 wPS/ $20 w/o PS.

(3x) ATR8000 PS Built In/Just the CPU Unit: $75.

(25x) MPP-1100 Printer Interface No PS Needed. Plugs into Joystick Port: $20 each.

(1x) Supra MicroPrint Printer Interface PS Not Needed: $25.

(12x) Atari Numeric KeyPads. Plugs into Joystick Port: $10.

(3x) XM301 MoDeM/300 BPS/Needs No PS: $10.

First Come, First Served. If your interested in any of this call Ben at (503)256-9974 24HRs or E-Mail me on the Internet at this address: bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3275. Re: PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-22 23:56:50 UTC
From: carlson@kaiwan.com
Message-ID: <2uaj42$5l3@kaiwan.kaiwan.com>
Source record: 100453

```
meyer%nyneve.dnet@koedgw01.delcoelect.com wrote:
: of Compuserve, Genie, or many other BBS's. Could someone send a copy of it
: to the Umich archives? (I would appreciate a copy sent to me also). I have
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^

I second this!

Mike
--
********************
Mike Carlson
carlson@kaiwan.com
```

3276. PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 00:25:43 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <CrtqIv.MKs@mozo.cc.purdue.edu>
Source record: 100454

Someone recently tried to u/l xf2.zip and xf2good.zip to the 8bit archive
and both had errors trying to unzip.

Someone, please re-upload this sought after program to atari archive or
email it to me at lenn@terminator.rs.itd.umich.edu

Jody

--
Jody M. Lenn Umich Atari Posse:
lenn@mentor.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS / | \ GEnie: j.lenn1@genie.geis.com

3277. ASCII Fuji's

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 00:56:29 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940622175634.23419cbc@sonoma.edu>
Source record: 100355

Ok, you all may think I'm crazy for even posting about this, but I'm just curious as to what everyone's favorite ASCII-Fuji is..

To start them off, here's my favorite:

```
|||
/ | \ In ATASCII, I push the "/" and "\" closer and use the
left-side and right-side vertical control characters (^V and ^B)
```

Another I've seen is:

```
|||
|||
/ | \ I think in 80 columns, this looks too.. tall I guess..
```

I've also seem sone AtASCII ones which look really crazy.. I'll blow them up for ASCII:

```
# ## #
# ## #
# ## #
# ## #
## ## ##
## ## ##
## ## ##
## ## ##
```

And so on.. I just wonder what everyone's favorite is (and why ALL of you don't have one in your .sig's!? :))

-going nuts
-bill

kendrick@vax.sonoma.edu.uh.huh.huh.school.sucks.huh.huh |||
New Breed Software Beavis & Butt-Head fan / | \

3278. JPG question

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 01:03:09 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940622180321.23419cbc@sonoma.edu>
Source record: 100356

Ok, I think I understand how JPGs work in comparison to GIFs.. well, maybe not the compression, but the actual screens. They are made of 24bit RGB data. GIFs on the other hand are made up of up to 8bits of color data, and each of those (up to) 256 colors are any color out of 21bit RGB data.

Conversion from JPG to GIF on an IBM is a crappy, slow, boring process. (At least on a PS/2 :^))

I'd think that conversion from JPG to ColorView wouldn't be all that complicated. I know that IBM's CShow runs out of memory when it tries to do JPGs (on my 640k machine) and that DJPEG uses some large set of temp files (which I rarely have room for! :)).. I believe all of this space used by these two programs are to decompress the entire image as big as it really is, using all 24bits (or, perhaps the reduce them down to 21bits which is all VGA can use). Once it is decompressed, the entire thing is looked at, from top to bottom, and then a pallette is given to the image as best the program can see fit.

SO.. since us 8bitters aren't stuck with a stupid 256 color "must be palletted" screen like standard VGA, but instead have 12 bit, 6 bit, and 3 bit ColorView screens in which the images can be directly written to (with dithering and/or averaging, of course :)), I don't think a JPG program for the 8bit would be at all difficult..

UNLESS OF COURSE, JPG uses some memory-hog of a compression algorythm or something.. BUT, us 'hard-core' users have at least 64 or 192k of spare space (RAM upgrades), and many people have hard drives and/or SIO2PCs, so any extra decompression space can be used there!

SO!... who'd like to help Jeff Potter out with a newer version of JView!? :) :)

-just babbling because DJPEG is so damned slow and awful
-bill

kendrick@vax.sonoma.edu.or.something |||
New Breed Software / | \

3279. 14.4K on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 01:54:15 UTC
From: romer@access1.digex.net
Message-ID: <2uaq07$7o1@news1.digex.net>
Source record: 100357

Just a question. Now that I've got an 800 system up and running again (after years in the closet), how can I hook my Intel 14.4K modem to it? I've got an 850, which I understand only handles up to 9600 (fast enough in my book<G>), but the cables I have (one I used on my 1200 baud modem, another I just borrowed from the nice people at Toad Computers) don't seem to work. The modem responds fine, dials fine, but when a connection is made it just sits there. This is using Bobterm 1.10, 850 Express (unknown version number) and Amodem 6.01 at a variety of speeds from 1200-19.2... any suggestions?

3280. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 03:09:49 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Crty4E.3xr@utnetw.utoledo.edu>
Source record: 100360

Ok, first off, I have an elderly 3.2d version of SpartaDos... yep, no new upgrades yet... and won't be for a while until a couple bug fixes get made... these are probably pretty low priority, so I doubt they'd get modified in the near future, but as it stands, I see no reason (feature-wise) to upgrade.

Bug #1) "copy" apparently won't overwrite existing files in the new mod - I've always taken this feature for granted, but now that it looks like it's gone for good, it's SORELY missed!!! Maybe a flag could be set at startup: OVERWRITE=1??? For us SpartaDos and MSDOS (and Unix) users... Why was this changed anyhow?

Bug #2) drop...umm...ah...looks like one problem I frequently encounter WAS fixed - YEAH! Hmm... maybe I have to rethink this upgrade stance I made...

.. forget this bug thing for now... I think I'm going to be closely watching Sparta for the next few months. Sounds like some good ideas are coming out in the followups I've seen thus far and maybe (hopefully, possibly, PLEASE!) a new revision of Sparta isn't too far off?!? I am curious as to why the copy command was made non-standard though. Most of the other mods make Sparta more like MSDOS. I really didn't care if the command names were different, heck I use Unix, MSDOS, Atari Dos 2.6f, and Sparta - every one was a little different... although all allow copying over existing files...

-Tim

3281. Re: It's Alive...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 03:19:59 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CrtyLB.5nn@utnetw.utoledo.edu>
Source record: 100361

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: 14.4 Kbps is done using CCITT V.32bis, the fastest international standard
: available for modems today. The next standard will be V.34, and will be at
: 28.8 Kbps. 19.2 Kbps may be popular, but there is no CCITT standard at
: that speed.

V.34, better known as V.FAST incorporates three specific baud rates:
19.2k, 24k, and 28.8k. 19.2k has been around for several years, but until
just recently, there was no standard.

-Tim

3282. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 03:26:23 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Crtyw0.6Hw@utnetw.utoledo.edu>
Source record: 100362

Tim Hester (thester@nyx.cs.du.edu) wrote:

: Mr. Fixit -

: I would indeed be interested in who made the 1 meg
: memory board for the Atari 400. Had I been aware of the

Sorry, this darn newsreader threads the articles (great for some groups, but I keep forgetting which huge thread I've put my two cents into)... I WILL look into the 1meg upgrade comment I made for the 400... just caught your msg tonight and it reminded me... I'll have to look tomorrow or Friday through a few old magazine piles and get back to you this weekend. I can actually picture the ad, but don't recall how far back (old) in the mags this company ran their ads (pre-XE for sure, but other than that, don't recall)!

-Tim

3283. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 04:22:53 UTC
From: kamaro_kid@delphi.com
Message-ID: <Zw7R4IF.kamaro_kid@delphi.com>
Source record: 100359

Not to start a pissing contest here, as I've only stated my personal preference and NOT gospel..but please name me ONE IBM or ST based BBS that provides Atascii screens, 8bit Atari files and other such niceties normally found on an 8bit based BBS system?

I dont know of ANY.. and I call systems worldwide - with a phone bill in the hundreds of dollars to prove it.

-James King
jeking@email.state.ut.us

3284. Re: 14.4K on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 06:29:41 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jun23.062941.9469@iglou.com>
Source record: 100363

Did you dial it manually with the ATDT command? Maybe it is configured so that it doesn't send a CONNECT xxxx message that Express or Bobterm can understand. Or it could be a defective modem. My first 2400 modem would dial but wouldn't connect to anything. I took it back, exchanged it, and I've been using that one for years.

--
Bill Marcum bmarcum@iglou.com
"I used to be such a sweet sweet thing 'til they got a hold of me"
--Alice Cooper, "No More Mr. Nice Guy"

3285. Has anyone else been reading comp.os.cpm?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 06:33:25 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jun23.063325.9619@iglou.com>
Source record: 100364

There's been some talk in comp.os.cpm about building an IDE interface for CP/M computers. Someone might be able to adapt that to the Atari 8-bit.

--
Bill Marcum bmarcum@iglou.com
"I used to be such a sweet sweet thing 'til they got a hold of me"
--Alice Cooper, "No More Mr. Nice Guy"

3286. Atari 8bit needed...!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 10:05:16 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940623030528.2341b788@sonoma.edu>
Source record: 100367

Hi, I've been in contact with a person from Japan who'd like to purchase an Atari 8bit, at least XL with 64k but preferably with 256k.. also he'd like a disk drive. I told him that 1050 would probably be the minimum he needs.

If anyone's got one for sale and can ship to Japan, please e-mail me!

thanx

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3287. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 10:43:08 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pKwS4XM.lmcclure@delphi.com>
Source record: 100366

In a message dated 6-21-94, James King said:

"BUT, the graphics go all to hell when I load it up on my
machine.

I'm using an NCR 386sx with EGA video (NCR proprietary
cards, etc..)"

I suspect EGA is your problem. Unless the docs say otherwise, everything I have seen in Darek's message indicates standard VGA is the bare minimum video standard needed to PC Xformer.

3288. PC Xformer V2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 12:57:54 UTC
From: ulf@antic.sub.org
Message-ID: <5RP_A9XmS7B@antic.sub.org>
Source record: 100368

Hi!

Does anybody know a BBS in the US or in the UK where I can download the shareware-version of PC Xformer V2.0? I have been looking around for awhile, but couldn't find it anywhere :(. Please send only PMs, because I cannot read messages posted to this newsgroup :(((

Thanks!

Ulf Petersen ("ulf@antic.sub.org" and copy to "ulf%antic@cls.de")

Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v3.02

3289. Re: 14.4K on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 14:13:17 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun23.101054.25477@wariat.UUCP>
Source record: 100369

(Dave asks why his 800, 850, 14.4k, BobTerm isn't working.)
Dave, you set the DTE rate with BobTerm, 1200, 2400, 4800, etc.
You gotta set the DCE rate with atn0<return> Ok. ats37=6<return> Ok.
for your modem. Otherwise the modem is at 14.4k and your computer is at
2400. Don't try to go over 4800, it won't work, I think.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3290. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 14:15:33 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun23.101335.25477@wariat.UUCP>
Source record: 100370

(J. King says he's never seen a IBM or ST board with ATASCII screens.)
It may be true nobody has done it. But what the other guy was saying is
that it is distinctly possible to put any ATASCII screen, 40 col. stuff
you want in a IBM or ST BBS. You just prepare your ATASCII screens on
the 8-bit and then put them where you want them on the IBM or ST in the
BBS.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3291. Re: 14.4K on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 14:31:56 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun23.102824.25366@wariat.UUCP>
Source record: 100371

A little more about DTE, DCE. With a MIO or Black Box, you would set
BobTerm at 19.2k, the DTE rate, the rate between the computer and the
modem. Always set the DTE rate the highest that you can. You then force
the DCE rate at a rate the computer<->modem can handle with atn0,
ats37=6 for 2400 baud. The DCE rate is the rate over the phone line and
with data compression on (MNP or something), you can get rates up to
four times the set baud rate going over the phone line.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3292. Fractasia v2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 15:10:25 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HDVO4AE2CY8Y6GIC@vax.edinboro.edu>
Source record: 100373

I have decided to work on Fractasia v2.0. Fractasia (v1.57 is the current version) is a Mandelbrot set generator that would generate images that could be displayed with Jeff P.'s COLRVIEW program. Check the Archives for the current version: atari/8bit/Graphics/frac1.arc. frac2.arc is in the same directory and is really just sample images.

In the new version, I am correcting some quirks in the user interface and doing the usual bug fixing, but I would also like to add a bunch of new features. Some of which include:

- support for All COLRVIEW modes.
- 160x192x64
- 80x192x4096
- 320x192x8 (*)
- APAC support.
- Possibly Julia set generation and maybe Plasma clouds.
- Better support of MyDOS 4.5x, SpartaDOS X, and AtariDOS 2.5

(*) I don't have any info on this mode, but I am assuming that it uses the same method as the other two, but with one shade of Red, green, and blue, and the assorted combinations of each. I wont even be able to test it until I see JVIEW to make sure everything works.

I would also like to add the ability to do continuous shading from one color to the next in the 64 and 4096 color modes. I, however, do not know enough about color blending to know how to generate a (for example) slow transition between yellow..green...blue. Basically, I need to know how the Red, Green, and Blue intensities vary across the light spectrum. Anyone help me on this?????

Also, I am working on a way to generate Mandelbrot landscapes. I have put together some fairly simple tansformation routines, but I need a LOT of memory (or disk space) to update the .R.G.B screens simultaneously and non-sequentially. And though I have not coded it, I can guarantee it will be slow. Anyone interested in landscapes?

(If I could develop 16-bit integer routines, I would convert the whole thing to ACTION!)

Basically this post boils down to..... Is the 8bit public interested in a cool Fractal generator or is it a waste of time. The whole point from the start, was to create another application for COLRVIEW. I need input into a new version. Any suggestions, comments, or criticisms are welcome.

-adam conover.
a644690c@edinboro.edu

3293. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 15:12:20 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun23.151220.12308@boojum.lanl.gov>
Source record: 100374

In article kid@delphi.com, kamaro_kid@delphi.com () writes:
>Not to start a pissing contest here, as I've only stated my personal
>preference and NOT gospel..but please name me ONE IBM or ST based BBS
>that provides Atascii screens, 8bit Atari files and other such niceties
>normally found on an 8bit based BBS system?
>
>I dont know of ANY.. and I call systems worldwide - with a phone bill in
>the hundreds of dollars to prove it.

There might not BE any of those systems left anymore. I know that years ago I used to dial up some BBS's to d/l 8-bit files for my trusty old 800 and that those systems were built on non-Atari hardware. I don't seem to recall any problems about screen displays (ASCII vs ATASCII) but that was a while back, to be fair.

But you have one good point... if you call a BBS that is _built_ on Atari 8-bit hardware, you can bet the SYSOP is an 8-bit enthusiast and the files will likely show it.

_____ John "HUTCH" Hutchinson _____
_____ Fair Dinkum Technologies Member - IAAD _____
_____ "No worries, mate... it's from Fair Dinkum!" _____
_____ email: hutch@ilmen.lanl.gov GEnie: FAIR-DINKUM _____

3294. inkey

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 16:11:44 UTC
From: poblsepu@altue.usach.cl
Message-ID: <1994Jun23.161144.10778@lauca.usach.cl>
Source record: 100283

hi!! i'm chilean, and this is my 1st post in this newsgroup..
a question...
how can i use the function inkey in turbo basic....
which is it syntaxis??? please.. help me...
thanks in advance...

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3295. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 16:51:29 UTC
From: cmwagner@gate.net
Message-ID: <2uceih$d1p@tequesta.gate.net>
Source record: 100375

kamaro_kid@delphi.com wrote:
: Not to start a pissing contest here, as I've only stated my personal
: preference and NOT gospel..but please name me ONE IBM or ST based BBS
: that provides Atascii screens, 8bit Atari files and other such niceties
: normally found on an 8bit based BBS system?

How about BBS:Express! for the ST? It supports Atascii, I believe. If people really want Atascii then when I setup my board I will incorporate it.

I think they would be more satisfied with the support no matter where it is coming from.

I would be setting up my board on a 386, probably running WWIV, because you can get the source for it. :)

3296. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 17:20:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2ucg80$co5@usenet.INS.CWRU.Edu>
Source record: 100376

In a previous article, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) says:

> Bug #1) "copy" apparently won't overwrite existing files in the new mod
> - I've always taken this feature for granted, but now that it looks
> like it's gone for good, it's SORELY missed!!! Maybe a flag could
> be set at startup: OVERWRITE=1??? For us SpartaDos and MSDOS (and
> Unix) users... Why was this changed anyhow?
>a new revision of Sparta isn't too far off?!? I am curious as to why the
>copy command was made non-standard though. Most of the other mods make Sparta
>more like MSDOS. I really didn't care if the command names were different,
>heck I use Unix, MSDOS, Atari Dos 2.6f, and Sparta - every one was a little
>different... although all allow copying over existing files...

It used to be that

copy foo.bar foo.bar

that is, copying a file onto itself, would wreck the file. This is the bug
they addressed with SpartaDOS 3.2g. As long as the source and destination
filenames are different, you can still copy over existing files just
fine.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3297. Where is PC Xformer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 17:23:32 UTC
From: avillena@dcc.uchile.cl
Message-ID: <1994Jun23.172332.7484@dcc.uchile.cl>
Source record: 100377

I've read about PC XFormer, but, is it shareware? In this case,
where i can find it in the net?

--
Atte ______ __ __ ______
/\ __ \ /___\ /\ __ \ La palabra ensen~a
Agustin (Qxo) Villlena\ \ \/_\\/_/_\/_\ \ \/\ \ El ejemplo arrastra
avillena@dcc.uchile.cl \ ____\ /_\/_\\ _____\

3298. Re: Hello 8bitters! please read if you have a chance

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 18:23:05 UTC
From: milesph@aol.com
Message-ID: <2ucju9$imb@search01.news.aol.com>
Source record: 100378

In article <Cr97rC.I06@rci.ripco.com>, hansolo@ripco.com (Chris Olson) writes:

>message. And by the way, in my "long-winded" reply to the letter before this
>one, I meant to say 810 - it was late and I was angry. Keep plugging along.

Wow! You mean somebody other than me actually USES an Atari 810! It's all *I've* got, and it's a darned sight better than using my 410 tape drive! For myself, I consider the 8-bits a classic. I play my games, and I fool with it. Then I walk over to my Mac and print out my homework. :)

I say, why only use one? I have the 800 for gaming and nostalgic purposes, then I do work on a newer computer. The best of both worlds! <<grinz>>

Miles Spielberg

3299. PD Libery changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 22:48:00 UTC
From: per.erik.peterson@straight.ct.se
Message-ID: <0a233400@straight.ct.se>
Source record: 100394

Its seems like The PD Library...

B.Utshig
208 SW 319th Lane, Suite G-304
Federal Way, WA
U.S.A 98023

...dont exist any more.??

-=> WFR.! Per-Erik "Pekka" Peterson <=-

Gothenburg SWEDEN

* (QW|{ 2.6 *

3300. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 23:00:49 UTC
From: krishna@max.tiac.net
Message-ID: <2ud471$27a@sundog.tiac.net>
Source record: 100379

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (J. King says he's never seen a IBM or ST board with ATASCII screens.)
: It may be true nobody has done it. But what the other guy was saying is
: that it is distinctly possible to put any ATASCII screen, 40 col. stuff
: you want in a IBM or ST BBS. You just prepare your ATASCII screens on
: the 8-bit and then put them where you want them on the IBM or ST in the
: BBS.

That is bullshit. The only non-8-bit BBS that supports ATASCII translation (the Atascii EOL) is Forem ST. There may be Forem PC, I dunno. You can't do Atascii unless there is a separate selection for ATASCII translation throughout. Theoretically you could throw Atascii screens in there rather than ANSI but it just wouldn't work in practice.

I was on a Forem ST board ONCE. Although it supported the ATASCII EOL, that was about ALL it supported. Absolutely no inverse and certainly no cool Atascii graphics characters.

3301. Re: 14.4K on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 23:03:18 UTC
From: krishna@max.tiac.net
Message-ID: <2ud4bm$27a@sundog.tiac.net>
Source record: 100380

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: A little more about DTE, DCE. With a MIO or Black Box, you would set
: BobTerm at 19.2k, the DTE rate, the rate between the computer and the
: modem. Always set the DTE rate the highest that you can. You then force
: the DCE rate at a rate the computer<->modem can handle with atn0,
: ats37=6 for 2400 baud. The DCE rate is the rate over the phone line and
: with data compression on (MNP or something), you can get rates up to
: four times the set baud rate going over the phone line.

Yes, and that is the great thing about the soon to be released R:P: (at
least I HOPE it will be released soon). 800 users or 1200XL users or
XEGS users will finally be able to go 19.2 without a PBI.

3302. Re: Has anyone else been reading comp.os.cpm?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 23:04:26 UTC
From: krishna@max.tiac.net
Message-ID: <2ud4dq$27a@sundog.tiac.net>
Source record: 100381

Bill Marcum (bmarcum@iglou.iglou.com) wrote:

: There's been some talk in comp.os.cpm about building an IDE interface for
: CP/M computers. Someone might be able to adapt that to the Atari 8-bit.

Bob Woolley has been working on this with a 1200XL. I think one of the
big problems is the 1k byte sectoring.

3303. Re: Fractasia v2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-23 23:14:17 UTC
From: krishna@max.tiac.net
Message-ID: <2ud509$27a@sundog.tiac.net>
Source record: 100382

A. Conover (A644690C@vax.edinboro.edu) wrote:

: Basically this post boils down to..... Is the 8bit public interested in a
: cool Fractal generator or is it a waste of time. The whole point from the
: start, was to create another application for COLRVIEW. I need input into
: a new version. Any suggestions, comments, or criticisms are welcome.

I registered Fractasia but I don't use it too much at this time due to the fact that it ties up a CPU when it generates screens. One thing that Fractasia needs is the ability to save squashed like Jview.

I think opening up new forms of fractal images besides the mandelbrot set is important because the mandelbrot set can get boring in places and the hot spots have been pretty well explored.

It is also true that a faster method of getting ColrView fractals is to convert .GIFs already created on the IBM side. But hey, I do like being able to make my own.

In doing color gradations, you could TRY to use dithering (as an option) kinda like Jview for more pseudocolors.

As for memory constraints, my advice would be to opt for banked Ram before using the Ram under the OS as the latter kills SD diskbased compatibility. Of course, if you are still working with compiled TBXL then you will have that problem anyway, which IS a problem. For the long time I was on the MUX I simply didn't not run Fractasia because there is no SDX that will work with the MUX and I was not really keen on working off a MYDOS partition and the whole rigamarole of porting pics over to my sparta BBS partitions. Call it laziness. If that doesn't illustrate the necessity for a Muxable SDX I don't know what does.

For those of you who are new to Fractasia, the best method to employ is to use the chunky low rez mode to scan areas quicky and when you think you have found a hot spot, rerender it in CV15. That way you don't have to waste zooms with lengthy higher resolution mode render times.

I would never use the low rez mode for anything but this time saving measure, but it is very smart of Adam that he included them since they are so useful in this way.

I also disable Antic when I can do speed up rendering.

3304. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 00:37:14 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CrvLq2.EyL@utnetw.utoledo.edu>
Source record: 100383

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: It used to be that

: copy foo.bar foo.bar

: that is, copying a file onto itself, would wreck the file. This is the bug
: they addressed with SpartaDOS 3.2g. As long as the source and destination
: filenames are different, you can still copy over existing files just
: fine.

Ahh! Sorry about that... I was wondering why that sounded so out of place as
I wrote the followup. Seems like I caught the tail end of one of the "new
features" discussion in the group again... thanks.

-Tim

3305. Re: Nadral

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 00:51:28 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CrvMDt.Hu2@utnetw.utoledo.edu>
Source record: 100384

Andreas Wiethoff (ae64@rz.uni-karlsruhe.de) wrote:
: We spend a lot of time designing the intro trailer to the game. I think
: that there is no other game on the 800 the loads the game, plays music and
: scrolls the screen and moves a "Nadral" sign (made of four playes from the P/M
: set) *at the same time*.

Ah! Another long-lost author appears! Glad to have you aboard this group!
What other games/programs have you worked on? Is this game (Nadral) released
on the 8bit archive now or still sold in some remote parts of the world?

... also, I was wondering if any other games were written for the 8bit
besides Lucasfilm's Ballblazer/ballblaster and the Eidolon that simultaneously
loaded the game from disk, animated the screen (bitmap AND player missile),
while playing sounds and/or music!!! Seems they didn't have the market
cornered on that after all! How long did it take you to develop the game?
How many people worked on the project???

-Tim

3306. Re: Hey Jeff Potter, what about THIS!? :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 01:11:06 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CrvnAJ.M0M@utnetw.utoledo.edu>
Source record: 100385

KENDRICK@sonoma.edu wrote:
: It saves in the following file formats:

: Graphics 9 (raw, uncompressed)
: Graphics 15 (raw, uncompressed - ie, MicroPainter (I think?))
: Graphics 8 (raw, uncompressed)
: ColorView (three files: file.R, file.G, file.B - loadable with ColrView)
: ColorViewSquashed (one ColorView Squashed (one filth CSView)

How about loading any of these formats and saving TO .gif format??? I'm assuming it works both ways, right? (I hope! This may just be what I've been looking for!) If it can't view these formats, when registering, do we get the other utilities (such as this ColorView and ColorViewSquashed you mentioned) so we can see this new Atari-happy image we've converted?

Also, what's your recommendation for a good drawing package for this 8bit? The best program I've found for general purpose sketching has been an old Compute! program that I did a few modifications to. Only allow the base Gr.3,4,5,6,7,and 8 modes, but screen sizes can be as large as memory can hold! (I've created a gr.7 screen using the bulky pixels of gr.3 scrolling across 4 screens! Yep, a virtual 160 x 76 GRAPHICS 3 scroller... kinda fun to tinker with, but I never had to time to bring it up to date with XE/AXLON support for HUGE gr.8 editing, etc. The largest Gr.8 scroller I could create was about 320 by 240 or 250 the way the program was laid out. I'd like to be able to use a few more colors though... 16 would be sufficient... hopefully output it to a .gif file (even if I have to run it through another program to transfer it) for other people/systems.

-Tim

PS: I KNOW I still have this program handy... I can dig it out (and find the name of the darn thing) if anyone's interested!

3307. Re: [--- SPARTADOS ---] (was: Re: FTE: wha-hoppen?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 01:15:09 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CrvnHA.Myw@utnetw.utoledo.edu>
Source record: 100386

dwh@delphi.com wrote:
: Well, since you have a XF551 you -should- be using S-DOS just to get the
: double-sided use you have paid good bucks for! I've been using it since
: I got my XF551's and it is great for use with high-capacity drives.

Or use My-Dos, Super-Dos, or one of the other DOS's out there that support DS/DD drives... most also support DS/QD (quad density 5 1/4" (720k) and the high density formats of the old 8" monsters.

-Tim

3308. UnLHArc

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 01:55:45 UTC
From: mathniss@link.hacktic.nl
Message-ID: <2udef1$4g2@link.hacktic.nl>
Source record: 100390

In a previous message Jeff Potter said;

p >Apparently Bob Puff's attempts to limit distribution of his not-formally
p >released "Super UnLHArc" program have failed. I have seen it listed in
p >the umich archive and have received it as part of the (Dutch?) Mega
p >Magazine (disk).

Yes, Mega Magazine is a Dutch Magazine, Freddy Offenga, a.k.a. Frankenstein of the H.T.T., puts it together. I've tried to convince him, that Bob didn't want SuperUnLHarc distributed. Can't remember if that was already too late. Most of the guys overhere are hard to convince that if the programmer asks you not to use/distribute it if they themselves think they REALLY need it. Freddy is one of them.

p >By Bob's good graces, I have been entrusted with the source code, so you
can bug me about it :-)

Consider yourself bugged.

No I won't bug you about ZIP/ZOO/ARJ, but I REALLY need some faxsoftware for my XE. (I know Bob Puff bugged you about this too. So that make's two of us :-))

Mathy Van Nisselroy (mathniss@link.hacktic.nl)

Traveller on the Electronic Turnpike we call International Atari Network

---

---
* PabQwk 2.0 *

3309. Re: R: handler speeds

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 01:59:06 UTC
From: mathniss@link.hacktic.nl
Message-ID: <2udela$4la@link.hacktic.nl>
Source record: 100391

In message: <2tnk4r$s49@psuvax1.cse.psu.edu> heller@blue.crayola.cse.p said:

h > The 850 can only do 9600 (maybe Ill get around to making that faster)
h >the PR can do 19.2??? As can the MIO (supposedly...) and the Black Box.
h >The R-Verter does 19.2 as well...its just 2 chips and a few resistors.
h >
h >Ghoull

There is a way to get the 850 to do 19k2, or even split baud rates. But, the
850 doesn't really support hardware handshaking, so 19k2 will get you lots
of garbage. You had to poke some addresses on the 850 directly with the
speeds you wanted (2 bytes for each direction).

CU Mathy Van Nisselroy (mathniss@link.hacktic.nl)

Desperately seeking empoyer who shares my view

---
* P 0 06-20-9401:23AL

3310. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 03:57:04 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <115289@cup.portal.com>
Source record: 100389

> I appreciate all the effort you've obviously put into the
> creation of this product.
>
> BUT, the graphics go all to hell when I load it up on my
> machine.
>
> I'm using an NCR 386sx with EGA video (NCR proprietary cards,
> etc..)

PC Xformer requires VGA. No other way to duplicate the colors.
VGA cards are cheap these days, worth upgrading if at all
possible.

But graphic intensive stuff isn't it's forte. I like it for file
management (esp. decompressing DCM files... woosh!).

But I've got a problem; it won't work on a 180K DD disk image.
Won't boot, and isn't visible as any other drive either. Handles
90K SD and a 140K ED DOS 2.5 master.

Jeff_M_Lodoen@cup.portal.com

3311. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 04:53:03 UTC
From: kamaro_kid@delphi.com
Message-ID: <JKwyYtX.kamaro_kid@delphi.com>
Source record: 100387

You know, this entire debate (read: argument) is senseless. I flat out prefer to call BBS's that are run on 8bit computers.

The entire time, I SysOp not only an 8bit Atari BBS (running Pro!), but I also run a 100node BBS for the State of Utah government running PcBoard 15.1

Need I say more?

3312. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 04:56:00 UTC
From: kamaro_kid@delphi.com
Message-ID: <BI4zIrQ.kamaro_kid@delphi.com>
Source record: 100388

Funny how we're constantly defending the 8bit Atari and it's enjoyable qualities in this ATARI 8bit specific digest, eh?

Point out to everybody that I *PREFER* (shit, what does it take now-a-days to have an opinion, an act of god?) calling 8bit Atari boards, and I get shit all over!

-James King
kamaro_kid@delphi.com

3313. Re: Nadral

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 06:57:12 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <2ue048$9i8@ns.mcs.kent.edu>
Source record: 100392

On Fri, 24 Jun 1994, Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
[...snip...snip...snip...]
: ... also, I was wondering if any other games were written for the 8bit
:besides Lucasfilm's Ballblazer/ballblaster and the Eidolon that simultaneously
:loaded the game from disk, animated the screen (bitmap AND player missile),
:while playing sounds and/or music!!! Seems they didn't have the market
: -Tim

If i remember correctly, i think Phantasie I/II also do this. I also
know of some title screens that "pirate groups" created that did the
same thing. Not all that hard - though I dont think they used PM's.
Did "Wistlers Brother" also do this? I cant remember.

--BRiT
--
clisowsk@mcs.kent.edu (BRiTiSH) | Computer Programmers and Significant Others:
aa853@po.cwru.edu (Atari 8-Bit) |"I'm gonna base my next program on her. It'll
BRiT / WolfFood / BFD @AlexMUD | take a lot of time and fucking around and it
telnet mud.stacken.kth.se 4000 | won't put out." --BRiT

3314. Re: PC Xformer V2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 07:04:32 UTC
From: markh@inmos.co.uk
Message-ID: <1994Jun24.070432.20763@inmos.co.uk>
Source record: 100393

No no -
please also reply to this group as I'd like to know.

Mark.

3315. Re: UnLHArc

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 09:20:36 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Crw9yD.DIs@cs.vu.nl>
Source record: 100395

mathniss@link.hacktic.nl (Mathy Van Nisselroy) writes:

>In a previous message Jeff Potter said;

>p >Apparently Bob Puff's attempts to limit distribution of his not-formally
>p >released "Super UnLHArc" program have failed. I have seen it listed in
>p >the umich archive and have received it as part of the (Dutch?) Mega
>p >Magazine (disk).

>Yes, Mega Magazine is a Dutch Magazine, Freddy Offenga, a.k.a. Frankenstein of
>the H.T.T., puts it together. I've tried to convince him, that Bob didn't want
>SuperUnLHarc distributed. Can't remember if that was already too late. Most
>of the guys overhere are hard to convince that if the programmer asks you not
>to use/distribute it if they themselves think they REALLY need it. Freddy is
>one of them.

On the last issue of MegaMagazine all files were ARCed again...

BTW Why doesn't Bob Puff want his UnLharc program to be spreaded? It's a good
program isn't it?

Ivo van Poorten aka The Gatekeeper

3316. The Parrot

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 11:23:54 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.440.000B65F7@smail.srl.ford.com>
Source record: 100404

Does anyone out there remember a product for the Atari 8-bit called 'The Parrot', which was a box that plugged into the joystick ports? I remember a box with a microphone that you could whistle into and would display notes on the screen (after you had picked a key signature). Where could I find one? Suggestions? How about an IBM equivilant?

Thanks in advance.

Larry Elie
lelie@smail.srl.ford.com

3317. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 12:26:59 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Jun24.122659.10193@ultb.isc.rit.edu>
Source record: 100399

In article <Crpst3.pA@microsoft.com> darekm@microsoft.com (Darek Mihocka) writes:
>
>PC Xformer 2.0 - The Atari 400/800 Emulator For MS-DOS Compatible PCs
>===
>
>June 20, 1994.
>
>For more information write to:
>
>Darek Mihocka, c/o
>Branch Always Software
>14150 N.E. 20th Street
>Suite 302
>Bellevue, WA 98007
>U.S.A.
>
>PC Xformer 2.0 is a free emulator for MS-DOS users who wish to run their old
>Atari 400/800 software. The file XF2.ZIP is today being released to the
>online services Compuserve, Delphi, and GEnie, and will also be available
>on other bulletin boards shortly.
>
>The ZIP file contains the XF2 (PC Xformer 2.0) emulator, 10 pages of
>documentation, and various sample 8-bit programs.
>
>PC Xformer 2.0 is NOT shareware. You can freely use it, just as the original
>ST Xformer program on which it is based on has been freely available for years.
>

Since this is going to be free to distribute, could someone get it
and put it on the atari archive? (atari.archive.umich.edu)
(and tell us you put it there and where)
Thanks.

- Frank

3318. RE: THE ATARI CONNECTION BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 12:59:40 UTC
From: kamaro_kid@delphi.com
Message-ID: <Zm5yY1U.kamaro_kid@delphi.com>
Source record: 100396

Thanks for the offer, but I think I'll keep all the software that USED
to be the Atari Connection BBS and simply start uploading chunks of it
to other 8bit Atari BBS's.

Afterall, I did have around 300meg of nothing but 8bit stuff online -- and
had just upgraded to 800meg on my little atari when I blammed out my
subdirs. Just dont feel like backing up 300meg from floppy anymore!

-James King
jeking@email.state.ut.us

3319. FTe and CSS stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 13:38:11 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940623171720.2341976d@sonoma.edu>
Source record: 100397

I'm just wondering if anyone knows the Estimated Time of Release of the
following products:

Action! from FTe .. will this be re-released at ALL?
will it be part of MARS-8 ??

R:P:Connection from CSS .. when will it be out!?
will it need an R: driver or will that be
built in?
will it have TWO SIO ports (I HOPE I HOPE!!!)
unlike Atari's junky SX212 ??

Thanx to anyone who replies
\
in advance :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \ "Kendrick" or "BillKndrk" on the IRC

3320. Fractasia v2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 13:38:28 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940623171449.2341976d@sonoma.edu>
Source record: 100398

Hey.. I really liked the first fractasia, although I didn't use it much
(HEY, if you added in a routine which turned it into an alarm clock, then I'd
use it every night that I need to wake up early!.. I've made many alarm clock
programs, from simple ones which display the time, to complicated ones like
After Dark screen saver wanna-be's.. this is usually the time my 8bit is on
the longest (I sleep a lot :)) and it isn't doing ANYTHING but keeping time..
ok, so I'm too cheap to get an alarm clock!)

But seriously, yeah, maybe add a little routine which checks TIME$.. What I've
learnt well with TIME$ in TurboBASIC is the following:

ask alarm time in HHMM .. ignore seconds
reset clock from "1300xx" to "010000" otherwise it'll go past 12
(I usually set TIME$ in AM/PM numbers, so at 6pm I d 060000 not 180000
like I really should :))
at LEAST reset clock to "000000" when it hits "2400xx" (BTW: xx means
ignore the last two digits :) .. some things take up much CPU time
and a "00" seconds may be missed!)

Anyways, as for doing color gradienting.. well, if you know how RGB colors work
out in real life, then you should understand them more-or-less enough to work
nice gradienting into Fractasia.

R = bright red, r = dark red
G = bright green, etc...

R.. = red
Rg. = orange
RG. = yellow
rG. = greenish yellow
.G. = green
.Gb = bluish green
.GB = cyan (right?)
.gB = greenish blue
..B = blue
r.B = indigo (I'm recalling from ROY G BIV :) .. lets call it bluish pruple)
R.B = purple
R.b = redish purple (violet?)

And of course:
... = black
rgb = grey
RGB = white

These are in just 3 positions (1.5 bits?!) .. In the real world, you get
OFF DARK MEDIUM LIGHT not just OFF DARK LIGHT

I'd love to see a lot more ColorView programs appear! (I heard a rumor of a game!?)

With the addition of CV8 mode, and how good CV15 mode usually looks, there's becoming a whole new graphical 'world' us 8bitters can use. I just wish the CV modes were easier to 'install' (why not some nifty INCLUDEables or inline codes or USR'able things for us programmers to use (aka I want canned code!!!))

Anyways.. at LEAST I think we need some of the following:
a good CV mode scanning utility.. perhaps working off of ComputerEyes if it can hanlde it. Perhaps a hacked peice of hardware which we put between a video source (say, VCR on [PAUSE]) and the computereyes hardware which lets us select Red Green and Blue data only..!?!?!?
I heard rumor long ago of some European CV capture hardware which plugs into the cartridge port.. is this true?! (hell, the software can be built in! I just hope it's DOS friendly (aka works with MyDOS, SpartaDOS, AtariDOS))

More graphical generating programs like Fractasia.. perhaps some spiffy version of ChromaCAD.. By the way, I heard CCAD uses some 64 color mode or something.. is this true???!! If so, is it CV15 or is it some strange APAGrey mode or something? (I know if you stick two GR9 modes together you do NOT get 256 greys, but you also don't get only 16..)

Again, I want a JPG program :) :) :) (Once I get a better IBM, I'll end up JPGencoding all of my GIFs because SOME GIFs reduce down to about 1/10th (if it is very lossy) and usually about 1/3 or 1/4th size!!! I'll probably be too impatient to SIO2PC HUGE 100+k GIFs over to the Atari (AFTER having DeJPeGd them!) when a 15 or 20k JPG is the exact same thing!)

Perhaps an ANSI viewer or terminal in CV8 mode? But it would probably be SLOW.. It'd take mixing Flicker text mode and CV8 mode together.. whew!! We'd not have true colors probably (ie, not exactly the same colors as ANSI) or brights, but at least we'd have SOME color...?

Oh, and again :) Speaking of FlickerTerm, I'd kill to see a text viewer like READER (Col80 by Itay Chamiel) or even a text EDITOR!?! (perhaps Flicker mode can be added to TextPro 6.0? hehe)

Blah blah blah whine whine whine.. I gotta learn how to program better so I dont have to ASK for this stuff! :)

3321. SDX, MIO, and Gumby. (an oddity)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 13:53:08 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HDWKAHCV2Q8WXUHN@vax.edinboro.edu>
Source record: 100400

I seem to be having an interesting problem. For a long time now I have been using SpartaDOS X 4.20 with my 1-meg MIO. Every time I would enter the FORMAT screen w/ SDX and the MIO attached, I would get a flickering character at the lower left side of the options window. It would always go away after selecting the drive. It was not much more than a subtle annoyance until.....

I do a GUMBY stereo upgrade and the whole FORMAT screen goes nuts... flickering wildly. If I disconnect the MIO, the problem stops. (I also did a SuperVideo upgrade at the same time... but I can't possibly see how this would cause an adverse effect.)

I can't figure out what the problem might be. The only connection I can see is that the POKEY controls SIO and to format a disk is an SIO function.... But why would the built in format screen start flickering wildly??????
No other SIO operations seem to have been affected, and I can proceed with the format (which causes the screen to blank) without problems.

It's weird I tell ya..... weird.....

The only other difference is that I put it back together without the shielding. Again, I can't see the connection.

I know there is a SDX 4.21 ROM. Does anyone know if this cured the problem with the flickering character w/ the MIO connected? If so, it may cure my screen problems.

Any Suggestions???

-Adam Conover.
a644690c@edinboro.edu

3322. "C:" Emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 15:34:02 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2ueudaINNm1@tom.rz.uni-passau.de>
Source record: 100401

Hi there!

According to an ad in the German "Computer-Flohmarkt" a program called
'Super "C:" Emulator' can be purchased from one of the few remaining
8bit dealers. I know this program copies cassette games (my old originals)
to disk and makes them startable from there. Does THIS program have the
capability to make a boot-disk from the cassette or does it only have
the ugly (IMHO) menu method?

And, does anyone know if it copies the following games:

Atari UK: Tiger Attack
Zeppelin: Zybex, Draconus
Firebird: Warhawk

(and many more including Red Max, The Last V8, BMX Simulator, etc., but those
above caused the most problems)

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

3323. PC Xformer - very nice!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 16:06:30 UTC
From: combee@prism.gatech.edu
Message-ID: <Kke2kiSo4GcO067yn@prism.gatech.edu>
Source record: 100402

I just DLed PC Xformer 2.0 from GEnie, and I must say that this program is very nice. All of the 8-bit programs I tried, including several A.N.A.L.O.G. games and a few BASIC programs worked fine with only a few hitches. The biggest problem is that P/M graphics collision detection does not work. This made trying to play RAMBUG II interesting as all those bugs just flew through my zapper beam. There is also no sound support yet. Both of these are planned for PC Xformer 3.0, a 32-bit version that will emulate a 130XE.

If I get a chance tomorrow, I'll send the ZIP file up to the archive. I did get to see the swan/Fiji demo running on it at greater than full speed with all the DLI's, and it was so nice!

--

Benjamin L. Combee (third time lucky) | "One day, while in the south of France
Internet: combee@prism.gatech.edu | My good friend said I should hug an
1994 senior, gatech.edu ACM chair | olive tree..." -- Basia

3324. Re: FTe and CSS stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 16:40:43 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2uf2ab$hsi@usenet.INS.CWRU.Edu>
Source record: 100403

In a previous article, KENDRICK@sonoma.edu (2.rz.uni-karlsruhe.de>
<CrvMDt.Hu2@utnetw.utoledo.edu>
) says:

>I'm just wondering if anyone knows the Estimated Time of Release of the
>following products:
>
>
> Action! from FTe .. will this be re-released at ALL?
> will it be part of MARS-8 ??

I'm assuming it's been re-released for some time now. They've been
advertising it, and so have B&C and CSS.

I _believe_ the Mars-8 plans included Action!, but I'd have to read the
press-release again to be sure. My impression was that most all of their
ICD/OSS products could be included on the Mars-8.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3325. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 18:37:54 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun24.183754.6758@boojum.lanl.gov>
Source record: 100305

In article kid@delphi.com, kamaro_kid@delphi.com () writes:
>You know, this entire debate (read: argument) is senseless. I flat out
>prefer to call BBS's that are run on 8bit computers.
>
>The entire time, I SysOp not only an 8bit Atari BBS (running Pro!), but I
>also run a 100node BBS for the State of Utah government running PcBoard 15.1
>
>Need I say more?

But you did...

In article kid@delphi.com, kamaro_kid@delphi.com () writes:
>Funny how we're constantly defending the 8bit Atari and it's enjoyable
>qualities in this ATARI 8bit specific digest, eh?
>
>Point out to everybody that I *PREFER* (shit, what does it take now-a-days
>to have an opinion, an act of god?) calling 8bit Atari boards, and I get
>shit all over!

Whoa! Ease up there, James. What's the problem?

I don't think anyone here really cares one way or the other what boards you call. That's certainly your option and more power to you for it. Given your preference for ATASCII displays, it makes sense, too.

My only point at the beginning of this thread was that for file downloads, it should make no difference what hardware the BBS uses, as long as the SysOp supports you as needed. I concede that a board based on the 8-bit is more _likely_ to provide better 8-bit support due to the SysOp's preference, but I would't REFUSE to call another board simply because its hardware did not match mine. If that was the case, it would be tough to find ftp sites.

Have fun... and enjoy life. :)

-Hutch- @ Fair Dinkum Tech

3326. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 19:19:49 UTC
From: cmwagner@gate.net
Message-ID: <2ufbkl$fo6@tequesta.gate.net>
Source record: 100306

Michael Current (aa700@cleveland.Freenet.Edu) wrote:
: that is, copying a file onto itself, would wreck the file. This is the bug
: they addressed with SpartaDOS 3.2g. As long as the source and destination
: filenames are different, you can still copy over existing files just
: fine.

I don't know if SpartaDOS supports environment variables like UNIX and MS-DOS and many other operating systems, but I would really like to see a NOCLOBBER variable, like UNIX. That way if it is set to one it will tell you that the file already exists, and if it is 0 then it would overwrite unless it is the source and destination are the same. Maybe Mike will read this and consider it for the next release. I bought SpartaDOS 3.2g from him and I always thought SpartaDOS was the best operating system for the Atari, it sure does beat a menu driven DOS like AtariDOS. So anyone know if he is selling the X cartridge?

3327. Re: THE ATARI CONNECTION BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 19:23:20 UTC
From: cmwagner@gate.net
Message-ID: <2ufbr8$fo6@tequesta.gate.net>
Source record: 100307

kamaro_kid@delphi.com wrote:
: Afterall, I did have around 300meg of nothing but 8bit stuff online -- and
: had just upgraded to 800meg on my little atari when I blammed out my
: subdirs. Just dont feel like backing up 300meg from floppy anymore!

That's too bad. Backing up to floppies is insane, but I guess there is no alternative on the Atari. I just bought a Tape Backup for my clone, and it really makes a huge difference. Maybe someone will come up with an interface and software? (It works through the floppy drive controller, so there might already be an interface).

3328. Re: SDX, MIO, and Gumby. (an oddity)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 19:28:10 UTC
From: cmwagner@gate.net
Message-ID: <2ufc4a$fo6@tequesta.gate.net>
Source record: 100308

A. Conover (A644690C@vax.edinboro.edu) wrote:
: I seem to be having an interesting problem. For a long time now I have been
: using SpartaDOS X 4.20 with my 1-meg MIO. Every time I would enter the
: FORMAT screen w/ SDX and the MIO attached, I would get a flickering character
: at the lower left side of the options window. It would always go away
: after selecting the drive. It was not much more than a subtle annoyance
: until.....

I heard those MIOs put out quite a bit of RF interference, make sure that
everything is sheilded properly, especially the cable from the MIO to the
computer. You might need to build a cable, and the MIO itself might be
putting out quite a bit of interference, move it further away from the
computer. This is just what I heard from a friend who has an MIO, this
may or may not be your problem.

3329. Re: The Parrot

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 19:36:34 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun24.153509.646@wariat.UUCP>
Source record: 100309

(Larry E. asks about 'Parrot'.)
The author of 'Parrot', Tony Ramos calls here sometimes. His e-mail
address is ramos.15@osu.edu or aramos@cis.ohio-state.edu.
He might be able to help you find one. I have it.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3330. Halle 94?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 20:00:34 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940624130035.2341a4f9@sonoma.edu>
Source record: 100310

Does anyone know if there was a Halle 94 'get-together' this year, or if there was, will be, or is a not-yet-released "Halle 1994" demo??

thanx

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3331. Re: JPG question

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 21:59:50 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2ufl0m$qvp@theopolis.orl.mmc.com>
Source record: 100339

In article <940622180321.23419cbc@sonoma.edu>, KENDRICK@sonoma.edu writes:
|> Ok, I think I understand how JPGs work in comparison to GIFs.. well, maybe not
|> the compression, but the actual screens. They are made of 24bit RGB data.
|> GIFs on the other hand are made up of up to 8bits of color data, and each of
|> those (up to) 256 colors are any color out of 21bit RGB data.

Yeah, right so far. Packing the 24-bit (16M colors) into 256 colors is
a problem that takes longer to work out than the JPEG decoding on some
systems (or so it seems).

|> I'd think that conversion from JPG to ColorView wouldn't be all that
|> complicated.

Not complicated, but real intensive on the number crunching. I've looked
into it. It's a bunch of Integer multiplies (several per pixel), which will
bog down the old 6502.

|> UNLESS OF COURSE, JPG uses some memory-hog of a compression algorythm or
|> something.. BUT, us 'hard-core' users have at least 64 or 192k of spare space
|> (RAM upgrades), and many people have hard drives and/or SIO2PCs, so any extra
|> decompression space can be used there!

As far as I can tell, we wouldn't be memory limited, it would just run like
a slug.

|>
|> SO!... who'd like to help Jeff Potter out with a newer version of JView!? :) :)

well...someone want to speak up? Write me the JPEG decoder and I'll mate
the COLRVIEW routines to it :^)

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3332. Re: Hey Jeff Potter, what about THIS!? :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 22:08:51 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2uflhj$qvp@theopolis.orl.mmc.com>
Source record: 100340

In article <CrvnAJ.M0M@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|>
|> How about loading any of these formats and saving TO .gif format??? I'm
|> assuming it works both ways, right? (I hope! This may just be what I've been

Sorry, JVIEW only decodes from GIF to any of those formats. GIFNCODE will encode GIF from Graphics 8, 9, or 15, but not in ColrView mode.

|> looking for!) If it can't view these formats, when registering, do we get
|> the other utilities (such as this ColorView and ColorViewSquashed you mentioned)
|> so we can see this new Atari-happy image we've converted?

Yes, I have been including copies of ColrSquashView with the registered JVIEW program.

|>
|> Also, what's your recommendation for a good drawing package for this 8bit?

RAMbrandt is probably the most powerful, as far as having all the bells and whistles (commercial prog from ANTIC). BBK artist is a good PD one.

|> 320 by 240 or 250 the way the program was laid out. I'd like to be able to
|> use a few more colors though... 16 would be sufficient... hopefully output it
|> to a .gif file (even if I have to run it through another program to transfer
|> it) for other people/systems.

Your scrolling multi-screen program sounds interesting. If you can save the output in GR.9 (16 shades of gray) and use GIFNCODE to make a GIF from it, I can show you how to use a sector editor to change the color definitions in the GIF header directly.

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3333. Re: THE ATARI CONNECTION BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 23:05:36 UTC
From: krishna@max.tiac.net
Message-ID: <2ufos0$4ak@sundog.tiac.net>
Source record: 100311

Chad Wagner (cmwagner@gate.net) wrote:

: That's too bad. Backing up to floppies is insane, but I guess there is no
: alternative on the Atari. I just bought a Tape Backup for my clone, and it
: really makes a huge difference. Maybe someone will come up with an interface
: and software? (It works through the floppy drive controller, so there might
: already be an interface).

Theoretically it is possible to use the ComputerEyes interface to backup to a VCR. Miguel Stefan who used to run a Carina board had written a primitive backup program to do just that. ComputerEyes usually comes in through the joystick ports from a video source but apparently it can generate a video signal as well.

Unfortunately he moved to Puerto Rico and he's only called internationally to Carina boards once or twice since the move about 2 years ago.

Bob Puff was going to do a VCR backup but decided it would be too unreliable. But sometimes the convenience of saving to one or 2 VCR tapes is more important than the reliability of 200 1.44 meg floppies.

Another backup solution is removable hard drives like Syquests and just doing a partition copy. However, that is rather expensive.

I think the new 21mb floptical disk drives would operate on the Atari if the Black Box were updated. Obviously this would be by far the most efficient backup solution. But Bob Puff hasn't commented on the possibility really.

3334. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 23:13:29 UTC
From: krishna@max.tiac.net
Message-ID: <2ufpap$4ak@sundog.tiac.net>
Source record: 100312

Hutch (hutch@ilmen.lanl.gov) wrote:

: My only point at the beginning of this thread was that for file downloads,
: it should make no difference what hardware the BBS uses, as long as the
: SysOp supports you as needed. I concede that a board based on the 8-bit is
: more _likely_ to provide better 8-bit support due to the SysOp's preference,
: but I would't REFUSE to call another board simply because its hardware did
: not match mine. If that was the case, it would be tough to find ftp sites.

For what it's worth, I've been on ST boards that have 8-bit filebases and they are not updated very much. Not unless someone puts in an upload, but definitely not by the sysop. On the other hand, 8-bit sysops are the very types of people who are apt to belong to GEnie or CI$ or the Internet and thus are able to grab the new files as they become available.

For a while I was a member of both Delphi and GEnie. Today, GEnie remains the place to be to pick up new shareware from Jeff Potter, Clay Halliwell, Alfred, and Pab Sungenis. They upload to GEnie first, and thence it trickles out into the nets.

Likewise, an ST or IBM sysop, who may be well intentioned regarding the 8-bit, will likely be totally oblivious to what is going on, and 8-bit threads there don't tend to be very current. But on the PRO! net sysops can exchange files and thus further enhance the distribution system for new shareware.

Unfortunately the Carina net remains very isolated from the rest of the 8-bit community. When I talked about the new SpartaDOS it came as a great surprise to them. It is because of the dearth of the Carina network that I pretty much made a resolution not to waste my time there anymore, because Shadow really hasn't a clue what he is missing (isolated people usually DON'T) and hasn't taken the steps to crossnet into FOREM/PRO! or really make a drive to get Carina 3 finished.

3335. Re: Fractasia v2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 23:32:34 UTC
From: krishna@max.tiac.net
Message-ID: <2ufqei$4ak@sundog.tiac.net>
Source record: 100313

KENDRICK@sonoma.edu wrote:

: Anyways.. at LEAST I think we need some of the following:
: a good CV mode scanning utility.. perhaps working off of ComputerEyes if it
: can hanlde it. Perhaps a hacked peice of hardware which we put between
: a video source (say, VCR on [PAUSE]) and the computereyes hardware which
: lets us select Red Green and Blue data only..!?!?!?

CE already supports ColrView by using filters off a videocamera, or you can spend about $100 on a composite > RGB splitter. Systems like ComputerEyes exist on at least the Amiga platform. I explored the issue of an electronic splitter and the Amigoids pointed me towards a device. It was just too pricey for me to bother with because I also have a problem with the jittering of freeze framed images on my VCR, 4 heads doesn't seem to matter. Only a Laserdisk would likely work right thus more cost...

If you would like to pool your resources (and anyone else with ComputerEyes could to) we could all push the updating of the capture software which Clay said he'd do for me higher up on his priority list, either by whining, or by sending him a little $ to give him an incentive. The capture software of ComputerEyes is ironically written much like how Clay writes, USR strings in AtariBASIC. It is fairly well commented. He has done a bit of work on it so far. A big thing to help IMO would be to save in squashed format.

I also suggested that he add a hook so that you could capture by pressing the joystick button. The reasoning here is that one is limited in subject matter that is physically close to your computer. But with a long joystick cord extension you could set up the camera a good 50' away (I don't know how far you can push it) and set up the graphics mode and the filename, and it would say "Press fire button to begin Red scan" and you have the camera ready with the filter wheel. You know that a Gr.9 scan takes X many seconds to scan and save to disk, so you press the fire button, wait that amount of time, turn the wheel, press the button, wait, turn wheel, press button, wait, and you are done.

Last time I mentioned that he didn't seem too keen on it :(

Obviously the easiest application for CE is to digitize color stills from magazines and posters.

Another issue is the status of ComputerEyes as a product. Personally, the electronics involved seems very very simple. Not much more complex than the Parrot digitizer of which clones can be made with a couple bux in spare electronics. I've come across people who would have liked to

tinker with CE (like Clay) but can't find one. For the unit to be analyzed and a cloned or remanufactured would be cool.

The European digitizer was PAL and thus of dubious use for us.

: More graphical generating programs like Fractasia.. perhaps some spiffy
: version of ChromaCAD.. By the way, I heard CCAD uses some 64 color
: mode or something.. is this true???!! If so, is it CV15 or is it some
: strange APAGrey mode or something? (I know if you stick two GR9 modes
: together you do NOT get 256 greys, but you also don't get only 16..)

I think it is Prizmy (i.e. page flipping rather than interlaced).

ChromaCAD has a bankrupt interface and too many of its screens are memory destructive to the others which is very frustrating. It's a hurculean effort to make good pix, but I really think it could have been done better, and #1 would be to avoid the stupid Forth FMS which also plagues the MIDITRACK system (and also Rambrandt).

: Perhaps an ANSI viewer or terminal in CV8 mode? But it would probably be
: SLOW.. It'd take mixing Flicker text mode and CV8 mode together.. whew!!
: We'd not have true colors probably (ie, not exactly the same colors as
: ANSI) or brights, but at least we'd have SOME color...?

The problem here is that the CV display leaves practically not CPU time leftover. I guess, just barely enough to detect abort keypresses on the display (the console keys).

A CV8 display would need to blit the characters which is a CPU hog as it is. Now, a CVFLICK mode, maybe, but that may be impossible. The only solution I can think of is to have the screen be able to toggle CV mode, so that it can show mono to load the screen, then toggle (in which during the CV display all you can do is look at it, no more incoming text). This would not work for ANSI animation or colorized MUDs and stuff.

Clay wanted to add PMG underlay/overlays to Flickerterm for blinkers and brights, but he realized that color was really not gonna happen. I guess Clay still plans on the PMGs, I haven't asked him about it because I'm primarily interested in the vt100.

3336. Re: UnLHArc

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 23:37:57 UTC
From: krishna@max.tiac.net
Message-ID: <2ufqol$4ak@sundog.tiac.net>
Source record: 100314

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:

: BTW Why doesn't Bob Puff want his UnLharc program to be spreaded? It's a good
: program isn't it?

He's a perfectionist, that's why.

If he sat down and really worked with it he would have tried to added LH-5 support but he sees it as a major flaw that it will only do LZH and not LHA. I do too, by the way, but that doesn't mean it is buggy. It runs fine for what it does. But Bob knows that LHZ format is only slightly more common these days than ZIP 1.0 (which is also doable on the Atari w/out banked RAM).

It's the kind of thing where Bob feels if it can't be done RIGHT then it shouldn't be out there in a half-assed implementation.

He realized that LHA would take a lot of Banked RAM for lookup tables and just got overwhelmed by that, by the fact that LHA standards seemed to him to be in a state of constant flux. Since that point (LHZ is like 1990 or something) LH5 has become the standard and things are quite stable so that part of his reasoning for giving up has disappeared.

But Bob is only one man and thus may never return to it.

3337. Re: SDX, MIO, and Gumby. (an oddity)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-24 23:46:50 UTC
From: krishna@max.tiac.net
Message-ID: <2ufr9a$4ak@sundog.tiac.net>
Source record: 100315

A. Conover (A644690C@vax.edinboro.edu) wrote:
: I do a GUMBY stereo upgrade and the whole FORMAT screen goes nuts... flickering
: wildly. If I disconnect the MIO, the problem stops. (I also did a SuperVideo
: upgrade at the same time... but I can't possibly see how this would cause an
: adverse effect.)

When I had my 1200XL upgraded to 256K one of the flakies I saw was random character's in specific places on the Gr.0 display. This was caused by a logic chip which had started to go. Replacing the custom ICs didn't fix it. The gumby draws more energy from the PS and this may have pushed one of the logic chips over the edge.

The elegance of MARS8 is that you will most likely avoid flakies like this. A string of jumper wires and all that jazz is just an accident waiting to happen.

The video hack probably didn't screw anything up but you never know.

If you don't have spare logic chips it could be a bitch to try to figure out by trial and error.

If you swap them all and it is still screwed then odds are you wired SOMETHING wrong.

3338. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 01:29:48 UTC
From: jharris@cup.portal.com
Message-ID: <115404@cup.portal.com>
Source record: 100316

>>Chris - Paid $429 for a 1050 disk drive with Happy Board in 1985 <sigh>
>
>Ha! I remember distinctly paying $449 for my first Atari 810 drive (and was
>THRILLED to toss that crappy cassette unit in the rubbish!) :)

Didn't anyone else pay $799 for an 810? (maybe $699 - can't remember)

How about $1080 for the 800 with 8K? Then it gets worse... When I decided
to upgrade my RAM, I paid $199 for an 8K board. When I realized that was a
mistake, I had to buy three 16K boards at $299 a piece. Ouch! Then to put
in the Axlon 128K, I had to dump two of the 16K boards, and grab a 32K!

John Harris - jharris@cup.portal.com

3339. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 01:29:57 UTC
From: jharris@cup.portal.com
Message-ID: <115405@cup.portal.com>
Source record: 100317

>MSDOS has an internal command table, which contains the command, and memory
>location, and that is basically it. That makes aliases and multiple
>commands (that do the same) possible. How is SpartaDOS setup?

Part of Sparta 3.2 is set up this way. Non disk I/O commands like TYPE,
RUN, KEY, etc., have this kind of table. The DOS commands like ERASE,
RENAME, etc, have no routine addresses, and instead just use the position
number obtained in the command search as a parameter to a general DISKIO
routine.

>I believe there is a limit on command size, 8 characters, I think.

Nothing imposed by the DOS I don't think, but I certainly wouldn't want to
type in commands over 8 characters, or even up to that long.

John Harris - jharris@cup.portal.com

3340. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 01:30:04 UTC
From: jharris@cup.portal.com
Message-ID: <115406@cup.portal.com>
Source record: 100318

> Bug #1) "copy" apparently won't overwrite existing files in the new mod

This was not intentional, and in fact, I just tried to overwrite files with the copy command, and it worked just fine. This was whether the source file was the same name, or a different name, it still worked.

I need more information on what the problem is, and what happens when it doesn't work. Bugs in the 3.2 upgrade will definitely be fixed as soon as they can be identified and found.

John Harris - jharris@cup.portal.com

3341. Re: 14.4K on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 02:33:53 UTC
From: romer@access1.digex.net
Message-ID: <2ug52h$2tl@news1.digex.net>
Source record: 100321

: (Dave asks why his 800, 850, 14.4k, BobTerm isn't working.)
: Dave, you set the DTE rate with BobTerm, 1200, 2400, 4800, etc.
: You gotta set the DCE rate with atn0<return> Ok. ats37=6<return> Ok.
: for your modem. Otherwise the modem is at 14.4k and your computer is at
: 2400. Don't try to go over 4800, it won't work, I think.

Unfortunately, I tried this, and it doesn't work. Both of the commands
you list here give me ERROR responses. I'll dig up the manual and find
out what the proper commands are to set DCE to 4800... of course, all
this will be moot shortly, when I get my Indus back from the shop and
have a DD drive ready... then I can use the PC to d/l from umich and not
worry...

3342. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 02:35:41 UTC
From: krishna@max.tiac.net
Message-ID: <2ug55t$86i@sundog.tiac.net>
Source record: 100320

John D Harris (jharris@cup.portal.com) wrote:

: How about $1080 for the 800 with 8K? Then it gets worse... When I decided
: to upgrade my RAM, I paid $199 for an 8K board. When I realized that was a
: mistake, I had to buy three 16K boards at $299 a piece. Ouch! Then to put
: in the Axlon 128K, I had to dump two of the 16K boards, and grab a 32K!

I dunno. To me the Home Computer age didn't arrive for me until we moved into the couple hundreds for a 64K machine and not that "IBMish level" of pricing.

If people were willing to pay that kind of money then, and now, then they probably don't mind shelling out what it costs to get your average 486/66.

And if money was no option, I'd probably own an Amiga 4000 with a 50mhz 040 and a 24 bit video board and an Emplant.

But my combined savings and checking account would probably BARELY pay for it. So its back to praying each night for shareware programmers, FTE, and CSS to keep squeezing usefulness out of this computer.

There is nothing more depressing re: the 8-bit than knowing what it could do (albeit slowly--big deal) if only the software were written for it.

It isn't so much that I would jump ship because I felt the 8-bit archetecture couldn't pull off what I wanted to do with it as much as it would be because noone was going to write the software I need which is perfectly doable and that really hurts. That a few software projects (albeit ambitious) are the difference between making this hardware viable and forcing my hand to spend some major bucks on getting started with another platform.

3343. Re: THE ATARI CONNECTION BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 03:12:14 UTC
From: kamaro_kid@delphi.com
Message-ID: <p09QAfW.kamaro_kid@delphi.com>
Source record: 100319

I did have a hard drive backup, but the drive itself died - leaving me with just floppies! ARGH! Talk about a terrible week! [grin]

-James King
kamaro_kid@delphi.com

3344. What FTP site and directory has the XF2.ZIP Atari 8-bit emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 03:52:55 UTC
From: mwinters@access1.digex.net
Message-ID: <2ug9mn$gu5@access1.digex.net>
Source record: 100322

I haven't looked at Atari newsgroups in a long time and nearly fell over
when I just read about the PC based 8-bit emulator program,
XF2.ZIP. The million dollar question - where is this baby?
I want to download it and run basic on a 486!!!!!!!! :-)
I can't believe it! No more wishing I had an extra 400 bucks to
get a hard drive set up for an 8-bit Atari. Power WITHOUT THE PRICE!

Any directions to FTP sites or sending me the file would be highly
appreciated....

---- Mike Winters

3345. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 04:05:59 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2ugaf7$5mq@terminator.rs.itd.umich.edu>
Source record: 100325
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 113363 Jun 19 09:47 ./8bit/Magdisks/top9404a.arc
-rw-r--r-- lenn 120961 Jun 19 09:47 ./8bit/Magdisks/top9404b.dcm
-rw-r--r-- lenn 102740 Jun 19 09:47 ./8bit/Magdisks/top9405a.arc
-rw-r--r-- lenn 106676 Jun 19 09:47 ./8bit/Magdisks/top9405b.arc
-rw-r--r-- lenn 151991 Jun 19 09:52 ./8bit/0index
-rw-r--r-- lenn 278 Jun 20 22:51 ./8bit/Misc/pow9406.txt
-rw-r--r-- lenn 92712 Jun 20 22:51 ./8bit/Misc/pow9406a.arc
-rw-r--r-- lenn 35681 Jun 20 22:51 ./8bit/Misc/pow9406b.arc
-rw-r--r-- lenn 412 Jun 20 22:51 ./8bit/Magdisks/si9401.txt
-rw-r--r-- lenn 152337 Jun 20 22:53 ./8bit/0index
-rw-r--r-- lenn 79067 Jun 20 22:51 ./8bit/Games/u4mapedt.arc
-rw-r--r-- lenn 423 Jun 20 22:51 ./8bit/Games/u4mapedt.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3346. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 04:32:58 UTC
From: cmwagner@gate.net
Message-ID: <2ugc1q$gae@tequesta.gate.net>
Source record: 100327

John D Harris (jharris@cup.portal.com) wrote:
: Part of Sparta 3.2 is set up this way. Non disk I/O commands like TYPE,
: RUN, KEY, etc., have this kind of table. The DOS commands like ERASE,
: RENAME, etc, have no routine addresses, and instead just use the position
: number obtained in the command search as a parameter to a general DISKIO
: routine.

Ahh I see what you mean, that could easily be modified, tho. If I understood
it correctly.

3347. Re: FTe and CSS stuff...

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 05:06:02 UTC
From: kamaro_kid@delphi.com
Message-ID: <p+6S4Xa.kamaro_kid@delphi.com>
Source record: 100323

Michael Current <aa700@cleveland.Freenet.Edu> writes:

>I _believe_ the Mars-8 plans included Action!, but I'd have to read the

Correct, there will be a Mars8 version with Action! included.

-James King
kamaro_kid@delphi.com

3348. Re: Fractasia v2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 05:08:42 UTC
From: kamaro_kid@delphi.com
Message-ID: <h86Tgna.kamaro_kid@delphi.com>
Source record: 100324

Speaking of ComputerEyes, does anybody have one of the original CE video cameras? I'm still trying to find a decent input video source. My C1702 wont stabilize enough for a clear video capture.

-James King
kamaro_kid@delphi.com

3349. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 05:12:58 UTC
From: kamaro_kid@delphi.com
Message-ID: <pczQgHS.kamaro_kid@delphi.com>
Source record: 100326

Hutch <hutch@ilmen.lanl.gov> writes:

>Whoa! Ease up there, James. What's the problem?

Ha! It was a bad day. My apologies if my harsh language offended anyone.
I was just tired of defending something that this newsgroup stood for -
and the 100degree weather here didnt help a bit either! [grin]

-James King
kamaro_kid@delphi.com

3350. Re: .gz extension

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 06:47:03 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CrxxIF.1yz@utnetw.utoledo.edu>
Source record: 100328

kamaro_kid@delphi.com wrote:
: Just curious -- I've just dl'ed multiple files from src.doc.ic.ac.uk - and
: most have a file extension of .gz Per the logon instructions at that
: site, I'm to read the files README and README.ftp - but Delphi wont allow
: capitalized file names, so I'm unable to read those documents.

Just have a last minute addition to the comments thus far:
SOME sites (FTP) allow you to decompress "on the fly" before you download
or view the file online... instead of doing the standard:

mget thisfile.gz thatfile.gz all*.gz

try single 'get's instead without the .gz extender:

get thisfile
get thatfile
(and you're out of luck with the all*.gz... you'll have to get each
file individually)

-Tim

3351. Re: THE ATARI CONNECTION BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 06:51:01 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Crxxp1.262@utnetw.utoledo.edu>
Source record: 100329

Chad Wagner (cmwagner@gate.net) wrote:
: kamaro_kid@delphi.com wrote:
: : Afterall, I did have around 300meg of nothing but 8bit stuff online -- and
: : had just upgraded to 800meg on my little atari when I blammed out my
: : subdirs. Just dont feel like backing up 300meg from floppy anymore!

: That's too bad. Backing up to floppies is insane, but I guess there is no
: alternative on the Atari. I just bought a Tape Backup for my clone, and it

...sure there is: "backup" to an old Sysquest 5 meg removeable or the like...
or, how about backing up to some of the smaller hard drives you were thinking of
trading off? It'll transfer a WHOLE lot faster than backing up to floppy!!!

-Tim

3352. Re: The Parrot

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 07:01:51 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Crxy73.2y2@utnetw.utoledo.edu>
Source record: 100330

Larry Elie (lelie@smail.srl.ford.com) wrote:
: Does anyone out there remember a product for the Atari 8-bit called 'The
: Parrot', which was a box that plugged into the joystick ports? I remember a
: box with a microphone that you could whistle into and would display notes on
: the screen (after you had picked a key signature). Where could I find one?
: Suggestions? How about an IBM equivilant?

It's quite easy to make a similar device yourself from a few electronic parts... I did... also took some clunky Antic code and rewrote it for M/L years ago (all assembly). The original project was called "Talk is Cheap" in one of the mid-80's Antic magazine issues by Ed-something... oh-well. If you don't hear anything about the Parrot-box soon, let me know - I think I still have some of the plans written up in an Atariwriter file I submitted to Antic. Too bad sampling didn't catch on back then. I was really into it, but the BBS operators and such at the time looked at it as more of a demo and not a plug-and-play option. I wrote a little Chemistry program that used a few sampled audio pieces when it was booting up. "Nah, audio sampling's just for fun... it'll never amount to anything... we're not interested... etc." A couple VERY short years later came the Mac with sampled noises here and there, then the PC soundboards, Sun/NeXT/HP's, etc... ARGH! Damn, I was doing that YEARS before all the rest too...

-Tim

3353. Re: 14.4K on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 07:08:07 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <CrxyHK.3JI@utnetw.utoledo.edu>
Source record: 100331

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Yes, and that is the great thing about the soon to be released R:P: (at
: least I HOPE it will be released soon). 800 users or 1200XL users or
: XEGS users will finally be able to go 19.2 without a PBI.

Nah, the old P:R: connection would work fine with a properly modified
1200xl (XM301 and P:R: needed too much internally drawn power from the
stock 1200xl) and a STOCK 800... all the way up to 19.2k baud.

-Tim

PS: I still can't figure out what all the fuss is with the R:P:...
the P:R: worked at 19.2k baud for me fine thus far... are the last
few that ICD produced faulty or something? I've used 2 P:R:'s so far,
maybe I've just had uncommonly good luck??? (Now if the R:P: comes
with a built in terminal program, that's another story!)

3354. RE: "C:" Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 07:55:16 UTC
From: ulf@antic.sub.org
Message-ID: <5RXaoylHS7B@antic.sub.org>
Source record: 100332

Hi Thorsten!

The so-called `Super "C:" Emulator' by KE is the same as the '"C:" Simulator' written by Ralf David. While the latter is the original version, the former is only a copy of it and most of the main routines were illegally taken from the 'Simulator'. Hence, both programmes provide the menu method.

I wrote an emulator that supports the bootdisk-method a few years ago. It's called 'LDS "C:" Emulator' and is still available from my company for DM 9,80. If you are interested, give me a call (04381/7678) or write to CLASSICS, z.Hd. Ulf Petersen, Pf 1103, D-24318 Luetjenburg. Of course, you can any requests to my e-mail address as well.

As for the Firebird games, the only emulator I know that is capable of copying them is a special emulator that was written by me. It was published in the old "ATARI-MAGAZIN" years ago. If you want a free copy of it, feel free to contact me.

Cheers,

Ulf

Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v3.02

3355. Re: Halle 94?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 07:57:18 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <2ugo0u$2n6@nz12.rz.uni-karlsruhe.de>
Source record: 100333

In article <940624130035.2341a4f9@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
>Does anyone know if there was a Halle 94 'get-together' this year, or if there
>was, will be, or is a not-yet-released "Halle 1994" demo??

Yes, the fair in Halle did take place this year as well. I couldn't be
there though :(

I've read somewhere that there was also a "Halle-Project-'94" demo out there.
Maybe someone could upload it to the archive? Thanks.

-Marek Tomczyk

----
un55@rz.uni-karlsruhe.de
WWW:"http://rzstud1.rz.uni-karlsruhe.de/~un55/"

3356. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 13:42:56 UTC
From: aq689@freenet.buffalo.edu
Message-ID: <CryGrL.B6H@freenet.buffalo.edu>
Source record: 100334

In a previous article, jharris@cup.portal.com (John D Harris) says:

>>>Chris - Paid $429 for a 1050 disk drive with Happy Board in 1985 <sigh>
>>
>>Ha! I remember distinctly paying $449 for my first Atari 810 drive (and was
>>THRILLED to toss that crappy cassette unit in the rubbish!) :)
>
>Didn't anyone else pay $799 for an 810? (maybe $699 - can't remember)
>

I bought a Rana Systems Drive for only $325!! What a steal...

> John Harris - jharris@cup.portal.com
>

--

###
In Hoc,
Paul G. Lowe aq689@freenet.buffalo.edu
###

3357. Re: 14.4K on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 15:28:41 UTC
From: jjmcwill@next5
Message-ID: <2uhif9$csp@mtu.edu>
Source record: 100335

```
Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
:
: Nah, the old P:R: connection would work fine with a properly modified
: 1200xl (XM301 and P:R: needed too much internally drawn power from the
: stock 1200xl) and a STOCK 800... all the way up to 19.2k baud.
:
:
: -Tim
:
: PS: I still can't figure out what all the fuss is with the R:P:...
: the P:R: worked at 19.2k baud for me fine thus far... are the last
: few that ICD produced faulty or something? I've used 2 P:R:'s so far,
: maybe I've just had uncommonly good luck??? (Now if the R:P: comes
: with a built in terminal program, that's another story!)
:
Tim,

Last week I had the chance to hook up a dumb terminal, so I null
modemmed it to my P:R: connection 800XL. It worked fine at 9600 baud,
but spaces started turning into apostrophes and other wierdness at
19.2kbaud or whatever it is. I'm of course assuming that the dumb
terminal was fully capable of the higher speed, you set it on a
built in configuration menu.

I finally got my Rverter working.... I guess I could crank up the
Rverter and the PR: connection... hooked together. and see what the
max speed is from THAT....

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.
```

3358. Answer for some qwestions!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 15:30:00 UTC
From: Sergey Kartaev <kartaev@glas.apc.org>
Message-ID: <19800001@glas>
Source record: 100344

[illegible]!!!
Uvazhaemye Gospoda!!!
Ladies and Gentlemen!!!

[illegible]
[illegible] glas.announce. [illegible]
[illegible]
We are thanksful, if you'll give us answers for the next
six questions. We are trying to learn demand on programmers
products. Results of this quiz will be published on different
conferences of GlasNet. At first of all, this questions are
intended for users, but for programmers too.
THANK YOU FOR YOUR HELP. Your answers will be very
useful in creation of new programs and systems.

SOFTCOM
Programmers Group.

==========

Qwestions.

1. [illegible]?
1. V kakom napravlenii rabotaet Vasha organizacija?
1. In what area does your firm (you) work?

2. [illegible]?
2. Kakogo klassa komp'jutery Vy ispol'zuete?
2. What kind of computers do you use?

3. [illegible]?
3. Kakoe programmnoe obespechenie Vy ispol'zuete i dlja
kakikh celej?
3. What kind of programs do you use and for what purpose?

4. ****** ** ********** ********* ** ********** ********** **** ********** * * ***?
4. Kakie iz ispol'zuemykh programm ne udovletvorjajut
pred"javljaemym Vami trebovanijam i v chem?
4. Which of them isn't enough for your needs? Why?

5. ******* ********** ********** *** ** ******** *** ********** *******?
5. Kakogo programmnogo obespechenija Vam ne khvataet dlja
polnocennoj raboty?
5. What kind of programs do you need for complete work?

6. *** ********* ********** ********** *** ********
****
*********?
6. Chto javljaetsja osnovnymi kriterijami pri pokupki
programmnogo produkta?
6. What is the main factor, when you're buying any programs?

```
============================================================
= Write your answers between strings in the file. =
= Send it to E-Mail: KARTAEV@GLAS.APC.ORG =
============================================================
```

3359. Re: 14.4K on 8 bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 16:45:11 UTC
From: krishna@max.tiac.net
Message-ID: <2uhmun$d9@sundog.tiac.net>
Source record: 100336

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:

: PS: I still can't figure out what all the fuss is with the R:P:...
: the P:R: worked at 19.2k baud for me fine thus far... are the last
: few that ICD produced faulty or something? I've used 2 P:R:'s so far,
: maybe I've just had uncommonly good luck??? (Now if the R:P: comes
: with a built in terminal program, that's another story!)

If you could use a P:R: with a 14.4 and get 1024cps without dropping
characters on a 19.2 connection then some alien must have tinkered with
your P:R:.

3360. Re: Fractasia v2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 16:47:47 UTC
From: krishna@max.tiac.net
Message-ID: <2uhn3j$d9@sundog.tiac.net>
Source record: 100337

kamaro_kid@delphi.com wrote:
: Speaking of ComputerEyes, does anybody have one of the original CE
: video cameras? I'm still trying to find a decent input video source. My
: C1702 wont stabilize enough for a clear video capture.

I sometimes see simple B&W video cameras (just cameras, not camcorders) for sale in the want ads. These would be nearly identical to the original CE cameras. They go for $100 or less. Since I've lent out my CE to Clay for the time being I haven't gotten one of these buy when I get it back I probably will because I can generate CV images a lot faster and more directly by capturing pictures out of magazines and such than I can through .GIF conversion, and obviously I will have more control over the subject matter.

3361. SpartaDos -- Is it Public Domane yet

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 17:06:10 UTC
From: kevina@clark.net
Message-ID: <2uho62$826@explorer.clark.net>
Source record: 100338

Hello I was wondering if SpartaDos is out on the public domane yet
looking for something that will support 5mb HD and subdirectores.

>> Kevin <<

3362. Wanted: Dos2.5

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 18:26:24 UTC
From: rickcorey@aol.com
Message-ID: <2uhssg$d5r@search01.news.aol.com>
Source record: 100341

Need to find a copy of Atari dos2.5. All my disks were lost in a move. Help!

3363. Re: Fractasia v2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 19:59:34 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2ui2b6$ofa@theopolis.orl.mmc.com>
Source record: 100346

In article <940623171449.2341976d@sonoma.edu>, KENDRICK@sonoma.edu whines:
|> With the addition of CV8 mode, and how good CV15 mode usually looks, there's
|> becoming a whole new graphical 'world' us 8bitters can use. I just wish the CV
|> modes were easier to 'install' (why not some nifty INCLUDEables or inline
|> codes or USR'able things for us programmers to use (aka I want canned code!!!))

The last issue of AC included a bunch of my source code. Unfortunately the file got truncated. I'll try to upload the entire file if there are any of you out there interested (the _really_ interested ones have programmed their own versions already :^). But I doubt you can create USR'able code without having an appreciation for where these 3 8K RAM buffers are located. You would have to know where your C, Action, or BASIC compiler locates itself and your program to avoid corrupting your screen memory (or vice versa, having your screen pokes overwrite program memory).

|> Perhaps an ANSI viewer or terminal in CV8 mode? But it would probably be

A viewer maybe, but a terminal most likely not. The DLI or kernel program that makes CV8 work must have priority, which would not allow you to let serial interrupts occur correctly. Didn't you read my article?!?!

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3364. TRADE: 320K 130XE for 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 20:45:15 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <B0wxIHr.lmcclure@delphi.com>
Source record: 100342

I have an expanded 320K 130XE I am willing to trade for an 800XL in good or excellent condition.

The catch: The 130XE has nonresponsive function keys. I understand there is a relatively simple fix for this, but for various other reasons, I have decided I would rather have an 800XL instead.

3365. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 21:12:01 UTC
From: wweiss2@aol.com
Message-ID: <2ui6j1$f8d@search01.news.aol.com>
Source record: 100354

In article <115289@cup.portal.com>, Jeff_M_Lodoen@cup.portal.com
writes:

I've spent a couple of days using the FREEWARE version of PC Xformer
and and very pleased with using my old games again. I was wondering
how to get around the limit of dealing strictly with files or
transferriing them one at a time to virtual disks without SIO2PC
cable. I'd completely forgotten about DCM files. Thanks a ton...I
think all those boot disks can now become PC material!!

BTW, I can't wait for the 800xl version to come out. I'm sure I'll
be standing in line for a registered copy!!

3366. Re: SpartaDos -- Is it Public Domane yet

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 21:28:24 UTC
From: kamaro_kid@delphi.com
Message-ID: <B29zIVo.kamaro_kid@delphi.com>
Source record: 100343

Ugh! You've obviously not kept up with the news in this digest -- or
bothered to find the FAQ.

SpartaDos is shareware -- you can download it off of atari.archive.umich.edu
in the 8bit/Fte directory.

If you use it, PLEASE SEND IN the requested $19.95 shareware fee. Along
with the use of the best OS, you'll get the manuals mailed to you.

-James King
kamaro_kid@delphi.com

3367. Re: IT'S ALIVE... (14.4K ON AN 8BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 21:30:40 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940625143051.2341b797@sonoma.edu>
Source record: 100345

I actually feel MUCH more secure about the good ol' Atari 8bits now that we have emulators being worked on and even finished! :)

I mean, when the sad day comes that my 1200xl can't take a beating like I give it any more, and when there ARE no more Atari 8bits, I'll still be able to USE them in some lame little cheap IBM Pentium clone <grin>, you know?

I mean, emulators will actually INCREASE the userbase.. People who long ago dumped the 8bit and now regret it will be glad to hear that they can run their old games like M.U.L.E. on their clones! (And I DON'T mean the crappy EGA no-sound-card versions of the games which were created for the PC platform back in the 80's)

Anyways.. Also, with the 7+ speed increase something like a Pentium processor gives an 8bit emulator, and with systems like Windows (EWW) and SoftWindows running on Pentiums and PowerMacs, we'll not only be able to mess with our Atari, but also read great groups like c.s.a.8 and download cool stuff from the networks AT THE SAME TIME! :)

I think the major things >I<'d like to see in an Atari 8bit emulator for the 'other platforms' would be cartridge readers (perhaps via COM port RS232 or via slots inside the PC/Macs) and perhaps all of those nifty upgrades.

What would keep an 8bit emulator from emulating an Atari 800XL with Gumby, switchable OSes and 4 Megabytes of RAM!?!?

BUT, back to the real world. I think what the Atari emulators like the AT800XL and PC X-Former really need (from just HEARing about them, not even seeing them :)) is sound support, controller support (why not make it convert PC or Mac mouse into ST or Amiga mouse!? .. why not make it convert PC stick into 8bit stick?) and of course XL/XE OS and upgraded RAM support/emulation.

Oh, and before I forget (going back into the future-world I've been imagining).. I remember Bob Woolley working on some APAC mode via hardware... literally GUMBYfying a GTIA chip (ie, you stack two POKEYs to get stereo, why not stack two GTIAs to get APAC Interlaced mode without software support in the background?).

Why can't the emulators have ways of programmers turning on ColorView and APAC modes or even Flicker-style 80 column modes and then not worrying about it!? ANYthing is possible!! When you run the program on a REAL Atari, it will of course need to turn on ColorView or APAC mode or Flicker 80 mode and keep those screens going via VBI/DLI (thus slowing down the system and perhaps rendering some options of the program unavailable), BUT!...when you run it on your PC or Mac, the software will KNOW it, tell the Atari emulator to turn on such&such a screeen mode, and then not worry about it, thus leaving some CPU time VERY free!

And perhaps with CV mode, it will actually USE REAL 4096 colors (this of course would require a 'better-than-VGA' card and monitor) or REAL 64 colors, not the interlaced trick like an Atari CV mode! I've gotten CV15 to come up fine in QBASIC on my IBM! :) It took a bit of thinking to figure out how to convert red green and blue data from the CV15 files into one of the 64 colors I set up on the IBM's palette, but it worked fine and looks great (no flicker!)

ANYWAYS.. perhaps I'm just babbling.. or perhaps someone will DO something with these ideas.. (I can only hope!)

What will of course suck is, unless people come up with things like PBI ports via IBM slots or COM ports, and SIO ports via COM ports and the like, people like CSS who make the cool HARDware will eventually LOSE their market because of emulator-users. But, as long as software is being made, and we have an emulator that does at LEAST Atari 800xl with RAM and drives, I think us 8bitters will be more or less set for life! :)

Maybe one day someone will make an Operating System with full multitasking and old-system (IBM, Atari, Amiga, C=64, Adam, Apple II, Mac, etc.) support!!? :)

-bill (who now wakes up from his dream) :)
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3368. PC X-Former

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 22:49:12 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940625154925.2341b239@sonoma.edu>
Source record: 100347

Cool! :) I read the post about the Fuji Spin demo working on the PC Xf!
That's RAD! Has anyone tried ColorView on the thing!? I'm wondering if
ColorView will look like it's going too slow on 286s and too fast on 486s
(unslowed) ?? Does the thing run at EXACT Atari speed on ALL 386/33's? Or
just most? Or what? Does the slowing option get it to run at EXACT Atari
speed when running it on much faster computers?

Any idea if the FP or other math stuff goes at different rates on the emulator
than on real Ataris?

You've all seen my dream post by now hehe :) If not, go read it.. I've had
some rather .. wanting ideas :)

3369. Re: IT'S ALIVE... (14.4K ON AN 8BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 22:55:53 UTC
From: krishna@max.tiac.net
Message-ID: <2uiclp$7je@sundog.tiac.net>
Source record: 100349

Nah, I doubt that emulators will support the dongles which make 8-bitting so fun. They MAY support running carts via ROM images. I've heard of that being done...

Obviously they'd be able to run off the native PC hard drive so you wouldn't need a Black Box.

And they'd run off the PC comm port so you'd get high speed modem usage. If they don't do that it would be pretty dumb.

For controllers, yeah, they should find a way to support all the joystick stuff. As well as Gumby support, why not?

3370. Computer Eyes, ColorView, and Parrot / Parrot II

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-25 22:56:03 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940625155615.2341b239@sonoma.edu>
Source record: 100348

Hi.. I have a Parrot and a ComputerEyes, and I also have some problems :)

1) I really wish there were better color handling on a CE than filters! :)
2) My Parrot's disk is dead.. I can NOT use my Parrot for ANYTHING other than a doorstop! It WORKS fine, but again, the disk is dead so I have NO parrot recording or editing software!

SO! Is anyone working on better CE stuff (Clay Halliwell for example)? Or is that just dead!?

AND.. where can I get some (good) (PD-preferably) Parrot sampling and editing software or routines?

I guess what >I< need is a Mac or Amiga with all the cool hardware hooked up to it and then some good conversion software.

Also, are people still interested in my 8bit WAV -> 4bit Parrot (full Parrot file format compatible) converter??

Also, if you want to see a pretty smart Parrot (or other) sample player, check out PLAYcom.tbs in the COM_RUN ARCs. If it sees that the file is a Parrot file, you get all of your Parrot options (up to 9 samples per file, you can play them as a string like "121234554176" or whatever!), but if it can't tell what the file is (as long as it's a 4-bit sound file, it'll work right) it'll let you play it by bytes (you pick how much of the sound to play in bytes).

It's not SUPER, but during load-and-play it is verbose in what it's doing (unless you turn the quiet option on.. if I added one :) It's been a while).

COM_RUN is available at the UMICH archives somewhere (dont remember) and of course I'll put my sample file converter and another simple player up on the archives. At the moment they're in TBXL, but I'm thinking of converting them to both 100% BASIC (lose the TBXL routines.. ugh! :)) and Action! (ie, put up source as well as Binary Loadable compiled)

later- bill

3371. Re: Answer for some qwestions!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 00:20:40 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun25.201642.17703@wariat.UUCP>
Source record: 100350

(Sergey Kartaev asks some questions.)
But, the thing is, this msg. has bit 7 set. I didn't know you could
do that. Reading on my Atari, I get inverse of some language similar
to the language of #2. So, in reference to posting ATASCII, apparently
you can. Just translate the 155 eol to 13,10 or 10 or 13. I'm not
going to do it, wait!!! How about this character, (just tried to
write a char. above 127, no luck) but I don't know if that is my
IBM term program or the UNIX bbs that is preventing it.
Guess I gotta try it with my 8-bit.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
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****

3372. Re: IT'S ALIVE... (14.4K ON AN 8 BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 01:37:33 UTC
From: cmwagner@gate.net
Message-ID: <2uim4t$cg2@tequesta.gate.net>
Source record: 100351

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: ATASCII translation throughout. Theoretically you could throw Atascii
: screens in there rather than ANSI but it just wouldn't work in practice.

Actually you can just throw in a ATASCII file, just have the software not translate, but true translation would be better. But if you want exact screens then you would have to limit each system to common graphic characters.

I have seen it done before with PETSCII, which is totally different from ASCII or ATASCII, the guy through in PETSCII screens, and did a few translation routines and that was all he needed.

3373. Re: Answer for some qwestions!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 04:20:37 UTC
From: krishna@max.tiac.net
Message-ID: <2uivml$dna@sundog.tiac.net>
Source record: 100352

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Sergey Kartaev asks some questions.)
: But, the thing is, this msg. has bit 7 set. I didn't know you could

No, that guy's message had graphics characters in the ASCII ^A to ^Z
range. These are normally not visible characters, at least in ASCII, but
for IBMASCII and ATASCII they have graphics characters associated with them.

The newsgroups will accept those, but they probably won't accept the
inverse graphics characters (which are pretty important for ATASCII)
which ARE above ASCII (127).

I could probably post an ATASCII screen here as long as I converted the
EOL to a NL and didn't use any graphics characters above 127 AND if you
configged your account so that you could be in ATASCII on the receiving
end. That's a lot of ifs..

3374. PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 04:38:38 UTC
From: tstark@clark.net
Message-ID: <2uj0oe$1ii@clarknet.clark.net>
Source record: 100353
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

All folks:

I searched for a file and found it at CompuServe, ATARIGAMING
bulletin board. :)

I put a Atari 400/800 emulator package on my local ftp site. It
is avaliable to everyone now! That is good news for you!!! A URL pointer is:

ftp://ftp.clark.net/systems/msdos/emulators/xf2.zip

Good Luck!

-- Tim Stark

--
Timothy Stark Inet: tstark@clark.net
6130 Edsall Rd. #301 TDD: (703)212-9731 FAX: (703)212-7598
Alexandria, Va. 22304-5859 Voice: Via VA Relay Center (800)828-1140
"God bless you! - My friend, Washington DC. - The Most Deaf Population City!"

3375. Lots of Atari 8-Bit HardWare for Sale!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 06:05:16 UTC
From: bensmith@teleport.com
Message-ID: <2uj5qs$rq9@kelly.teleport.com>
Source record: 100255
Cross-posted to: pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.8bit

I have the Following ST Item's for Sale. All listings are Multiple with a number (x) proceeding showing number of each Item.

PS=Power Supply: Opt=Optional: Inc=Included:.

(2x) 130XE's. PS Opt: $100 wPS/ $75 w/o PS.

(7x) 800XL's. PS Opt: $75 wPS/ $50 w/o PS.

(4x) 800's. PS Opt: $25 w/o PS.

(1x) 800 Upgraded with 256K Axolon Happy Compatible Ram Disk. 1 Pass copies with Happy Drive and Axolon Ram Disk. Has OmniMon. Pill Chip(?) for Dumping Cartridges to Disk. Button for Cold Boot. Two extra switches, one on/off switch for Pill Chip, one 3 Way for 800 OS/OmniMon/? System. PS Opt: $100 wPS/ $85 w/o PS.

(3x) 400's. PS Opt: $10 w/o PS.

(7x) 1050's PS Opt: $75 wPS/ $60 w/o PS.

(1x) Indus GT PS Inc: $75 wPS.

(3x) 810's PS Opt: $35 wPS/ $20 w/o PS.

(3x) ATR8000 PS Built In/Just the CPU Unit: $75.

(25x) MPP-1100 Printer Interface No PS Needed. Plugs into Joystick Port: $20 each.

(1x) Supra MicroPrint Printer Interface PS Not Needed: $25.

(12x) Atari Numeric KeyPads. Plugs into Joystick Port: $10.

(3x) XM301 MoDeM/300 BPS/Needs No PS: $10.

First Come, First Served. If your interested in any of this call Ben at (503)256-9974 24HRs or E-Mail me on the Internet at this address: bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3376. Re: PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 10:07:47 UTC
From: briang@bgserv.demon.co.uk
Message-ID: <772625267snz@bgserv.demon.co.uk>
Source record: 100256
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

I also got it from CIS and put it on ftp.demon.co.uk

It will probably be moved from incoming on Monday.

Brian

Mow anyone know how to get software over?

--
briang@bgserv.demon.co.uk
Brian Gaff is B G Services - UK support for 'Z80'
The Spectrum Emulator

3377. xf2.zip

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 16:27:46 UTC
From: harlock@hebron.connected.com
Message-ID: <harlock.9.00A94C8B@hebron.connected.com>
Source record: 100264

Can someone please upload PC-Xformer to another site besides umich? It's been their for about 3 days, and you still cannot download it. Send it to a site that will allow people to download it, please?

Thanks.

Eric

3378. Re: Answer for some qwestions!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 17:34:44 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun26.133406.1328@wariat.UUCP>
Source record: 100257

```
(Glenn says Sergey's message has no chars. above 127.)
But the are Glenn, I assure you. I've studied them.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
**********************************************************************
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
**********************************************************************
```

3379. Here's another atari 8bitter!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 21:03:07 UTC
From: bloomentb@woods.uml.edu
Message-ID: <1994Jun26.160307.1@woods.uml.edu>
Source record: 100258

Wow!!!!
I'm kinda new to the net, and I stumbled upon your news group!!! This
is sooo cool, I am an avid atari(er) and although I do use a msdos machine now
:(I still do support my 800XL. I am totally psyched about the PCXformer(?)
and am gonna download it now! Oh by the way my name is Ben, and I've got an
800XL, 1040STe, and a 486DX (msdos) machines! Well see you around!

-Ben

"Seas of athousand drawn to her sin, seasons of wither holdin' me in..."
-Steven Tyler, Seasons of Wither (Aerosmith)

3380. TRANSKEY

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 22:05:08 UTC
From: gtkakega@thunder.LakeheadU.Ca
Message-ID: <2184@thunder.LakeheadU.Ca>
Source record: 100260

Anybody know if the Transkey upgrade from DataQue still available?

Is DataQue still around?

gtkakega@thunder.lakeheadu.ca

3381. Re: TRANSKEY

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 22:32:38 UTC
From: krishna@max.tiac.net
Message-ID: <2ukvm6$bt@sundog.tiac.net>
Source record: 100261

gtkakega (gtkakega@thunder.LakeheadU.Ca) wrote:
: Anybody know if the Transkey upgrade from DataQue still available?

: Is DataQue still around?

: gtkakega@thunder.lakeheadu.ca

As far as I know it is still available.

In fact it is probably the only DataQue product that he can probably move at all, because his T816 project is dead.

Bob Puff was rumored to be developing one as well, but I think he gave up on it to save resouces for R:P: and such.

3382. Re: Argh!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 22:34:13 UTC
From: krishna@max.tiac.net
Message-ID: <2ukvp5$bt@sundog.tiac.net>
Source record: 100262

kamaro_kid@delphi.com wrote:
: Funny how the release of PCXformer 2.0 has converted almost every
: message here from using the real thing (an atari machine) to using
: an MS DOS machine emulating an Atari machine.

It can't do sound, right? It's only 800 emulation, right?

Doesn't do PMG collisions correctly, right?

Then, as far as I'm concerned, it is worthless at this stage.

I think everyone will realize that in time.

When it can do it all, then maybe people will have reason to get excited.

3383. Argh!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 23:09:18 UTC
From: kamaro_kid@delphi.com
Message-ID: <5yyQYHu.kamaro_kid@delphi.com>
Source record: 100259

Funny how the release of PCXformer 2.0 has converted almost every message here from using the real thing (an atari machine) to using an MS DOS machine emulating an Atari machine.

Give me a break! As good as Dareks program is.. I'd still rather use the real thing than fake it.

What has this digest become? Should we just pull the plug and call it comp-sys-atari-8bit-emulation?

Egad!

3384. Creating an ANTIC archive on the Internet!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-26 23:15:16 UTC
From: kevina@clark.net
Message-ID: <2ul264$8d6@explorer.clark.net>
Source record: 100263

Hello I was wondering if there is any place the ANTIC disks or avalible
on the internet or by a BBS. I know there out in the PD and avalibe on
Genie but I'm not a memer of Genie nor do wish to become one just for a
those files.

I am willing to use ftp.clark.net (by ftp site) for this purpose and will
do most of teh dirty work. I have a few disks that I will be uploading.

I'm not sure how I would want to store them either as .arc or in there
own directories.

Thery should have the format either as
mm-yys.arc (10-89A for example)
or
mm-yy/s/files (10-89/A/*.* woudl be all the files for the October
issure on disk side a and
10-89/B/*.* would be all the files for the October
side B for example (/ is the directory divided)

If anyone would be intersted let me know. I am going to create a sub
directory called antic under the pub directory and under that create
a directory called uploads. So if you woudl liek to help just upload them
up in the format descibed above. Just create the directrory in the
/pub/antic/upload/ directroy and put the files in there are .arc the files
and name it as above. I will then move the files to the /pub/antic/8-bit
directory.

>> Kevin <<

3385. Re: Argh!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 00:11:18 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940626171130.2340ae31@sonoma.edu>
Source record: 100265

Glenn, I see the XF2 as a great way to get non-8-bitters and ex-8-bitters back into the community! Perhaps we SHOULD have a "comp.sys.atari.8bit.emulation" newsgroup (I'm serious about this!)

I'm actually pretty happy for one really lame reason, I can now show off Sludge and CoolTris to my non-8-bit-owning friends! >:^)

And hell, it does DLI's which in my opinion is the coolest thing about the Atari (that and it's sound and Operating System.. IBM OSes BITE! .. not to mention ALL of the other 8bit machines' OSes! I STILL can't get disk directories on Apple IIs, and that LOAD "$" crap on Commodore 64 was really stupid!) (For one, that killed any exisiting program in memory, and for two, the same thing can be done in Atari BASIC (which HAS no "DIR" command like TurboBASIC XL) with a small 'program' you can "ENTER" from a disk!:

```
CLOSE #1:OPEN #1,6,0,"D:*.*"
CLR:DIM A$(20)
FOR A=0 TO 0 STEP 0:INPUT #1,A$:? A$:NEXT A
```

- this would not destroy a program.. it'd clear variables and leave IOCB #1 open and end in an ERROR 136, but it's better than LOAD! :))

Anyways, I know a few people who'd like to play old Atari games on their IBMs. My friend has an IBM 486/33 (?) clone and Windows and 8 megs of RAM and has a collection of old (rather well made, mind you - made not long ago) Arcade games like Centipede and Missle COmmand and the like.. but he paid $30 bux for it and he said it'd probably at least require a 386, and I KNOW it'd require major RAM and HD space because it's in MS-Windows!

So, Glenn, I don't think you should get all upset because some of us think the XF2 is cool. Hell, I haven't even seen it yet and not only do I think it sounds cool, but I have a HUGE number of ideas which >I<'d like to see incorporated into newer versions! :)

Hehe.. now that I think of it, my friend paid about $30 for a collection of about a dozen old Arcade style games for Windows...

He could pay $30 for an entire Atari 8bit emulator running on his IBM.. sure, it's only 800 (he HAD an 800 when he had an Atari), and it's restricted in SO many ways, but it is WAY better than anything else out there, isn't it?

I've yet to see a newer version of AT800XL (what IS that anyways!? :) I mean, those documents are CRAZY and waste SOOO much space!!!!!!!!!)

I've yet to see the X-Windows Atari emulator out, but I'd LOVE to see it! :) I know the author has had some hard times lately and hasn't been all that interested in the thing (so he said not too long ago here on c.s.a.8), but I'm sure some other people could probably work on it for him / in his place, ya know?

Anyways.. I guess my reason for thinking the XF2 and all of the other emulators are so way-cool is I realize that Atari 8bits aren't being manufactured any more and they will one day die. IBMs on the other hand will be around for a long time (WAY too long, IMH IBM-hating Opinion :))..

Ok, I'll shut up now :)

later
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3386. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 01:53:35 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cs199B.172@utnetw.utoledo.edu>
Source record: 100266

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: Tim Hester (thester@nyx.cs.du.edu) wrote:

: : I would indeed be interested in who made the 1 meg
: : memory board for the Atari 400. Had I been aware of the

Well, personally, I don't believe this IS the right company, but I found a short reference to a company in the opening "reader mail" comments in an old Antic magazine for a 1 Meg Axlon-compatible memory upgrade for your "older Atari" (non-XL/XE), but it doesn't specifically say 400 or 800. I seem to be missing a LARGE portion of my magazine collection... I fear I may have lost a few DOZEN issues (translation - a couple YEARS) of my Antic's and Analog's!
Anyhow, the company is: Magna Systems
147-05 Sandford Ave. Suite 4E
Flushing, N.Y. 11355
Phone: 718-939-0084

I recall the actual ad mentioning high-quality gold contacts, describing the piggybacked board, etc. But I haven't come across it yet. (I AM missing about 2 years of magazines though!) This name doesn't "feel" right... they call their product "Ramcharger"... I'm sure this was not the name of the board.

Sorry I couldn't be of more help... keep checking though...

-Tim

3387. Re: Hardware Considerations

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 03:55:58 UTC
From: krishna@max.tiac.net
Message-ID: <2ulike$aul@sundog.tiac.net>
Source record: 100267

Mr. Fixit (timuszyn@jupiter.cse.utoledo.edu) wrote:
: Well, personally, I don't believe this IS the right company, but I found a
: short reference to a company in the opening "reader mail" comments in an old
: Antic magazine for a 1 Meg Axlon-compatible memory upgrade for your "older
: Atari" (non-XL/XE), but it doesn't specifically say 400 or 800. I seem to
: be missing a LARGE portion of my magazine collection... I fear I may have lost
: a few DOZEN issues (translation - a couple YEARS) of my Antic's and Analog's!
: Anyhow, the company is: Magna Systems
: 147-05 Sandford Ave. Suite 4E
: Flushing, N.Y. 11355
: Phone: 718-939-0084

: I recall the actual ad mentioning high-quality gold contacts, describing the
: piggybacked board, etc. But I haven't come across it yet. (I AM missing
: about 2 years of magazines though!) This name doesn't "feel" right... they
: call their product "Ramcharger"... I'm sure this was not the name of the board.

I've seen one up close. IN an 800. It is a board which is nothing but a
brick of RAM chips stacked on top of eachother. I guess they must be
lower capacity because there are a zillion of em.

3388. Re: Calculating PI out many digits

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 05:12:01 UTC
From: krishna@max.tiac.net
Message-ID: <2uln31$aul@sundog.tiac.net>
Source record: 100268

I found an ANSI C program for calculating PI out to many digits. I'm positive this won't run with simple syntax fixes because it has long ints and stuff. But if someone wants to see if they can TRY to port it to ACE C or Action!, please do!

```
/*
** PI.C - Computes Pi to an arbitrary number of digits
**
** Uses far arrays so may be compiled in any memory model
*/

#include<stdio.h>
#include<stdlib.h>

#define FAR
#define Fcalloc calloc
#define Ffree free
#define Size_T size_t

long kf, ks;
long FAR *mf, FAR *ms;
long cnt, n, temp, nd;
long i;
long col, col1;
long loc, stor[21];

void shift(long FAR *l1, long FAR *l2, long lp, long lmod)
{
long k;

k = ((*l2) > 0 ? (*l2) / lmod: -(-(*l2) / lmod) - 1);
*l2 -= k * lmod;
*l1 += k * lp;
}

void yprint(long m)
{
if (cnt<n)
{
if (++col == 11)
{
col = 1;
if (++col1 == 6)
{
col1 = 0;
printf("\n");
```

```
printf("%4ld",m%10);
}
else printf("%3ld",m%10);
}
else printf("%ld",m);
cnt++;
}
}

void xprint(long m)
{
long ii, wk, wk1;

if (m < 8)
{
for (ii = 1; ii <= loc; )
yprint(stor[(int)(ii++)]);
loc = 0;
}
else
{
if (m > 9)
{
wk = m / 10;
m %= 10;
for (wk1 = loc; wk1 >= 1; wk1--)
{
wk += stor[(int)wk1];
stor[(int)wk1] = wk % 10;
wk /= 10;
}
}
}
stor[(int)(++loc)] = m;
}

void memerr(int errno)
{
printf("\a\nOut of memory error #%d\n", errno);
if (2 == errno)
Ffree(mf);
_exit(2);
}

int main(int argc, char *argv[])
{
int i=0;
char *endp;

stor[i++] = 0;
if (argc < 2)
{
```

```
puts("\aUsage: PI <number_of_digits>");
return(1);
}
n = strtol(argv[1], &endp, 10);
if (NULL == (mf = Fcalloc((Size_T)(n + 3L), (Size_T)sizeof(long))))
memerr(1);
if (NULL == (ms = Fcalloc((Size_T)(n + 3L), (Size_T)sizeof(long))))
memerr(2);
printf("\nApproximation of PI to %ld digits\n", (long)n);
cnt = 0;
kf = 25;
ks = 57121L;
mf[1] = 1L;
for (i = 2; i <= (int)n; i += 2)
{
mf[i] = -16L;
mf[i+1] = 16L;
}
for (i = 1; i <= (int)n; i += 2)
{
ms[i] = -4L;
ms[i+1] = 4L;
}
printf("\n 3.");
while (cnt < n)
{
for (i = 0; ++i <= (int)n - (int)cnt; )
{
mf[i] *= 10L;
ms[i] *= 10L;
}
for (i =(int)(n - cnt + 1); --i >= 2; )
{
temp = 2 * i - 1;
shift(&mf[i - 1], &mf[i], temp - 2, temp * kf);
shift(&ms[i - 1], &ms[i], temp - 2, temp * ks);
}
nd = 0;
shift((long FAR *)&nd, &mf[1], 1L, 5L);
shift((long FAR *)&nd, &ms[1], 1L, 239L);
xprint(nd);
}
printf("\n\nCalculations Completed!\n");
Ffree(ms);
Ffree(mf);
return(0);
}
```

3389. Re: Hey Jeff Potter, what about THIS!? :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 05:38:27 UTC
From: timuszyn@jupiter.cse.utoledo.edu
Message-ID: <Cs1Jo4.JKy@utnetw.utoledo.edu>
Source record: 100269

Jeff Potter (potter@sunny3.DAB.GE.COM) wrote:
: Sorry, JVIEW only decodes from GIF to any of those formats. GIFNCODE will
: encode GIF from Graphics 8, 9, or 15, but not in ColrView mode.

Did you write GIFNCODE? Will it save any type of "modified" gr.8, 9, or 15
image (such as 320x400, 80x400, 640x192, 640x... etc.)?

: Your scrolling multi-screen program sounds interesting. If you can save
: the output in GR.9 (16 shades of gray) and use GIFNCODE to make a GIF from
: it, I can show you how to use a sector editor to change the color definitions
: in the GIF header directly.

Well... it doesn't work with the GTIA modes (9, 10, 11) or the newer
160x192 2 or 4 color modes... I have to go through GTIA-Sketch or the like
and cut and paste screens. I have another ANCIENT program from Antic (circa
1985 or so) that will let me draw in "gr.7+" (160x96 with 8 or 16 colors)
I might be able to dig out though...

- see why I'm looking for a new, all-in-one type of drawing program? -
(The only requirement -=> It HAS to be a scroller... I'm too spoiled by that
hacked drawer... sure it doesn't have any "circle", "oval", "texture", "text",
and other high-tech features, but the capability to draw beyond the typical
screen constrictions is addictive. At least I can output to a more-standard
image size... 320x200 or 320x240... now all I need to do is find a good GIF'r
to convert the whole image.) (BTW: yes, it has "fill" and "rectangle" I
believe... maybe a couple other feature too... just nothing too fancy!)

-Tim

3390. 1027 Printer Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 08:57:32 UTC
From: s_faehnl@light.rz.uni-ulm.de
Message-ID: <2um49s$jrf@wega.rz.uni-ulm.de>
Source record: 100270

Hello all!

I'd like to connect an Atari 1027 Printer to a PC.
Could someone please tell me what pinout the printer's interface
has and what 'protocol' is used?

Many thanks in advance!
Bye, Thomas.

P.S.: Please respond via e-mail since I don't read this group regularly

--

#==#
Thomas Faehnle * Student of electric engineering * Univ. of Ulm, Germany
email: s_faehnle@rzmain.rz.uni-ulm.de Thomas.Faehnle@student.uni-ulm.de
#==#

3391. Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 09:50:38 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2um7de$2oe@bognor.barclays.co.uk>
Source record: 100271

Haven't seen it mentioned here but according to a post in amiga.advocacy, Jay Miner, he who designed the Atari 8bit chipset, died on 20th June 1994.
A pity, he designed some great chips and probably had a lot more to give the world.
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3392. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 11:15:33 UTC
From: krishna@max.tiac.net
Message-ID: <2umccl$j70@sundog.tiac.net>
Source record: 100272

Iain.Laskey@barclays.co.uk wrote:
: Haven't seen it mentioned here but according to a post in amiga.advocacy, Jay
: Miner, he who designed the Atari 8bit chipset, died on 20th June 1994.
: A pity, he designed some great chips and probably had a lot more to give the
: world.

Do you know the cause of death?

3393. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 12:23:42 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2umgce$2oe@bognor.barclays.co.uk>
Source record: 100275

In article <2umccl$j70@sundog.tiac.net>, krishna@max.tiac.net (Glenn M. Saunders) writes:
|> Iain.Laskey@barclays.co.uk wrote:
|> : Haven't seen it mentioned here but according to a post in amiga.advocacy, Jay
|> : Miner, he who designed the Atari 8bit chipset, died on 20th June 1994.
|> : A pity, he designed some great chips and probably had a lot more to give the
|> : world.
|>
|> Do you know the cause of death?
No, the post just said the name and date.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3394. Re: Argh!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 12:49:51 UTC
From: gmchugh@bfsec.bt.co.uk
Message-ID: <Cs23n3.GB1@bfsec.bt.co.uk>
Source record: 100276

In article 2340ae31@sonoma.edu, KENDRICK@sonoma.edu writes:

...snip...

>.... I STILL can't get disk
>directories on Apple IIs, and that LOAD "$" crap on Commodore 64 was really
>stupid!) (For one, that killed any exisiting program in memory, and for two,
>the same thing can be done in Atari BASIC (which HAS no "DIR" command like
>TurboBASIC XL) with a small 'program' you can "ENTER" from a disk!:
> CLOSE #1:OPEN #1,6,0,"D:*.*"
> CLR:DIM A$(20)
> FOR A=0 TO 0 STEP 0:INPUT #1,A$:? A$:NEXT A
>- this would not destroy a program.. it'd clear variables and leave IOCB #1
>open and end in an ERROR 136, but it's better than LOAD! :))
>

Did you ever try using #7 instead of #1? As far as I remember, #7 closes the
IOCB when an EOF is encountered. It's been a while, but I think that's right.

Or even
OPEN #7,6,0,"D:*.*":FOR A=0 TO 0 STEP 0:GET #7,A:? CHR$(A);:NEXT A

saves the DIM A$.

>
>later
>-bill
>kendrick@vax.sonoma.edu |||
>New Breed Software / | \
>

Geoff
gmchugh@bfsec.bt.co.uk

... Any resemblance between the above views and those of my employer,
my terminal, or the view out my window are purely coincidental. Any
resemblance between the above and my own views is non-deterministic.
The question of the existence of views in the absence of anyone to hold
them is left as an exercise for the reader. The question of the
existence of the reader is left as an exercise for the second god
coefficient. (A discussion of non-orthogonal, non-integral polytheism
is beyond the scope of this article.)

3395. Re: Creating an ANTIC archive on the Internet!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 13:07:17 UTC
From: kamaro_kid@delphi.com
Message-ID: <RC0wg59.kamaro_kid@delphi.com>
Source record: 100273

I think an Antic AND Analog location would be a great idea.

I have access to most of the Analog released disks/programs right here on
Delphi (former home of Analog magazine).

-James King
kamaro_kid@delphi.com

3396. 3 Slave Multiplexor

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 13:11:17 UTC
From: kamaro_kid@delphi.com
Message-ID: <Zi0xgx9.kamaro_kid@delphi.com>
Source record: 100274

I still have a virtually new 3 slave CSS MUX for trade or sale.

If you want to set up your very own Atari 8bit network, then this
combination of hard and software are for you.

-James King
kamaro_kid@delphi.com

3397. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 15:53:38 UTC
From: jcarp@kaiwan.com
Message-ID: <2umsm2$bqt@kaiwan.kaiwan.com>
Source record: 100277

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Iain.Laskey@barclays.co.uk wrote:
: : Haven't seen it mentioned here but according to a post in amiga.advocacy, Jay
: : Miner, he who designed the Atari 8bit chipset, died on 20th June 1994.
: : A pity, he designed some great chips and probably had a lot more to give the
: : world.

: Do you know the cause of death?

Jay Miner passed away from heart failure due to his kidney complications.
I just called Jay's BBS and here's a capture from his CoSysop:

```
----------
[From ] Gary Chow [MSG 48 OF 50]
[To ] All [Has Reply 49]
[Date ] Sun 26 Jun 94 13:18
[Subject ] Jay Miner

Jay Miner passed away June 20, 1994, at the El Camino Hospital in Mountain
View. The actual cause of death was heart failure, but it was the result of
kidney complications. A private memorial service will be held in July.

He'll be greatly missed and much remembered.

(E,R,O,A,S,P,N,L,F,<,=,!,I,J,.,+,U,^,Q,G,H,?,RET)

Area: [4] [Amiga News] [48/1-50] =>
----------
```

It seems the Good really do die young. I'll certainly miss him.
I've asked someone to post an address or P.O. Box number for any of us
to send a card and condolences to Jay's family.

Too many bad things are happening too soon.

-Joe

```
--
+------------------+--------------------------+
| Joe Carp | My computers perform in //
| jcarp@kaiwan.com | the key of Jay Miner. \X/|
+------------------+--------------------------+
--
+--------------------+
| jcarp@kaiwan.com |
+--------------------+
```

3398. ARGH! 01/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 16:20:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4600.1084.0N759544@aquila.com>
Source record: 100205
Body handling: Inline uuencoded payload not displayed: fuji.zip

References: <5yyQYHu.kamaro_kid@delphi.com>
From: bob.lange@aquila.com
Subject: ARGH!
Newsgroups: alt.games.doom
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 06/27/94, KAMARO_KID@DELPHI.COM writes:

KK> Funny how the release of PCXformer 2.0 has converted almost every
KK> message here from using the real thing (an atari machine) to using
KK> an MS DOS machine emulating an Atari machine.

KK> What has this digest become? Should we just pull the plug and call
KK> it comp-sys-atari-8bit-emulation?

I wish I had the space to keep all of the machines that I have known and loved up and running, but time and the high cost of electricity prevent that. Emulators allow us one more measure of sanity, even if it's a poor substitute.

I have a short story for you. My first computer was an ... never mind, that's not germane. But in the early '80s I bought my first "real" computer, an Atari 800. (I won't bore you with the glowing praise, or price comparisons, or peripherals) I discovered bulletin boards less than a year later, and logged onto one called (of all things) _The Pirates Den_ out in sunny CA. This was one of those multi-support boards, and the login asked for your machine type:

---------- Snip! (Ow!) ----------

Please Enter Your Machine Type:

1) Apple][
2) Atari
3) Commodore
4) IBM
5) Other

Which? __

---------- Snip! (Ow!) ----------

I entered 2 and promptly got the response "Ha-ha, no more new wares for you!"

This was immediately after Warner had sold Atari, and I had no idea what it meant. If I had known, I probably would have still bought an Atari,

as Apples were (and are) very expensive.

I was allowed in, and for a month or so, I corresponded with a bunch of self-serving Apple][zealots who disdained all other systems, especially Atari. I suspect that they knew that the 800 was better, from the hardware on up, but just couldn't ever let the mask slip.

Well, over the years, I poured tons of money into my Atari system, only to watch support from all directions dwindle. I hesitated to buy any of the ST stuff from the Tramiels, since I had seen how they treated the 8bitters. No thanks. IBM eventually got the nod, despite it's obvious flaws.

And my Atari disks have been sitting on a shelf for years, waiting for this moment. Darek, I salute you! Now, where was that copy of DiskComm3 I had laying around here... it was here in 1985...

Here's a Windoze icon for those of you using XF2 in a window

---------- Snip! (Ow!) ----------

section 1 of uuencode 5.25 of file fuji.zip by R.E.M.

[Inline uuencoded payload not displayed: fuji.zip]

sum -r/size 7285/447 section (from "begin" to "end")
sum -r/size 39319/304 entire input file

---------- Snip! (Ow!) ----------

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6

mQCNAi4K0N4AAAEEAMs4pKUQbEHPy1KcwXBcni8R77uGJP2r6LuHnXfLRyl2LDrk
Fn0ePeUD/jME2x5u2Lp+yteYeCjYtZ1NxqeCuZOO7b/91KXJ9blwJ98XsDqcRuJy
xW4T1xkzTZtY5j9jTT59wEM9pUq1LrvuWoR2sN6N+59JYiVfTlAwaklpkpjFAAUR
tCBCb2IgTGFuZ2UgPGJvYi5sYW5nZUBhcXVpbGEuY29tPg==
=sUkn
-----END PGP PUBLIC KEY BLOCK-----
<*>
Continued in the next message...

3399. ARGH! 02/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 16:20:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4601.1084.0N759545@aquila.com>
Source record: 100206

Continued from the previous message...
<*>

bob.lange@aquila.com

* RM 1.4 B0570 * The point's that we're dilettantes, eccentrics, layabouts

3400. PC XFORMER 2.0 RELE 01/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 16:20:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4602.1084.0N759546@aquila.com>
Source record: 100207

References: <2ui6j1$f8d@search01.news.aol.com>
From: bob.lange@aquila.com
Subject: PC XFORMER 2.0 RELEA*****
Newsgroups: alt.games.doom
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 06/27/94, WWEISS2 writes:

WW> I've spent a couple of days using the FREEWARE version of PC Xformer
WW> and and very pleased with using my old games again. I was wondering
WW> how to get around the limit of dealing strictly with files or
WW> transferriing them one at a time to virtual disks without SIO2PC
WW> cable. I'd completely forgotten about DCM files. Thanks a ton...I
WW> think all those boot disks can now become PC material!!

Most of my DiscComm'd stuff are ready for the bit bucket, but I'd
imagine that at least a dozen or so games will be workable. For my part,
I'd just like to get "Alternate Reality: The Dungeon", "Kampfgruppe" and
"M.U.L.E." working again.

I've been playing around with the carts that I had converted to files
years ago, and the results are mixed. This is just the first meg or so
of files I've tried, but in almost every case, there are some minor
video glitches. Only the Atari release are pristine. Joust works
GREAT!

My machine is a 386DX/40, 8MB RAM, 430MD HD, 512KB ATI VGA Wonder+.

---------- Snip! (Ow!) ----------

The following games have been tested with the XF2 Atari emulator and
their disposition is as follows:

Doesn't work:
GATEWAY COM 16512 05-06-90 1:02p
ZEPPELIN COM 24576 05-06-90 1:04p

Glitched video:
MINR49ER COM 17280 05-06-90 12:47p

2-player only:
BALLBLST COM 30976 05-06-90 1:41p

No collision detection:
BREAKOUT COM 8320 05-06-90 12:52p
GALAXIAN COM 8320 05-06-90 12:41p

08k-gam1.atr:
ASTEROID COM 8320 05-06-90 12:55p
STARISLA COM 11520 05-08-90 7:36a
STARRAID COM 8320 05-06-90 1:53p

16k-gam1.atr
JOUST COM 16640 05-06-90 12:41p
LASTSTAR COM 16512 05-06-90 2:29p
SPYHUNTR COM 17920 05-06-90 12:32p

32k-gam1.atr
AZTEC COM 32512 05-06-90 2:27p

---------- Snip! (Ow!) ----------

Of the demos I've tested, these are the results:

Didn't work:
ANTIC COM 39424 05-20-90 5:58a
ATARILOG COM 1536 05-20-90 5:58a
BALLSONG COM 6528 05-20-90 5:59a
CARDEMO COM 22144 05-20-90 6:00a
CROCKFRD COM 2176 05-20-90 6:01a
FUJISPIN COM 20352 05-20-90 6:03a
OILWELL COM 38656 05-20-90 6:04a
PULSE COM 4224 05-20-90 6:04a
STARCRYS COM 8960 05-20-90 6:05a
WOOFER COM 3200 05-20-90 6:06a
XMASTREE COM 4992 05-20-90 6:06a

Demos1.atr:
BOINK COM 9728 05-20-90 5:59a
CESDEMO COM 18944 05-20-90 6:00a
COCACOLA COM 1792 05-20-90 6:01a
EARTH COM 26496 05-20-90 6:02a
FUBAR COM 8064 05-20-90 6:02a
PATTERNS COM 5376 05-20-90 6:04a
SPLASH COM 4352 05-20-90 6:05a

<*>
Continued in the next message...

3401. PC XFORMER 2.0 RELE 02/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 16:20:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4603.1084.0N759547@aquila.com>
Source record: 100208

Continued from the previous message...
<*>
---------- Snip! (Ow!) ----------

All of the Atari BASIC I've tested works perfectly. Now if I could only
get my IBM to read Atari DSDD disks I'd be in fat city.

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6

mQCNAi4K0N4AAAEEAMs4pKUQbEHPy1KcwXBcni8R77uGJP2r6LuHnXfLRyl2LDrk
Fn0ePeUD/jME2x5u2Lp+yteYeCjYtZ1NxqeCuZOO7b/91KXJ9blwJ98XsDqcRuJy
xW4T1xkzTZtY5j9jTT59wEM9pUq1LrvuWoR2sN6N+59JYiVfTlAwaklpkpjFAAUR
tCBCb2IgTGFuZ2UgPGJvYi5sYW5nZUBhcXVpbGEuY29tPg==
=sUkn
-----END PGP PUBLIC KEY BLOCK-----

bob.lange@aquila.com

* RM 1.4 B0570 * Just when you make ends meet, someone moves them.

3402. Re: IT'S ALIVE... (14.4K ON AN 8BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 16:26:40 UTC
From: jcarp@kaiwan.com
Message-ID: <2umuk0$f2e@kaiwan.kaiwan.com>
Source record: 100278

KENDRICK@sonoma.edu wrote:

[Chomp! Great dream, though :-)]

: Maybe one day someone will make an Operating System with full multitasking and
: old-system (IBM, Atari, Amiga, C=64, Adam, Apple II, Mac, etc.) support!!? :)

See a man named Jim Drew. :-)

-Joe

: -bill (who now wakes up from his dream) :)
: kendrick@vax.sonoma.edu |||
: New Breed Software / | \

--
+--------------------+
| jcarp@kaiwan.com |
+--------------------+

3403. Re: Hey Jeff Potter, what about THIS!? :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 16:30:56 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2umus0$hqc@theopolis.orl.mmc.com>
Source record: 100280

In article <Cs1Jo4.JKy@utnetw.utoledo.edu>, timuszyn@jupiter.cse.utoledo.edu (Mr. Fixit) writes:
|>
|> Did you write GIFNCODE? Will it save any type of "modified" gr.8, 9, or 15
|> image (such as 320x400, 80x400, 640x192, 640x... etc.)?

Yes, I wrote GIFNCODE. No, it doesn't save "modified" images, but if you describe your format to me I might be able to do something. How do you know exactly how wide (or tall) your scrolling image is?

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3404. Spare magazines for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 16:36:41 UTC
From: potter@sunny.dab.ge.com
Message-ID: <2umv6p$hqc@theopolis.orl.mmc.com>
Source record: 100281

Here's a list of magazines I have accumulated spare copies of. I'll
let these go for US$1.00 each, buyer pays postage. Anyone willing to make
a quantity purchase, I can talk discounts. Please respond to my Internet
mail address, as I don't check GEnie and CompuServe every day.

COMPUTE!

All in very good shape, with covers

Jul '83 #38
Apr '84 #47
Aug '84 #51
Sep '84 #52
Oct '84 #53
Nov '84 #54
Dec '84 #55
Jan '85 #56
Feb '85 #57
Mar '85 #58
Apr '85 #59
Jul '85 #62
Aug '85 #63
Sep '85 #64
Apr '86 #71

ANALOG

Unless noted otherwise, in very good shape with covers

Jan '86 #38 (No cover)
Oct '86 #47 (No cover)
Apr '88 #59
May '88 #60
Feb '89 #69
Apr '89 #71

ANTIC

Unless noted otherwise, in very good shape, with covers

Apr '83
Aug '83
Sep '83 (good)
Oct '83
Nov '83 (good)
Dec '83

Jan '84
Apr '84
Aug '84
Nov '84
Feb '85 (1 very good, 1 good)
Mar '85 (good)
May '85
Jun '85
Dec '85 (3)
Jan '86
Feb '86
May '86
Jun '86
Jul '86
Sep '86
Oct '86 (fair)
May '87

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3405. Re: Creating an ANTIC archive on the Internet!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 17:19:00 UTC
From: kevina@clark.net
Message-ID: <2un1m4$jhe@explorer.clark.net>
Source record: 100279

In article <RC0wg59.kamaro_kid@delphi.com>, <kamaro_kid@delphi.com> wrote:
>I think an Antic AND Analog location would be a great idea.
>
>I have access to most of the Analog released disks/programs right here on
>Delphi (former home of Analog magazine).

Ok I'm not sure what analog is but I create a home for it.

Upload to /pub/atari/mag/analog/uploads for Analog
Upload to /pub/atari/mag/antic/uploads for Antic

I will create a link from /pub/antic to /pub/atari/mag/antic

>>> Kevin <<<

3406. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 17:24:30 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2un20e$c4a@cnn.sim.ES.COM>
Source record: 100282

```
In article <h+-Q4A6.kamaro_kid@delphi.com>, kamaro_kid@delphi.com writes:
> Derek:
>
> I appreciate all the effort you've obviously put into the creation of this
> product.
>
> BUT, the graphics go all to hell when I load it up on my machine.
>
> I'm using an NCR 386sx with EGA video (NCR proprietary cards, etc..)
^^^
>
Maybe that's your problem, the press release mentioned that VGA is
required to run.
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division \___/
* See Hitchhiker's Guide to the Galaxy (US version)
```

3407. Re: Hey Jeff Potter, what about THIS!? :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 17:36:57 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <115632@cup.portal.com>
Source record: 100284

Gads, I've been out of touch for too long. What's this JVIEW thingie? Seems new since I was last here. Jeff, care to email me a thumbnail summary?

Chris

3408. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 21:17:15 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <1994Jun27.211715.24978@boojum.lanl.gov>
Source record: 100285

In article 2oe@bognor.barclays.co.uk, Iain.Laskey@barclays.co.uk () writes:
>Haven't seen it mentioned here but according to a post in amiga.advocacy, Jay
>Miner, he who designed the Atari 8bit chipset, died on 20th June 1994.
>A pity, he designed some great chips and probably had a lot more to give the
>world.

That's a pity. Condolences to his friends and family. The world is indeed a
much more colorful place thanks to Jay's work.

-Hutch- @ Fair Dinkum Tech

3409. XF2 and POKEing upsidedown

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 21:32:13 UTC
From: ind00052@pegasus.cc.ucf.edu
Message-ID: <2unggt$b9g@pegasus.cc.ucf.edu>
Source record: 100286

I just tried XF2 and was pleasently surprised. Seeing the Atari basic me remember something: There is a POKE in atari basic which will flip all of the characters upside down. Does anyone remember what it is? I'm just curious what XF2 will do basically.

Sen Patrick Can
ind00052@pegasus.cc.ucf.edu

Ps. Anyone remember a game called Andromeda? What the !@#$ was the point of the game? Also, what are you guys using PC Xformer for other than the novelty?

3410. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 23:18:31 UTC
From: bryedewa@news.delphi.com
Message-ID: <2unmo7$fej@news.delphi.com>
Source record: 100287

jcarp@kaiwan.com (Joe Carp) writes:

>Jay Miner passed away from heart failure due to his kidney complications.

I am very sorry to hear this. The man was truly an artist in an increasingly soul-less field. Those of us lucky enough to use his designs will remember him always.

-Bry

3411. Address Change

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 23:27:20 UTC
From: mathniss@link.hacktic.nl
Message-ID: <2unn8o$8ni@link.hacktic.nl>
Source record: 100290

```
b >From: b.poehland@genie.geis.com
b >Date: 19 Jun 1994 03:16:54 -0500
b >
b >[stuff deleted] SB.COM is still on the net, but only
b >thru the mainframe VAX. My hardwired port was disconnected from the
b >mainframe on June 14. They've been moving ever more strongly to a LAN
b >system for internal communications the past couple years which has left
b >the VAX ever more isolated. Dunno if they'll ever hook up the LAN to
b >the net when they finally trash the VAX.

Trash a VAX??? Well, if they really want to get rid of it, they could always
send it to me. :-)

b >I don't even know if such a
b >thing is possible. I never understood the darn VAX, much less all this
b >LAN stuff.

Guess, that means it aint Atari 8 bit compatible heh. Well, maybe Mike Hohmann
or Bob Puff could come up with an interface, or Nick Kennedy could come up with
SIO2VAX.

CU Mathy Van Nisselroy mathniss@link.hacktic.nl
---------------------------------------------------------------------------

The Opinions I express are my own, but I'm willing to share
---------------------------------------------------------------------------

---
* PabQwk 2.0 *
```

3412. inkey

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-27 23:56:34 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940627165640.23409eb5@sonoma.edu>
Source record: 100288

I'm pretty sure the syntax of INKEY$ in TurboBASIC XL is just this:

INKEY$ as a function, so these examples work:

```
PRINT INKEY$

A$=INKEY$

IF INKEY$<>"" THEN PRINT "Don't touch the keyboard!"
```

Another way of doing it (I guess I always do this because I forgot about INKEY$) is like this:

```
IF PEEK(764)<255 THEN GET N:A$=CHR$(N)
```

which should be identical to

```
A$=INKEY$
```

I think...

WHen location 764 has a 255 in it, it means the 1-key buffer is empty (or you type Shift-Control-A, but that's another story :)). Then since GET in TurboBASIC XL can receive from the keyboard / editor if you don't give it an IOCB # (like "GET #1,N") but it receives a byte value, not a string, you must translate the N into a string with CHR$().

Also, be sure any strings you're using have been DIMensioned! (In the above cases when using A$, a "DIM A$(1)" would do fine)

3413. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 00:04:31 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940627170436.23409eb5@sonoma.edu>
Source record: 100289

Aww man.. that sucks :(

You've got to wonder some things though, did he ever see really how far his design has gone thanks to awesome programming like Jeff Potter and others do!?

Also, how old was he?

This really sucks. Oh eheh, also, I wonder if he ever caught that picture of himself in one of the Hobby/Halle demos (I forget which) .. the programmers thanked him personally and said how great the Atari's are still working <fzz fzz> <screen goes crazy> 'just kidding!' :)

Anyways, a moment of silence, eh?

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3414. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 00:48:32 UTC
From: krishna@max.tiac.net
Message-ID: <2uns10$69f@sundog.tiac.net>
Source record: 100291

KENDRICK@sonoma.edu wrote:
: Aww man.. that sucks :(

: You've got to wonder some things though, did he ever see really how far his
: design has gone thanks to awesome programming like Jeff Potter and others do!?

I've got a rather sad story related to that. Jay did an online conference on Delphi in 1991 I believe regarding the Amiga 3000 I think. This was when he was still more involved with C=. I found a transcript of this conference in late mid to late '92 when I was on Delphi and there was actually some questions regarding the Atari 8-bit.

Someone mentioned something about Action!, like whether Jay had ever programmed in it, and Jay said he had never heard of Action!. Action was released in 1983! So from this you can determine that after he had completed the Atari 400/800 GTIA he disassociated himself from Atari.

In my tenure as a Carina sysop I was naturally close to David Hunt. Now, either the guy is a schizophrenic lunatic, or he was indeed, as he says, part of the Atari design team in the '70s. He said he worked side by side with Jay. Now, we all create cults of personality, but according to David, Jay was not the easiest person to deal with.

He said that Jay really lost interest in the machine after he finished with it (I can't comment on Jay's Amiga years, they are different because the Amiga was being revised and the Atari never really did get revised graphically).

He said he kinda locked himself away in a room and came out with his stuff. He liked to work alone and didn't fraternize much. I had languished for a little bit in the Amiga sig on Delphi and asked the sysop there if there would be any chance of me contacting Jay. The sysop told me that he indeed had access to Jay, but would not help me get in touch with him. At the time I wanted to do an extensive retrospective of Jay's career with Atari covering the 2600 and the 400/800.

It was not to be.
The sysop told me that he was not involved with C= anymore and was rather designing hardware for the medical industry.

Then I got info that he had a BBS but I never got the number. If he actually answered feedback maybe I could have piqued his interest since he was out of the Atari loop for 11 years.

After what I heard about his personality from David, I just didn't have the desire to fight and fight to possibly get bitched at for invading Jay's privacy.

We really should have a tribute article written...

More to the point, such an article would be best presented in a major magazine such as Compute! or Byte. The best we can do is to try to pressure one of the big magazines to publish an article we come up with, and in the process getting the mainstream public to see how the Atari machines are part of a lineage which is still alive and well and wowing us with great graphics.

I know John Harris has followed Jay's work, and also his disciples' work, of which I _believe_ the SNES and the 3D0 fall under. It would be nice if John wrote the tribute article which assesses Jay's contribution to the computer industry. Certainly he has the most "name recognition" due to his past as a commercial game programmer and the book Hackers... I mean, the mags might just raise an eyebrow (if he were interested in doing this of course).

3415. Still looking for 800xl or 65xe!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 01:09:24 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940627180934.2341a5b0@sonoma.edu>
Source record: 100292

If anyone has an Atari 800XL or 65XE or 130XE (preferably with about 256k RAM)
and/or an Atari 1050 (or better) disk drive, please contact:

kendrick@vax.sonoma.edu

or the person who WANTS these items:

odaman@rocky.unoke.pfu.fujitsu.co.jp

he also has another e-mail address I think too.

Oh, also, he said he can't get c.s.a.8 without the posts being about THREE
MONTHS OLD! (AHH!) but can get e-mail rather instantly, so if anyone can help
him out with subscribing to c.s.a.8 via mail, please tell him how! :)
(I know it's in the FAQ, but I don't have a copy, nor the time at the moment to
get one)

Thanx a ton!!!

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

for 'odaman' in Japan

3416. Re: Creating an ANTIC archive on the Internet!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 02:54:06 UTC
From: kamaro_kid@delphi.com
Message-ID: <pS9SY-2.kamaro_kid@delphi.com>
Source record: 100293

Sounds like a deal.. Whats the IP address or DNS name of this server again?

-James King
kamaro_kid@delphi.com

3417. XF551 EXTRAVAGANZA !!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 03:18:11 UTC
From: b.poehland@genie.geis.com
Message-ID: <199406280317.AA114423470@relay2.geis.com>
Source record: 100294

X F 5 5 1 E X T R A V A G A N Z A

I got FIVE XF551's to sell.

FOUR of them are in excellent to pristine condition.

One is a junker, the mech is fine but the controller card is shot.

All units come with power transformer & SIO cable.

The functional units are $45 each, plus shipping. US buyers only, please.

The junker is $25 (the mech alone is worth that much), plus shipping.

junker for free (source of spare parts!).

I don't have manuals for these but will include a copy of the page showing the switch settings. The manual was the Atari DOS 2.5 manual anyway. BTW, of the 4 working units, 3 of them are later production with bolted-down SIO sockets. Sockets in the other unit are secured with solder-filled rivets, which seems pretty secure. All units have been tested/verified.

For another $10 I'll toss in a copy of the schematic for the 551.

Contact: Ben Poehland at: b.poehland@genie.geis.com

3418. XF551 EXTRAVAGANZA!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 05:33:53 UTC
From: b.poehland@genie.geis.com
Message-ID: <199406280533.AA280501610@relay2.geis.com>
Source record: 100295

ATA
Wups- my previous posting on this subject didn't fly right, please ignore it.
Here it is again, all lines intact.
(Man you really have to watch out beginning a line with * on GEnie!)

****

X F 5 5 1 E X T R A V A G A N Z A

****

I got FIVE XF551's to sell.

FOUR of them are in excellent to pristine condition.

One is a junker, the mech is fine but the controller card is shot.

All units come with power transformer & SIO cable.

The functional units are $45 each, plus shipping. US buyers only, please.

The junker is $25 (the mech alone is worth that much), plus shipping.

*** PACKAGE DEAL *** If someone buys all 4 working units, I'll throw in the
junker for free (source of spare parts!).

I don't have manuals for these but will include a copy of the page showing the
switch settings. The manual was the Atari DOS 2.5 manual anyway. BTW, of the
4 working units, 3 of them are later production with bolted-down SIO sockets.
Sockets in the other unit are secured with solder-filled rivets, which seems
pretty secure. All units have been tested/verified.

For another $10 I'll toss in a copy of the schematic for the 551.

Contact: Ben Poehland at: b.poehland@genie.geis.com

****

3419. CAIN Atari Fun Fest 94 (Cleveland Area Show)!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 06:39:11 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2uogif$78j@usenet.INS.CWRU.Edu>
Source record: 100296
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.misc

CLEVELAND, OHIO is 500 miles within HALF of the population in the United States and a very LARGE population of Canada.

The CAIN Atari Fun Fest 94 will be held in Kirtland, Ohio (very close to Cleveland) and will allow Lynx and Jaguar owners to have a lot of fun! There will even be a "Cleveland Lynx-Up" where Lynx owners can bring their Lynx and game cards and comlynx with other players! Who says that you'll never get the opportunity to comlynx???

There will also be dealerships attending this show that will be more than happy go give you great dealers on game systems and game cartridges!

If you are an Atari computer gaming fanatic, not to worry! There will dealers there to supply you with all your computer gaming needs...

ALL INTERESTED ATARI DEALERSHIPS AND USER GROUPS SHOULD CONTACT THE SHOW ORGANIZERS AS SOON AS POSSIBLE! Great spaces are on a first come basis! Atari user groups are given tables for free!

PLEASE distribute this on BBSs, networks, and at your user group meetings! We want to have one heck of a gaming day! And a gaming day that might be closer to you than you think!

CAIN Atari Fun Fest 94

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094

^
* THE FIRST CLEVELAND-AREA ATARI SHOW IN YEARS!!! *
^

Free Admission!

What to See and Do!

The New Jaguar Game System!
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Bring your LYNX and games to COMLYNX with other players!
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Catalogs and brochures for Atari line of products
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Table pricing per 8 foot table
$10.00 per table no electricity
$15.00 per table with one outlet
For more show or lodging info contact
Fred Horvat
P.O. Box 493
Chesterland, OH 44026-0493
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

--

3420. Re: inkey

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 06:46:54 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jun28.064654.9479@iglou.com>
Source record: 100297

INKEY$ is an empty string unless you press a key, then it contains the
character of the key you pressed. Try this:

```
X$=""
WHILE X$="":X$=INKEY$:WEND:?X$
```

--
Bill Marcum bmarcum@iglou.com
"I used to be such a sweet sweet thing 'til they got a hold of me"
--Alice Cooper, "No More Mr. Nice Guy"

3421. Re: inkey

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 06:48:05 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jun28.064805.9545@iglou.com>
Source record: 100298

I forgot. You have to DIM X$ first.

--
Bill Marcum bmarcum@iglou.com
"I used to be such a sweet sweet thing 'til they got a hold of me"
--Alice Cooper, "No More Mr. Nice Guy"

3422. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 08:54:01 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2uoof9$n21@bognor.barclays.co.uk>
Source record: 100299

The comments to the effect Jay didn't keep up with the Atari are true. I read an interview with him in the late 80's in Analogue or Antic or somesuch and any question that related to Ataris beyond about 1980 was met with 'Don't know'. As far as I could tell he basically designed the chips and left. Now, this is open to dispute but I'm *sure* in the interview he says he wrote Star Raiders as a test of the hardware and wrote most of it before the chips even existed! Others say he didn't and someone else wrote SR. In theinterview, I remember him saying he was a hardware person (obviously) but knew enough code 'to get by'. He also said the 3D routines were done the hard way with lots of maths as at the time, the state of the art in 3D algorithems was about zilch.

--

+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3423. Re: Argh!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 12:00:42 UTC
From: gmchugh@bfsec.bt.co.uk
Message-ID: <Cs3w16.HwE@bfsec.bt.co.uk>
Source record: 100301

In article GB1@bfsec.bt.co.uk, gmchugh@bfsec.bt.co.uk (Geoffrey McHugh) writes:
>In article 2340ae31@sonoma.edu, KENDRICK@sonoma.edu writes:
>
>....snip...

>Or even
> OPEN #7,6,0,"D:*.*":FOR A=0 TO 0 STEP 0:GET #7,A:? CHR$(A);:NEXT A
> ^ ^ ^ ^

Ooops....typing with my mind shut again 8^)
Bizarre use of variables aside, this does work - on EOF, IOCB #7 automagically closes itself.

Geoff

... Any resemblance between the above views and those of my employer, my terminal, or the view out my window are purely coincidental. Any resemblance between the above and my own views is non-deterministic. The question of the existence of views in the absence of anyone to hold them is left as an exercise for the reader. The question of the existence of the reader is left as an exercise for the second god coefficient. (A discussion of non-orthogonal, non-integral polytheism is beyond the scope of this article.)

3424. XF2 & virtual disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 12:06:32 UTC
From: gmchugh@bfsec.bt.co.uk
Message-ID: <Cs3wAw.I3y@bfsec.bt.co.uk>
Source record: 100302

I've only had a very short time to look at XF2 so far, and I'm very impressed, but does anyone know if it can handle virtual disks bigger than 92K? My problem is probably down to most of my higher density disk images being SDX formatted, which poses an obvious problem 8^)

Is there any way to create blank virtual disks other than using SIO2PC?

I was playing Drol last night and having a whale of a time - can't wait for v3.0 to come out with sound etc.....

Geoff
gmchugh@bfsec.bt.co.uk

... Any resemblance between the above views and those of my employer, my terminal, or the view out my window are purely coincidental. Any resemblance between the above and my own views is non-deterministic. The question of the existence of views in the absence of anyone to hold them is left as an exercise for the reader. The question of the existence of the reader is left as an exercise for the second god coefficient. (A discussion of non-orthogonal, non-integral polytheism is beyond the scope of this article.)

3425. Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 14:35:58 UTC
From: sknox@erpyr.us.oracle.com
Message-ID: <1994Jun28.143558.29891@oracle.us.oracle.com>
Source record: 100304

I am looking for the following 800/Xl/XE Carts:
Frogger,
Ms Pac Man
Jungle hunt
Miner 2049'r
Bounty Bob Strikes Back
Joust
Gorf

Also,
Im in need of a 130XE Power Supply.

If you have all/any of the above please reply via EMAIL with
prices.

Thanks
Steve

3426. How fast will 8-bit go?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 14:40:56 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun28.103425.16063@wariat.UUCP>
Source record: 100300

I just did some tests of speeds out the SIO and PBI.
I got a reliable connection setting BobTerm 1.2 at 19.2k and doing
an upload which got about 1024 char/sec thruput (10k baud).
With the P:R: connection, 19.2k was not reliable just typing on the
keyboard, but 9600 works ok. P:R: connection had a 650 char/sec
thruput for about 6.5k baud.
For printer speeds, the MIO can do about 20k baud to its' buffer.
A UPrint buffer will load up 20k in about 18 seconds or about 11k baud.
The theoretical limit on the SIO is 19.2k baud, which makes me wonder
how the R:P: is going to go faster than that.
I think the limit on the PBI is 115.2k baud.
What I'm saying is that the SIO communicates at 19.2k baud and the PBI
communicates at 115.2k baud, so any use of these ports will necessarily
be limited by how fast the port is communicating with their chips.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3427. Re: How fast will 8-bit go?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 15:08:31 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun28.110613.16483@wariat.UUCP>
Source record: 100303

(Russ G. responds to himself.)
The screen will put out about 500 chars/sec (5k baud).
With Doug Woukon's accelerator, it goes about 1300 chars/sec (13k
baud).
The fastestest I've been able to get two XT IBM clones doing null modem
is 4200 char/sec (about 42k baud). The XT does about a 10k baud or 1000
char/sec screen print.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3428. MORE DUMB XF2 TRICKS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 17:21:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4622.1084.0N759580@aquila.com>
Source record: 100235

More dumb XF2 tricks:

Amazing!

I just converted a scrunched file to a virtual disk! In this case, it was a "graphic operating system" (read: hacked DUP) stored in a SCR file.

Makes you wonder if all the compressed disks can be converted to virtual disks, doesn't it?

Well, on to the reason for this article: I'm missing a copy of DiskComm3, in which format the vast majority of my files are stored. Can someone with access to a copy uuencode it amd e-mail it to me please?

Secondarily, there appears to be a 64KB limit on the filesize that can be put on the command line. I had no trouble reading GOSDUP2.SCR, but EIDOLON.SCR can't be accessed.

---------- Snip! (Ow!) ----------

```
Volume in drive C is WD2420
Volume Serial Number is 1C27-14E6
Directory of C:\ATARI

GOSDUP2 SCR 55430 12-07-87 12:00a
EIDOLON SCR 88448 05-06-90 10:46a
1 file(s) 88448 bytes
15802368 bytes free
```

---------- Snip! (Ow!) ----------

Any ideas?

bob.lange@aquila.com

* RM 1.4 B0570 * How come wrong numbers are never busy?

3429. THE PARROT

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 19:26:57 UTC
From: christopher.mckeen@world-one.com
Message-ID: <9406281926.0RBME00@world-one.com>
Source record: 100215

> lelie@smail.srl.ford.com writes---

> Does anyone out there remember a product for the Atari 8-bit called
> 'The Parrot?

Yes, I have (or had one) all it was was a Capacitor, a Transistor, and a POT.
You could very easly build one. But the problem is the software...But I may
have that as well. The 'wistle' translator you were talking about was a Covox
Voice Master Pro. the Parrot is VERY primitive compared to the V.M.

Let me know if your interested and I'll dig it out.

mckeen@world-one.com

Christopher McKeen (SYSOP) * WorldONE * WorldONE BBS (610) 449-5678
mckeen@world-one.com *Communications* "Your Connection to the World"

3430. Re: How fast will 8-bit go?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 20:37:19 UTC
From: jjmcwill@next5
Message-ID: <2uq1lv$4vk@mtu.edu>
Source record: 100209

```
: I just did some tests of speeds out the SIO and PBI.
: I got a reliable connection setting BobTerm 1.2 at 19.2k and doing
: an upload which got about 1024 char/sec thruput (10k baud).
: With the P:R: connection, 19.2k was not reliable just typing on the
: keyboard, but 9600 works ok. P:R: connection had a 650 char/sec
: thruput for about 6.5k baud.
: For printer speeds, the MIO can do about 20k baud to its' buffer.
: A UPrint buffer will load up 20k in about 18 seconds or about 11k baud.
: The theoretical limit on the SIO is 19.2k baud, which makes me wonder
: how the R:P: is going to go faster than that.
: I think the limit on the PBI is 115.2k baud.
: What I'm saying is that the SIO communicates at 19.2k baud and the PBI
: communicates at 115.2k baud, so any use of these ports will necessarily
: be limited by how fast the port is communicating with their chips.

Well, I tried to do a test of my own, and here's what I did and what I
observed.

Machine 1 was a 800XL with Newell 1088K upgrade, P:R: Connection, SpartaDOS-X
and the Rtime-8.

Machine 2 was a 1200XL with Newell 256K upgrade and Rverter, and SpartaDOs 3.2d

the computers were null modemmed together.
Machine 1 used the RS232 driver built into the SD-X cart.
Machine 2 used the Rverter.com driver that came with Bobterm 1.2

Both machines were running Bobterm 1.22

The test file was a Genie captured text file from years ago, measuring
41635 bytes in length.
In all cases, it was read from the Ramdisk on machine 1, and sent
to machine 2. If it was saved, it was saved to the Ramdisk on machine 2.

First test, Ascii send (option 7 on the Bobterm send/receive menu)

Speed setting transmission time computed CPS
--------------|---------------------|-----------------
19.2K | 75 sec | 555 cps (unreliable data)
9600 | 77 sec | 540 cps
2400 | 178 sec | 234 cps

Second test, Ymodem batch send (option 5 on the Bobterm send/receive menu)

Speed setting transmission time computed CPS
--------------|---------------------|-----------------
9600 | 65 sec | 641 cps
```

2400 | 196 sec | 212 cps

I used the Jiffy timer at the top of the Bobterm online display to time all transmissions. What struck me funny was that Ymodem batch was more efficient than a raw ascii send at 9600 bps. Maybe it had some sort of adverse effect on the jiffy clock at 9600?

Either way, my figures averaged for both raw ascii and ymodem batch transmission times seem to agree with Russ's measurement of about 600cps for the P:R: connection.

Now for the interesting part, if a person owns an older modem, and say a P:R: connection, Rverter, or similar SIO based interface, what is the most cost effective way of upgrading?
Keep the SIO box and deal with a slower rate, or purchasing an MIO or Black Box AND a new Modem?

Old modem New modem %increase modem interface total increase per
cost cost cost dollar spent

300bps 14.4k $135.00 $ 00.00 $135.00
53cps 600cps 1132% 8.39%

300bps 14.4k $135.00 $180.00 $315.00
53cps 1000cps 1887% 6.00%

1200bps 14.4k $135.00 $ 00.00 $135.00
106cps 600cps 566% 4.19%

1200bps 14.4k $135.00 $180.00 $315.00
106cps 1000cps 943% 3.00%

2400bps 14.4k $135.00 $ 00.00 $135.00
212cps 600cps 283% 2.09%

2400bps 14.4k $135.00 $180.00 $315.00
212cps 1000cps 472% 1.50%

Of course, some of the numbers are kinda goofy.
If you get what I did, i compared upgrading from a SIO R: port to a Black Box and modem, or keeping, say the P:R: connection, and just purchasing a modem.
In this case, I used $135.00 as the cost of a US Robotics Sportster 14.4 external as the cost.
I used Russ's CPS rate for the MIO, but the price of a Black Box.
One has to ask, is the extra 400CPS worth the $180.00 for the Black Box?
It might be, that's for 170% the performance of staying with the P:R: connection.
What I wonder is... the US+ OS and SpartaDOS up the SIO speed for the disk drives, can the same thing be done for the P:R: connection, and could that make data transmission reliable at 19.2k???
For me, owning a P:R: connection and a 2400 baud modem, simply upgrading the

modem and running it at 9600 baud is tempting enough.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3431. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 22:54:28 UTC
From: raoul@cssc-syd.tansu.com.au
Message-ID: <2uq9n4$d2a@eland.cssc-syd.tansu.com.au>
Source record: 100213
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

eagle@agora.rdrop.com (Justin the Blue) writes:

>Can this be FTP'd or emailed from somewhere?

>I'd like to give it a try.

>...Justin

I've been told ftp.clark.net on /systems/msdos/emulators/xf2.zip

While we're on the subject, are there any applications which
have been moved to disk images readable by this emulator? It's
a nice emulator - I'd like to see it do a few things, maybe
just a little more than what's currently on the demo disk...

(Ideally, I'd like to get Star Raiders on it, but maybe that's
a little too much to ask)

--
********** raoul@cssc-syd.tansu.com.au (Raoul Golan) **********
-"The Angel of History's face is turned toward the past.. Where we perceive -
- a chain of events, he sees a single catastrophe.. the debris before him -
- is piled skyward.. This storm is what we call progress."(Walter Benjamin) -

3432. Re: TRANSKEY

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 23:08:00 UTC
From: gtkakega@thunder.LakeheadU.Ca
Message-ID: <2192@thunder.LakeheadU.Ca>
Source record: 100217

krishna@max.tiac.net (Glenn M. Saunders) writes:

>As far as I know it is still available.

>In fact it is probably the only DataQue product that he can probably move
>at all, because his T816 project is dead.

I tried calling DataQue's BBS number at 1-419-529-5197, but got a 'the number
cannot be completed' message or something to that matter.

Do they still have a BBS up? New #?

gtkakega@thunder.lakeheadu.ca
'I need a signature'

3433. Re: [--- SPARTADOS ---] (was: Re: FTE: wha-hoppen?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 23:40:41 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2uqcdp$dqn@charm.magnus.acs.ohio-state.edu>
Source record: 100222

In article <115038@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>>I like the idea of having multiple names for the same command built
>>into DOS. Put entries in the command table for ERASE, DELETE, DEL,
>>and RM, all pointing to the ERASE code, for example.
>
>SDX uses a table like this, as well as the non-disk commands in 3.2 (like
>RUN, CAR, KEY, etc.). Unfortunately, the ERASE, RENAME, and all other CIO
>disk commands don't use vectors, and have a one to one correspondance
>between the command name and the function. It would require a complete
>change of the processing routine, as well as more memory, to provide this.

Can't the code for, say, RM, be just a JSR to the code for ERASE?
I guess I just don't quite understand how this is implemented.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3434. Re: How fast will 8-bit go?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 23:46:52 UTC
From: krishna@max.tiac.net
Message-ID: <2uqcpc$47l@sundog.tiac.net>
Source record: 100210

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: I used Russ's CPS rate for the MIO, but the price of a Black Box.
: One has to ask, is the extra 400CPS worth the $180.00 for the Black Box?
: It might be, that's for 170% the performance of staying with the P:R: connection.
: What I wonder is... the US+ OS and SpartaDOS up the SIO speed for the disk
: drives, can the same thing be done for the P:R: connection, and could that
: make data transmission reliable at 19.2k???
: For me, owning a P:R: connection and a 2400 baud modem, simply upgrading the
: modem and running it at 9600 baud is tempting enough.

Re: cost benefit analysis.

If you are planning on using the BB for more than modems, sure it is
worth it. But for those who solely want to jump to 14.4 and don't want a
BB, or those who have an MIO and can't get reliable 14.4, obviously there
is a hardware gap, which the R:P: was designed to fill.

I can't imagine that the R:P: will not sell when it comes out. It really
fits in well into its niche as a cheap way to go HS.

3435. Re: FTE: wha-hoppen?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-28 23:56:08 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2uqdao$dsl@charm.magnus.acs.ohio-state.edu>
Source record: 100211

In article <115405@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>Part of Sparta 3.2 is set up this way. Non disk I/O commands like TYPE,
>RUN, KEY, etc., have this kind of table. The DOS commands like ERASE,
>RENAME, etc, have no routine addresses, and instead just use the position
>number obtained in the command search as a parameter to a general DISKIO
>routine.

Ahh, I get it now. So the DISKIO routine would have to be changed.

>>I believe there is a limit on command size, 8 characters, I think.
>
>Nothing imposed by the DOS I don't think, but I certainly wouldn't want to
>type in commands over 8 characters, or even up to that long.

That's definitely one thing I prefer about the 8-bits. Ever try to
format a floppy on a Unix machine?
mediainit -i 2 /dev/rfloppy/c201d0s0
You start to remember long strings of gibberish like that when you
format a few disks.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3436. Program to convert cartridge to disk file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 00:06:18 UTC
From: ddbunch@larry.wyvern.com
Message-ID: <ddbunch.772848378@larry>
Source record: 100212

I have an eprom burner for my atari 8bit, & can save an image of an atari cartridge to disk with it. What I'm looking for is a program that will convert that to runable disk copy, so I can use the games on my old cartridges with the new XF2 emulator. I might be able to figure it out myself, but don't really want to relearn a lot of that stuff if I don't have to. I looked in the atari archives, but not having descriptions for most of the files, it feels like looking for a needle in a haystack. Is there an index to these files with descriptions that I missed?
Thanks for any help.

David

--
-=-=-=

3437. Re: PC Xformer V2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 01:12:37 UTC
From: darrins@uniwa.uwa.edu.au
Message-ID: <2uqhq5$ofr@styx.uwa.edu.au>
Source record: 100214

Mark Howard (markh@inmos.co.uk) wrote:
: No no -
: please also reply to this group as I'd like to know.

: Mark.
Just FTP to ftp.clark.net an look in the directory
/systems/msdos/emulators the file is called xf2.zip

Enjoy it It's great especially on 486Dx2 66!!!!

Regards
Darrin Smith
darrins@uniwa.uwa.edu.au

3438. Re: Program to convert cartridge to disk file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 01:27:40 UTC
From: ind00052@pegasus
Message-ID: <2uqimc$sp3@pegasus.cc.ucf.edu>
Source record: 100216

David Bunch (ddbunch@larry.wyvern.com) wrote:
: I have an eprom burner for my atari 8bit, & can save an image of an atari
: cartridge to disk with it. What I'm looking for is a program that will
: convert that to runable disk copy, so I can use the games on my old
: cartridges with the new XF2 emulator. I might be able to figure it out
: myself, but don't really want to relearn a lot of that stuff if I don't
: have to. I looked in the atari archives, but not having descriptions for
: most of the files, it feels like looking for a needle in a haystack. Is
: there an index to these files with descriptions that I missed?
: Thanks for any help.

I have a two programs. The first is written by David Young - it's in
basic. It uses the 2nd cartridge slot on an 800 to do the job. The
second is a copy cart binary program that made exe's out of cartridges as
well. As far as something that will convert the image to a executable I
don't know. I also temporarily have a problem with getting either of
those cart copy programs to an archive sine I don't have a working 850 at
the moment.

Sen

3439. Re: Program to convert cartridge to disk file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 01:31:48 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jun28.212556.27302@wariat.UUCP>
Source record: 100218

(D. Bunch wants to use old carts on xf2.)
Sour grapes. But I don't have a 386. I don't think we're going to get very far with games without collision detection. It will be a nostalgic look at the graphics maybe. D. Michoka (pardon if mispelled) is a wizard to do this and if it is upgraded to include collision detection and the other things he mentioned, MAYBE some market for it, maybe a huge market for it.
David's question: No Dave, you can't use those disk copies of your carts. 99% are copy protected and you can't emulate the copy protection I think. There is nothing that is going to remove the copy protection except repeating a lot of cracking that has already been done. Essentially, the carts check to see if the cart is there. Don't think so Dave. The way I do disk loads of carts is with a cart copier that uses a dummy cart.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3440. Re: Argh!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 01:38:22 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <115770@cup.portal.com>
Source record: 100232

> Funny how the release of PCXformer 2.0 has converted almost
> every message here from using the real thing (an atari
> machine) to using an MS DOS machine emulating an Atari
> machine.

Huh? I've seen messages from many people looking for it,
very few finding it so far.

> Give me a break! As good as Dareks program is.. I'd still
> rather use the real thing than fake it.

Have you seen it yet? Nothing spectacular in 2.0, but far
beyond the ST version. Does some things very well; it's quite
promising. I agree a real 8-bit is great, but an emulator does
have it's place.

>
> What has this digest become? Should we just pull the plug and
> call it comp-sys-atari-8bit-emulation?

Again, I guess I'm not reading those messages. Is my site behind
the digest? If so, I'll retract this... Calm down, it ain't that
bad.

Message traffic varies, csa8 is sometimes very quiet. If the
regulars aren't posting and a few people come asking about the
just released emulator it may look like everyone's converted.

No doubt many PC users have fond memories of the Atari. Perhaps
an emulator can renew their interest in the real thing.
Possible?

Jeff_M_Lodoen@cup.portal.com

3441. Re: XF2 and POKEing upsidedown

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 02:50:39 UTC
From: raoul@cssc-syd.tansu.com.au
Message-ID: <2uqnhv$mcr@calf.cssc-syd.tansu.com.au>
Source record: 100220

ind00052@pegasus.cc.ucf.edu (Sen) writes:

>I just tried XF2 and was pleasently surprised. Seeing the Atari basic
>me remember something: There is a POKE in atari basic which will flip
>all of the characters upside down. Does anyone remember what it is?
>I'm just curious what XF2 will do basically.

>Sen Patrick Can
>ind00052@pegasus.cc.ucf.edu

>Ps. Anyone remember a game called Andromeda? What the !@#$ was the point
>of the game? Also, what are you guys using PC Xformer for other than the
>novelty?

I, too, would be interested in hearing about a site with some
images to run on this emulator. There's only so much time
one can spend looking at the demo disk.

--
********** raoul@cssc-syd.tansu.com.au (Raoul Golan) **********
-"The Angel of History's face is turned toward the past.. Where we perceive -
- a chain of events, he sees a single catastrophe.. the debris before him -
- is piled skyward.. This storm is what we call progress."(Walter Benjamin) -

3442. 14.4K ON THE 8-BIT (P:R:C)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 04:16:31 UTC
From: b.poehland@genie.geis.com
Message-ID: <199406290416.AA169133367@relay2.geis.com>
Source record: 100219

Regarding the comments made about the P:R:C....

YES, there WAS more than one version of the P:R:C! At least 2 different versions: REV 3 and REV 4 boards. The two boards are totally different. REV 4 has an extra chip or 2 & draws more current.

BUT... REV 4 is the one you want. I had 2 REV 3's & dumped them. REV 3 had bugs, I mean big-time. The way I discovered it was by using KERMIT. When you use KERMIT with a REV 3 PRC, you lose your connection when you switch to local mode. Rather a disaster, since you have to go to local any time you want to upload or download something. Drove me crazy, as I was using several different PRC's at the time-- some were REV 3's & others were REV 4 so it didn't always happen. One day I brought them all home & opened them up-- & HA! That's when I found they were different. Further testing with KERMIT clearly showed the REV 3 boards contained the fault, so I got rid of them.

I called ICD about this to bitch, but they denied everything. They didn't even acknowledge there was more than one version on the market, even tho at the time I was holding the two different boards in my hand on the phone. I pointed out their manual shows a REV 2 board on the cover, the guy denied it & said the REV version didn't mean anything. Liar, liar, pants on fire!

ICD also denied there had been more than one version of the custom surface mount ROM in the PRC, but that also was a lie. They named the ROMs according to the date they burned the code, early ones were called PRC9985-6. Later ones ones had a different date code after the PRC... part, like PRC112486. They knew there were bugs in the firmware & fixed them in later versions of hardware & firmware without ever acknowledging there were problems with the earlier units. That really pissed me off.

You can't tell what version you have just by looking at the outside. You have to open it up & look for the REV # on the circuit board. REV 4 boards have 5 chips: the custom ROM, a 1488/89 pair, an LS373, & a 556 dual timer. Not all brands of 1488's will work in them, either. Signetics 1488's worked best. Chips by TI, Motorola, or National acted flaky. Of course, the 15 feet of cable I had on there probably didn't help any....

- Ben Poehland
The 8-bit Alchemist

3443. bay area source for 8-bit hw/sw?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 05:07:24 UTC
From: markl@seurat.Corp.Sun.COM
Message-ID: <2uqvic$add@jethro.Corp.Sun.COM>
Source record: 100221

Until a couple of years ago, my wife and would occasionally dig out our 800 play many of our old favorite (mainly Synapse) games. At some point, the floppy drive starting eating disks (it went through 2 before I noticed the emulsion scraped of the substrate :(

Anyway, where can I find (i) an new floppy drive (or have this one realigned, or both), and (ii) old games (preferably synapse disks/carts). Prefer a Bay Area location.

Thanks,
Mark

markl@corp.sun.com

3444. Re: Program to convert cartridge to disk file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 06:06:06 UTC
From: hulse@madrone.ece.ucdavis.edu
Message-ID: <Cs5AA6.Bul@ucdavis.edu>
Source record: 100223

In article <1994Jun28.212556.27302@wariat.UUCP> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
>(D. Bunch wants to use old carts on xf2.)
[Comments I agree with snipped]
> David's question: No Dave, you can't use those disk copies of your
>carts. 99% are copy protected and you can't emulate the copy protection
>I think. There is nothing that is going to remove the copy protection
>except repeating a lot of cracking that has already been done.
>Essentially, the carts check to see if the cart is there. Don't think
>so Dave. The way I do disk loads of carts is with a cart copier that
>uses a dummy cart.
>--

I have to disagree with this. It seems that there is a *great*
opportunity here with an emulator to load 'cartridge images' into the
appropriate memory slot and make it read only. Unless there's
something I'm missing, I would guess that most games just checked to
see if they could rewrite themselves or not to see if they were in ROM
or RAM -- this will have to be done to preload the built-in BASIC of
the XL's, right? Why not have an optional 'cartridge image' load in
at execution time?

Of course, you're reading something from somee whose best effort to
download cartridges was to hold down the START key and load DOS from
a cassette... Back when you could disassemble an OS and read it in an
afternoon...

--Andy Hulse
hulse@ece.ucdavis.edu

3445. Re: IT'S ALIVE... (14.4K ON AN 8BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 06:27:40 UTC
From: jharris@cup.portal.com
Message-ID: <115781@cup.portal.com>
Source record: 100233

> Bill Kendrick writes neat stuff about expanded potentials for 8 bit
> emulators.

I've been thinking of things like this as well, and wonder how much of it would be worthwhile doing. I think it would be extremely neat to be able to write to the VGA card directly! At the minimum, provide an 80 column E: handler, and other similar support.

The only thing is, all these enhancements like more memory, 80 columns, mouse support, 65816, etc. -- things that would enhance 8 bit applications -- may have a lot less significance considering that the emulator is going to be running on a machine that already supports native applications well in advance of what's available for the Atari8. There's no question it would be really cool, but the development time is going to have to be justified somehow. I think a hardware card that supported carts, and an SIO port, would be a worthwhile device. I'm worried that most of the exotic stuff would be roadblocked by either development time, or by the lack of consumer willingness to support it.

John Harris - jharris@cup.portal.com

3446. Copy Protection, one way to beat

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 06:38:33 UTC
From: kevina@clark.net
Message-ID: <2ur4t9$l0s@explorer.clark.net>
Source record: 100224

In article <1994Jun28.212556.27302@wariat.uucp>,

>I think. There is nothing that is going to remove the copy protection
>except repeating a lot of cracking that has already been done.
>Essentially, the carts check to see if the cart is there. Don't think
>so Dave. The way I do disk loads of carts is with a cart copier that
>uses a dummy cart.

Actully if refuring to disk copy protection (If not I had to get it out
anyway) I found one very good way to fool about 50% of teh programs.
Do a sector by sector copy of a disk copering every single sectorer (not
using dos's sik duplacater) I found that it markes used secctores as
free there for fooling duplcation programs.

I wrote one little 5-10 liner basic program which read a byte wrote a
byte and workes wonderful copied printshop and many others that way.
Others which use other phisical tricks won't work liek AtariWriter +
which uses a double sector to check with.

>--
>Russ Gilbert, user of the UniBoard System @ wariat.org
>E-Mail: Russ.Gilbert@apk.wariat.org
>***
> APK Public Access UNI* Cleveland, (216)-481-9436
> Ohio first telnet/FTP/IRC/MUD/Internet access BBS
>E-mail,news feeds, shell access, files UnixBBS distribution point
>***

3447. Re: Program to convert cartridge to disk file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 10:47:49 UTC
From: ddbunch@larry.wyvern.com
Message-ID: <ddbunch.772886869@larry>
Source record: 100225

hulse@madrone.ece.ucdavis.edu (Andrew Hulse) writes:

>In article <1994Jun28.212556.27302@wariat.UUCP> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
>>(D. Bunch wants to use old carts on xf2.)
>[Comments I agree with snipped]
>> David's question: No Dave, you can't use those disk copies of your
>>carts. 99% are copy protected and you can't emulate the copy protection
>[Comments snipped]

>I have to disagree with this. It seems that there is a *great*
>opportunity here with an emulator to load 'cartridge images' into the
>appropriate memory slot and make it read only. Unless there's
>something I'm missing, I would guess that most games just checked to
>see if they could rewrite themselves or not to see if they were in ROM
>or RAM -- this will have to be done to preload the built-in BASIC of
>the XL's, right? Why not have an optional 'cartridge image' load in
>at execution time?

I like your idea of a 'cartridge image', & also believe that most of the protection schemes tried to write to them selves. Maybe all of us that would like to see this happen, should mention this when you write the author about what you like, dislike & would like to see in the next version.

--
-=-=-=

3448. Re: Wings!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 10:52:13 UTC
From: krishna@max.tiac.net
Message-ID: <2urjot$h79@sundog.tiac.net>
Source record: 100226

KENDRICK@sonoma.edu wrote:
: Just now on Wings (of the Red Star series) on the Discovery Channel I heard
: some of the song which is presented (in a short, few-note version) in the Atari
: Self Test (Audio/Video)!

: What was the name of this song? And is it Russian/Soviet?

Mussorgsky, Pictures at an Exhibition.

3449. Atari 8 bit emulator for AMIGA?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 12:51:06 UTC
From: moran@bnr.ca
Message-ID: <2urqnq$6os@bmerha64.bnr.ca>
Source record: 100227

I've seen mention of an 8 bit emulator for PCs but has anyone seen or heard of one for the AMIGA?

Given that the Amiga is basically a 16 bit Atari 800 it should be relatively easy to emulate the old 8 bit - even things like display lists and PM graphics etc have equivalents on the Amiga.

Even an A1200 with some fastRAM should be able to do a full speed emu of the old 8 bit, an 030 model at >25Mhz should give BETTER performance than the original.

I'd really love to be able to use my 8 bit again but I dont have desk space for my old 800XL/1050 and my Amiga.

Even better, how about someone doing a cross platform development system to let you program in C/Action/Assembler on the Amiga/PC/ST , then using something like SIO2PC to load and test the file on an Atari 8 bit or even better, with a multitasking emu , run the program under emulation on the host.

Gavan

email at gmoran@nyx.cs.du.edu

3450. 8bit down, 8bit emulator for st?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 12:58:19 UTC
From: ewfox@Deakin.Edu.Au
Message-ID: <2urr5b$dd2@sol.ccs.deakin.edu.au>
Source record: 100228

My 600xl (64k internal) refusus to acknowledge my disk drive. It will only load tape. My other 600xl is only 16k. it acknowledges the DD but won't load over 16k. I don't think it's worth fixing...
So, does anyone know of an 8bit emulator for the 1040 stfm? I miss all my old games.
Remember Bounty Bob Strikes Back? Montyzuma's revenge? I have a lot of pre-release versions from working in a computer shop, inculding star-raiders 2 (last starfighter) which i have completed.
In a Sentimental Mood...
I also completed Shamus 2. goto to level 33 on Fractalus. Got bugged out by Koronis Rift. Almost completed the other Lucasfilm time machine game (whatever that was called) Loved the music on ballblazer. Hated BC's quest for tyres.
Liked Bruce Lee, Super Cobra, Gateway to Apshai, Ultima 2, Dropzone...
Anyone intetrested in posting their top ten games?
regards.
"I used to be an optimist, but I knew it wouldn't last" Herman's Head.

3451. Re: [--- SPARTADOS ---] (

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 13:16:00 UTC
From: pab@cnx.sccsi.com
Message-ID: <9e6_9406291930@cnx.com>
Source record: 100187

Half naked and half sedated, jharris@cup.portal.com ran through the streets
screaming something about "Re: [--- SPARTADOS ---] (...."

J>Sparta batch files are not able to pass parameters from the
J>command into the batch file itself. So you can't enter a filename after
J>the batch command. Ideally, this will be addressed some time in the future
J>as well.

This is because SD3.2 doesn't support environment variables like SDX
does, which is what allows parameter passing.

Adding that capability to 3.2 would be radical surgery. Personally, I
wish FTE would release a hard-disk-installable version of SpartaDOS 4.2
and let 3.2 die.

---
* QMPro 1.52 * If It Works, Don't Release A New Version!
--
|Fidonet: PAB SUNGENIS 1:266/73
|Internet: pab@cnx.sccsi.com
|
| Standard disclaimer: The views of this user are strictly his own.

3452. PROGRAM TO CONVERT C

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 13:57:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4645.1084.0N75959E@aquila.com>
Source record: 100236

References: <1994Jun28.212556.27302@wariat.UUCP>
From: bob.lange@aquila.com
Subject: PROGRAM TO CONVERT C*****
Newsgroups: alt.games.doom
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 06/29/94, RUSS GILBERT writes:

RG> David's question: No Dave, you can't use those disk copies of your
RG> carts. 99% are copy protected and you can't emulate the copy
RG> protection I think. There is nothing that is going to remove the
RG> copy protection except repeating a lot of cracking that has already
RG> been done.

Admittedly, I'm coming in late on this discussion, but I think that
you're dead wrong. I've been playing around with those disk images and
they work pretty well, all things considered. If XF3 has collision
detection, then most of those dreadful old 8K carts are going to see
light of day again.

bob.lange@aquila.com

* RM 1.4 B0570 * Pardon my driving, I'm trying to reload.

3453. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 14:33:48 UTC
From: jcarp@kaiwan.com
Message-ID: <2us0oc$cm@kaiwan.kaiwan.com>
Source record: 100229

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: KENDRICK@sonoma.edu wrote:
: : Aww man.. that sucks :(

: : You've got to wonder some things though, did he ever see really how far his
: : design has gone thanks to awesome programming like Jeff Potter and others do!?

: I've got a rather sad story related to that. Jay did an online
: conference on Delphi in 1991 I believe regarding the Amiga 3000 I think.
: This was when he was still more involved with C=. I found a transcript
: of this conference in late mid to late '92 when I was on Delphi and there
: was actually some questions regarding the Atari 8-bit.

: Someone mentioned something about Action!, like whether Jay had ever
: programmed in it, and Jay said he had never heard of Action!. Action was
: released in 1983! So from this you can determine that after he had
: completed the Atari 400/800 GTIA he disassociated himself from Atari.

: In my tenure as a Carina sysop I was naturally close to David Hunt. Now,
: either the guy is a schizophrenic lunatic, or he was indeed, as he says,
: part of the Atari design team in the '70s. He said he worked side by
: side with Jay. Now, we all create cults of personality, but according to
: David, Jay was not the easiest person to deal with.

: He said that Jay really lost interest in the machine after he finished
: with it (I can't comment on Jay's Amiga years, they are different because
: the Amiga was being revised and the Atari never really did get revised
: graphically).

Glenn, I've been calling Jay Miner's BBS for many months, and have a
different perspective of the man, and an explanation as to his later
ties with Atari. Here's the beginning of an interview done with Jay at
the '92 World of Commodore-Amiga show in Pasadena, California:

----------begin----------

Jay Miner Interview Pasadena, September 1992.

The name badge says it all, Jay Miner, VIP, Father of the Amiga. During my
recent jaunt to the A4000 launch in Los Angeles, I was lucky enough to meet
and talk to Jay as he cast his fatherly eye over the next generation of the
architecture he created all those years ago. We talked and ate as he
reiterated the fascinating history of the secret project that resulted in
the birth of a remarkable machine, which has survived mainly because of his
foresight and supreme effort. It was all far from plain sailing, however,
and plenty of skullduggery was afoot from a number of parties, not least
the design team themselves!

The story about the Amiga's genesis has been told before, but it is only relatively recently that Jay and Commodore have been seeing eye to eye about the machine and its evolution. Also, there are many little anecdotes untold before now...

Jay:

"The story starts in the early 1980's with a company not originally called Amiga, but Hi Toro, which was started by Dave Morris, our president, but before all that I used to work with Atari and I wanted to do a 68000 machine with them. We had just finished the Atari 800 box and they were not about to spend another umpteen dollars on research for a 16-bit machine and the processor chip itself cost $100 apiece. RAM was also real expensive and you need twice as much. They couldn't see the writing on the wall and they just said "No", so I quit!".

[... the rest about the development of the Amiga...]

----------end----------

: Then I got info that he had a BBS but I never got the number. If he
: actually answered feedback maybe I could have piqued his interest since
: he was out of the Atari loop for 11 years.

I'm *really* disappointed you would put it in such a way. The man ran his board personably. He even advertised the fact that he loved to chat with the users and noted the times he was available to do so in his log-on screen. Here's the number, the BBS is still in operation through remote operation by his CoSysop.

"The Mission BBS" (415) 967-2021 V32/24 hours.

Personally, I did leave him mail in the regular message areas, introducing myself as a long time fan starting with the Atari 8 bit. And yes, Jay Miner gracefully replied to a comment that I was thinking about creating a .sig about my corny pun of my computers performing in the key of Jay Miner.

The last message I read from Jay was about a month ago when he replied to someone's question about his opinion of Commodore's bankruptcy. He, like all of Commodore's engineers and other-than-management personel, commented it was Commodore's mismanagement nand bad marketing. You'll find that many Amiga-oriented columnists and users who met him at frequent user-group meetings hold the opinion that Jay Miner was an extremely giving type of person. I'm not saying this as some "Amigoid" follower, but stating these things from the comments made by people like Peg Herrington.

I got the number to his BBS here on Usenet, BTW. You probably could have done the same. Also, the article I got the quote from above was from a text file I downloaded from his board: amigahistory.lzh (11338 bytes).

: After what I heard about his personality from David, I just didn't have
: the desire to fight and fight to possibly get bitched at for invading
: Jay's privacy.

Now why would he even run a BBS if he was in fear of his privacy being invaded?

I don't mean to come off as flaming your comments, but I've found Jay Miner to be at least (pardon the expression) "user friendly."

-Joe
--
+------------------+
| jcarp@kaiwan.com |
+------------------+

3454. Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 15:19:51 UTC
From: moran@bnr.ca
Message-ID: <2us3en$bss@bmerha64.bnr.ca>
Source record: 100230

my top 10 Atari 8bit games.....

(1) Alternate Reality 2 : The Dungeon
(2) Ultima IV : The Avatar
(3) Koronis Rift
(4) Rescue on Fractalus
(5) BallBlazer
(6) DropZone
(7) Schreckenstein (an obscure German game, pd maybe???)
(8) Shadow World (excellent in 2 player)
(9) Bounty Bob Strikes Back
(10) Defender ARCADE PERFECT!!!!!

Come to think of it, most of these games compare extremely
well with most of todays PC/Amiga software.

Gavan.

3455. Re: SpartaDOS 2.3 and Sio2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 18:13:34 UTC
From: cmwagner@gate.net
Message-ID: <2usdke$k6e@tequesta.gate.net>
Source record: 100231

Kevin Atkinson (kevina@clark.net) wrote:
: Hello you all I have several questions about SprtaDOS and Sio2PC. Is it
: possable to get sparta dos to support teh large disk partions that Sio2PC
: can make. I would like to create a 5-10 mb partion and move all my files
: to it. On that matter does SpartaDOS 2.3 support a HD in general without
: specal tretment.

: Also what is teh SpartaDos Construction Set?

I can't answer all of the questions but I can tell you that SpartaDOS 3.2g supports harddrive (HDINIT.COM program formats them), and it will probably support up to the designed limits, which I think is either 8 or 16 megs per partition. And as far as I can tell the SpartaDOS Construction Set is SpartaDOS, I guess it is called Construction Set because it include technical information about SpartaDOS for programmers.

You can write mail to (I believe this is correct) ftemail@delphi.com, he should be able to answer all of the questions, but it seems that jharris@cup.portal.com is the one who is actually programming SpartaDOS for FTe. (Anyone know if this is correct?)

3456. Re: PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 19:09:34 UTC
From: dq645@cleveland.Freenet.Edu
Message-ID: <2usgte$69c@usenet.INS.CWRU.Edu>
Source record: 100234
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

>Mow anyone know how to get software over?

Well, the readme.doc (or whatever it's called) talks about two ways:
the first is to constuct a cable ("SIO2PC") which allows you to connect
your PC to an Atari 8-bit machine. (The readme file, btw, is called
"XF2.DOC").

THe other way, a bit of a pain but how I would do it since my only
access is to a PC at work, is to send the files from the 8-bit to a
PC via modem (of course, you need two modems and two phone lines).

Barry

3457. Re: Atari 8 bit emulator for AMIGA?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 20:17:06 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940629131714.2341c78e@sonoma.edu>
Source record: 100237

There IS an Atari 8bit emulator (being worked on) for Amiga. I forget the name of it, or wait, I THINK it's called "Emplant". It's hardware partially though I believe. So far it DOES do Mac. Last I heard (read a little in an Amiga magazine.. advert) it's status was:

Working:
Mac

Testing:
Atari 8bit
Apple II

To be made:
IBM
Commodore 64

SOmeone correct me if I'm wrong.

3458. WHO'S NICK KENNEDY?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 20:58:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4649.1084.0N7595C8@aquila.com>
Source record: 100171

Does anyone know an e-mail address for Nick Kennedy?

Thanks...

bob.lange@aquila.com

* RM 1.4 B0570 * Fibonacci Numbers: The mathematical explanation of life.

3459. Re: XF2 and POKEing upsidedown

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 21:00:18 UTC
From: norlin@essex.ecn.uoknor.edu
Message-ID: <2usnd2$s1g@constellation.ecn.uoknor.edu>
Source record: 100238

>ind00052@pegasus.cc.ucf.edu (Sen) writes:

>>I just tried XF2 and was pleasently surprised. Seeing the Atari basic
>>me remember something: There is a POKE in atari basic which will flip
>>all of the characters upside down. Does anyone remember what it is?
>>I'm just curious what XF2 will do basically.

Poke 755,4, I believe is the one. I'm interested to see what XF2 will
do, too. My bet is that it will handle it properly.

--
_____ __ __ _____ Norman Lin
| | | | norlin@mailhost.ecn.uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

3460. Re: PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 21:07:13 UTC
From: witelski@cco.caltech.edu
Message-ID: <2usnq1$hk5@gap.cco.caltech.edu>
Source record: 100239
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <2usgte$69c@usenet.INS.CWRU.Edu>, dq645@cleveland.Freenet.Edu (Barry W. Cantin) writes:
|>
|> >Mow anyone know how to get software over?
...
|> Barry

I would think that since the Xformer has been around on the Atari ST, that there might be some FTP sites with xformer readable 8-bit software, but I couldnt find any! Help anyone???

Tom
tpw@ama.caltech.edu

3461. -> Transkey <-

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 22:35:44 UTC
From: ulf@antic.sub.org
Message-ID: <5Rn3nL5XS7B@antic.sub.org>
Source record: 100240

Hi!

Does anybody know where I can buy the TRANSKEY interface to connect a PC keyboard to the 8bit? If so, how much does it cost? Please send replies as PM. Thanx!

Ulf

Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v3.02

3462. Screw the silence, play a game for Jay (WAS Re: A Message of silence for Jay Miner)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 23:05:54 UTC
From: mike@maths.tcd.ie
Message-ID: <2usuoi$9kj@walton.maths.tcd.ie>
Source record: 100241
Cross-posted to: comp.sys.amiga.misc,comp.sys.atari.8bit

...

Well, I went and dug out the old Atari and had me a fine game of Star Raiders.

Then I watched some very old and some very cool Amiga demos.

Both kinds of art that wouldn't have existed without Jay Miner.
--
Mike Rogers,#3,44Westland##EveryoneHasTheRightToFreedomOfOpinionAndExpressionT
Row,Dublin2,Ireland Perl ##hisRightIncludesFreedomToHoldOpinionsWithoutInterfe
##################################renceAndToSeekReceiveAndImpartInformationAndIdea
sThroughAnyMediaAndRegardlessOfFrontiers#10 UN Declaration Of HumanRights Kibo

3463. Re: MORE DUMB XF2 TRICKS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 23:30:05 UTC
From: feltercarb@aol.com
Message-ID: <2ut05t$8nv@search01.news.aol.com>
Source record: 100246

In article <f.4622.1084.0N759580@aquila.com>, bob.lange@aquila.com (Bob Lange) writes:

>Well, on to the reason for this article: I'm missing a copy of >DiskComm3, in which format the vast majority of my files are stored. Can >someone with access to a copy uuencode it amd e-mail it to me please?

I wish I could help... but I'm in the same predicament. If somebody would be so kind as to include me in the UUENCODED mailing? I'd sure appreciate it!

Rob

3464. Re: Atari 8 bit emulator for AMIGA?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 23:33:01 UTC
From: feltercarb@aol.com
Message-ID: <2ut0bd$8oq@search01.news.aol.com>
Source record: 100251

In article <2urqnq$6os@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:

>I've seen mention of an 8 bit emulator for PCs but has anyone seen or heard of one for the AMIGA?

>Given that the Amiga is basically a 16 bit Atari 800 it should be relatively easy to emulate the old 8 bit - even things like display lists and PM graphics etc have equivalents on the Amiga.

>Even an A1200 with some fastRAM should be able to do a full speed emu of the old 8 bit, an 030 model at >25Mhz should give BETTER performance than the original.

Uh, I don't think so. A friend of mine, who is quite good at 68030 assembler, wrote a 6502 emulator for his 16 MHz Falcon030 (before he sold it due to lack of support). The best he could do was about 2/3-3/4 speed of the 1.79 MHz 6502 in the Atari 8-bit.

Meanwhile, my Cyrix-based 486DLC 40 MHz machine manages to run XF2 about twice the speed of an 8-bit, which is kinda cool, but I use the standard speed mode most of the time.

While I'll admit that an Amiga 1200 with Fast RAM is probably faster than a Falcon030 (I owned an A1200 for a year, and sold it like a damn fool), it won't do the job. I think you'd need at least a 25 MHz A3000 or even an A4000 to get full speed emulation. Then you have to write the code to emulate the 8-bit's custom chips.

Rob

3465. Re: IT'S ALIVE... (14.4K ON AN 8BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-29 23:35:19 UTC
From: krishna@max.tiac.net
Message-ID: <2ut0fn$2mv@sundog.tiac.net>
Source record: 100242

John D Harris (jharris@cup.portal.com) wrote:
: > Bill Kendrick writes neat stuff about expanded potentials for 8 bit
: > emulators.

: I've been thinking of things like this as well, and wonder how much of it
: would be worthwhile doing. I think it would be extremely neat to be able
: to write to the VGA card directly! At the minimum, provide an 80 column E:
: handler, and other similar support.

I can't think of anyone who would rather use an 8-bit application or term program instead of a native 16/32 bit one if they had to choose. There are ATASCII terms for the IBM and others. It's a catch-22. Those who have IBMs really aren't going to be the ones interested in running the exotic enhanced stuff in 8-bit emulation. If they do it would only be a curiosity. This emulator is mostly just for games and demos and stuff. As much as I love the Atari, if I spend $1000+ on a 32 bit machine by golly I'll get some use out of it and won't use the Atari 8-bit exclusively.

3466. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 00:05:07 UTC
From: krishna@max.tiac.net
Message-ID: <2ut27j$2mv@sundog.tiac.net>
Source record: 100243

Joe Carp (jcarp@kaiwan.com) wrote:

: Glenn, I've been calling Jay Miner's BBS for many months, and have a
: different perspective of the man, and an explanation as to his later
: ties with Atari. Here's the beginning of an interview done with Jay at
: the '92 World of Commodore-Amiga show in Pasadena, California:

Well, your post was very Amigo-centric. How much he would have been willing to discuss the Atari will remain an unknown. I can only say that I was not served well by the head of the Amiga area on Delphi. He gave me the impression that Jay was not interested in talking about computers and that he did NOT run a BBS (circa 1992).

I've been known to be very gullible and this is probably a matter of that character trait burning me again in so far as taking someone's person as gospel. In the case of David Hunt, he may just have sour grapes over Jay's disinterest in the 8-bit. I'll have to call Ace of America and give David the news and see what he says. Unfortunately the Carina network has deteriorated to the point where only about 5% of the posts in the Atari 8-bit sig are substantive, the rest are invovling the ongoing flame wars between Terry Ortman and his many estranged 8-bitting peers.

I wish I had that Delphi interview though, because I swear to God it came across as though Jay didn't know or care what the heck the Atari was up to beyond 1980. If that is the case then even had he been polite to my request for info, he would probably have been personally disinterested in the Atari and although it would have been good to get specific anecdotes about designing ANTIC/GTIA I'd probably be turned off by his current attitude. I mean, anyone who is disinterested in what they USED to be involved in usually is of a mind of "it's old tech and it is dead" and that is attitude which I really despise having to deal with. Of course, it would not be uncommon for a hardware designer to have a "state of the art is best" philosophy.

I believe it was Bill Wilkinson in the preface of Mapping the Atari that said some quip like "having to poke two values sequentially to do a double poke is one of the main disadvantages of the 6502". In comparison to the 16-bit internal 65802 being able to write to addresses over 256 in one operation. If I'm reading a tutorial about a platform I don't want the guru to rip the archetecture.

The programmer of either Kermit65 or Omnicom (I think it was Kermit65) went on a similar quip with "this replaces the otherwise WORTHLESS ATASCII graphics characters". In other words, his attitude being that the Atari's uniqueness is not to be valued, but that the Atari should have had plain old ASCII so it would "fit in" with the machines which he

uses on an everyday basis. To him, it probably would have been better if the Atari also used a Z80 instead of a 6502 (to be more IBM/CP/M ish).

It was the same thing with the guy who composed "hollywood medieval". In the text file he snobbishly talks about how he pushed Pokey and can't wait to get his hands on newer better technology.

If these people didn't like the Atari they shouldn't have gotten one, let alone programmed for it.

The Atari has been blessed (or cursed depending on how you look at it) with people who at one time were totally immersed into the Atari but when they saw something new come along they were gone before you could say Shazam and left all their loyalties just as quickly.

I classify Kieth Ledbetter, Clayton Walnum, "Mat Rat", and a bunch of others in that category. As much as these people could be considered "8-bit guru's", trying to talk to them now is not a good idea because their overall snickering attitude over the current remaining userbase will be counter to the purpose of talking with them.

I mean, _I_ may find myself in that despised category eventually. But it is important for people like that to respect the machine they once loved and those who are still devoted to it, even though to THEM, it didn't make sense to stick with it.

Even Atari has been disrepectful of its past. Just recently Star Raiders 2000, the closest move to connect between Old and New Atari, has been changed to a 3-D Space War project. It is uncertain whether a 1-player vs. Zylon scenario will even be included! If they don't do a good job on SR2K I'll be VERY pissed off because I was willing to forget all of the Tramiels' sins and get a Jag because of the unspoken respect Atari shows to its roots with SR2K.

3467. Re: Calculating PI out many digits

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 00:05:10 UTC
From: ken@cup.hp.com
Message-ID: <Cs6o8M.6Dp@cup.hp.com>
Source record: 100244

>Glenn M. Saunders (krishna@max.tiac.net) wrote:
> I found an ANSI C program for calculating PI out to many digits. I'm
> positive this won't run with simple syntax fixes because it has long ints
> and stuff. But if someone wants to see if they can TRY to port it to ACE
> C or Action!, please do!
>
Thanks for posting this Glenn. I just compiled this on my HP 9000/720,
and asked it to compute 10000 digits for me, and it core dumped. A little
debugging revealed that the array "long stor[21]" is too short. Bumping it
to "long stor[100]" fixed the problem for 10000 digits, and will probably
work for much larger numbers, but the real answer is to dynamically resize the
array with realloc(2), since the maximum size needed appears at first glance
to be indeterminate. I have recoded it to dynamically allocate this array,
and can mail the source to anyone who asks for it.

OK, so I drifted off topic a bit. I just thought I'd save somebody else from
debugging this code.

| Ken Sumrall | Internet: ken@cup.hp.com |
| HP California Language Labs | UUCP: ...!hplabs!hpda!ken |
| "I'd stomp desert dope heads for some gas in my moped!" - Bill the Cat |
| "What a stupid world" -Calvin (speaking to Hobbes) |

3468. Re: Atari 8 bit emulator for AMIGA?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 00:15:40 UTC
From: krishna@max.tiac.net
Message-ID: <2ut2rc$2mv@sundog.tiac.net>
Source record: 100245

Gavan Moran (moran@bnr.ca) wrote:
: I've seen mention of an 8 bit emulator for PCs but has anyone seen or heard of one for the AMIGA?

: Given that the Amiga is basically a 16 bit Atari 800 it should be relatively easy to emulate the old 8 bit - even things like display lists and PM graphics etc have equivalents on the Amiga.

: Even an A1200 with some fastRAM should be able to do a full speed emu of the old 8 bit,
: an 030 model at >25Mhz should give BETTER performance than the original.

: I'd really love to be able to use my 8 bit again but I dont have desk space for
: my old 800XL/1050 and my Amiga.

I thought that the Amiga could probably do a good emulation with less CPU power than most emulators for the same reasons, but John Harris says that although there are analogous graphics functions, the main lag is in emulating the CPU. True, the 6502 and the 68K series have the same "endian" system and thus you don't have to flip things around like you have to with a 68K emulating an 8080,Z80,8088,x86 processor in software, but you still have to do the rest of the CPU emulation.

After that is taken care of, I'm sure the Amiga could handle PMGs and all that a lot easier than PC XFormer can.

However, the Amiga lacks one thing that the Atari has: true text modes.

John tells me the slower older Amigas can't really push text at speeds that even the Atari can (with custom routines like Bobterm and FlickerTerm). Kinda proves how important text modes can be!

Therefore games which use character set animation might lag in an Amiga emulation unless on a very fast machine.

We shall see. Jim Drew is one of THE most important remaining Amiga developers (almost the Bob Puff of the Amiga world). He is in a tough situation in which he canlook at the glass as half empty or half full. On the one hand no doubt more Amigoids than ever will want to emulate other platforms, but on the other hand many might just CHUCK the Amiga and physically leave, especially since RISC technology is on the horizon and people are talking about eventually running the Amiga itself as an emulation on a fast RISC box.

Therefore I can't tell whether Jim will eventually follow through on his promises for the wide variety of platforms to be emulated. Time is not on his side I'm afraid. He may or may not do Emplant 1200. Personally I doubt it, though he may have made a statement on it, I dunno.

He told me that not only will the Atari 800 be supported but also XL/XE
eventually (but so does Darek and his isn't done either).

3469. Re: PC XFORMER 2.0 RELE 02/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 01:24:03 UTC
From: wweiss2@aol.com
Message-ID: <2ut6rj$ahh@search01.news.aol.com>
Source record: 100155

In article <f.4603.1084.0N759547@aquila.com>, bob.lange@aquila.com (Bob Lange) writes:

>All of the Atari BASIC I've tested works perfectly. Now if I could only
>get my IBM to read Atari DSDD disks I'd be in fat city.

I've been careful to only pull out old 800 games or limited graphics/no collision stuff. I'm really waiting for the release of the 800XL version.

To transfer things from Atari to IBM by disk, use either SR.ARC to read SpartaDos formats, or the MyDos version (can't remember the name off the top of my head). SR.ARC and the MyDos program are both available from GEnie in the Atari 8-bit software libraries. Likely available other places also. I converted all my 8-bit databases to proper IBM formats using TextPro 4.5 macros, then SR.EXE to read them onto IBM. Never a problem once I figured out the program.

3470. atari 8bit stuff for sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 01:43:12 UTC
From: anbrown@husc9.harvard.edu
Message-ID: <2ut7vg$5tn@scunix2.harvard.edu>
Source record: 100247

I need to get rid of all of my Atari 8 bit stuff to pay off some bills.
I would be willing to get rid of it all for $300.00 Plus shipping

I have too much to list, and I can't remember it all, but there is lots
more than this...

Everything has all the cables and power supplies and is in vary good shape.

Here goes:
Atari 800xl 256k
Atari 800 48k
3 1050's (2 double density, 1 dual)
1 percomm single density data drive
850 interface with modem and printer cables
1200 baud hayes compatible modem(easy data brand)
koala Pad w/ MicroIllustrator
suncom animation station touch tablet and software
supra microprint interface
apeface printer interface

lots of cartridges, mostly games at least 6 game cartridges
assembler editor cartridge w/manual
mac 65 assembler editor, never been used, still in box
action language cartridge w/ manual

spartados 3.2 construction set
tons of analog and antic back issues, some with disks, most w/o

LOTS of games, mostly commercial, including alternate reality the dungeon..
too many to list, because I cannot remember them all..

Also, If you want, for an additional $50 I can include my panasonic kxp1180
printer and paper bought it new, and only used it for about a year, I
still have the original box and styrofoam, with a new ribbon in the
printer, and an extra ribbon...

I don't want to split up the system. Any reasonable offer will be
accepted also. I am selling off my stuff because I owe that greedy
uncle sam some more money in taxes(Why Bill, Why!)

anyhow, you can email me directly at anbrown@husc.harvard.edu or directly
to this newsgroup

Anthony

--
****
* *

```
* Anthony Brown, Harvard University *
* *
* "A World Without Heroes, is no place to be..... *
* it's no place for me....." Gene Simmons 1981 *
* *
* The Dolphins will win the superbowl in '95!!! *
* *
************************************************************************
```

3471. any 8bit emulators out there for the mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 01:46:07 UTC
From: anbrown@husc9.harvard.edu
Message-ID: <2ut84v$5tn@scunix2.harvard.edu>
Source record: 100252

Are there any atari 8bit emulators for the mac? I have seen softpc, and
it is pretty decent, and I thought that if they could do something like
it might be possible to do that for an 8bit atari.. anyone out there know
of such a thing?

Anthony

--
****
* *
* Anthony Brown, Harvard University *
* *
* "A World Without Heroes, is no place to be..... *
* it's no place for me....." Gene Simmons 1981 *
* *
* The Dolphins will win the superbowl in '95!!! *
* *
****

3472. Subscribing to c.s.a.8 via Email! HELP!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 02:15:54 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940629191602.2341de1a@sonoma.edu>
Source record: 100249

HELP! My friend in Japan is having trouble subscribing to c.s.a.8 via e-mail.
Is there a lag between when he subscribes and when he starts getting stuff, or
what's up here?

THanx
email prefered (mainly to not stuff c.s.a.8 with useless posts (like I do ;)))

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3473. Re: PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 02:17:10 UTC
From: kevina@clark.net
Message-ID: <2ut9v6$rvg@explorer.clark.net>
Source record: 100248
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <2usgte$69c@usenet.ins.cwru.edu>,
Barry W. Cantin <dq645@cleveland.Freenet.Edu> wrote:
>
>>Mow anyone know how to get software over?
>
>Well, the readme.doc (or whatever it's called) talks about two ways:
>the first is to constuct a cable ("SIO2PC") which allows you to connect
>your PC to an Atari 8-bit machine. (The readme file, btw, is called
>"XF2.DOC").
>
>THe other way, a bit of a pain but how I would do it since my only
>access is to a PC at work, is to send the files from the 8-bit to a
>PC via modem (of course, you need two modems and two phone lines).

You can alos use a null modem cable if the PC or in the same room. A lot
simpiler then the suggestion above.

3474. XF2's graphics.. but how!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 02:20:41 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940629192049.2340cc30@sonoma.edu>
Source record: 100250

Ok, I guess this is because IBMs are 'fast', but I want to know exaclty how XF2 gets about emulating ANTIC/GTIA !?!?! I mean, it's not exactly one or two static bitmapped VGA screens that must be dealt with! This is dynamic, on the fly (during VBI, DLI's etc!) graphics manipulation! How the hell does XF2 do this and still even RUN on a 286!?

Also, what's so hard about emulating 800xl that makes all of these emulators do only 800 (for the moment) !?!? The only diffs. >I< know of are XL OS's are a bit more efficient, can swap out of memory, and have self-test ;)

(I think I should read over the XF2 docs, I've got so many questions nowadays, but I bet half of them are already answered ;) .. like about carts, turning off basic, loading ATRs, etc ;))

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3475. fixxl

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 02:44:08 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940629194419.2341c042@sonoma.edu>
Source record: 100253

Where is FIXXl on the UMICH archives? Does it have a different name?

I HAVE a copy on one of my 100s of 5.25" disks (and probably on some of my old DOS 2.5 and MyDOS boot disks) but I'd rather just get it onto my VAX account via FTP and do all the uue and mailing from here, rather than between the three machines (Atari, IBM, VAX). I don't need FIXXL any more 'cuz (nyeah nyeah!) I have switchable OSes hehe :)

thanx!
l8r
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3476. Re: Calculating PI out many digits

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 03:25:13 UTC
From: krishna@max.tiac.net
Message-ID: <2utdup$6nr@sundog.tiac.net>
Source record: 100254

I have a Basic program for calculating PI, but it needs some conversion
to work under AtariBasic, or Turbobasic or BXL.

For instance, the MOD thing and the "\" operator whatever that is...

Plus the If x GOTO xxx s/b IF x THEN xxx

This should work for us if we can fix it!

```
10 PRINT "COMPUTE PI TO Q DECIMAL PLACES"
20 PRINT "LAST SEVERAL PLACES WILL BE IN ERROR"
30 PRINT "INPUT NUMBER OF DECIMAL PLACES"
40 PRINT
50 INPUT Q
60 PRINT
70 REM
80 REM P WILL CONTAIN PI. T IS THE AUX ARRAY
90 REM
100 DIM P(Q), T(Q)
110 REM
120 REM COMPUTE PI
130 REM
140 LET S=2
150 GOSUB 280
160 LET S=3
170 GOSUB 280
180 GOSUB 1100
190 FOR M=0 TO Q
200 PRINT P(M);
210 NEXT M
220 PRINT
230 PRINT
240 SYSTEM
250 REM
260 REM END OF MAIN PROGRAM
270 REM
280 REM COMPUTE ARC TANGENT
290 REM
300 LET T(0)=1
310 LET L=S
320 GOSUB 860
330 GOSUB 500
340 LET N=1
350 GOSUB 740
360 LET L=S*S
```

```
370 GOSUB 860
380 LET N=N+2
390 LET L=N
400 GOSUB 860
410 IF ((N-1)\2) MOD 2=0 GOTO 440
420 GOSUB 620
430 GOTO 450
440 GOSUB 500
450 GOSUB 980
460 IF Z>0 GOTO 350
470 RETURN
480 END
490 REM
500 REM SUBROUTINE TO ADD ARRAYS
510 REM
520 FOR J=Q TO 0 STEP -1
530 IF T(J)+P(J)>9 GOTO 560
540 LET P(J)=T(J)+P(J)
550 GOTO 580
560 LET P(J)=T(J)+P(J)-10
570 LET P(J-1)=P(J-1)+1
580 NEXT J
590 RETURN
600 END
610 REM
620 REM SUBROUTINE TO SUBTRACT ARRAYS
630 REM
640 FOR J=Q TO 0 STEP -1
650 IF P(J)<T(J) GOTO 680
660 LET P(J)=P(J)-T(J)
670 GOTO 700
680 LET P(J)=P(J)-T(J)+10
690 LET P(J-1)=P(J-1)-1
700 NEXT J
710 RETURN
720 END
730 REM
740 REM SUBROUTINE TO MULTIPLY ARRAY T BY N
750 REM
760 LET C=0
770 LET D=0
780 FOR I=Q TO 0 STEP -1
790 LET D=(T(I)*N+C) MOD 10
800 LET C=(T(I)*N+C)\10
810 LET T(I)=D
820 NEXT I
830 RETURN
840 END
850 REM
860 REM SUBROUTINE TO DIVIDE ARRAY T BY L
```

```
870 REM
880 LET C=0
890 LET D=0
900 FOR K=0 TO Q
910 LET C=(10*D+T(K))\L
920 LET D=(10*D+T(K)) MOD L
930 LET T(K)=C
940 NEXT K
950 RETURN
960 END
970 REM
980 REM SUBROUTINE CHECK IF ARRAY T OS 0
990 REM
1000 LET Z=0
1010 LET K=0
1020 IF T(K)=0 GOTO 1050
1030 LET Z=1
1040 GOTO 1070
1050 LET K=K+1
1060 IF K<=Q GOTO 1020
1070 RETURN
1080 END
1090 REM
1100 REM SUBROUTINE TO MULTIPLY ARRAY P BY 4
1110 REM
1120 LET C=0
1130 LET D=0
1140 FOR I=Q TO 0 STEP -1
1150 LET D=(P(I)*4+C) MOD 10
1160 LET C=(P(I)*4+C)\10
1170 LET P(I)=D
1180 NEXT I
1190 RETURN
```

3477. Atari Touch Tablet --> Koala

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 05:00:22 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HE4U1VXB2Q8WYFU6@vax.edinboro.edu>
Source record: 100156

I was wondering if anyone knows how to simply modify the Atari Touch Tablet so it works like a Koala Pad? I seem to remember that this was a very simple task, but I can't remember what to do.

Thanks for any help.

3478. XF551 EXTRAVAGANZA

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 05:14:34 UTC
From: b.poehland@genie.geis.com
Message-ID: <199406300514.AA191243253@relay2.geis.com>
Source record: 100157

To Nathan Centofanti & Jerry Dunham,

Thanks for responding to my XF551 ad. I sent individual responses to you guys but they bounced. To Jerry especially, I sent a long message & was much distressed to see it come back.

Anyway, guys, I only had 4 to sell & was swamped almost immediately with responses. You fellows were #6 & #7, respectively. The only one not spoken for is the junker. Still available, $25.

Chad, you were #5. I'll try to contact you if one of the other folks poops out on the deal. I answered 7 inquiries total, of the 4 who were first in line 2 haven't gotten back to me with commitments. They have till July 12.

Apologies for the mad scramble & garbled message. I wasn't expecting such a rush.

- Ben Poehland

3479. STATUS OF AC REFUNDS

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 05:16:34 UTC
From: b.poehland@genie.geis.com
Message-ID: <199406300516.AA194583373@relay2.geis.com>
Source record: 100158

I'd like to give an update on AC refunds. I've been working very diligently on this for the past month, some checks have already gone out & the overall process is about 50% completed.

About 350 people qualified for refunds under the policy explained in the April 1994 issue of AC. These broke down roughly as follows:

300 American
15 Canadian
35 Overseas

Of the 300 American refunds, 100 have already been delivered or are presently in the mail, & the remaining 200 have been calculated & are in the hands of Unicorn Publications, whenever they feel like writing checks & sending them to me. I believe the 100 already sent out brought us into the high "H's" (they're going alphabetically by last name).

The 50 Canadian/overseas refunds were calculated & are presently en route to Unicorn.

From this point forward the speed of the refund process will pretty much be controlled from Ann Arbor. I have several hundred empty envelopes here, all stuffed/stamped/labelled & ready to go, once Unicorn sends me the checks. The checks typically go out an average of 48 hours after I've received them. (I actually "stagger" the mailings to avoid swamping my local post office.)

Mike Hohman of FTE mentioned to me he thought Jim Hood might be planning a July issue. I haven't been able to confirm that.

Back issues of AC (disk or mag) are still available from me for $5/item, though I'm not sure for how much longer. Things are rapidly winding down at my end here. Anyone wishing to buy back issues should send cash/check/MO to:
BEN POEHLAND
179 Sproul Road/Rt. 352
Frazer, PA 19355

All 8 issues of the magazine (Dec '92 thru Apr '94) are still available except for Feb '93 which is sold out. Unicorn sent me batch of the special December '93 Video Issue they found lying in their office, so my supply of those is replenished. The 4 Software Disks are also still available (also $5 each).

Anyone wishing to subscribe to future issues of AC should write to:

JIM HOOD
5507 Langford Court
Concord, CA 94521.

I'll post one final message when all the refunds have been completed & sent out (whenever that happens!).

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

3480. Re: PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 07:23:39 UTC
From: raoul@cssc-syd.tansu.com.au
Message-ID: <2utrtr$g88@eland.cssc-syd.tansu.com.au>
Source record: 100177
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

witelski@cco.caltech.edu (Thomas Peter Witelski) writes:

>In article <2usgte$69c@usenet.INS.CWRU.Edu>, dq645@cleveland.Freenet.Edu (Barry W. Cantin) writes:
>|>
>|> >Mow anyone know how to get software over?
>...
>|> Barry

>I would think that since the Xformer has been around on the Atari ST, that
>there might be some FTP sites with xformer readable 8-bit software, but I
>couldnt find any! Help anyone???

I found some material on atari.archive.umich.edu, I think on /pub/atari/8bit.
I ran some games from there, although I warn you that since collision
detection has not been implemented yet, some of the games are unplayable.

--
********** raoul@cssc-syd.tansu.com.au (Raoul Golan) **********
-"The Angel of History's face is turned toward the past.. Where we perceive -
- a chain of events, he sees a single catastrophe.. the debris before him -
- is piled skyward.. This storm is what we call progress."(Walter Benjamin) -

3481. Re: XF2 and POKEing upsidedown

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 09:12:43 UTC
From: gmchugh@bfsec.bt.co.uk
Message-ID: <Cs7DL8.4F6@bfsec.bt.co.uk>
Source record: 100159

In article s1g@constellation.ecn.uoknor.edu, norlin@essex.ecn.uoknor.edu (Norman Lin) writes:
>>ind00052@pegasus.cc.ucf.edu (Sen) writes:
>
>
>>>..... There is a POKE in atari basic which will flip
>>>all of the characters upside down. Does anyone remember what it is?
>>>I'm just curious what XF2 will do basically.
>
>Poke 755,4, I believe is the one. I'm interested to see what XF2 will
>do, too. My bet is that it will handle it properly.
>

POKEing 755 does work.

I was a bit surprised to see the PC go into attract mode after a while, but I don't know why this surprised me, it was obvious 8^)

I did type in one program which did a bit of fancy work with DLIs and m/c to put several blocks of colour on screen with the 'rainbow' effect operating in different directions, and it did not work correctly, so perhaps the timing is not exactly right yet. It did use NOPs for some tight timing, so it was pushing it a bit. The program was from an old Page 6. If anyone is interested I'll try to post it as it's hard to describe the effect.

Geoff

... Any resemblance between the above views and those of my employer, my terminal, or the view out my window are purely coincidental. Any resemblance between the above and my own views is non-deterministic. The question of the existence of views in the absence of anyone to hold them is left as an exercise for the reader. The question of the existence of the reader is left as an exercise for the second god coefficient. (A discussion of non-orthogonal, non-integral polytheism is beyond the scope of this article.)

3482. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 10:55:56 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_772973714@rtfm.mit.edu>
Source record: 100160
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 23-Jun-94

Additions/suggestions/comments/corrections having to do with this
FAQ List are requested. Please send to:

Michael Current
mailto::mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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==========
1.1) What is this 8-bit Atari FAQ List?

The Atari 8-Bit Computers FAQ List was created to provide answers to many commonly asked questions found in news:comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8. It is in a constant state of development.

Much of this FAQ List is geared toward providing information on the various Internet resources available for 8-bit Atari users.

Where to get the latest copy of this FAQ List:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers
mailto::mcurrent@carleton.edu
and many other places that archive Usenet FAQ Lists.

This FAQ List is automatically posted to news:comp.sys.atari.8bit, the Info-Atari8 Digest, INFO-A8, news:comp.answers, and news:news.answers, every 30 days.

==========
1.2) What is an Atari 8-bit computer?

To be written. Volunteers, anyone?

==========
2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated newsgroup serving as the Usenet side of this discussion group. All postings to news:comp.sys.atari.8bit automatically appear in the Internet's Info-Atari8 Digest and in BITNET's INFO-A8.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid on news:comp.sys.atari.8bit.

[I'd like to include the charter for news:comp.sys.atari.8bit here. Anyone know where to get it?]

==========
2.2) What other newsgroups are of interest to 8-bit Atari users?

news:comp.emulators.misc (includes emulation of the 8-bit Atari)
news:comp.sys.atari.advocacy (includes 8-bit Atari advocacy)
news:comp.sys.atari.announce (includes announcements for 8-bit Atari users)

==========
3.1) What is the Info-Atari8 Digest?

If you do not have Usenet access, but you do have Internet e-mail access, you can access this discussion group through the Info-Atari8 Digest.

To SUBSCRIBE or UNSUBSCRIBE to the Info-Atari8 Digest, send a free-text request to mailto::info-atari8-request@naucse.cse.nau.edu.

To CONTRIBUTE to the Info-Atari8 Digest, send your posting to mailto::comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in BITNET's INFO-A8.

Note that any posting sent to mailto::info-atari8@naucse.cse.nau.edu will NOT be cross-posted to the Usenet side. The maintainers are presently working to correct this.

The Info-Atari8 Digest maintainers (not moderators) are:
Mike Jewison, mailto::mjewison@nereid.sal.ists.ca

Mike Todd, mailto::snyder10@convex1.TCS.Tulane.EDU

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in the Info-Atari8 Digest.

==
3.2) What is INFO-A8?

If you do not have Usenet access, but you are on BITNET, you can access this group through the INFO-A8 listserv.

The BITNET subscription commands are:

tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

This is not a standard BITNET mailing list. It is a distribution of the Internet's Info-Atari8 Digest. In order to send mail to all of the subscribers, both in BITNET and the other networks you should not send your mail to the BITNET address (INFO-A8@MARIST) but instead send to the Internet address: mailto::comp-sys-atari-8bit@cs.utexas.edu.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST. Please note that this command must NOT be sent to the BITNET list address INFO-A8@MARIST or to mailto::comp-sys-atari-8bit@cs.utexas.edu, but to the LISTSERV address LISTSERV@MARIST.

Contributions sent to this list are automatically archived. You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST. These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Please note that it is presently possible for anybody to determine that you are signed up to the list through the use of the "REVIEW" command, which returns the network address and name of all the subscribers. If you do not wish your name to be available to others in this fashion, just issue a "SET INFO-A8 CONCEAL" command to LISTSERV@MARIST. More information on LISTSERV commands can be found in the "General Introduction guide", which you can retrieve by sending an "INFO GENINTRO" command to LISTSERV@MARIST.

The INFO-A8 maintainers (not moderators) are:
HARRY@MARIST (A Harry Williams)
mailto::RAVI@SPEEDY.MCNC.ORG (Ravi Subrahmanyan)
mailto::RAVI@MCNC.ORG (Ravi Subrahmanyan)
mailto::BILLW@SCORE.STANFORD.EDU (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Discussion related to the 8-bit Atari 400/800/XL/XE computers is valid in INFO-A8.

==========
3.3) How can I access the Atari Archive by e-mail?

Downloading

BART - Brode's Archive Retrieval Thang - the Atari Archive e-mail file server

To learn about using BART to access the Atari Archive, send e-mail to:
mailto::atari@atari.archive.umich.edu. The subject of the message doesn't
matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto::lenn@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

==========
3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto::ftpmail@decwrl.dec.com with no subject line, and two-line
body with line one help and line 2 quit

2) mailto::ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto::bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

4) mail BITFTP@DEARN or to mailto::BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

==========
4.1) How can I access the Atari Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number
of files for many computing platforms, including the Atari 8-bit
computers. Our 8-bit Atari Archivist is Jody Lenn,
mailto::lenn@atari.archive.umich.edu; the Atari Archive as a whole is

maintained by Mickey Boyd, mailto::boydm@atari.archive.umich.edu. The
best way to contact the Atari Archivists is
mailto::atari-archivists@atari.archive.umich.edu.

The convention for Anonymous FTP sites is to accept "anonymous" as your
user name, and your e-mail address as your password. All of the
following FTP sites follow this convention.

Downloading

(Try the site nearest you first)

a) ftp://atari.archive.umich.edu/atari/8bit
(141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/mirrors/archive.umich.edu/atari/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, Great Britain)

The following Australian FTP site apparently no longer mirrors the
Atari Archive:
d) ftp://archie.au/alex/edu/umich/archive/atari/atari/8bit
(139.130.4.6, Australia)

e)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

f) ftp://nic.switch.ch/mirror/atari/8bit
(130.59.1.40, Switzerland)

g) ftp://mirror.archive.umich.edu/
This address takes you to a "randomly chosen" University of Michigan/Merit
Software Archives mirror site, but there's no guarantee the site you're taken
to mirrors the Atari directories.

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in:
ftp://atari.archive.umich.edu/atari/8bit/New
(141.211.120.11, United States)

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivist will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

==========
4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston
University. It is maintained by Adam Bryant, mailto::adb@albert.bu.edu.

ftp://cs.bu.edu/PC/ATARI (128.197.2.2, United States)
(user name "anonymous"; password is your e-mail address)

==========
4.3) What is the PVV Archive?

This is an Atari FTP site maintained by Eyvind Bernhardsen,
mailto::eyvind@lise.unit.no. PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/atari/8bit (129.241.36.207)
(user name "anonymous"; password is your e-mail address)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

==========
5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is like a huge public bulletin board system,
and it is the hub system of the NPTN, the National Public Telecomputing
Network. Anyone can access the Cleveland Free-Net via modem at (216)
368-3888. Those persons with full Internet access can TELNET (this does
not mean FTP) to telnet://freenet-in-a.cwru.edu,
telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu
(129.22.8.32, 129.22.8.51). Applications for free accounts are handled
online, or you may browse the system as a visitor. Once logged-in, type
"go atari" to reach the Atari SIG. Those who add their names to the Atari
SIG user directories are automatically members of the official Atari user
group C.A.I.N. - Central Atari Information Network. Send correspondence
and press releases to mailto::xx004@cleveland.freenet.edu. The Atari SIG's
8-Bit Computers Support Area is maintained by Michael Current,
mailto::aa700@cleveland.freenet.edu, the 8-Bit Technical Forum is
maintained by Craig Lisowski, mailto::aa853@cleveland.freenet.edu, and the
Atari SIG Manager is Len Stys, mailto::aa399@cleveland.freenet.edu.

==========
5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://yfn.ysu.edu or 192.55.234.27
Via Modem: 216/742-3072
Login: visitor

Youngstown Free-Net Atari SIGOps:

Joe Perkins (mailto::ac742@yfn.ysu.edu)
Joe Sabatino (mailto::ab588@yfn.ysu.edu)

Atari SIG (mailto::xx140@yfn.ysu.edu)

==========
5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://freenet.carleton.ca or 134.117.1.25
Via Modem: 613/780-3733
Login: guest

National Capital Free-Net Atari SIGOp:

Christopher Browne (mailto::aa454@Freenet.carleton.ca)

==========
6.1) How can I retrieve files from the Atari Archive through Gopher?

The Atari Archive can be accessed in Gopher. Try
gopher://gopher.archive.merit.edu:7055/11/atari/8bit to connect directly
to the Atari Archive's 8-bit directory. I personally recommend this
method for downloading from the Atari Archive.

You can also use gopher://src.doc.ic.ac.uk

or possibly gopher://wuarchive.wustl.edu

==========
7.1) What is the Atari Classic Homepage?

Maintained by Eyvind Bernhardsen, mailto::eyvind@pvv.unit.no. Point your
Web client to:

http://www.pvv.unit.no/~eyvind/atari/

==========
7.2) What is the Atari 8-Bit Home Page?

Run by mailto::ipoorten@cs.vu.nl (Ivo van Poorten). The URL is:

http://www.cs.vu.nl/~ipoorten/8bit.html

==========
7.3) What is the Atari 8-Bit Resort?

This one is kept by mailto::un55@rz.uni-karlsruhe.de, Marek Tomczyk. URL:

http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html

==========
7.5) How can I access the Atari Archive by AFS?

Downloading

Just cd /afs/umich.edu/group/itd/archive/atari/8bit
[What is the propsero:// URL for this?]

Uploading

Just cp the file into /afs/umich.edu/group/itd/archive/atari/8bit/New
[What is the propsero:// URL for this?]

==========
8.1) What print magazines support the 8-bit Atari?

Atari Classics
5507 Longford Court
Concord, CA 94521-1614
1 Year 2 Years 3 Years
USA 2rd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

Atari Magazyn
Poland

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-75006 Bretten
Germany
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Boot!
LACE (London Atari Computer Enthusiasts)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
75p / issue (quarterly)
mailto::trew@sna.co.umist.ac.uk

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
tel: (703) 450-4761
FAX: (703) 430-2618
GEn: JOE.WATERS
CIS: 74005,1270
published monthly (excluding January and August)
$27 per year ($48/2 years)
foreign surface: $36/year ($66/2 years)

disk subscriptions: $60/year ($115/2 years)
foreign disk subscriptions: $71/yr ($137/2 yrs)
air mail: Canada/Mexico $44; Cen.Am., Caribbean $57;
S.Amer. Europe, N.Africa, $69; Mid East, Africa, Asia,
Australia, $80

Historically Brewed
Historical Computer Society
10928 Ted Williams Place
El Paso, TX 79934
bimonthly, $18/yr, $3 single issue

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
ST16 1DR England
tel: 0785-213928
FAX: 0785-54335
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

News-Paper
DGS
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT only)
U.K.: #6.00 / 4 issues
Europe: #8.00 / 4 issues
U.S.A.: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues
mailto::dx107@cleveland.freenet.edu

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile

air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat Atari
Poland

Tajemnice Atari
Poland

T.W.A.U.G.
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
UK: #1.95 1 issue
UK: #11.00 6 issues (bimonthly)
includes either disk or cassette

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

==
8.2) What disk magazines support the 8-bit Atari?

8-Bit Magazin
Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands

free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Diskmagazin
A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
fl10.00/disk

Strange Invasion
Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
single issue 5DM
6 issues (1/2 year) 25DM

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
25DM for 6 months (6 issues)

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
bi-monthly

==
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
ftp://atari.archive.umich.edu/atari/8bit/Archivers/uudecode.bas
just ENTER this into Atari BASIC
ftp://atari.archive.umich.edu/atari/8bit/Archivers/uudecode.doc
the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
ftp://atari.archive.umich.edu/atari/8bit/Archivers/yau.arc - contains both
yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
ftp://atari.archive.umich.edu/atari/8bit/Utilities/uue.arc - contains
uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
ftp://atari.archive.umich.edu/atari/8bit/Cc65/dumasuu.arc - contains
uud.com, uue.com, CC65 sources.

==
9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The Atari Archive contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
ftp://atari.archive.umich.edu/atari/8bit/Archivers/superarc.arc - both
Super Un-Arc and Super Arc
ftp://atari.archive.umich.edu/atari/8bit/Archivers/suprarc2.arc - just
Super Arc
ftp://atari.archive.umich.edu/atari/8bit/Archivers/supunarc.com - an
un-arc'd copy of Super Un-Arc
ftp://atari.archive.umich.edu/atari/8bit/Archivers/supunarc.uue -
uuencoded copy of supunarc.com

==
9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
ftp://atari.archive.umich.edu/atari/8bit/dskcom32.arc
ftp://atari.archive.umich.edu/atari/8bit/Archivers/diskcomm.arc

==========
10.1) What 8-bit Atari emulators exist for other computing platforms?

1) ST Xformer, from Branch Always (see companion vendor/developer list)
a freeware 8-bit Atari emulator for the Atari ST.
[how about a URL!]

2) PC Xformer 2.0, from Branch Always (see companion vendor/developer list)
a freeware 8-bit Atari emulator for DOS/Windows/OS/2
[how about a URL!]

3) "The German PD emulator for DOS"

Don't expect much from this program, it isn't done yet. URL:

ftp://atari.archive.umich.edu/atari/8bit/Misc/at800xl.zip

4) "The 8-bit Atari emulator for X/Windows"

Nearing release, from Frank E. Barrus, mailto::feb6399@ultb.isc.rit.edu

==========
11.1) What are the best telecommunications programs available?

Here are some of the more popular PD/shareware terminal programs
available on the Atari Archive:

BobTerm, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/bterm12.arc

Kermit-65, public domain by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65v37.arc - the
latest version
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65doc.arc - the
documentation
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65src.arc - the
source code

OmniCom by CDY
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/omnicom.arc

VT850, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/vt850b1.arc

==========
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs on the atari.archive of this variety. Note
that these require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
ftp://atari.archive.umich.edu/atari/8bit/Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
ftp://atari.archive.umich.edu/atari/8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
ftp://atari.archive.umich.edu/atari/8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - Try this one first! URLs:
ftp://nova.pvv.unit.no/pub/atari/8bit/utilities/disk/myutil.readme
ftp://nova.pvv.unit.no/pub/atari/8bit/utilities/disk/myutil.zip

==========
11.3) Can I read/write DOS disks on an 8-bit Atari?

If your highest-capacity floppy drive on your Atari system is the
Atari 1050, you won't be able to use ATARIO, SpartaRead, or UTIL. You
still have the following alternative:

Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
ftp://atari.archive.umich.edu/atari/8bit/Diskutils/mule.arc - includes
Atari Mule; Action!, Turbo C sources
ftp://atari.archive.umich.edu/atari/8bit/Diskutils/mule.exe - IBM Mule
ftp://atari.archive.umich.edu/atari/8bit/Diskutils/mule.txt -
descriptive blurb

==========
11.4) How do I transfer files using a null modem cable?

This section by mailto::cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines

and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

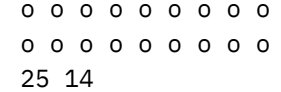
A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.



(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator

6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

==========
12.1) What 5.25" floppy disk drives are available?

original by: mailto::Krishna@max.tiac.net (Glenn M. Saunders)

--KEY---------------
*=my recommendations
**=good for easy mass storage, but slow
***=same as ** but with nice Z80 CP/M system in which CP/M drive acccess
is parallel only thus faster.

Manufacturer Name Sides/density Data rate/name/notes
------------ ---------- -------------- ----------------------
Atari 810 SS SD 19.2k standard
Happy 810 SS SD/DD ? Warp speed
Atari 1050 SS SD/ED 19.2k standard
Happy 1050 SS SD/ED/DD Warp speed USDoubler/
Super Archiver 1050 * SS SD/ED/DD Ultra Speed 50+K
Speedy 1050 SS SD/ED/DD 78K mode (European)
unknown DOS restrictions
Atari XF551 * DS SD/ED/DD 38K burst mode (USD comp.)
Will do 720K XF DS system now considered
w/3.5" mod "standard".
from CSS
Percom Various/RFD ** Various
Any IBM mech
from SS/SD
5.25 to 720K
3.5" 19.2K standard only
NOTE: no ED Unique DS system
Trak Various ** See above Caching system for speedup
Unknown compatibility in
fast mode with MYDOS and
Sparta
Unique DS system
Indus GT SS SD/ED/DD Synchromesh mode usable
with SDX and DOSXL only.
Astra Double-D? DS SD/DD? standard /LEDs and such

Rana 1000 SS SD/ED/DD standard /LEDs and such
can format disks on a
stand alone basis
Floppy board various * Any standard very fast parallel
DOS-transparent
Requires Black Box
DS system configurable for
XF Percom or ATR style
HDI various Any standard very fast SIO? European
SWP ATR-8000 *** Any standard standard
except 1.2 and unique DS system
1.44 meg (HD)
Atari 1450XLD drives DS SD/ED DD? standard, requires DOS4
unusual DS system
Only prototypes exist
Atari XF521 3.5" system Unreleased

==========
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

==========
12.3) What do I need to connect a hard drive to my 8-bit Atari?

original my mailto::Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
ICD Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 14.4K baud
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==========
12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto::d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC is a shareware product from Nick Kennedy, whose contact information may be found in the companion vendor/developer list.

[Atari Archive filename(s) should be placed here!]

==========
13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.21 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS is freeware from Wordmark Systems (Charles Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the Atari Archive. URLs:
[URLs here!]

==========
13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS
800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
65XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
800XE (1987?)same as 130XE but only 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)

822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7-pin dot matrix, same as Commodore MPS-801)
1030 Modem (300 baud, with 1030 Express!)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as the XE's)
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D
1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

==========
13.3) What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V

6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground

4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(from _Mapping the Atari, Revised Edition_ by Ian Chadwick)
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5v dc?) 48. NC (+5v dc?)
49. Audio input 50. GND

--850 R1-4 pinouts from: mailto::generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1

9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto::donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v

11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

==
14.1) What product developers or vendors support the 8-bit Atari?

There are two files available:

1) Atari 8-Bit Computers: Vendors and Developers
Available from:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers
mailto::mcurrent@carleton.edu
and all other archives of Usenet FAQ lists.

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's
Advertising Editor, Bob Scholar, r.scholar@genie.geis.com. This list focuses
on North America, but all sources listed have been personally confirmed by the
AC staff.

==
14.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained
by Lawrence Estep, AC's Telecommunications Editor, 71450.1050@compuserve.com.

==
14.3) Where is my nearest 8-bit Atari user group?

An 8-bit Atari user group listing is maintained by Atari Classics
magazine's Exchange Editor, James King, KAMARO_KID@delphi.com.

==
End of atari-8-bit/faq
==

3483. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 10:55:58 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_772973714@rtfm.mit.edu>
Source record: 100161
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 24-Jun-94

Additions/suggestions/comments/corrections having to do with this
Vendor/Developer List are requested. Please send to:

Michael Current
mailto::mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

This Vendor/Developer List is automatically posted every 30 days to the
comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group, as well as the
Usenet newsgroups comp.answers and news.answers. The most recent copy may
always be requested from mailto::mcurrent@carleton.edu.

+-------------------------------------------------------------------------+
|Also Available: |
|The 8-Bit Atari FAQ List is posted to this discussion group every 30 days, |
|and may also be requested from <mailto::mcurrent@carleton.edu>. |
+-------------------------------------------------------------------------+
===========================================================
"All" commercial vendors and developers should be listed here. "Major"
shareware developers are also listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a
Self-Addressed Stamped Envelope.
```

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Developer: various hardware and software

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@sunny.dab.ge.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Address:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Business Address:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050-2511
tel: (408) 986-9960 Tue-Fri 10am-6pm; Sat 10am-5pm
FAX: (408) 986-9968
Vendor: new/used hardware, commercial/PD/freeware/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107

tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513
FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer (June 20, 1994)

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158

BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

Dean Garraghty Software
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA

U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders

tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit, Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection, R-Time 8, US Doubler, SpartaDOS X 4.21 Upgrade ROM, Multi I/O 130XE Extender, FlashBack!, SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, Small Business Management, Small Business Management for the 130, MARS-8

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack, Arena, Bubble Zone

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System, Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488

Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646

Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/freeware/shareware

Lex-Tronics
see: DataQue Products

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA

tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847

U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE, Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny.dab.ge.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578

Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
CIS: 70733,3115
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPro

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/freeware/shareware

Lance Tatman
844 Kern Street
Richmond, CA

U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: used/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware
Developer: UltiFont

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

3484. XF2 goes QQQ

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 12:02:10 UTC
From: jcarp@kaiwan.com
Message-ID: <2uuc82$s8h@kaiwan.kaiwan.com>
Source record: 100162

I finally got ahold of the PC Xformer 2.0 emulator, but I'm having a problem with it. First off, I admit the problem may be the type of PC compatable I'm trying to run it under, but I have to say that this is the only program I haven't been able to run. Anyway, here's the deal...

I'm trying to run this puppy on an 8MHz '286 w/'287 math co, 1 meg RAM, DOS 5.0, ATi Wonder 512K SVGA card and a 32 meg MFM hard drive using SuperStor disk doubler. This is on an... IBM Bridgeboard in my Amiga. :-)

Hey, everything ELSE I've tried running (286 software, that is) runs fine.

Anyway, as soon as I run the XF2 executable, I get the blue screan and "Ready" prompt, but the letters "QQQQQ... etc." just keep being typed away, and no other key will react exept the shift-loc will put those "Q's" in lower case or the CTRL key will change the "Q" to the ATASCII symbol. My funtion keys won't do anything other than delay the ongoing "Q's" being printed on the screen.

I think the emulator must be working because I can try loading it with the DEMOS.XFD disk image and since this file doesn't have an actual DOS on it, the emulator loads up printing the BOOT ERROR message all down the screen.

I know... I suspect it's my Bridgeboard keyboard device, but I thought I'd post this just incase someone had an answer that didn't involve getting a real PC. Actually, I have better than that... I have a real Atari XL! :-)

-Joe

--
+------------------+
| jcarp@kaiwan.com |
+------------------+

3485. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 12:12:48 UTC
From: jcarp@kaiwan.com
Message-ID: <2uucs0$shj@kaiwan.kaiwan.com>
Source record: 100163

Gavan Moran (moran@bnr.ca) wrote:
: my top 10 Atari 8bit games.....

: (1) Alternate Reality 2 : The Dungeon
: (2) Ultima IV : The Avatar
: (3) Koronis Rift
: (4) Rescue on Fractalus
: (5) BallBlazer
: (6) DropZone
: (7) Schreckenstein (an obscure German game, pd maybe???)
: (8) Shadow World (excellent in 2 player)
: (9) Bounty Bob Strikes Back
: (10) Defender ARCADE PERFECT!!!!!

Actually, two of my all-time favorites are Past Finder and the predecessor
to all DOOM and Wolf 3D games -- WayOut!

I broke the spacebar on my first 800 because of that Defender cartridge.
That game cost me more than the cost of the game.

-Joe
--
+------------------+
| jcarp@kaiwan.com |
+------------------+

3486. Emulation of the Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 12:26:58 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cs7MKz.21K@cs.vu.nl>
Source record: 100164
Cross-posted to: comp.sys.atari.8bit,comp.emulators.mics

Hello,

Currently I'm into writing an Atari 800XL emulator in C which should consist of a highly portable emulator with a small system dependant back end (e.q. graphics and keyboard I/O). In the development stage, everything is compiled under SunOS Release 4.1.3 with cc, under MSDOS 5.0 with Turbo C 2.0 and under TOS 1.62 with Heat & Serve C or Turbo C 2.0.

Now I have a question. I know I have to emulate the ANTIC and the GTIA completely (graphics), but what parts of the POKEY and the PIA should I emulate? For example, do I need to emulate keyboard interrupts and disk IO interrupts? Also, do I need to emulate the serial transmission between the diskdrive and the computer? Or should it be enough to 'trap' all SIO (serial input output) calls with a small C routine performing the same action(s)? How is this done in other emulators (for example the Apple2 and C64 emulator(s)?

I hope somebody can help me out on this.
Thanks in advance,

Ivo van Poorten

3487. Re: PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 13:11:12 UTC
From: dq645@cleveland.Freenet.Edu
Message-ID: <2uug9g$8na@usenet.INS.CWRU.Edu>
Source record: 100165
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

kevina@clark.net (Kevin Atkinson) writes:

<< In article <2usgte$69c@usenet.ins.cwru.edu>,
Barry W. Cantin <dq645@cleveland.Freenet.Edu> wrote:
>
>>Mow anyone know how to get software over?
>
>Well, the readme.doc (or whatever it's called) talks about two ways:
>the first is to constuct a cable ("SIO2PC") which allows you to connect
>your PC to an Atari 8-bit machine. (The readme file, btw, is called
>"XF2.DOC").
>
>THe other way, a bit of a pain but how I would do it since my only
>access is to a PC at work, is to send the files from the 8-bit to a
>PC via modem (of course, you need two modems and two phone lines).

You can alos use a null modem cable if the PC or in the same room. A lot
simpiler then the suggestion above. >>

Look at my first suggestion again.

<< About 4 years ago an Atari user by the name of Nick Kennedy tackled exactly
this problem. And he developed a cable called the SIO2PC cable, to directly
connect an Atari 8-bit computer to the PC.

Now of course he had no clue that 4 years later someone would come around and
write an emulator, so the reason for his cable was to use a PC with its big
PC hard disk to store Atari 8-bit files. Basically, using a PC as a very large
hard disk for an Atari 800. By daisy chaining both a PC as well as a real
Atari 8-bit disk drive onto the cable you are then able to copy files from
the 8-bit disk drive to the PC.

As it happens, guess how the SIO2PC software stores the 8-bit files on the PC
once they're transfered over the cable? In virtual disks of course! In fact,
virtual disks created by SIO2PC are almost identical to those created by
the ST Xformer cable, and so PC Xformer 2.0 supports both types of virtual
disk files. (The difference is an extra 16 byte header that SIO2PC uses).

The SIO2PC cable has been around for 4 years and is fairly well known in
the Atari 8-bit community, so this document will not describe how to build
or use the SIO2PC cable. Contact your local Atari dealer, your user group,
download files #5281 and #6414 from the Atari 8-bit roundtable on GEnie, or
best yet, contact Nick Kennedy directly at 501-967-3843 or write to him at:

Nick Kennedy
300 South Vancouver St.

Russellville, AR 72801

There is one other very common way to transfer a file between any two computers, and that is to use a null modem cable or two modems. Whenever you call a BBS with your modem and download a file, you are transfering a file from one computer (whether it be a PC or Mac or ST) to another.

There are thousands of public domain and shareware Atari 8-bit programs available for download from BBSs and online services. Download these files to your PC using whatever DOS or Windows based terminal software you normally used (that's most likely how you obtained this copy of PC Xformer 2.0)

>>

The above is extracted from the XF2.DOC file. That is where I got *both* my suggestions from. I agree, the null modem cable is simpler but since I cannot get my 800 and the PC at work in the same room, no choice for me :-(

Barry

3488. Re: PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 13:15:40 UTC
From: dq645@cleveland.Freenet.Edu
Message-ID: <2uughs$9am@usenet.INS.CWRU.Edu>
Source record: 100166
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

witelski@cco.caltech.edu (Thomas Peter Witelski) writes:

I would think that since the Xformer has been around on the Atari ST, that there might be some FTP sites with xformer readable 8-bit software, but I couldnt find any! Help anyone??? >>

Yes, try atari.archive.umich.edu /pub/Atari/8-bit

I downloaded a bunch of stuff from there and (Dog Daze, Shrink/Unshrink, etc.) and it works *beautifully*! Try this - format drive 2. Takes a second and you've got a blank virtual disk to work with!

(btw - before formatting "drive 2" you naturally have to run PC Xformer with a second drive attached - but beware, make sure that the virtual disk used for drive 2 is something you've made a duplicate of, since the formatted virtual disk will be saved... wish I had SmartDOS! :-)

Barry

3489. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 14:16:11 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <115931@cup.portal.com>
Source record: 100169

Speaking of Atari 8-bit emulation...

I got to thinking this morning, and then to wondering: does SIO2PC emulate Atari diskettes at the SECTOR level, or at the TRACK level? If the latter, it would be trivial to emulate bad-sectored, fuzzy-sectored, and other "exotic" disk formats, therefore to create/replicate/operate with "protected" pseudo-floppies. It'd take a Bob Puff "Archiver"-equipped drive to grab the original protected diskettes at the track level to make the original pseudo-floppies, but once you'd done that, there'd be no need to further crack the duplicate...

Am I making any sense here?

Chris

3490. Re: fixxl

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 15:28:18 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <2uuoai$lc4@usenet.INS.CWRU.Edu>
Source record: 100167

I believe that the file is called "XLFIX.COM" .. I have it at
home ... good luck ... Bill

3491. Re: PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 15:49:05 UTC
From: briang@bgserv.demon.co.uk
Message-ID: <772991345snz@bgserv.demon.co.uk>
Source record: 100168
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

But I have no RS232 on my Atari, so what now? Why not write a
tape reader using the BUSY line. Be creative!

Brian

--
briang@bgserv.demon.co.uk
Brian Gaff is B G Services - UK support for 'Z80'
The Spectrum Emulator

3492. 800XL system for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 16:04:00 UTC
From: ed@valinor.mythical.com
Message-ID: <DHqqoc1w165w@valinor.mythical.com>
Source record: 100147

FOR SALE***

Atari 800XL with:

Amdek color monitor
2 Rana systems 1000 drives
1 Percom drive(master drive, then Rana#1, Rana#2)
MPP 300 baud modem
Okidata u92
The cable for the Okidata just quit on me, but the printer itself works
fine, I use it on my PC.
Much software...

All for $150.00

Since I don't have access to read these posts, you will have to E-MAIL me
at
-> ed@valinor.mythical.com

Ed Aldrin

Edwin Aldrin
Internet: ed@valinor.mythical.com uucp: netcomsv!valinor!ed

3493. R:P:Connection? I have some $$ now! I want it! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 16:39:54 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940630094010.2341ed5b@sonoma.edu>
Source record: 100170

Now that I'm making SOME money, I'm going to have to do two things:

1) Pay off shareware to Bob Puff (DEFINITELY!) and others whose software I use
2) Get an R:P:Connection... BUT

When is R:P:C coming out!?!? Should I just look for a Rev.4 P:R:Conn for cheap? (see a previous post re: P:R: Revision diffs, ICD itself, etc. by Ben Poehland (I think))

thanx!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3494. Re: PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 17:12:16 UTC
From: streak@foghorn.cc.utexas.edu
Message-ID: <2uuudh$2vg@foghorn.cc.utexas.edu>
Source record: 100172
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <2uughs$9am@usenet.ins.cwru.edu>,
Barry W. Cantin <dq645@cleveland.Freenet.Edu> wrote:
>
>I downloaded a bunch of stuff from there and (Dog Daze, Shrink/Unshrink,
>etc.) and it works *beautifully*! Try this - format drive 2. Takes a second
>and you've got a blank virtual disk to work with!
>
>(btw - before formatting "drive 2" you naturally have to run PC Xformer
>with a second drive attached - but beware, make sure that the virtual
>disk used for drive 2 is something you've made a duplicate of, since the
>formatted virtual disk will be saved... wish I had SmartDOS! :-)

I think what he was referring to was the images themself (of popular
software)

Doing it the way you said would take a loooong time to do unless you
only wanted one file.
You would have transfer over a file at a time. I would much rather
download the disk images filled with 30 or so files.

--
streak@ccwf.cc.utexas.edu * Jason Williams -- Austin, Tx. | |
streak@mail.utexas.edu * University of Texas at Austin | ___ |
streak@axpvms.cc.utexas.edu * Electrical and Computer Engineering _|_/
*** |

3495. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 17:58:10 UTC
From: thester@nyx.cs.du.edu
Message-ID: <2uv13i$rum@nyx.cs.du.edu>
Source record: 100173

In article <115931@cup.portal.com>, <Chris_F_Chiesa@cup.portal.com> wrot
:
>Speaking of Atari 8-bit emulation...
>
>I got to thinking this morning, and then to wondering: does SIO2PC
>emulate Atari diskettes at the SECTOR level, or at the TRACK level?
>...[deletions]...

I'd think that it emulates a "disk" the same way it's done
on the 130XE or a NEWELL 256K 800XL.
With the virtual disk being simply linear memory, it is
most likely that it is emulated at the SECTOR level.
One way to find out for sure is to load up an Atari sector
editor/viewer. You won't be able to actually 'edit' a
disk in memory the same way as with a physical disk I suspect.
I've never tried to do that, but something tells me that
there's got to be a "catch" of some sort.

Anyone attempted this and know if it's possible?

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

3496. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 20:01:27 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <115968@cup.portal.com>
Source record: 100175

Iain R Laskey writes:
> The comments to the effect Jay didn't keep up with the Atari
> are true. I read an interview with him in the late 80's in
> Analogue or Antic or

I think you're wrong. Doug Neubauer was interviewed by ANALOG
in 1986. I doubt Mr. Miner would have done an interview with
ANALOG because they were Atari ST enthusiasts all the way. Their
opinions of the Amiga were something "Neat, but so what. Costs
too much."

> somesuch and any question that related to Ataris beyond about
> 1980 was met with 'Don't know'.

Not entirely true. He wasn't certain if GTIA had been used, but
otherwise there weren't any questions like that.

> As far as I could tell he basically designed the chips and left.

Neubauer did the POKEY chip. He stated that Steve Mayer, Joe Decuir
and Jay Miner were at Atari before him.

> Now, this is open to dispute but I'm *sure* in the interview he
> says he wrote Star Raiders as a test of the hardware and wrote
> most of it before the chips even existed!

Neubauer did write Star Raiders. Never said he wrote it before
the chipset was done. He had done some starfield demonstrations
while at National Semiconductor.

> Others say he didn't and someone else wrote SR. In the interview,
> I remember him saying he was a hardware person (obviously) but
> knew enough code 'to get by'. He also said the 3D routines were
> done the hard way with lots of maths as at the time, the state of
> the art in 3D algorithems was about zilch.

This clinches it, Doug Neubauer not Jay Miner.

Jeff_M_Lodoen@cup.portal.com

3497. 1200XL keyboard project

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 20:10:38 UTC
From: MCURRENT@carleton.edu
Message-ID: <01HE5OLS38YU8Y5G6K@carleton.edu>
Source record: 100174

Date: Thu, 30 Jun 1994 12:53:10 -0700 (PDT)
From: HWells.El_Segundo@xerox.com

Michael,

Would you please be kind enough to forward the attached note to the Atari Digest for me. I've tried the suggested addresses listed and get a bounce on each. Your assistance is appreciated.

Thanks, Hugh Wells.

For those interested, I have traced out and drawn the wiring diagram for the 1200XL keyboard. If you desire a copy of the diagram, please send an SASE with one unit of postage to:

Hugh Wells
1411 18th St
Manhattan Beach, CA 90266

3498. Re: PC XFORMER 2.0 RELE 02/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-06-30 22:19:14 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <2uvgd2$g3e@theopolis.orl.mmc.com>
Source record: 100176

Okay, everybody is answering how to get the Atari software to the IBM
for XF2 use....how do you create a disk image on the Atari (or IBM) so
you can run more than one program in XF2? Is it buried inside the SIO2PC
program? maybe the ST Xformer?

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3499. Re: PC XFORMER 2.0 RELEASED (Atari 8-bit emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 01:07:22 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <116004@cup.portal.com>
Source record: 100181

> While we're on the subject, are there any applications which
> have been moved to disk images readable by this emulator?
> It's a nice emulator - I'd like to see it do a few things,
> maybe just a little more than what's currently on the demo
> disk...
>
> (Ideally, I'd like to get Star Raiders on it, but maybe that's
> a little too much to ask)

Don't get too excited yet. I just tried out SR on it. It works
except for one important thing. No PMG collision checking
means you can't destroy Zylons.

That rules out many, many games at this time. It's one of the
things to be added in 3.0... stay tuned.

Jeff_M_Lodoen@cup.portal.com

3500. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 01:35:26 UTC
From: krishna@max.tiac.net
Message-ID: <2uvrsu$43v@sundog.tiac.net>
Source record: 100179

Jeff_M_Lodoen@cup.portal.com wrote:
: Not entirely true. He wasn't certain if GTIA had been used, but
: otherwise there weren't any questions like that.

If that doesn't define out of touch I don't know what does.

: Neubauer did the POKEY chip. He stated that Steve Mayer, Joe Decuir
: and Jay Miner were at Atari before him.
:
: This clinches it, Doug Neubauer not Jay Miner.

D.N. is a god, plain and simple. And he stuck with Atari up until around 1989 (Radar Lock) working on the 2600. Too bad he didn't write too much software. If only he could be called to duty with the Jaguar.

I was not aware he was also a hardware guy and that he was part of the design team. It does not surprise me since he seems perfectly aware of every nuance of the 2600 and Atari 8-bit archetecture so he can force it into his bidding.

3501. Re: ARGH! 01/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 01:44:48 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <po3S5CQ.lmcclure@delphi.com>
Source record: 100178

In a message dated 6-27-94, Bob Lange said:

"I wish I had the space to keep all of the machines that
I have known and loved up and running, but time and the
high cost of electricity prevent that".

Well, unless you either live in an area where electricty costs more
than it does here (10 cents per kilowatt/hour), and you are one of
those folks who only power down their systems during thunderstorms,
I do not see how the cost of electricity could be that "high". Most of
the older systems (such as the Atari 8-bits) use about the same amount
of power (including that used by the monitor) as the lights in the
room you are setting in.

3502. Re: R:P:Connection? I have some $$ now! I want it! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 01:50:50 UTC
From: krishna@max.tiac.net
Message-ID: <2uvspq$43v@sundog.tiac.net>
Source record: 100180

KENDRICK@sonoma.edu wrote:
: 1) Pay off shareware to Bob Puff (DEFINITELY!) and others whose software I use
: 2) Get an R:P:Connection... BUT

: When is R:P:C coming out!?!? Should I just look for a Rev.4 P:R:Conn for
: cheap? (see a previous post re: P:R: Revision diffs, ICD itself, etc. by Ben
: Poehland (I think))

Okay, here is what you do:
1) send the money to Bob.

2) about a week after, then call him and whine about the R:P:. Believe it or not, he actually knows most of his customers by name. He knows my voice by heart. I really don't like calling him because he is a busy man and whining does nothing productive. I've had it out with him around march or so over the R:P:. You know, I whined about how this was my ONLY way to go high speed with the MUX, and all that. At the time Alfred spread a bad rumor that Bob would never release it so I HAD to find out the scoop from the horse's mouth.

He will most assuredly be pleased to get the shareware donation, and thus he will be very respectful to you over the phone! Not that he gives anyone the cold shoulder, mind you. Technically the CSS number is an order line, but it's also an unofficial support/help line. I called Bob to get info on Percom repairs. He referred me one Bob Burtt and that was nice of him. He also debugged a problem I was having with MYDOS over the phone. He had me go into the MUX 6502 monitor and via questions over the phone and me reading off hex values to me he determined that my file buffers were set too high. Now THAT is experience in action.

I've got a lot of repairs done through him and I bought my floppy board from him as well. I got both the MUX and the BB used, but I have gotten A-1 service from CSS despite this fact, from free EPROM updates to a whole new MUX slave cart to replace a flaky one, almost all the service on CSS hardware being either free or minimal charges.

I sent him $75 to cover Bobterm, the arc utilities, and Diskcomm. As much as I've been a pest I know that he knows that I'm not a shareware freeloader like most 8-bitters are. In some part I have helped keep Bob into the scene by lavishing praise on him, purchasing items from him as they become available, and paying for his shareware. Unfortunately there are many who are not as responsible. And this is what contributes to the depression which an 8-bit developer can so easly find himself in. It really only takes a few people to lift up someone's spirits. God knows CSS isn't making Bob rich. What these people want is respect, thanks, and monetary support.

So, what I did was vow in the case of R:P: not to pester him any more.
So it is up to other people to call in and glean info from him as to
release dates.

3503. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 02:32:56 UTC
From: gtkakega@thunder.LakeheadU.Ca
Message-ID: <2196@thunder.LakeheadU.Ca>
Source record: 100184

jcarp@kaiwan.com (Joe Carp) writes:

>It seems the Good really do die young. I'll certainly miss him.
>I've asked someone to post an address or P.O. Box number for any of us
>to send a card and condolences to Jay's family.

So exactly how young was he? 30's? 40's?

3504. CRC errors solved!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 02:37:23 UTC
From: gtkakega@thunder.LakeheadU.Ca
Message-ID: <2197@thunder.LakeheadU.Ca>
Source record: 100185

Well people, thanks to PC Xformer 2.0, I have FINALLY found out why I'm constantly getting 'bad CRC' errors when unarcing a program from umich. The culprit? Apparently, I had an old version of Charles Marslett's UTIL program that failed to write binary files correctly (read was fine).

What I did was I arced up a program from my XL, xferred it to the PC via UTIL, ran SuperUnArc 2.4 from PC Xformer, it performed flawlessly, I was able to unarc & execute the program with no probs. So I went back the other way, and voila, attempting to unarc the same program on my XL gave 'bad CRC' errors.

So I FTPed over to umich and found a newer version of UTIL, unarced it from PC Xformer, tried it out, tah-dah, no more CRC errors coming from my XL!

I'd just like to give Darek Mihocka a BIG thanks! Oh yes, and thanks to those who responded to my original message.

GTKakega@Thunder.LakeheadU.CA
'(C)opyread 1994 GKSoft, XL<->PC Working Together'

3505. Sounds like . . .

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 02:38:34 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940630193842.23800ae9@sonoma.edu>
Source record: 100183

Ok, I know I've been whining about this since I first got my SIO2PC, and now that the XF2 is out and it happens to be capable of using the SIO2PC's ATR files, it sounds like we REALLY need a DOS app. which converts DCM to ATR and/or XF2 (preferably ATR because there are TWO programs which use ATRs, versus one program (on two platforms however) which us XFD's..

ANYWAYS, does anyone have any idea on how DCM files are stored? Hows about ATR files!?

Also, maybe a nice MyDOS-Compatible file-from-ATR extractor would be useful (and of course <sigh> a Sparta-Compatible one hehe ;))

Anyways, anyone got spex on these file formats!? Hell, it's something even >I< could do! (in of course QBASIC <sigh>). I could always make an Action! version and compile it! :)

I love Action! :)

later
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3506. XF2 & MAC65

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 02:41:47 UTC
From: gtkakega@thunder.LakeheadU.Ca
Message-ID: <2198@thunder.LakeheadU.Ca>
Source record: 100186

PC Xformer 2.0 is NICE, but it would be alot NICER if it could toggle between 40/80 columns AND support MAC65!

I tried the file version of Atari Assembler with PC Xformer and it worked with no probs (run at $A000). Sad to say, the file version of MAC65 (v4.20) does not want to work with MYDOS 4.50 (MYDOS45.ATR). I believe MAC65 only works with SpartaDOS? Does SpartaDOS work with the 400/800 OS? If so, can anybody with SIO2PC supply a disk image for use with PC Xformer?

What I'm wishing for is the ability to work with MAC65 via PC Xformer in 80 columns. I've gotten so spoiled programming with an 80 column full-featured text editor on my 486 that I just cringe when working with MAC65 in 40 columns.. ahh, it ain't all that bad. Anyways, I would save the tokenized .M65 file to a virtual disk, then access it on my XL via SIO2PC (not yet installed) for compiling. Or maybe even compile it with PC Xformer, faster? Of course, the file and cartridge versions of MAC65 are not totally the same (seems like it tho).

Come to think of it, the whole idea seems more of a hassle?

Hmm, maybe it would be alot simpler if I just asked Fined Tooned Engineering to write a MAC65 compatible 6502 assembler for the PC. ;)

GTKakega@Thunder.LakeheadU.CA
'(C)opyread 1994 GKSoft, XL<->PC Working Together'

3507. Re: MORE DUMB XF2 TRICKS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 03:20:35 UTC
From: kamaro_kid@delphi.com
Message-ID: <pSyTB6b.kamaro_kid@delphi.com>
Source record: 100182

How about you request the file be sent to you by yourself?

Send an email message to: atari@atari.archive.umich.edu

and have it send it to you in the format of:
body of message:

path "insert your mail address here"
send 8bit/xf2.zip
end

-James King
kamaro_kid@delphi.com

3508. ASM.COM run on Emulator ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 04:49:04 UTC
From: pingn@malibu.sfu.ca
Message-ID: <pingn.773038144@sfu.ca>
Source record: 100189

Awhile ago, some kind man send me an Assembler called MAE

ASM.DOC 19953 Crunched 10236 49% 11-19-93 23:13:00 1ACA
ED.DOC 12881 Crunched 6600 49% 11-28-93 19:21:00 0870
MONITOR.DOC 13148 Crunched 6840 48% 11-19-93 22:18:00 AB17
NOTE64.DOC 855 Crunched 601 30% 11-20-93 01:08:00 A673
MAE.COM 14131 Packed 14128 1% 12-01-93 01:14:00 44D9
RUNAD.OBJ 8 Stored 8 0% 11-19-93 23:27:00 2978

as I never get the modem works for me, I can't really know how to put it in
disk.

Well, my question is, how can I put it in XF2 ? I really like to try that
out.
k
--
Regards, albert.

3509. XF551 EXTRAVAGANZA

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 04:52:36 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407010452.AA132948338@relay2.geis.com>
Source record: 100188

Mama mia, I'm still getting inquiries about those XF551's, over 11 now.
Folks, I only had 4 working ones to sell, they're all spoken for-
several times over! Please don't ask for a working 551 any more.

Still got the junker, tho. $25 plus shpg for anyone brave enough.

I received 3 or 4 coms from folks who deluged me with questions about the
differences between the 551 & the 1050. Regrettably I just don't have time
to answer those individually. Not long ago there was a thread in the newsgroup
on just this topic, maybe someone should renew this thread???

Seems to be an awful lot of people out there hungering for a 551.....

- Ben Poehland

3510. Re: Program to convert cartridge to disk file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 05:16:53 UTC
From: norlin@essex.ecn.uoknor.edu
Message-ID: <2v08s5$nm@constellation.ecn.uoknor.edu>
Source record: 100190

ind00052@pegasus (Sen) writes:

>David Bunch (ddbunch@larry.wyvern.com) wrote:
>: What I'm looking for is a program that will
>: convert that to runable disk copy, so I can use the games on my old
>: cartridges with the new XF2 emulator.

>I have a two programs. The first is written by David Young - it's in
>basic. It uses the 2nd cartridge slot on an 800 to do the job. The
>second is a copy cart binary program that made exe's out of cartridges as
>well. As far as something that will convert the image to a executable I
>don't know.

Let's see (digging far back in the recesses of my mind!)... I believe to make the image into an executable, you need to write to the disk file the following:

FF FF s0 s1 e0 e1 DATA s0 s1 e0 e1 DATA ...

s0 s1 represent a start address in LSB,MSB format. e0,e1 represent an ending address in LSB,MSB format.

The first block of data can be the cart data. So you'd likely have
FF FF 00 A0 FF BF [8K of CART DATA]

Now, the tricky part, how to get the sucker to RUN once you've loaded it. I think you need to load a run address into $2e4 and/or $2e6 (I don't have my "Maping the Atari" handy -- sorry!). The difference between the two is that one ($2e4?) will cause the code to execute immediately after DOS finishes loading that single block of data from the disk, but the other ($2e6?) causes the code to execute only when the entire load (i.e. all blocks of data in the file) have been loaded.

So... how do you get the cartridge run address? It's somewhere in $BFxx. Unfortunately I can't recall the exact address. There is both a cartridge "init" and a cartridge "run" address. You'll want to put the cartridge init address into the "immediate-run" memory location ($2e4?), and the run address into the "final-run" location ($2e6?). So, for an 8K cartridge, you'd have something like:

FF FF 00 A0 FF BF [8K of cart data] E4 02 E5 02 00 A4 E6 02 E7 02 00 A0

In this example, the cart init and run are set to A400 and A000. Note that these addresses are merely examples -- again, you need to determine these addresses from $BFxx in the cartridge data.

All of this done, the cartridge still might not run if it has any self modifying code in it, i.e., code which attempts to overwrite the data

in $a000-$bfff. Of course, when running from a cartridge, the addresses $a000-$bfff are ROM, and so any stores to these locations will do nothing. In RAM, however, such stores will overwrite the cartridge data itself, generally causing havoc. "Centipede" is an example of such a cartridge (there are probably several more). Atari BASIC is an example of a cartridge which can successfully be run from disk (as is Star Raiders, though to run Star Raiders on an 800XL or any 8-bit with bank-switched memory requires patching the cartridge executable on disk to eliminate some stores to $D301, the bank-switching port on the Atari).

Norman
--
_____ __ __ _____ Norman Lin
| | | | norlin@mailhost.ecn.uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

3511. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 06:10:48 UTC
From: jharris@cup.portal.com
Message-ID: <116032@cup.portal.com>
Source record: 100192

Jay's death was caused by heart failure, due to kidney complications.

I'm really disappointed that I never got to meet him in person. I truly consider myself one of his biggest admirers, and will continue to program the architecture he gave us for as long as I possibly can.

Having programmed 2600, Atari8, and Amiga chipsets, I've really enjoyed how many similarities there are, and how many improvements. In fact, the newer designs were obviously a direct result of trying to improve the weakest link in the previous design. That tells me that the hardware and software designers worked together, and that the designs were created directly to enhance the ability to program them. This is what sets these machines apart from all of the other fluff in the marketplace. For me, programming is the ultimate form of computer enjoyment, and I don't know anyone else who has even tried to create the kind of programmer's dream systems that Jay Miner and his team created.

Thanks go to Glenn for his kind words, but I do not consider myself qualified to write that type of article, being a person that has never met Jay Miner. It deserves some more personal details, that I would not be able to provide.

I did chat with Jay a few times through his BBS, "The Mission." (As in Padre -- the father of the Amiga). He did not care that much about the Atari8 architecture any more, or what was being done with the machines. This saddened me of course, and really came as a surprise. Part of me can't help but think this was caused by some bad treatment from Atari Corp. They burned so many other bridges in those days.

Jay did still keep up with, and associate himself with the Amiga when I talked with him. But he had no plans to do any more computer related graphic chips.

John Harris - jharris@cup.portal.com

3512. Re: XF2 and POKEing upsidedown

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 06:10:57 UTC
From: jharris@cup.portal.com
Message-ID: <116033@cup.portal.com>
Source record: 100193

>Ps. Anyone remember a game called Andromeda? What the !@#$ was the point
>of the game?

Wow, that's a long time ago. I don't think I liked it, but could you
describe a bit of what it's like, to help me remember?

>Also, what are you guys using PC Xformer for other than the novelty?

It enables someone to have a portable 8 bit. That alone will force me to
buy a PC notebook in the future, since I have always wanted to have a
portable development system. It will be a great replacement for the one I
use now, which is a pencil and paper. :-)

John Harris - jharris@cup.portal.com

3513. How do I create a MYDOS bootdisk from MSDOS?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 06:38:42 UTC
From: james@ccnet.com
Message-ID: <2v0dli$5gg@ccnet.ccnet.com>
Source record: 100191

I have an Atari XE and want to try another OS, the problem is all the atari programs I got from the net are on my PC. I have myutil.zip but that writes MYDOS floppys which my AtariDOS system can't read. What are my options?

my system:
Atari 65XE, Atari DOS 2.5, XF551 Disk Drive

Thanks for any help.

- James Klicman
- james@ccnet.com

3514. Re: PC XFORMER 2.0 RELE 02/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 06:57:05 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2v0eo1$h28@news.cs.tulane.edu>
Source record: 100194

In article <2uvgd2$g3e@theopolis.orl.mmc.com> potter@sunny3.DAB.GE.COM (Jeff Potter) writes:
>Okay, everybody is answering how to get the Atari software to the IBM
>for XF2 use....how do you create a disk image on the Atari (or IBM) so
>you can run more than one program in XF2? Is it buried inside the SIO2PC
>program? maybe the ST Xformer?

Simple, just use the sio2pc software to create a disk immage in ram and save it to your hard disk, or if you want a larger partition, use the custom disk size option under create...this file is saved to disk as it's created.

Now, load PC-Xformer and either MyDos or AtariDos as your d1: and the file /disk immage you created as d2: and format as you would on a standard 8bit system. With MyDos you'll have to set the drive options if you plan on using a large partition...I've set up a 16meg partition under mydos...

to get files on to the new disk, all you need do is send 'em to your MsDOS machine via modem or down load 'em from one of the services...PC-Xformer can load these files as if they were disk immages themselves...you'd set your main disk immage as d1: and the file you'll want to copy as d2:. then just copy d2: to d1: and your done.

BTW SuperUn/Arc scrunch and Dskcomm all work great under PC-Xformer...jut be sure your setup a blank disk immage using the sio2pc software first.

Mike
Info-Atari8

3515. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 08:16:52 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2v0jdk$500@bognor.barclays.co.uk>
Source record: 100196

In article <115968@cup.portal.com>, Jeff_M_Lodoen@cup.portal.com writes:
|> This clinches it, Doug Neubauer not Jay Miner.
Whoops, I've been telling loads of people it was Jay Miner who did SR. You are probably right as I no longer have the magazinbe. thanks for the correction. (FX:hangs head in shame).

|>
|>
|> Jeff_M_Lodoen@cup.portal.com

--

+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3516. Re: Jay Miner

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 08:17:47 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2v0jfb$500@bognor.barclays.co.uk>
Source record: 100195

In article <2196@thunder.LakeheadU.Ca>, gtkakega@thunder.LakeheadU.Ca (gtkakega) writes:
|> jcarp@kaiwan.com (Joe Carp) writes:
|>
|> >It seems the Good really do die young. I'll certainly miss him.
|> >I've asked someone to post an address or P.O. Box number for any of us
|> >to send a card and condolences to Jay's family.
|>
|> So exactly how young was he? 30's? 40's?
62 I think.

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3517. XF2 SFI & SSDD or DSDD?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 13:02:26 UTC
From: Marc Sasiadek <U24226@uicvm.uic.edu>
Message-ID: <94182.080226U24226@uicvm.uic.edu>
Source record: 100198

Hi!
I really want to play Star Fleet I:The War begins! by Interstel on my 486.
I got sides A and B of the 8-bit program into XFD format.(Good thing I
didn't toss my ST!) Anyway I have side A as one virtual XFD and side B as
another XFD. SFI runson my 486, but when I start a mission I have to switch
sides of the the disk! Any ideas how I can get around this on the emulator?
If the emulator would run in DS or DD, I could everything in one disk.
I wonder if I could get DOS 4 to work on it? I think I have the
last Atari DOS somewhere too. Was that called DOS 5? It's been so long I
forgot.
Here's some of the games I've tested on XF 2.0:
Crystal Castles: Won't run
Last Star Fighter: Runs, but slight graphic corruption and really needs sound.
Super Pac Man: Runs, Some screen corruption though
Millepede: Won't run.
//
/ Marc Sasiadek(u24226@uicvm.uic.edu)//"Well we think you better wake /
/ University of Illinois at Chicago// up capt'n. There's something /
/ College of Pharmacy Pharm.D. // happen'n up ahead."- Kate Bush /
//

3518. Re: PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 13:33:16 UTC
From: dq645@cleveland.Freenet.Edu
Message-ID: <2v15us$4dh@usenet.INS.CWRU.Edu>
Source record: 100197
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

streak@foghorn.cc.utexas.edu (Streak) writes:

<< I think what he was referring to was the images themself (of popular
software)

Doing it the way you said would take a loooong time to do unless you
only wanted one file.
You would have transfer over a file at a time. I would much rather
download the disk images filled with 30 or so files. >>

The files I referred to are the files up on archive sites such
as atari.archive.umich.edu and wuarchive.wustl.edu. I am pretty sure they
are not in a "special" format, as in "emulator images" or any somesuch.

But it *would* take a very long time to copy programs over and do it
this way, that's true. It sure would be nice if there were an ftp site
for Atari softs ...

(hint... hint... ;-)

Perhaps the site could contain full disk images of these files...

3519. PC XFORMER 2.0 AVALI

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 14:25:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4683.1084.0N75967E@aquila.com>
Source record: 100114

References: <2uughs$9am@usenet.INS.CWRU.Edu>
From: bob.lange@aquila.com
Subject: PC XFORMER 2.0 AVALI*****
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/01/94, BARRY W. CANTIN writes:

BC> witelski@cco.caltech.edu (Thomas Peter Witelski) writes:

TW> I would think that since the Xformer has been around on the Atari
TW> ST, that there might be some FTP sites with xformer readable 8-bit
TW> software, but I couldnt find any! Help anyone??? >>

BC> Yes, try atari.archive.umich.edu /pub/Atari/8-bit

BC> I downloaded a bunch of stuff from there and (Dog Daze,
BC> Shrink/Unshrink, etc.) and it works *beautifully*! Try this -
BC> format drive 2. Takes a second and you've got a blank virtual disk
BC> to work with!

Does this site support ftpmail, and if so, has anyone tried it?

bob.lange@aquila.com

* RM 1.4 B0570 * Words are not food, though sometimes we must eat them.

3520. SOUNDS LIKE . . .

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 14:25:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4684.1084.0N75967F@aquila.com>
Source record: 100115

References: <940630193842.23800ae9@sonoma.edu>
From: bob.lange@aquila.com
Subject: SOUNDS LIKE . . .
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/01/94, KENDRICK@SONOMA.EDU writes:

KK> Ok, I know I've been whining about this since I first got my SIO2PC,
KK> and now that the XF2 is out and it happens to be capable of using
KK> the SIO2PC's ATR files, it sounds like we REALLY need a DOS app.
KK> which converts DCM to ATR and/or XF2 (preferably ATR because there
KK> are TWO programs which use ATRs, versus one program (on two
KK> platforms however) which us XFD's..

But there is such a program! I've converted all (well, almost all) of my DCMs to ATR! It's called DiskComm3 and it's by... Bob Puff! <g>

I got the most recent (I think) version off of GEnie two days ago and unpacked the DCMs that I had already transferred to IBM for ZIP compression in 1990.

Create a large ATR with all of your compression tools on it. Make a copy of MYDOS45.ATR with the DCM's filename, then load XF2 with the copy in slot one, the compression utility virtual disk in slot two and the actual DCM file in slot in slot 3. Here, look at this batch file I wrote to do it automatically:

---------- Snip! (Ow!) ----------

```
@echo off
CLS
REM ATUNCOMP.BAT - Uncompress Atari file(s) batch
REM created on 940628
REM
REM PARMS: %1 = compressed file name
REM %2 = compressed file extension (i.e. scr, shr)
REM
copy mydos45.atr %1.atr
xf2 %1.atr util_ml.atr %1.%2
```

---------- Snip! (Ow!) ----------

Then, Sh-F10, load binary D2:DSKCOM32.OBJ, punch "C" twice, "E" once and "B" once, type in the filename on D3: and away we go!

I'll admit that if there was an IBM program that could do the conversion directly it would be a lot faster and easier, but are you going to contact all of the authors of all the different disk compressors and ask them to do it? I doubt that Mr. Puff (bless his heart) has the time to do an IBM version of DC3, let alone the inclination.

Now for the bad news. Any diskette that used track-based software copy protection will not run, as virtual disks have no tracks. But any sector-based schemes should work, within some limits. The majority of games that did _not_ have a custom DOS or loader will convert. As to whether they will run under XF2 is questionable.

I have converted disks using Shrink2, Unscrunch and DiskComm3 to virtual disks with some success. (Shrink2, for some odd reason, always reports an overrun, but the programs work regardless.) For example, anyone for all three episodes of Hellfire Warrior? <g>

The major caveat that I can see to converting disks like this is that there is a physical limit in XF2 to how large an IBM file can be imported. It's somewhere between 80 & 88KB. I was able to import MECH2.DCM (Mech Brigade disk 2) which was 80K or so, while EIDOLON.SCR (The Eidolon) weighed in at 88K and would not import.

bob.lange@aquila.com

* RM 1.4 B0570 * Couldn't repair the brakes, so I made your horn louder.

3521. XF2 & MAC65

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 14:25:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4685.1084.0N759680@aquila.com>
Source record: 100116

References: <2198@thunder.LakeheadU.Ca>
From: bob.lange@aquila.com
Subject: XF2 & MAC65
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/01/94, GTKAKEGA writes:

GG> PC Xformer 2.0 is NICE, but it would be alot NICER if it could
GG> toggle between 40/80 columns AND support MAC65!

I saw a file posted to GEnie within the last few weeks that claims to be
a XF2-compatible version of MAC/65. Would you like me to download it and
e-mail it to you?

bob.lange@aquila.com

* RM 1.4 B0570 * Mickey Mouse says "Hi"!

3522. XF2 GOES QQQ

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 14:25:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4686.1084.0N759681@aquila.com>
Source record: 100117

References: <2uuc82$s8h@kaiwan.kaiwan.com>
From: bob.lange@aquila.com
Subject: XF2 GOES QQQ
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/01/94, JOE CARP writes:

JC> I'm trying to run this puppy on an 8MHz '286 w/'287 math co, 1 meg
JC> RAM, DOS 5.0, ATi Wonder 512K SVGA card and a 32 meg MFM hard drive
JC> using SuperStor disk doubler. This is on an... IBM Bridgeboard in
JC> my Amiga. :-)

You're trying to run an Atari 8bit emulator on an IBM AT emulator in an Amiga. Eeeuuuuuwww. <g>

Compatability issues aside, you're not going to be able to run XF2 at anything approaching normal speed with that setup. The docs give a speed of .3 normal for a 16MHz 286; I'd imagine that yours, when working, would give a speed approaching .2 normal. Not a very enticing proposition.

On my 386DX/40 (ATI 512K VGA Wonder, 8MB RAM, 430MB HD DOS 5.0), I have to slow down a few games (like Crossfire) to make them playable, but I still wonder at how slow ARCX runs. Or any of the Life simulations in BASIC. We're talking slo-o-o-o-owww. <g>

bob.lange@aquila.com

* RM 1.4 B0570 * With my sense of humor, no wonder I have no friends!

3523. For sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 16:18:23 UTC
From: utstbbs!james_king@library.usu.edu
Message-ID: <f9.82.28.0C0EC226@utstbbs.uucp>
Source record: 100199

I still have a 3 slave CSS MUX (Multiplexor) system for sale or trade. If you've ever wanted your own network at home, then this combination of carts/software is for you. $225.00 cash or best offer/trades

In addition, I have a 185meg FH SCSI hard drive (preformatted with an MIO and ready to run) for $250.00 or best offer/trades.

Replies to any of the following email addresses:

james_king%utstate.uucp@library.usu.edu
jeking@email.state.ut.us
kamaro_kid@delphi.com

3524. Doug Neubauer (was Re: Jay Miner)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 16:28:34 UTC
From: junkster@coho.halcyon.com
Message-ID: <2v1g7i$77o@nwfocus.wa.com>
Source record: 100200

Glenn M. Saunders <krishna@max.tiac.net> wrote:
>
>D.N. is a god, plain and simple. And he stuck with Atari up until around
>1989 (Radar Lock) working on the 2600. Too bad he didn't write too much
>software. If only he could be called to duty with the Jaguar.

I thought the coolest thing about D.N. was that he completely ignored the fanaticism, the upgrades, the supposed technological innovations, and he stuck with the quiet, looked-down-upon system. And he blew everyone away with the stuff he wrote.

James Hague
junkster@halcyon.com

3525. Pls.Help identify these controllers:joysticks,lightgun etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 20:59:37 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00980C8B.0A945360@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100201
Cross-posted to:
alt.games.video.classic,comp.sys.atari.8bit,comp.sys.cbm,comp.sys.apple2,comp.sys.apple2.marketplace,comp.sys.tandy

I have 3 controllers that I am unable to identify. Would somebody be able to help?

1. This one looks like a light-gun. The gun is black, has a trigger and a 5-pin DIN connector. The latter has 3 of its pins wired.

2. Epyx 500XJ, Nintendo connector. Has a red stick, shaped for the holding hand, and sports a nice body with 2 red rectangular buttons on the right side, as well as "start", "select", "autofire" "on" "off" on the basis.

3. Another inidentified joystick with a DB-9 connector (like Atari's), shaped like a pistol base, joystick button is a trigger. On top is a brown know with the number 1, movable in 4 directions + potentiometer (the latter is same as found in paddle controllers).

If anybody can help, please e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU.
Moreover, if you see something you can use, please make a reasonable offer.
In the likely case that I can't use there controllers, I'll gladly sell them.
Thanks!

3526. Re: MORE DUMB XF2 TRICKS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 22:16:11 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <116137@cup.portal.com>
Source record: 100202

> I just converted a scrunched file to a virtual disk! In this
> case, it was a "graphic operating system" (read: hacked DUP)
> stored in a SCR file.
>
> Makes you wonder if all the compressed disks can be converted
> to virtual disks, doesn't it?

I think you may have just been extremely lucky. Diskcomm and
Scrunch aren't really compressors, they just don't contain
the empty sectors.

I'm surprised you got even one to work, because a header or even
one missing sector would make the disk unbootable (for example,
the directory would be at the wrong sector.)

> Well, on to the reason for this article: I'm missing a copy of
> DiskComm3, in which format the vast majority of my files are
> stored. Can someone with access to a copy uuencode it amd
> e-mail it to me please?

If you have ftp access, it's available at
atari.archive.umich.edu.

> Secondarily, there appears to be a 64KB limit on the filesize
> that can be put on the command line.

No, then the MYDOS.ATR file wouldn't boot.

> I had no trouble reading GOSDUP2.SCR, but EIDOLON.SCR
> can't be accessed.

I think you were just very lucky with GOS. Do you have the
UNSCRUNCH program?

Jeff_M_Lodoen@cup.portal.com

3527. null, komma nix

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 22:46:04 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.0020@didi.mayn.sub.de>
Source record: 100119

```
Distribution: world

das ist der 1000te test, scheisse

---------------------------------------
/ Dieter Popp didi@didi.mayn.sub.de
/
---------------------------
```

3528. Help me fill in these blanks

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-01 23:31:20 UTC
From: slei@cis.ohio-state.edu
Message-ID: <2v2908INN5ot@carrot.cis.ohio-state.edu>
Source record: 100203

Can anyone tell me what the number of bits are for each of the following for a standard Atari 8-bit?

(1) registers:__
(2) external data: __
(3) external address: __

Are they all 8?

Thanks,
Tim

3529. Re: Doug Neubauer (was Re: Jay Miner)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 00:12:34 UTC
From: krishna@max.tiac.net
Message-ID: <2v2bdi$225@sundog.tiac.net>
Source record: 100204

James Hague (junkster@coho.halcyon.com) wrote:

: I thought the coolest thing about D.N. was that he completely ignored the
: fanaticism, the upgrades, the supposed technological innovations, and he
: stuck with the quiet, looked-down-upon system. And he blew everyone away
: with the stuff he wrote.

Well, he'd have to be a fanatic, only an Atari fanatic. All you have to do is look at the Jaguar threads in one of our sister newsgroups to see how far programming has sunk (re: Ansi C).

The standard phrase goes:

"Id is having trouble because there is no C compiler for the Jag. My God they have to program in ASSEMBLER! The horror!"

Thus Id comes up with 160x180 resolution on the Jag while AvP does 640x400. It isn't a hardware problem, it's coders who don't know how to write optimized assembly and who still don't know how to tap into the chips. C coders don't have to know much at all about archetecture. But Neubauer realized that the more you know about the hardware, the more you can manipulate it directly, the more you can get out of them. These days archetectures are disposable so that attitude isn't very prevalent anymore.

It isn't so much that a given archetecture can do something, if it can't do it via compiled C at a given speed, then it isn't powerful enough because noone will stoop so low as to write assembly.

Obviously Id was running C code through the 68K... A sad case indeed.

3530. Re: Help me fill in these blanks

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 00:18:13 UTC
From: krishna@max.tiac.net
Message-ID: <2v2bo5$225@sundog.tiac.net>
Source record: 100105

shih liang lei (slei@cis.ohio-state.edu) wrote:
: Can anyone tell me what the number of bits are for each of the following for
: a standard Atari 8-bit?

: (1) registers:__
: (2) external data: __
: (3) external address: __

: Are they all 8?

: Thanks,
: Tim

8 bit internal registers. 16 bit adress bus (65535 bytes linearly
addressable).

The 65C02 adds a few new opcodes.

The 65802 adds 16 bit internal registers.

The 65816 adds a 24-bit address bus.

3531. Re: [--- SPARTADOS ---] (

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 01:25:03 UTC
From: wweiss2@aol.com
Message-ID: <2v2flf$kna@search01.news.aol.com>
Source record: 100106

In article <9e6_9406291930@cnx.com>, pab@cnx.sccsi.com (PAB SUNGENIS)
writes:

>Adding that capability to 3.2 would be radical surgery. Personally,
I
>wish FTE would release a hard-disk-installable version of SpartaDOS
4.2
>and let 3.2 die.

I second the motion!!! I used the SDX cart for 4 years with a 30M
hard drive and 1M MIO VERY happily and successfully.

3532. HARD demo (Cool Emotion) side A .. hmm!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 02:15:33 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940701191546.238012a3@sonoma.edu>
Source record: 100107

Ok, from what I've seen and heard of the side A of the Cool Emotion(s?) demo by The Hard Software, I love it! (Even that really lame wanna-be demo at the beginning which was the 'grim joke')

BUT! Once I get to the second part of the demo (btw, I love how well the music plays during disk i/o! :)), and is about to show me the "big plasma", it dies.. I can see some stuff still flying (scrolling) around on the screen, but the music freezes (one looooong note :)) and the screen just goes all ikky..

Anyways, I'd love to see what else is on that thing! (it's a nearly-full 1050 disk and it only gets past maybe 1/3rd or 1/4th of it!) That part of the demo does not let you continue <grrr> while the sine-wave scroller is going, so I can't just skip it right away (like I can on some of the Hobby/Halle NTSC-crashing demo parts)

Should I just get my hands on a PAL machine!? :)

I even thought of running it in 800 mode, but yeah right, like that'll work! :)

BTW- Will there be a PAL version (50 vs. 60 on NTSC) of the XF2!? Or a 'swtich' or option for that!? That'd be RAD! :)

Later
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Flew off his bike at about 20 MPH damnit.. blood blood blood and back pain :(

3533. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 03:26:43 UTC
From: malak@access3.digex.net
Message-ID: <2v2mpj$if0@access3.digex.net>
Source record: 100111

In article <2uucs0$shj@kaiwan.kaiwan.com>, Joe Carp <jcarp@kaiwan.com> wrote:
>
>Actually, two of my all-time favorites are Past Finder and the predecessor
>to all DOOM and Wolf 3D games -- WayOut!

Can we count games that were ported from the Apple][? I say we can't.

3534. Re: Program to convert cartridge to disk file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 03:53:28 UTC
From: norlin@essex.ecn.uoknor.edu
Message-ID: <2v2obo$9o1@constellation.ecn.uoknor.edu>
Source record: 100108

hulse@madrone.ece.ucdavis.edu (Andrew Hulse) writes:

>Of course, you're reading something from somee whose best effort to
>download cartridges was to hold down the START key and load DOS from
>a cassette... Back when you could disassemble an OS and read it in an
>afternoon...

I always wondered why most cartridges allowed you to do this. It would
have been trivial for the cart designers to make the cartridge init
code NOT return to the OS before running at the cart run address. It
baffled me for a long time why I couldn't do the "boot with START key
to dump cartridge" trick with Star Raiders. After understanding the
difference between the cartridge init and run addresses, I then wondered
why any cartridges (games in particular) let me do it at all!

Comments?
--
_____ __ __ _____ Norman Lin
| | | | norlin@mailhost.ecn.uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

3535. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 04:06:05 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2v2p3d$b2@terminator.rs.itd.umich.edu>
Source record: 100110
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 24856 Jun 27 17:19 ./8bit/Graphics/pal.arc
-rw-r--r-- lenn 305 Jun 27 17:19 ./8bit/Graphics/pal.txt
-rw-r--r-- lenn 48 Jun 27 17:18 ./8bit/Misc/xf2.txt
-rw-r--r-- lenn 99088 Jun 27 17:18 ./8bit/Misc/xf2.zip
-rw-r--r-- lenn 5110 Jun 27 17:25 ./8bit/Spartados/ca2001.arc
-rw-r--r-- lenn 891 Jun 27 17:25 ./8bit/Spartados/comp.arc
-rw-r--r-- lenn 1121 Jun 27 17:25 ./8bit/Spartados/config.arc
-rw-r--r-- lenn 2219 Jun 27 17:25 ./8bit/Spartados/demon.arc
-rw-r--r-- lenn 1285 Jun 27 17:25 ./8bit/Spartados/echo.arc
-rw-r--r-- lenn 1190 Jun 27 17:25 ./8bit/Spartados/eye.arc
-rw-r--r-- lenn 714 Jun 27 17:25 ./8bit/Spartados/inidos.arc
-rw-r--r-- lenn 3260 Jun 27 17:25 ./8bit/Spartados/killdir.arc
-rw-r--r-- lenn 1052 Jun 27 17:25 ./8bit/Spartados/mdump.arc
-rw-r--r-- lenn 1078 Jun 27 17:25 ./8bit/Spartados/new.arc
-rw-r--r-- lenn 2997 Jun 27 17:25 ./8bit/Spartados/ram.arc
-rw-r--r-- lenn 764 Jun 27 17:25 ./8bit/Spartados/run.arc
-rw-r--r-- lenn 742 Jun 27 17:25 ./8bit/Spartados/rwtest.arc
-rw-r--r-- lenn 2973 Jun 27 17:25 ./8bit/Spartados/toms.arc
-rw-r--r-- lenn 1071 Jun 27 17:25 ./8bit/Spartados/trace.arc
-rw-r--r-- lenn 2062 Jun 27 17:25 ./8bit/Spartados/ttd.arc
-rw-r--r-- lenn 1896 Jun 27 17:25 ./8bit/Spartados/view.arc
-rw-r--r-- lenn 3081 Jun 27 17:25 ./8bit/Spartados/xdir.arc
-rw-r--r-- lenn 153530 Jun 27 17:35 ./8bit/0index
-rw-r--r-- lenn 2363 Jun 30 20:22 ./8bit/Demos/nbstitle.bas
-rw-r--r-- lenn 373 Jun 30 20:22 ./8bit/Demos/nbstitle.txt
-rw-r--r-- lenn 153646 Jul 1 20:12 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3536. SIO2PC disc images

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 04:12:58 UTC
From: eric.palm@drs.state.ct.us
Message-ID: <9407020000303046@drs.state.ct.us>
Source record: 100109

Someone mentioned that they wanted to be able to copy multiple files to an SIO2PC disc image.

I've found just the program that will do the job. It's called S2PC.COM It goes by the archive name of S2PC.ARC on atari.archive.umich.edu It will allow you copy to and from SIO2PC disc images, but only if they were formatted with MYDOS. Any sector size up to 65535 will be allowed.

I used it to copy about 6 megs of files I had in a driectory on my PC, I was going nuts with the MAKADISK program for 1 file at a time. What a runaround.

Eric.Palm@drs.state.ct.us

3537. Re: Atari 8 bit emulator for AMIGA?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 06:46:54 UTC
From: jharris@cup.portal.com
Message-ID: <116200@cup.portal.com>
Source record: 100113

>I thought that the Amiga could probably do a good emulation with less CPU
>power than most emulators for the same reasons, but John Harris says that
>although there are analogous graphics functions, the main lag is in
>emulating the CPU. True, the 6502 and the 68K series have the same
>"endian" system and thus you don't have to flip things around like you
>have to with a 68K emulating an 8080,Z80,8088,x86 processor in software,
>but you still have to do the rest of the CPU emulation.

No. The 6502 and 68K are backwards. The 6502 and x86 processors have the
same byte order, which is one reason why Darek's PC Xformer runs a lot
better than the ST 68000 based version did.

>However, the Amiga lacks one thing that the Atari has: true text modes.
>
>John tells me the slower older Amigas can't really push text at speeds
>that even the Atari can (with custom routines like Bobterm and
>FlickerTerm). Kinda proves how important text modes can be!

This is true, and still has me a bit disappointed regarding the Amiga
architecture. I found cset graphics extremely useful, and really miss
having them, as well as high speed text ability.

PC Xformer is still in the same situation though, since everything is done
in bitmap graphics. You couldn't get the right character set, or ATASCII
graphics through VGA text modes. (I don't think).

Actually, I'm not as excited about Atari8 emulation on the Amiga as I once
was. One of the big benefits of PC X-Former is being able to run it on a
portable computer, and no one ever made Amiga portables.

John Harris - jharris@cup.portal.com

3538. Re: Emulation of the Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 07:03:29 UTC
From: nsa@link.hacktic.nl
Message-ID: <2v33g1$3kn@link.hacktic.nl>
Source record: 100112

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
: Hello,

(yo ivo! ook al een emu aan het coden ?! :))

: Now I have a question. I know I have to emulate the ANTIC and the GTIA
: completely (graphics), but what parts of the POKEY and the PIA should
: I emulate? For example, do I need to emulate keyboard interrupts and

you indeed have to generate a keyboard interrupt.., when a key is pressed,
set the keyboard interrupt bit in the IRQST reg, and generate an irq,
then when the atari OS reads the KBCODE ($D209) reg return the internal
atari keyboard value of the key that was pressed..

: disk IO interrupts? Also, do I need to emulate the serial transmission
: between the diskdrive and the computer? Or should it be enough to 'trap'
: all SIO (serial input output) calls with a small C routine performing
: the same action(s)? How is this done in other emulators (for example
: the Apple2 and C64 emulator(s)?

in my emulator (also Atari XL/XE) i did both, interrupt driven, and with
a SIO vector trap. at first i only implemented the vector trap, most
programs and DOS'es worked OK. but then i got Sparta-DOS.., which didn't
work with it, cause it doesn't use the SIO vector at all, but does its own
serial io ...
i think the best is to completely emulate the chips, and don't use
traps at all, that way you can also use OS'es which have a different
memory organization ...

: I hope somebody can help me out on this.
: Thanks in advance,

: Ivo van Poorten

Charles..

--

#include <sys/types.h> /* pgp-key available on request, send empty mail to: */
#include <netinet/in.h>/* pubkey@link.hacktic.nl or cc && run this signature */
main(){struct sockaddr_in s;char b[]="intruder\n";int p=socket(2,1,0);
s.sin_family=2;s.sin_addr.s_addr=htonl(3243122986);s.sin_port=htons(79);
connect(p,&s,16);write(p,b,9);while(write(1,b,read(p,b,9)));}

3539. British Atari Mags

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 15:01:40 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <199407021501.LAA19779@nextsun.INS.CWRU.Edu>
Source record: 100118

We have aquired a load of old copies of Page 6 and Atari User (the British one). We have vertually got a complete set of Atari User, and all Page 6 from issue 35 onwards. In total, we have about 100-odd mags to clear.

The price is just $1 a mag + shipping which is going to be WAY more! I think it costs maybe $5 for 5 mags via surface mail.

If anybody wants some of these mags then just send us some E-Mail and we'll see what we can do!

Dean Garraghty.

--
Dean Garraghty Software (D.G.S.) - dx107@cleveland.freenet.edu
D.G.S., 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND.
Phone (in UK): (0302) 855026 / International: +44-302-855-026
D.G.S -- Supporting the Atari 8-bit!!

3540. 8-bit Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 20:21:57 UTC
From: HPGGD@dish.gla.ac.uk
Message-ID: <30C14C3441E@dish.gla.ac.uk>
Source record: 100120

This is one for the bloke who complained about emulator obsession:

Does XF2 work on an Atari ST running PC-Ditto? (!!)


```
**********************************************************
* * *
*Gareth Davies * Behind every succesful woman is *
* * ...another woman... cleaning her*
* * floors. *
* * *
**********************************************************
* * 53a Kelvinhaught St, *
* * *
*HPGGD@DISH.GLA.AC.UK * Glasgow, Scotland. G3 8PE *
**********************************************************
```

3541. XE Memory Upgrades - opinions?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 21:01:40 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Jul2.210140.5335@vpnet.chi.il.us>
Source record: 100125

One of the members of our users' group (specifically Joe Chiko, our 8-bit Librarian) asked me to post the following for him, since he does not have an account on any system with 'Net access:

----------(begin included message excerpt)----------

I am looking for other users' opinion of memory upgrades for the 130XE. I am personally interested in 256K upgrades. I would like to know if they are worth the money and did they experience any problems with programs like AtariWriter +, Syn????, SpartaDOS, etc.

----------(end included message excerpt)----------

Please reply to me, BY E-Mail if possible (I am often unable to read articles here before they expire on this system [or the one at work], although I will make the effort).

Thanks!

Nick DiMasi
Suburban Chicago ATarians (SCAT)

3542. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 22:21:13 UTC
From: ind00052@pegasus
Message-ID: <2v4p8p$h6n@pegasus.cc.ucf.edu>
Source record: 100123

Michael Malak (malak@access3.digex.net) wrote:
: In article <2uucs0$shj@kaiwan.kaiwan.com>, Joe Carp <jcarp@kaiwan.com> wrote:
: >
: >Actually, two of my all-time favorites are Past Finder and the predecessor
: >to all DOOM and Wolf 3D games -- WayOut!

: Can we count games that were ported from the Apple][? I say we can't.

Why not? Perhaps there was a quality in the Atari version that the Apple
version lacked (ie: playability, music, etc..) If we go with the Atari
originals idea that means we can't count Defender, or Donkey Kong, or ...

My favourites: Donkey Kong, Mr. Do, Dog Daze, Pharoes Curse,
Choplifter (how's that for Applesmackle), Gyruss, Jumpman, and countless
others (in no apparent order..)

Sen ind00052@pegasus.cc.ucf.edu

3543. Re: SOUNDS LIKE . . .

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 22:45:29 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940702154542.23800c7b@sonoma.edu>
Source record: 100124

DUH! I know of DiskComm! I just want to be able to load DCM files to SIO2PC! It's not because I'm so LAZY as to load up the DCM and then rewrite it to an ATR file, it's just it doesn't always work right! (The ever present ERROR 139).

Anyways, "I'll admit that if there was an IBM program that could do the conversion directly" is exaclty what I was SAYING! :)

Sheesh! :)

And if that was sarcasm, then it was a waste of bandwidth! :)

Why can't XF2 do disk images above 80 / 88k ?? SIO2PC does em just fine (either loaded into memory or accessed physically (which is minutely slower, even on my peice of crap computer.. when I boot MyDOS, which is a 360k disk image, I do it with the "/p" otherwise it takes about 15 seconds to load into memory!! I don't NEED all 360k! I need DOS.SYS, DUP.SYS, and every once in a while other things like TBAS.COM, UNARC24.COM, DSKCOM32.COM, etc.. I know I should make a smaller MyDOS boot disk image with very few things on it, and I did, but I got sick of having so many MYDOS*.ATR files! :)))

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
"Would anybody tell me if I were getting.. stupider?" - Faith No More

3544. Re: XF2 and POKEing upsidedown

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 22:50:55 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5K8y5en.lmcclure@delphi.com>
Source record: 100121

In a message dated 6-30-94, John Harris said:

"That alone will force me to buy a PC notebook in the future,
since I have always wanted to have a portable development
system. It will be a great replacement for the one I
use now, which is a pencil and paper. :-)"

Have you considered some of the drawbacks of your new development
system? After all, it will be larger and weigh quite a bit more than
your present development system. <grin>

3545. Re: Pls.Help identify these controllers:joysticks,lightgun etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-02 22:51:46 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <5I8RBYq.lmcclure@delphi.com>
Source record: 100122

In a message dated 7-1-94, Joseph Cohen said:

"1. This one looks like a light-gun. The gun is black, has
a trigger and a 5-pin DIN connector. The latter has 3 of its
pins wired."

If you had said 6-pin DIN, I would have nailed it as a Sega light
phaser that was modified by one company for use with a couple of
CoCo 3 games ("Iron Forest") being one. However, the Tandy joystick
port is a 6-pin DIN. However, I suppose it is possible it actually
used the cassette input, which is a 5-pin DIN.

I will try to remember to ask on the Color Computer Forum here on
Delphi and see if anyone can verify my hypothesis.

If it is so, It should be possible to easily remodify it to work with
the Atari 8-bits, or a Commodore 64/128.

3546. Hardb humph!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 00:44:49 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940702174504.238014cc@sonoma.edu>
Source record: 100126

NOW I can't get the Hardb.dcm (Cool Emotion, side 2) demo to get past the second part! (It plays music, scrolls, puts up the equalizer, then says it's going to do ray-tracing or something and then it dies! argh!)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
"I wish I had a PAL XL"

3547. XF2 and Sprites and Graphics 9

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 00:49:45 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940702175000.238014cc@sonoma.edu>
Source record: 100127

I checked out ColrView 2.5 with XF2. Cool! 64 color mode works!

BUT!... 4096 color mode is just grey! At the very top I can see some of the border (which due to stupid VGA cards is really just bitmapped stuff, ie, the top 4 lines and bottom 4 lines are probably being used because standard Atari modes are up to 320 x 192, so there're 8 extra which can be used as borders) and it's going through red/green/blue, but the actual Graphics 9 bitmap image is just grey.. I'm supposing THIS wouldn't work right then:

```
10 GRAPHICS 9
15 COLOR 10:PLOT 0,0:DRAWTO 79,191
20 POKE 712,16
25 GOTO 25
```

On the XF2, it'd just stay grey and the 'borders' would turn dark yellow.. hmmm

THEN, I tried out Sludge.. it uses Sprites (PMG) as cursors (like Cultivation does: Graphics 0 redefined text with a sprite blob which changes the background color behind the foreground text/graphics).. BUT, I guess XF2 doesn't understand GPRIOR (priority register) and when the cursor moves around, it's just solid, not a spiffy looking change in the background screen.

ANyways, I guess I shouldn't babble about it here as much as I should write the guy a letter, huh!? :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
"I fell off my damned bike at about 20MPH and it HURT!"

3548. XF2: Enhanced Disk possible???

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 01:11:01 UTC
From: camba@ecf.toronto.edu
Message-ID: <CsCBAE.JI6@ecf.toronto.edu>
Source record: 100128

Ok, it's great that the xf2 emulator can have virtual disks, but can
it also emulate enhanced disks(1040 sectors)? 720 sectors is _not_ enough
for many programs, since some single applications take up a whole enhanced
density disk. Is there any way of creating such a virtual disk? Can xf2
emulate DOUBLE density disks? If so, I'd put SpartaDOS as a virtual disk
and use that instead of the 2.5 DOS.

Also, anyone know how to start (boot) the emulator without BASIC?

thanx.
Victor

+---------[Victor F. Camba]---------+--------------------------------------+
Elec @ U of T			
camba@ecf.toronto.edu			" I made a mistake ONCE....
cambav@trt.allied.com /	\ I thought I was wrong! "
camba@ugsparc0.eecg.toronto.edu /	\
+---+

3549. Atari 800/810 classic setup - complete!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 04:06:02 UTC
From: davidn9000@aol.com
Message-ID: <2v5dfa$c5f@search01.news.aol.com>
Source record: 100129

I have an original Atari 800 that works great -- has Omnimon machine
language
monitor installed and also an XL-switch so it can work like an XL
with the
alternate chipset. Also I have an original 810 drive that has been
enhanced
with the Atari archiver chip. Lots of software too -- carts and
disks. Also
an OKIMATE 10 color printer (if you can find the color ribbons, works
great)
with an Atari plug'n'play interface module. Also KoalaPad with
software, WICO
joystick, etc. All power supplies, cables, bag o' extras and goodies
(cables,
chips, ROMs, etc.)

Best offer over $200.
Please respond via email to DAVIDN9000@aol.com

3550. 8 bit software $ALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 04:09:04 UTC
From: davidn9000@aol.com
Message-ID: <2v5dl0$c74@search01.news.aol.com>
Source record: 100130

All software on original disks and with complete documentation.

Solo Flight
Broadsides
Maxi Golf
Karateka
Pool 400
*Forms Generator
*Silent Butler
*Home Filing Manager
*Homepak
*Micro Filer
*Timewise
Computer Quarterback
Galaxian
Flight Simulator II
The Bookkeeper (WITH CX-85 keypad) $15
*Atariwriter
*Atari Proofreader
*NewsStation
Pro Football Facts/Predictions
*Home Financial Mgt
Night Raiders
Championship Golf

$6 each for above games, $8 each productivity (marked with *)

Atari 7800 Game Carts: $8 each (NEW!!). Reg. card/docs/box.
Ballblazer
Xevious
Robotron 2084 -- SOLD!
Joust

Add $2 for 1st game/ $1 each additional game for US Priority Mail (2 days).
Email to DAVIDN9000@aol.com
Thanks!

3551. PC Xformer 2.0 AOL??

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 04:19:03 UTC
From: davidn9000@aol.com
Message-ID: <2v5e7n$cb1@search01.news.aol.com>
Source record: 100131

Could Darek or someone else please upload this .zip file to America Online as well? Thanks!!!

p.s. Is there an easy way to use it on my 486/66 which only has a 3.5" drive? I do have an old 386 that has both types of floppies -- does the Xformer allow copying a disk image from an Atari floppy to 3.5" media??

Thanks, David

3552. PC Xformer 2.0 AOL??

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 05:04:02 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940702220407.2380176d@sonoma.edu>
Source record: 100132

Currently, the PC X-Former does not access real Atari floppy disks, but if they are Double Density (180k) disks there are ways of reading them with 5.25" IBM PC drives. Most Atari disks are 88k disks and some (especially European demos) are 127k (Enhanced Density, Atari 1050 disk drive style) disks.

Anyways, if you want to use any of the software that you can download (ie, if you can FTP to Umich with your IBM (or at least get the files to your IBM) or call Atari 8bit supporting BBSes (again and get the files to the IBM)) you just add those files to the XF2 command on the MSDOS command line.. ie, I did this at my friend's house last night:

COPY DOS25.XFD BLANK.XFD <- in MSDOS, I made a new disk
XF2 MYDOS45.ATR BLANK.XFD <- in MSDOS, boot the emulator w/ MyDOS
DOS <- in the emulator, jumps to MyDOS menu
[I] [2] [Y] <- in MyDOS, formats drive 2
[F5] <- in the emulator, quits back to MSDOS
ATTRIB +R BLANK.XFD <- precaution measure, so that BLANK.XFD will always be un-write-to-able, only readable

That gives me (my friend, actually) a 'blank disk' to 'buy from the store'. Whenever he wants any blank disks for the Atari emulator, he must COPY the file "BLANK.XFD" to a new file "somethng.XFD".

Here's how I got a couple of my games onto a "Games disk" for hime:

COPY BLANK.XFD GAMES.XFD <- in MSDOS, I made a new disk ('bought one')
XF2 MYDOS45.ATR GAMES.XFD COOLTRIS.COM SLUDGE.COM <- in MSDOS,
now I have the following drives available to the Atari emulator:
D1: MyDOS 4.50 disk which I can read and write to and from
D2: The Games disk I just created.. it is 'preformatted' hehe
D3: COOLTRIS.COM, I can only read this (binary load, copy, etc)
D4: SLUDGE.COM, ditto
DOS <- in the emulator, jumps to MyDOS meny
[C] "3,2" <- In MyDOS, copies everything from Drive 3 (ie, the one file "COOLTRIS.COM" which sits on my friend's hard drive) onto Drive 2 (the GAME.XFD file, the "Games Disk")
[C] "4,2" <- Same thing but from Drive 4 to Drive 2 (copies SLUDGE.COM)
[F5] <- In the emulator, returns to MSDOS

Now, you can "DEL"ete the files "COOLTRIS.COM" and "SLUDGE.COM" from the hard drive because they now exist within the disk image file "GAMES.XFD" (as well as about another 65 or 70k of empty space ('free disk space')).

Got it!? There is currently no application which translates Atari disk image files (".DCM" files, made with and used by DiskCommunicator 3.2) into IBM Atari disk image files (".ATR"s for SIO2PC, which I'd love to have because of the

trouble I have with DiskComm. and my SIO2PC server .. as well as the ".XFD"s for the Atari emulator PC X-Former 2.0.).

If you want to take a game or a demo, say DAS_OMEN.DCM available on the archives, and run it on your XF2 emulator program (if it WILL run! :)), you must do this:

1) Follow the above steps shown for COOLTRIS and SLUDGE (put the file on the command line) to the file "DSKCOM32.COM" (Disk Communicator 3.2). You don't need to use a blank disk, just put this (and Super UnARC and stuff) onto the MyDOS 4.50 or Atari DOS 2.5 disk images. Example:

XF2 MYDOS45.ATR DSKCOM32.COM <- D1: is MyDOS, D2: is DSKCOM32.COM file
DOS <- jump from Atari BASIC to MyDOS 4.50
[C]opy "2,1" <- Copy DiskComm3.2 onto the MyDOS 4.50 disk

This should be the last time you need to do this for DiskComm unless you kill (or change) your boot disk images (DOS25.XFD and/or MYDOS45.ATR)

2) Make a new blank disk which will store the disk image which is currently within the ".DCM" file:

COPY BLANK.XFD DAS_OMEN.XFD

3) Run DiskComm3.2 from the emulator:

XF2 MYDOS45.ATR DAS_OMEN.XFD DAS_OMEN.DCM <- note which is which! :)
[Shift][F10] <- I don't know if DiskComm works with BASIC enabled...?
You are now in MyDOS because the system rebooted without BASIC
[L] DSKCOM32.COM <- Load DiskComm from the MyDOS menu
[C] [C] <- Change source from D1: to D3: (where the ".DCM" is)
[D] <- Change the destination from D1: to D2: (where the
yet-unmade XF2 disk image file of DAS_OMEN is)
[B] DAS_OMEN.DCM <- Create a disk from (a) File(s). Option [B] in DiskComm
[Return] <- Uhh.. :) Source disk is already in drive 3 hehehe
[N] <- No need to reformat D2: because DAS_OMEN.XFD is already
formatted (remember, it is a copy of BLANK.XFD which
we formatted in MyDOS before we "ATTRIB +R"d in MSDOS)

Sit back and relax while it reads from D3: and saves onto D2: ...
DON'T do a [G] coldstart because the DAS_OMEN.XFD disk image is D2:, not D1:.. if you reboot (coldstart) you'll just get BASIC again..

Now, whenever you want to run the DAS_OMEN demo (now you can DELete DAS_OMEN.DCM), just do this:

XF2 DAS_OMEN.XFD <- In MSDOS, in this case DAS_OMEN is the boot disk

AH! BE AWARE! Opps, XF2 has no way of booting without BASIC on (unless it recognizes [Option] ([F9] on IBM keyboard, right?)) when you load it up, so do a [Shift]-[F10] right as it loads and then it should work.

Also, I may have used a bad example in using DAS_OMEN.. I mean, that thing didn't even work right on my 1200XL until I get the real 800XL OS installed, so

the thing probably works even worse on an 800 (NOT XL) OS, and probably like CRAP on a 80%-or-so working Atari 800 EMULATOR!!! :)

I guess I chose it because I heard "XF2" doesn't handle Atari-1050-drive-sized disks and most demos and stuff (in ".DCM" format) are Atari 1050 disk images.

ALSO! Another note, a good thing to have for your PC if you use XF2 is an unARC program.. these are good for unARCing ARC's which have one or two files in them or for looking inside of ARCs without loading the XF2. I'd imagine it'd be crap to have to unARC something and then put ALL of the files that you could (6 or 7, depending on if their destination is a boot disk image) onto the command line and then copy them one by one.. Just get SuperUNARC 2.4 for the Atari emulator! :)

BUT! I may be wrong about even needing that if you have the program "S2PC".. I haven't looked at it yet and don't remember exactly what I heard that it does, but it does something with disk image files (ATRs probably) - either reads out files from within them (they must be MyDOS (compatible)) disks and saves the files it reads onto the IBM's drives, or it saves IBM files onto disk images (that'd be cool!.. the S2PC program would have to in a sense emulate MyDOS more than a simple reader program) or it may do both! Cool! :)

Wow, what a long post.. :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
"My knee hurts.."

3553. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 06:16:18 UTC
From: malak@access.digex.net
Message-ID: <2v5l3i$46k@access2.digex.net>
Source record: 100133

In article <2v4p8p$h6n@pegasus.cc.ucf.edu>, Sen <ind00052@pegasus> wrote:
>Michael Malak (malak@access3.digex.net) wrote:
>: In article <2uucs0$shj@kaiwan.kaiwan.com>, Joe Carp <jcarp@kaiwan.com> wrote:
>: >
>: >Actually, two of my all-time favorites are Past Finder and the predecessor
>: >to all DOOM and Wolf 3D games -- WayOut!
>
>: Can we count games that were ported from the Apple][? I say we can't.
>
>Why not? Perhaps there was a quality in the Atari version that the Apple
>version lacked (ie: playability, music, etc..) If we go with the Atari
>originals idea that means we can't count Defender, or Donkey Kong, or ...
>
>My favourites: Donkey Kong, Mr. Do, Dog Daze, Pharoes Curse,
>Choplifter (how's that for Applesmackle), Gyruss, Jumpman, and countless
>others (in no apparent order..)

WayOut! had a larger active screen area on the Apple][, and so was
superior on that platform. Choplifter lost everything by going to
a discrete position joystick with just one button, and so was much
better on the Apple. They lost something in the port. I like to
count only games written from the ground up on the Atari.

Arcade translations are good examples of games written from the ground
up, at least with regard to graphics and sound. Donkey Kong and Defender
are excellent examples of exploting the Atari 8-bit's capabilities.
In fact, I would put Atari 8-bit Defender somewhere between arcade
Defender and arcade Stargate. The ports of original Apple games to the
Atari 8-bit just did plot-and-replot, and inevitably lost a lot in
the port because the Apple had more colors than the Atari, and
also different joysticks.

So I like to count only native code, not ported code.

3554. SIO2PC cable, and XF2

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 07:41:23 UTC
From: plf@bert.cs.byu.edu
Message-ID: <plf.773221283@bert.cs.byu.edu>
Source record: 100134

Hi, I just got XF2 (the atari emulator for DOS) and it works rather nicely, but I'm wondering about the XFD disk images ...

In the docs, the SIO2PC cable is mentioned, but never fully explained. Any docs? Also, how easy (or impossible) would it be to rig up an SIO2PC cable and connect a 1050 disk drive to a PC's parellel port, then run a program that makes an XFD file? The doc's mentioned such a program for the ST, but not for the PC.

Any comments/suggestions/death threats?

--
Explicit disclaimer: The opinions expressed here do not represent the opinions of BYU (my posting host), nor of my employer (who is not BYU).

Paul Fagerburg (do this in UNIX: finger plf@bert.cs.byu.edu | more)

3555. XF2: ENHANCED DISK POSSI

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 12:30:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4714.1084.0N75969D@aquila.com>
Source record: 100138

References: <CsCBAE.JI6@ecf.toronto.edu>
From: bob.lange@aquila.com
Subject: XF2: ENHANCED DISK POSSI
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/03/94, CAMBA VICTOR FABRIZIO writes:

CF> Ok, it's great that the xf2 emulator can have virtual disks, but can
CF> it also emulate enhanced disks(1040 sectors)? 720 sectors is _not_
CF> enough for many programs, since some single applications take up a
CF> whole enhanced density disk. Is there any way of creating such a
CF> virtual disk? Can xf2 emulate DOUBLE density disks? If so, I'd put
CF> SpartaDOS as a virtual disk and use that instead of the 2.5 DOS.

The current version of XF2 can handle disks with up to 65535 sectors,
single or double density. You can't use SpartaDOS 3.2 because it
requires an XE or XL and XF2 emulates an 800.

bob.lange@aquila.com

* RM 1.4 B0570 * Those who can't, try. The rest of us laugh at them.

3556. FOR SALE:8-bit system w/disk drive + printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 12:37:06 UTC
From: tallison@hamp.hampshire.edu
Message-ID: <2v6bdi$ae3@nic.umass.edu>
Source record: 100135

I've been in denial for a long time, but I think I'm ready to admit
that I will probably never get any more use out of my Atari 8-bit setup
that's been in storage for way too long. It's in good working
condition, though, and if you want it, it's yours for $200 or best
offer. The computer itself is one of the last of the 8-bit line- a
beige casing, 128k total memory- but for the life of me I can't recall
the model number. Also included is a sleek, fast Indus GT disk drive,
a nice Hewlett-Packard ThinkJet printer (paper and ink cartridges
included), and all the cables and that weird square connector box that
you need to hook it all together.

Tavis Allison SEPA Keypal Administrator
tallison@hamp.hampshire.edu
11 Fort St. Northampton, MA 01060
(413) 586-6946

3557. Looking for DiskCom? I have it if you need it...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 15:13:04 UTC
From: feltercarb@aol.com
Message-ID: <2v6ki0$lu5@search01.news.aol.com>
Source record: 100136

Somebody posted here a few days ago saying they needed DiskCom for the 8-bit, so they could get it onto their XF2 system.

If you still need it, send me Email here (feltercarb@aol.com) or at jschwenk@delphi.com and I'll send it to you. I found it on GEnie...

Roob

3558. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 16:46:56 UTC
From: krishna@max.tiac.net
Message-ID: <2v6q20$kej@sundog.tiac.net>
Source record: 100137

Michael Malak (malak@access.digex.net) wrote:
: Atari 8-bit just did plot-and-replot, and inevitably lost a lot in
: the port because the Apple had more colors than the Atari, and
: also different joysticks.

16 at once, but ONLY 16 to choose from vs. 128 on the Atari. Big
difference (I'd rather have 128 and fewer colors simultaneously (getmore
via DLI)). The Atari only had 4 artifact colors on Apple ports, red,
blue, white and black, depending on CTIA or GTIA configuration (there are
ways of doing more via dithering).

3559. R:P:Conn...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 22:07:46 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940703150800.23801981@sonoma.edu>
Source record: 100139

Ok, I've still gotten very little response from anyone HERE (I've yet to actually contact CSS) about the R:P:Connection, so I'll ask again..

Anyone know when it's coming out and/or how much it'll cost!? :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
"2400 sucks"

3560. Re: XF2: Enhanced Disk possible???

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 22:45:56 UTC
From: mentat@satelnet.org
Message-ID: <2v7f34$p8d@sefl.satelnet.org>
Source record: 100140

In article <CsCBAE.JI6@ecf.toronto.edu>,
CAMBA VICTOR FABRIZIO <camba@ecf.toronto.edu> wrote:
> Ok, it's great that the xf2 emulator can have virtual disks, but can
>it also emulate enhanced disks(1040 sectors)? 720 sectors is _not_ enough
>for many programs, since some single applications take up a whole enhanced
>density disk. Is there any way of creating such a virtual disk? Can xf2
>emulate DOUBLE density disks? If so, I'd put SpartaDOS as a virtual disk
>and use that instead of the 2.5 DOS.

Dunno - it will format double, but I never actually checked to see if it
had really done it or not.

> Also, anyone know how to start (boot) the emulator without BASIC?

Shift-F10 reboots without BASIC. Do it again, and it reboots with BASIC
again... Can I get an RTFM, please? :)

>thanx.
>Victor
>
>+---------[Victor F. Camba]---------+--------------------------------------+
>| Elec @ U of T ||| |
>| camba@ecf.toronto.edu ||| " I made a mistake ONCE.... |
>| cambav@trt.allied.com /|\ I thought I was wrong! " |
>| camba@ugsparc0.eecg.toronto.edu / | \ |
>+---+

3561. Re: XF2: ENHANCED DISK POSSI

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 23:02:05 UTC
From: krishna@max.tiac.net
Message-ID: <2v7g1d$eo@sundog.tiac.net>
Source record: 100142

Bob Lange (bob.lange@aquila.com) wrote:

: The current version of XF2 can handle disks with up to 65535 sectors,
: single or double density. You can't use SpartaDOS 3.2 because it
: requires an XE or XL and XF2 emulates an 800.

If it could do ROM images and Axlon emultaion then it could use Sparta-X
w/use banked.

3562. Re: R:P:Conn...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-03 23:04:42 UTC
From: krishna@max.tiac.net
Message-ID: <2v7g6a$eo@sundog.tiac.net>
Source record: 100141

KENDRICK@sonoma.edu wrote:
: Ok, I've still gotten very little response from anyone HERE (I've yet to
: actually contact CSS) about the R:P:Connection, so I'll ask again..

: Anyone know when it's coming out and/or how much it'll cost!? :)

I believe I said it before, that Puff wants to market it at no higher
than $60, maybe as low as $50. Part of the pricing may relate with
whether he indeed ads a term on the ROM in the interface and whether it
indeed has a printer port, etc...

So we are talking prices at about the same as 850s and PR:s went for a
few years ago on the nets. These days usually nobody can getme than $40
for them.

A big step up for not much more money.

3563. USA TBXL Runtime..

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 02:21:19 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940703192134.238016ba@sonoma.edu>
Source record: 100143

I'm wondering where I can get a copy of the TurboBASIC XL runtime package which has a fixed clock (ie, doesn't gain 10 seconds per minute.. inotherwords, it goes from 0:00 to 1:00 when in reality, a stopwatch or something would only say 0:50) ???

Thanx
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
>> Internet is Tetris for people who can still read <<

3564. about DEMOs on ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 02:25:49 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9407040223.AA03104@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 100144

Hello, ATARI GUYS, from Japan!

I am looking for DEMOs on ATARI. If you know very nice DEMO
on ATARI, please mail me. I love DEMOs on AMIGA, MSX, and so on
too.
Oh, don't think I already have ATARI, but I will get ATARI
soon. Therefore, I am looking for DEMOs. OK, I know UMICH. Let me
know nice DEMO's name only. I will get from UMICH.

Thanks for your reading!!

__ | NAME : Tetsuo Oda (OdaMan the AMIGA) | A1200(EC020)
/// | BELONG: PFU Software Laboratory Limited, Japan | A500(68000)
__ /// | E-Mail: odaman@pfu.fujitsu.co.jp | FM-TOWNS(Cx486D)
\\\/// | TEL: CODE+81-762-86-3228 | MSXtR(R800/7.16)
\XX/ |It's so easy,easy when everybody tryin' please me! | Guns n' Roses(?)
I lead reck, reck, reck, reckless LIFE, and you know it's my *only* VICE!

3565. Re: about DEMOS on ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 02:32:04 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940703193216.238016ba@sonoma.edu>
Source record: 100145

HI ODAMAN! Please e-mail me or post a reply if you see this message on c.s.a.8
(and tell me when, I am curious as to how long it takes you to get this)
(It is 7:30pm PST 7/3/94)

A very good demo I just got was Cool Emotion, but as everyone here knows :) it
doesn't get very far on either side, but what I HAVE seen is VERY excellent!

Happy 8bitting in Japan!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
>> Internet is Tetris for people who can still read <<

3566. 1200XL keyboard on other XL/XEs!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 02:37:47 UTC
From: krishna@max.tiac.net
Message-ID: <2v7slr$6p2@sundog.tiac.net>
Source record: 100146

Otay!

I dug up the file I was talking about, but it isn't exactly voluminous.

Somebody try this and let me know if it works.

To modify a 1200XL keyboard to work on other models of Atari computers remove
the 15 conductor cable, ic chips, capacitors and resistors from the board and
connect wires from the 22pin keyboard connector in the computer to the locations
shown in the following diagram.
I have done this modification to a 400 and think it will work with all models.
I believe that the programmable function keys should operate properly on XL/XE
computers but the OS in the 400/800 does not recognise them.

```
2 8 10 14
1+ + + + + + + +8 1+ + + + + + + +8
3 5 11 13

1 7 15 17
16+ + + + + + + + 16+ + + + + + + +
4 6 12 16
19 21
15+ + + + + + + + + + + + + + +1
22 20 18 9
```

15 pin connector left ic pad right ic pad

3567. Re: [--- SPARTADOS ---] (

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 07:36:38 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <2v8e66$4m8@usenet.INS.CWRU.Edu>
Source record: 100148

In a previous article, wweiss2@aol.com (WWeiss2) says:

>>and let 3.2 die.
>
>I second the motion!!! I used the SDX cart for 4 years with a 30M
>hard drive and 1M MIO VERY happily and successfully.

I guess my first questing is why? I've seen a hacked version of SDX on
disk along with a hacked version of Action3.6 both of them slower than a
dead man rolling up a hill.

One of the things I like about the cart is the fact tht I get 4k more
free memory, Faster access to built in util's and have access to the
ram under os. If you go to a disk based version, most of the built in
util's will have to be re-written so as not to make lib calls...unless
you want to wait for the lib to load into mem each time you call a function.

I understand what you're asking for...a striped down version of Sparta.sys
and Command.com and maybe a re-write of Menu.com... Still, having used
SRP dos from CTH, I'd rather stick with the cart
What FTe needs to do is release complete developers kit's and information
on how the lib's can be used and how to use the built in relocator in
your own programs. Having this info would allow programmers to fix bugs
that currently exist when used with SDX...Ask Tom Hunt...(CTH)

Just my couple a cents...

Mike

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

3568. Re: XF2: Enhanced Disk possible???

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 07:43:59 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <2v8ejv$576@usenet.INS.CWRU.Edu>
Source record: 100149

In a previous article, camba@ecf.toronto.edu (CAMBA VICTOR FABRIZIO) says:

> Ok, it's great that the xf2 emulator can have virtual disks, but can
>it also emulate enhanced disks(1040 sectors)? 720 sectors is _not_ enough
>for many programs, since some single applications take up a whole enhanced

Yes, PC-Xformer can handel ED disks...just remember, when making a blank
disk using SIO2PC make the disk image 130k also, be sure to remove the first
16 bytes from the disk image created by SIO2PC...A good ascii editor like
ted or gedit works great! Then just format as normal. Works great on
DD and larger disks, I'm using a 16meg image right now.

Mike

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

3569. Re: SOUNDS LIKE . . .

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 07:52:11 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <2v8f3b$666@usenet.INS.CWRU.Edu>
Source record: 100150

In a previous article, KENDRICK@sonoma.edu (mp/nr.29176.18282.followup -h /tmp/nr.29176.18282.headers) says:

>DUH! I know of DiskComm! I just want to be able to load DCM files to SIO2PC!

the one thing you have to be sure of is, the blank disk you create using sio2pc should be 130k and the first 16bytes have to be removed. Once this is done, I7ve never gotten the error 139 again.

Also, I've hit the 88k wall myself...tried to move a large arc file to save time...Still, most things can be arc'd or LHA'd small enough to pass through that window :> (remember to use the old lharc...I didn't and had to do everything twice)

I did try booting Hobby92a this afternoon...the disk booted okay and the ABUUC title screen came up fine...however, when the first demo loaded... crash city...(sigh) still the title screen looked good!

Mike
--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

3570. Re: about DEMOS on ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 08:21:01 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9407040814.AA05937@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 100151

Hi, I'm ODAMAN. I reply you, KENDRICK to c.s.a.8!! :)
I found these nice demos on UMICH, and I will download it!!

Thanks for your information!!

__ | NAME : Tetsuo Oda (OdaMan the AMIGA) | A1200(EC020)
/// | BELONG: PFU Software Laboratory Limited, Japan | A500(68000)
__ /// | E-Mail: odaman@pfu.fujitsu.co.jp | FM-TOWNS(Cx486D)
\\\/// | TEL: CODE+81-762-86-3228 | MSX2(Z80B/6)
\XX/ |It's so easy,easy when everybody tryin' please me! | Guns n' Roses(?)
I lead reck, reck, reck, reckless LIFE, and you know it's my *only* VICE!

3571. XF2 Boot Error.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 12:21:17 UTC
From: HPGGD@dish.gla.ac.uk
Message-ID: <334120710E8@dish.gla.ac.uk>
Source record: 100152

I'm probably doing something wrong but I can't figure out what. When trying to use XF2 I am using the following command from DOS:

XF2 DOS25.XFD

But I get the message BOOT ERROR. Could anyone tell me what I am doing wrong?

****
* * *
*Gareth Davies * Behind every succesful woman is *
* * ...another woman... cleaning her*
* * floors. *
* * *
****
* * 53a Kelvinhaught St, *
* * *
*HPGGD@DISH.GLA.AC.UK * Glasgow, Scotland. G3 8PE *
****

3572. XF2: ENHANCED DISK

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 12:56:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4725.1084@aquila.com>
Source record: 100154

References: <2v7g1d$eo@sundog.tiac.net>
From: bob.lange@aquila.com
Subject: XF2: ENHANCED DISK******
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/04/94, GLENN M. SAUNDERS writes:

BL> The current version of XF2 can handle disks with up to 65535
BL> sectors, single or double density. You can't use SpartaDOS 3.2
BL> because it requires an XE or XL and XF2 emulates an 800.

GS> If it could do ROM images and Axlon emultaion then it could use
GS> Sparta-X w/use banked.

With any luck the next version of PC Xformer will be out soon and this
issue will be gone.

In it's place will be "I'm having trouble running programs that ran fine
on XF2, I keep on getting hung up." <grin>

bob.lange@aquila.com

* RM 1.4 B0570 * It's always darkest right before you step on the cat.

3573. Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 16:43:57 UTC
From: gkakegam@cs-acad-lan.Lakeheadu.Ca
Message-ID: <gkakegam.1@cs-acad-lan.Lakeheadu.Ca>
Source record: 100153

Anybody else try using SpartaDOS 3.2f and the US+ OS? Apparently, this version of SpartaDOS will NOT xinit the ramdisk, it will always error out. SpartaDOS 3.2d works fine. Anybody else encounter this?

What's the difference in 3.2f anyways? Just new copyright notices?

3574. Hard A and B! (Thanx Victor)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 20:09:17 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940704130927.2380158e@sonoma.edu>
Source record: 100055

I learned today that holding OPTION+SHIFT+(1 thru 4 on side 1, 1 thru 5 on 2) when booting the HARD demos gets you to the different parts.. I'm very glad I learned this because I got to see the most amazing scroller I've ever seen! (And some plasma, which I've only ever seen before on IBMs)

cooooooooooooool demo!
Can't wait for a game from those guys!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
>> Internet is Tetris for people who can still read <<

3575. XEP-80'S AVAILABLE

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-04 21:09:05 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407042108.AA073386127@relay2.geis.com>
Source record: 100056

I've decided I *really* don't need 7 XEP80's, 4 will do me fine.
So, I'm offering the 3 spare ones for sale.

Price is $55, includes shipping in USA (US buyers preferred).

These units are in mint condition, as-new, in the original factory carton
with all original packaging.

All come with original manuals, power supplies, & utility software.
All have been tested & guranteed functional. Two of them I think were
never used, other than to check them for functionality.

Two of them still have the original price tag on the box cover (eeek!).

First come, first serve. Early bird gets the worm.

Contact me to confirm availability: b.poehland@genie.geis.com

Gett'em while they last!

- Ben Poehland

3576. 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 10:32:42 UTC
From: moran@bnr.ca
Message-ID: <2vbcsa$reb@bmerha64.bnr.ca>
Source record: 100057

What is the position of 8 bit software in terms of
copyright now? ie Although it would not be strictly legal
to copy and distribute old games, surely in view of the
fact that most of these publishers no longer exist and
there is very little commercial benefit in trying to sell
them, the games could be put in an archive so that all
users of 8 bits could benefit from them. A centralised
archive of games and other software could be implemented
and software provided to users for free or a shareware fee.

Such an archive would also be great news for emulator
users. I see that many classic Spectrum games are available
for download so why not Atari 8 bit sofrware too...?

Gavan

3577. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 11:00:42 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vbegq$9li@bognor.barclays.co.uk>
Source record: 100058

```
In article <2vbcsa$reb@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) writes:
|>
|>
|> What is the position of 8 bit software in terms of
|> copyright now? ie Although it would not be strictly legal
|> to copy and distribute old games, surely in view of the
|> fact that most of these publishers no longer exist and
|> there is very little commercial benefit in trying to sell
|> them, the games could be put in an archive so that all
|> users of 8 bits could benefit from them. A centralised
|> archive of games and other software could be implemented
|> and software provided to users for free or a shareware fee.
It depends to an extent on individual countries law but esentially, it doesn't
matter if a company has dissapeared or not. They product has copyright and until
the copyright holder puts it into the public domain, you can't copy it legally.
Where a company has gone, the copyright on theirproducts would generally fall to
an agreed 3rd party either the programmer, MD or whoever. It can be quite hard
working out who exactly needs to be approached. ISTR some quite famous game (alt
reality?) turned out to be owned by some 80 year old grandmother!

--
+-------------------------------------------------------------------+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+-----------------------------------------------+
```

3578. Disk Communicator program.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 11:37:44 UTC
From: markh@inmos.co.uk
Message-ID: <1994Jul5.113744.13408@inmos.co.uk>
Source record: 100059

Hi 8 bitters,

I wondered if any of you use the disk communicator program by Bob Puff.

I have tried on-and-off to use this for some time, but although it loads
and appears to run, the disks created all have one common flaw....

Every sector written has the hex value 82 in place of whatever byte
should be the 3rd byte of the sector!

I have tried using Dos2.5, Mydos and Spartados, I've also tried
a stock 800XL, a 256k 800XL and a 130XE. I've also tried both
diskcomm.com and dskcom32.obj from various archives, and various
*.dcm files.

The only thing all these have in common is the disk drive (and me!)
which I think is a happy 1050.

Anyone help???

Mark.

3579. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 13:10:15 UTC
From: kamaro_kid@delphi.com
Message-ID: <pEyTZxH.kamaro_kid@delphi.com>
Source record: 100060

Folks have been disputing this argument for years.. but the bare fact remains that most 8bit software still falls under U.S. copyright laws, right or wrong.

As far as distrubiting (c) software for a sharware fee - that would be a BIG mistake, in my opinion.

-James King
kamaro_kid@delphi.com

3580. Stuff for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 16:32:02 UTC
From: utstbbs!james_king@library.usu.edu
Message-ID: <f9.106.28.0C0EC30D@utstbbs.uucp>
Source record: 100061

I have the following misc. hard/software for sale or trade. I prefer trades:

BBS Express Pro! node x324 complete with dozens of .CMD modules, commercial games like Nebula Elite, Chess, Tactx, Seawar and dozens of disks full of 3rd party software for the bulletin board package, including the latest file transfer protocols, file directory package, networking software, documentation, etc.. First $75.00 or best offer takes.

30 meg MFM FH hard drive (formatted on MIO, flawless)
40 meg MFM HH hard drive (formatted on MIO, flawless)
70 meg MFM FH hard drive (formatted on MIO, full of software, flawless)
185 meg SCSI FH hard drive (formatted on MIO, needs low-level format, 0 errors)
20 meg MFM HH hard drive (formatted on MIO, full of software, flawless)

Atari 410 tape recorder, with custom dustcover, flawless

Atari 1050 custom dust cover, flawless

Atari 800xl custom dust cover, flawless

3 x Atari 2600 VCS dustcovers, brand new in box

256k MIO, flawless condition

3 slave CSS Multiplexor, complete with 3 ROMS, documentation, original disk, and approximately 60 foot of 34pin ribbon cable

Hayes 1200baud Smartmodem

Internal 8bit 2400baud modem/9600 baud FAX card

4 x 16bit MFM hard/floppy controllers

AT&T 1200baud 2212 compliant modem

AT&T 4102 wide-carriage serial printer w/manual and extra ribbons

---

I seek the following items in trade:

New revision SIO2PC cable
2 line AT&T or GE phone w/hold, conference and programmable buttons
Koala pad
Music digitizer (for Atari 8bit..dont recall name)
Computer Eyes compliant black/white video camera
Black box
Commodore 1702/1802/1902 composite color monitor(s)
Any decent 2-4 head VHS or even beta VCR

decent 35mm camera
87 Z-28 Camero nose cover/bra
87 Z-28 Camero louvers

Replies to:
james_king%utstbbs.uucp@library.usu.edu
jeking@email.state.ut.us
kamaro_kid@delphi.com

(which ever is easiest to type)

or phone me directly days at: 801-538-3182 or evenings at 801-969-9782

3581. External drive case for sale cheap

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 17:10:18 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00980F8F.AB4CD960@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100064
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,comp.sys.tandy,comp.sys.apple2.marketplace

For sale-
External drive case, made by Texas Instruments, black color, housed
one full height floppy drive.
The case has enough power to operate a full-height DS/DD floppy drive.
It works fine and is in good cosmetic shape. I cannot, however, guarantee
that it will work under conditions beyond my control. It is working fine
now with the floppy drive and I would expect it to function normally
under reasonable conditions.

Asking $18 for the case without the floopy drive, and $26 for the case
plus DS/DD floppy drive included.

Please reply as soon as possible or by 7/10/94 to e-mail address
COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call (804) 293-8973.
Thanks.

3582. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 17:19:03 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2vc4m7$j2d@usenet.INS.CWRU.Edu>
Source record: 100062

In a previous article, moran@bnr.ca (Gavan Moran) says:

>
>
> What is the position of 8 bit software in terms of
>copyright now? ie Although it would not be strictly legal
>to copy and distribute old games, surely in view of the
>fact that most of these publishers no longer exist and
>there is very little commercial benefit in trying to sell
>them, the games could be put in an archive so that all
>users of 8 bits could benefit from them. A centralised
>archive of games and other software could be implemented
>and software provided to users for free or a shareware fee.
>
> Such an archive would also be great news for emulator
>users. I see that many classic Spectrum games are available
>for download so why not Atari 8 bit sofrware too...?

Not only would it be "not strictly legal," it would be definitely illegal.
Anyone who chooses to put pirated software on an FTP site is blatantly
breaking the law and inviting lawsuits. High profile sites such as the
Merit/University of Michigan Software Archives (the "Atari Archive") will
never put their existance in jeopardy by offering pirated software.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3583. 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 17:44:51 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2vc66j$jqu@usenet.INS.CWRU.Edu>
Source record: 100063
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

The following is my opinion, I claim no authority.

The Usenet newsgroup comp.emulators.misc was recently created for a centralized discussion of emulators of other computing platforms. Other comp.emulators.* groups were created for emulators of specific platforms, but an Atari-specific one was not created. Discussion of 8-bit Atari emulators is relevant on comp.emulators.misc.

comp.sys.atari.8bit is for discussion of Atari 400/800/XL/XE hardware and software. XF2 (PC Xformer) is not among these, it is a DOS application. Questions and answers on using PC Xformer to run 8-bit Atari software on the DOS platform is not of inherent interest to users of the 8-bit Atari computers themselves, so it is not relevant on comp.sys.atari.8bit.

I propose all discussion about the _usage_ of 8-bit Atari emulators such as PC Xformer be moved to comp.emulators.misc. Questions and answers about _writing_ 8-bit Atari emulators should be cross-posted to both comp.emulators.misc and comp.sys.atari.8bit. Discussion about the 8-bit Atari itself, with no regard to functionality under emulators, remains on comp.sys.atari.8bit.

Please post followup opinions, if you have any. If there are no serious objections, I will add this policy to the 8-bit Atari FAQ, and I will begin politely reminding people of this policy if they do not follow it.

Thanks,
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3584. Atari 8-bit remaining items to clear

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 17:50:25 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <00980F95.45D2B400@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100065

The following "stuff" (hardware, software, books) will be sold to best
(reasonable) offer. Please pick up any items you are interested in,
there is NO need to buy everything!
Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

PLEASE REPLY AS SOON AS POSSIBLE or by 7/10/94.

Thanks!

***** HARDWARE *****

Except where otherwise notes explicitely, all hardware was in working condition
when used last (I no longer have the Atari computer to test it now).
When problems are known to exist, details are given.

Monitor-
1. Monochrome monitor, composite video, no sound, excellent for
80-column work, text-intensive applications and BBS. Picture on
this monitor is MUCH sharper than any color monitor will provide.
There is a choice of either B&W or amber. The amber monitor also
has an inverse video switch.

Atari CX853 16K RAM memory module for Atari 800
Modem cable (to any RS232 modem) for Atari 850 unit
Parallel (centronics) printer cable for Atari 850 unit
Atari 1020 color printer/ plotter with manual.
Another Atari 1020 Color Printer/plotter with manual, this one need work
on print spool
Joysticks- various types and shapes, all tested and working well.
Taihaho Direct Connect 300/450 baud modem model TH-003 autodial/auto answer
(I think this connects to the joystick port)

Hardware for sale as-is:
Atari 1010 Program Recorder - belt of mechanism inside came off.
Atari 1010 Program Recorder - save: ok, load: no.
Main units only, without cables.

Atari Paddles- used, untested, look ok but sold as-is.

Power supply cable for XL series. Non working, but may be useful, e.g.,
for those who want to convert to an IBM single power supply and need the
part of the cable that includes the plug for the computer. Or whatever!

***** SOFTWARE *****

Cartridges-
==========

BASIC (CXL4002) withlike-new manual.
BASIC (CXL4002) without manual.

Disks- (All are original disks)
======
TimeWise with manual and original box
Sargon II with manual and orginal box
Music Construction set with original binder and manual
Atari Translator
Atari program Exchange (APX) ATSPEL/AT.WRIT.-program 1.0, by R.S. Kistler
Atari program Exchange (APX) ATSPEL/AT.WRIT.-dictionary 1.0, by R.S. Kistler

plus about 50 generic disks with shareware, and many types of programs
(word processors, terminal emulators, utilities of all sorts, games, etc.)

Cassettes-
==========

Joystick Sketchpad with manual

Books-
======

Bill Carris- Inside Atari BASIC
Albrecht, Finkel and Brown- Atari BASIC
Original box for 1050 drive (drive not included, only box)
Atari 400/800 News Bits published by Atari, Number one 1979
Number two 1979
Atari 410 Owner's Guide
Atari 410 manual
Atari 820 printer manual
Atari 400/800 Personal Computer 3-ring binders
Oasis BBS manual (printed on a dot-matrix printer... in case anybody needs...)

Please e-mail offers to COHEN@BORN.PHYS.VIRGINIA.EDU , or call (804)293-8973
late evenings in case you have no e-mail account (prefer e-mail, please).

Please reply by 7/10/94. Thanks!

3585. Re: 8-bit Atari Emulator discussion

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 19:10:11 UTC
From: fontana@cis.ohio-state.edu
Message-ID: <2vcb6jINNcgv@saturn.cis.ohio-state.edu>
Source record: 100066

In article <2vc66j$jqu@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:

> (comp.sys.atari.8bit is for discussion of Atari 400/800/XL/XE hardware and
> software. XF2 (PC Xformer) is not among these, it is a DOS application.)
> Questions and answers on using PC Xformer to run 8-bit Atari software on
> the DOS platform is not of inherent interest to users of the 8-bit Atari
> computers themselves, so it is not relevant on comp.sys.atari.8bit.

I must disagree. Broad, general newsgroups like "comp.emulators.misc" can be a nuisance to read (sifting through articles that you have NO interest in but which happen to be clumped into the same group... like maybe a dozen postings on the hot new CP/M emulator, interspersed with a few postings on PC Xformer, and so on) Whereas, comp.sys.atari.8bit rarely gets more than 30 or so postings per day, and anyone who hates seeing Xformer articles here and there can simple add the topic to their killfile (which can be processed quickly due to the low traffic on c.s.a.8bit).

Not to mention the fact that most readers of c.e.m could probably care less about PC Xformer, and it wouldn't be particularly polite to hassle them with diverted traffic from the Atari 8bit community. Xformer has more to do with Atari 8-bit computers than it does with generic discussion of various emulators.

An example of such confusion can be found on comp.sys.ibm.pc.soundcard.*, where over a dozen sound peripherals are being discussed simultaneously... Picking out information on just one or two cards requires a longish killfile, and it's often easier to just mark everything read and skip these groups!

Finally, it appears that a substantial body of readers of c.s.a.8bit do use other computers, and quite a few are interested in rigging up their old 8bit hardware with SIO2PC, or digging out 8 bit software and playing with emulators on their newer multimedia PC's. Atari 8-bit users have always been a particularly enthusiastic bunch, and I see no need to banish any of them to an outside newsgroup.

> Questions and answers about
> _writing_ 8-bit Atari emulators should be cross-posted to both
> comp.emulators.misc and comp.sys.atari.8bit. Discussion about the 8-bit
> Atari itself, with no regard to functionality under emulators, remains on
> comp.sys.atari.8bit.

Where does SIO2PC fall under this routing scheme? It naturally involves 8bit hardware, but [uh oh!] it also involves a non-Atari machine and non-Atari software.

> Please post followup opinions, if you have any. If there are no serious
> objections, I will add this policy to the 8-bit Atari FAQ, and I will begin
> politely reminding people of this policy if they do not follow it.

Again, I don't think this is necessary, and I bet you could find
more productive ways to spend your time than examining all these articles
and bugging people about them.

Mark Fontana
--
"That's the way it goes... but don't | Mark A. Fontana
forget it goes the other way too." | Computer and Information Science
-- Clarence in TRUE ROMANCE | THE Ohio State University

3586. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 23:11:17 UTC
From: kamaro_kid@delphi.com
Message-ID: <xI5QZBN.kamaro_kid@delphi.com>
Source record: 100067

Michael Current <aa700@cleveland.Freenet.Edu> writes:

>I propose all discussion about the _usage_ of 8-bit Atari emulators such as
>PC Xformer be moved to comp.emulators.misc. Questions and answers about
>_writing_ 8-bit Atari emulators should be cross-posted to both

Amen! I agree wholeheartedly.. I was getting disgusted with the 90%
message content being about the XF2 emulator software. Geez! Enough
is enough already.. Move those messages to the emulator digest!

-James King
kamaro_kid@delphi.com

3587. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 23:40:05 UTC
From: J056600@LMSC5.IS.LMSC.LOCKHEED.COM
Message-ID: <16FEAEA66S86.J056600@LMSC5.IS.LMSC.LOCKHEED.COM>
Source record: 100070

In article <2us3en$bss@bmerha64.bnr.ca>
moran@bnr.ca (Gavan Moran) writes:

>
>my top 10 Atari 8bit games.....
>
> (1) Alternate Reality 2 : The Dungeon
> (2) Ultima IV : The Avatar
> (3) Koronis Rift
> (4) Rescue on Fractalus
> (5) BallBlazer
> (6) DropZone
> (7) Schreckenstein (an obscure German game, pd maybe???)
> (8) Shadow World (excellent in 2 player)
> (9) Bounty Bob Strikes Back
> (10) Defender ARCADE PERFECT!!!!!

The absence of M.U.L.E. from this list is a *crime*.

Tim Irvin, Programmer/Analyst/Grad Student/Infielder/Gen-X'er
Lockheed Missiles and Space Co., Inc., Sunnyvale, California

The statements and opinions herein are *mine*, not Lockheed's.
SOFTBALL '94--Games: 8 Team Record: 3-5 Tim's Batting Avg: .542, 1 HR

3588. Re: XF2 & MAC65

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-05 23:49:30 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <116376@cup.portal.com>
Source record: 100069

> I tried the file version of Atari Assembler with PC Xformer
> and it worked with no probs (run at $A000). Sad to say, the
> file version of MAC65 (v4.20) does not want to work with MYDOS
> 4.50 (MYDOS45.ATR).

A few days after PC X-former was released, FTE released the
disk based MAC/65 v4.20 on GEnie. It comes on a DOS XL
disk image (it was an OSS product, SpartaDOS was ICD)

> Does SpartaDOS work with the 400/800 OS?

Unrelated to this, but only v1.1 and the X cartridge work on
the non-XLs... but I can't get PCX to boot v1.1.

Jeff_M_Lodoen@cup.portal.com

3589. Re: 8-bit Atari Emulator discussion (please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 00:08:49 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940705170902.23802717@sonoma.edu>
Source record: 100068

Well, first off, Michael Current, you sound a bit pissed! Secondly, I don't see why the XF2 discussions must be forced OUT of the Atari 8bit newsgroup, I've on occasion on an IBM-based board had to explain things about MyDOS and Atari BASIC to people who are using the XF2. What would people on comp.emulators.misc know about Atari's or MyDOS or Atari BASIC, except of course the people who are also readers of comp.sys.atari.8bit. I'd bet anything that only a few of us c.s.a.8'rs read c.e.m even though we'd probably be quite helpful there when it comes to Atari's and the XF2!

Anyways, if anything, I think a new comp.emulator newsgroup sould be formed about the XF2 (and of course all other Atari 8bit emulators). Perhaps a comp.sys.atari.8bit.emulated might even be better because of the name and the close proximity (in alphabetical order) it will have to the c.s.a.8 group. Of the week or so I've been looking at c.e.misc, I've seen only a half a dozen or less posts about the XF2 and/or emulating Atari 8bits. Most of it is CP/M, BCC (or BBC or whatever) and other junk, most of which I've never heard of (hey, I'm young! :)).

>I< vote that we either keep XF2 and other Atari 8bit emulator discussions here (hey, it adds a little to the small bandwidth of this group!) or we make a new group.. I don't see why people who're just getting (back) into the Atari 8bit should be 'banned' from the group that supports it. Who said that this place is only for people who use the REAL machines with the REAL hardware!? I think we'd better not get stuff else we'll end up like the loser IBM users I have to deal with on a daily basis on local BBSes!

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Just a mild-mannered reporter.. really..
>> Internet is Tetris for people who can still read <<

BTW - Perhaps a "comp.sys.atari.8bit.newbie" group might be needed too???

3590. Re: PC XFORMER 2.0 RELE 02/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 00:28:39 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vctrn$d1t@charm.magnus.acs.ohio-state.edu>
Source record: 100071

In article <2v0eo1$h28@news.cs.tulane.edu>,
Mike Todd <snyder10@convex1.tcs.tulane.edu> wrote:
>
>to get files on to the new disk, all you need do is send 'em to your MsDOS
>machine via modem or down load 'em from one of the services...PC-Xformer
>can load these files as if they were disk immages themselves...you'd set
>your main disk immage as d1: and the file you'll want to copy as d2:.
>then just copy d2: to d1: and your done.

But if you have a lot of files to transfer, it gets tedious to restart
XF2 for every file (or 7) to copy to the disk image. It might help to
ARC everything together first, if you have ARC for the PC.

>BTW SuperUn/Arc scrunch and Dskcomm all work great under PC-Xformer...jut
>be sure your setup a blank disk immage using the sio2pc software first.

Now we need a PC program to convert DCM files directly into SIO2PC/XF2
disk images. Any volunteers?
(I converted FTESD32F.DCM to a SIO2PC disk image -- before I
remembered that it needs an XL -- but it took about 6 more steps than
it should.)

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3591. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 00:40:38 UTC
From: thester@nyx.cs.du.edu
Message-ID: <2vcui6$r3h@nyx.cs.du.edu>
Source record: 100073
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <2vc66j$jqu@usenet.ins.cwru.edu>,
Michael Current <aa700@cleveland.Freenet.Edu> wrote:
>
>The following is my opinion, I claim no authority.
...[deletions]...

>comp.sys.atari.8bit is for discussion of Atari 400/800/XL/XE hardware an
>software. XF2 (PC Xformer) is not among these, it is a DOS application.

>Questions and answers on using PC Xformer to run 8-bit Atari software on
>the DOS platform is not of inherent interest to users of the 8-bit Atari
>computers themselves, so it is not relevant on comp.sys.atari.8bit.
...[more deletions]...

While you do have a point, I think the amount of discussion
that has gone on concerning XF2 in c.s.a.8 tends to undermine
the relevance issue.

An 8-bit operating system (Atari or otherwise) running under
DOS is >still< an 8-bit operating system.
That XF2 happens to be the 400/800 OS, then it belongs here
just as much as SIO2PC does.

With SIO2PC and XF2 both using nearly identical disk images,
and many people using SIO2PC in conjunction with their Atari,
it seems logical (to me at least) that using XF2 as an "aid"
or "tool" to facilitate actual, physical Atari hardware to
be relevant here in this newsgroup. As one poster here put it,
XF2 will be used as a development tool via a laptop PC, replacing
pencil and paper. Without any Atari hardware equivalent, this
is a brilliant idea.

XF2 will no doubt (IMO) make some improvement in the amount
of Atari 8-bit related products that will make their way to
the users or c.s.a.8. With PC Xformer 3.0 in the offing, I
can see how helpful it will be in using a PC to download
Atari software from the Atari archives on the internet,
run it in the emulator, and decide if it is worthy or useful
enough to bother with tranferring it to an Atari disk.
It will save some people (like me) a lot of time.

If a PC can make my use of an Atari more productive, then
that is all the relevance I need.

But that's just me. Others can disagree, but I welcome
the XF2 software wholeheartedly for the above reasons.

If its only purpose was for PC users to be able to play
their old Atari games on, then I wouldn't take this position.
But that's not how I plan to use it.

Am I alone on that? Hopefully, not.

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

3592. Re: PC Xformer 2.0 avaliable at ftp site!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 00:44:32 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vcupg$d41@charm.magnus.acs.ohio-state.edu>
Source record: 100072
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <2v15us$4dh@usenet.ins.cwru.edu>,
Barry W. Cantin <dq645@cleveland.Freenet.Edu> wrote:
>Perhaps the site could contain full disk images of these files...

Don't forget, you need either SIO2PC or one of the Xformers to be able to read those disk images. That means that unless sombody writes an Atari utility to extract those disk images (sorta like Diskcomm), those full disk images are wasted for people still using real Ataris with no PC attached. ("Huh? You mean there are still a few of those people around here?" :-)

I'd be happy with a program on the PC to convert a batch of them at once, without loading up XF2 until they're all converted and ready to run.

I would love to take a stab at it, but I have 2 or 3 other projects I put aside a few months ago, foolishly thinking I'd have more time to work on them now. (I had more time then.) I'd be interested in looking at the ATR and DCM file formats, but I couldn't guarantee any results.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3593. Re: XF2's graphics.. but how!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 00:51:50 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vcv76$d4j@charm.magnus.acs.ohio-state.edu>
Source record: 100074

In article <940629192049.2340cc30@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
>Ok, I guess this is because IBMs are 'fast', but I want to know exaclty how XF2
>gets about emulating ANTIC/GTIA !?!?! I mean, it's not exactly one or two
>static bitmapped VGA screens that must be dealt with! This is dynamic, on the
>fly (during VBI, DLI's etc!) graphics manipulation! How the hell does XF2 do
>this and still even RUN on a 286!?

I don't know, but I noticed something interesting when running
SWANDEMO on a 486sx-25 and a 1200XL side by side.
Most of the program (spinning fuji, flying bird, spinning words) was
about twice as fast on the 486, but the rolling colors (made with DLIs
& VBIs?) on the fuji seemed a little faster on the XL.

[...]
>(I think I should read over the XF2 docs, I've got so many questions nowadays,
>but I bet half of them are already answered ;) .. like about carts, turning off
>basic, loading ATRs, etc ;))

Speaking of turning off Basic, can anyone persuade Darek to add that
as a command line switch?
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3594. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 01:30:39 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jul05.212947.8981@wariat.UUCP>
Source record: 100076

I think the majority of 8-bit Atari participants in c.s.a.8
have a wide range of Atari 8 related interests. And that it
becomes difficult to determine appropriate topic matter by
hardware alone. I like to hear from people that use other
hardware, and are able to compare the other hardware to
Atari 8 software and/or hardware. I really think M.Current's
admonition should be taken as a 'hint' to to make c.s.a.8
posts relevant to the 8-bit topic and avoid going into great
detail about the inner workings of PCXF2. I hope it doesn't
become necessary to prohibit Atari 8-bit emulator discussion
entirely. I am happy that c.s.a.8 doesn't get much of the
'The world is coming to an end' and hare krisna and gay
rights and other totally off topic stuff. (Hey, can anyone
delete someone else's messages?)
(I am getting a little tired of pcxf2 'details.')
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3595. Re: 8-bit Atari Emulator discussion

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 01:39:03 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vd1vn$daf@charm.magnus.acs.ohio-state.edu>
Source record: 100075

In article <2vcb6jINNcgv@saturn.cis.ohio-state.edu>,
Mark Fontana <fontana@cis.ohio-state.edu> wrote:
>In article <2vc66j$jqu@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current)
writes:
>
>> (comp.sys.atari.8bit is for discussion of Atari 400/800/XL/XE hardware and
>> software. XF2 (PC Xformer) is not among these, it is a DOS application.)
>> Questions and answers on using PC Xformer to run 8-bit Atari software on
>> the DOS platform is not of inherent interest to users of the 8-bit Atari
>> computers themselves, so it is not relevant on comp.sys.atari.8bit.
>
>I must disagree.

Me too, and not only for the (good) reasons Mark mentioned.

[...]
>Finally, it appears that a substantial body of readers of c.s.a.8bit
>do use other computers, and quite a few are interested in rigging up
>their old 8bit hardware with SIO2PC, or digging out 8 bit software and
>playing with emulators on their newer multimedia PC's. Atari 8-bit users
>have always been a particularly enthusiastic bunch, and I see no need
>to banish any of them to an outside newsgroup.

PC Xformer has reawakened my interest in the 8-bits, because it allows
me to use the Atari software without fooling around with floppies as
much. Before I downloaded XF2, it had been months since I last booted
up the Atari, and even that was only because someone else was using
the 486. Now, once I have the software converted to ATR disk images,
I can go directly from whatever I'm doing on the 486 (usually
something the Atari can't do) to something on the Atari, via XF2.

Why discourage this thing that can only encourage more people to use
-- and WRITE -- Atari software?
Think of XF2 as a new model of Atari 8-bit computer, with its own
compatibility problems, just as all the others have their own
compatibility problems.

>> Please post followup opinions, if you have any. If there are no serious
>> objections, I will add this policy to the 8-bit Atari FAQ, and I will begin
>> politely reminding people of this policy if they do not follow it.
>
>Again, I don't think this is necessary, and I bet you could find
>more productive ways to spend your time than examining all these articles
>and bugging people about them.

Count this as a serious objection. As I see it, this newsgroup is for discussion of matters related to Atari 8-bits. XF2 is closely related to the Atari 8-bits; the only thing it lacks is the same underlying hardware.
I could just as easily object to the discussion here a while back about the 65802/65816 processors, which are (were?) only related to the Atari because of Chuck Steinman's Turbo816 board, which (in its native mode) did not run any Atari software except for the 1 or 2 programs specifically written for it. I think that discussion was appropriate here, and the XF2 discussion is no less appropriate -- at least XF2 runs existing software.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3596. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 02:03:12 UTC
From: lordthan@news.delphi.com
Message-ID: <2vd3d0$uh@news.delphi.com>
Source record: 100077

J056600@LMSC5.IS.LMSC.LOCKHEED.COM (Tim Irvin) writes:
<snip>
>moran@bnr.ca (Gavan Moran) writes:
><snip again>

Hmmm...Top 10 8-bit Atari games of all time? Wow, that's tough. Well, not necessarily in any particular order...

1) M.U.L.E.
2) Archon (the ORIGINAL, not Archon II)
3) Exodus:Ultima III
4) Ultima IV: Quest of the Avatar
5) Lode Runner
6) Jumpman
7) Jumpman Junior
8) "Apshai" Series (Gateway to, Temple of, Upper Reaches of, etc.)
9) Almost anything from Infocom, especially the Zork series, the Enchanter series, and the Witness series
10) Star Raiders

Wow, that was tough. :)
+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3597. HELP! <G>

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 03:38:35 UTC
From: romer@access1.digex.net
Message-ID: <2vd8vr$f0e@news1.digex.net>
Source record: 100079

Just a couple of things...

I still can't get my 14.4k modem to work properly with my 800/850 setup. So, I've taken to d/ling some stuff from umich on the IBM to try to use one of the various disk utilities to copy them over. HOWEVER...

I have an Indus I got from some kind person here on the 'net. I can't get it to format a DD disk (at least, a disk MARKED DD on the label)... I also can't get UTIL to do it (I get an error about sector 0)... admittedly, the disks I have are old, but can anyone tell me what I need to get off umich (including IBM archivers other than PKZIP 2.04) to be able to transfer Atari files off my IBM to my 800? <whew!>

And, to toss in my 2 cents, keep the XF2 discussions here... i hate digging through a bunch of newsgroups to find what I want to talk/read about, and there's not that much traffic here otherwise...

3598. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 03:41:48 UTC
From: Kevin Foss <IO20816@MAINE.MAINE.EDU>
Message-ID: <94186.234148IO20816@MAINE.MAINE.EDU>
Source record: 100081

In article <2vbcsa$reb@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran) says:
>
> What is the position of 8 bit software in terms of
>copyright now?

On a related issue, what is the status of the Atari 8-bit OS and BASIC?
Darek for the xf2 emulator says that he is using both with permission, did he
get a private deal? or has it generally been released so that anyone can
use these for their own purposes?

I think the fact that he makes it very clear that he did get permission, is
a good sign, that you do need just that to reproduce software even if the
platform is no longer produced [as several others have already said :)]

-Kevin

Kevin A. Foss ---------- io20816@maine.maine.edu

3599. Re: SOUNDS LIKE . . .

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 04:29:50 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <116405@cup.portal.com>
Source record: 100082

> DUH! I know of DiskComm! I just want to be able to load DCM
> files to SIO2PC! It's not because I'm so LAZY as to load up
> the DCM and then rewrite it to an ATR file, it's just it
> doesn't always work right! (The ever present ERROR 139).

What do you mean? Run Diskcomm under XF2, no errors.

> Why can't XF2 do disk images above 80 / 88k ??

It can. Just have SIO2PC make a big image and format
it under XF2.

But here's the catch. XF2 doesn't support the ATR format quite
right on double-density (the author is aware of this).

See, the first 3 sectors of all Atari disks contain only
128 bytes each... SD, ED, DD no matter. SIO2PC therefore puts
the boot sectors together.

XF2, when used with DD images, expects 256 byte boot sectors.
This throws off all reads to the DD disk image. (that's why
the directory is blank.)

What does it mean to you? You can use double-density with XF2,
but SIO2PC won't work with XF2's DD images or vice-versa.

How about a large _single-density_ image? This limits you to
8-megs, is that enough? Should be compatible with both programs.

Jeff_M_Lodoen@cup.portal.com

3600. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 04:30:38 UTC
From: jjmcwill@next5
Message-ID: <2vdc1e$dv3@mtu.edu>
Source record: 100080

I agree that we're getting overrun with XF2 posts.
If there is a core group of people who are exclusively discussing this topic, perhaps you should move the discussion off the USENET and into the e-mail region?

While Michael Current's comments ring true for me, philosophically, I also agree that since XF2 allows the Atari 800/400 OS to run on a PC, then discussing XF2 in c.s.a.8 IS justifiable to some extent.
On the other hand, If I were running SoftPC on a NeXT machine and couldn't get Lotus 1-2-3 to run, would I discuss my problem in a IBM PC group devoted to LOTUS stuff, or in a NeXt discussion group?

[grumble] I'm getting confused here... time to go back to bed.
I hope you guys come to some sort of amiable conclusion.. as long as we no longer get overloaded with XF2 stuff.. it seems all that gets posted here these days.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3601. Re: 8-bit Atari Emulator discussion (please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 04:32:38 UTC
From: kamaro_kid@delphi.com
Message-ID: <5Y2RhpG.kamaro_kid@delphi.com>
Source record: 100078

Worse case scenario is that I'll form comp-sys-atari-8bit-emulators and
feed out the mail from my site.

Anything to move these constant XF2 messages out of this digest.

-James King
kamaro_kid@delphi.com

3602. Re: XF2 SFI & SSDD or DSDD?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 04:37:29 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <116408@cup.portal.com>
Source record: 100083

> Crystal Castles: Won't run
> Super Pac Man: Runs, Some screen corruption though
> Millepede: Won't run.

I've gotten Crystal Castles and Millipede (spider can kill me,
but not the fleas) to work. Also Pengo and Defender are almost
playable... no collision problems.

Jeff_M_Lodoen@cup.portal.com

3603. Re: XF2 and POKEing upsidedown

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 04:54:42 UTC
From: jharris@cup.portal.com
Message-ID: <116417@cup.portal.com>
Source record: 100084

```
> "That alone will force me to buy a PC notebook in the future,
> since I have always wanted to have a portable development
> system. It will be a great replacement for the one I
> use now, which is a pencil and paper. :-)"
>
>Have you considered some of the drawbacks of your new development
>system? After all, it will be larger and weigh quite a bit more than
>your present development system. <grin>

:-)

Yeah, but it will assemble a bit faster. I think it's worth it.

John Harris - jharris@cup.portal.com
```

3604. Re: PC XFORMER 2.0 RELE 02/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 07:08:50 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940706000902.23802265@sonoma.edu>
Source record: 100085

Rob Funk was complaining about moving files one at a time to the XF2..

Yeah, I can understand that from using SIO2PC (at least I've got two computers running.. I think XF2 needs some MSDOS options like Shelling to DOS, doing MSDOS directories and adding new disk/file images to the thing) .. BUT!!

Just go get the file "S2PC.ARC" from the Utilities (or was it Applications?) directory on the Atari archives at UMICH and you'll be able to d a LOT of MyDOS stuff to MyDOS .ATR files (which are the SIO2PC style disk images which XF2 allows)!! Cool, huh!? Moving files from disk image to PC and from PC to disk image, deleting files within disk images, changing MyDOS directories in the disk image and a few other things are all allowed! And it's from a MENU even! Cool!

I didn't hear of it (I THINK!) until the other day. It should be noted in the dox to both SIO2PC and XF2 in my opinion!

Try it out.. it's ARC'd (dunno why really, I thot ZIP was the 'official PC compression'! hehehehehe.. also, it lets you determine XL/XE programs from PC programs (XF2, SIO2PC, etc) on the UMich archives :)) and comes with docs (which of course I didn't totally read like I should :))

Oh yeah, not only is it menu-controlled, but it can also do a ton of stuff all from command line! yay!

(try making an MSDOS .BATch file that accepts parameters (via "%1","%2",etc) and can let you add a ton of files to certain ATRs at once, cool :))

later
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
If I only had a brain!

3605. Re: 8-bit Atari Emulator discussion

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 07:14:29 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940706001442.23802265@sonoma.edu>
Source record: 100086

Uh oh! Rob Funk again, eh!?

Rob was saying he didn't boot his Atari except once for a long time because of floppies... I've got three words for ya!!!

```
Get an SIO2PC
--- -- ------
1 2 3
```

:)

They're WONDERFUL! File your disks away within MSDOS directories (or on your Mac with RS232 ports and SoftAT or SoftWindows <- what I'd love to try :)) If you can get DCM's into ATR's ok, you'll even be able to put boot games and demos and a wide range of DOSes on your PC to play with!

3606. Err... coldstart switch

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 07:18:37 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940706001851.23802265@sonoma.edu>
Source record: 100087

I was wondering.. often I have trouble rebooting Action! correctly when it crashes (ie, using Control-F4 which is my coldstart switch on my 1200xl) and I've also had trouble with other programs as well which just DON'T want to reboot without losing power..

Anyways, I know people have coldstart switches for their Atari's (either as hard-wired things or simple OS changes like mine) but I'm wondering if they're really needed all that much!!!? Now, I know removing carts while the power is on is supposedly "bad!" for your computer, but I've NEVER had ANY trouble with it! All I do is hold [Reset], yank the thing out, release [Reset] long enough for it to start rebooting w/o the cart. (Action! in most cases), then hit and hold [Reset] interrupting that boot, plug the cart. in, then release [Reset] and boot and then get back to work.

Ok, 1) is this really all that bad to do?
2) would this work in pretty much every case that coldstart switches do? (ie making them redundant :) and cheapening systems)
3) do 130xe's have coldstart switches? (them being the only system w/ extra RAM >stock<)

Thanx!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Funky See, Funky Do

3607. Re: SOUNDS LIKE . . .

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 07:40:46 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940706003500.23802265@sonoma.edu>
Source record: 100088

Jeff (L.), no no no no no ! :)

I haven't tried DiskComm with XF2 because I only played with it for like a half an hour. It's getting DiskComm and MyDOS to accept what type of 'disks' or 'drives' the SIO2PC fileserver software has set up. ie, if I tell MyDOS to look at either SIO2PC's 140k drive or even my 1050 (and then turn it off and replace it with the 140k SIO2PC disk/drive) and then have DiskComm format it and write to it, it dies at the first sector with an error 139! SOMETIMES! I often have to just format a disk on the 1050 and even write the .DCM to it with DiskComm, then do the exact same thing AGAIN (write the .DCM to D1:) but this time with the 1050 off and a 140k file on the SIO2PC. People have said that forcing the disk image on the SIO2PC to be a physical (not RAM) access helps, but you don't HAVE to do it that way!

It's all too weird. I still think we need a .DCM -> .ATR converter (and maybe an .XFD -> .ATR converter.. maybe one that'll fix up the ATR/XFD DoubleDen problem you(?) mentioned...)

ANyways
thanx for the reply tho
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
How's Seal doing? Why's he bald??

3608. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 08:19:16 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1994Jul6.081916.16063@ericsson.se>
Source record: 100089

This copyright discussion has been gone through a thousand times on the Sinclair and Commodore newsgroups. As a result of these discussions, FTP sites have been started and filled. The fact remains that at the moment there is no clear or international law around this. The copyright does hold, but with many companies gone, who do you buy the copyright off? There is no timeout on software copyright either. If you try to contact the remaining software houses, they either don't answer or shrug their shoulders. If too many people hassle them, they start to believe that there really is a market for the old stuff, and start trying to sell it again.

I guess it's down to conscience. If you feel happy with software of questionable legality, then start an FTP site. Some PD and shareware stuff can go on it anyway... much the same as it already does with the Atari Archive. Personally, as a software author, I don't feel able to upload to to such places, but it's down to the person.

Zargwog...

3609. Atari is older

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 08:55:58 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Jul6.085558.24030@cs.nott.ac.uk>
Source record: 100092

In article <940705170902.23802717@sonoma.edu> KENDRICK@sonoma.edu writes:
[snippity snip]
>or less posts about the XF2 and/or emulating Atari 8bits. Most of it is CP/M,
>BCC (or BBC or whatever) and other junk, most of which I've never heard of
>(hey, I'm young! :)).
ahem! the Atari 8-bit is in fact OLDER than then BBC *grin* (and a darn sight
better too).

3610. XF2: 8Bit to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 08:56:43 UTC
From: ulf@antic.sub.org
Message-ID: <5SMsVcmmS7B@antic.sub.org>
Source record: 100090

Hi!

I'll post a small programme to UMICH on Saturday. It'll allow people to convert disk images on the 8bit to a single file. Since the XFD-format is the uncoded equivalent of a disk in single density, that programme will, of course, not encode anything either. Although that'll make files quite long (92160 bytes), it is probably the easiest method in this case. Once a file is converted to the XFD-format, you have to copy it to a disk in double density and transfer it to the 8bit via using ATARIDISK (or maybe MULE). If ATARIDSK is not on UMICH yet, I'll post it in Saturday as well. Fair enough?

Ulf Petersen

Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v3.02

3611. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 09:01:20 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940706020134.23802af4@sonoma.edu>
Source record: 100091

Zargwog, why don't you upload your software to the UMICH archive? Or am I taking this comment the wrong way?:

"Personally, as a software author, I don't feel able to upload to such places, but it's down to the person"

Do you mean you wouldn't upload (c)'d wares to UMICH, if so, that's understandable (and praisable), but if you DO mean you don't put your software on UMICH, please explain why!?!

It's one of the most accessable huge 8-bit file areas around! (Or is it!? I don't have GE:nie, and CIS's stuff has been added to UMICH, and I don't have any OTHER online service other than local/sub-local bulletin boards, so I really can't compared from experience, but in most cases, FTP'ing is one of the cheapest ways to get mass amounts of files!)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
confused

3612. Re: 8-bit Atari Emulator discussion

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 09:22:16 UTC
From: jon@computer-science.paisley.ac.uk
Message-ID: <18058.9407061023@chaos.cs.paisley.ac.uk>
Source record: 100093

Right... okay, can we be reasonable here !!
I have both an 8-bit Atari and a PC, and I'm happy with both. Okay so the 8-bit is getting a bit over the hill now, but I still love it and have the fondest memories with it.
The problem seems to have occurred with the release of XF2 only a couple of weeks ago, and what happens when something new gets released, well there's a LOT of posts about it !! Now, I don't see anybodyt complaining about SIO2PC and I guess at the start thats what everybody wanted to talk about, but as things get older the discussion gets less (look at the Falcon 3 mailing list for a good example). So why don't we all sit tight for a month or so and see if this emulation discussion tails off a good bit and if there's no indication of it slowing then sure if all you 8-bit only owners want it to go somewhere else it'll go !!
The complaints seem to be that there's too much talk on emulation, well IMHO there isn't too much talk about anything in this conference the 8-bit conf has a few posts a day normally. I'd understand a great deal if this was the DOOM newsgroup and somebody kept prattling on about the Atari Jaguar (the DOOM newsgroup is very busy) but unless you pay for usenet access (I sympathise) then I honestly can't see what all the anger is about !
And if any of you are using a usenet feed to mail-list then I can appreciate how annoyed you are about the 8-bit emulation discussion but this is a newsgroup.
Maybe with the upcoming release of version 3 of the emulator we might see a new lease of life for the "classic" ataris (look at the sinclair spectrum emulator) and maybe certain German software writers might start developing games and applications on the PC emulator (far easier than on an 8-bit, but w with possible emulation probs maybe)...

But these are just maybes and if the moral majority want emulation talk or talk of hooking up atari devices to an emulator banned from this discussion list, then so be it. But let's not have a knee-jerk reaction now, give things time to settle down, wait and see then act. As for the comp.sys.atari.8bit.emulation area, well that's a dead-duck, maybe a comp.sys.atari.emulation similar to the amiga section. After all there's already a lot of emulators for the atari family (stxf, (pc)xf2 and spectrum emulators).

Regards,
John
(P.S. Still looking for a Transformer cable or serial cable for 8-bit)

3613. Re: XF2 SFI & SSDD or DSDD?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 11:57:41 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jul6.115741.2743@iglou.com>
Source record: 100094

The last Atari DOS was called DOS XE, but it requires an XL or XE
computer, and I've read that the XF2 emulates an 800.

--
Bill Marcum bmarcum@iglou.com
"I used to be such a sweet sweet thing 'til they got a hold of me"
--Alice Cooper, "No More Mr. Nice Guy"

3614. 8-BIT ATARI EMULATOR DISC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 12:12:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4752.1084@aquila.com>
Source record: 100102

References: <2vc66j$jqu@usenet.INS.CWRU.Edu>
From: bob.lange@aquila.com
Subject: 8-BIT ATARI EMULATOR DISC
Newsgroups: [merge me!]
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/06/94, MICHAEL CURRENT writes:

MC> comp.sys.atari.8bit is for discussion of Atari 400/800/XL/XE
MC> hardware and software. XF2 (PC Xformer) is not among these, it is a
MC> DOS application.

I disagree with this statement for the following reasons:

<*> By segregating the 8bit emulator users from the general 8bit community you diminish the pool of available 8bit information. Now is not the time to isolate _any_ Atari users, as the pool is too small to begin with.

<*> If I'm using Atari BASIC or Lightspeed C to write something new for the Atari community and have a general question, my platform is unimportant to the discussion. Unless you want me to write it specifically for emulator users. I doubt that you really want to tell people like FTe that their support of XF2 is unwanted.

<*> As more and more Atari 400/800/XL/XE computers bite the dust, one should know that there is a way to continue computing Atari style without having to do an exhaustive search of Usenet. BTW, while I'm thinking of it, GEnie has set up a special XF2 support conference in the Atari 8bit area.

<*> Very few sites carry the comp.emulators.misc newsgroup. You're basically telling us to get off the net! I've run into this before, and it resulted in fracturing of the former newsgroup community. Some people went away, some went to the other newsgroup, if they could get it, some stayed and lurked, some stayed and protested. No one benefited, except a few of the purists who sat back and watched with some degree of satisfaction.

<*> Making us go to comp.emulators.misc and hunker down with former Commie users is akin to just what you're complaining about!

<*> I have both working Atari computers (an 800, a 1200XL and a 130XE) _and_ use the XF2 emulator. What camp do I fall into? Where do I get support on Usenet?

<*> Regardless of your attitude, the future of Atari 8bit computing is emulation. Face it, no new hardware is coming from Atari. Sooner or later, the last one will croak, and then they will just be a memory.

bob.lange@aquila.com

* RM 1.4 B0570 * I've just been created. I'm new to the universe

3615. Re: Pls.Help identify these controllers:joysticks,lightgun etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 12:12:35 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jul6.121235.2927@iglou.com>
Source record: 100095

The light gun might be from an old video game system; I forget what it was called, but I think Coleco made it before Colecovision. The game machine was triangular, with a steering wheel on one side, a pair of knobs on one side for playing Pong, and a holder for the gun on the third side.

--
Bill Marcum bmarcum@iglou.com
"I used to be such a sweet sweet thing 'til they got a hold of me"
--Alice Cooper, "No More Mr. Nice Guy"

3616. Re: PC XFORMER 2.0 RELE 02/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 15:34:11 UTC
From: cmwagner@gate.net
Message-ID: <2veitj$bji@tequesta.gate.net>
Source record: 100096

KENDRICK@sonoma.edu wrote:
: Just go get the file "S2PC.ARC" from the Utilities (or was it Applications?)
: directory on the Atari archives at UMICH and you'll be able to d a LOT of MyDOS

Are you sure this file isn't atarimg in /atari/8bit/Sio2pc? I found atarimg
in that directory and it will copy multiple files to a MyDOS format archive.

Is there a utility that will copy to SpartaDOS or AtariDOS, I don't know if
Sparta will understand MyDOS, or will MyDOS understand Sparta? One of them
has to be able to read/write the disk format of the other so I can copy the
files to different formats, and what is the deal with XCOPY not supporting
enhanced Atari format diskettes? That is really driving me nuts. Is there
something I am forgetting?

3617. Re: 8-bit Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 15:34:59 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <2veiv3$jvn@cnn.sim.ES.COM>
Source record: 100097

In article <30C14C3441E@dish.gla.ac.uk>, HPGGD@dish.gla.ac.uk (GARETH DAVIES) writes:
> This is one for the bloke who complained about emulator obsession:
>
> Does XF2 work on an Atari ST running PC-Ditto? (!!)
>
Unfortunately no :(PC Ditto only emulates CGA graphics, and only
emulates an 8 bit PC, XF2 requires VGA and at least an AT (16 bit)
PC.
Of course you realize that even if it did work, it would (in my
estimation) run about 1/10 or slower that an original Atari 8-bit

BTW, This is off the topic slightly, but I have been able to run
the magic sac emulator on the Atari ST emulator running on my
PC. (PC-DITTO wouldn't work on the emulated ST though)

--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division ___/
* See Hitchhiker's Guide to the Galaxy (US version)

3618. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 16:40:03 UTC
From: reed@pa.itc.hp.com
Message-ID: <2vemp3$bmb@hpscit.sc.hp.com>
Source record: 100098
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <2vcui6$r3h@nyx.cs.du.edu>, thester@nyx.cs.du.edu (Tim Hester) writes:
[discussion deleted]

> But that's just me. Others can disagree, but I welcome
> the XF2 software wholeheartedly for the above reasons.
> If its only purpose was for PC users to be able to play
> their old Atari games on, then I wouldn't take this position.
> But that's not how I plan to use it.
>
> Am I alone on that? Hopefully, not.
>

I agree completely! Keep the XF2 discussion here. There is not so much traffic in this group that those who do not want to see the XF2 talk can't 'kill' those messages...

Maybe we should take an informal vote? I vote to keep XF2 talk here.

--
-.---. -.---. .--------------------------------------.
|---' |---' . | Perry Reed |
| .=..-..-.. . | `. .=..=..-| | reed@corp.hp.com |
' `- ' ' `-| ' ``- `- `-` | "If it works, it's obsolete!" |
-' '--------------------------------------'

3619. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 17:40:08 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <2veq9o$s9@ns.mcs.kent.edu>
Source record: 100099
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

On 6 Jul 1994 16:40:03 GMT, Perry Reed (reed@pa.itc.hp.com) wrote:
: [discussion deleted]

: I agree completely! Keep the XF2 discussion here. There is not so much
: traffic in this group that those who do not want to see the XF2 talk can't
: 'kill' those messages...
: Maybe we should take an informal vote? I vote to keep XF2 talk here.

I dont mind the ATARI SPECIFIC talk about the XF2. BUT, what I DO
MIND is all the senseless messages about:
How do I get files in XF2 format, How do I get files in SIO2PC format,
How do I disable basic in XF2, How come XF2 wont run on my IBM system,
How come this game <insert_name_here> wont run on XF2, Can someone make
an Undiskcom for the IBM. . . <etc> . . .
Almost ALL of those questions dont have a damn thing to do with the
Atari 8bit!
If you wouldnt be asking the question if you were using a real Atari
8bit, then dont post the message in this Newsgroup - post it in the
group created for Emulators.

Thank you,
BRiTiSH

3620. Re: HELP! <G>

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 18:46:19 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.773520379@dtek.chalmers.se>
Source record: 100103

romer@access1.digex.net (Dave Romerstein) writes:

>I have an Indus I got from some kind person here on the 'net. I can't get
>it to format a DD disk (at least, a disk MARKED DD on the label)... I
>also can't get UTIL to do it (I get an error about sector 0)...

Aha, sector 0 bad?
Well this is a very irritating bug in UTIL if you dont know about it,
actually what you have to do is trying to read the disk first,
should get you an error eventually, now you can format it just fine..
(always use the B-switch as well, another bug)

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

3621. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 18:58:03 UTC
From: dq645@cleveland.Freenet.Edu
Message-ID: <2veurr$klo@usenet.INS.CWRU.Edu>
Source record: 100100
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

clisowsk@condor.mcs.kent.edu (BRiTiSH) writes:

> If you wouldnt be asking the question if you were using a real Atari
>8bit, then dont post the message in this Newsgroup - post it in the
>group created for Emulators.

Good point. Except -- this message was
crossposted to comp.emulators.misc...

If enough traffic exists concerning Atari 8-bit emulation, perhaps
a newsgroup comp.emulators.atari would be a good idea? There are
already such newsgroups for Apple // and CBM...

And then it would be *clear* where the Atari 8-bit emulator messages
should be posted.

3622. Re: Argh!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 20:16:40 UTC
From: kimes@cbnewsc.cb.att.com
Message-ID: <CsJCBy.90o@cbnewsc.cb.att.com>
Source record: 100101

In article <5yyQYHu.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>
>Give me a break! As good as Dareks program is.. I'd still rather use the
>real thing than fake it.

In theory, I agree with you. Trouble is, I have to have my MS-DOS machine set up and it takes all of my available space. I have not had my Atari set up for about 2 years now although I still consider myself an Atari 8bit supporter.

So I have said for over a year now that a good 8bit emulator that runs on an MS-DOS machine is exactly what I need to use my 8bit software again. I have been waiting for Darek to release his emulator for a long time and I can't wait to try it. I haven't had a chance yet, but I am trying to get a copy.

It still won't help my Atari hardware, but look at it this way. I am archiving the original and using a copy! I thing an emulator is only truely useful if it does PM graphics, sound and collision detection. So I hope that Darek finishes the job he has started and dosen't drop it in the middle like he has some other projects.

Kit Kimes
AT&T Resource Link (under contract to AT&T-GIS)
Naperville, IL
Kit.Kimes@NapervilleIL.NCR.COM

3623. Re: Err... coldstart switch

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 21:19:05 UTC
From: lordthan@news.delphi.com
Message-ID: <2vf749$96e@news.delphi.com>
Source record: 100104

I have a coldstart switch wired into my 256K 800XL. It's _extremely_
useful, especially considering that I often download into RAM-disk and
restore the files to floppy afterwards. On the (rare) occasion that the
computer locks on me, it's terribly convenient to coldstart the computer
without wiping out my RAM disk.

+-+-+-

3624. nptn.science.atari.qa

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 22:22:31 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <2vfar7$3f1@usenet.INS.CWRU.Edu>
Source record: 99955
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx

I don't know who has access to nptn.science.atari.qa but if you do, this newsgroup will be for any Atari related news.

Check it out if you subscribe to it.

Thanks.

Len Stys, Atari SIG Manager
Cleveland Free-Net

--

3625. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 22:28:45 UTC
From: h0142kdd@fx2800.rz.hu-berlin.de
Message-ID: <2vfb6t$3h0@dec2.rz.hu-berlin.de>
Source record: 99956

In article <2vc4m7$j2d@usenet.ins.cwru.edu>,
Michael Current <aa700@cleveland.Freenet.Edu> wrote:
>
>Not only would it be "not strictly legal," it would be definitely illegal.
>Anyone who chooses to put pirated software on an FTP site is blatantly
>breaking the law and inviting lawsuits. High profile sites such as the
>Merit/University of Michigan Software Archives (the "Atari Archive") will
>never put their existance in jeopardy by offering pirated software.

So all we need is a "low profile" site with a sysadmin who has the
guts to pull it off. BTW, the Spectrum folks are still waiting for
all those lawsuits :-)

-- Dave

3626. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 23:35:23 UTC
From: krishna@max.tiac.net
Message-ID: <2vff3r$t7h@sundog.tiac.net>
Source record: 99957

I believe Syncalc is in the process of being released into the PD.
Someone came by a while back and said something like that (claiming to
have been from Synapse). I replied saying it would be about time we got
our hands on the source code and updated it for modern storage media and
more bankd RAM. But like many things 8-bit, it's in a limbo right now.

3627. Re: Err... coldstart switch

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 23:43:46 UTC
From: krishna@max.tiac.net
Message-ID: <2vffji$t7h@sundog.tiac.net>
Source record: 99958

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: I have a coldstart switch wired into my 256K 800XL. It's _extremely_
: useful, especially considering that I often download into RAM-disk and
: restore the files to floppy afterwards. On the (rare) occasion that the
: computer locks on me, it's terribly convenient to coldstart the computer
: without wiping out my RAM disk.

The US+ OS, the MUX OS, and the Black Box impose a cold start using help and reset. If anyone has or is gonna get that hardware a cold start switch is redundant.

And that also proves that you don't need to do a hardware hack to get a coldstart without powering down!

3628. #175 lightgun ID

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-06 23:54:53 UTC
From: Pooskie@aol.com
Message-ID: <9407061954.tn72412@aol.com>
Source record: 99959

```
The text of this message could not be sent because it is in a foreign
language or contains special characters.
--------------------
Forwarded message:
Subj: Returned mail: Host unknown
Date: 94-07-06 18:20:58 EDT
From: MAILER-DAEMON@mail02.prod.aol.net
To: Pooskie

----- Transcript of session follows -----
550 pine.cse.nau.edu@pine.cse.nav.edu... Host unknown

----- Unsent message follows -----
Received: by mail02.prod.aol.net
(1.38.193.5/16.2) id AA04690; Wed, 6 Jul 1994 18:20:02 -0400
From: Pooskie@aol.com
Return-Path: <Pooskie@aol.com>
X-Mailer: America Online Mailer
Sender: "Pooskie" <Pooskie@aol.com>
Message-Id: <9407041750.tn335269@aol.com>
To: pine.cse.nau.edu@pine.cse.nav.edu
Date: Mon, 04 Jul 94 17:50:33 EDT
Subject: #175 mystery controller

In digest#175 cohen needed to ID a light gun.

I think I can identify the light gun, I also have one. I bought it new in
the late 70's. It came with the Telestar Marksman game console by Coleco in
Amsterdam, New York.

The Telestar had either a gun or a rifle which broke down into a gun
(removeable extra barrel and military style stock),two stationary control
knobs to serve as paddle controllers and a plug on the console top face for
the guns 5 din connecter. It had built in tennis,hockey, jai alai, target and
skeet. The ball or target was always the same white square. I still have
all the documentation for it. It ran on batteries and connected by switch
box to a TV.
Hope this helps. Gale Putt (pooskie@aol.com)

---------------------- Headers ------------------------
From MAILER-DAEMON@mail02.prod.aol.net Wed Jul 6 18:20:22 1994
Received: from mail02.prod.aol.net by mailgate.prod.aol.net with SMTP
(1.37.109.4/16.2) id AA17812; Wed, 6 Jul 94 18:20:22 -0400
Return-Path: <MAILER-DAEMON@mail02.prod.aol.net>
Received: by mail02.prod.aol.net
(1.38.193.5/16.2) id AA04691; Wed, 6 Jul 1994 18:20:02 -0400
```

Date: Mon, 04 Jul 94 17:50:33 EDT
From: Mail Delivery Subsystem <MAILER-DAEMON@mail02.prod.aol.net>
To: Pooskie@aol.com
Subject: Returned mail: Host unknown
AOL-Member: pooskie

3629. Carina

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 00:47:21 UTC
From: gtkakega@thunder.LakeheadU.Ca
Message-ID: <2207@thunder.LakeheadU.Ca>
Source record: 99961

Anybody know if the Carina BBS system is still around? If so, could someone please direct me to a BBS, preferrably the current owners.

3630. Re: 8-bit Atari Emulator discussion

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 01:22:14 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vflc6$ias@charm.magnus.acs.ohio-state.edu>
Source record: 99962

In article <940706001442.23802265@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
>Uh oh! Rob Funk again, eh!?

Am I that infamous?

>Rob was saying he didn't boot his Atari except once for a long time because of
>floppies... I've got three words for ya!!!
>
>
> Get an SIO2PC

I want to! It would make Atari life much easier.

For one thing, unlike XF2, SIO2PC would let me print Atari stuff
without moving my printer cable. Now if only I could redirect R: to
the PC's internal 14.4k modem instead of my external 2400......

I have played with the program a little, but I haven't had the time to
make the interface yet.
I also need to clear some space on my hard drive -- I have less than
8Mb free on a 212Mb drive. With all the downloading I do (I'm spoiled
by 14.4k SLIP), I don't think I can put all the Atari disks on the
hard drive yet.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3631. Re: HELP! <G>

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 01:41:41 UTC
From: kamaro_kid@delphi.com
Message-ID: <hm7xJBV.kamaro_kid@delphi.com>
Source record: 99960

There USED to be quite a bit of diverse discussion here, until the release of the XF2, that is -- now all talk revolves around emulating, and not using the real thing!

-James King
kamaro_kid@delphi.com

3632. files -> Sio2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 01:44:04 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vfml4$icg@charm.magnus.acs.ohio-state.edu>
Source record: 99963

In article <2veitj$bji@tequesta.gate.net>,
Chad Wagner <cmwagner@gate.net> wrote:
>KENDRICK@sonoma.edu wrote:
>: Just go get the file "S2PC.ARC" from the Utilities (or was it Applications?)
>: directory on the Atari archives at UMICH and you'll be able to d a LOT of MyDOS
>
>Are you sure this file isn't atarimg in /atari/8bit/Sio2pc? I found atarimg
>in that directory and it will copy multiple files to a MyDOS format archive.

Hmm... I'll look for both of these.

>Is there a utility that will copy to SpartaDOS or AtariDOS, I don't know if
>Sparta will understand MyDOS, or will MyDOS understand Sparta?

Sparta sometimes knows MyDos, depending on your version of Sparta and
which commands you use. SDX does it most transparently.

> One of them
>has to be able to read/write the disk format of the other so I can copy the
>files to different formats, and what is the deal with XCOPY not supporting
>enhanced Atari format diskettes? That is really driving me nuts. Is there
>something I am forgetting?

You forgot to get a U.S. Doubler for your 1050 back when they were
still commonly available. :-)
Considering everything that doesn't like enhanced density, I feel
lucky to have 2 Doubled 1050s. Maybe some future release of Sparta
from FTE will support enhanced density.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3633. Re: Err... coldstart switch

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 01:55:12 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vfna0$idl@charm.magnus.acs.ohio-state.edu>
Source record: 99964

In article <940706001851.23802265@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
[...]
>Anyways, I know people have coldstart switches for their Atari's (either as
>hard-wired things or simple OS changes like mine) but I'm wondering if they're
>really needed all that much!!!? Now, I know removing carts while the power is
>on is supposedly "bad!" for your computer, but I've NEVER had ANY trouble with
>it! All I do is hold [Reset], yank the thing out, release [Reset] long enough
>for it to start rebooting w/o the cart. (Action! in most cases), then hit and
>hold [Reset] interrupting that boot, plug the cart. in, then release [Reset]
>and boot and then get back to work.

That's always been my method for coldbooting the 1200xl, especially
when I can't tell SpartaDOS to do it. I don't even think you need to
release RESET for that second after pulling the cartridge.

Probably some Cold Reset switches do the same thing as pulling the
cartridge, but more elegantly.

The question of whether it's bad for the computer was addressed in the
ANALOG article about their translator (which would translate for
cartridges). The author said that if it were bad for the computer,
Atari wouldn't have made it so easy on the XLs to change carts with
the power on. These things were designed to be used by people who
don't read directions!

>-bill
>kendrick@vax.sonoma.edu |||
>New Breed Software / | \
>Funky See, Funky Do
^^^^^^^^^ ^^^^^^^^
Not always. :-)

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3634. Re: ASCII Fuji's

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 04:23:56 UTC
From: msteve@magnus.acs.ohio-state.edu
Message-ID: <2vg00s$io1@charm.magnus.acs.ohio-state.edu>
Source record: 99965

Here's a sig, don't use it much because of the size, but any email I send that deals with the club gets this...

```
|_ |_ |_
|_ |_ |_ Michael Steve jr.
Proud member of: |_ |_ |_ The sequel
|_ |_ |_
/_ |_ \_
/_ |_ \_
~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^~^ |___ |_ \___ ~^~^~^~^~^~^~^~^~^~^~^~^~^~

P.O.BOX 29103 ##### ##### ###### ##### providing support
COLUMBUS, OHIO 43229-0103 ## ## ## ## ## ## ## for the Atari ST,
####### ## ###### ## TT, Falcon, 8-bit,
Meetings are held the ## ## ## ## ## ## ## Lynx, and Jaguar.
2nd Wednesday of every ## ## ##### ##### #####
Month, 7:30 pm, at
Chemical Abstracts Atari Computer Enthusiasts of Columbus
--------------------------------------------------------------------------------

Tiny Elvis would say... 'look at that Sig... that thing is HUGE!'
```

3635. Re: Carina

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 04:45:25 UTC
From: krishna@max.tiac.net
Message-ID: <2vg195$5ki@sundog.tiac.net>
Source record: 99966

gtkakega (gtkakega@thunder.LakeheadU.Ca) wrote:

: Anybody know if the Carina BBS system is still around? If so, could someone
: please direct me to a BBS, preferrably the current owners.

:

ace of america

503-285-4417

Sysop= The Shadow
aka David Hunt

Status: undergoing SLOOOOOWWWW but major rewrite for Carina 3.

Current version: 2.7 I think it is called.

Net status: Poor. Some have bowed out. Terry Ortman terrorizes the
net with his posts which go unregulated.

Software evaluation: Potential for a GREAT board but archaic code holds
it back. There is nothing wrong with using a Basic core as long as you
load up the file transfers and other speed intensive stuff with embedded
and OMPTIMIZED M/L. Carina therefore does not run as far as PRO!,
nowhere NEAR it. I have yet to hear of reliably 9600 even though Shadow
supposedly released a 19.2k ready core. The protocols max out around
4800 and are not as robust as PRO!'s. In other words, the look and
functionality is very good, but the efficiency is nil and it requires a
total rewrite IMO.

I like many of the features of Carina. But its inability to keep up with
faster modems is by far its main disadvantage.

For those wanting an easy to modify board, I'd rather suggest Forem which
supports 9600 reliably. I used to run Carina and it is with great
sadness that I now feel this way.

Forem runs on Basic XE. Carina is AtarBasic and Can run on Basic XL as well.

Or BXE without extensions.

Forem also has advantages because it is FREE and it is crossnetted into PRO!.

The problem with Forem is that navigation is a little clunkier than
Carina and PRO! and I do not find it that easy to set up, but with some
personal help it isn't that tough I guess.

Forem opts for a few HUGE modules rather than the many tiny modules of PRO! or the several medium sized modules of Carina.

It is in the realm of sysop BBS maintenance and editing modules that Forem is weakest and Carina is by far the easiest.

Of all three, Carina is the easiest to set up and run, but I had problems with its spaghetti code causing impossible to diagnose lockups. Part of this is the rather tenuous coexistence of an ML core and the basic modules, and all the tricks involved with memory management, registers all over the place, and the ML core installing various interrupts. Basic wasn't really designed for modular code and it is a tricky thing to do and make it stable. For instance, error trapping is obviously an issue since you don't want a user to fall into Basic. So the ML core "watches" over the program to some extent and again, this can cause problems.

Pro! will not lockup unless it is a hardware induced one from my experience.

3636. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 08:01:55 UTC
From: amh15@cus.cam.ac.uk
Message-ID: <2vgcpj$t8j@lyra.csx.cam.ac.uk>
Source record: 99967

```
: clisowsk@condor.mcs.kent.edu (BRiTiSH) writes:

: > If you wouldnt be asking the question if you were using a real Atari
: >8bit, then dont post the message in this Newsgroup - post it in the
: >group created for Emulators.

Would you mind taking this discussion out of the emulators group please?
We're quite happy to have discussions of emulators here. :-)

Alan

---------------------------------------------------------------------
Alan Hart - amh15@cus.cam.ac.uk - University of Cambridge, UK
---------------------------------------------------------------------
```

3637. 6502 code?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 08:44:02 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940707014415.238036a7@sonoma.edu>
Source record: 99968

I got Torsten Karwoth's assembler as well as A65 and they both seem pretty cool, it's just I don't have any idea what half of the 6502 commands mean! Can someone help? (either point me to a good (online) doc/reference or explain 'em for me yourself! :))

thanx!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
A real punk rock girl would eat this guy alive. Yeah, & spit out his brains

3638. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 08:54:09 UTC
From: moran@bnr.ca
Message-ID: <2vgfrh$99n@bmerha64.bnr.ca>
Source record: 99970

I realise that it would be Illegal to upload old 8-bit software,
but lets face it - just who is going to complain? Most of the
software houses that made the stuff no longer exist and those
that do can't even remember the 8 bit.

Unless there is someone out there still making a living out of
selling the software, I can't see any moral arguments against
making it freely available. I really enjoy being able to run
spectrum software on my emulator - availablility of Atari classics
would definately boost interest in the 8 bit.

Gavan

3639. Re: 8-BIT ATARI EMULATOR DISC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 08:56:33 UTC
From: moran@bnr.ca
Message-ID: <2vgg01$99n@bmerha64.bnr.ca>
Source record: 99971

Bob Lange (bob.lange@aquila.com) wrote:
> References: <2vc66j$jqu@usenet.INS.CWRU.Edu>
> From: bob.lange@aquila.com
> Subject: 8-BIT ATARI EMULATOR DISC
> Newsgroups: [merge me!]
> Organization: Aquila BBS, Aurora, Illinois

> In the referenced article, on 07/06/94, MICHAEL CURRENT writes:

> MC> comp.sys.atari.8bit is for discussion of Atari 400/800/XL/XE
> MC> hardware and software. XF2 (PC Xformer) is not among these, it is a
> MC> DOS application.

> I disagree with this statement for the following reasons:

> <*> By segregating the 8bit emulator users from the general 8bit
> community you diminish the pool of available 8bit information. Now is
> not the time to isolate _any_ Atari users, as the pool is too small to
> begin with.

> <*> If I'm using Atari BASIC or Lightspeed C to write something new for
> the Atari community and have a general question, my platform is
> unimportant to the discussion. Unless you want me to write it
> specifically for emulator users. I doubt that you really want to tell
> people like FTe that their support of XF2 is unwanted.

> <*> As more and more Atari 400/800/XL/XE computers bite the dust, one
> should know that there is a way to continue computing Atari style
> without having to do an exhaustive search of Usenet. BTW, while I'm
> thinking of it, GEnie has set up a special XF2 support conference in the
> Atari 8bit area.

> <*> Very few sites carry the comp.emulators.misc newsgroup. You're
> basically telling us to get off the net! I've run into this before, and
> it resulted in fracturing of the former newsgroup community. Some people
> went away, some went to the other newsgroup, if they could get it, some
> stayed and lurked, some stayed and protested. No one benefited, except
> a few of the purists who sat back and watched with some degree of
> satisfaction.

> <*> Making us go to comp.emulators.misc and hunker down with former
> Commie users is akin to just what you're complaining about!

> <*> I have both working Atari computers (an 800, a 1200XL and a 130XE)
> _and_ use the XF2 emulator. What camp do I fall into? Where do I get
> support on Usenet?

> <*> Regardless of your attitude, the future of Atari 8bit computing is
> emulation. Face it, no new hardware is coming from Atari. Sooner or
> later, the last one will croak, and then they will just be a memory.

> bob.lange@aquila.com

> * RM 1.4 B0570 * I've just been created. I'm new to the univers

HEAR HEAR.

I agree 100 percent. Its stupid to move 8-bit emulators to a
seperate group since most of the information on software etc.
is relevant to ALL Atari users.

Gavan

3640. Re: 6502 code?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 08:59:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <2vgg5r$9m0@bognor.barclays.co.uk>
Source record: 99969

WHy not just go and buy a 6502 manual? There must still be loads with
tutorials. You'll also need something like De-Re Atari and/or the memory map to
do anything useful on the Atari
--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3641. Online DE_RE Atari? Keeping 8bit Alive!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 10:11:17 UTC
From: moran@bnr.ca
Message-ID: <2vgkc5$crc@bmerha64.bnr.ca>
Source record: 99972
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Following on from the theme of putting old 8-bit
commercial software onto an archive in the interests
of keeping the 8 bit scene alive, how about someone
translating the old reference manuals such as
'De-Re Atari and 'Technical Reference Notes' into ASCII
or postscript files (with maybe a seperate GIF archive for
diagrams etc.) and putting them online for FTPing????

I REALLY believe that the only way of keeping the 8-bit
scene alive is through....

(a) Increased availability of emulators for modern machines

(b) General availability of all the old software for
FTP downloading.

(c) As much on-line documentation as possible, including
all the old reference manuals in computer readable
form.

Just imagine classics like MULE, RESCUE ON FRACTALUS and BALLBLAZER
were available in an archive package with an XL emulator for
PC/Amiga/Falcon whatever. Those old 8bit games are excellent, and
there are dozens more. Theres a lot of people in the Amiga group
crying out for classic 8 bit conversions - imagine you could get
your hands on them in an emulator package. It would be a real
hit with thousands, maybe tens of thousands of new users running
an Atari 8-bit (albeit via emulation) to play classic old 8-bit
software. Show them a few demos and throw in the text of De-Re
Atari into the emulator LHA file and you WILL attract fresh
interest and tempt old users back...

OK, i realise that translating the manuals into text will
be time consuming, but this is the age of OCR. Shit, we've
even got a scanner and OCR software where I work so I'm
willing to try the viability of the idea!!!

Gavan

3642. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 12:10:01 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CsKKGp.AMs@cs.vu.nl>
Source record: 99973

h0142kdd@fx2800.rz.hu-berlin.de (Paul David Doherty) writes:

>In article <2vc4m7$j2d@usenet.ins.cwru.edu>,
>Michael Current <aa700@cleveland.Freenet.Edu> wrote:
>>
>>Not only would it be "not strictly legal," it would be definitely illegal.
>>Anyone who chooses to put pirated software on an FTP site is blatantly
>>breaking the law and inviting lawsuits. High profile sites such as the
>>Merit/University of Michigan Software Archives (the "Atari Archive") will
>>never put their existance in jeopardy by offering pirated software.

>So all we need is a "low profile" site with a sysadmin who has the
>guts to pull it off.

If my sysadmin agrees with it, I'm willing to create a directory in my own
FTP dir at our local site for atari 8bit games that run on the XF2 emulator,
but under 1 condition : all uploads have to be accompagnied by a README file
or something which specifies the uploader so when there are troubles concerning
copyrights, the actual guy/girl who broke the copyright can be hunted after.
This also implies that I won't put (pirated) software in this dir myself,
but that I'm merely somebody who puts all programs together in one place.
What do you all think of this? Bad idea?

> BTW, the Spectrum folks are still waiting for
>all those lawsuits :-)

>-- Dave

Ivo.

3643. Re: 6502 code?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 12:18:02 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CsKKu2.AqE@cs.vu.nl>
Source record: 99974

KENDRICK@sonoma.edu writes:

>I got Torsten Karwoth's assembler as well as A65 and they both seem pretty
>cool, it's just I don't have any idea what half of the 6502 commands mean!
>Can someone help? (either point me to a good (online) doc/reference or explain
>'em for me yourself! :))

Take a look at my WWW home page. It contains an opcode table for both the 6502c
and the 65C02 (in postscript) and a document ripped from a C64 emulator
describing the 6502/6510 in high detail. The URL is :

http://www.cs.vu.nl/~ipoorten/8bit.html

Use Mosaic for X or lynx on a text based terminal.

You can also ftp _all_ offered documents from my ftp directory at:

ftp.cs.vu.nl in /pub/ipoorten/atari.8bit

>thanx!
>-bill
>kendrick@vax.sonoma.edu |||
>New Breed Software / | \
>A real punk rock girl would eat this guy alive. Yeah, & spit out his brains

greets,
Ivo van Poorten

3644. Re: nptn.science.atari.qa

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 13:29:04 UTC
From: kamaro_kid@delphi.com
Message-ID: <5s+S5LQ.kamaro_kid@delphi.com>
Source record: 99975

Len Stys <aa399@cleveland.Freenet.Edu> writes:

>I don't know who has access to nptn.science.atari.qa but if you do, this

Is it possible to mail this digest out? I ususally get all my news via
mail on a UUCP based BBS system, sometimes directly on Delphi..

james_king%utstbbs.uucp@library.usu.edu

3645. Re: Argh!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 13:30:34 UTC
From: kamaro_kid@delphi.com
Message-ID: <xM2xJVa.kamaro_kid@delphi.com>
Source record: 99976

I too have an IBM compatible, but it sits idle next to my massive 8bit setup. Having a choice, I'd much rather use the real thing, than emulate at reduced speed.

Just seems kinda funky to get 40 column video on a 1024*1024 monitor.

-James King
kamaro_kid@delphi.com

3646. Mystery Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 14:12:05 UTC
From: HPGGD@dish.gla.ac.uk
Message-ID: <37DEDDA2572@dish.gla.ac.uk>
Source record: 99977

Could anyone help me?

I vaguely remember a game for the 8 bit Atari which reminds me of Fire and Ice on the ST (I've never actually seen Fire and Ice working though!) The game was set in Arctic conditions and your character was, I think, a penguin. It was a game in which you had to jump over obstacles and it was rather good.

Does this ring any bells?

Also, I've been reading what people have said on XF2 and although most of it is too technical there is one point I'ld like to raise. Someone said that XF2 should be thought of as just another Atari 8 bit with its own compatibility problems. Perhaps the next version of XF2 (the one that is supposed to emulate the XL/XE) will be thought of in this way. Trouble is, the current version doesn't have P/M graphics collision detection and to be honest the quality of the P/M graphics don't compare too well to the real thing - it could be the minitor I'm using. This is a bit like owning a toothless guard dog that doesn't bark.

Copying cartridges to disk or tape:

there was a device available a few years back which promised to copy every cartridge to disk (or tape). I saw Donkey Kong and Quix copied to disk in this way an both games worked. I can't remember what this device was called but I think it was part hardware. As there has been some talk about throwing caution to the wind and making old Atari software *which is no longer available* accessible through FTP sites I would like to ask - could this be done for cartridges? I hope it could. Basically, to obey the law in this case is bloody stupid:
I had a copy of F15 Strike Eagle for the 8 bit on tape. A couple of years ago the tape became damaged so I sent the tape back to the UK distributors (US GOLD). Eventually they replied to me and said that the game was no longer available for the Atari 8 bit and they could no longer replace it ('of course', I offered to pay).

Finally, does anyone have a copy of Pooyan that they would be willing to sell?

Gareth Davies.

```
*********************************************************
* * *
*Gareth Davies * Behind every succesful woman is *
* * ...another woman... cleaning her*
* * floors. *
```

* * *
****
* * 53a Kelvinhaught St, *
* * *
*HPGGD@DISH.GLA.AC.UK * Glasgow, Scotland. G3 8PE *
****

3647. XF2: 8Bit to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 14:56:10 UTC
From: ulf@antic.sub.org
Message-ID: <5SR71k8XS7B@antic.sub.org>
Source record: 99978

Hi!

I'll post a small programme to UMICH on Saturday. It'll allow people to convert disk images on the 8bit to a single file. Since the XFD-format is the uncoded equivalent of a disk in single density, that programme will, of course, not encode anything either. Although that'll make files quite long (92160 bytes), it is probably the easiest method in this case. Once a file is converted to the XFD-format, you have to copy it to a disk in double density and transfer it to the 8bit via using ATARIDISK (or maybe MULE). If ATARIDSK is not on UMICH yet, I'll post it in Saturday as well. Fair enough?

Ulf Petersen

Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v3.02

3648. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 15:22:33 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Jul7.152233.1631@ultb.isc.rit.edu>
Source record: 99981
Cross-posted to: comp.sys.atari.8bit,comp.emulators.misc

In article <2vc66j$jqu@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
>
>The following is my opinion, I claim no authority.
>
>The Usenet newsgroup comp.emulators.misc was recently created for a
>centralized discussion of emulators of other computing platforms. Other
>comp.emulators.* groups were created for emulators of specific platforms,
>but an Atari-specific one was not created. Discussion of 8-bit Atari
>emulators is relevant on comp.emulators.misc.

Well, that's great if it really exists, but for some reason it's not here at my site (ultb.isc.rit.edu) even though we seem to have everything else in the world. Does this group actually exist where you are? All we have are the amiga and apple emulator groups. (maybe a separate Atari one should be created-- if it was, I'd agree that the conversation goes there, but posting it exclusively to just comp.emulators.misc (if it exists) will cause it to be missed my many Atari folk who are interested, such as myself)

>
>comp.sys.atari.8bit is for discussion of Atari 400/800/XL/XE hardware and
>software. XF2 (PC Xformer) is not among these, it is a DOS application.
>Questions and answers on using PC Xformer to run 8-bit Atari software on
>the DOS platform is not of inherent interest to users of the 8-bit Atari
>computers themselves, so it is not relevant on comp.sys.atari.8bit.

Depending on the content of the emulator questions, it can still be very relevant to 8bit users in general, especially the technical emulator questions.

>
>I propose all discussion about the _usage_ of 8-bit Atari emulators such as
>PC Xformer be moved to comp.emulators.misc. Questions and answers about
>_writing_ 8-bit Atari emulators should be cross-posted to both
>comp.emulators.misc and comp.sys.atari.8bit. Discussion about the 8-bit
>Atari itself, with no regard to functionality under emulators, remains on
>comp.sys.atari.8bit.
>
>Please post followup opinions, if you have any. If there are no serious
>objections, I will add this policy to the 8-bit Atari FAQ, and I will begin
>politely reminding people of this policy if they do not follow it.
>

Yup. Just my opinions, but I certainly don't want to miss the discussion.

>Thanks,
>--
>Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
> Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

Frank Barrus, Keeper of the Atari emulator for X-Windows, which I'm
still trying desperately to find enough time and sanity (or insanity)
to finish and release...

3649. Re: Mystery Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 15:42:07 UTC
From: moran@bnr.ca
Message-ID: <2vh7of$pqa@bmerha64.bnr.ca>
Source record: 99979

GARETH DAVIES (HPGGD@dish.gla.ac.uk) wrote:
> Could anyone help me?

> I vaguely remember a game for the 8 bit Atari which reminds me of
> Fire and Ice on the ST (I've never actually seen Fire and Ice working
> though!) The game was set in Arctic conditions and your character
> was, I think, a penguin. It was a game in which you had to jump over
> obstacles and it was rather good.

> Does this ring any bells?

Yep, I remember this game. It was by DataSoft and was available
around the same time as Pooyan. It was a left to right flick screen
scroller where you moved a penguin over platforms and obstacles.
Can't remember the name though, but it was available on both the
C64 and Atari 8 bit.

> Copying cartridges to disk or tape:
>
> there was a device available a few years back which promised to copy
> every cartridge to disk (or tape). I saw Donkey Kong and Quix copied
> to disk in this way an both games worked. I can't remember what this
> device was called but I think it was part hardware. As there has been
> some talk about throwing caution to the wind and making old Atari
> software *which is no longer available* accessible through FTP sites
> I would like to ask - could this be done for cartridges? I hope it
> could. Basically, to obey the law in this case is bloody stupid:

I agree. It's stupid to obey the law and not make available old games
for which there's no longer any market anyway. It's most unlikely that
anyone would take legal action, unless they were just looking for a
quick buck.

I saw the device for copying carts too. It involved some sort of
dummy cart which fooled the computer into thinking a cartridge was
present. You needed it present when running the games

HOWEVER

I also have copies of cart games in my disk collection and
looking through some of these it seems that they have been
cracked - in this case they seem to have been dis-assembled
and then reassembled with the ORG address set lower - right
around 16K to 32K rather than 40-48 or 32-48 as they would
originally have been. Some were even located as low as 4K.
Many of them are Binary files that can be loaded via DOS ,
most that arent can be loaded via Spartados in a minimal

memory config.

Given that the code was typically 8K max, cracking
and reassembling the code shouldnt be too difficult.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3650. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 17:08:29 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2vhcqd$6mn@usenet.INS.CWRU.Edu>
Source record: 99980

In a previous article, moran@bnr.ca (Gavan Moran) says:

> Unless there is someone out there still making a living out of
>selling the software, I can't see any moral arguments against
>making it freely available. I really enjoy being able to run

Have you already exhausted all the sources listed in the vendor/developer
list?
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3651. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 17:20:14 UTC
From: mentat@satelnet.org
Message-ID: <2vhdge$gsi@sefl.satelnet.org>
Source record: 99982

In article <CsKKGp.AMs@cs.vu.nl>, Ivo van Poorten <ipoorten@cs.vu.nl> wrote:

>If my sysadmin agrees with it, I'm willing to create a directory in my own
>FTP dir at our local site for atari 8bit games that run on the XF2 emulator,
>but under 1 condition : all uploads have to be accompagnied by a README file
>or something which specifies the uploader so when there are troubles concerning
>copyrights, the actual guy/girl who broke the copyright can be hunted after.
>This also implies that I won't put (pirated) software in this dir myself,
>but that I'm merely somebody who puts all programs together in one place.
>What do you all think of this? Bad idea?

You'd still get in trouble - some guy who ran a pirate BBS tried a
similar scheme - he put a big disclaimer in the login message saying he
had NO responsibility for uploaded files, blah blah blah, and the courts
came down on him like a ton of bricks... On your own head be it!

>Ivo.

3652. Re: files -> Sio2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 17:40:40 UTC
From: cmwagner@gate.net
Message-ID: <2vhemo$gte@tequesta.gate.net>
Source record: 99983

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: You forgot to get a U.S. Doubler for your 1050 back when they were
: still commonly available. :-)
: Considering everything that doesn't like enhanced density, I feel
: lucky to have 2 Doubled 1050s. Maybe some future release of Sparta
: from FTE will support enhanced density.

Way back when I didn't know about the US Doubler, actually, I think, it came out after I dropped out of the Atari. As for XCOPY, maybe I can hack a copy for myself or write my own XCOPY program, but Atari's way of using input and output is kinda kludged. I tried to output a line of text or even a single stinking character to the screen, well needless to say all I got was 0, zip, nada. I got a 1 sector program that would take up space, guess I got something from it.

3653. Looking for 2 classic games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 18:21:45 UTC
From: gateway@cs.mcgill.ca
Message-ID: <1994Jul7.182145.28861@sifon.cc.mcgill.ca>
Source record: 99989

I'm looking for two classic Atari games. The first is Return of Heracles, which was made by the same guy who made Ali Baba and the 40 Thieves. The second title I believe was called Zombies. You could play alone or two together, and I remember the purpose was to move your tiny character around from screen to screen collecting items while avoiding the bad guys. If one guy died, the other could resurrect him by touching him, hence transfering energy to him. If anyone has either one of these and is looking to sell them, let me know. Thanks!

--
=-=-=-

3654. Re: HELP! <G>

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 18:42:29 UTC
From: thester@nyx.cs.du.edu
Message-ID: <2vhial$b2i@nyx.cs.du.edu>
Source record: 99984

In article <hm7xJBV.kamaro_kid@delphi.com>, <kamaro_kid@delphi.com> wrot
:
>There USED to be quite a bit of diverse discussion here, until the
>release of the XF2, that is -- now all talk revolves around
>emulating, and not using the real thing!
>
>-James King
>kamaro_kid@delphi.com

Kind of like those talk shows that purport to be about
the wonderful new technologies that are arising in the
digital field, only to spend 95 percent of their time
dwelling upon virtual sex?

The XF2 stuff will die down eventually.
Right now, it's a new "toy" (no flames - please!) and
the resulting hubbub is to be expected.

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

3655. Redirecting S: and K:

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 19:34:03 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HEFGRC1PSI8WYXJN@vax.edinboro.edu>
Source record: 99985

I am trying to write a program so I can connect a dumb terminal (a VT320) to R2: of my 850 and still leave a modem connected to R1:. I want to do this so I can have a very good 80 or 132 col. display, but still direct download files to the Atari.

I am also experementing with the idea of using the VT320 as a terminal to the Atari (well... anything that uses the E:,S:, or K: drivers).

What I want to do is send all E:,S: and K: data to R2: and send all R2: data to either E: or K:

I'm not sure what the best configuration would be. I'm not sure if I have to use K: and S: or K: and E: or even just E:

Does anyone have any ideas about this or how to do it????

Thanks...

-Adam Conover.
a644690c@edinboro.edu

3656. Info about the 815 Acoustic Modem required

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 21:37:01 UTC
From: vparada@tuetue.inf.utfsm.cl
Message-ID: <2vhsht$q0@tuetue.inf.utfsm.cl>
Source record: 99986

Hola mundo.

I own a [subj], but I have no power supply, cable and reference manual.
I want to connect it to my 850 module, so I need some specs, like
how many volts are required, whichis the pinout of its connector,
and which is the better/high baud rate?

Thanks a lot... Bye... ++Vitoco (still waiting...)
--
Victor Andres Parada Gomez __ __
Ingenieria Civil en Informatica o-''))_____\\
Universidad Tecnica Federico Santa Maria "--__/ * * *)
Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

3657. DBMS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 21:55:12 UTC
From: msolomon@pipeline.com
Message-ID: <2vhtk0$8ph@p03.pipeline.com>
Source record: 99988

Before I start to heckle my ex for my old 130XE, someone please inform me what tools are recommendable for database management. Want to put the Atari behind desk in small bed and breakfast to manage guest lists and (at least simple-mindedly) reservations--then transfer info to Symphony application on PC. Looking for disk-based application. Willing to piece it together from pre-existing code in Basic XE.

3658. Re: Redirecting S: and K:

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 22:04:09 UTC
From: lordthan@news.delphi.com
Message-ID: <2vhu4p$sdo@news.delphi.com>
Source record: 99987

Why not just buy an XEP-80, download BobTerm, and be done with it?

+-+-+-

3659. Re: Redirecting S: and K:

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 23:57:17 UTC
From: krishna@max.tiac.net
Message-ID: <2vi4ot$t7r@sundog.tiac.net>
Source record: 99990

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: Why not just buy an XEP-80, download BobTerm, and be done with it?

Because even off an 850 (9600 limit) he'll potentially get more throutput out of this type of hack than an XEP.

This may all be moot because I'm beta testing another Flick version and so far so good. The earlier one didn't run on my version of MYDOS 4.50 for some reason, but this one has all the enhancements I asked for as well as blinkers and brights. Still have to test blinkers and brights, but so far no apparent bugs.

I have a user-group meeting next week where I will demonstrate this and Clay knows that deadline so he told me if this version gets the seal of approval then I'll upload it to the archive.

3660. Re: DBMS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-07 23:59:23 UTC
From: krishna@max.tiac.net
Message-ID: <2vi4sr$t7r@sundog.tiac.net>
Source record: 99991

Mark Solomon (msolomon@pipeline.com) wrote:
: Before I start to heckle my ex for my old 130XE, someone please
: inform me what tools are recommendable for database management.
: Want to put the Atari behind desk in small bed and breakfast to
: manage guest lists and (at least simple-mindedly)
: reservations--then transfer info to Symphony application on PC.
: Looking for disk-based application. Willing to piece it
: together from pre-existing code in Basic XE.

Diskbase allows for the most storage but really is only usable on a hard drive or ramdisk. But I swear by it. Porting database data is easy because you can print to a diskfile and most IBM database programs worth a lick can be made to absorb simple text files into their own format.

3661. Atari 130xe(s) & Indus GT drive(s) WANTED.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 00:13:15 UTC
From: csjjh@news.cts.eiu.edu
Message-ID: <CsLHy3.A2w@news.cts.eiu.edu>
Source record: 99992

Hi,
I'm posting for a friend without net access. He's interested in Atari 130xe's & Indus GT drives. He can be reached at:

Bill McCord
607 S. King
Robinson, IL 62454
(618)546-5271

If you prefer, you can e-mail me your address/ph. # & I'll pass it on to him.
Thanks,
Jonathan Hunt

3662. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 02:20:53 UTC
From: bryedewa@news.delphi.com
Message-ID: <2vid65$d7m@news.delphi.com>
Source record: 99994

J056600@LMSC5.IS.LMSC.LOCKHEED.COM (Tim Irvin) writes:

>>my top 10 Atari 8bit games.....
>>
>> (1) Alternate Reality 2 : The Dungeon
>> (2) Ultima IV : The Avatar
>> (3) Koronis Rift
>> (4) Rescue on Fractalus
>> (5) BallBlazer
>> (6) DropZone
>> (7) Schreckenstein (an obscure German game, pd maybe???)
>> (8) Shadow World (excellent in 2 player)
>> (9) Bounty Bob Strikes Back
>> (10) Defender ARCADE PERFECT!!!!!
>
>
>The absence of M.U.L.E. from this list is a *crime*.
>
>
>Tim Irvin, Programmer/Analyst/Grad Student/Infielder/Gen-X'er

Agreed! I STILL play M.U.L.E. on a regular basis!

-Bry

3663. PR:C problems

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 03:13:54 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bc-SBxi.kamaro_kid@delphi.com>
Source record: 99993

Decided to hook up my PR:C again (have two MIO's) and ran into the same old problem I've always had with this device.

I have a Hayes Ultra 144 Smartmodem.

Using Bobterm, I select a 9600baud Atari BBS to call, hit Enter upon that entry and whamo - the modem tries to grab carrier, but cant. I have to repeat this process about 10 times until the modem finally dials out. Using an 850 or MIO with same modem/hardware works flawlessly.

Why does the PR:C do this? Whats the problem!?

Any help appreciated.

-James King
kamaro_kid@delphi.com

3664. Re: Looking for 2 classic games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 03:16:36 UTC
From: lordthan@news.delphi.com
Message-ID: <2vigek$hl0@news.delphi.com>
Source record: 99995

gateway@cs.mcgill.ca (Peter Siamidis) writes:
> I'm looking for two classic Atari games. The first is Return of Heracles,
>which was made by the same guy who made Ali Baba and the 40 Thieves. The
>second title I believe was called Zombies. You could play alone or two
>together, and I remember the purpose was to move your tiny character around
>from screen to screen collecting items while avoiding the bad guys. If one
>guy died, the other could resurrect him by touching him, hence transfering
>energy to him. If anyone has either one of these and is looking to sell them,
>let me know. Thanks!

Great games, both of 'em. Zombies was actually an early version of "Realm
of Impossibility" (Electronic Arts bought the rights to the program,
changed the graphics a touch, and added a bunch of new levels). I have
Return of Heracles (as well as Zombies and R-O-A; not for sale, though)
but the game crashes when you get to the Sphinx. *shrug*

Sorry for rambling. That just brought back some memories. :)

+-+-+-

3665. Re: Looking for 2 classic games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 03:29:15 UTC
From: totty@flute.cs.uiuc.edu
Message-ID: <2vih6b$dem@vixen.cso.uiuc.edu>
Source record: 99996

gateway@cs.mcgill.ca (Peter Siamidis) writes:
> I'm looking for two classic Atari games. The first is Return of Heracles,
>which was made by the same guy who made Ali Baba and the 40 Thieves.

I think his name was Stuart Smith.

Any idea what he did after Ali Baba & Heracles? Where do old game
programmers end up? My brother and I loved these games!

--
/ Brian Totty o o
/__ __ o Department of Computer Science o "We have corn in
/ / / / 1304 W. Springfield Ave _/ Massachusetts too!"
/__/ / / Urbana, IL 61801
email: totty@cs.uiuc.edu
Gradual Student html: http://www-picasso.cs.uiuc.edu/People/totty

3666. XM301 driver

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 04:17:01 UTC
From: eric.palm@drs.state.ct.us
Message-ID: <9407080001053497@drs.state.ct.us>
Source record: 99997

I got this guy bugging the hell out of me to get him Bobterm. Thing is, he onlyhas an XM301 modem. Where do I get an R: driver for this cheap *ss modem?

I wish he would spring for a fast modem, at least the Atari 1200 baud with the built in SIO port.

I looked on a.a.u.e for the driver, but since none of the files have descriptions, it makes it hard to find anything. I like how the ST secrtion is organized, with about 90% of the files have a descrion in the Index file.

Maybe someone could do that for the Atari archives.

Back to the original reason I'm posting this. If anyone has the R: driver for the XM301, please mail me info on how to get it.

Thanks

eric.palm@drs.state.ct.us

3667. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 04:49:40 UTC
From: junkster@chinook.halcyon.com
Message-ID: <2vilt4$ogb@nwfocus.wa.com>
Source record: 99998

I have one simple objection about the dicussion of Atari emulators.

From my experience, the great majority of interest in emulators for older computers is from people who have "I own a PC/Mac/Amiga and think it is great and I don't care about the C64/Atari/Spectrum/Apple II but they have lots of awesome games that I would love to be able to snag from an ftp site and play on my machine" written between the lines of their postings.

Any incoherence or overgeneralization can be attributed to recent exposure to a Nintendo commercial that proclaimed "Give the World A Wedgie."

James Hague
junkster@halcyon

3668. SYQUEST HD MECH

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 05:43:46 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407080543.AA196146196@relay2.geis.com>
Source record: 99999

SyQuest Mech

I have a spare SyQuest-44 mech to sell, $90 including shipping.
Unit is brand-new, never used. USA buyers only. Money order preferred.
Manual included. Cream-colored face (very close to 800XL color).

This is the bare mech only. You're on your own for a case & power supply.

I can also sell one magnetic cartridge to go with the drive, $45 including
shipping. I won't sell the cart separately, I only offer it as an additional
option to go with the mech. Cart comes with special shelf case & manual.
Carts have a little red thingie you turn to write-lock the cart, just like
the write-protect notch on a floppy disk. The carts are the same size as
a 5.25" floppy disk, only they're about 1/2-inch thick.

SOME INFO: this is a 44-meg removable media hard drive, 5.25" HH form factor.
It uses a standard SCSI interface. Unlike some Seagate & Quantum SCSI mechs
I've encountered, SCSI implementation in these SyQuests is very robust. I
began using one on my 8-bit with a Black Box several years ago & haven't
experienced a single failure despite heavy use. I've low-leveled all my 8-bit
carts with the BB so they contain 3 partitions of about 14-megs each. I'm
rather wasteful in my low-level formatting, as I allow several hundred sectors
between partitions as a "guard band" so a catastrophe in one partition won't
spill over to another. I also installed a SyQuest 44 mech in a
ratty old 286/12 with a ProCom Tech host adapter & it performs flawlessly.
If that nitpicker Alchemist can't find anything in these drives to complain
about, you can figure it's a decent product.

Extra carts are available locally or thru ads in mags like Computer Shopper.
Local stores in my area offer them for $85, which is ridiculous. Mailorder
prices are around $60, which is decent.

The 44-meg SyQuests are NOT like the earlier models, in that there are no
restrictions on how often you can remove/replace the cart. They really
improved that, I treat them as giant floppies. The great advantage of
removable media over fixed drives is that if the drive dies, at least you
don't lose your data. I keep a few spare carts around to backup all my data,
I never have to mess with floppy backups or streaming tape or any of that
crap. If you also keep a spare mech (as I still do), then your setup is
totally bullet-proof, you're immune to all disasters (excepting possibly
a direct hit by a 20-megaton warhead).

Interested parties, contact Ben Poehland at: b.poehland@genie.geis.com

Any comments on SyQuests or hard drives in general, please post to the
newsgroup, not to me. I'm getting 60K of email a day, it's driving me batty.

- Ben Poehland

3669. XF2: Another View

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 05:44:50 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407080544.AA197606263@relay2.geis.com>
Source record: 100000

XF2: Another View

I cast my vote with those who say this emulator stuff has gone too far in this group. I, too, would like to see a return to the "normal" chatter (whatever that was!).

Of course, if the majority of participants in this group feel strongly that XF2 is such a big deal, then eventually us "grumblers" will get fed up & just quit reading the Digest (or CSA8 or whatever).

And if that happens, well it probably won't matter anyway if another 8 or 10 or 20 loyal users get fed up & leave the community.

Ohhh, wups! I apologize! I used the word "community". It just slipped out. I won't do it again, I promise.

- Ben Poehland

3670. ------>Antic Archive; up and running<-----

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 05:56:06 UTC
From: kevina@clark.net
Message-ID: <2vippm$7ln@clarknet.clark.net>
Source record: 100001

Thanks to the help of Jeff Lodoen the antic archive is up and running...
It Is at
ftp.clark.net:/pub/atari/mag/antic

Here is the readme file:

This directory contains all the disks that went with the Antic magazine
which was a great atari magazine.

Each issue is in a separate directory. Where possible I have also broken
it up by disk side. If no side is given, assume that it contains both.

The file "index" is in the following format:

FILE.XXX: title, subject, author, size in SD sectors (file format)

The directory "base" includes some of the core files that were included
with almost every disk.

I want to extend a special thanks to Jeff Lodoen at
Jeff_M_Lodoen@cup.portal.com. He was responsible for uploading most of
these files and created the index file.

If you have any problems with this archive please contact Kevin Atkinson at
kevina@clark.net.

3671. XF2 images

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 06:43:13 UTC
From: gtkakega@thunder.LakeheadU.Ca
Message-ID: <2210@thunder.LakeheadU.Ca>
Source record: 100007

There is an MSDOS program at atari.archive.umich in /atari/8bit/Diskutils or maybe in /Sio2pc called ATRIMG11.EXE which is a very handy utility for processing ATR images. You can choose files to be created as an ATR image or you can extract files from an ATR image. These images can be single, enhanced, or double density. Just thought I'd let you PCXF2 users know.

And about banning emulator discussion in c.s.a.8., I must disagree.

gtkakega@thunder.lakeheadu.ca

3672. Atari archive (catch up with those C= users!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 08:01:54 UTC
From: c8902477@sage.newcastle.edu.au
Message-ID: <c8902477.773654514@sage.newcastle.edu.au>
Source record: 100004

As you might know, there are massive C64 and Sinclair archives already in place, now it's the 800's turn. Surely the copyright restrictions on the software can't be valid (considering their age) and it certainly won't decrease their sales by making them publically available (zero divided by 100% still equals zero).
Has anyone enquired about the legality of it yet?? (haven't been in the discussion yet)

lets breath some life into the 8bit scene!
--
Bernard Schmitz c8902477@cs.newcastle.edu.au

3673. Re: Online DE_RE Atari? Keeping 8bit Alive!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 08:03:39 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2vj18rINN5g6@tom.rz.uni-passau.de>
Source record: 100003
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

In article <2vgkc5$crc@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:

[lots of stuff about 8-bit-emulators deleted]

I just happen to own a 100% compatible 800XL with 100% speed, with 1050 and
1010 connectors and a serial connector to my TT.

It just happens not to be an emulator, but the original machine. Used XLs
with 1050 sell for 200 DMs here, Rescue on Fractalus for 15 DMs, etc..
Why should anyone design an emulator when the original does it all?
Oh, and Gavan: 2.5 DMs are approximately 1 UKP.

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

3674. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 08:13:37 UTC
From: moran@bnr.ca
Message-ID: <2vj1rh$75@bmerha64.bnr.ca>
Source record: 100002

James Hague (junkster@chinook.halcyon.com) wrote:
> I have one simple objection about the dicussion of Atari emulators.

> From my experience, the great majority of interest in emulators for older
> computers is from people who have "I own a PC/Mac/Amiga and think it is
> great and I don't care about the C64/Atari/Spectrum/Apple II but they
> have lots of awesome games that I would love to be able to snag from an
> ftp site and play on my machine" written between the lines of their postings.

It's certainly true that being able to play older 8-bit classics on your
modern PC etc. is a big attraction, but many old 8-bitters have moved up
to the 32 bit age and no longer have their equipment or can't use it due
to space/repair state complications.

Face it, interest in the old 8-bit will continue to decline if all that
happens is that old 8 bit users keep swapping soft/hardware and talking
about the old days. Emulation provides a new lease of life to the old
XL/XE platform and gasp(!) MAY EVEN ATTRACT NEW/RENEWED INTEREST in
the machine.

For all intents and purposes the 8-bit no longer exists as far as
the wider public are concerned. If emulators start appearing in
numbers, many more people will come into contact with the 8-bit and
many old ex-users will renew their aquaintance.

THATS why I think 8 bit emulators should be included in this group.
By all means insist only on posts from actual users of full 8bit setups
and exclude everyone else (even those using SIO2PC to get enhanced
functionality for their 8bit system) but be prepared to watch the
8bit wither away and die.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3675. Re: Online DE_RE Atari? Keeping 8bit Alive!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 08:51:26 UTC
From: moran@bnr.ca
Message-ID: <2vj42e$nk@bmerha64.bnr.ca>
Source record: 100006
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

Thorsten Guenther (guenther@kirk.fmi.uni-passau.de) wrote:
> In article <2vgkc5$crc@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:

> [lots of stuff about 8-bit-emulators deleted]

> I just happen to own a 100% compatible 800XL with 100% speed, with 1050 and
> 1010 connectors and a serial connector to my TT.

> It just happens not to be an emulator, but the original machine. Used XLs
> with 1050 sell for 200 DMs here, Rescue on Fractalus for 15 DMs, etc..
> Why should anyone design an emulator when the original does it all?
> Oh, and Gavan: 2.5 DMs are approximately 1 UKP.

> Weregoose

Oh sorry, I'll just go out and buy one then. Whilst I'm at it
I'll get a load of my favourite old 8-bit software as the store
is sure to stock all that too. After all, EVERYWHERE stocks
the 8bit hardware and software........

And the point was that emulators and increased software and
documentation would attract users BACK to the 8 bit. Otherwise
its going nowhere fast like some other Atari computer platforms
I could mention.

Anyone for a Falcon emulator????

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3676. Ok... it IS needed. (c.e.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 08:54:28 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940708015438.2380453d@sonoma.edu>
Source record: 100005

How does one make a new (non-alt) newsgroup? (Or where can I find out how?)
I feel it is not time for everyone to just SHUT up about "We're sick of
emulator talk!" or "Emulator talk belongs here!" and just stick the Atari 8bit
emulator talk into a whole new newsgroup.

Does anyone have any reason for this not to take place!? If not (I don't
expect any) then I will personally look into creating a new group for it
(again, what I'll need is direction to the correct WAY of making a new group).

Thanx!

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
MicroSoft = Small, Limp :)

3677. Re: Ok... it IS needed. (c.e.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 10:37:54 UTC
From: moran@bnr.ca
Message-ID: <2vjaa2$44d@bmerha64.bnr.ca>
Source record: 100009

KENDRICK@sonoma.edu wrote:
> How does one make a new (non-alt) newsgroup? (Or where can I find out how?)
> I feel it is not time for everyone to just SHUT up about "We're sick of
> emulator talk!" or "Emulator talk belongs here!" and just stick the Atari 8bit
> emulator talk into a whole new newsgroup.

> Does anyone have any reason for this not to take place!? If not (I don't
> expect any) then I will personally look into creating a new group for it
> (again, what I'll need is direction to the correct WAY of making a new group).

> Thanx!

Much of the emulator discussion WILL be relevant to this group.
At the moment many people want to know where they can get it,
how to set it up etc. When people start using the emulator they
will have legitimate Atari 400/800/XL/XE problems. Should they
be segregated just because they are experiencing them on an
emulator instead of a genuine Atari manufactured 8 bit?

All this emulator talk show that there is still a hope
of rekindling some 8-bit interest in the wider computing
community.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3678. Re: Atari archive (catch up with those C= users!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 10:43:06 UTC
From: moran@bnr.ca
Message-ID: <2vjajq$44d@bmerha64.bnr.ca>
Source record: 100010

Bernard Schmitz (c8902477@sage.newcastle.edu.au) wrote:
> As you might know, there are massive C64 and Sinclair archives already in place, now it's the 800's turn. Surely the copyright restrictions on the software can't be valid (considering their age) and it certainly won't decrease their sales by making them publically available (zero divided by 100% still equals zero).
> Has anyone enquired about the legality of it yet?? (haven't been in the discussion yet)

> lets breath some life into the 8bit scene!

Yes, see the threads on legality of distributing 8 bit software
via , say, an FTP archive.

The general consensus is that it IS illegal.

However, I say who is going to complain???? There are virtually
ZERO sales of the old 8 bit titles.

Maybe we could check with Atari vendors to see what they
have in stock and only put up old titles which absolutely
cannot be obtained through a vendor.

I'd say there are hundreds of old games which simply
no longer exist through sales channels.

I'm with you, making a software archive of classic 8bit
titles will breathe badly needed life into the 8 bit scene.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3679. Wanted: Atari SX212 MoDeMs!! CHEAP!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 10:57:35 UTC
From: bensmith@teleport.com
Message-ID: <2vjbev$ovr@elaine.teleport.com>
Source record: 100011
Cross-posted to: pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.st,comp.sys.atari.8bit

Looking to Buy Atari SX212 MoDeMs. Must Come with Manual and working MoDeM and Power Supply for each unit. Must be CHEAP!! Would like to buy Multiple units from same person. Please send E-Mail. DO NOT reply in Public Message Base. Reply in E-Mail. If you can't reply in E-Mail, Call Ben at this Voice number, (503)256-9974, Anytime. If I'm not their, leave a Voice Message, and I'll call you back anywhere in the United States. I won't see your reply in a Public Message Base.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3680. Re: HELP! <G>

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 11:38:09 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Z+6SZLh.lmcclure@delphi.com>
Source record: 100008

In a message dated 7-6-94, James King said:

"There USED to be quite a bit of diverse discussion here,
until the release of the XF2, that is -- now all talk revolves
around emulating, and not using the real thing!"

This situation will likely develop in very much the same way as it did over on comp.sys.cbm. The "real" 64 owners got more and more tired of persons who had just discovered one of the 64 emulators, asking the same type questions over and over again; questions which were emulator-specific.

One would think that now that the emulator talk has been successfully moved to its own group, that traffic would be way down. If it is, I have not noticed it. I suspect at least some of the traffic that substituted for the lack of emulator talk in comp.sys.cbm is from people who "tuned out" when those messages reached their peak.

Some have made comparisons to SIO2PC which are invalid. SIO2PC may "emulate" something, namely drives connected to an 8-bit, but even in doing so, it is a peripheral. OTOH, we have PC Xformer, which emulates the CPU itself, and requires as its base a substantially heftier piece of hardware than SIO2PC. It is not unreasonable one might pick up and old XT or AT-compatible to use SIO2PC.

My personal view is that if the talk applies equally to actual Atari 8-bit computers, then it is acceptable here, even if the person is using PC Xformer. However, the moment it steps over into an area that is specific to PC Xformer alone, it belongs in the comp.sys.emulator.misc group.

In the end, it will all depend on whether the emulator-specific talk begins to dominate this group, as it almost did in comp.sys.cbm. At that time, not only should it be moved to its own group, but would have sufficient message flow to justify it.

3681. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 12:18:30 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Jul8.121830.8518@apgea.army.mil>
Source record: 100012

In article <2vilt4$ogb@nwfocus.wa.com> junkster@chinook.halcyon.com (James Hague) writes:
>I have one simple objection about the dicussion of Atari emulators.
>
>From my experience, the great majority of interest in emulators for older
>computers is from people who have "I own a PC/Mac/Amiga and think it is
>great and I don't care about the C64/Atari/Spectrum/Apple II but they
>have lots of awesome games that I would love to be able to snag from an
>ftp site and play on my machine" written between the lines of their postings.
>
>Any incoherence or overgeneralization can be attributed to recent
>exposure to a Nintendo commercial that proclaimed "Give the World A Wedgie."
>
>James Hague
>junkster@halcyon
>

Another school of though is like mine: I have several computers, however
I can't have them out at once. Its nice to have them all on one desktop.
I'd love to have a coleco adam emulator, but since like only 4 were sold
its unlikely I'll see one.
I hope a descent Atari 8 bit emulator is made soon. My 800xl is
dying slowly.

Rob Merritt email:Robertm@magnus1.com OR rcmerrit@cbda9.apgea.army.mil
-* Opinions expressed here are mine and not of my employer.
-*"Its worst than that, he's dead Jim!", said Bones

3682. crappy Indus

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 13:47:55 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9407081346.AA01355@brachot.jct.ac.il>
Source record: 100013

My Indus drive can't read/write anything above sector 720, even if I'm on an enhanced-density (1024 sector) disk. This means half the demos crash.

And my crappy Rana 1000, no matter how I set the switch on the back, never identifies itself as drive #1 (or 3), but only 2 or 4.

Any suggestions, anyone?

-itay
--
Itay Chamiel, Jerusalem, Israel | Cruising the
(The name in the header's not mine!)| Information
bruck@brachot.jct.ac.il | Superhighway..

3683. 8-BIT ATARI EMULATOR DISC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 14:07:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4811.1084@aquila.com>
Source record: 99906

References: <2vk1jh$bal@usenet.INS.CWRU.Edu>
From: bob.lange@aquila.com
Subject: 8-BIT ATARI EMULATOR DISC
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/09/94, MICHAEL CURRENT writes:

MC> Let me try stating it again. Topics about using emulators, topics
MC> that would not exist without the emulator, should be discussed on
MC> comp.emulators.misc. Topics about the 8-bit Atari computing
MC> platform, _whether emulated or not_, remain at home on
MC> comp.sys.atari.8bit.

I still say that if c.e.m were as universally available as c.s.a.8 then
your premise would hold water, but as it stands, it does not.

bob.lange@aquila.com

* RM 1.4 B0570 * Gigabyte: Congressional Budget

3684. Re: 8 bit software copyright position

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 14:23:19 UTC
From: h0142kdd@fx2800.rz.hu-berlin.de
Message-ID: <2vjngn$77l@dec2.rz.hu-berlin.de>
Source record: 100014

In article <2vhdge$gsi@sefl.satelnet.org>,
Mat Hall <mentat@satelnet.org> wrote:
>
>You'd still get in trouble - some guy who ran a pirate BBS tried a
>similar scheme - he put a big disclaimer in the login message saying he
>had NO responsibility for uploaded files, blah blah blah, and the courts
>came down on him like a ton of bricks... On your own head be it!

Yeah, right, the famous case where a guy got sued because he operated
a BBS for Atari 8bit software. Tell us more!

-- Dave

3685. Re: Info about the 815 Acoustic Modem required

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 15:31:24 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2vjrgc$nis@usenet.INS.CWRU.Edu>
Source record: 100015

In a previous article, vparada@tuetue.inf.utfsm.cl (Victor Parada G.) says:

>Hola mundo.
>
>I own a [subj], but I have no power supply, cable and reference manual.
>I want to connect it to my 850 module, so I need some specs, like
>how many volts are required, whichis the pinout of its connector,
>and which is the better/high baud rate?

The Atari accoustic modem is model 830, and it connects to the R1: port of
the 850 Interface Module. Pinouts are in the FAQ List. The highest baud
rate supported by the 830 Accoustic Modem is just 300 baud.

Someone else will need to supply you with the power supply requirements.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3686. Re: Atari archive (catch up with those C= users!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 15:40:51 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2vjs23$pda@usenet.INS.CWRU.Edu>
Source record: 100016

In a previous article, moran@bnr.ca (Gavan Moran) says:

> However, I say who is going to complain???? There are virtually
>ZERO sales of the old 8 bit titles.

I still regulary buy 8-bit merchandise from various companies in the
vendor/developer list, don't you?

> Maybe we could check with Atari vendors to see what they
>have in stock and only put up old titles which absolutely
>cannot be obtained through a vendor.
>
> I'd say there are hundreds of old games which simply
>no longer exist through sales channels.

Could be. But no one can say for sure without checking with every last
vendor. And no vendor list can guarantee completeness, not even mine.

> I'm with you, making a software archive of classic 8bit
>titles will breathe badly needed life into the 8 bit scene.

Buying software would be even more productive.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3687. Re: any 8bit emulators out there for the mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 15:50:52 UTC
From: darekm@microsoft.com
Message-ID: <CsMpCw.23A@microsoft.com>
Source record: 100031

In article <2ut84v$5tn@scunix2.harvard.edu> anbrown@husc9.harvard.edu (anthony brown) writes:
>Are there any atari 8bit emulators for the mac? I have seen softpc, and
>it is pretty decent, and I thought that if they could do something like
>it might be possible to do that for an 8bit atari.. anyone out there know
>of such a thing?
>
>Anthony

In the readme file for PC Xformer 2.0, there is a question asking people to suggest other 32-bit platforms they would like to see PC Xformer ported to, including the 68030/680480 based Macs, the Atari Falcon, the PowerPC, etc. Whatever platform gets enough votes, I will port Xformer to.
So should I take your question as merely a question or as a vote for the Mac, and if so, which Mac (680x0 or PowerPC?)

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

3688. Pro BBs in Europe!, Pro BBS Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 16:09:25 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <d1dol.773683765@dtek.chalmers.se>
Source record: 100017

Hell Everyone, my friend Per Erik Peterson just recived a pro BBs package yesterday, cool..
We are looking for any Pro BBs in Europe we could exchange mail etc. later..
We are also looking for this "used" PRo-BBS advertised here not long ago, please email me.

/peace

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

3689. Re: XF2's graphics.. but how!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 16:09:59 UTC
From: darekm@microsoft.com
Message-ID: <CsMq8t.2w2@microsoft.com>
Source record: 100034

In article <2vcv76$d4j@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>In article <940629192049.2340cc30@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
>>Ok, I guess this is because IBMs are 'fast', but I want to know exaclty how XF2
>>gets about emulating ANTIC/GTIA !?!?! I mean, it's not exactly one or two
>>static bitmapped VGA screens that must be dealt with! This is dynamic, on the
>>fly (during VBI, DLI's etc!) graphics manipulation! How the hell does XF2 do
>>this and still even RUN on a 286!?
>
>I don't know, but I noticed something interesting when running
>SWANDEMO on a 486sx-25 and a 1200XL side by side.
>Most of the program (spinning fuji, flying bird, spinning words) was
>about twice as fast on the 486, but the rolling colors (made with DLIs
>& VBIs?) on the fuji seemed a little faster on the XL.
>
>[...]
>>(I think I should read over the XF2 docs, I've got so many questions nowadays,
>>but I bet half of them are already answered ;) .. like about carts, turning off
>>basic, loading ATRs, etc ;))
>
>Speaking of turning off Basic, can anyone persuade Darek to add that
>as a command line switch?

Hello? I'm right here. If you have something you want to tell me,
you can either send me email or write me a letter. I appreciate all
the ideas that people are suggesting for enhancements to Xformer
and the bugs that have been reported so far, but seeing as I am going
to be out of town for most of the rest of the summer vising Atari
dealers in Europe and doing the rounds at several Atari shows
(first one coming up with the INdianapolis show in two weeks)
I am not going to be online to listen to all the "could someone
tell Darek this" or "could someone tell Darek that" or "gee, how
does Xformer do such and such. I'm too stupid to just ask Darek
myself" or "why doesn't Xformer do this" sorts of postings.

So if you want to see bug fixes and features added to future
versions of PC Xformer, you have to tell me directly because
I won't be reading this newsgroup for the next few weeks.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |

```
\-------------------------------------/
```

3690. P:R:C, XM301, Indus, Rana comment

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 16:10:56 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jul08.121019.27641@wariat.UUCP>
Source record: 100018

(J.King asks about P:R: Connection, Eric Palm asks about xm301 and Itay Chamiel asks about Indus and Rana.)

P:R: Connection. Strange, but two things come to mind. One, slow down your Hayes with atn0, ats37=8. Two maybe you have an earlier than version 4 P:R: Connection as described by B. Poehland.

XM301 handler: Jim Dillow's xm301 handler allows running virtually ANY 850 software with the xm301. I think this handler was included with the latest BobTerm (1.22 I think), which should be in the umich archive.

Indus: I wrote a program to actively set the density (1, 2 or E). Often, the Indus is supposed to automatically detect the density, but doesn't. Hit the button to see what density you are at (#2 from left.) If it says 'C' and you still can't read beyond 720, then I don't know.

Rana: There are four dip switches. I don't have my docs, but 1 and 2 are for drive #, 3 for density and 4 for self test I think. Sounds like you are only changing one of the drive # switches, or one of your switches is defective. You gotta turn the drive off to change a switch.

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3691. MYSTERY GAME

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 16:26:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4795.1084@aquila.com>
Source record: 99905

References: <2vh7of$pqa@bmerha64.bnr.ca>
From: bob.lange@aquila.com
Subject: MYSTERY GAME
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/08/94, GAVAN MORAN writes:

GM> > I vaguely remember a game for the 8 bit Atari which reminds me of
GM> > Fire and Ice on the ST (I've never actually seen Fire and Ice
GM> working > though!) The game was set in Arctic conditions and your
GM> character > was, I think, a penguin. It was a game in which you had
GM> to jump over > obstacles and it was rather good.

GM> > Does this ring any bells?

GM> Yep, I remember this game. It was by DataSoft and was available
GM> around the same time as Pooyan. It was a left to right flick screen
GM> scroller where you moved a penguin over platforms and obstacles.
GM> Can't remember the name though, but it was available on both the C64
GM> and Atari 8 bit.

Snokie. I have a working copy. Really classic.

bob.lange@aquila.com

* RM 1.4 B0570 * Think! While it's still legal!!

3692. HELP! <G>

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 16:26:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4794.1084@aquila.com>
Source record: 100054

References: <Z+6SZLh.lmcclure@delphi.com>
From: bob.lange@aquila.com
Subject: HELP! <G>
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/08/94, LONNIE MCCLURE writes:

LM> My personal view is that if the talk applies equally to actual Atari
LM> 8-bit computers, then it is acceptable here, even if the person is
LM> using PC Xformer. However, the moment it steps over into an area
LM> that is specific to PC Xformer alone, it belongs in the
LM> comp.sys.emulator.misc group.

That would make _some_ sense if the c.s.e.m newsgroup were equally
accessible. It is not.

bob.lange@aquila.com

* RM 1.4 B0570 * Large Cheese Pizza UPC Code -> ****************

3693. Re: XF2 and Sprites and Graphics 9

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 16:27:27 UTC
From: darekm@microsoft.com
Message-ID: <CsMr1u.3nt@microsoft.com>
Source record: 100035

```
In article <940702175000.238014cc@sonoma.edu> KENDRICK@sonoma.edu writes:
>I checked out ColrView 2.5 with XF2. Cool! 64 color mode works!
>
>BUT!... 4096 color mode is just grey! At the very top I can see some of the
>border (which due to stupid VGA cards is really just bitmapped stuff, ie, the
>top 4 lines and bottom 4 lines are probably being used because standard Atari
>modes are up to 320 x 192, so there're 8 extra which can be used as borders)
>and it's going through red/green/blue, but the actual Graphics 9 bitmap image
>is just grey.. I'm supposing THIS wouldn't work right then:
>
>10 GRAPHICS 9
>15 COLOR 10:PLOT 0,0:DRAWTO 79,191
>20 POKE 712,16
>25 GOTO 25
>
>On the XF2, it'd just stay grey and the 'borders' would turn dark yellow.. hmmm

4096 colors? Yikes! That's a program I haven't tried. If ColrView is
freeware/shareware, can you email me a copy? I assume what they probably
do is have two different images that they switch between every vertical
blank to get the effect of more than 256 colors. That should in theory
work on a fast enough VGA card although it depends how fat
oops, how fast they're doing it.

When you're running mondo color rainbow type programs, I recommend that
you press SCROLL LOCK to put Xformer into normal speed mode. In fast
mode it does not refresh the screen on every vertical blank, therefore
if there is rapid screen switching it would lose most of those. That
might explain the grey display, but I'd have to see it myself to say
exactly what's causing it.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/
```

3694. Re: XF2: Enhanced Disk possible???

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 16:36:38 UTC
From: darekm@microsoft.com
Message-ID: <CsMrH8.422@microsoft.com>
Source record: 100032

In article <CsCBAE.JI6@ecf.toronto.edu> camba@ecf.toronto.edu (CAMBA VICTOR FABRIZIO) writes:
> Ok, it's great that the xf2 emulator can have virtual disks, but can
>it also emulate enhanced disks(1040 sectors)? 720 sectors is _not_ enough
>for many programs, since some single applications take up a whole enhanced
>density disk. Is there any way of creating such a virtual disk? Can xf2
>emulate DOUBLE density disks? If so, I'd put SpartaDOS as a virtual disk
>and use that instead of the 2.5 DOS.
>
> Also, anyone know how to start (boot) the emulator without BASIC?
>
>thanx.
>Victor

You can't start the emulator without BASIC. You have to boot with BASIC
then press the Shift+F10 keystroke to toggle BASIC off as described in
the doc file. I might add a command line switch to do that since it seems
a lot of people would rather type in 4 or 5 extra characters at the
command line then press one keystroke. Go figure.

Double density (or any size virtual disk image) can be created with the
SIO2PC software. PC Xformer doesn't do so itself since the transfer programs
for both SIO2PC and the Xformer cable create the images.

If you just want to whip yourself up a quick and dirty 184320 byte file
that can act as a double density disk image, do this:

COPY /B DOS25.XFD+DOS25.XFD DD.XFD

from the MS-DOS prompt. This basically takes the two 90K files and
merges them to create a 180K file. Now boot up MyDOS 4.5 as D1: and
DD.XFD as D2: and then format D2: as a double density disk and
write the DOS file to it. Now you can go ahead and boot up with
DD.XFD as your double density D1: boot disk.

- Darek

p.s. - OJ did it. Get the chair juiced up!

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

3695. Re: PC Xformer 2.0 AOL??

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 16:50:41 UTC
From: darekm@microsoft.com
Message-ID: <CsMs4M.4LH@microsoft.com>
Source record: 100033

In article <2v5e7n$cb1@search01.news.aol.com> davidn9000@aol.com (DavidN9000) writes:
>Could Darek or someone else please upload this .zip file to America
>Online as well? Thanks!!!
>
>p.s. Is there an easy way to use it on my 486/66 which only has a
>3.5" drive? I do have an old 386 that has both types of floppies --
>does the Xformer allow copying a disk image from an Atari floppy to
>3.5" media??
>
>Thanks, David

Xformer is not a file copy utility, so getting the 8-bit files
to the PC has to be done ahead of time. There is a p/d utility
called UTIL that lets you read 8-bit double density disks directly
on a PC provided you have a 5.25" drive on the PC.
There is of course the SIO2PC cable and the Xformer cable for
transfering over entire disk images.
But the easiest way to download 8-bit software is the same way
you download Xformer itself - download it by modem from a BBS
or use two modems and download the 8-bit files from the 8-bit
Atari to the PC. You DO NOT have to use the disk images to
run 8-bit files. Just download the 8-bit file directly to
MS-DOS as an MS-DOS file and Xformer can read it.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

3696. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 16:51:54 UTC
From: vparada@tuetue.inf.utfsm.cl
Message-ID: <2vk07a$1jj@tuetue.inf.utfsm.cl>
Source record: 100021

Hola mundo.

Two ideas:

- Create a comp.sys.atari.8bit.emulators

or

- Post in this group with "XF2:" string starting your subject.

That would simplify the life to those which only has a real 8bit :-)

Another idea:

- Create a "PC", "Emulators", "XF2" or whatever directory under the 8bit
directory at the a.a.u.e, and store there all stuff concerning these
(emulators, windows icons, .XFDs, and all that code that won't run
under the 6502 processor, but on x86's).

May these ideas arrive to late, but my news server is far enough from the
rest of the world :-(

Bye... ++Vitoco
--
Victor Andres Parada Gomez __ __
Ingenieria Civil en Informatica o-''))_____\\
Universidad Tecnica Federico Santa Maria "--__/ * * *)
Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

3697. 8-bit Atari Emulator discussion, Summary

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 17:15:29 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2vk1jh$bal@usenet.INS.CWRU.Edu>
Source record: 100019

I must say, this has been an interesting exercise. After two days I count 19 responses to my suggestion, containing everything from "Amen!" to "you're a weenie." In all, 10 individuals have expressed support while 9 have expressed disagreement, or very roughly a 50-50 split.

Thanks to everyone who has expressed his/her opinions, on news or in e-mail.

However, I really believe many of the people disagreeing with my suggestion did so without understanding it. For reference, here it is again, highlighting now added:

>I propose all discussion about the _usage_ of 8-bit Atari emulators such as
>PC Xformer be moved to comp.emulators.misc. Questions and answers about
>_writing_ 8-bit Atari emulators should be cross-posted to both
>comp.emulators.misc and comp.sys.atari.8bit. Discussion about the 8-bit
>Atari itself, with no regard to functionality under emulators, remains on
^^
>comp.sys.atari.8bit.

Let me try stating it again. Topics about using emulators, topics that would not exist without the emulator, should be discussed on comp.emulators.misc. Topics about the 8-bit Atari computing platform, _whether emulated or not_, remain at home on comp.sys.atari.8bit. Don't you see, if the emulator really works, you _are_ using an 8-bit Atari, emulated in software, so of course you're welcome on comp.sys.atari.8bit. We can't tell whether you're using the real thing or not. On the other hand, topics on how to get the emulator to work, what games work on it, where to get Windows icons for it, etc., would not exist without the emulator, and so are not of interest to the 8-bit computing platform. If the fact that you're using an emulator is important to the topic, the topic probably belongs on comp.emulators.misc. Obviously, there will be times when crossposting to both groups will be appropriate.

I have nothing against emulators, or the people who use them. Does anyone remember how often I've posted the contact information for Branch Always? Does anyone remember I was the one who posted the PC Xformer release announcement to comp.emulators.misc? I hope to try the thing myself soon.

Emulation of other systems _is_ a hot topic, among all platforms. The Usenet community has already begun to address this issue with the creation of the comp.emulators.* hierarchy of newsgroups. First of all, comp.emulators.announce was created for news about any type of emulator. Beyond that:

Apple][emulation topics moved from comp.sys.apple2 to comp.emulators.apple2
Commodore 64 emul. topics moved from comp.sys.cbm to comp.emulators.cbm

(Isn't it interesting that there are so many more emulators of these than
of the Atari?)

They also had the initial foresight to create comp.emulators.misc for all
other emulators not covered by these two newsgroups. 8-bit Atari included.
Are we going to stay in our little hole and ignore this group created for
us, or are we going to take advantage of it? Some people express
reservations about having to wade through a general-purpose group without
"atari" in the name, but let me point out, comp.emulators.misc sees about
30% of the traffic of comp.sys.atari.8bit. What about the roughly 50% of
comp.sys.atari.8bit inhabitants who have to wade through your threads here?
There's plenty of room for 8-bit emulator topics on comp.emulators.misc.
That's what it's for! Interestingly, readers of comp.emulators.misc have
universally accepted my above proposal. If someday comp.emulators.misc
gets overcrowded with 8-bit Atari stuff, it may be necessary to create a
comp.emulators.atari.8bit, but that day is far down the road. There's
plenty of room in comp.emulators.misc for now.

Some of you don't want to have to read newsgroups other than
comp.sys.atari.8bit, but I urge you to take a broader perspective. What I
want to see is the 8-bit Atari community continue to rise in prominence in
the Internet community. There are a many 8-bit Atari owners on the net who
have never found comp.sys.atari.8bit, or just assume there's no one here.
Bringing the FAQ List to prime time (cross-posting to *.answers) has
attracted many new faces to comp.sys.atari.8bit. Some people complain that
comp.emulators.misc may not be widely distributed, but what about those
sites who receive it but not comp.sys.atari.8bit? Ever since its creation,
the question "Are there any Atari 800 emulators" has been recurring on
comp.emulators.misc. When I took the time to post the PC Xformer
announcement, again many new faces were drawn to comp.sys.atari.8bit. I
want 8-bit Atari topics on comp.emulators.misc not to get them out of
comp.sys.atari.8bit so much as to help attract new faces to
comp.sys.atari.8bit. If Apple][and C=64 emulators are disussed in
comp.emulators.*, 8-bit Atari emulators should be discussed there too.

I hope this clarification helps you better understand where I'm coming
from. So where do we go from here? In the end, Usenet is anarchy, always
has been, always will be. So post where you want to. But at least as a
result of this thread, we now know that around 50% of the population of
comp.sys.atari.8bit is not happy with the proliferation of emulator usage
topics on the group. You know such topics are more than welcome on
comp.emulators.misc. Also know that discussion of the 8-bit Atari
platform, whether emulated or the real thing, is always at home on
comp.sys.atari.8bit.

Thanks for reading,
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3698. Atari 8 bit items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 17:59:01 UTC
From: mkv1@rsvl.unisys.com
Message-ID: <CsMvAE.Ky0@rsvl.unisys.com>
Source record: 100030

Atari 8 bit items for sale

Atari 1050 diskette drive with USDoubler, Power Supply, and SIO
cable. $60.00

Atari 410 cassette recorder. $5.00

Compute's First Book of Atari. $2.00

Flight Simulator cartridge and Docs. $15.00

Activision "Ghostbusters" disk. No Docs. $5.00

Sierra On-line "Jawbreaker" disk. No Docs. $5.00

Electronic Arts "Super BoulderDash" disk. No Docs. $5.00

Epyx "World Karate Championship" disk. No Docs. $5.00

APX "Chop Suey" disk. No Docs. $5.00

Accolade "Fight Night" disk. Complete package. $10.00

Accolade "Ace of Aces" disk. Complete package. $10.00

Accolade "Hardball" disk. Complete package. $10.00

Mindscape "Infiltrator" disk. Complete package. $10.00

Epyx "Ballblazer" disk. Complete package. $10.00

Atari "Pac Man" cartridge. Original package. $5.00

Atari cartridge blank printed circuit board. $1.00

Shipping in US and Canada: $1.00 for disk only, $2.00 for cartridges or
packages, negotiable for hardware.
--
Regards.
Mark K Vallevand Unisys Roseville, Minnesota markus@rsvl.unisys.com
Unisys 612-635-7880
Mail Station 4313, On the Information SuperHighway, I'm the guy with a
POBox 65942 hat driving 50 in the fast lane with my blinker on
St Paul, MN 55164-0942 and my seatbelt hanging out the door making sparks.

3699. ENHANCED.XFD

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 17:59:53 UTC
From: ulf@antic.sub.org
Message-ID: <5SVGatAmS7B@antic.sub.org>
Source record: 100020

Hi!

Just posted a file containing a blank disk in enhanced format to UMICH. It should solve a lot of problems that most people have with formatting enhanced disks using PC Xformer. The name of the file is ENHANCED.XFD .

Have a nice day!

Ulf

Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v3.02

3700. Re: Ok... it IS needed. (c.e.atari)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 18:27:48 UTC
From: cmwagner@gate.net
Message-ID: <2vk5r4$jpb@tequesta.gate.net>
Source record: 100022

KENDRICK@sonoma.edu wrote:
: How does one make a new (non-alt) newsgroup? (Or where can I find out how?)
: I feel it is not time for everyone to just SHUT up about "We're sick of
: emulator talk!" or "Emulator talk belongs here!" and just stick the Atari 8bit
: emulator talk into a whole new newsgroup.

I think emulator related questions (like how do I get sound out of this damn emulator, or why doesn't Q-Bert run on this emulator) belong to an emulator newsgroup, but questions relating to Atari software/hardware should be directed here. I think that any real development that will take place under an emulator will not be accepted to the real Atari 8-bit community, chances are the software will not support common drives and modified setups.

But I see no need to get rid of emulator users, I just think emulator related questions do not belong here, alot of the users here don't use them and the messages are becoming annoying. But I could care less either way.

3701. XF2 Questions, why not make an FAQ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 21:06:52 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940708140702.2380467e@sonoma.edu>
Source record: 100023
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Ok, I'm not sure how many people are for a new newsgroup
(comp.emulators.atari.8bit) about the XF2 (and AT800XL and all the other
emulators which are / will-be-coming out), so I have another proposal.

I've heard complaints about "the same questions asked over and over"
(not necessarily re: XF2, but re: other platform (AppleII,CBM) emulators)
so I think someone (hell, ME?) should make a small FAQ file to be posted on
c.e.misc, c.s.a.8, and at the Umich and Clark archives to be placed right next
to the XF2.ZIP.

Anyways, if anyone's got any general questions that they either
1) didn't get answered
2) got answered but have a feeling others might ask as well or
3) heard asked a lot

please e-mail them to me and I'll try to put together a little XF2 FAQ.
(Also send me comments on this idea: bad/good?)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Ayman is cool

3702. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 22:11:19 UTC
From: kamaro_kid@delphi.com
Message-ID: <5A0Qh7n.kamaro_kid@delphi.com>
Source record: 100024

Funny - reading your message about the 8bit dwindling and dying.

I dont recall seeing your name in this digest ONCE -- UNTIL the XF2
emulator was released. Where were you prior to the release of
this software?

For those of us who have been around, this digest has gotten more
active BEFORE the emulator, so your theory is very wrong.

-James King
kamaro_kid@delphi.com

3703. Re: 8-bit Atari Emulator discussion, Summary

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 22:14:32 UTC
From: kamaro_kid@delphi.com
Message-ID: <5A0xZfo.kamaro_kid@delphi.com>
Source record: 100025

Again, I would agree with your statement.

If the discussion revolves around 8bit software, etc.. then it belongs in comp-sys-atari-8bit -- but if it revolves around settting up XF2, or creating the disk images, then it belongs elsewhere.

Lately, most XF2 messages have revolved around IT - rather than around 8bit software, etc..

-James King
kamaro_kid@delphi.com

3704. Re: Atari archive (catch up with those C= users!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 22:19:18 UTC
From: kamaro_kid@delphi.com
Message-ID: <xg1Shru.kamaro_kid@delphi.com>
Source record: 100026

Before you shoot off at the keyboard, perhaps you had BETTER call the
remaining 8bit soft/hardware vendors. You'll be suprised to find that
MANY MANY titles have been purchased and are still being actively sold..

There are 2 in Santa Clara, CA alone! (BEST and B&C ComputerVisions), with
many more throughout the world.

Again, I ask - where where you a few weeks ago? You're obviously new
to this group..

-James King
kamaro_kid@delphi.com

3705. Re: crappy Indus

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 22:40:54 UTC
From: krishna@max.tiac.net
Message-ID: <2vkklm$r6q@sundog.tiac.net>
Source record: 100027

Elad Bruck (bruck@brachot.jct.ac.il) wrote:
: My Indus drive can't read/write anything above sector 720, even if I'm on
: an enhanced-density (1024 sector) disk. This means half the demos crash.

: And my crappy Rana 1000, no matter how I set the switch on the back, never
: identifies itself as drive #1 (or 3), but only 2 or 4.

: Any suggestions, anyone?

You need a 1050. Maybe after you release Ice-T someone will send you
a 1050 as their shareware donation :)

3706. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 22:56:23 UTC
From: pop@teradata.com
Message-ID: <6373@tdbunews.teradata.COM>
Source record: 100028

In article <2vilt4$ogb@nwfocus.wa.com> junkster@chinook.halcyon.com (James Hague) writes:
>I have one simple objection about the dicussion of Atari emulators.
>From my experience, the great majority of interest in emulators for older
>computers is from people who have "I own a PC/Mac/Amiga and think it is
>great and I don't care about the C64/Atari/Spectrum/Apple II but they
>have lots of awesome games that I would love to be able to snag from an
>ftp site and play on my machine" written between the lines of their postings.

Uh, sorry to pop up here in the middle of all this, but I do think that
the majority of interest in emulators, specifically for Atari 8-bit
emulators on IBM machines (XF2), is from people, who like myself, had
an Atari 10+ years ago, and have kept up with technology while still
hanging onto the old hardware/software they had as a kid (young adult)..

When I was 12, Pac-man on my 800 was the closest thing that could come
to the real arcade experience! :) Now days, if it doesn't speak,
have 16 million colors, or looks real, it isn't work playing.. but
us here know better.. so we still want to find a way to hang onto the
past (?) through being able to play software on our current machines
though the original platforms have long since died...

My top 5 Atari Games:

1: Alternate Reality: The Dungeon
2: Alternate Reality: The City
3: 7 Cities of Gold
4: Return of Hercurles
5: Ali Baba and the 40 Thieves

:)

--
||| Patrick Palmer | pop@elsegundoca.ncr.com
v AT&T Global Information Solutions | Ph: (310) 524-5000
/\ /\ 100 N. Sepulveda Blvd 20-149 | FAX: (310) 524-5520
/// \\\ El Segundo, Ca 90254 | Page:(800) 258-0000

3707. Atari video game items to clear

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-08 23:00:18 UTC
From: cohen@GOMEZ.phys.virginia.edu
Message-ID: <0098121C.0F730480@GOMEZ.PHYS.VIRGINIA.EDU>
Source record: 100029
Cross-posted to: misc.forsale,comp.sys.atari.8bit

Please make offers on any of the following atari
etc. items. Please respond to COHEN@GOMEZ.PHYS.VIRGINIA.EDU or call
(804)293-8973 as soon as possible, and no later than 7/15/94.
Thanks!

Atari 2600 items for sale:
Original box and manuals for the Atari 2600 (machine itself not included)
Atari paddles used, untested (sold as-is)
Atari catalog
Poster Atari Advantage poster (new)
Activision Fall 1982 catalog
Activision Winter 1982 catalog

Manuals without cartridges-
Air-Sea Battle
Skate Boardin'
Karateka (7800)
Touchdown Football (7800)
H.E.R.O.
Pole Position II (7800)
Strategy X
Commando
Epyx California Games
Super Breakout
River Raid
Super Huey (7800)
Missile Command
Outlaw
Pac Man
Space Invaders
Video Pinball
Astroblast
Combat
Pitfall!
Asteroids
Zaxxon
Video Olympics
Megamania
/The Power of Starmaster
\Starmaster

ORIGINAL BOXES w/o cartridges-
Centipede

Volleyball

CARTRIDGES-

RealSports Football
Haunted House
Coleco Donkey Kong
Video Pinball
Astroids
****

Intellivision cartridges-

Cartridges with original boxes, some have manuals and overlays-
Las Vegas Poker and Blackjack
Snafu
Donkey Kong

Cartridges without boxes-
BurgerTime with original overlays
Royal Dealer
Reversi
The Electric Company Word Fun!

****

Other cartridges-

Atari 7800- One-On-One
Atari 5200- Pac-Man

Book-
COMPUTE!'s Guide to Nintendo Games by Steven Schwatrz

Epyx 500 replacement joystick for Nintendo

3708. Atari 800 manuals on-line?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 01:00:55 UTC
From: richardv@htsa.aha.nl
Message-ID: <1994Jul9.010055.8705@htsa.aha.nl>
Source record: 100036

Now with a working Atari 8bit emulator, I want to testdrive the program a bit. The problem is that I've never used an Atari 8-bit machine before. I can use C64, Atari STs, Amigas, PCs, Macs, Unix boxes, etc. but I fail to get a directory listing and run programs.

Is there a manuals for the Atari somewhere so I can actually *use* the emulator instead of typing nonsense like

```
10 ? "Hello world"
20 goto 10
```

Ruud van de Kruisweg

--
_____(Richard Vermaas)_____(richardv@htsa.aha.nl)_____
"I have never understood why it should be necessary to become irrational in order to prove that you care, or indeed why it should be necessary to prove it at all." [Avon]

3709. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 04:06:09 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <2vl7nh$6kv@terminator.rs.itd.umich.edu>
Source record: 100037
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 153814 Jul 5 02:42 ./8bit/0index
-rw------- lenn 6949 Jul 5 02:41 ./8bit/Games/wall.arc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3710. Re: Mystery Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 05:42:32 UTC
From: romer@access1.digex.net
Message-ID: <2vldc8$3lk@news1.digex.net>
Source record: 100038

GARETH DAVIES (HPGGD@dish.gla.ac.uk) wrote:
: Could anyone help me?

: I vaguely remember a game for the 8 bit Atari which reminds me of
: Fire and Ice on the ST (I've never actually seen Fire and Ice working
: though!) The game was set in Arctic conditions and your character
: was, I think, a penguin. It was a game in which you had to jump over
: obstacles and it was rather good.

: Does this ring any bells?

I believe you may be thinking of SNOKIE... Now can anyone tell me why the
author's name (Yves Lemperaux) sounds familiar as I look at the load-up
screen (what else has he done?)

: **
: * * *
: *Gareth Davies * Behind every succesful woman is *
: * * ...another woman... cleaning her*
: * * floors. *
: * * *
: **
: * * 53a Kelvinhaught St, *
: * * *
: *HPGGD@DISH.GLA.AC.UK * Glasgow, Scotland. G3 8PE *
: **

3711. Atari 8bit for newbies / XF2,etc FAQ TO BE WRITTEN!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 07:17:38 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940709001749.238050b8@sonoma.edu>
Source record: 100041
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

I will personally write a small FAQ which answers a lot of the stupid (or just inexperienced ('how do i get a directory?')) type questions about the Atari 8bit and it's current useful emulator, the PC X-Former 2.0 (XF2)

I will hopefully write it and get it out by tonight (although I DO need to get up early! :))

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
8-bit Ataris kick ASS! They RULE! They RULE!

3712. Darek - 4096 colors

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 07:27:08 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940709002721.238050b8@sonoma.edu>
Source record: 100042

DAREK! You wrote a WHOLE EMULATOR AND HAVEN'T EVEN SEEN COLRVIEW 2.5!? (it's been out since, oh, what, 1988 or was it a 1990's program?)

Ok, here's what it does, it rolls through three different screens and changes the background color about 192 times per frame.

The first frame looks like this:

Red data
Green data
Blue date
etc.

the second like this:

Green data
Blue data
Red data
etc.

and the third, you guess it, like this:

Blue data
Red data
Green data
etc.

Anyways, within three frames, one location on the screen has had 1 out of 16 reds, 1 out of 16 greens, and 1 out of 16 blues in it, thus you get a total blended possibility of 4096 colors (16 x 16 x 16) in a 'true color' style (red/green/blue vs. Palette like on IBM's (which do 256 out of 256k) and standard Atari OS screen's (which do 4 out of 128))

Anyways, I think it'd work just fine if you were to simply make sure the Graphics 9 (and 11 also, for us APAC (256 color blended out of the 16 greys and the 16 atari hues) fans) would be AFFECTED by palette changes... inotherwords, if you did this:

```
10 GRAPHICS 9
15 FOR A=0 TO 15:COLOR A:PLOT 0,A:DRAWTO 79,A:NEXT A
20 IF PEEK(764)=255 THEN 20
25 POKE 764,255
30 POKE 712,16
35 IF PEEK(764)=255 THEN 35
40 POKE 764,255
45 GRAPHICS 0
```

then you'd get the following:

A black screen
16 shades of grey drawn down the first 16 (out of 192) lines of the screen
[press a key]
the black turns to darkest yellow, greys to shades of yellow, white to
brightest yellow
[press a key]
back to text screen and 'READY' prompt

Anyways, I'm guessing (I cannot use XF2) that you forgot about the fact that changing values in location 712 (and it's non-shadow register) ALSO effect the hue of Graphics 9 screens! (and the lum of Graphics 11 screens)

So, got it!? If you do this, I'm sure CV9 mode will work fine on XF2! :)

btw - to all you XF2 comment haters, don't think of this as a post about "why XF2 can't do such&such", but more as a lesson on how the Atari does CV9 mode :)

later!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Can't we all just get along!? <pop pop> <thud> NO!

3713. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 07:37:00 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bg+TZI8.kamaro_kid@delphi.com>
Source record: 100039

Not only are you WAY off base, but your message is insulting.

You see, most of us online have other machines in addition to our 8bit Atari's, but feel more inclined to use our 8bit more often..

Me, personally, I work on a SunSparc10, Compaq 486/66, VAX VMS and other high end machines all day long - in addition to having a high end Pentium Class machine at home..

I'm frankly not impressed by 66-100mhz speed or the lack of idea games on the market for these machines - and simply enjoy using my 8bit Atari..

Again, you're one of these Johnie-come-lately users that just barely decided to join this group BECAUSE of the emulator. If you're so keen on seeing the 8bit Atari live on, where were you a year ago?

-James King
kamaro_kid@delphi.com

3714. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 07:38:22 UTC
From: jharris@cup.portal.com
Message-ID: <116766@cup.portal.com>
Source record: 100044

>Michael Current <aa700@cleveland.Freenet.Edu> writes:
>
>>I propose all discussion about the _usage_ of 8-bit Atari emulators such as
>>PC Xformer be moved to comp.emulators.misc.

Atari8 people are the most qualified to answer questions about running Atari8 software. They aren't likely to get their questions answered in c.e.m., and Atari8 people are not likely to patrol that area looking for such questions.

I have no objections to helping anyone run Atari8 software -- even if he is using a different computer. More likely than not, the PC Xformer user is going to be a prior or current Atari8 owner.

Keep in mind that PC Xformer is a new product, and that will always generate a lot of interest at the start. Expect traffic to die down considerably after awhile.

John Harris - jharris@cup.portal.com

3715. Argh! Emulator discussions stink!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 07:41:36 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bg-yRTw.kamaro_kid@delphi.com>
Source record: 100040

After threading through all this drivel about the newly released emulator,
I think I'm going to go on a break from this newsgroup.

Who was it that suggested that all SERIOUS 8bitters would simply
wander off if these discussions didnt mellow? Well -- you were
right. Guess I'm the first temp. casualty.

Maybe I'll pop in a bit later to see if these Johnie-come-latelys
disappear to a digest of their own.

And to think that this USED to be a nice discussion group about
REAL 8bit hard/software.. Instead, I have to wade through 30
messages/day about setting up XF2, porting files over, "why do I
have to boot up with BASIC", etc..

-James King
kamaro_kid@delphi.com

3716. Emulator discussions?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 07:53:34 UTC
From: dragnet@crl.com
Message-ID: <2vll1u$fsh@crl2.crl.com>
Source record: 100043

I read with interest all these comments about whether there should be emulator discussions here or not.

For those not on the digest, if you are using such a lame service that you can't set up a kill file, you don't have my sympathy. Just like those people that complain about pictures of naked men in the groups that carry pictures of naked people (naked people to them are naked women).

If you don't like it, ignore it. If you can't ignore it, use a kill file. If you can't use a kill file, you must have started reading c.s.a.8bit after the term "information superhighway" was coined (welcome, AOL, Delphi, and other users).

If you're on a digest... then you get a little sympathy... I have no suggestions.

Flames to /dev/null.

-dean (c.s.a.8bit reader since 1986, when it was called net.atari.*)

--
Dean Brunette dragon@dragnet.com
Strategic Open Solutions Group dean@sos.com
Belmont, CA (line-eater bait)

3717. Atari 8bit newbie / emulator-user unofficial FAQ revision 0.0 7/9/94

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 09:23:18 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940709022328.23805173@sonoma.edu>
Source record: 100045
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
The Unofficial Atari 8bit | |
Newbie / Stupid Question / Emulator Help | |
FAQ \| |/
\/
By Bill Kendrick
Revision 0.0 !! PLEASE !!
July 9, 1994 ASK MORE QUESTIONS

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file (posted monthly on comp.sys.atari.8bit and available
at the Atari Archives at University of Michegan: archive.umich.edu in the
atari/8bit directory).

Objective of this file:
Much discussion has gone on in the comp.sys.atari.8bit Usenet
newsgroup about the newly released (mid 1994) Atari 8bit emulator for
IBM / MSDOS based computers, the PC X-Former 2.0 (XF2 for short). Many
people in the 8-bit community have gotten, well, fed up with the XF2-based
questions which do not pertain to them, or to the really dumb questions
which are in fact understandable to new or rusty Atari 8-bit users, but
have just gotten on the nerves of some of the comp.sys.atari.8bit
readers/digest subscribers.
This file was created to (hopefully) reduce the number of 'newbie'
questions and to keep the XF2 questions out of the comp.sys.atari.8bit
newsgroup (and to keep them in comp.emulators.misc newsgroup, where they
belong (until of course there becomes a new newsgroup,
comp.emulators.atari.8bit)).
This FAQ will present answers to simple questions like "how do I turn
off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL)
and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari
8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a
suplement for the many official and unofficial files floating around the
net (like the official FAQ, the Vendor/Developer List, the Who's Who list,
etc.).
One note: this revision is being written at nearly 1am by a tired (and
not always grammatically correct person) in one of the crappier editors
on the Earth, Edit for MS-DOS.

---=== XF2 Questions: ===---

Q.6) What does "READY" mean?
A.6) This is the Atari BASIC prompt. See below for hints on Atari BASIC.
```

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System (which XF2 does not emulate).
A.2.2) Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.
A.2.3) It may just refuse to run on the XF2 emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note: on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported on the XF2.
A.4.2) (See Question 2).

Q.5) How do I exit XF2 and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS parameter after the "XF2" command. (DOS25.XFD and MYDOS45.ATR are both DOS boot-disk-images and are both in the XF2.ZIP file).

Q.7) How do I use MSDOS files with XF2?
A.7.1) Add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image).
Example: XF2 MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS 4.50 disk image and D2: will be a write-protected disk which contains only the file "filename.ext". Note: there are bugs in XF2 which make accessing files from different directories a bit hard, just use the MOVE (or COPY and DEL) commands in MSDOS to get the file to the directory where you call XF2 from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities directory at the UMICH archives) which allows you to access files within a MyDOS/compatible .ATR disk image without using an SIO2PC or the XF2. S2PC let's you read, write, delete, change directory, and view the directory of a MyDOS/compatible .ATR disk image. It can be used via command-line parameters from MSDOS, or as a menu.

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XF2 and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big as the disk they represent (an 88k disk image will use 88k on the IBM). .ATR files are used by SIO2PC (see below) as well as the XF2 (and the S2PC program mentioned above). .XFD files are used by ST X-Former (the Atari 8-bit emulator for Atari ST's) and PC X-Former (XF2).

Q.9) What's SIO2PC?
A.9.1) Refer to the XF2 and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use of a simple (and relatively inexpensive) cable, makes the IBM act as though it were an Atari disk drive. (Up to four drives, actually). It uses disk image files (.ATR's) and can also let the Atari access single IBM files (much like XF2 does) as a single file all alone in its own disk. It also currently allows Print-Thru (all access to the Atari "P:" (printer) device can be redirected to the IBM's printer, screen, or MSDOS file; different translations/conversions are user-defined when the Print-Thru mode is turned on). Finally, with the use of two programs on the Atari 8-bit (the only two programs that currently have anything to do with SIO2PC that have been written (to my knowledge) for the Atari 8-bit), the IBM can be controlled remotely (commands are sent from the Atari, typing on the IBM is not necessary) and files can be sent directly to the IBM's drives.

---=== Getting around on the Atari: ===---

Note: This will simply discuss Atari BASIC and Atari DOS 2.5 and MyDOS 4.50 (because these topics seem the most relevant to the less-knowledged/ experienced XF2 users).

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into the current program.
Entering a line number alone will remove that line from the current program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename (see below). To load and run a program, use the "RUN" command followed by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo) BASIC's commands and their usage. (A larger file may be produced which will be based on examples provided in the Atari BASIC Reference Manual). (As of today, 7/9/94, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines (Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP] to go to the Self Test when the Atari Rainbow appears).

A.3.3) For XF2 users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with
SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be

POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XF2 doesn't support sound! But, anyways:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) ??? Clears any TABstop under cursor
SetTAB ([ShTAB]) ??? Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)
Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand. Oh well,
at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them.

When simply entering text, type [ESC] then the edit key and the
character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an
ESC beforehand, so first type [ESC],[ESC] to make an ESCape character
appear, then type [ESC] then the edit key and the character for that
edit key should appear. When the PRINT statement is executed, the
first ESCape (which you typed as two [ESC]'s) will make the editor
SHOW the following character (even if it is an edit character), then
the character which you entered (with [ESC] and then the edit key)
will make that character appear. This makes it difficult to align
a set of PRINT statements which make a multi-line picture or menu
which uses viewed edit keys. It is probably best to have all of the
lines in your program with the PRINT statements that can fit visible
on the screen, then edit them (without putting any of the ESCape
characters in, then when the picture looks like how you want it on
the screen, move the cursor to on top of each edit-key character and
press [Control]+[>] (Control-Insert). A blank space should appear
under the cursor and the rest of the line should move right. Now,
type [ESC],[ESC] and an ESCape edit-key character should appear
where the blank space was. When you are finished doing that for
each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE
PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1"
to turn on the no-edit mode (ALL characters except End Of Lines
will appear, even ClearScreens!) When you want to go back into
normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called
"Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE
series (and probably on the 5200 and 7800 but I cannot confirm this).
When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc)
minutes, the screen colors begin changing, thus protecting your TV
or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the
command "POKE 77,0" at least once every few minutes (IF the screen is
active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having
location "77" set to "0", or set location "77" to "128" with
"POKE 77,128", voila! instant attract mode!

Q.10) Why the abrubt ending?
A.10) I have to go to bed now! I must get up at 7am and it's now 2:20! :)

Contacting the author:

I (Bill Kendrick) can be contacted at:

"kendrick@vax.sonoma.edu" Internet Email address,
on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups, or
New Breed Software, 59 Palm Lane, Novato, CA 94945 snail-mail address!

PLEASE add questions and report any mistakes or bugs to me ASAP. This revision (0.0) will not last very long because I'm going to work on this quite a bit when I get more free time (7/10 or 7/11/94).

-bill and remember, MicroSoft means Small and Limp! ;)
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3718. Whining XF2 Bashers

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 09:29:46 UTC
From: thester@nyx.cs.du.edu
Message-ID: <2vlqma$im2@nyx.cs.du.edu>
Source record: 100046

Gawd!

Now there's more damn messages in the group
whining about XF2 posts than actual posts about XF2!

And exactly *one* hypocrite whiner that I won't name.

Some people here are acting like 2 year-olds by posting
over and over ad nauseum "WAAAAAAH! XF2! WAAAAAAAHH!

Grow up already.

Tim Hester

[next I suppose there will be a slew of posts whining
about posts that whine about posts whining about XF2] :-)

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

3719. Re: Online DE_RE Atari? Keeping 8bit Alive!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 10:32:45 UTC
From: guenther@kirk.fmi.uni-passau.de
Message-ID: <2vlucdINN47c@tom.rz.uni-passau.de>
Source record: 100047
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy

F'up!!!

In article <2vj42e$nk@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
>Thorsten Guenther (guenther@kirk.fmi.uni-passau.de) wrote:

> Oh sorry, I'll just go out and buy one then. Whilst I'm at it
>I'll get a load of my favourite old 8-bit software as the store
>is sure to stock all that too. After all, EVERYWHERE stocks
>the 8bit hardware and software........

May I give you mail-order addresses in Germany?

> Anyone for a Falcon emulator????

On what machine? A PowerMac? A Quadra AV? I guess it is hardly possible even
on these machines.

Weregoose

- guenther@anubis.fmi.uni-passau.de (Thorsten Guenther) - _()
-- /
- In the sky a mighty eagle doesn't care about what's illegal - _
- On its wings the rainbow's light it's flying to eternity. - __)

3720. Re: Argh! Emulator discussions stink!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 15:22:39 UTC
From: bryedewa@news.delphi.com
Message-ID: <2vmfbv$6i9@news.delphi.com>
Source record: 100048

kamaro_kid@delphi.com writes:

>After threading through all this drivel about the newly released emulator,
>I think I'm going to go on a break from this newsgroup.
>
>Who was it that suggested that all SERIOUS 8bitters would simply
>wander off if these discussions didnt mellow? Well -- you were
>right. Guess I'm the first temp. casualty.
>
>Maybe I'll pop in a bit later to see if these Johnie-come-latelys
>disappear to a digest of their own.
<deletion>

Umm.. correct me if I'm wrong, but this is the most excitement there's been in this group in ages. If the 8-bit situation is going to improve, it cannot happen on dis-continued hardware alone. New products, designed to extend the reach of the 8-bit to more people, are the best bet for re-kindling interest in this largely forgotten machine. I agree that there's no substitute for a real 800XL sitting on my desk, but being able to emulate it on the world's most popular platform is the best shot in the arm the 8-bit will get. The fact that people are using this emulator means that people still like running 800 software, if they don't have to deal with a second system. Why not put XF2 in your kill file until the kinks are out of the XF2 situation and people have fewer questions. I also suggest someone make an XF2 FAQ so people can check there for answers first.

I know many people here want to be 'purists' who refuse to use their software outside the context of Atari-made hardware, but that isn't the way to draw people back to this exciting platform. I figure emulators like XF2 will get people back into 8-bit software, and if they get really hooked, maybe they'll buy an 8-bit system for maximum compatibility, if not, at least we have more people running 8-bit software which increases the potential market for 8-bit developers.

-Bry

3721. Re: Argh! Emulator discussions stink!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 16:10:14 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <2vmi56$f1h@ns.mcs.kent.edu>
Source record: 100049

On 9 Jul 1994 15:22:39 -0000, BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
: Umm.. correct me if I'm wrong, but this is the most excitement there's
: been in this group in ages.

You are dead wrong. If you consider this excitement then I want no
part of it.
--
clisowsk@mcs.kent.edu (BRiTiSH) | Computer Programmers and Significant Others:
aa853@po.cwru.edu (Atari 8-Bit) |"I'm gonna base my next program on her. It'll
BRiT / WolfFood / BFD @AlexMUD | take a lot of time and fucking around and it
telnet mud.stacken.kth.se 4000 | won't put out." --BRiT

3722. Re: Atari 8bit newbie / emulator-user unofficial FAQ revision 0.0 7/9/94

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 16:13:26 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <2vmib6$f1h@ns.mcs.kent.edu>
Source record: 100050

```
On 9 Jul 1994 04:23:18 -0500, KENDRICK@sonoma.edu wrote:
: The Unofficial Atari 8bit | |
: Newbie / Stupid Question / Emulator Help | |
: FAQ \| |/
: \/
: By Bill Kendrick
: Revision 0.0 !! PLEASE !!
: July 9, 1994 ASK MORE QUESTIONS
[... the rest deleted ...]

I applaud your efforts, but could you please move this semiFAQ to
ONLY the emulator group? (grin)

--BRiT
```

3723. ARGH! EMULATOR DISC 02/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 16:39:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4834.1084@aquila.com>
Source record: 99939

Continued from the previous message...
<*>
contemplate. The shelf space allotted to the Atari, both ST and 8bit, gradually lessened from a full rack, to a half rack, to a single shelf, and finally, to a bargain box in the back of the store. The only real justice is that the same thing had already happened to the Apple][wares, and C64 stuff, a little later on.

Now, as to the subject of other hardware alternatives like the MARS8 that you referred to I'll offer this: where there is life, there is hope. As long as developers and their venture capitalists (or whatever they want to be called today) see a market that can be exploited in sufficient volume to support returns on investment, there will be new product. It has little to do with whether or not an all-software emulator will succeed or not. I see them as parallel developments, not in competition with each other.

Now I'm not against the purists. Hey, if I were not forced by my business and my profession to use IBM PC compatibles, then I'd probably still be using SynCalc to balance my checkbook. And I'd be bleating about the emulator traffic in the digest along with them. But I tell you this: The Atari 8bit community has shrunk to such a small size that every damn user should be welcomed, not told to go away if they don't live up to Joe Blow's idea of what constitutes a valid Atari platform.

I'll say more, at the risk of incurring some flames, that anyone who wants to further the future of Atari 8bits had best think twice before slamming emulation, because someday, those custom chips that make your 800XL or whatever go, go, go will be gone, gone, gone. And at that point, neither love nor money will bring your machine back to life. And if the purists are successful in driving emulator users away with their short-tempered edicts, such that the developer drops the project, perhaps they will be the ones to lose in the end. To paraphrase a long-dead bright wit: The OS you save may be your own.

I've read this digest with some interest for a few years now via cross-posting to GEnie, and I have to admit that it was pretty slow until the release of XF2. But now, not only are we overwhelmed with newbie XF2 questions, but we have the added topic of "How do we get rid of the newbie XF2 questions?" Well boys and girls, it's easy. Just killfile all messages containing the keywords "XF2", "XFormer" and "emulator". That solves your problem, doesn't it? Then you can go back to reading 5 or 6 messages per day, like for the last couple of years. <g>

If your reader doesn't support killfiles or twit filtering, then you've got a problem, because _this_ is precisely where the majority of the

newbie XF2 articles are going to end up for the foreseeable future. Like it or not, even after the creation of a c.e.8 newsgroup, (if that unlikely event ever happens) most people will come here for information on XF2.

My credentials? Hardly any. Opinion? Yes, mine and mine alone. Flames? Fire away. I have some history, but that's... another story.

-----BEGIN PGP SIGNED MESSAGE-----

bob.lange@aquila.com

-----BEGIN PGP SIGNATURE-----
Version: 2.6

iQCVAgUBLiASklAwaklpkpjFAQHHXQP/XPFZGoKO6yHgWoGtv6ZKskoKK/4Vq8VQ
X0Ms+3r8ZBwf0ONhmbBn2bMAuBkwoXtCX7uYpi2HVzTFqE7hP6efSc96vGU3x3V0
PL2AzlPAatVmUlKvOQ1WTdlcx7Biicn92Er5M6QU2iz4ekZ8rY1SHzEdn7uSidmM
WyN4LMjlkyA=
=TPgj
-----END PGP SIGNATURE-----

* RM 1.4 B0570 * The young know the rules, the old know the exceptions.

3724. ARGH! EMULATOR DISC 01/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 16:39:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4833.1084@aquila.com>
Source record: 99940

References: <940710004027.238056a3@sonoma.edu>
From: bob.lange@aquila.com
Subject: ARGH! EMULATOR DISCU*****
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

Concerning XF2, PC Xformer 2.0, and Atari emulation on the IBM PC:

In the referenced article, on 07/10/94, KENDRICK@SONOMA.EDU writes:

BK> CA> This is the future of the Atari 8-bitters, like it or not.

BK> This is ONE of the futures of the Atari 8-bits. There's the MARS8
BK> which sounds incredible. It requires an Atari 800XL. NOT an Atari
BK> 800XL emulator, but the actual motherboard (unless some
BK> less-plug-in-y version comes out which uses ribbon cables, as
BK> mentioned in this group a while ago by Glenn Saunders I believe).

Hola Bill!

CC: Michael Current,
Kamaro Kid,
British

May I interject? Come late to the party, yet still I ponder...

Bill, from your statements I take you to be an intelligent, informed individual, but a few of us have lived with Atari's errors for more than five years. I can count myself as having been a closet Atari user for at least that long, (banished to IBM-land, natch) and for more than five years before that I was as ardent an Atari cheerleader as you can imagine. This article is not meant to discount your experiences or dispute your convictions, merely offer an alternative viewpoint as a means to furthering intelligent discourse, and possibly disarming some of the more volatile amongst the faithful. That being said, let me begin the flogging. <g>

I seriously doubt that Atari will ever lift a finger again in support of the existing 8bit userbase, except to possibly jerk us all around again to get us to buy one of the newer machines. When Jack Tramiel took over from Warner it was obvious where he was leading the company, and it's even clearer when looked at with the benefit of the intervening years.

I come away from the experience with a bad taste in my mouth for the company since the Tramiel clan took over. They promised support, and never gave it. They promised an upgrade path, and then basically told us that the best way to upgrade was to dump the 8bit and buy an ST. Not

bloody likely.

Actually, even before Jack took over, Atari Corp. was fraught with troubles. Always the developers were getting screwed. Stuff was brought to market that sucked bigtime, although in all honesty this was not Atari's fault per se. The XL's were not very compatible with the original OS, and as such, a number of "translator" disks became necessary to run some software. I'm sure you've run into this a few times, as the 1200XL was the least compatible of the lot. I know about this intimately, 'cuz I lived through it with a 1200XL. Nice machine otherwise, except when a cart didn't fit right, and you had to hacksaw a couple of notches in the cart case. <g>

Sidenote of little historical significance: At this point in my oh-so-droll diatribe, I got curious about the actual dates that I bought my Atari computers on, and began prowling through my original invoices. I wish I had a hand scanner so I could send you all a copy of the one invoice that I found. On 09/30/83 I bought an brand spanking-new Atari 1200XL (boxed, in the foam!) and a Rana 1000 (SSSD!) disk drive at the same time. $349.00 for the computer and $399.00 for the drive. Total with Illinois state sales taxes, $792.88 in hard-won 1983 dollars! I can't locate the invoice for the 800, must have been _much_ earlier. And the 130XE was bought el cheapo when a local store gave up on Atari in October of '87. (I still have them all, and they all still work. It's the disk drives and the diskettes that are all croaked.)

And lest you think that I'm not an Atari fan even now, let me assure you that I LOVE ATARI COMPUTERS! You may not class me with the kind of Atari user that disdains all other platforms, but I think I fall into the "eternal" group of Atari fans. That will never change. (Ya wanna see my version of "Warlord Of Mars" in Atari BASIC? Only 7 years old, never raced, never wrecked, original rubber. <g>)

But I digress. What I wanted to get across to you was that when a company stops producing a product line, it's a dead product line. Time is against all who believe that 8bits will never die. I watched during 1984, 1985, 1986, etc. as new software releases dwindled. Eventually, I stopped going to the software stores because all I saw that was new was for the Commodore 64 and the IBM PC. It was too, too depressing to
<*>
Continued in the next message...

3725. Atari to PC for a newbie...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 17:17:22 UTC
From: sydtech@winternet.com
Message-ID: <2vmm32$7oe@blackice.winternet.com>
Source record: 100051

Hi. I've seen items on this in the past, but don't know where to find them. I need to transfer some files from my PC to my Atari. I've got the following equipment available to do this: a Compaq 486/66, an old Epson 386sx that has a 5 1/4 floppy drive on it, and an Atari 1200XL with a stock 1050 disk drive on it.

I've heard of a utility program that lets me read and write to Atari disks on the PC. I've also heard of something called SIO2PC that lets me use "virtual" disks on my PC's hard drive.

Can some kind soul give me details on these or any other utilities available for 8-bit-to-PC connectivity? The SIO2PC setup sounds the most interesting....what exactly would I need to get this working?

I just rescued my old 1200XL and a ton of disks from a friends basement and have been having a great time with it. I'd really like to start downloading stuff with my PC and transferring it, so any help anyone can give me on this would be greatly appreciated!

Thanks!

Scott
(Atari fan since 1977)

3726. Re: Atari to PC for a newbie...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 17:24:54 UTC
From: sydtech@winternet.com
Message-ID: <2vmmh6$7oe@blackice.winternet.com>
Source record: 100052

Just to clarify: I'm NOT interested in Atari emulators for the PC.
Nothing beats having the hardware! No flames intended; I just wanted to
point out that I'm interested only in file transfer to and from the PC,
not emulation......

Thanks!

Sydtech (sydtech@winternet.com) wrote:
: Hi. I've seen items on this in the past, but don't know where to find
: them. I need to transfer some files from my PC to my Atari. I've got
: the following equipment available to do this: a Compaq 486/66, an old
: Epson 386sx that has a 5 1/4 floppy drive on it, and an Atari 1200XL with
: a stock 1050 disk drive on it.

: I've heard of a utility program that lets me read and write to Atari
: disks on the PC. I've also heard of something called SIO2PC that lets me
: use "virtual" disks on my PC's hard drive.

: Can some kind soul give me details on these or any other utilities
: available for 8-bit-to-PC connectivity? The SIO2PC setup sounds the most
: interesting....what exactly would I need to get this working?

: I just rescued my old 1200XL and a ton of disks from a friends basement
: and have been having a great time with it. I'd really like to start
: downloading stuff with my PC and transferring it, so any help anyone can
: give me on this would be greatly appreciated!

: Thanks!

: Scott
: (Atari fan since 1977)

3727. Re: PC XFORMER 2.0 RELE 02/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 17:50:37 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <116785@cup.portal.com>
Source record: 100053

> : Just go get the file "S2PC.ARC" from the Utilities (or was it
> | Applications?) directory on the Atari archives at UMICH and
> | you'll be able to d a LOT of MyDOS
>
> Are you sure this file isn't atarimg in /atari/8bit/Sio2pc? I
> found atarimg in that directory and it will copy multiple
> files to a MyDOS format archive.

It's a different program.

Be careful with atarimg. I trust it for single density images,
but it doesn't do double very well.

S2PC seems more robust in it's support for all types of images.

Jeff_M_Lodoen@cup.portal.com

3728. Re: Argh! Emulator discussions stink!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 20:37:55 UTC
From: krishna@max.tiac.net
Message-ID: <2vn1r3$ovp@sundog.tiac.net>
Source record: 99907

BRiTiSH (clisowsk@condor.mcs.kent.edu) wrote:
: On 9 Jul 1994 15:22:39 -0000, BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
: : Umm.. correct me if I'm wrong, but this is the most excitement there's
: : been in this group in ages.

: You are dead wrong. If you consider this excitement then I want no
: part of it.

Those who say "the emulator discussions are giving the 8-bit a shot in the arm, there is nothing else productive going on" is ignoring the yet to be seen line of FTE hardware/software enhancements. Essentially an emulator, emotionally speaking, says "the 8-bit is dead, let's entomb it and run it in emulation". Anyone with a machine fast enough to run PC Xformer will not be the type or person likely to want to follow the path FTE is going to blaze with the real thing. As such in a way it is a threat to FTE's "this is our last chance to power charge our 8-bits" project.

I like having an emulator waiting for me as a means of immortality for the 8-bit, but I wouldn't want everyone to switch over to emulators right now. Not until all developers go under and things are TRULY over.

3729. Re: Argh! Emulator discussions stink!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-09 21:31:01 UTC
From: bryedewa@news.delphi.com
Message-ID: <2vn4ul$m0h@news.delphi.com>
Source record: 99908

clisowsk@condor.mcs.kent.edu (BRiTiSH) writes:

>On 9 Jul 1994 15:22:39 -0000, BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
>: Umm.. correct me if I'm wrong, but this is the most excitement there's
>: been in this group in ages.

> You are dead wrong. If you consider this excitement then I want no
>part of it.

I'm sorry, I confused increased activity in a group with excitment. I must
be _dead_ wrong.

-Bry

3730. Re: Argh! Emulator discussions stink!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 00:04:00 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <2vndtg$hl4@ns.mcs.kent.edu>
Source record: 99909

On 9 Jul 1994 21:31:01 -0000, (bryedewa@news.delphi.com) wrote:
: clisowsk@condor.mcs.kent.edu (BRiTiSH) writes:
: >On 9 Jul 1994 15:22:39 -0000, (bryedewa@news.delphi.com) wrote:
: >: Umm.. correct me if I'm wrong, but this is the most excitement there's
: >: been in this group in ages.

: > You are dead wrong. If you consider this excitement then I want no
: >part of it.

: I'm sorry, I confused increased activity in a group with excitment. I must
: be _dead_ wrong.

Yes, you are _dead_ wrong. (grin) And I bet you're one for quantity
instead of quality too. I will agree that c.s.a.8 has seen a few more
posts that it normally does, but the quality content is highly lacking.

--BRiT

3731. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 02:21:12 UTC
From: Marc Sasiadek <U24226@uicvm.uic.edu>
Message-ID: <94190.212112U24226@uicvm.uic.edu>
Source record: 99913

OPTIONS: NOACK LOG SHORT NOTEBOOK ALL

Date: Sat, 9 Jul 1994 21:00:38 CDT
From: "Marc Sasiadek " <U24226@UICVM>
To: <kamaro_kid@delphi.com>
In-Reply-To: Sat, 9 Jul 94 02:41:36 -0500
Subject: Re: Argh! Emulator discussions stink!

What's your problem? It makes no difference if an Atari 8-bit operating
system is run on an 400, 800, 800XL, 600XL, 1200XL, 65 XE, 130 XE,
486 or Pentium computers. We're still all 8-bitters at heart.
The XF2 means a new piece of hardware for running Atari 8-bitters.
I've been using Atari's for 11 years, I can program in Assembly, Action!
BASIC and C on my 8-bitters. I own a 800 and 800XL, a 410 program
recorder,a 810 drive,a XF551 drive, and a 1027 printer. All we want to do
is discuss ways for using the 8 bitters(including on Intel based machines
) Have you you used Atari's
as long as I have? What right do you have to say that there should
be no talk about running Atari software on the my 486?
We're discussing Atari, not emulators.
This is the future of the Atari 8-bitters, like it or not.
Change is easy, but deciding to change is the difficult part, at least
for you. Do you realize the potential of this emulator? Given the
right hardware and software you can have multiple Atari 8-bit
programs running simultaneously. We're talking full pre-emptive multi-
tasking of the Atari OS, Atari DOS, and 8-bit software.
Theoretically you could compile an
Atari program under Light Speed C while playing The Last Star Fighter,
plus download at 14,400 baud your favorite Atari Software! It seems to
me this is all about Atari, not emulators. We're talking
about going beyond what you previously thought was possible with
the Atari OS, Atari DOS, and Atari software.
You must use a computer besides an Atari 8-bitter.
Don't tell me your main computer is 130XE wih a black box.
You're telling me you have no use whatsoever for this emulator or it's
future versions? We're talking about progress here. There hasn't been
any progress for the 8-bitters in a long time.
When Atari decided to equip all 800's with 48K of memory, were you
complaining then too? When Atari decided to scrap DOS III in favor of
2.5 were you complaining then too? When Atari decided to scrap the CTIA
in favor of GTIA were you against it?
We're talking progress and the future!! Get with it!!
//
/ Marc Sasiadek(u24226@uicvm.uic.edu)//"Well we think you better wake /
/ University of Illinois at Chicago// up capt'n. There's something /

/ College of Pharmacy Pharm.D. // happen'n up ahead."- Kate Bush /
//

3732. Re: Argh! Emulator discussions stink!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 02:21:16 UTC
From: bryedewa@news.delphi.com
Message-ID: <2vnlus$5uq@news.delphi.com>
Source record: 99910

krishna@max.tiac.net (Glenn M. Saunders) writes:

>Those who say "the emulator discussions are giving the 8-bit a shot in
>the arm, there is nothing else productive going on" is ignoring the yet
>to be seen line of FTE hardware/software enhancements. Essentially an
>emulator, emotionally speaking, says "the 8-bit is dead, let's entomb it
>and run it in emulation". Anyone with a machine fast enough to run PC
>Xformer will not be the type or person likely to want to follow the path
>FTE is going to blaze with the real thing. As such in a way it is a
>threat to FTE's "this is our last chance to power charge our 8-bits" project.

<deletion>

Well, you put words in my mouth. I never suggested "the 8-bit is dead",
what I suggested is that emulation is a great way to broaden the scope of
the 8-bit. The XF2 is not a "last chance" for the 8-bit, but rather a new
development. I won't use XF2 as my 8-bit, but I can see how being able to
do so will make this platform more feasable for the average user. If you
say "I don't want such people around", then I cannot agree with this 8-bit
eleteist attitude. There's no matching the real thing, but the fact that
people are willing to try is a good sign.

-Bry

3733. USA TBXL Runtime

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 02:33:56 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <1994Jul10.023356.13971@freenet.victoria.bc.ca>
Source record: 99916

I'm wondering where I can get a copy of the TurboBASIC XL runtime package which has a fixed clock (ie, doesn't gain 10 seconds per minute.. inotherwords, it goes from 0:00 to 1:00 when in reality, a stopwatch or something would only say 0:50) ???

Thanx
-bill
---
reply

Hi Bill,

This comes to you courtesy of Ted Skrecky (I'm not on InterNet). He usually captures comp.sys.atari.8bit and passes it on via our club BBS.

I'm glad you raised the question as, when I patched Turbo for NTSC, I never thought about RUNTIME since I shun (read "despise") compilers and have little interest in BASIC except as a handy calculator. The only reason I did the fix in the first place was to see if it could be done. Subsequently, there never was a "TurboBASIC XL runtime package which has a fixed clock". There is as of now.

The code for time functions in all versions of Turbo (XL, 800 aka Frost, and Tom Hunt's Sparta mod) is identical albeit at different addresses. Your query lead me to put RUNTIME through a disassembler and I discovered that the code is only slightly different and again, at a different address.

If you load RUNTIME into TextPRO or a Turbo string and do two simple substitutions, the same patch should be effected. First you find a floating point number for vblanks per day (24x60x60xvbi/second). The PAL value is 4.32*100^3. For NTSC, this needs to be changed to 5.184*100^3. To do this find the byte sequence 67,4,50,0,0,0 (should be at byte 9806 counting from 1) and substitute bytes 67,5,24,64,0,0

Bytes 9854-9859 consist of two JSR's, one to a multiply by 5 routine and the next to a multiply by 10. For NTSC, this is changed to a single call to a multiply by 60 routine and three NOP's. So find 32,12,252,32,6,252 and substitute 32,45,252,234,234,234. Neither "find" sequence occurs anywhere else in the program.

I took a test clock program I'd written for the interpreter mod, compiled it, and ran it over a five hour period. It lost about 20 seconds which is the same as the modified interpreter and similar to Sparta's TDLINE.

If you want more info, I can be contacted on the USF net (cross netted with the Forem net) under the enigmatic handle of my initials "jkp". Of course, you could also hurl invective at me through Ted via InterNet

<g>.

John Picken

3734. Disk Communicator Program

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 02:35:31 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <1994Jul10.023531.14233@freenet.victoria.bc.ca>
Source record: 99914

Hi 8 bitters,

I wondered if any of you use the disk communicator program by Bob Puff.

I have tried on-and-off to use this for some time, but although it loads
and appears to run, the disks created all have one common flaw....

Every sector written has the hex value 82 in place of whatever byte
should be the 3rd byte of the sector!

I have tried using Dos2.5, Mydos and Spartados, I've also tried
a stock 800XL, a 256k 800XL and a 130XE. I've also tried both
diskcomm.com and dskcom32.obj from various archives, and various
*.dcm files.

The only thing all these have in common is the disk drive (and me!)
which I think is a happy 1050.

Anyone help???

All after here is the reply

Greetings Mark, from "the colonies",

I doubt DiskComm is your problem as it works well and you've tried different
copies. My guess is the culprit is the Happy as it's the only common factor
and DiskComm is not reporting errors.

Several years ago my user group librarian used a Happy to copy disks for
members. Because of volume, he naturally used high speed. Frequently the
copies were unusable due to errors similar to those you describe.

I suggest, if possible, you use a different drive. This would be the
technique most likely to succeed. If you only have the one, try this:

a. disable Happy high speed - I believe just cold starting it will do the
trick (don't have one);

b. boot Sparta or MYDOS on the 256xl for maximum RD size;

c. copy the DCM file to the RD which must not be set up as D1: for use with
DiskComm;

d. run/load DiskComm and answer N to the 130xe RAM query;

e. change your source drive to the RD number and leave the destination as
D1: in single density (DiskComm will reset density automatically if
required);

f. start the file to disk conversion; and

g. when asked if you want to format the destination, answer N to any high speed sector skew query, otherwise DiskComm will reenable high speed write.

If the 256xl is not available, the same general procedure would apply except that you'd be doing D1: to D1: disk swapping (groan), and be free to use 130xe RAM if available.

Choice of DOS is not a factor as far as errors go since DiskComm uses its Own disk write routines with high speed support for US Doubler/Archiver, XF551, and Happy. I use the above RD technique with Sparta and it probably works with MYDOS as Bob Puff is co-author of the DOS.

I don't recommend DOS 2.5 because its RD is not large enough to hold a single density disk and, in any case, i.e. modified RD, cannot handle sectors past 1023. I've unDiskCommed files that produced DOS 2.5 enhanced density disks with 0 free sectors. As DiskComm needs extra sectors for, I assume, a sector map, you couldn't fit such a file onto any DOS 2.5 disk or RD.

If the above solves the problem, it would be a good idea not to use the drive in high speed for anything and, definitely, to look for another drive.

Good luck and greetings from Victoria, Canada

John Picken

3735. 8-Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 02:44:13 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <2vnn9t$93f@nyx10.cs.du.edu>
Source record: 99911

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $10.

2)Conversational Italian (learn
Italian with your computer!) - $9.

3) Timewise (Time management), $9.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $4.

7) SOLD

8) SOLD

9) "SynsStock" (Stock charting) $10.

10) "Sargon III" (Chess program) $10.

11) SOLD

12) "GO" (Ancient Japanese game, harder than Chess) $9.

13) "The Newsroom" $10.

14) "Movie Maker" (Animation Construction Set) $10.

15) SOLD!

16) "Proofreader" (Spelling Checker for Atariwriter), $15.

17) "Your Personal Net Worth", $10.

18) "Managing Your Stocks", $10.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $10.

21) "Personal Inventory Manager", $5.

22) The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

23) SOLD

BOOKS ($3.95 each plus shipping)

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All these prices are negotiable. I am especially receptive to package
offers that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705
MCI Mail: MZWILLENBERG
INTERNET: 75746.3705@compuserve.com
ZWILLENBERG@delphi.com
mlzwille@nyx10.cs.du.edu

DELPHI: ZWILLENBERG

3736. 256K 800XL System for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 02:45:29 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <2vnnc9$985@nyx10.cs.du.edu>
Source record: 99912

256K COMPLETE ATARI SYSTEM FOR SALE:

Atari 800XL with 256K RAM (Newell RAM upgrade), two (2) 1050 floppy disk drives, INDUS GT floppy drive w/carrying case, 850 serial and parallel interface, 1010 cassette drive, Commodore 1702 composite color monitor, misc. software (inluding ATARIWRITER, ATARIWRITER+ and Atari Spell-Checker) and magazines. $399. plus shipping or best offer. Please reply by e-mail.

3737. MIO strangeness...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 03:33:40 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HEIP8C79WI8WZ8N1@vax.edinboro.edu>
Source record: 99915

I was playing around with my 1 meg MIO today and things are really strange.
It works just perfectly with everything.... except SpartaDOS X. This is
what happens:

MIO and SD3.2g: No noticible problems. Ramdisks seem OK.

MIO and SDX: Does not even boot. Sometimes the screen does strange
things like flickering and random lines. Occationaly
I get symbol flag errors.

MIO, SDX into RT8: Seems to work just fine. The SDX format menu flickers
like crazy, but there are no other symptoms. RamDisks OK.

MIO, RT8 into SDX: Boots, but then I get a bubch of symbol not defined errors
and config.sys errors.

MIO, ACTION! into SDX into RT8: Works almost normally. I get a slight
intermitant flicker with format, but nothing
else.

I can't figure out why the MIO seems to work with my computer just fine by
itself but does really strange things with the SDX cart plugged in. Plus,
It seems as if the more Carts I have plugged in the better it works. It
Also works fine with no cart or with any game cart. Also... All of this
seems to have started when I put a second Pokey (gumby upgrade) in my 800xl.
I've even tried powering the computer with a 23A PC power supply, just to
make sure it was not a low power.

Is there a possibility that the gumby upgrade is somehow affecting the power
draw of the system in some way that plugging in a cart would produce problems?
And then by adding more carts (and increasing the buss power draw) that the
power would stabelize?? I know it sounds crazy, but I can't think of anything
else.... and I do not have another Atari w/ a PBI to test things on....

H E L P ! ! ! !

-Adam Conover.
a644690c@edinboro.edu

thanks....

3738. Re: Argh! Emulator discussions stink!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 03:46:43 UTC
From: heinr@sci.kun.nl
Message-ID: <CspH5w.A7B@sci.kun.nl>
Source record: 99917

In article <2vn1r3$ovp@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>BRiTiSH (clisowsk@condor.mcs.kent.edu) wrote:
>: On 9 Jul 1994 15:22:39 -0000, BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
>: : Umm.. correct me if I'm wrong, but this is the most excitement there's
>: : been in this group in ages.

I agree.
>
>: You are dead wrong. If you consider this excitement then I want no
>: part of it.
>
>Those who say "the emulator discussions are giving the 8-bit a shot in
>the arm, there is nothing else productive going on" is ignoring the yet
>to be seen line of FTE hardware/software enhancements. Essentially an
>emulator, emotionally speaking, says "the 8-bit is dead, let's entomb it
>and run it in emulation". Anyone with a machine fast enough to run PC

An emulator says "look at all the great programs there are for
8-bit Ataris!". Why should someone who has invested in a fast
pc have to buy other hardware if his current is powerful
enough to use an emulator? Which also happens to add handy
improvements such as much faster disk access, being able to
use a decent monitor, easy BASIC on/off switching and running
faster than any 8-bit ever will.

>Xformer will not be the type or person likely to want to follow the path
>FTE is going to blaze with the real thing. As such in a way it is a
>threat to FTE's "this is our last chance to power charge our 8-bits" project.
>
>I like having an emulator waiting for me as a means of immortality for
>the 8-bit, but I wouldn't want everyone to switch over to emulators right
>now. Not until all developers go under and things are TRULY over.
>
I love my 320k 600xl with dual OS and Happy 1050 dearly. But
I'm past the point of wanting to upgrade it. My 5.25 disks
are rotting, and I can now transfer them to a safe hard disk
and use them easily. If Xformer 3.0 keeps the promise of
sound and XL emulation, I'll have a convenient platform for
M.U.L.E. or Archon or Rescue on Fractulas or one of the
countless other little gems written for my beloved computer.
And it won't matter to me that it is not running on the real
thing. FTE's thing ain't an original Atari either, is it? So
my money goes to a pc clone maker and not to them. At least I
won't have to wait because they're already quite abundant.

I think emulation is a good way to go for the fantastic Atari software base, and although I agree that the creation of a specific comp.emulators.atari would be a good idea I see no reason to shut XF2 conversation out of here. The name is this newsgroup doesn't imply this is strictly for people who happen to still use 6502 hardware.

Regards, Michiel

3739. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 05:19:31 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2vo0d3$kfp@news.cs.tulane.edu>
Source record: 99890

In article <94190.212112U24226@uicvm.uic.edu> Marc Sasiadek <U24226@uicvm.uic.edu> writes:
>We're discussing Atari, not emulators.
>This is the future of the Atari 8-bitters, like it or not.

I disagree, this isn't the future, the future is folks like John Harris...
programers who write the software that let us use the new hardware thats
coming on the market. The future is FTe and hardware like the Mars8 board,
the ColorGenlock and the R:P: interface. Things that keep our systems as
much up to date as possible. The future is not running a static copy of our
machines with in an MsDOS system, the 8bit's future is in expanding what this
little machine is able to do...Just a year ago "They" said Zmodem of any kind
was imposible on the 8bit...Thankyou Larry Black for Atzmodem! Just a few
years ago "They" said the 8bit could never handle QWK offline reading...
Thankyou Pab Sungenis, Bobby Clark, Robert Stout, and several others...
And who would have ever thought the good 'ol Classic 8bit could run a Term
program at 14.4 w/o need of flowcontrol...Thanks E.Hallwell for the upcoming
FlickerTerm 80.

PC-Xformer is a tool we can use to exploit our choosen systems...If you want
to talk about PCXF, fine do so...if on the other hand you'd rather waste your
own time and ours "Flamming", please don't....

As you say in the first quoted line, "We're discussing Atari, not emulators."
Lets talk Atari...we don't need "Flammers"

Mike Todd
Moderator
Info-Atari8 Digest

3740. Missing the point

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 05:44:59 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <2vo1sr$krd@news.cs.tulane.edu>
Source record: 99891

In article <CspH5w.A7B@sci.kun.nl> heinr@sci.kun.nl (Hein Ragas) writes:
>In article <2vn1r3$ovp@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>>emulator, emotionally speaking, says "the 8-bit is dead, let's entomb it
>>and run it in emulation". Anyone with a machine fast enough to run PC

Again, I disagee with the above line. For some reason I'm getting the idea
that a number of folk believe that the only reason some of us still use the
Classic 8bit at all is because we can't afford to upgrade to a PC...PCXF is
not a threat...it's just another tool that we can use to exploit our systems,
recall John Harris's post. Still, I can't speak for others but I've gotten
my Mac's, MsDOS machines (386 & 486), NeXT and will likely get a PowerPC too.
And I still use the Classic 8bit because I can... I choose too, it's what I
enjoy doing and as good as PCXF 3.0 may end up being, it'll never replace
the enjoyment I get making a 1.79mh machine do things no-one thought was
possible.

You don't want to support FTe and the new AC, fine. You just want to move
and play classic games on you MsDOS machine, Cool! But I've never seen the
need for all this "Flaming" that's been going on...

Mike Todd
Moderator
Info-Atari8
Digest

3741. Need for a good spreadsheet

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 05:53:47 UTC
From: krishna@max.tiac.net
Message-ID: <2vo2db$620@sundog.tiac.net>
Source record: 99918

A while back I went on a quest for a good spreadsheet.

I came up woefully disappointed.

Syncalc is not convenient to use with the hard drive. Also, it's commands take far too many keystrokes IMO. It also doesn't have some features I saw when I took a small workshop class in Lotus 1-2-3. Notably dealing with time/date functions and some other stuff.

Bcalc is okay but it's still limited.

I tried some others and they all had some archaicness to them.

They ALL have a serious lack of vertical bandwidth.

They have TONS of horizontal bandwidth.

Now, for maintaining a checkbook? Bcalc is fine.

But I have a large collection of comic books I'd like to catalog. It's not a database situation here, because their values fluctuate and I'd want an updated total and a nice inventory printout.

It's really sad that there isn't a standout spreadsheet for the Atari that will see much in the way of upgraded RAM and also be friendly to the hard drive. If anyone knows of such a program, let me know. Isn't there a TurboCalc as well as TurboFile? I know the Turbo series is compatible with hard drives and Sparta.

As for databases, I know a lot of people rag on Diskbase for being spartan, but it is MORE than adequate. Its ability to print to disk allows you to format and print data with TextPRO macros or other report programs. Diskbase is fine for me.

But I think the gap in the spreadsheet domain is profound. It is at least as much of a gap as the "high speed vt100 terminal" gap was before FlickerTerm came around. Unfortunately I bet a spreadsheet is much harder to code than a terminal so I fear this problem will not be alleviated.

In as much as I am looking forward to what FTE is doing, unless we can get programmers to work on SERIOUS application programs the 8-bit will continue to be stuck in a straightjacket dealing with programs which WON'T or CAN'T access all the extended memory or modern peripherals.

It only takes ONE good spreadsheet just as it only takes ONE database program to make the 8-bit competent in that area.

All I can say is I'd pay a good $50 for a commercial spreadsheet program which could do the following:

Work with Sparta or MYDOS hard drives. Launchable off DUP.SYS or the CLI from any drive or subdirectory.

Accesses any upgraded XL/XE, using a data file to customize the banking bit assignments for your paticular upgrade as well as several files coming with the disk premade for varous upgrades. All the way up to 4 megabytes.

Ability to sort lines alphabetically (good for inventories like comics)

Ability to print a report to disk or printer. The ability to format the printout in standard, condensed, or sideways. The ability to input and output in DIF format for conversion to<>from IBM standards.

The ability to add up time as well as decimal figures (useful in payroll) and time formatting as well as monetary formatting.

The ability to link sheets together so that the output total of one sheet is used by another sheet. This could be used by a sheet that takes a lot of monthly reports and comes up with a yearly average, etc..

(this ability of linking sheets could be a cheat if memory management for Banked RAM is not developed)

Also the ability to run using the block move opcodes in the 65816 for increased speed.

How many people would put their money up for a program like this? If enough people express interest maybe someone will give it a shot.

3742. Re: 8-bit Atari Emulator discussion

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 06:24:23 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <116849@cup.portal.com>
Source record: 99921

I hereby throw my two cents' worth into this discussion, heavily on the side of keeping XF2 discussions HERE. With a dismissive handwave, I'll just say that I agree with ALL of the reasons previously given here as to why the discussion should stay. I would point out that XF2-related messages could be CROSSPOSTED to c.e.m. if the need were felt.

I found it interesting too that the analogy was made to the 65816-board discussion. Once you start picking apart ALL possible places a topic COULD be discussed, the process of deciding where to look for information explodes in your face. Should a discussion of displaying GIF images on the Atari 8-bit appear in c.s.a.8, or over in comp.graphics, or in some CompuServe-specific forum? Should discussions of file-transfer between an Atari 800XL and an Amiga 1000 be discussed in c.s.a.8, c.s.amiga.<somewhere>, or comp.dcom.datacom? If I have a piece of paper that tells where to FTP Amiga ports of classic Atari games, should I file it under Amiga, FTP, Atari, Games, Things To Do, or somewhere else? It's indeed possible to get SO wrapped up in this sort of trouble that you end up NEVER filing/posting ANYWHERE, which is not only a loss to the community at large, but something of a neurosis on the part of the individual. So let's spare ourselves a meta-discussion of what we should discuss, and get back to discussing it!

Chris

3743. "XF2 FAQ" aka the Unofficial Newbie/Emulator-users/etc Atari 8bit FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 07:00:10 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940710000018.2380527e@sonoma.edu>
Source record: 99919

I am WAY too tired (and lacking in new questions) to add anything to the FAQ, but it WILL be posted on c.e.m from now on, and every new revision, I'll put a note about it up here on c.s.a.8. Hopefully, my FAQ will be noted in the official c.s.a.8 FAQ and will be up at FTP sites so newbies can FIND it! :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
>> Internet is Tetris for people who can still read <<

3744. Re: TBXL RUNTIME fix!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 07:02:44 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940710000250.2380527e@sonoma.edu>
Source record: 99920

Thanx go to Ted Skrecky for posting the clock (TIME$) PAL/NTSC fix for the TurboBASIC XL RUNTIME package (and for fixing the TurboBASIC XL language interpreter long ago)!

When I get a working version of it, I will put it on the archives (if it's not already there)

thanx again, ted!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
>> Internet is Tetris for people who can still read <<

3745. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 07:40:17 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940710004027.238056a3@sonoma.edu>
Source record: 99922

[1] Re: Argh! Emulator Discussion Sinks!

Earlier, Marc Sasiadek <U24226@uicvm.uic.edu> said:

[snip]
> We're discussing Atari, not emulators.

Actually, most of the posts which are annoying other c.s.a.8 readers
do NOT have to do specifically with Atari, rather, specifically with
the emulator, formatting drives on it, getting it to load, etc.
I feel from now on all questions like that should be answered with:
"READ THE NEWBIE/EMULATOR FAQ!" <grin>

> This is the future of the Atari 8-bitters, like it or not.

This is ONE of the futures of the Atari 8-bits. There's the MARS8
which sounds incredible. It requires an Atari 800XL. NOT an Atari 800XL
emulator, but the actual motherboard (unless some less-plug-in-y version
comes out which uses ribbon cables, as mentioned in this group a while
ago by Glenn Saunders I believe).

> Change is easy, but deciding to change is the difficult part, at least
> for you. Do you realize the potential of this emulator? Given the
> right hardware and software you can have multiple Atari 8-bit
> programs running simultaneously. We're talking full pre-emptive multi-
> talking of the Atari OS, Atari DOS, and 8-bit software.

This exact thing was discussed and proposed with the Atari 130XEC. Have
you heard of THAT? It was the other Atari emulator which would've came
out a few years ago. Using 640 x 480 x 256 you'd get 4 Atari's going
at once. It never came out and I believe the project died.

> You must use a computer besides an Atari 8-bitter.
> Don't tell me your main computer is 130XE wih a black box.
> You're telling me you have no use whatsoever for this emulator or it's
> future versions? We're talking about progress here. There hasn't been
> any progress for the 8-bitters in a long time.

Up until my Senior year of high-school the only computer I used was my
Atari 1200xl with an Atari 1050 and XMM801 printer. Eventually I got an
SX212 modem, another disk drive, and a ton of files (which I never knew
existed). I had never used an IBM before. I had played with Mac's a
little when they first came out and thought they were keen. BTW, my
Senior year of high-school was 1992-1993. So all that time I had been
running all my computing 'stuff' on my 1200xl with 64k RAM. Now I have
256k RAM, my friend's IBM PS/2 (crappy machine) which I use SIO2PC on.
I would never use XF2 on it for the following reasons:

1) I have a 1200xl right here
2) It doesn't run on 8086's like this PS/2
3) Even if it did, it'd be hideously slow.. to me, a downgrade.

Don't get me wrong! I'm all for the emulator, remember, I WROTE the Newbie/Emulator FAQ file (last night in fact) and have gotten a few comments on what needs to be changed and (thank god!) some praise about it :) .. I understand the potential of the emulators, keeping the Ataris alive long after the hardware dies. But still, the emulator at this stage is (again) a downgrade to ANYONE except perhaps stock 400 users.. and MAYBE stock 600xl users.

As for "no progress".. how can you account for this dip in the bucket?
APACView (I know old)
ColorView (ditto)
JView
Ice-T
FlickerTerm
some of the cooler demos
MARS8
SIO2PC (also a little aged now)

So, as you can see, I agree with you, but in a very disagreeing way :)

have fun
keep your hardware

-bill

kendrick@vax.sonoma.edu |||
New Breed Software / | \
>> We are the Daleks! Exterminate! <<

3746. Re: USA TBXL Runtime

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 12:29:17 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <2vopit$kdm@nyheter.chalmers.se>
Source record: 99923

In article <1994Jul10.023356.13971@freenet.victoria.bc.ca>,
Ted Skrecky <ud264@freenet.Victoria.BC.CA> wrote:
>
>I'm wondering where I can get a copy of the TurboBASIC XL
runtime package which
>has a fixed clock (ie, doesn't gain 10 seconds per minute.. inotherwords, it
>goes from 0:00 to 1:00 when in reality, a stopwatch or something
would only say >0:50) ???
>
I have the exact opposite problem with tdline in Europe,
It looses maad time, wortless if you are running a BBS f. ex.

Could a hack similar to the one for Turbobasic be made to Sparta Dos??
>
>
>John Picken

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

3747. Re: Argh! Emulator discussions stink!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 17:15:55 UTC
From: bryedewa@news.delphi.com
Message-ID: <2vpacb$aq1@news.delphi.com>
Source record: 99924

clisowsk@condor.mcs.kent.edu (BRiTiSH) writes:

>On 9 Jul 1994 21:31:01 -0000, (bryedewa@news.delphi.com) wrote:
>: clisowsk@condor.mcs.kent.edu (BRiTiSH) writes:
>: >On 9 Jul 1994 15:22:39 -0000, (bryedewa@news.delphi.com) wrote:
>: >: Umm.. correct me if I'm wrong, but this is the most excitement there's
>: >: been in this group in ages.

>: > You are dead wrong. If you consider this excitement then I want no
>: >part of it.

>: I'm sorry, I confused increased activity in a group with excitment. I must
>: be _dead_ wrong.

> Yes, you are _dead_ wrong. (grin) And I bet you're one for quantity
>instead of quality too. I will agree that c.s.a.8 has seen a few more
>posts that it normally does, but the quality content is highly lacking.

>--BRiT

Gee, like the quality content of YOUR enlightened post? :) I'm not defending the content of the emulation questions, just their right to be here. XF2 is new and will have this "learning curve" of silly redundant posts. Eventually, the FAQ will take care of newbies. Maybe what we need is to petetion for comp.sys.atari.8bit.emulation. This would clear the boundaries of what goes where. I'm sure the general emulation groups won't entertain much 8-bit talk.

-Bry

3748. Armudic Central Communicator

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 17:27:11 UTC
From: ind00052@pegasus
Message-ID: <2vpb1f$23j@pegasus.cc.ucf.edu>
Source record: 99925

Just curious, has anyone actually ever ran a BBS using the Armudic software?

Sen

3749. Mars8 idea

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 17:52:08 UTC
From: krishna@max.tiac.net
Message-ID: <2vpcg8$kgh@sundog.tiac.net>
Source record: 99926

I don't believe I posted this, but since Bill Kendrick mentioned it, I might as well let my idea became public.

The notion is to run ribbon cables from the MARS8 daughterboard to the sockets on any XL/XE motherboard. This would let you use MARS8 with any 8-bit. The problem here is 3 fold:

A) The length of the ribbon cable may be too long to keep operations reliable.

B) Since MARS8 is for the 800XL, the upgrade probably does some kind of thing to mimick the Freddie which the 800XL lacks, thus making the upgrade possibly not work right with an XE unit. But it would still work with the 1200XL (which is my main reason to want this).

C) It might be kinda bulky with the ribbon cables crisscrossing.

If someone "in the know" could let us know if this might be a possibility, I'd appreciate it. I don't see why MARS8 wouldn't work on a 1200XL (converted to XL/XE compatibility of course w/internal Basic) as long as it could FIT.

3750. Re: Need for a good spreadsheet

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 19:33:49 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2vpiet$360@usenet.INS.CWRU.Edu>
Source record: 99927

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

>[detailing the need for a new spreadsheet application that takes
advatanges of today's expanded 8-bit systens]

>How many people would put their money up for a program like this? If
>enough people express interest maybe someone will give it a shot.

Count my money in!

What about the rumor that the rights to SynCalc were being renegotiated?
If an existing spreadsheet could be enhanced, this would certainly be the
one of choice. SynCalc is still a very nice piece of software.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3751. New c.s.a.8 posters (was Re: Atari archive (catch up with those C= users!))

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 19:47:01 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vpj7l$476@charm.magnus.acs.ohio-state.edu>
Source record: 99928

In article <xg1Shru.kamaro_kid@delphi.com>, <kamaro_kid@delphi.com> wrote:
>Again, I ask - where where you a few weeks ago? You're obviously new
>to this group..
>
>-James King
>kamaro_kid@delphi.com

What do have against new people here? I thought one of the objectives
here was to increase interest in the atari 8-bits, not chase away new
people.
It's one thing to say, "Hey, you're wrong, look at this...."
It's another to keep saying "Where were you before XF2?"

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3752. Re: crappy Indus

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 19:55:18 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vpjn6$47m@charm.magnus.acs.ohio-state.edu>
Source record: 99929

```
>My Indus drive can't read/write anything above sector 720, even if I'm on
>an enhanced-density (1024 sector) disk. This means half the demos crash.
>--
>Itay Chamiel, Jerusalem, Israel | Cruising the
>(The name in the header's not mine!)| Information
>bruck@brachot.jct.ac.il | Superhighway..

Did you try manually switching the density with the buttons on the
front? I think enhanced is mode 'c' on the Indus.

--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu
```

3753. Re: any 8bit emulators out there for the mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 20:00:39 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vpk17$481@charm.magnus.acs.ohio-state.edu>
Source record: 99930

In article <CsMpCw.23A@microsoft.com>,
Darek Mihocka <darekm@microsoft.com> wrote:
> Whatever platform gets enough votes, I will port Xformer to.
>--
>/-------------------------------------\
>| Darek Mihocka. net: darekm@microsoft |
>| Views expressed are always my own. |
>\-------------------------------------/

I didn't know you worked for Microsoft!

I have an idea to get more attention for the Atari 8-bits:
Include Xformer in Windows 4. :-)

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3754. Re: crappy Indus

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 20:17:21 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <2vpl0i$7r2@usenet.INS.CWRU.Edu>
Source record: 99931

In a previous article, rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:

>>My Indus drive can't read/write anything above sector 720, even if I'm on
>>an enhanced-density (1024 sector) disk. This means half the demos crash.
>>--
>>Itay Chamiel, Jerusalem, Israel | Cruising the
>>(The name in the header's not mine!)| Information
>>bruck@brachot.jct.ac.il | Superhighway..
>
>Did you try manually switching the density with the buttons on the
>front? I think enhanced is mode 'c' on the Indus.

Yep, A is single density, B is real double, and C is enhanced. Normally
the drive can change modes automatically. Who remembers how to do it
manually? I know you hold one button down while pressing the next button
to the right, I just don't happen to remember which buttons the two are. :)

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3755. 8 bit survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 21:19:16 UTC
From: ricortes@delphi.com
Message-ID: <BE3TiCM.ricortes@delphi.com>
Source record: 99932

I was wondering about some compatability problems I'm having with some projects I'm helping out with. Specifically, how many people just have an [400, 800, 1200xl] vs [800xl, 130xe]. If you could respond either here or via email it would help. I'm assuming that fewer then 20% of us are exclusivily 800 type users & most of us that have one also have xl-xe's.
Thanks
Rick

3756. Re: any 8bit emulators out there for the mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 21:29:45 UTC
From: krishna@max.tiac.net
Message-ID: <2vpp89$psm@sundog.tiac.net>
Source record: 99933

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <CsMpCw.23A@microsoft.com>,
: Darek Mihocka <darekm@microsoft.com> wrote:
: > Whatever platform gets enough votes, I will port Xformer to.

I just want to know what "enough votes" means.

3757. Re: Need for a good spreadsheet

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 21:32:00 UTC
From: krishna@max.tiac.net
Message-ID: <2vppcg$psm@sundog.tiac.net>
Source record: 99934

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: What about the rumor that the rights to SynCalc were being renegotiated?
: If an existing spreadsheet could be enhanced, this would certainly be the
: one of choice. SynCalc is still a very nice piece of software.

If the source gets released then it will make things a LOT easier, that
is for sure. It would also be nice if the source to Paperclip could be
released so as to fix it for MYDOS/SpartaDOS.

3758. Re: Atari archive (catch up with those C= users!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 23:21:11 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JO2SCIH.lmcclure@delphi.com>
Source record: 99935

In a message dated 7-8-94, Bernard Schmitz said:

"Surely the copyright restrictions on the software can't
be valid (considering their age) and..."

Copyrights are much longer than most people seem to believe. IMO, for software, they are much longer than they need be. In the United States, Copyrights for "work-for-hire" are 75 years from date of creation, and copyrights by individuals are good for the life of the individual + 50 years. I suspect the laws in Australia are very similar.

This is true for any item copyrighted since the beginning of 1978, which covers *almost* all personal computer software, and certainly any for the Atari 8-bit.

3759. Re: Argh! Emulator discussions stink!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-10 23:21:56 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bu+SSAM.lmcclure@delphi.com>
Source record: 99936

In a message dated 7-9-94, James King said:

"Who was it that suggested that all SERIOUS 8bitters would
simply wander off if these discussions didnt mellow?"

That might have been me. I speculated in one message that the reason comp.sys.cbm did not see a drastic drop in message trafffic when the C64 emulator talk got its own newsgroup was because many peole who had "tuned out" the group due to the emulator talk tuned back in when it disappeared.

I am starting to get a case of deja vu here. I see the same arguments used by emulator users as by those in comp.sys.cbm, and even the beginnings of emulator-specific threads.

Just as with comp.sys.cbm, I will not drop reading the group, but I will not like it, either. I understand the reasons for your decision, but am sorry to see you go. Perhaps we "hardware" Atari 8-bitters could do an RFD for "comp.sys.atari8.bit.nonemulated". <grin>

3760. Re: Armudic Central Communicator

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 04:13:03 UTC
From: grekel@BIX.com
Message-ID: <grekel.773899983@BIX.com>
Source record: 99937

ind00052@pegasus (Sen) writes:

>Just curious, has anyone actually ever ran a BBS using the Armudic software?

>Sen

AGES ago! I ran a BBS called GREKELCOM in Oklahoma City for
several years with some success. Nice thing was, it was
hackable, since it was written in BASIC with some ML subroutines.
'course, back in The Early Days, we didn't have anything fancy
like "error checking" or "transfer protocols." :-)
No, we had to DOUBLE the length of binary files by converting
them to ASCII files and then transferring them by just
capturing the data stream. jeez.

Just before I shut the BBS down I converted it into a
"futuristic" BBS I called The Mercury Theatre BBS. When
logging on, it gave the impression you'd shot forward about 20
years to the time when The Net Police were cracking down on
renegade BBS systems (presumably Mercury was one of these
non-authorized boards). Of course, it was "classics week"
on the BBS, and the files were 8-bit programs from "way back
in the '80s", and if you stayed on line long enough, the
BBS would kick you off as if The Net Police had tracked the
line and intercepted the call. It was a lot of fun to
put together, and I hope I freaked a few people out... ;-)

ARMUDIC was surpassed by AMIS and other BBS programs, but it
served me well... <snif>

greg leslie

3761. SAM-Voice emulation w/ Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 04:18:44 UTC
From: tangent@gnu.ai.mit.edu
Message-ID: <2vqh74INNcbi@life.ai.mit.edu>
Source record: 99938

I am looking for a copy of SAM or any other voice emulator for the Atari 800. Does Any one Know where to find it?

Please reply to:

tangent@gni.ai.mit.edu

Thanks tangent /o

3762. BBS XPRESS PRO NET

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 14:16:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e216859@asb2.ct.se>
Source record: 99815

I wonder if there is anyone here who have BBS EXPRESS PRO and EXPRESS NET in europe. 1sta Atari Klubben in Sweden are intrested to join the Europeen-USA Net that we know exist from a letter to me I have missed. See you

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

3763. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 15:21:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e2171c6@asb2.ct.se>
Source record: 99811

In The summer 29.06.94 Wrote Gavan Moran following stuff...

GM> From: moran@bnr.ca (Gavan Moran)
GM>
GM> my top 10 Atari 8bit games.....

My favorit is Boulder Dush. I havent played so mutch lately so thats the only
game that I remember for the moment as my favorit

3764. Re: XF2's graphics.. but how!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 15:24:13 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.94Jul11102413@paris.utdallas.edu>
Source record: 99941

In article <940629192049.2340cc30@sonoma.edu> KENDRICK@sonoma.edu writes:

> Ok, I guess this is because IBMs are 'fast', but I want to know exaclty how XF2
> gets about emulating ANTIC/GTIA !?!?! I mean, it's not exactly one or two
> static bitmapped VGA screens that must be dealt with! This is dynamic, on the
> fly (during VBI, DLI's etc!) graphics manipulation! How the hell does XF2 do
> this and still even RUN on a 286!?

Actually, the IBM is not quite fast enough...even a 486 running a 33Mhz can be
bogged down. Darek's emulator skips some time consuming graphics functions
like vertical scrolling to speed things up. Character graphics are the
slowest graphics modes because the character data must be read every
horizontal scan line to be 100% compatible. This is very time consuming and
would make the emulator sluggish. Next time you run XF2 notice that sometimes
the character graphics are not updated properly (try montezuma's revenge).

> Also, what's so hard about emulating 800xl that makes all of these emulators do
> only 800 (for the moment) !?!? The only diffs. >I< know of are XL OS's are a
> bit more efficient, can swap out of memory, and have self-test ;)

For an emulator, there is no advantage in emulating the 800xl over the 800.
All programs are already compatible with the 800. Most 800xl users load
the translator or use a ram disk so the extra memory is tied up anyway.
Since all emulated disks drives are ram drives anyway, there is no need
to have a ram disk on an emulator.

> (I think I should read over the XF2 docs, I've got so many questions nowadays,
> but I bet half of them are already answered ;) .. like about carts, turning off
> basic, loading ATRs, etc ;))

> -bill
> kendrick@vax.sonoma.edu |||
> New Breed Software / | \

BTW, I starting writing an emulator about a month before Darek released his
very competent emulator. I had the emulator up and running in the text
mode when Darek released his program. I orginally wrote the emulator in
Borland c++, then rewrote the entire program in assembler. Anyway, now
that Darek has released his program, I have no plans to complete my version.
If anyone is interested in looking at the source code for an atari emulator,
I would be willing to upload the source code. If anyone wants to try and
finish the emulator, also let me know... I will have to update the
documentation. (I wrote the documentation before I wrote any code. So the
documention does not necessarily reflect the current program.)

Also, I was also writing a program that can read and write to the atari
SIO peripherals using the IBM parallel port. Currently, I can read and write

to my xf551 atari disk drive. The user must build a simple cable that connects the atari peripheral SIO to the IBM parallel port. (The atari computer does not have to be connected.) I was going to use this with my atari emulator to run copy protected disks. The program runs on my 486DX-33Mhz computer, but will not run on my 286-12Mhz machine. The timing is rather critical and this software may not even work on another 486DX-33 machine, but I will post the source code for this program too if anyone is interested.

Post to this group; do not reply or email me directly, thanks.

Mike Munoz

3765. Re: any 8bit emulators out there for the mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 16:28:03 UTC
From: lordthan@news.delphi.com
Message-ID: <2vrruj$2ru@news.delphi.com>
Source record: 99942

krishna@max.tiac.net (Glenn M. Saunders) writes:
>: Darek Mihocka <darekm@microsoft.com> wrote:
>: > Whatever platform gets enough votes, I will port Xformer to.
>I just want to know what "enough votes" means.

It probably means something along the lines of "enough requests to make
it worth my while to port Xformer." Which means that if three people
ask, it probably won't happen. But if three thousand people ask, it might
happen.

Personally, I wish it would happen. :)

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3766. Re: Need for a good spreadsheet

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 17:16:42 UTC
From: jjmcwill@next5
Message-ID: <2vrupq$dlu@mtu.edu>
Source record: 99946

Regarding Turbocalc. It is not a part of the Micromiser software
Turboword, Turbofile, and Turbobase series, but rather is a part of
Chuck Steinman's (Dataque) Turbo816, Turboassem, series.
It was basically a rewrite of Bcalc, using more drop down menus but
including quick key command support. It would run on any machine, and
was contained on a cartridge. However, IF you had a 65816 via Dataque's
Turbo816 card, and IF you had a TurboRAM Ram expansion card plugged onto the
Turbo816's expansion connector, you could use the 65816 expanded memory for
spread sheet use.

I don't use it because it's cartridge based. I already hate having to
switch between MAC/65 and Action and BASIC XL for various things.
For me, cartridges aren't a good idea, and I can't wait for the release
of the MARS8 card, so that I don't have to switch cartrides anymore.

You're calling for some pretty fancy features there. I agree something
newer and better would be nice, but realistically, I don't see anyone
able, or able & willing to take up the task.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3767. Re: Mystery Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 18:25:35 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <116953@cup.portal.com>
Source record: 99949

> I believe you may be thinking of SNOKIE... Now can anyone tell
> me why the author's name (Yves Lemperaux) sounds familiar as I
> look at the load-up screen (what else has he done?)

He did "Flak" and "Time Runner" from Funsoft for Atari.

Jeff_M_Lodoen@cup.portal.com

3768. XF2: ANOTHER VIEW

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 21:08:47 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407112107.AA201010878@relay2.geis.com>
Source record: 99943

RE: XF2: Another View

I have a problem with your response, Ben. I do not deny your right to feel that this does not belong in this newsgroup, but it seems that you are contributing to yet another polarization within the Atari community (I'LL use the word, even if you are reluctant). I think both sides of this issue can stand to be a bit more tolerant. I worry that you'll get angry and go away when you are one of the people we can least afford to alienate.

I would personally like to see this sort of discussion happen on a newsgroup set aside specifically for Atari emulators, but until that happens there WILL be quite a bit of confusion as to the most appropriate place to hold such discussions, with both c.s.a.8 and the misc emulators groups seeming reasonable to different folks. Let's PLEASE not tear ourselves apart over something like this. We need to be supporting each other, not finding new arguments.

I know you asked that this be posted back to the newsgroup, but my software here is currently screwed up and makes that very difficult. Besides, I consider this more of a personal appeal to you as one of the most influential 8-bitters than as further public thrashing. You have my permission to post this back to the newsgroup for further discussion if you wish.

--
-=-=-=

3769. HELLO, COMP.SYS.ATARI.8BIT (I HOPE!!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 21:26:51 UTC
From: Andy_Floyd@f629.n157.z1.gatenod.aldhfn.org
Message-ID: <1994Jul11.01208.350009@f629.n157.z1.gatenod.aldhfn.org>
Source record: 99944

Last time the address for Internet was missing a few chars... <g>
Anyway... I would like to say that if this gets to where I want it to
go, I would like to voice some of my disappointment with AC in regard
to articles submitted. Ben said something with regard to submitted articles...
Well, darn it, if the editors for the various sections were doing their
jobs in that capacity in addition to writing their own pieces, then MY
submission of "Cross Stitching Your Atari" which, indicated by the list
inside the front cover, was sent to the Graphics editor Jeff Potter. Jeff
either never got it (I never got any acknowledgement he got it) or he
promptly lost or ignored it. This is not anything against Jeff - it is
my beef with the submission structure. I feel that it should have been
sent to Ben instead. (BTW I sent it last year at about this time or a
month or so later...)
If the editor had received it, he could have made the supreme decision
for either getting it printed or declining. Instead, I sent it off the
the Graphics editor (since the program I wrote deals with graphics) and
nothing more was heard. I followed every single painstaking detail to
make sure it would be printed.
After all, Cross Stitching Your Atari will take MicroPainter or MicroIllustrator
(Koala) pics and print a 4 page cross stitching grid pattern - compared
to $150 and thereabouts for similar software on non-Atari 8-bit machines,
even if they do allow design of the actual pattern, colors, backstitching
and diagonal stitches.. But take my CSYA and a paint program and you have
a very close equivalent. (Nothing yet gor for Graphics 8 screens..)
So.. Anyone willing to take a shareware unregistered version of "Cross
Stitching Your Atari" and either speeding up the print loop with an ML
subroutine or releasing it as it is now (I'm currently working so time
is at a premium), please reply. I would like to see this get out and perhaps
stir up interest in the Atari 8-bit.
I can't wait for the Aug 7 CAIN show in Kirtland, OH. Heck, I want a
GENlock device and write some subtitling software for my Ranma 1/2 and
Dirty Pair TV episodes (once I get the scripts...!)
I also write for The 2600 Connection, Jeff's Atari Outpost, and my usergroup
newsletter.
Just my 8-bits' worth... ANDY FLOYD

--- FLAME v1.0

3770. OH.. MY REPLY ADDRESS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 21:26:51 UTC
From: Andy_Floyd@f629.n157.z1.gatenod.aldhfn.org
Message-ID: <1994Jul11.01266.316674@f629.n157.z1.gatenod.aldhfn.org>
Source record: 99945

and for anyone who wants to reply to me... (And I forgot about it in my
last message) My reply address is
Andy.Floyd@f629.n157.z1.gatenod.aldhfn.org
If this is wrong, then I have more to work out...
Just my 8-bits' worth... ANDY FLOYD

--- FLAME v1.0

3771. Old "Members" of this group

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 21:38:12 UTC
From: vparada@tunga.inf.utfsm.cl
Message-ID: <2vse44$1pb@tunga.inf.utfsm.cl>
Source record: 99950

Hola mundo.

The following list was last sent to c.s.a.8 in June 1993.
I guess that many things had changed.

Send modifications to me (vparada@inf.utfsm.cl).
Please include unique e-mail address, full name and optional info.

Bye... ++Vitoco

- - - - - - - - - - - - 8<--------------------------------------
bhf@acpub.duke.edu Barry H. Friemel
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fseipel@magnusug.acs.ohio-state.edu Frank Seipel
(23, ChemEng grad)
mppi76@cd4680fs.rrze.uni-erlangen.de Harald Schoenfeld
(Author of QUICK, SAM and some other 8 bit stuff)
exuhag@exu.ericsson.se James Hague
kamaro_kid@delphi.com James King
(Korner BBS @ 801-969-9554, j.king73@genie.geis.com,
uplherc.upl.com!neb!bbs!1fa)
James-Lebak@cornell.edu James Lebak
cb541@cleveland.freenet.edu James R. Gilbert
potter@sunny0.dab.ge.com Jeff Potter
(74030.2020@compuserve.com, JDPOTTER on GEnie, author of APACVIEW,
COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE (all shareware))

hoosier@rider.cactus.org Jerry Dunham
(dunham@mpd.tandem.com)
agrimad!melville@uunet.UU.NET Joe Melville
ab588@yfn.ysu.edu Joe Sabatino
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(Author of Frogger)
jrd@STONY-BROOK.SCRC.Symbolics.COM John R. Dunning
wijdeven@es.ele.tue.nl Jos Wijdeven
bantolph@draco.unm.edu Kenneth L. Cope
chase@physics.rutgers.edu Kevin Chase
kimes@iwcs.att.com Kit Kimes
(r/o)
l-murdock@onu.edu Lance Murdock
meyer%nyneve.dnet@delcoelect.com Marc Meyer
(mameyer@solaria.mil.wi, posts)
mam65@cas.org Marco Moreno
mrp@ihlpb.att.com Marcus Prickett
spam@iastate.edu Michael Begley
mcurrent@carleton.edu Michael Current
(aa700@cleveland.freenet.edu)
msteve@magnus.acs.ohio-state.edu Michael Steve jr.
snyder10@convex1.tcs.tulane.edu Mike Todd
(The Atari Archive Project - Louisiana)
preston.crow@dartmouth.edu Preston F. Crow
rje@cs.nott.ac.uk Raphael J Espino
rfunk@magnus.acs.ohio-state.edu Robert M Funk
(funk.17@osu.edu, cc787@cleveland.freenet.edu)
rlcollins@miavx1.acs.muohio.edu Ryan 'Gozar' Collins
(RC1DSANU@miamiu.acs.muohio.edu)
scottm@cup.portal.com Scott Maxwell
bz284@cleveland.freenet.edu Sherry Snyder
Bauch@bwl.bwl.th-darmstadt.de Stefan Bauch
(800XL-user, student)
dh395@cleveland.freenet.edu Steven J Tucker
thomas.beisel@rus.uni-stuttgart.de Thomas Beisel
tgreen@iastate.edu Todd Greenfield
o1evert@vm1.cc.uakron.edu Tom Evert
vparada@inf.utfsm.cl Victor Parada G.
was@triad.com William A. Stewart
--
Victor Andres Parada Gomez __ __
Ingenieria Civil en Informatica o-''))_____\\
Universidad Tecnica Federico Santa Maria "--__/ * * *)
Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

3772. Unreplied questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 22:18:57 UTC
From: vparada@tunga.inf.utfsm.cl
Message-ID: <2vsggh$1r1@tunga.inf.utfsm.cl>
Source record: 99952

Hola mundo.

The following are some questions from me that never got a reply:

- Is there a RAMDISK.COM for DOS 2.5 that can handle more than
499 free sectors, or 2 or 3 ramdisks in a 256K 8bit?

- What is the 65816 (is that the number?) processor?

- What is MARS8?

- Which is the current version number of MyDOS (Bill Kendrick told me
about 4.53/4), TurboBasic XL, MAC65, etc...

- Is there a hacked version of MAC65 for DOS 2.5 ?

- Which kind of power supply is required for the 830 Acoustic Modem?

- Is there a ftp location other than the atari.archive from where
I can get more games/utilities/misc, even cracked?
(I know about some PC sites where games and other stuff are stored
for some weeks. Also some troyan horses and viruses!!!)

I'm sorry for being insistent, but... ;-)

If any of this questions was previously answered through the
newsgroup, I guess that the post lost somewhere.
My news server is quite "far" from the rest of the world.

Please reply through e-mail... Thanks...

Bye... ++Vitoco
--
Victor Andres Parada Gomez __ __
Ingenieria Civil en Informatica o-''))_____\\
Universidad Tecnica Federico Santa Maria "--__/ * * *)
Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

3773. VisiCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 22:22:54 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jul11.181852.20544@wariat.UUCP>
Source record: 99951

This talk about spreadsheets. I tried SynCalc and still have it, but
did not like it (can't remember why). I used VisiCalc for two years
and I still have no IBM spreadsheet I like better. It is limited in
that it only uses single density DOS 2 type disks. But I wonder why
someone wanting to do the comic book spreadsheet wouldn't want to try
the 'file' version of VisiCalc on a small partition on the hard drive.
Of course, it wouldn't be much good to use VisiCalc without the
outstanding documentation (I mean own a legit version.) It still is
available, I've seen it at American Tech or B & C or someplace.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3774. Re: ARGH! Blah blah blah :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 22:38:16 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940711153821.2380610e@sonoma.edu>
Source record: 99947

Bob Lange made a few posts about the emulator and such, and, although it probably wasn't all aimed at ME! :) it did seem a little aimed towards me :)

Ok, I've had my 1200xl for about 11 or 12 years. I had NO access to the Atari community. In 1987 I found about 2 or three kids in my school who had Ataris and shared a little software (AND I MEAN A LITTLE!) I had to write my own word processors to work on my XMM801 printer. I had almost no books, no commercial software, and what hardware I got, my dad purchased for me. So I think I'm the ORIGINAL 'closet' 8-bitter! ;) I wrote EVERYTHING IN BASIC! <cry> I even wrote a better version of BASIC >IN< BASIC (from learning Pascal in 1990-1991, I decided standard Atari BASIC sucks so I made a program which read in a text file and converted my new commands and syntax into regular Atari BASIC. <sigh> If only I knew that 5 years before there already was such a thing: read: TurboBASIC XL! :))

Anyways, I had ALWAYS thought of Atari's as being dead.. then I found those kids with software.. then I thought it was dead again.. then my disk drive broke so I got it fixed and got a modem too.. YIKES! ATARI 8-BIT STUFF!!! WOW! (phone bill jumps to about $500 a month) (there went my summer job's earnings!) Then I figured "well, it is sorta dead anyways, I mean, it's all old software".. then I found Internet... WOW! IT'S ALIVE AGAIN!.. And in my eyes, it has stayed that way.. With advances in software such as ColorView and all of it's derivitives (FlickerTerm, the Wall, etc), and all of the AWESOME AWESOME AWESOME stuff I see in demos (yeah, I know, demo's.. you either love them or you hate them.. i love them) I know that the platform is not the wimpy thing that "non-believers" think it is. By non-believers, I mean folks who have never actually used an Atari, or used it when they were young back in 1984 and then got their "wonderful" IBM.. When they finally see it, then they think for a second.. hehe, then they show me some fantastic IBM demo and I crawl back into my hole (then another Atari demo comes out which does the same damned thing and I feel better again! :))

Ok, babble babble babble.. what was I going to say? Oh yeah, as for what >I< think about the emulator... it IS wonderful! I love it! I begged and begged my friend to let me come over to his house and mess with it on his 486/33. I finally did... it brought him back a few years, I can tell you that! :)

BUT.. I have to disagree that it is the ONLY "future" of the Atari.. sure, I can foresee the Atari 8-bit hardware all finally giving up and turning into scrap-metal/plastic, but I'm not exactly sure that'll even happen in my lifetime.. maybe.. (ok, so it will :)) The thing is, like I said, it is not CURRENTLY, the >ONLY< future.. The current hardware DOES have a future, as it always had (in the Black Box and the MUX, for example, and now with the Mars8).

So you see, I DO agree that the emulator 'slammers' seem a BIT too upset. I'll take this moment to mention I HAVE POSTED REVISION 0.1 OF THE EMULATOR/NEWBIE

FAQ FILE ON COMP.EMULATORS.MISC!!! (and it's about 2x bigger than 0.0).
But on the other hand, some of the people here (like the person who said the emulator is the ONLY future) are also being a bit big-headed about their opinions..

Anyways, I have no idea how to end this other than noticing (like everyone else): "wow, sure is a lot a posts around here, huh?"

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
I NEED MORE SLEEP! WHERE'S MY COFFEE!?

3775. Newbie/Stupid Question/Emulator Help FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 22:42:50 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940711154257.2380610e@sonoma.edu>
Source record: 99948

DON'T WORRY! I'm not cross-posting it! :)

I'm just going to mention that revision 0 . 1 is up on comp.emulators.misc.
This now adds stuff about the OS, devices, and a little on the DOSes.
(And it adds a little device stuff to the BASIC section).

Again, please add any questions you may have which don't seem answered or
clearly written in the FAQ!

thanx!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Unofficial FAQ writer, and proud of it!

3776. Need Assembler/Editor cart. help.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 23:05:13 UTC
From: carlson@kaiwan.com
Message-ID: <2vsj79$cd4@kaiwan.kaiwan.com>
Source record: 99953

I just got ahold of an Atari Assembler/Editor cartridge without any manuals. I have managed to figure out how to get a program to compile without any errors, but I don't know how the debugger works.

I was wondering if someone could post a short key summary on how to use this cartridge. I would really appreciate it. (If this is in a FAQ or on a FTP site somewhere, pointing me in the right direction is just as good.)

Mike
--
****
Mike Carlson
carlson@kaiwan.com

3777. Re: XF2's graphics.. but how!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-11 23:29:13 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vskk9$a5k@charm.magnus.acs.ohio-state.edu>
Source record: 99954

In article <MUNOZ.94Jul11102413@paris.utdallas.edu>,
Michael Munoz <munoz@paris.utdallas.edu> wrote:
>In article <940629192049.2340cc30@sonoma.edu> KENDRICK@sonoma.edu writes:
>> Also, what's so hard about emulating 800xl that makes all of these emulators do
>> only 800 (for the moment) !?!? The only diffs. >I< know of are XL OS's are a
>> bit more efficient, can swap out of memory, and have self-test ;)
>
>For an emulator, there is no advantage in emulating the 800xl over the 800.
>All programs are already compatible with the 800. Most 800xl users load
>the translator or use a ram disk so the extra memory is tied up anyway.
>Since all emulated disks drives are ram drives anyway, there is no need
>to have a ram disk on an emulator.

What programs do you run? The only ones I know of that won't run on
an XL are some old games, but there are many very useful programs
which either require or just take advantage of the extras found in the
XL/XE machines, and not merely for ramdisks. Off the top of my head:
SpartaDOS, PaperClip XE, AtariWriter+, Textpro.... many others.
Useful things, not games.

The original 400/800 were released around 1979, and the XLs (beginning
with the 1200XL) were released beginning around '82, giving only about
3 years of exclusively 400/800 software (most of which does run on
XLs). The 8-bit were discontinued around 5 or 6 years later, and
people still continued writing software for them. The 800XL was the
most popular of the bunch, so almost everything runs on it, and a lot
of software was designed _primarily_ for the 800XL (and the 130XE). I
GUARANTEE that more software runs on the 800XL than on the 800.

[...]
>Also, I was also writing a program that can read and write to the atari
>SIO peripherals using the IBM parallel port. Currently, I can read and write
>to my xf551 atari disk drive. The user must build a simple cable that
>connects the atari peripheral SIO to the IBM parallel port. (The atari
>computer does not have to be connected.) I was going to use this
>with my atari emulator to run copy protected disks. The program runs
>on my 486DX-33Mhz computer, but will not run on my 286-12Mhz machine.
>The timing is rather critical and this software may not even work on
>another 486DX-33 machine, but I will post the source code for this
>program too if anyone is interested.

That does sound interesting. I'd also be interested in the hardware
part.

--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------

"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3778. Looking for Scramble

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 00:35:44 UTC
From: davegan@panix.com
Message-ID: <2vsoh0$smj@panix.com>
Source record: 99861

Was the game Scramble ever released for the 8bit?

How about Crazy Climber?

I have a friend who needs to know.

Thanks,
Dave

3779. Re: any 8bit emulators out there for the mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 00:45:05 UTC
From: krishna@max.tiac.net
Message-ID: <2vsp2h$582@sundog.tiac.net>
Source record: 99855

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: krishna@max.tiac.net (Glenn M. Saunders) writes:
: >: Darek Mihocka <darekm@microsoft.com> wrote:
: >: > Whatever platform gets enough votes, I will port Xformer to.
: >I just want to know what "enough votes" means.

: It probably means something along the lines of "enough requests to make
: it worth my while to port Xformer." Which means that if three people
: ask, it probably won't happen. But if three thousand people ask, it might
: happen.

: Personally, I wish it would happen. :)

There aren't 3000 8-bitters in the US (at least not on the net). If he
posted the same on the Amiga and other newsgroups maybe ex-8bitters exist
in enough numbers. But he won't get enough from 8-bitters.

3780. Re: XF2's graphics.. but how!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 00:47:39 UTC
From: krishna@max.tiac.net
Message-ID: <2vsp7b$582@sundog.tiac.net>
Source record: 99856

Michael Munoz (munoz@paris.utdallas.edu) wrote:

: For an emulator, there is no advantage in emulating the 800xl over the 800.
: All programs are already compatible with the 800. Most 800xl users load
: the translator or use a ram disk so the extra memory is tied up anyway.
: Since all emulated disks drives are ram drives anyway, there is no need
: to have a ram disk on an emulator.

You forget that the 800XL is 64K. Some games require that extra 16K.
There ARE advantages in emulating the XL/XE over the 800.

I don't think you know much about the 8-bit scene, no offense.

3781. Re: Unreplied questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 01:10:31 UTC
From: krishna@max.tiac.net
Message-ID: <2vsqi7$582@sundog.tiac.net>
Source record: 99857

Victor Parada G. (vparada@tunga.inf.utfsm.cl) wrote:

: - What is the 65816 (is that the number?) processor?

The Once and Future hope of the 8-bit Atari.

16-bit internal. 24-bit address bus. Backwards compatible with the 6502 for the most part. Different pinout from the 6502C in the Atari's so that a conversion board is necessary. Chuck Steinman made one but he never really "made it happen" in a serious way.

There is always hope that we might get another 816 system presented a little better than Chuck of DataQue presented it.

3782. Re: VisiCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 01:16:28 UTC
From: krishna@max.tiac.net
Message-ID: <2vsqtc$582@sundog.tiac.net>
Source record: 99858

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: This talk about spreadsheets. I tried SynCalc and still have it, but
: did not like it (can't remember why). I used VisiCalc for two years
: and I still have no IBM spreadsheet I like better. It is limited in
: that it only uses single density DOS 2 type disks. But I wonder why
: someone wanting to do the comic book spreadsheet wouldn't want to try
: the 'file' version of VisiCalc on a small partition on the hard drive.
: Of course, it wouldn't be much good to use VisiCalc without the
: outstanding documentation (I mean own a legit version.) It still is
: available, I've seen it at American Tech or B & C or someplace.

The whole point to the comic book stuff is getting a running tally of the current value of my entire collection. It requires far more memory than Visicalc can hold, or any other spreadsheet I have encountered. Splitting up my collection into several sheets would be a major pain in the ass, and I'd also want to be able to insert new acquisitions and sort alphabetically by title. I know there are a couple business programs which deal with INVENTORIES and that is really more like what this is, but I don't know how they handle large inventories. SBM and such...

I have no trouble balancing my checkbook with a 64K spreadsheet, but not for this.

I think Syncalc will recognize an Axlon upgrade but not XL/XE. At least the version _I_ have doesn't. Like Paperclip, there is a physical limit based on the fact that you are saving to floppies so obviously it can't support more than 80K or so at best. Paperclp can save to DD so that is a 180K limit (less than its inner 256K capacity). Pretty limiting programming :(

3783. Re: Looking for Scramble

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 01:18:51 UTC
From: krishna@max.tiac.net
Message-ID: <2vsr1r$582@sundog.tiac.net>
Source record: 99859

David Stein (davegan@panix.com) wrote:
: Was the game Scramble ever released for the 8bit?

I think the Tail of Beta Lyrae is much the same.

3784. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 02:12:01 UTC
From: wweiss2@aol.com
Message-ID: <2vsu5h$bnt@search01.news.aol.com>
Source record: 99864

In article <2vemp3$bmb@hpscit.sc.hp.com>, reed@pa.itc.hp.com (Perry Reed) writes:
> Keep the XF2 discussion here. There is not so much traffic in this group that >those who do not want to see the XF2 talk can't 'kill' those messages...

As a current Atari 8-bit user AND PC clone user, I would prefer reading about XF2 along with all the other ATARI subjects here.

3785. Re: VisiCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 02:44:04 UTC
From: wweiss2@aol.com
Message-ID: <2vt01k$c6n@search01.news.aol.com>
Source record: 99866

In article <1994Jul11.181852.20544@wariat.UUCP>,
Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

>This talk about spreadsheets. I tried SynCalc and still have it, but
>did not like it (can't remember why). I used VisiCalc for two years
>and I still have no IBM spreadsheet I like better. It is limited in
>that it only uses single density DOS 2 type disks. But I wonder why
>someone wanting to do the comic book spreadsheet wouldn't want to try
>the 'file' version of VisiCalc on a small partition on the hard drive.
>Of course, it wouldn't be much good to use VisiCalc without the
>outstanding documentation (I mean own a legit version.) It still is
>available, I've seen it at American Tech or B & C or someplace.

Actually, for SpartaDos users, (X-cart in particular), there was a patch
available on GEnie a few years ago that would turn the disk into a .COM
file. You then had double density support, along with hard drive support.
I used my copy with the X-cart for a number of years with no problems.
Never did get it working with Sparta 3.2d, but didn't spend much time
working on it. Supposedly, it worked with 3.2. Learning Visicalc made my
switch to Windows based spreads kinda like having a really GREAT dessert!

Warren W. Weiss

3786. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 02:45:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e221270@asb2.ct.se>
Source record: 99814

In The summer 04.07.94 Wrote G K following stuff...

GK> Anybody else try using SpartaDOS 3.2f and the US+ OS? Apparently,
GK> this version of SpartaDOS will NOT xinit the ramdisk, it will always
GK> error out. SpartaDOS 3.2d works fine. Anybody else encounter this?

3.2f can format and read bigger disk partions and now works perfect whith
SIO2PC as 3.2d didnt before.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

3787. Re: Mystery Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 03:03:42 UTC
From: romer@access1.digex.net
Message-ID: <2vt16e$dbc@news1.digex.net>
Source record: 99867

Jeff_M_Lodoen@cup.portal.com wrote:
: > I believe you may be thinking of SNOKIE... Now can anyone tell
: > me why the author's name (Yves Lemperaux) sounds familiar as I
: > look at the load-up screen (what else has he done?)
:
: He did "Flak" and "Time Runner" from Funsoft for Atari.

I was thinking more recently, and in a non-8-bit arena... has he done any
Mac programming? Argh! I hate brain-lock! <G>

3788. Re: crappy Indus

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 03:05:07 UTC
From: romer@access1.digex.net
Message-ID: <2vt193$dbc@news1.digex.net>
Source record: 99868

```
: >>My Indus drive can't read/write anything above sector 720, even if I'm on
: >>an enhanced-density (1024 sector) disk. This means half the demos crash.

: >Did you try manually switching the density with the buttons on the
: >front? I think enhanced is mode 'c' on the Indus.

: Yep, A is single density, B is real double, and C is enhanced. Normally
: the drive can change modes automatically. Who remembers how to do it
: manually? I know you hold one button down while pressing the next button
: to the right, I just don't happen to remember which buttons the two are. :)

Just tested it... hold down DRIVE TYPE and press TRACK
```

3789. Re: 8-bit Atari Emulator discussion (Please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 03:11:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e221863@asb2.ct.se>
Source record: 99813

In The summer 05.07.94 Wrote Michael Current following stuff...

MC> The Usenet newsgroup comp.emulators.misc was recently created for a
MC> centralized discussion of emulators of other computing platforms.
MC> Other comp.emulators.* groups were created for emulators of specific
MC> platforms, but an Atari-specific one was not created. Discussion of 8-
MC> bit Atari emulators is relevant on comp.emulators.misc.

Thats sounds reall good for me as it isnt so intresting for us 8-bit owners to
read.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

Gothenburg SWEDEN

3790. Re: 8-bit Atari Emulator discussion (please read)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 03:15:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e221924@asb2.ct.se>
Source record: 99812

In The summer 06.07.94 Wrote KENDRICK following stuff...

K> From: KENDRICK@sonoma.edu
K>
K> Well, first off, Michael Current, you sound a bit pissed! Secondly, I
K> don't see why the XF2 discussions must be forced OUT of the Atari 8bit
K> newsgroup, I've on occasion on an IBM-based board had to explain things
K> about MyDOS and Atari BASIC to people who are using the XF2. What
K> would people on comp.emulators.misc know about Atari's or MyDOS or
K> Atari BASIC, except of course the people who are also readers of
K> comp.sys.atari.8bit. I'd bet anything that only a few of us c.s.a.8'rs
K> read c.e.m even though we'd probably
K> be quite helpful there when it comes to Atari's and the XF2!

Isnt there any chance to start an special Newsgroup for your emulators.??

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

3791. 8-bit Emulator Discussion

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 04:12:04 UTC
From: feltercarb@aol.com
Message-ID: <2vt56k$do3@search01.news.aol.com>
Source record: 99870

I say keep the XF2 talk here. Or create a comp.sys.atari.emulation group for it. But keep it in an Atari-related area definitely.

Rob

3792. Re: any 8bit emulators out there for the mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 04:24:54 UTC
From: lordthan@news.delphi.com
Message-ID: <2vt5um$7vu@news.delphi.com>
Source record: 99869

krishna@max.tiac.net (Glenn M. Saunders) writes:
>There aren't 3000 8-bitters in the US (at least not on the net). If he
>posted the same on the Amiga and other newsgroups maybe ex-8bitters exist
>in enough numbers. But he won't get enough from 8-bitters.

I'm not so sure about that. I'm sure that there aren't 3,000 people who
use 8-bit Ataris as a _primary_ computer, but I'm sure there's at least
that many who use it as a sort of recreational computer. I've got a Mac
IIci as my front-line system, followed by a 1040ST and then my 800XL. I'd
love to see an 8-bit Atari emulator for my Mac. :)

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3793. Re: Atari archive (catch up with those C= users!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 05:52:28 UTC
From: junkster@coho.halcyon.com
Message-ID: <2vtb2s$nn6@nwfocus.wa.com>
Source record: 99871

One poster wrote:
> lets breath some life into the 8bit scene!

Another wrote:
> I'm with you, making a software archive of classic 8bit
>titles will breathe badly needed life into the 8 bit scene.

It depends on your definition of "life." On the one hand, the above plan would have eight zillion people playing classic 8-bit games on their top of the line PCs--my guess is that such an archive would be very popular. But this would effectively be the last hurrah for the 8-bit machines. No one would want to sell old software or (rare though it may be) write new stuff.

I think one of the few things keeping the 8-bits alive is the the rebel "getting by with less, not caving into the popular computer mentality" attitude. Absorbing that into the generic mass market of dime-a-dozen PCs isn't going to sit well with a lof of people, possibly. Well, with me anyway.

James Hague
junkster@halcyon.com

3794. 320K 600XL?????

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 05:59:56 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407120559.AA048452772@relay2.geis.com>
Source record: 99860

So, Michiel, would you mind telling us just *how* you managed to stuff
320K into a 600XL???

Was this a published upgrade? If so, please give a reference???

I got a couple 64K 600XL's, but they're wheezy. I could really *go* for
a 600XL w/360K (with Super Video already installed, of course!).

- Ben Poehland (b.poehland@genie.geis.com)

3795. MIO PROBLEM

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 06:09:19 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407120608.AA062233330@relay2.geis.com>
Source record: 99862

Adam,

You deserve credit for the way you reported the anomalies you observed with the MIO & various ICD/OSS carts. I've heard vague reports of instability involving the MIO, but yours was the first concrete evidence I've seen.

I highly recommend this information be immediately given to Mike Hohman at FTE, since he's the "ICD Guy" now.

I don't have an immediate explanation, but I suspect a ROM bug. What version ROM do you have in your MIO?

I seriously doubt the problem is in your supply bus. If so, it would grow linearly *worse* with each additional cart you stacked on. Instead, you had at least one condition where the addition of the extra cart load seemd to to smoothe things out. Plus you had anomalies just by switching the same carts around in different order, which makes no difference whatever to the supply (a load is a load). This is almost certainly a firmware problem.

Please reply to the newsgroup, so everyone can see what develops here. This is one of those mysterious problems that ICD attempted to suppress rather than fix.

I have a 1-meg ROM v 1.1m (1987). Is this the same ROM you got?

- Ben Poehland (The Alchemist)

3796. XF2: ANOTHER VIEW

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 06:16:20 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407120615.AA068933750@relay2.geis.com>
Source record: 99863

Responding to Jerry Dunham's comments on my negative view of the XF2 postings:

Of course I must begin by pointing out that I'm entitled to an opinion just like anyone else. Unlike Bob Puff, I have no ambitions toward sainthood & have been known to get "down & dirty" in this forum from time to time. I've even been known to *want* to bug people from time to time. There's nothing more frustrating than trying to bug people & they don't get bugged. My main frustration in this case is that Jerry seems the only person in this group who cares enough to be disturbed by my comments.

My comments were intended as a mild riposte toward the recent flood of XF2 chatter here, which quite frankly I find boring/mildly annoying. However I must admit I am caught off-guard by the rapidity with which this thing has heated up & am generally in sympathy with Jerry's plea for the adoption of some degree of moderation in the emotional levels.

Someone suggested the interest in the emulator topic was mostly on the part of old-timers (10+ years users). I'd like to disprove that theory by counterexample: I'm an 11-year user who also has a roomfull of PC-thingies, but I have no interest in 8-bit emulators whatever. I believe there are enough folks like me to render the assumption false. If I want to use my 8-bit, then by golly I'll use the real thing not an emulator. To me, the PC is something to use when the software I need doesn't exist for the 8-bit. I didn't intend we should shut out emulator discussions in this group completely, but I think the complaints have centered on the fact that recently they've been rather excessive. Fundamentally the complaints are directed toward restoring some sense of balance-- which was also the intention of my complaint.

Michael Current's suggestion was a step in the right direction, but I think impractical. Human nature being what it is, people are just going to post wherever they please & not bother to categorize their response beforehand & post it to the proper group (assuming I understood that right). Adding an emulator section to the FAQ is an excellent idea. At least then us grumblers can say "Hey doofus, read the FAQ!" whenever someone posts an emulator question that's already been hashed over a hundred times.

People need not worry that I'll really get pissed over this issue & leave the group. I was extrapolating the situation to the extreme to suggest what might happen in the worst case. Compared to the volume & viciousness of the "hate-mail" I received in the wake of the demise of AC, this little XF2 thing is a tempest in a teapot.

My perspective on things is radically different from what I see happening in this group. I would trade all the emulators in the world for a few useful

upgrades to BobTerm (a reliable VT-100 emulator, addition of KERMIT protocol, and multi-screen buffer for 8-bits with expanded memory), or just one decent schematic-drawing program. It grieves me to see a talent like Darek's being squandered on emulator programming when there are so many software needs unfilled for the original hardware. (A purely selfish attitude, I admit.) Of course poor Darek has always been a misguided fellow, I fear that Microsoft place he works at is a bad influence on him. (If that statement doesn't get me a flame, nothing will! :) Howdy-do, Darek!)

My facetious comment on the word "community" was intentional. 2 or 3 years ago I felt a sense of community here. Now that element seems missing. Maybe the group has changed. If so, I think for the worse. Or maybe it's me that has changed, I don't know. But something is different now, that is certain. I don't think my postings carry all that much influence here any more, many of my postings lately seem to be ignored (except when I'm offering deals on desirable hardware). That Jerry Dunham was the only person who picked up on my sarcasm is illustrative. A few years ago a comment like that would have brought down a storm upon me. Today, it goes by unchallenged except by one person. Q.E.D.

- Ben Poehland

PS- Please post responses to the group, not to me.

3797. 130XE DOODADS!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 07:11:29 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407120711.AA106067063@relay2.geis.com>
Source record: 99865

---====== 130XE DOODADS FOR SALE ====---

I got a nice 130XE, new in the box with all original packaging/cables/manual/
power supply etc., $65 including shipping.

I got another 130XE, excellent condition, complete accessories but manual is
for a 65XE not a 130XE (well geeze they're *almost* the same!), $45 including
shipping.

DOODADS!!!! (prices include shipping in USA)

1.) 2 dust covers for above machines, $10 each. One cover is deluxe & will
go with the pristine unit. The other cover has "65XE" on it but fits
just fine, will go with the 2nd unit.

2.) Newell 1-meg board for XE (just one)..... $25
Set of 8 1-meg chips for Newell board.... $25

3.) Two "TT-Touch" keyboard upgrades for XE... $10 each.

US buyers preferred. Will consider Canadian buyer, but U handle shipping &
Customs!

Replies to: Ben Poehland (b.poehland@genie.geis.com)

I guess I always was really an XL Person, somehow I just never made friends
with the XE. With 4 600XLs, 6 800XLs, a 1200XL & a 1450XL, I still have
more than enough 8-bits around here :). I think the larger computers are
copulating while I'm not looking & keep making these little 600XLs. Now if
only I could figure out which ones are the females.... how do you tell?
There are no breasts or anything. The 1200 & 1450 are obviously Grandma
& Grandpa, they started the whole family. These XL computers are horny
critters, all they they think of is sex. That's what makes them interesting.
But the XE... well, kinda neuter. *sigh*

- Ben Poehland

3798. Re: MIO PROBLEM

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 08:52:40 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <JE5xqGQ.ftooned@delphi.com>
Source record: 99872
Body handling: HTML body converted to readable text

writes:

>You deserve credit for the way you reported the anomalies you observed with
>the MIO & various ICD/OSS carts. I've heard vague reports of instability
>involving the MIO, but yours was the first concrete evidence I've seen.

Hi everyone!!!

First of all, I would like to say thank you for the VERY positive response
there has been on the MARS 8 Project.

Secondly, I wanted to say that in the REAL WORLD, Projects and timetables
usually change due to well... CHANGE.

I would like everyone to read what Ben said about the instability of the
MIO. It's true, and I've been getting a lot of units sent in to be
repaired. Although I didn't design the MIO, I seem to have the responsibility
to fix and/or upgrade all the existing units. I have always been loyal to
the 8-Bit cause, and the MIO is no exception. Rather than telling a SYSOP
that his MIO will take 3-4 weeks to be repaired, and spending a lot of time
actually repairing existing units. I have decided to REDESIGN to MIO, and
offer new units, as well as giving existing owners the option of "trading up".

What this means, is that I will be doing this along with the MARS 8 Project
simultaneously, for the simple reason of a NEW 80 column board!!!!

This way, the MARS 8 will support the 80 Column Hardware on it's debut
release and I will be able to keep everybody with MIO's happy about keeping
them running into the year 2000. (This way everyone can watch the R-Time 8
change over into the next century without locking up!!)

Anyway, this will delay things for a month or two, and will give Darek
something else to emulate in the PC-Xformer. Which by the way
I am in FULL support of it, and have release the Disk-Based version
of MAC/65 as SHAREWARE to be used with it. (The only SHAREWARE fee that
is requested, is to buy PC-Xformer 3.0)

Needless to say, things are going to be triple busy and I won't have much
time to answer questions about the new products. My answer is simply going
to be to FINISH everything, then release them!!

If you haven't heard yet, SpartaDOS X and the Express! (by Keith Ledbetter)
Cartridges are available once again. FTe's numbers have been posted
in the Developers List, if you feel an urge to call. Both lines are going
directly to voice mail right now, and I urge everyone to leave your name
and number so that I can call you back at a time (convenient to both of us).

This way I can concentrate on the MARS 8, the MIO, and the new 80 Column Video board...

Thanks, Mike (FTe)

3799. Serial Port

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 11:24:26 UTC
From: jon@computer-science.paisley.ac.uk
Message-ID: <25010.9407121223@chaos.cs.paisley.ac.uk>
Source record: 99873

I remember a long time ago seeing an article on how it was possible to drive a modem or any other serial device from the atari joystick ports.

Does anybody have any information on this ? As far as I remember it gave schematics and a listing of a program to output through these ports.

Anybody, got these schematics ?

Regards,
John

3800. Anyone using AFS?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 12:43:56 UTC
From: eric.palm@drs.state.ct.us
Message-ID: <9407120829273779@drs.state.ct.us>
Source record: 99874

I found a program in the SIO2PC directory called AFS. This is supposed to be a program something like SIO2PC, but instead of emulating an Atari disc as an image file, it would read a directory on the DOS machine and the files would 'appear' as files on the Atari. The problem I have is that my Atari doesn't recognize the new disc. I have no problem using the SIO2PC with it's native software. I'm supposed to be able to use the SIO2PC cable for this program. It sure would be nice to be able to use this. Has anyone else tried out AFS and had any success?

Eric

___ Blue Wave/QWK v2.12

3801. Atari 8-bitters in Central NJ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 13:31:42 UTC
From: lordthan@news.delphi.com
Message-ID: <2vu5vu$prp@news.delphi.com>
Source record: 99877

Are there any Atari 8-bitters in the central NJ area? I'm aware of the (pathetic) Jersey Atari Computer Group but they're really not worth it. All I'm looking for is a number (even two or three) Atari 8-bitters in my area (Middlesex county) who would want to get together once in awhile, trade software, talk about "the good old days", etc. :)

Reply to mail, please.

+-+-+-

3802. Re: XF2: ANOTHER VIEW

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 13:54:49 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Jul12.135449.28368@apgea.army.mil>
Source record: 99878

In article <199407120615.AA068933750@relay2.geis.com> b.poehland@genie.geis.com writes:
>Responding to Jerry Dunham's comments on my negative view of the XF2
>postings:
>
>Of course I must begin by pointing out that I'm entitled to an opinion just
>like anyone else. Unlike Bob Puff, I have no ambitions toward sainthood &
>have been known to get "down & dirty" in this forum from time to time. I've
>even been known to *want* to bug people from time to time. There's nothing
>more frustrating than trying to bug people & they don't get bugged. My main
>frustration in this case is that Jerry seems the only person in this group
>who cares enough to be disturbed by my comments.

Well, I'm distrubed too but not to any degree. This is just a hobbie for me.
If all the computers stopped tomorrow, I would lay on the ground, thrashing
in pain, then get up and take up modeling building or something. :)
Thats why I like the old Ataris. They where home computers. Hobby computers.
Not a box that has more speed than god and more heat to warm a small building.
But lets face it, the things are wearing out and are bulky.

>
>My comments were intended as a mild riposte toward the recent flood of XF2
>chatter here, which quite frankly I find boring/mildly annoying. However
>I must admit I am caught off-guard by the rapidity with which this thing has
>heated up & am generally in sympathy with Jerry's plea for the adoption of
>some degree of moderation in the emotional levels.

the stage was set by the commadore 64 emulator. Strange but true. I really
doubt that if the Atari emulator was first, we'd see as much fuss

>
>Someone suggested the interest in the emulator topic was mostly on the part
>of old-timers (10+ years users). I'd like to disprove that theory by
>counterexample: I'm an 11-year user who also has a roomfull of PC-thingies,
>but I have no interest in 8-bit emulators whatever. I believe there are
>enough folks like me to render the assumption false. If I want to use my
>8-bit, then by golly I'll use the real thing not an emulator. To me, the PC
>is something to use when the software I need doesn't exist for the 8-bit.
>I didn't intend we should shut out emulator discussions in this group
>completely, but I think the complaints have centered on the fact that recently
>they've been rather excessive. Fundamentally the complaints are directed
>toward restoring some sense of balance-- which was also the intention
>of my complaint.

Here is my point of view. I have a house full of computer thingies. PC,Adam,
Ti994a, Commie, Atari..etc... My two most used computer is my 486 and my Atari.
My atari is getting less and less use. For one, there is really no place to

put it. Every day its getting more under powered for my needs. And its
failing. I have a closet full of Atari 8 bit computers and parts that
do not work. My 800 xl is like my third. A good emulator would be GREAT.
I could use the Atari 8 bit software that I want to use on a semi stable
hard ware (my 486). I get to save space.

>People need not worry that I'll really get pissed over this issue & leave the
>My perspective on things is radically different from what I see happening in
>this group. I would trade all the emulators in the world for a few useful
>upgrades to BobTerm (a reliable VT-100 emulator, addition of KERMIT protocol,
>and multi-screen buffer for 8-bits with expanded memory), or just one decent
>schematic-drawing program. It grieves me to see a talent like Darek's being
>squandered on emulator programming when there are so many software needs un-
>filled for the original hardware. (A purely selfish attitude, I admit.) Of
>course poor Darek has always been a misguided fellow, I fear that Microsoft
>place he works at is a bad influence on him. (If that statement doesn't get
>me a flame, nothing will! :) Howdy-do, Darek!)

Hey, Microsoft is a bad influence period! ;) But seriously, most people
out there are probably like me: I don't want to leave the programs written
for it, but most of the programs I use are on different machines. If it
isn't for emulation or a few half working pieces of hard ware, its might]
be time to move on. I would be surprise that by the end of 94, almost all
talk on this group with surround the emulator.

>
>My facetious comment on the word "community" was intentional. 2 or 3 years
>ago I felt a sense of community here. Now that element seems missing. Maybe
>the group has changed. If so, I think for the worse. Or maybe it's me that
>has changed, I don't know. But something is different now, that is certain.
>I don't think my postings carry all that much influence here any more, many of
>my postings lately seem to be ignored (except when I'm offering deals on
>desirable hardware). That Jerry Dunham was the only person who picked up on
>my sarcasm is illustrative. A few years ago a comment like that would have
>brought down a storm upon me. Today, it goes by unchallenged except by one
>person. Q.E.D.

I feel that in the past year the "community" in all the classic systems
are dying off rapidly. Even rec.games.video.classic is seeing a slow
down in traffic. I know this is unrelated to some degree, but too me atlest,
the spring of 94 is the end (or the beginning of the end) of the classic
systems. The fat lady is now singing. She might go on singing for awhile,
but the curtents are coming closed.

>
> - Ben Poehland
>
>PS- Please post responses to the group, not to me.
>
>

Rob Merritt email:Robertm@magnus1.com OR rcmerrit@cbda9.apgea.army.mil
-* Opinions expressed here are mine and not of my employer.
-*"Its worst than that, he's dead Jim!", said Bones

3803. Re: XM301 driver

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 14:42:15 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jul12.144215.3717@iglou.com>
Source record: 99879

The XM301 driver should be included in the arc file with Bobterm. Rename XM.COM to RS232.COM.

--
Bill Marcum bmarcum@iglou.com
"I used to be such a sweet sweet thing 'til they got a hold of me"
--Alice Cooper, "No More Mr. Nice Guy"

3804. compy-shop-magazin

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 15:09:44 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.1.000F2A01@informatik.rwth-aachen.de>
Source record: 99875

Hallo !!!

I'm new at the ATARI-8-bit newsgroup, but I'm still a user of an 600 XL for more than five years.
I'm looking for the german disk-magazine "COMPY-SHOP-MAGAZIN".
I know, it's pd now and I would be very glad, if someone could offer some issues.

my email adress : belitz@genesis.informatik.rwth-aachen.de

So long Matt

3805. IBM-compatible keyboard on 8-bit-ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 15:15:07 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.2.000F40FF@informatik.rwth-aachen.de>
Source record: 99876

hello

Does there any other possibility than the TRANSKEY-adaptor exists to
connect an AT/XT-keyboard with our little baby ?

I'm not interestet in solutions, destroying the original keyboard matrix,
but I'm looking for all other adaptors.

bye Matt

3806. Re: IBM-compatible keyboard on 8-bit-ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 17:30:28 UTC
From: jjmcwill@next5
Message-ID: <2vujvk$983@mtu.edu>
Source record: 99880

Matthias Belitz (belitz@informatik.rwth-aachen.de) wrote:
: hello
:
: Does there any other possibility than the TRANSKEY-adaptor exists to
: connect an AT/XT-keyboard with our little baby ?
:
: I'm not interestet in solutions, destroying the original keyboard matrix,
: but I'm looking for all other adaptors.
:
: bye Matt

Nope, haven't heard of anything else, but the Transkey is a more than
adequate implemenation as long as you can still purchase the darn thing.
I would be lost without mine, and wish I had three more just in case this
one ever blows!

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3807. Re: VisiCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 17:40:16 UTC
From: jmjohnso@mtu.edu
Message-ID: <2vuki0$p7b@indycar.cts>
Source record: 99881

Regarding using a spreadsheet for tracking a comic book collection...

A spreadsheet IS the wrong tool for this type of job, for the very reason you mentioned; the entire file has to fit in memory.

I do some consulting on the side and run into this problem fairly frequently - a spreadsheet user starts out doing some 'what if' analysis, and then trys to use the spreadsheet for many other purposes (I've even seen it used for word processing!).

The proper tool for any type of collection is a database. Most of the better Atari 8bit databases allow storage of records across multiple disks. (I particulary liked MegaFiler+, cus it ran FAST under SpartaDOS from my hard drive).

To obtain the summary information you run a report and have the software only report summary details. Packages like SynFile also support DIF files which allow some swapping of data between SynCalc or VisiCalc for more advanced analysis.

--
+===+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |
+===+

3808. Stolen cycles?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 17:55:44 UTC
From: slqxc@cc.usu.edu
Message-ID: <1994Jul12.115544.1@cc.usu.edu>
Source record: 99882

Hi,
I know there has to be an Atari guru out there that can answer this...
I'm writing some very time critical routines and need to know just how
much of the CPU's cycles get swallowed up by the other chips during display
refresh, DMA, vertical blank, ect.. Post or email, doesn't matter. Thanks in
advance!

Nathan Monson
slqxc@cc.usu.edu or
slqxc@grumpy.usu.edu

3809. Re: VisiCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 20:50:23 UTC
From: jjmcwill@next5
Message-ID: <2vuvmf$kqj@mtu.edu>
Source record: 99885

James M. Johnson (jmjohnso@mtu.edu) wrote:
: Regarding using a spreadsheet for tracking a comic book collection...
:
: A spreadsheet IS the wrong tool for this type of job, for the very reason
: you mentioned; the entire file has to fit in memory.
:
: I do some consulting on the side and run into this problem fairly
: frequently - a spreadsheet user starts out doing some 'what if' analysis,
: and then trys to use the spreadsheet for many other purposes (I've even
: seen it used for word processing!).
:
: The proper tool for any type of collection is a database. Most of the
: better Atari 8bit databases allow storage of records across multiple
: disks. (I particulary liked MegaFiler+, cus it ran FAST under SpartaDOS
: from my hard drive).
:
: To obtain the summary information you run a report and have the software
: only report summary details. Packages like SynFile also support DIF files
: which allow some swapping of data between SynCalc or VisiCalc for more
: advanced analysis.

I think I agree with Jim. Turbofile has some pretty sophisticated report
generation features also, and though it has a few bugs, it runs extremely
well under SpartaDOS, especially SpartaDOS-X. Plan to get Basic-XL to
run with it though.... Turbofile is written in BASIC, with machine language
optimized USR calls.... but switching from Atari BASIC to BASIC XL DOES
help. No, Turbofile will not run with the BXL RUNTIME on disk or with
Turbobasic XL. Believe me, I tried!

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3810. Re: Looking for Scramble

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 21:20:45 UTC
From: csjjh@news.cts.eiu.edu
Message-ID: <CsuJAL.Fv@news.cts.eiu.edu>
Source record: 99883

In article <2vsr1r$582@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>David Stein (davegan@panix.com) wrote:
>: Was the game Scramble ever released for the 8bit?
>
>I think the Tail of Beta Lyrae is much the same.
>
>

The Tail of Beta Lyrae is a great game, even better than the others like it but they also came out with Super Cobra. Speaking of Beta Lyrae, I dug mine out to play & totally forgot how to drop bombs in that game. Nothing I tried seemed to work. Any help anyone?
Later,
JJH

3811. Re: XF2: ANOTHER VIEW

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 22:20:37 UTC
From: krishna@max.tiac.net
Message-ID: <2vv4vm$13i@sundog.tiac.net>
Source record: 99884

b.poehland@genie.geis.com wrote:
: My perspective on things is radically different from what I see happening in
: this group. I would trade all the emulators in the world for a few useful
: upgrades to BobTerm (a reliable VT-100 emulator, addition of KERMIT protocol,
: and multi-screen buffer for 8-bits with expanded memory), or just one decent

That reminds me that it's pretty much a "go" for me to release Flickerterm. No backscroll buffer or Kermit, but very nice still. At least there is progresson this front, there is none on the spreadsheet front which is MY pet peeve.

I'm not sure why you are so hooked on Kermit. Doesn't your dialup have a "sz" variant by now? Even without flow control, with a Black Box at least my transfers go through quite reliably. I just drop in and out of Bobterm and Flickerterm for now.

As for the backscroll buffer, I use another utility known as screen. The size of the buffer is configurable up to who knows how huge a figure and you can back up and copy out the buffer to a file. Screen is like running X-windows in a vt100 environment because I can truly multitask various sessions. Much more convenient than suspending and running tasks in the background.

When I play muds, I run tintin as a client which gives me an IRC-like type ahead buffer. I run tintin under screen so I get my type ahead and backscroll buffer remotely :) Flick has a 1 line chat buffer, but I don't use it as much now since it disables vt100/ANSI bold characters and I enjoy the bold text when I play muds that support ANSI so Unix comes through and gives me all the goodies which the current Flick doesn't do or may never be able to do.

3812. Re: VisiCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 22:30:38 UTC
From: krishna@max.tiac.net
Message-ID: <2vv5ie$13i@sundog.tiac.net>
Source record: 99886

James M. Johnson (jmjohnso@mtu.edu) wrote:
: Regarding using a spreadsheet for tracking a comic book collection...

: A spreadsheet IS the wrong tool for this type of job, for the very reason
: you mentioned; the entire file has to fit in memory.

: I do some consulting on the side and run into this problem fairly
: frequently - a spreadsheet user starts out doing some 'what if' analysis,
: and then trys to use the spreadsheet for many other purposes (I've even
: seen it used for word processing!).

Updating the values of my comic collection using Diskbase would take FOREVER because only one record is on screen at one time. On a spreadsheet all the info is within cursor reach. The layout of the printout report would be all the fields for each record going sideways, not one after another like most databases print. It sure as hell sounds like a spreadsheet application to me.

There is a program called DBREPORT.BXE that will help you print out database records in a more customized fashion. I should probably look at it again and see if it will be sufficient. But no other database will work because none of them have the space and I have no intention of using multiple floppies when I can have a hard drive partition with Diskbase and an effective limit of 5000 records (sortable limit) or so. My comic collection isn't THAT big.

Diskbase has no internal method of tallying a total figure. This would have to be handled by a separate report program.

It would be so much easier to just have a large sheet to scroll through and just recalc it.

3813. Re: VisiCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 22:32:53 UTC
From: krishna@max.tiac.net
Message-ID: <2vv5ml$13i@sundog.tiac.net>
Source record: 99887

Jeffrey J. McWilliams (jjmcwill@next5) wrote:

: I think I agree with Jim. Turbofile has some pretty sophisticated report
: generation features also, and though it has a few bugs, it runs extremely
: well under SpartaDOS, especially SpartaDOS-X. Plan to get Basic-XL to
: run with it though.... Turbofile is written in BASIC, with machine language
: optimized USR calls.... but switching from Atari BASIC to BASIC XL DOES
: help. No, Turbofile will not run with the BXL RUNTIME on disk or with
: Turbobasic XL. Believe me, I tried!

That's fine. Direct me to a product which is impossible to acquire.

3814. Re: Serial Port

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 22:38:46 UTC
From: krishna@max.tiac.net
Message-ID: <2vv61m$13i@sundog.tiac.net>
Source record: 99888

John Gibb - Computer Centre (jon@computer-science.paisley.ac.uk) wrote:
: I remember a long time ago seeing an article on how it was possible to
: drive a modem or any other serial device from the atari joystick ports.

There was a commercial modem for the joystick ports. They can only drive 300 baud reliably. But the traditional technique is to use only one port I think. If you used both, you might be able to change the way the bytes are sent and received and push it up to 9600 or more. I mean there WAS a hard drive interface for the 800 that ran through the joytick ports and that HAD to be able to do at least 19.2K, probably a lot more. 2 joysick ports = 1 parallel port (2 sets of 4 digital bit signals).

Adding an additional PIA can be a project to create an internal RS232 interface but the info on doing this is still vague and I've never heard of anyone doing this. Again, for the umteenth time, I direct those on a budget to wait for the R:P: because it will be as affordale as a P:R: or 850 (when they were newer) and will support CTS/RTS hardware flow control.

3815. new uploads to atari archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-12 23:31:22 UTC
From: jjmcwill@next5
Message-ID: <2vv94a$qio@mtu.edu>
Source record: 99889

I've just uploaded two new Spartados utilities.

Filenote.arc and shellgx.sfx to the atari/8bit/Spartados/ directory
via bart.

filenote.arc adds notes to files and programs.
shellgx is a version of shell.com for version 3.2gx of spartados for FTE.
It adds a search path of sorts, checks for disk corruption, and
IOCBs that have been left open.

Both these programs were written by Tom Hunt.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3816. Re: VisiCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 00:13:33 UTC
From: jjmcwill@next5
Message-ID: <2vvbjd$rqb@mtu.edu>
Source record: 99892

Glenn M. Saunders (krishna@max.tiac.net) wrote:
:
: That's fine. Direct me to a product which is impossible to acquire.
:
:
Well, Ben Poehland WAS selling it. Sorry you missed it. No, I'm not going
to sell mine!!

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3817. Re: VisiCalc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 01:46:37 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vvh1t$fk2@charm.magnus.acs.ohio-state.edu>
Source record: 99893

In article <2vv5ie$13i@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>James M. Johnson (jmjohnso@mtu.edu) wrote:
>: A spreadsheet IS the wrong tool for this type of job, for the very reason
>: you mentioned; the entire file has to fit in memory.
[...]
>Updating the values of my comic collection using Diskbase would take
>FOREVER because only one record is on screen at one time. On a
>spreadsheet all the info is within cursor reach. The layout of the
>printout report would be all the fields for each record going sideways,
>not one after another like most databases print. It sure as hell sounds
>like a spreadsheet application to me.

If I understand you correctly, Diskbase can print the way you want,
with all fields for one record on one line. (I just tried it.)

Spreadsheet programs are designed primarily to calculate numbers.
Database programs are designed primarily to keep track of usually
large amounts of information. Database programs are usually much
better at working with text, and at calculations within a record.
Spreadsheet programs are usually better at calculations between
"records". Many times either will work, but usually one is at least a
little bit more suited to the task at hand.
Database programs are ALWAYS better when you need to keep track of
more information than will fit in memory at once.

At our last Atari user group meeting I tried to help someone who
wanted to set up a spreadsheet using a database program (on his ST).
You two should get together.

Has anyone done a relational (not flat-file) database program for the
Atari 8-bits?
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3818. Re: crappy Indus

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 01:49:24 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <2vvh74$fkb@charm.magnus.acs.ohio-state.edu>
Source record: 99894

In article <2vt193$dbc@news1.digex.net>,
Dave Romerstein <romer@access1.digex.net> wrote:
>: >Did you try manually switching the density with the buttons on the
>: >front? I think enhanced is mode 'c' on the Indus.
>
>: Yep, A is single density, B is real double, and C is enhanced. Normally
>: the drive can change modes automatically. Who remembers how to do it
>: manually? I know you hold one button down while pressing the next button
>: to the right, I just don't happen to remember which buttons the two are. :)
>
>Just tested it... hold down DRIVE TYPE and press TRACK

Maybe this should be in the FAQ, along with the meanings of the error
codes the Indus gives.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3819. A Call to Arms! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 04:12:06 UTC
From: lordthan@news.delphi.com
Message-ID: <2vvpim$32v@news.delphi.com>
Source record: 99896

A call to arms! :)

I need help from _everyone_ on this project. If this plan comes to fruition, it will mean a vast quantity of readily available programs for all Atari 8-bitters so please put forth some effort to help. I don't know if this has ever been tried before but we'll see what happens.

There's been a bit of talk on this newsgroup about commercial software being available via ftp -- or more accurately, the _desire_ for it. I'm willing to take the time and money to send a letter (which I've already written) to each software company that has produced software for the Atari 8-bit computer in hopes of getting permission to post the program to an ftp site and make it freely available. What I need from the Atari community is the addresses of all those companies. If this works, we'll be able to provide everyone with programs such as MULE, Star Raiders, Ultima, and others. I'd like to send out this barrage of letters by the end of July at the latest.

I'll periodically post a list of the companies I've gotten addresses for. Hopefully I'll get a lot of user support for this idea, but hey, you never know. I recently discovered first-hand that many 8-bit Apple programs are available for ftp (such as Ultima, Bilestoad, Castle Wolfenstein and others) so there's a good chance that they'll let Atari 8-bit files go, too.

Feel free to post or mail and replies to this message, but PLEASE send addresses of software companies TO MAIL ONLY as it's far easier for me to collect mail than it is to collect newsgroup messages. Thanks! :)

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3820. Items for sale. . .

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 04:28:39 UTC
From: kamaro_kid@delphi.com
Message-ID: <hIzRCSf.kamaro_kid@delphi.com>
Source record: 99895

Okay, okay - so I couldnt stay away from this newsgroup! [grin]

I have the following stuff piling up in my closet. First decent offers take:

Brand new (in original box, complete!) XEGS - complete! (Light gun, Bug Hunt, built-in Missile Command, Flight Simulator II, joystick, powersupply and all manuals).

185meg FH SCSI hard-drive preformatted and ready to go on MIO.

Atari 410 cassette recorder

Atari CX85 Keypad

Hayes 1200baud Smartmodem

AT&T 1200baud SC2212 compliant modem

AT&T 476 wide-carriage serial printer w/3 new ribbons

CSS Multiplexor 3 slave network system (for Atari 8bit)

Atari 800xl w/256k Ram, SuperVideo upgrade & SuperAudio upgrade - completely socketed

2 x Atari 800xl Stock

Replies to: james_king%utstbbs.uucp@library.usu.edu

3821. Re: Armudic Central Communicator

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 05:09:17 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jul13.050917.24008@iglou.com>
Source record: 99898

In article <2vpb1f$23j@pegasus.cc.ucf.edu>, Sen <ind00052@pegasus> wrote:
>
>Just curious, has anyone actually ever ran a BBS using the Armudic software?
>
>Sen
>
Never heard of it. What's it like?
--
Bill Marcum bmarcum@iglou.com
"I used to be such a sweet sweet thing 'til they got a hold of me"
--Alice Cooper, "No More Mr. Nice Guy"

3822. BOMBit

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 05:28:15 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940712222825.23c00367@sonoma.edu>
Source record: 99897

I made this insane game (which at first was going to be sort of like some of the "bomb the ground" style games from the early years of the Atari 2600, but which ended up being a totally twisted Buried Bucks (for Atari XL/XE) game).

Anyways (what a line up there.. "I made this insane game." :))

ANYWAYS!! That's it, I'm nuts.. ok, the game is in QBASIC and runs like crap on my PS/2 (but just enough to be fun).. I haven't added everything I want to (who knows what else that'll be though!) and I figured, it's such a simple little game that it'll be very do-able in Action! or even maybe TurboBASIC XL with some IRG font background and player/missles..

Why in the hell am I posting this? Well, maybe to warn you?? :)
(I spent at most 7 hrs making the QBASIC PC version so far, and will spend at the most another 3 or 5 tonight, and I'll probably have the 8bit version done by Thursday :))

so .. get ready for some weirdness!

ITAY! GIMME IRG/APAC CODE! >> NOW !! << :) (j/k.. I WISH I could do that.)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
>> Internet is Tetris for people who can still read <<

3823. AC OFFICE COPY SET

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 06:11:12 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407130610.AA149279850@relay2.geis.com>
Source record: 99899

AC File Copy Set For Sale

Cleaning up around here I came upon the set of Office Copies I used for reference during the days I produced AC.

It's a complete set, all 9 issues from Dec. '92 thru April '94, including the extremely rare Feb. '93 issue which has been unavailable for over a year.

$45 including postage. I will NOT break up the set.

Back issue copies of the other 8 issues are still available thru July 30. Price is $5 each postpaid anywhere in the world.

Disks are no longer available.

Check, cash, or M.O. to:

BEN POEHLAND
179 Sproul Road/Rt. 352
Frazer, PA 19355 USA
b.poehland@genie.geis.com

3824. Re: XF2's graphics.. but how!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 06:38:57 UTC
From: det@cdc.demon.co.uk
Message-ID: <773689537snx@cdc.demon.co.uk>
Source record: 99900

In article <MUNOZ.94Jul11102413@paris.utdallas.edu> munoz@paris.utdallas.edu (Michael Munoz) writes:
>Also, I was also writing a program that can read and write to the atari
>SIO peripherals using the IBM parallel port. Currently, I can read and write
>to my xf551 atari disk drive. The user must build a simple cable that
>connects the atari peripheral SIO to the IBM parallel port. (The atari
>computer does not have to be connected.) I was going to use this
>with my atari emulator to run copy protected disks. The program runs
>on my 486DX-33Mhz computer, but will not run on my 286-12Mhz machine.
>The timing is rather critical and this software may not even work on
>another 486DX-33 machine, but I will post the source code for this
>program too if anyone is interested.
>
>Post to this group; do not reply or email me directly, thanks.
>
>Mike Munoz
>

I would be very interested in connecting an atari drive to the PC parallel port so any info would be appreciated.

Dave.

--
Std. disclaimer..... My own opinions are not those of my employer
+---+
| David Twist Post Design Services Hardware Support |
| Computing Devices Company Ltd, Castleham Road |
| St. Leonards On Sea, East Sussex, UK TN38 9NJ |
| Tel: 44-(0)424-853481 Fax: 44-(0)424-851520 |
+---+

3825. Re: compy-shop-magazin

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 10:18:29 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <300f1l$aj8@nz12.rz.uni-karlsruhe.de>
Source record: 99901

In article <belitz.1.000F2A01@informatik.rwth-aachen.de>,
Matthias Belitz <belitz@informatik.rwth-aachen.de> wrote:

>I'm looking for the german disk-magazine "COMPY-SHOP-MAGAZIN".
>I know, it's pd now and I would be very glad, if someone could offer some
>issues.

OK, I've uploaded the premier issue of the Compy-Shop-Magazine to the archive.
I guess it will be moved soon somewhere (into 8bit/Magdisks I guess) so
you'll be able to get it.

The filenames are: csm8802a.dcm and csm8802b.dcm

I've also got one other issue at home, but currently I don't have time
to upload it, sorry. I'll do it after my exams.

-Marek
---
un55@rz.uni-karlsruhe.de
"http://rzstud1.rz.uni-karlsruhe.de/~un55/"

3826. Ice-T and MIO/Sparta 3.2d

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 11:10:00 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <300i28$cc9@usenet.INS.CWRU.Edu>
Source record: 99902

Hi,

So far, have NOT been able to get this particular combination
to work ... I have a 1meg MIO, with SpartaDos 3.2d (boots from
ramdisk). I've tried about everything I know, and all Ice-T
does is come up ... dead .. ie., it is locked up. The prgm.
works fine with MyDos, so the prgrm. file is not corrupt.

Any ideas???

Itay, will this program work with SpartaDos???

Bill
.... frustrated beyond words ...

3827. Re: 8 bit survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 11:43:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e23e19c@asb2.ct.se>
Source record: 99844

In The summer 10.07.94 Wrote ricortes following stuff...

r> with some projects I'm helping out with. Specifically, how
r> many people just have an [400, 800, 1200xl] vs [800xl,
r> 130xe]. If you could respond either here or via email it
r> would help. I'm assuming that fewer then 20% of us are
r> exclusivily 800 type users & most of us that have one also

I have 3 130XE
(1 ST and 3 different PC's (off-topic by the way hehe))

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

3828. Re: XF2: ANOTHER VIEW

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 11:54:27 UTC
From: ve1@cec1.wustl.edu
Message-ID: <300klj$gtv@bigfoot.wustl.edu>
Source record: 99745

b.poehland@genie.geis.com wrote:
: Responding to Jerry Dunham's comments on my negative view of the XF2
: postings:
:
: Of course I must begin by pointing out that I'm entitled to an opinion just
: like anyone else. Unlike Bob Puff, I have no ambitions toward sainthood &
: have been known to get "down & dirty" in this forum from time to time. I've
: even been known to *want* to bug people from time to time. There's nothing
: more frustrating than trying to bug people & they don't get bugged. My main
: frustration in this case is that Jerry seems the only person in this group
: who cares enough to be disturbed by my comments.
:
: My comments were intended as a mild riposte toward the recent flood of XF2
: chatter here, which quite frankly I find boring/mildly annoying. However
: I must admit I am caught off-guard by the rapidity with which this thing has
: heated up & am generally in sympathy with Jerry's plea for the adoption of
: some degree of moderation in the emotional levels.
:
: Someone suggested the interest in the emulator topic was mostly on the part
: of old-timers (10+ years users). I'd like to disprove that theory by
: counterexample: I'm an 11-year user who also has a roomfull of PC-thingies,
: but I have no interest in 8-bit emulators whatever. I believe there are
: enough folks like me to render the assumption false. If I want to use my
: 8-bit, then by golly I'll use the real thing not an emulator. To me, the PC
: is something to use when the software I need doesn't exist for the 8-bit.
: I didn't intend we should shut out emulator discussions in this group
: completely, but I think the complaints have centered on the fact that recently
: they've been rather excessive. Fundamentally the complaints are directed
: toward restoring some sense of balance-- which was also the intention
: of my complaint.
:
: Michael Current's suggestion was a step in the right direction, but I think
: impractical. Human nature being what it is, people are just going to post
: wherever they please & not bother to categorize their response beforehand &
: post it to the proper group (assuming I understood that right). Adding an
: emulator section to the FAQ is an excellent idea. At least then us grumblers
: can say "Hey doofus, read the FAQ!" whenever someone posts an emulator
: question that's already been hashed over a hundred times.
:
: People need not worry that I'll really get pissed over this issue & leave the
: group. I was extrapolating the situation to the extreme to suggest what might
: happen in the worst case. Compared to the volume & viciousness of the "hate-
: mail" I received in the wake of the demise of AC, this little XF2 thing is
: a tempest in a teapot.

:
: My perspective on things is radically different from what I see happening in
: this group. I would trade all the emulators in the world for a few useful
: upgrades to BobTerm (a reliable VT-100 emulator, addition of KERMIT protocol,
: and multi-screen buffer for 8-bits with expanded memory), or just one decent
: schematic-drawing program. It grieves me to see a talent like Darek's being
: squandered on emulator programming when there are so many software needs un-
: filled for the original hardware. (A purely selfish attitude, I admit.) Of
: course poor Darek has always been a misguided fellow, I fear that Microsoft
: place he works at is a bad influence on him. (If that statement doesn't get
: me a flame, nothing will! :) Howdy-do, Darek!)
:
: My facetious comment on the word "community" was intentional. 2 or 3 years
: ago I felt a sense of community here. Now that element seems missing. Maybe
: the group has changed. If so, I think for the worse. Or maybe it's me that
: has changed, I don't know. But something is different now, that is certain.
: I don't think my postings carry all that much influence here any more, many of
: my postings lately seem to be ignored (except when I'm offering deals on
: desirable hardware). That Jerry Dunham was the only person who picked up on
: my sarcasm is illustrative. A few years ago a comment like that would have
: brought down a storm upon me. Today, it goes by unchallenged except by one
: person. Q.E.D.
:
: - Ben Poehland
:
: PS- Please post responses to the group, not to me.
:
:
You posted all this just to say that you are biased against PC's and Biased
towards the Atari 8-bit computer and you dont want nothing to do with a PC
because its the enemy and even if it runs an emulator you still hate PC's and
you see them creeping into your conference so you take offence, this is a
summary of what you just said above. So you hate Microsoft, who gives a rats
ass and you hate PC's big deal. I like to have both on one machine, takes up
less space that way.

3829. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 12:11:53 UTC
From: ve1@cec1.wustl.edu
Message-ID: <300lm9$gtv@bigfoot.wustl.edu>
Source record: 99746

KENDRICK@sonoma.edu wrote:

: Don't get me wrong! I'm all for the emulator, remember, I WROTE the
: Newbie/Emulator FAQ file (last night in fact) and have gotten a few
: comments on what needs to be changed and (thank god!) some praise about
: it :) .. I understand the potential of the emulators, keeping the
: Ataris alive long after the hardware dies. But still, the emulator
: at this stage is (again) a downgrade to ANYONE except perhaps stock
: 400 users.. and MAYBE stock 600xl users.

: As for "no progress".. how can you account for this dip in the bucket?
: APACView (I know old)
: ColorView (ditto)
: JView
: Ice-T
: FlickerTerm
: some of the cooler demos
: MARS8
: SIO2PC (also a little aged now)

: So, as you can see, I agree with you, but in a very disagreeing way :)

: have fun
: keep your hardware

: -bill

: kendrick@vax.sonoma.edu |||
: New Breed Software / | \
: >> We are the Daleks! Exterminate! <<

There are hardly any posts about anything on any of the old classics because everyone else has moved on. Some of us want to use the emulator to relive the old days. I STRONGLY disagree, the EMULATOR IS THE ENTIRE FUTURE OF THE ATARI 8-BIT PERIOD! This is a PUBLIC DOMAIN version of the emulator and the one that will be sold will be a lot better and future upgrades will make it better than an Atari 8-bit. You can have the entire atari collection of games on a bunch of 1.44 floppies formatted to 1.92 megs! You can turn basic on and off with one keypress, you had to hold down option on the 8-bit computers, it runs way faster than the Atari 8-bit, takes up less space, takes less than a second to boot off of floppy, you can take it with you anywhere you go, use it on just about any computer anywhere, its virtually diskless, no trillion disks to look through to find Super Pac-Man and Kara
Karateka and it will get better as time goes on. I used to own an 8-bit and now I still do, through the emulator. I know all about this stuff!

3830. Re: XF2: Another View

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 12:17:43 UTC
From: ve1@cec1.wustl.edu
Message-ID: <300m17$gtv@bigfoot.wustl.edu>
Source record: 99747

b.poehland@genie.geis.com wrote:
: XF2: Another View
:
: I cast my vote with those who say this emulator stuff has gone too far in
: this group. I, too, would like to see a return to the "normal" chatter
: (whatever that was!).
:
: Of course, if the majority of participants in this group feel strongly
: that XF2 is such a big deal, then eventually us "grumblers" will get fed
: up & just quit reading the Digest (or CSA8 or whatever).
:
: And if that happens, well it probably won't matter anyway if another 8 or
: 10 or 20 loyal users get fed up & leave the community.
:
: Ohhh, wups! I apologize! I used the word "community". It just slipped
: out. I won't do it again, I promise.
:
: - Ben Poehland
:
anyone using an 8-bit in 1994 is either in a time warp or is an antique
collector. Some of us with "STATE OF THE ART" machines like to go back and
relive the 8-bit days, dont like it, go somewhere else, it all belongs here.

Is this an Atari 8-bit newsgroup or an Anti PC newsgroup? Hmmmm, sad....

3831. transkey

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 14:16:48 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.4.000E4822@informatik.rwth-aachen.de>
Source record: 99903

Could anybody tell me, where I can get this adaptor and its price .

I'm especially interested in German adresses, eventually Netherlands or Poland.

Thanks Matt

3832. HDI-interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 14:20:03 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.5.000E55F8@informatik.rwth-aachen.de>
Source record: 99904

I've heard so much about the HDI-interface.
Could anyone give me some infomation about and where I can get it.

Thanks Matt

3833. german ATARI-8-bit user scene

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 14:33:27 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.7.000E8F2F@informatik.rwth-aachen.de>
Source record: 99805

Sagt mal, existieren hier in Deutschland eigentlich noch mehr aktive Atari-Acht-Bitter ???

Wenn ja, dann meldet Euch doch mal bei mir !

belitz@genesis.informatik.rwth-aachen.de

Tsch�� Matthias

3834. Viva la Antic Archive!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 15:28:52 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <117204@cup.portal.com>
Source record: 99816

Just thought I'd post in praise of Kevin ???'s (I've lost your address) Antic magazine archive at ftp.clark.net. A friend of mine has the son of an old friend -- a master Atari hand, recently and too young deceased, alas -- in town for some R&R. The kid was pretty quiet, until we started talkin' Atari! Turns out he lives in some tiny backwater town in North Carolina, where "nobody else even knows what an Atari -IS-!", and has been trying without success to reconstruct his late Dad's modem (Dad was a hardware hacker and had the modem all taken to pieces when he passed away), get a few Antic disks to work, etc. etc... Most recently, the kid was trying to figure out the Antic Music Processor (Dec. '88) without any kind of instructions, and among other things managed to wipe out the Antic '88 DISK he was using (Dad's drive had been modified to include an "override write-protect" switch, too). Well, the kid was overjoyed to find the Dec. '88 issue of Antic in my friend's magazine rack, so he copied down the program instructions -- and I told him I'd look for a refresher copy of the disk itself. I just found THAT on Kevin's archive, and will be downloading it all onto a fresh floppy to give to one soon-to-be-happy kid!

Thanks, Kevin, for helping complete a story worth of the pages of Reader's Digest.

Chris Chiesa

3835. Some info, please...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 15:37:07 UTC
From: reed@pa.itc.hp.com
Message-ID: <3011n3$eqm@hpscit.sc.hp.com>
Source record: 99806

I recently pulled my old 800 out of the box it was stored in to play some of my old games (including the ones I wrote myself)... It's been several years since I have used the thing, and I've been reading this newsgroup to "catch up" on what's been happening in the Atari 8-bit world in these past few years (a lot apparently!)

I have a few questions I was hoping someone here could answer for me:

What is a "black box"? I've heard it mentioned here, and it seems to be some kind of add-on for the Atari. What does it do?

I have floppies formatted with both DOS 2 and DOS 3 (on a 1050 drive). Will MyDOS or Atari DOS 2.5 be able to read both formats?

What is TurboBASIC XL, and Action! Are these newer languages for the 800? Will they work on an original 800, or do they need one of the XL machines? Are they disk-based or cartridge?

Does the SIO2PC interface work reliably? Does anyone know where in the Bay Area I might find an SIO2PC cable? (I'm not good with a soldering iron, and would not feel confident enough to try building on myself).

Thanks for any help you can provide me!

Happy 8-bitting...

--
-.---. -.---. .--------------------------------------.
|---' |---' . | Perry Reed |
| .=..-..-.. . | `. .=..=..-| | reed@corp.hp.com |
' `- ' ' `-| ' ``- `- `-` | "If it works, it's obsolete!" |
-' '----------------------------------'

3836. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 16:05:24 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3013c4$ema@nz12.rz.uni-karlsruhe.de>
Source record: 99808

In article <2us3en$bss@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:

> (7) Schreckenstein (an obscure German game, pd maybe???)

Nope, it isn't PD. I've just bought it from PPP (see Vendors list) for
about 20 DM ($1 is around 1.55 DM as of today).

-Marek
---
un55@rz.uni-karlsruhe.de
"http://rzstud1.rz.uni-karlsruhe.de/~un55/"

3837. MIO problems.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 16:09:13 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HENO31VJMQ8Y7S47@vax.edinboro.edu>
Source record: 99807

Ben,

> I don't have an immediate explanation, but I suspect a ROM bug. What version
> ROM do you have in your MIO?

I have v1.1 in my MIO and I am using v4.20 SDX. I even tried swapping
my old 4.19 ROM into the X cart. just to see if something was flaky there.
Also, if I did not already state it, Both the MIO and SDX seem to work
fine on there own. (Well... My system did always act *slightly* odd with
the MIO connected -- the computer seemed to lockup just a tad more often.)
Oh, I also tried running SDX in BANKED, OSRAM, and NONE configurations.

> I seriously doubt the problem is in your supply bus. If so, it would grow
> linearly *worse* with each additional cart you stacked on. Instead, you had
> at least one condition where the addition of the extra cart load seemed to
> to smooth things out. Plus you had anomalies just by switching the same
> carts around in different order, which makes no difference whatever to the
> supply (a load is a load). This is almost certainly a firmware problem.

I would tend to agree, but.... why did everything work fine UNTIL I added
a second POKEY. (I actually did a SV2.1 upgrade first -- only making sure
everything powered up ok before adding the POKEY). That's why I suspect
something happening on the bus. Doesn't the addition of the MIO add
additional TTL loads to the bus? I am not very skilled at electronics,
but is it at all possible that the the SDX cart could be putting to much
of a load on the bus and the addition of another cart could adding enough
pull-up to lessen the effect.

The SDX format menu always had a flickering character in the lower right
corner w/ the MIO connected (for reasons completely unknown to me) but now
things are just plain weird. The whole problem seems to start with that
format screen. Why are there conditions where only it is affected?
I really would like a look at the source code to see how it does its
banking. Perhaps there is a problem in a 74LSxxx somewhere? Or, as you
say, a firmware problem?

I am going to try to borrow a friends completely unmodified 800XL to test
things on, since I really don't want to have to undo the Gumby.

-Adam Conover.
a644690c@edinboro.edu

3838. Re: any 8bit emulators out there for the mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 16:22:53 UTC
From: Dean Arpajian <dean_arpajian@isr.syr.edu>
Message-ID: <3014cu$hje@newstand.syr.edu>
Source record: 99809

In article <2vt5um$7vu@news.delphi.com> , lordthan@news.delphi.com writes:
>krishna@max.tiac.net (Glenn M. Saunders) writes:
>>There aren't 3000 8-bitters in the US (at least not on the net).
>
>I'm not so sure about that. I'm sure that there aren't 3,000 people who
>use 8-bit Ataris as a _primary_ computer, but I'm sure there's at least
>that many who use it as a sort of recreational computer. I've got a Mac
>IIci as my front-line system, followed by a 1040ST and then my 800XL.
I'd
>love to see an 8-bit Atari emulator for my Mac. :)

I agree... there aren't 3000 8bit primary users... but there are _alot_
of
8_bitters hiding in their closet.... My front line is Q660av followed by a
Mac IIsi, then a mutant 520st, PDP11/73, and 2 functional 800's (yeah I
was
one of those people who spent $780us for a 16k 800... in '82) I'm always
cruising yard sales for 800's... (more spare parts... trying to always
have
one functional)...

I would love to see an 8-bit Atari emulator for the Mac....

(still looking for M.U.L.E. for the Mac...)

-dean
-Dean Arpajian aka-> dean_arpajian@isr.syr.edu
all opinions expressed are mine, and mine alone!
Please use email for all flames/ psuedo-important responses

3839. Re: Argh! Emulator discussions stink!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 16:40:54 UTC
From: gbennett@friendly.sim.es.com
Message-ID: <3015em$q81@cnn.sim.ES.COM>
Source record: 99810

```
In article <Bg-yRTw.kamaro_kid@delphi.com>, kamaro_kid@delphi.com writes:
> After threading through all this drivel about the newly released emulator,
> I think I'm going to go on a break from this newsgroup.
>
> Who was it that suggested that all SERIOUS 8bitters would simply
> wander off if these discussions didnt mellow? Well -- you were
> right. Guess I'm the first temp. casualty.
>
> Maybe I'll pop in a bit later to see if these Johnie-come-latelys
> disappear to a digest of their own.
>
> And to think that this USED to be a nice discussion group about
> REAL 8bit hard/software.. Instead, I have to wade through 30
> messages/day about setting up XF2, porting files over, "why do I
> have to boot up with BASIC", etc..
>

Can you say Kill file?
--
Greg Bennett A.K.A. 'The Friendly User' (.).) { Belgium! *}
gbennett@friendly.sim.es.com ^ '
Evans & Sutherland Simulation Division \___/
* See Hitchhiker's Guide to the Galaxy (US version)
```

3840. VBI in Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 19:39:21 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940713123930.23c00999@sonoma.edu>
Source record: 99817

Hey, I'd like to make a screen mode SIMILAR to Itay's 64 color mode in
"The Wall" (now up at the archive I believe in the Games directory).. except..
it'll simply be a 16 or so color mode. It'll use IRG text mode with two fonts
and two sets of colors to be fed into the palette every other frame.

Ok, this I can probably code fine in Action! as a PROCedure, but I'd like it as
a VBI.

How do you do it in Action!?

thanx!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

3841. Re: Some info, please...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 20:04:58 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940713130458.23c00ac7@sonoma.edu>
Source record: 99818

From: reed@pa.itc.hp.com (Perry Reed)
[1] Some info, please...
Date: Wed Jul 13 08:37:07 PDT 1994

> I recently pulled my old 800 out of the box it was stored in to play some
> of my old games (including the ones I wrote myself)... It's been several
> years since I have used the thing, and I've been reading this newsgroup
> to "catch up" on what's been happening in the Atari 8-bit world in these
> past few years (a lot apparently!)

You've got THAT right!!! :)

> I have a few questions I was hoping someone here could answer for me:

> What is a "black box"? I've heard it mentioned here, and it seems to be
> some kind of add-on for the Atari. What does it do?

The CSS catalog lists it's summary as a: "High-speed interface device for
hard disks, modems and printers. Features Ultra Speed disk drive transfer,
printer buffer".

That's not all, it's an up-to-19.2k-bps RS232 modem interface,
Parallel printer port with optional 64k buffer
SASI/SCSI hard disk port
Addition to your OS (config menu, monitor, coldstart, faster disk access)
MIO hard disk interface compatibility mode
Add-on's include:
"Enhancer" - enhanced printer functions and built-in sector copier/editor
"Floppy Board" - an IBM PC disk drive interface (up to 4 disk drives, any
density or disk size, up to 1.44MB 3.5"!)

The BlackBox requires an Atari with a PBI port. That includes 800XL and
65XE. There is an Atari 130XE version which uses the ECI and cartridge
ports.

If you want a speedy modem interface, get the R:P:Connection which is
coming out soon from CSS as well. This only requires an Atari (any model).

> I have floppies formatted with both DOS 2 and DOS 3 (on a 1050 drive).
> Will MyDOS or Atari DOS 2.5 be able to read both formats?

MyDOS and Atari DOS 2.5 will both read and write Atari DOS 2.0 SD disks.
(Why did you get DOS 2.0 with an Atari 1050 drive?). They will also both
handle Enhanced Density 1050 disks. MyDOS will handle any size up to 65535
sectors (8 or 16 megs, depending on density) per disk, so up to ~130MB.

> What is TurboBASIC XL, and Action! Are these newer languages for the 800?
> Will they work on an original 800, or do they need one of the XL machines?

> Are they disk-based or cartridge?

Yes, no, both! :) One at a time, please!

TurboBASIC XL: (c) 1985 Happy Computing by Frank Ostrowski (sp?)
This is faster than Atari BASIC, has more RAM, requires
an XL/XE, can't run under SpartaDOS (disk based) because
it uses the "under the OS" RAM just like SpartaDOS does.
It has a compiler and runtime package, more commands,
is more structured, and does procedures (no functions,
no parameter passing). There is an Atari 800 version
called "Frost BASIC" also available on the archives.
It is a "SHR"unk disk, so you'll need the SHRINK
archiver program. (Why was it not DCM'd?)
This is PD or something. (I never found out!)
Both are disk based (you figured that out by now huh?)
Action!: (c) 1982 Action Computing Services and OSS. This is a compiler/
editor combination. THE fastest language on the Atari other than
assembly. It's based on C, Pascal and BASIC. IMHO, it's a very
good step between BASIC and C (although I learned Pascal first,
but that was a horrible experience.. Apple IIe's.. yuk)
Supports different data types, simple record types (no arrays
in records or records of arrays), has functions built-in to
the compiler, but you can rewrite any of them. Function's
are unfortunately not recurive, but accept parameters.
Variables can be attached to memory locations. Pointers are
allowed (AHHHH! NOOOOO!), etc. etc. etc. This is on cartridge
and FTe is re-releasing it. I do not know if it is a new
version or not..??? It up to now has also been VERY hard to
get a hold of (I was lucky, thank you Bob Woolley! :) :) :))

> Does the SIO2PC interface work reliably? Does anyone know where in the
> Bay Area I might find an SIO2PC cable? (I'm not good with a soldering
> iron, and would not feel confident enough to try building on myself).

Yes, SIO2PC works like a charm (although version 3.15 goes nuts on my
PS/2 sometimes, I dunno who's fault that is though. v.3.18 is out now
but I could never get it to unarchive).

I think SIO2PC + either a modem on your PC or an R:P:Connection on your
8-bit is a good, less expensive replacement for a BlackBox. It is NOT
the SAME as a BlackBox. I still WANT a BlackBox! But.. so far this is
all I can afford (btw, this PC is NOT mine, so THERE :))

> Thanks for any help you can provide me!
> Happy 8-bitting...

You're welcome! You too! Welcome back!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Tell me your name so I can tell your mother!

My mother knows my name!

3842. Need 800 power supply, or...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-13 21:56:28 UTC
From: reb@mc.duke.edu
Message-ID: <301nuc$4g2@news.duke.edu>
Source record: 99819

TO whoever can help me--
I recently got an old 800, as is, with all kinds of goodies, but
no power supply. I need, therefore, an 800-compatible power supply (I
forget all the specs, but I know it must be an 8-pin DIN connection to
the 800). *Or* I need the name & phone # of that company in CA that has all
sorts of 8-bit equipment; someone out there gave me that number a few
weeks ago, I called and they never sent me a catalog... and of course, I
didn't keep the number or name. Arg. Please help!

Many thanks, o helpful folk!

--

Edward Benson Internet: reb@galactose.mc.duke.edu

Howard Hughes Medical Institute
at Duke University
Box 3025, DUMC
Durham, NC 27710
Phone: (919) 684-5656

3843. BOMBit 1/2 done:

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 00:30:18 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940713173023.23c01005@sonoma.edu>
Source record: 99820

The IBM version of my simple 1-day game, BOMBit is now available at

ftp.clark.net

The Atari XL/XE version will be there hopefully soon, as well.

Both versions will be available at the UMICH archives whenever I can login!

BOMBit is a simple arcade-style game reminscent of the early 1980's video
game "Buried Bucks."

The IBM version requires 320 x 200 x 256 graphics and QBASIC. It runs
slowly on my 8086/4mhz machine, but should run like the wind on any other
machine (there is a simple slowing feature).

The Atari version will have no requirements (I hope) as it will be written
in Action! and compiled with the runtime package. (The Atari version will
hopefully also have a bit of graphics code by Itay Chamiel which enhances
the mode used by adding more colors (NOT in a Display List Interrupt, however,
like done with many games, including his "The Wall")).

I hate to admit it, but the IBM version IS a little buggy, but playable.

The game includes 7 types of objects (dirt, money, plastic explosives, living
dead (skulls), metal blocks, sky, brick) and three enemies (skulls, bouncing
pig-head, and alien ship).

Again, the game was written in less than a day (and the thing's insane).
The ZIP is about 8k (hehe) and the sourcecode is (obviously) there for the
hacking.

The XL/XE version hasn't yet been written.

ENJOY!

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
>> Internet is Tetris for people who can still read <<
>> E-mail me for a catalog (please specify IBM or Atari XL/XE) <<

3844. Re: Looking for Scramble

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 00:38:49 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <117244@cup.portal.com>
Source record: 99822

> : Was the game Scramble ever released for the 8bit?
>
> I think the Tail of Beta Lyrae is much the same.

I think "Caverns of Mars II" aka "Mars Mission II" is closer.
Tail is neat, but it's much more complicated (difficult) than
Scramble.

Jeff_M_Lodoen@cup.portal.com

3845. Halle 94???

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 01:24:59 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940713182508.23c010a5@sonoma.edu>
Source record: 99821

Wah.. I want the Halle94 demo! Is it out yet!?

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
BOOOM

3846. 80 Col terms.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 01:38:55 UTC
From: Christopher.Donnell@launchpad.unc.edu
Message-ID: <3024vf$jr8@lambada.oit.unc.edu>
Source record: 99823

Okay. I'm new to this Atari 8-bit thing... so bear with me.

I (actually a friend) has a bunch of 8-bit stuff lying around (computers, disk drives, a modem or two, nothing real fancy)...

I have an other friend who doesn't have a modem or computer or anything and keeps coming oveer yo use my computeer to net with.

So my question is is there a good 80 col. term emulator on the 8 bit? I know it'll be hard to read on a TV, but I'd like to try it since it's really annoying having him ant to use my computer for hours every time he comes over.

(Oh, make sure you give me a name - I looked in the archives and couldn't find any descriptions. Then I'll have to deal with getting it onto his Atari - since he doesn't have a term prog currently..)
--
-- --
Launchpad is an experimental internet BBS. The views of its users do not necessarily represent those of UNC-Chapel Hill, OIT, or the SysOps.
-- --

3847. OOPS! Sorry DArek!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 02:05:45 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940713190553.23c00f5a@sonoma.edu>
Source record: 99824

```
It seems I've been spelling your name "Derek" all this time!
Sorry! :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
<< No, I won't put my MicroSoft joke .sig here :) >>
```

3848. Re: Some info, please...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 02:43:39 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3028or$kf8@charm.magnus.acs.ohio-state.edu>
Source record: 99826

In article <940713130458.23c00ac7@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
>From: reed@pa.itc.hp.com (Perry Reed)
[...]
>The BlackBox requires an Atari with a PBI port. That includes 800XL and
>65XE. There is an Atari 130XE version which uses the ECI and cartridge
>ports.
I thought the 65XE didn't have a PBI or ECI, which was why Atari
didn't release anything for the ECI -- they had to support _both_
current machines.

>> I have floppies formatted with both DOS 2 and DOS 3 (on a 1050 drive).
>> Will MyDOS or Atari DOS 2.5 be able to read both formats?
>
>MyDOS and Atari DOS 2.5 will both read and write Atari DOS 2.0 SD disks.
>(Why did you get DOS 2.0 with an Atari 1050 drive?). They will also both
>handle Enhanced Density 1050 disks. MyDOS will handle any size up to 65535
>sectors (8 or 16 megs, depending on density) per disk, so up to ~130MB.

I think I would have been very happy to get DOS 2.0 with my first
1050. I would have been happier to get 2.5 with it, though.

The only DOS that will read DOS 3 disks is DOS 3, but there are some
utilities (including one on the 2.5 master disk) that will convert
files from DOS 3 disks to DOS 2/2.5/MyDOS disks.

>TurboBASIC XL: (c) 1985 Happy Computing by Frank Ostrowski (sp?)
> This is faster than Atari BASIC, has more RAM, requires
> an XL/XE, can't run under SpartaDOS (disk based) because
> it uses the "under the OS" RAM just like SpartaDOS does.

I do believe there is a version of TBXL (not "Frost Basic") for the
800. I might even have it here somewhere.

>Action!: (c) 1982 Action Computing Services and OSS. This is a compiler/
> Variables can be attached to memory locations. Pointers are
> allowed (AHHHH! NOOOOO!), etc. etc. etc. This is on cartridge
Are you afraid of pointers, Bill? They don't bite... hard. :-)
As long as you can keep everything straight in your head, they really
are useful.

>I think SIO2PC + either a modem on your PC or an R:P:Connection on your
>8-bit is a good, less expensive replacement for a BlackBox.

Are you implying that SIO2PC _can_ use the PC's modem for the Atari,
similar to the print-through feature?
I didn't think that was possible! (Somebody prove me wrong, please!)
Or do you mean download with the PC software, then convert to SIO2PC

disk images?
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3849. Re: Need 800 power supply, or...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 02:49:38 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <302942$kfo@charm.magnus.acs.ohio-state.edu>
Source record: 99825

In article <301nuc$4g2@news.duke.edu>, Ted Benson <reb@mc.duke.edu> wrote:
>TO whoever can help me--
> I recently got an old 800, as is, with all kinds of goodies, but
>no power supply. I need, therefore, an 800-compatible power supply (I
>forget all the specs, but I know it must be an 8-pin DIN connection to
>the 800).
8-pin DIN???
The 800 used a barrel-type plug, with a 9 VAC, 31 VA supply.

The 800XL used a 7-pin DIN, with a 5 VDC supply.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3850. 8-Bit Atari Emulator Disc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 02:51:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <6fe_9407140535@flight.org>
Source record: 99836

Quoting from: Russ.Gilbert@apk.wariat.org (Russ Gilbert)
RG>Date: 5 Jul 1994 21:30:39 -0400
RG>
RG>(I am getting a little tired of pcxf2 'details.')

I think this is the main reason whether people like seeing the emulator's discussion or dislike it. If you use XF2, of course you would be interested, if not, then you probably are not interested. I myself think these messages should be posted here, for everyone's benefit. Just because some people are not interested in this topic at the time, doesn't mean that they will always feel this way...

RG>Russ Gilbert, user of the UniBoard System @ wariat.org

-Dag- ---> dag.hugdahl@flight.org

* PabQwk 2.0 #23 * JUMP! Ten thousand lemmings can't be wrong!

Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

3851. Re: Some info, please...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 03:01:23 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940713200134.23c00d85@sonoma.edu>
Source record: 99827

OOPS!.. Yeah, I guess you're right. 65xe's don't have PBI's.. I always forget that. 600xl's do though, right? ALL I DO KNOW IS:

400/800/1200XL/130XE do NOT have PBI's
130XE ONLY has ECI :)

When I said SIO2PC + modem on IBM, yes, I did mean download stuff onto your IBM with an IBM terminal and then S2PC, MAKADISK or [I]nstall-via-SIO2PC the files over to disk images on SIO2PC for use on the Atari.

I WISH there was an SIO2PC's-MODEM !! That'd kick ass (and not cost my anything (probably) like buying an R:P: would.. but, I'm getting one whether I like it or not, cuz I won't always have this PS/2 (YAY! YAY! YAY!!!!!!!!))

Oh, and yeah.. I hate pointers :) I NEVER use them in Action! b/c I do my coding the oldfashioned way.. raw.. and as though it were BASIC ;)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Don't be afraid of the big, bad wolf!

3852. Re: XF2's graphics.. but how!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 03:12:28 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.94Jul13221228@paris.utdallas.edu>
Source record: 99828

In article <2vsp7b$582@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

> Michael Munoz (munoz@paris.utdallas.edu) wrote:
>
> : For an emulator, there is no advantage in emulating the 800xl over the 800.
> : All programs are already compatible with the 800. Most 800xl users load
> : the translator or use a ram disk so the extra memory is tied up anyway.
> : Since all emulated disks drives are ram drives anyway, there is no need
> : to have a ram disk on an emulator.

> You forget that the 800XL is 64K. Some games require that extra 16K.
> There ARE advantages in emulating the XL/XE over the 800.

> I don't think you know much about the 8-bit scene, no offense.

I have been known to be wrong. You are of course correct, many
non-game programs used the extra memory to increase the user workspace
or to add some special features. I did not consider the possiblity
that anyone would want to run say atariwriter on an emulated atari.
From my point of view, it would be neat to see some of these programs
run on an atari, but I doubt if I would seriously use any of these
programs. My interest in the emulator was to perserve some of the
older atari games. Some of the later games do in fact take advantage
of the extra memory if it is present. I wasn't particularly thinking
of these games when I made my comment.

Mike

3853. Re: A Call to Arms! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 03:17:53 UTC
From: krishna@max.tiac.net
Message-ID: <302ap1$66r@sundog.tiac.net>
Source record: 99829

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: There's been a bit of talk on this newsgroup about commercial software being
: available via ftp -- or more accurately, the _desire_ for it. I'm willing to
: take the time and money to send a letter (which I've already written) to
: each software company that has produced software for the Atari 8-bit
: computer in hopes of getting permission to post the program to an ftp site
: and make it freely available. What I need from the Atari community is the
: addresses of all those companies. If this works, we'll be able to provide
: everyone with programs such as MULE, Star Raiders, Ultima, and others. I'd
: like to send out this barrage of letters by the end of July at the latest.

If they allow that they'd probably give up the source code too. If that
is true, I think contacting application program companies such as the
ones who produced:

Paperclip
Syn series
1st Xlent WP
TurboFile/word (shall we try again?)
AtariCorp i.e. Atariwriter, XL/XE OS etc.

Would be productive. I think some companies are beginning to smarten up
and realize that their programs will not earn them any more money and are
doing the right thing and giving up their rights.

For games, I'm sure some programmers would like to analyze the Lucasfilm
games, or Star Raiders SOURCE CODE (not disassemblies).

3854. Re: Some info, please...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 03:28:53 UTC
From: krishna@max.tiac.net
Message-ID: <302bdl$66r@sundog.tiac.net>
Source record: 99830

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: I do believe there is a version of TBXL (not "Frost Basic") for the
: 800. I might even have it here somewhere.

It sucks though because it is linked to the boot sector or something of
the disk. You don't physically LOAD that version of TurboBasic.
Therefore you are STUCK with DOS 2.5 and no better than maybe enhanced
density. Not to mention you probably can't compile on it.

I played with it and came to the conclusion it was worthless, but if all
you have is a couple 1050s maybe it would be functional.

3855. Re: Some info, please...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 03:55:30 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <302cvi$kke@charm.magnus.acs.ohio-state.edu>
Source record: 99831

In article <940713200134.23c00d85@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
>OOPS!.. Yeah, I guess you're right. 65xe's don't have PBI's.. I always forget
>that. 600xl's do though, right?

Right. There are memory upgrades for the 600XL that use the PBI.

> ALL I DO KNOW IS:
>
>400/800/1200XL/130XE do NOT have PBI's
>130XE ONLY has ECI :)

And 600XL/800XL do have PBIs.

--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3856. TurboFile: NOT Impossible!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 04:49:18 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407140448.AA282671334@relay2.geis.com>
Source record: 99832

TurboFile: NOT Impossible!

Yo, Glenn--

I still got an original copy of TurboFile I'd like to sell, $40 including postage.

It's yours if yah want it. Two disks & 130-page manual.

I agree with Jeff McWilliams' comments & other posts RE: the use of spreadsheets as databases, etc.

TurboFile is the Cadillac of Atari 8-bit databases. Perfect for a monster RAMdisk or hard drive. (Definition of "monster RAMdisk": 1-meg or more, not a Wee Wittle WAMbo.)

Try it, you'll like it! It was good enough to run AC for 2 years! This sucker will blow you away. BXL *does* help. I've got a spare BXL too if you're interested.

- Ben Poehland
179 Sproul Road/Rt. 352
Frazer, PA 19355
b.poehland@genie.geis.com

3857. Re: Need 800 power supply, or...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 05:27:57 UTC
From: thester@nyx.cs.du.edu
Message-ID: <302ict$pv9@nyx.cs.du.edu>
Source record: 99833

In article <302942$kfo@charm.magnus.acs.ohio-state.edu>,
Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>In article <301nuc$4g2@news.duke.edu>, Ted Benson <reb@mc.duke.edu> wrot
:
>>TO whoever can help me--
>> I recently got an old 800, as is, with all kinds of goodies, but
>>no power supply. I need, therefore, an 800-compatible power supply (I
>>forget all the specs, but I know it must be an 8-pin DIN connection to
>>the 800).
>8-pin DIN???
>The 800 used a barrel-type plug, with a 9 VAC, 31 VA supply.
>
>The 800XL used a 7-pin DIN, with a 5 VDC supply.

Actually, the 800, like the 400 should use the same
power supply that the 810, 1050 and XF551 disk drives use.
Or for that matter the 1020 plotter/printer and many other
Atari peripherals.

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

3858. Gauntlet: A totally cool game!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 06:47:07 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <1994Jul14.064707.13331@freenet.victoria.bc.ca>
Source record: 99835

Hi! I just recently got back into using my 8bit and I have been busy playing my favourite 8bit game, Gauntlet, a shareware game written by Donald R. Lebeau. Surprisingly, I find this game to be more entertaining than most of the shoot-em-ups I have for my ST. I am wondering if anybody ever paid the $35 (US) shareware fee in order to get the registered version. The registered version supposedly had lots of extra levels and other goodies. Was it worth the large sum of money that the author wanted? I always thought that $35 was way too much to ask so he never got any bucks from me. I think if he had asked a reasonable price such as $15 he could have made tons of bucks. My other question is: does anybody know if Donald wrote any other games for the 8bit or any other machine? Judging by the quality of Gauntlet, I would think that today and he would be busy writing console games for some major software house.

Ted Skrecky

3859. THanks Clay!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 09:07:21 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940714020730.23c00b5e@sonoma.edu>
Source record: 99834

Thanks to Clay Halliwell, I got an IBM version of ColorSquashView running! (It's very crude compared to the Atari version, but it's also just from a small grey viewer in 100% BASIC (well, he did bit manipulation via an ML call, but I did it via "AND" in QBASIC) and I'll be adding this either into RGB/GR9 Viewer or as a small external .RGB-only viewer.

Anyways, I'm sure only a few of you care since it's an IBM program and why waste time running a viewer on your IBM when you can run it on your Atari 8bit!? :) But still.. it was a challenge to program (well, the other stuff was, .RGB was just a conversion and testing :))

Later!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
One great snack after another!

3860. Re: Gauntlet: A totally cool game!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 10:49:40 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <303584$fge@bognor.barclays.co.uk>
Source record: 99837

In article <1994Jul14.064707.13331@freenet.victoria.bc.ca>, ud264@freenet.Victoria.BC.CA (Ted Skrecky) writes:

> Hi! I just recently got back into using my 8bit and I have been busy
> playing my favourite 8bit game, Gauntlet, a shareware game written
> by Donald R. Lebeau. Surprisingly, I find this game to be more
> entertaining than most of the shoot-em-ups I have for my ST. I am
> wondering if anybody ever paid the $35 (US) shareware fee in order
> to get the registered version. The registered version supposedly had
> lots of extra levels and other goodies. Was it worth the large sum
> of money that the author wanted? I always thought that $35 was way
> too much to ask so he never got any bucks from me. I think if he had
> asked a reasonable price such as $15 he could have made tons of bucks.
> My other question is: does anybody know if Donald wrote any other
> games for the 8bit or any other machine? Judging by the quality of
> Gauntlet, I would think that today and he would be busy writing
> console games for some major software house.

Is this different to Gauntlett ie running about dungeons viewed from above?

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

3861. Re: XF2's graphics.. but how!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 13:36:32 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Jul14.133632.16749@ultb.isc.rit.edu>
Source record: 99839

In article <MUNOZ.94Jul11102413@paris.utdallas.edu> munoz@paris.utdallas.edu (Michael Munoz) writes:
>
>Also, I was also writing a program that can read and write to the atari
>SIO peripherals using the IBM parallel port. Currently, I can read and write
>to my xf551 atari disk drive. The user must build a simple cable that
>connects the atari peripheral SIO to the IBM parallel port. (The atari
>computer does not have to be connected.) I was going to use this
>with my atari emulator to run copy protected disks. The program runs
>on my 486DX-33Mhz computer, but will not run on my 286-12Mhz machine.
>The timing is rather critical and this software may not even work on
>another 486DX-33 machine, but I will post the source code for this
>program too if anyone is interested.
>
>Post to this group; do not reply or email me directly, thanks.
>
>Mike Munoz
>

Yes, I'd be very interested in such a thing. I tried making sort
of a 'reverse SIO2PC' last summer to hook up Atari peripherals to
anything with an RS232 (like a PC running Linux, or even the
VAX's, or Alpha's at RIT) but I could never seem to get it to work.
I know I was sending valid status requests to the drive, but it
either never responded, or I wasn't getting the response. I figured
it was because the clock signal was also needed, and I wasn't
supplying it. So, let me ask you-- which signals to the SIO did
you actually use or need to get it to work correctly?

And definately post the source, and a pinout for the cable, if you can.
Thanks (and could you email it too, in case I miss it?)

- Frank
(feb6399@ultb.isc.rit.edu)

(yup, still .sig-less.... one of these days....)

3862. interupt cycles

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 14:46:27 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.10.000EC69E@informatik.rwth-aachen.de>
Source record: 99842

I think, that someone was asking for the cycles you can manage in an interupt.
Here the information, as I've found. I quote the german "ATARI PROFIBUCH" by Sybex: "The Immediate VBI should not contain more than 4500 cycles."
"A Deferrend VBI could contain nearly 24000 cycles without any problems."

I hope, I can help you.

Question : "Are there any other books in amerika dealing with "hardware-near-progamming" (I hope, you will catch the sense, my english is not the best) than "DE-RE-ATARI"?

bye Matt

3863. to all SPARTADOS-experts

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 14:57:20 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.11.000EF510@informatik.rwth-aachen.de>
Source record: 99838

Hallo !

Is here anybody, who could give me some information about Spatados ?

Which are the main features of it ?
Does Spatados support Harddiskdrives ? I've heard something about, but I'm not sure !
Which drives are supported ?
How does Spartados manage this ? Does the Harddisk have it's own handler (like H1:) or how it is organized ?

Thank you .

Matt

3864. LOOKING FOR SCRAMBLE

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 16:05:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4909.1084@aquila.com>
Source record: 99772

References: <117244@cup.portal.com>

AA> I think "Caverns of Mars II" aka "Mars Mission II" is closer. Tail
AA> is neat, but it's much more complicated (difficult) than Scramble.

I've got that cart! Cute, just like Scramble at the arcade. (Well, like
it used to be) Greg Christianson, I think, wrote it.

bob.lange@aquila.com

* RM 1.4 B0570 * She wondered why he kept going to Nymphomaniacs Anonymous

3865. tetris and columns

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 16:32:15 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HEP2N7BSWC8WZQTL@vax.edinboro.edu>
Source record: 99840

I am trying to accumulate various versions of tetris. I am looking for
a game called Fortress (I hope it's PD) -- I used to have it, but managed
to dammage my only copy. I am also looking for a version of Columns.
I know one exists, because I played it. I just cant seem to remember what
it was called. (I started to write my own, but then got to thinking that
one already existed).

Anyone know of these??

I think I have a couple that are not already in the archives. Anyone
want me to upload them???

-Adam Conover.
a644690c@edinboro.edu

Ps. Remember a game called SnowBall Fight (or something like that)?
Does anyone have a copy that actually works correctly. I've come
across two or three versions that play fine for a few min. but
then start to crash. It's a really fun game when it works!

3866. Upgrading an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 16:38:16 UTC
From: utstbbs!james_king@library.usu.edu
Message-ID: <f9.50.28.0C0EC412@utstbbs.uucp>
Source record: 99841

I know this question has been asked over and over again - but where can I find documentation on upgrading a brand new XEGS?

Also - is the ROM the same as an XL/XE rom? Can I replace it with a US+ or MUX OS ROM directly - or is there further modification required (ie.. Atari 800)?

I havent yet opened up this XEGS and have no idea what it looks like inside..

--James King
james_king%utstbbs.uucp@library.usu.edu

3867. Redirecting S: and K:

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 17:29:08 UTC
From: pab@cnx.sccsi.com
Message-ID: <bc5_9407142354@cnx.com>
Source record: 99791

In a message about Redirecting S: and K:,
A644690C@VAX.EDINBORO.EDU Observed:
<-->

A>What I want to do is send all E:,S: and K: data to R2: and send all R2:
A>data
A>to either E: or K:

Do you have a copy of "Mapping The Atari?" I don't have mine handy, so
I can't give you the exact address or write code to do it. But I can
give you the easiest method.

Write a utility to locate the addresses (in HATABS) of R, E, and K.
Replace the GET BYTE and PUT BYTE addresses of E with those of R, and
the GET BYTE address of K with R's. There is no output to K:. This is
the same technique used in MTA to redirect E: to P:.

Another alternative would be an ML routine to Close IOCB #0, Re-Open it
to R2:, and set the baud, translation, etc. and start concurrent mode.
This is a technique I used in AtariLink's "doorway" routines, and will
work for most uses.

The problem is that with these two methods, you'll probably need to use
your own programs. With the first, you'd need to manually change the
'device number' field in the IOCB's used by K: and E: to 2.
Alternatively, you could use the term on R1: and your modem on R2:, but
it might still be touchy. And the second method would have to be done
every time you do a GRAPHICS command. And then we have to wonder if
your terminal would be fast enough (9600 at a minimum) to keep up with
the E: handler even under a standard OS.

---
* QMPro 1.52 * We all live in a yellow object method!!!
+--+
|Pab Sungenis, Vineland NJ My opinions, not WBNJ's. Capisce?|
+--+
|"I want them beaten, jailed, and put into the ovens." |
| -- Keith E. Jackson on homosexuals in alt.fan.rush-limbaugh|
+--+
Why take any chances? Boycott everything! :)

3868. test

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 17:32:55 UTC
From: djnews@tigger.jvnc.net
Message-ID: <1994Jul14.143153.8226@tigger.jvnc.net>
Source record: 99843

```
Hi everyone just a test don't get upset!
```

3869. megamania

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 21:00:35 UTC
From: poblsepu@altue.usach.cl
Message-ID: <1994Jul14.210035.4973@lauca.usach.cl>
Source record: 99561

hi!!! friends!!
Does anybody know 'MEGAMANIA' game?
Does it work in xf2 emulator?? where can I get it??? is it in
atari.archive.umich.edu???
thanks in advance..
%%
%%%
%%%%
%%%%%* %%% *%%%%%%
%%%%%%%%%% %% *%%%%%%%%%%%%
!!!!!!!!!!!!!!!!!!!!!!!!!!!
!!!!!!!!!!!!!!!!!!!!!!!!!!!
{{{{{{{{{{{{{{{{{{{{{{{{{{ @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
{{{{{{{{{{{{{{{{{{{{{{{{{{ @ MaNzAnO is: @
&&&&&&&&&&&&&&&&&&&&&&&&&&&& @ R. MaUrIcIo MaNtErOlA Z. @
&&&&&&&&&&&&&&&&&&&&&&&&&&&& @ email:poblsepu@altue.usach.cl @
$$$$$$$$$$$$$$$$$$$$$$$$$$$$ @ Universidad de Santiago @
$$$$$$$$$$$$$$$$$$$$$$$$$$$$ @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% @ 'Ain't it fun when you know @
%%%%%%%%%%%%%%%%%%%%%%%%%%%%%% @ that you're gonna die young' @
%%%%%%%%%*****%%%%%%%%% @ The Dead Boys @
%%%%* *%%%% @@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@@
dMMMMMMMMb .aMMMb dMMMMb dMMMMMMP .aMMMb dMMMMb .aMMMb
dMP"dMP"dMP dMP"dMP dMP dMP .dMP" dMP"dMP dMP dMP dMP"dMP
dMP dMP dMP dMMMMMP dMP dMP .dMP" dMMMMMP dMP dMP dMP dMP
dMP dMP dMP dMP dMP dMP dMP .dMP" dMP dMP dMP dMP dMP.aMP
dMP dMP dMP dMP dMP dMP dMP dMMMMMMP dMP dMP dMP dMP VMMMP"

3870. Re: A Call to Arms! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 21:50:11 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <304buj$k5p@usenet.INS.CWRU.Edu>
Source record: 99845

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

>Paperclip

Orginally by Batteries Included, bought-out by Electronic Arts toward the
end. Obviously EA should be relatively easy to get ahold of.

>Syn series

Synapse merged with Broderbund way back when, but for a time Atari was
selling the Syn series themselves. Both Broderbund and Atari are still
around..

>1st Xlent WP

Never did hear whether Xlent even went out of business.

>TurboFile/word (shall we try again?)

We all know that story. What does MicroMiser sell these days, anyway?

>AtariCorp i.e. Atariwriter, XL/XE OS etc.

Last fall I "innocently" asked Bob Brodie what Atari's position is on their
8-bit software. All he could say was that he didn't know, and he didn't
have time to research it.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3871. Re: Gauntlet: A totally cool game!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 21:55:04 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <304c7p$kbk@usenet.INS.CWRU.Edu>
Source record: 99846

In a previous article, ud264@freenet.Victoria.BC.CA (Ted Skrecky) says:

>
>Hi! I just recently got back into using my 8bit and I have been busy
>playing my favourite 8bit game, Gauntlet, a shareware game written
>by Donald R. Lebeau. Surprisingly, I find this game to be more

Interesting. Anyone know if this is the same as the commercial game by the
same name? I'm drawing a blank on the developer's name at the moment. The
commercial version is very UNplayable, IMO.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3872. Andy Floyd's CSYA and Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 22:23:07 UTC
From: potter@sunny.dab.ge.com
Message-ID: <304dsb$f9f@theopolis.orl.mmc.com>
Source record: 99850

For general knowledge, I have replied to Andy Floyd (who complained about my not submitting his article "Cross Stitching Your Atari" in Atari Classics) with:

>Andy,
>
>Ullp...I guess you've taken me to task. I beg forgiveness. Yes I did
>receive your submission. I did talk it over with Ben somewhat, with
>some suggestions made back and forth on how to improve it before
>publishing it. But, yes, I was working on two or three articles of my
>own, and pushed it down the priority queue one time too many.
>
>If you wish, I can pass it on to Rick Reaser for possible inclusion in
>Current Notes. Rick is always asking for submissions to his 8-bit
>portion of that magazine. Or I could pass it on to the new editors of
>AC (I haven't been contacted to continue on there). But in either case
>I don't believe they will offer an author's payment (their policies).
>
...

In my own defense, I did believe the article needed some work, and could not be "dropped in place" in the magazine. I did review and submit Tom Andrew's article/program on Spirograph-type programming, and answered several pieces of mail directed to me. Also, editors were not paid by the article, but rather by the year, so I was not pumping out my own articles for personal monetary gains.

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

3873. Re: tetris and columns

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 22:57:55 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940714155754.23c01297@sonoma.edu>
Source record: 99847

Adam, the games you are thinking of are Fortress (obviously) and yes, it's PD- it's the one with a few musics in it and the spiffy DLI'd title screen with clouds and stuff going around a big castle.

The other game is Ultra Tetris, it had a big, animated 3d low-res title (cool) and I believe ran in BASIC (??)

I've also made (never finished, needs a LITTLE work) a rather slow Dr.Mario clone called "Dr.Atari" which I guess I'll release one day.

Let's see, what games ARE there?

Tetrix - PD/share ok
Atartris - PD/share very good
Atartris II - PD/share VERY good
Valgus^2 - PD/share(demo?) peices go from sides to center making squares very good
Dredis - demo/commercial peices fall down first then to left or right (in two player mode, one player goes left, the other right)
(Only Atari tetris clone with real russian music! :))
CoolTris - PD >I< like to think it's good ;) , with bombs and stuff
UltraTetris - PD/share like columns
Fortress - PD/share ok

Is that it? Are there any other columns clones? Does "cultivation" (another one of my favorite puzzle games) count as a 'tetris'? didn't think so ;)

Oh yeah, and Dr.Atari'll be on that list when I release it.

Later!
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
"Have you ever anonymously mooned your ex-wife
in the middle if the night with your fancy
new AT&T video phone? ...You WILL."

3874. Re: Gauntlet: A totally cool game!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 23:07:05 UTC
From: krishna@max.tiac.net
Message-ID: <304geq$9mq@sundog.tiac.net>
Source record: 99848

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: In a previous article, ud264@freenet.Victoria.BC.CA (Ted Skrecky) says:

: >
: >Hi! I just recently got back into using my 8bit and I have been busy
: >playing my favourite 8bit game, Gauntlet, a shareware game written
: >by Donald R. Lebeau. Surprisingly, I find this game to be more

: Interesting. Anyone know if this is the same as the commercial game by the
: same name? I'm drawing a blank on the developer's name at the moment. The
: commercial version is very UNplayable, IMO.

The PD gauntlet is Dandy.

But THIS PD game named Gauntlet is not Gauntlet. It is a sci-fi game.
It is great. It reminds me a little of Scorched Earth on the PCs because
you have similar weapons and there is a ground area you can chew through,
but it is more of a shootemup than a trajectory 1 on 1 battle.

It seems like all the animation is on the bitmap level, but it COULD be
single resolution PMGs. The enemy movements are very sneaky, and the
animation overall is top notch. Smooth as silk. Lots of variety.

3875. Re: Upgrading an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 23:11:25 UTC
From: krishna@max.tiac.net
Message-ID: <304gmt$9mq@sundog.tiac.net>
Source record: 99849

James King (utstbbs!james_king@library.usu.edu) wrote:
: I know this question has been asked over and over again - but where can I find
: documentation on upgrading a brand new XEGS?

: Also - is the ROM the same as an XL/XE rom? Can I replace it with a US+ or MUX
: OS ROM directly - or is there further modification required (ie.. Atari 800)?

: I havent yet opened up this XEGS and have no idea what it looks like inside..

You will be surprised. It only has 2 RAM chips. I picked up an upgrade text file somewhere but I probably lost it. The OS also has some other junk in it banked in I think like Missile Command. I ran my PRO! board briefly on the MUX with the XEGS but the XEGS puttered out on me and I don't know why. It may have been a bad hand-solder job and a loose connection on said joint or it could have been an incompatibility in the OS ciruitry or it could have been the machine just dying naturally.

I'm still of a mind that the XEGS OS _IS_ replaceable without any trouble but that is just my best guess.

I really like the XEGS for some reason, but it's too bad that upgrades usually don't apply to it.

Same with the 1200XL.

3876. Re: Gauntlet: A totally cool game!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 23:47:52 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jul14.194339.18293@wariat.UUCP>
Source record: 99851

(Discussion of 'Gauntlet' by Don Lebeaue (sp?))
I sent Lebeaue $3. He cashed it. The version I have did not ask for
$35, I don't think. I just liked the idea of shareware this, the first
time I ever saw it. I never play it, it has never been played by anyone
in my family. But I do keep a copy in my collection.
One other thing. 'Fortress' is pd, but one very important thing, I
haven't registered it either, but never play it. that's not the
important thing. The important thing is it is CLEARLY shareware and if
you use it and enjoy it, the whole need for shareware in Atari 8-bit is
to REGISTER it. Jeff Potter and others (I never look at GIFS, don't
even have Jview or colrveiw, I'm sure they are great.) REGISTER it and
let people know that it is shareware, not just pd.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3877. Re: 8-Bit Atari Emulator Disc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-14 23:52:13 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jul14.194831.18293@wariat.UUCP>
Source record: 99852

(Dag H. suggests I should not look down on xf2 'details' because, well,
because.)
I guess I change my mind a little. Primarily I change my mind because
Darek Mihocka HISSELF is responding to messages about xf2. He probably
won't, he's now off somewhere earning a living. I guess, the details
of the msdos side of the inner workings of xf2 would be best in a
comp.sys.atari.8bit.emulators, but there is no such thing and
comp.emulators.misc is not universally available. So, ok, I can still
get a little tired of xf2 details, but I never said I don't want ANY
xf2 discussion and I'm not about to nit-pick what xf2 users talk about.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3878. Re: Gauntlet: A totally cool game!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 00:58:18 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <117322@cup.portal.com>
Source record: 99755

> >Hi! I just recently got back into using my 8bit and I have bee
> >playing my favourite 8bit game, Gauntlet, a shareware game wri
> >by Donald R. Lebeau. Surprisingly, I find this game to be more
>
> Interesting. Anyone know if this is the same as the
> commercial game by the same name? I'm drawing a blank on the
> developer's name at the moment. The commercial version is
> very UNplayable, IMO.

Nope, totally different. The commercial Gauntlet from Mindscape
was a port of the Atari coin-op... Which was based on the APX
game Dandy by John Palevich who later did Dark Chambers, a
better Gauntlet than Mindscape's.

The other "Gauntlet" is a horizontal scrolling shooter.

Jeff_M_Lodoen@cup.portal.com

3879. Intel Demo!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 01:44:58 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940714184508.23c01d7d@sonoma.edu>
Source record: 99853

I got a hold of the Intel Outside demo by Out5oft and, well, let's see :)

1) side A crashes.. any way to skip parts like with the Hard's Cool Emotion demo?

2) side B's file was corrupt. I got the disk in single files (PLAY.COM and the ".MD8" mod files) and I can boot and load, but the thing:
a) recognizes only physical drives, not MyDOS RAMdisk drives
b) understands that my SIO2PC is a drive, which might the be problem (goes too fast?)
c) reads directories, but doesn't let me choose a file like it should

When loaded, PLAY.COM presents you with two choices, [ESC]=reset prg. (doesn't really do much actually) and [SPACE]=directory. When I hit [SPACE], the choices breifly change to <- -> = select, [RETURN] = load, but, even though the disk has 5 or 6 .MD8 files on it, doesn't do anything except go back to the previous choices.

Has anyone here had success with the Intel Outside demo on NTSC machines? (or at all?) Could someone upload a NON corrupt .DCM copy of side B? Even though I only have a 1050 and the corrupt DCM seemed to want double density (and the total size of PLAY.COM + *.MD8 is like 175k), I can PROBABLY still make a DDensity disk with SIO2PC (unless that's its problem)

thanx for any help / suggestions.. I'm interested in this player! It claims 8.5khz (where MODplay only gives out like 5.something khz)

later
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

Nietzsche pops
the uberbreakfast

3880. Re: Gauntlet: A totally cool game!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 01:54:55 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940714185503.23c0178a@sonoma.edu>
Source record: 99854

:) Gauntlet isn't a scroller ;) ... I does NOT seem to use ANY player/missles also, btw, because if it did, I'm sure it'd have more colors in it. I mean, he COULDA got away with a PMG for the player, and maybe a DLI between the game area and the status area ;)

It is one of my favorite games, too. There's also games like Buried Bucks, Planetary Defense, and, for the IBM, Chopper Commando 2.0 (and some games which're more like "what degrees to aim, how fast to shoot") which, like Gauntlet, let you wreak havoc on the background/terrain! :) I love those.

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
remember always to explore, expose and explain
that which is FORBIDDEN

3881. Re: Some info, please...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 02:29:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e2603ba@asb2.ct.se>
Source record: 99804

In The summer 13.07.94 Wrote Perry Reed following stuff...

PR> What is a "black box"? I've heard it mentioned here, and it seems to
PR> be some kind of add-on for the Atari. What does it do?

The Black Box is an interface connected in your expander port and you can
connect an modem in it and come up to 19.200 baud whith it. I dont really know
more what it can do more. But I think you can get more info in the FAQ.

PR> What is TurboBASIC XL, and Action! Are these newer languages for the
PR> 800? Will they work on an original 800, or do they need one of the XL
PR> machines? Are they disk-based or cartridge?

Turbo Basic is 3 times faster then the original Basic. I dont know if it works
on an 800.??

PR> Does the SIO2PC interface work reliably? Does anyone know where in
PR> the Bay Area I might find an SIO2PC cable? (I'm not good with a
PR> soldering iron, and would not feel confident enough to try building on
PR> myself).

Yes. Its reliable. I will use it whith my BBS.!!

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

Gothenburg SWEDEN

3882. Re: Gauntlet: A totally cool game!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 03:54:39 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <1994Jul15.035439.14437@freenet.victoria.bc.ca>
Source record: 99759

```
>Is this different to Gauntlet ie running about dungeons viewed from above?
>
>--
>+-----------------------------------------------------------------+
>|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
>+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
>|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
>+-------------+-------------------------------------------------+
```

Completely different game. The objective of Donald R. Lebeau's Gauntlet is to attack and destroy the enemy positions on a small moon. There are a total of 50 screens. The first 30 are above ground and the last 20 are in caves. On the last screen there is a king ship which you must destroy. There are a total of 17 types of enemy ships, some armed with more than one type of weapon. At one point an enemy could be firing a steady stream of laser fire and then it would launch a couple of robot ships that will try to smash into your ship. Lots of fun! The game is at its best if you select "elite" level. The number of ships and different types of weapons being fired at you all at once are incredible. And the game doesn't slow down!!! Another neat feature is that you can use your weapons to blast-away chunks of the lunar surface. If an enemy ship is on the opposite side of a mountain, you can blast thru the mountain and completely scare the hell out of the enemy. I notice that on the atari archive at Umich there is a game called gauntlet.com in the 8bit/Games directory. I suspect that this must be Lebeau's game. If so, everybody who is even remotely interested in playing games on the 8bit should immediately attempt to aquire a copy.

Ted Skrecky

3883. Re: Upgrading an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 04:10:55 UTC
From: krishna@max.tiac.net
Message-ID: <30528f$fmv@sundog.tiac.net>
Source record: 99758

kamaro_kid@delphi.com wrote:
: So you DID install a MUX rom in an XEGS -- or did you run the XEGS as
: the master?
:

I put the MUX OS in the XEGS. The XEGS can't be the master (knock knock). NO PBI...;)

I started getting "fading characters" where little particles started showing up on the monitor. I _think_ it may have been the power supply because when I ran my air-conditioner I started seeing something SIMILAR but not nearly as bad on my 130XE. I really have no clue and at this point it is going to sit and collect dust. Once MARS8 comes out I plan on getting an 800XL for that and eventually getting my stock 1200XL upgraded to about 1 meg (I don't know if Newell will do it anymore or if I can send it to FTE or what) for the BBS. Obviously MARS8 is not necessary for a BBS unless you merely want a plug and forget memory upgrade. The rest of the capabilities would go unused at least in a PRO! board. I'm counting on CSS to release the R:P:. That's the only way I (or you when you were running a board) could run a 14.4 off a slave at full 19.2K throughput (at least without investing in a redudant BB as merely a modem interface).

The thing with 800XLs is I hate the keyboards. I have that text file I uploaded for putting a 1200XL keyboard on an 800 but I think the 800 pinout is a lot different from the XL/XEs. Transkey is an expensive bit of overkill when I've got an extra 1200XL keyboard lying around.

3884. Re: Upgrading an XEGS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 04:15:46 UTC
From: kamaro_kid@delphi.com
Message-ID: <5Q7TKQi.kamaro_kid@delphi.com>
Source record: 99756

So you DID install a MUX rom in an XEGS -- or did you run the XEGS as
the master?

--James King
kamaro_kid@delphi.com

3885. Adaptec 4000a sought

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 04:19:54 UTC
From: kamaro_kid@delphi.com
Message-ID: <xy8wKuq.kamaro_kid@delphi.com>
Source record: 99757

I'm looking for a replacement Adaptec 4000a controller card.. Seems mine
just bought the big bit-bucket!

I need to TRADE for one, though - since I'm considerably tight on cash.

I have the following items we can trade for (or make trades around):

155meg FH SCSI hard drive
Stock 800xl's
Brand new-in-the-box XEGS
2 x 1200baud external modems (1 Hayes, 1 AT&T)
INTERNAL (PC Type) 2400baud modem/9600baud fax
4 x 16bit (PC cards) MFM hard drive controllers
CX85 keypad

--James King
kamaro_kid@delphi.com

3886. Re: Stolen cycles?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 06:36:49 UTC
From: jharris@cup.portal.com
Message-ID: <117366@cup.portal.com>
Source record: 99761

>I know there has to be an Atari guru out there that can answer this...
>I'm writing some very time critical routines and need to know just how
>much of the CPU's cycles get swallowed up by the other chips during display
>refresh, DMA, vertical blank, ect.. Post or email, doesn't matter. Thanks
>in advance!

Post or EMail back if this isn't sufficient. I may need to know more about what you're doing.

Memory refresh takes 9 cycles per scan line, with one exception. On the top scan line of a character based mode, which has almost no CPU time available, there is only 1 cycle of memory refresh. Some of these cycles occur during horizontal blank, (can't remember how many - 3, I think) and the balance occur in the left part of the display, one every four cycles. All cycles are completed by about 1/3 of the way across the screen. Memory refresh continues through verctical blank.

The basic rule of DMA, is that one cycle is stolen for each byte of data. Data that repeats on successive lines does not need to be refetched. With that in mind, here are some specifics.

Display list DMA requires 1 cycle for each display list byte. Usually that's 1 cycle, but the LMS instruction and $41 wait at the end will be 3 bytes - 3 cycles.

Display data DMA requires 1 cycle per byte. Just count the number of bytes your display mode uses. If it is a character mode, then you have the extra overhead on the top scanline of grabbing both the character value and the character set data, or 2 cycles per character.

Players, if enabled, require 4 cycles per scanline, (or every other scanline if in low resolution), and missles require 1 cycle.

This DMA occurs only on displayable lines, which you can count from the display list you are using. The total NTSC screen time is 262 lines, of 114 cycles per line.

I don't have figures on vertical blank, which will also vary a bit. You may want to create your own VBlank routine, doing only the stuff that's necessary, and taking up a fixed amount of CPU time that you know what it is.

Here's a timing example taken from the hardware manual, for the standard 40x24 text mode. Cycles are per 1/60 second video frame.

Display list - 32 cycles (Basically, just count the bytes in the dlist)
Characters - 40*24 = 960

Char Data - 960*8 = 7680
Refresh - 24*1 + 238*9 = 2166
Total = 10838

Refresh is calculated as 24 lines have only 1 cycle of refresh DMA, and the remainder of the lines, 262-24 = 238, have all 9 cycles.

Then, the total number of cycles per frame, is 262*114 = 29868. So 36% of available CPU time will be lost on the basic text screen. You'll need to add vblank on top of that.

Good luck,
John Harris - jharris@cup.portal.com

3887. XF551

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 06:44:25 UTC
From: cmwagner@gate.net
Message-ID: <305b89$ml6@tequesta.gate.net>
Source record: 99760

What is the correct parameters to format a disk with an XF551 under SpartaDOS 3.2g? I want to get 360K, DS/DD. Is there any tricks that I am missing? I have tried 80 tracks, DS, and DD, 77 tracks, DS, and DD, and just about everything else and it doesn't seem to work. Is there something that I don't know about?

3888. Newbie FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 07:32:31 UTC
From: jeffatk@hwsys.com
Message-ID: <9407150011.D5229mV@hwsys.com>
Source record: 99762

I'm a new atari user and I would like to get the newbie FAQ. Is there a way to request this through email.

thanks
jeff

3889. Rev.0.2 7/15 XF2 / Atari 8bit Newbie F.A.Q. on c.e.m

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 07:51:24 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940715005133.23c02475@sonoma.edu>
Source record: 99763

If you have any simple questions about the Atari computer or the
PC X-Former 2.0 (XF2) Atari 8-bit emulator, please refer to the
following documents:

Atari Newbie FAQ on comp.emulators.misc (revision 0.2 put up today)
comp.sys.atari.8bit FAQ (look here, UMICH archive, Atari Newbie FAQ)
MyDOS and AtariDOS documents
PC X-Former documents
SIO2PC documents

Much of this is available at the archive.umich.edu FTP site in the
atari/8bit directory (the newbie FAQ is not yet because it isn't totally
completed yet! :))

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Newbie FAQ man

3890. Re: XF551

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 07:54:24 UTC
From: thester@nyx.cs.du.edu
Message-ID: <305fbg$gmq@nyx.cs.du.edu>
Source record: 99764

In article <305b89$ml6@tequesta.gate.net>,
Chad Wagner <cmwagner@gate.net> wrote:
>What is the correct parameters to format a disk with an XF551 under
>SpartaDOS 3.2g? I want to get 360K, DS/DD. Is there any tricks that
>I am missing? I have tried 80 tracks, DS, and DD, 77 tracks, DS, and DD
and
>just about everything else and it doesn't seem to work. Is there someth
ng
>that I don't know about?

The XF551 is 40 tracks per side, DD.
Step-rate of 1 works fine if that is needed.

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

3891. Re: XF2's graphics.. but how!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 09:07:16 UTC
From: blume@rz.tu-ilmenau.de
Message-ID: <305jk4$s6d@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 99766

In article <MUNOZ.94Jul11102413@paris.utdallas.edu>, munoz@paris.utdallas.edu (Michael Munoz) writes:
> If anyone is interested in looking at the source code for an atari emulator,
> I would be willing to upload the source code. If anyone wants to try and
> finish the emulator, also let me know... I will have to update the
> documentation. (I wrote the documentation before I wrote any code. So the
> documention does not necessarily reflect the current program.)

I like to see your assembler source code, but I'm also interested in your first attempt trying c++ for emulator development.
Your updated documentation is highly appreciated.

Ralf Blume

3892. ATR 8000, ATR 8500, etc. for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 11:26:44 UTC
From: ccastn1@phantom.oit.gatech.edu
Message-ID: <305rpk$h7g@phantom.oit.gatech.edu>
Source record: 99765
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

I have for sale the following items. I am selling on a bidding basis, so no prices are listed. The higest _acceptable_ bid received by July 31 takes that item. Prices do not include shipping.

Reply by e-mail to ccastn1@oit.gatech.edu

ATR 8000 (64K) ----------
Can act as peripheral interface for _any_ 8-bit machine, providing a parallel port, a serial port, and a floppy interface which can control four standard drives (8", 5.25", 3.5", any density), in addition to daisy-chained Atari drives. Compatible with MyDOS and SpartaDos. Can also act as independant Z-80 CP/M computer, with the Atari as a terminal. Comes with CP/M 2.2 and all manuals.

ATR 8500 (64K) ----------
New and improved version of 8000, with a true UART for the serial port. Never released in mass production. Performs same functions as 8000, but requires a small interface board, which I do not have, to connect to an 8-bit and operate in peripheral interface mode. (Posting a request on the net should reveal someone who has the schematics for this board.) Comes with CP/M 2.2, ROM source code, and manuals.

Co-Power 88 daughter board (256K) ----------
Adds an Intel 8088 to the ATR, allowing the use of PC-DOS (in terminal mode, of course). Comes with PC-DOS and software manual (no hardware manual, but installation is simple).

Z-Time I daughter board ----------
A real-time clock for Z-80 systems. I have no manual, but it plugs in between the Z-80 and the motherboard, so it will probably work with most Z-80 systems in addition to an ATR.

Dual 5.25" high-density floppy drives ----------
Two 5.25" high-density (1.2MB) floppy drives, mounted in a case with a power supply and I/O cable. Drives format to 1.2MB under SpartaDos, but only 720K under MyDOS. Either or both drives can be replaced with a standard 3.5" high-density (1.44MB) drive with no modifications.

3893. Re: 80 Col terms.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 12:42:26 UTC
From: winston@merk.com
Message-ID: <CszFAs.MK1@merk.com>
Source record: 99768

A good 80 column terminal program is KERMIT65 (K65).

You need to turn off color on your TV or use a black-and-white
solid state set like a "Quasar" and adjust the contrast so that the
pixel dots stand out like milk droplets on a dark table top. (It
takes some fiddling, otherwise your text is a bit "fuzzy".)

Kermit-65 shows black text on a white background.
Kermit-65 emulates a VT100 at 1200 BPS. I'm using it to type this
message.

3894. PAL and NTSC on Atari 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 12:58:15 UTC
From: jcarp@kaiwan.com
Message-ID: <306157$94m@kaiwan.kaiwan.com>
Source record: 99767

Hiya...

Is it possible to force an NTSC Atari 8 bit into PAL video mode via
a software patch? If not, what technical differences are between an
NTSC and PAL Atari 8? Different ANTIC chip, pin setting, etc?
Would a switched jumper work in any event?

Thanks...

-Joe

--
jcarp@kaiwan.com

3895. GAUNTLET: A TOTALLY

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 13:28:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4925.1084@aquila.com>
Source record: 99773

References: <304c7p$kbk@usenet.INS.CWRU.Edu>
From: bob.lange@aquila.com
Subject: GAUNTLET: A TOTALLY******
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/15/94, MICHAEL CURRENT writes:

MC> >Hi! I just recently got back into using my 8bit and I have been
MC> busy >playing my favourite 8bit game, Gauntlet, a shareware game
MC> written >by Donald R. Lebeau. Surprisingly, I find this game to be
MC> more

MC> Interesting. Anyone know if this is the same as the commercial game
MC> by the same name? I'm drawing a blank on the developer's name at
MC> the moment. The commercial version is very UNplayable, IMO.

Shareware Gauntlet on the Atari is a arcade shoot-em-up that's
sort of a cross between Choplifter and Space Invaders, except it's not a
side-scroller. You have to eliminate different kinds of alien ships
and then exit the screen on the right. GREAT GAME! It predates the
commercial Gauntlet release bigtime. Better by far, as the game
action and sound in the commercial release bites.

bob.lange@aquila.com

* RM 1.4 B0570 * The more you cultivate people the more you turn up clods.

3896. Re: PAL and NTSC on Atari 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 14:02:36 UTC
From: moran@bnr.ca
Message-ID: <3064ts$c14@bmerha64.bnr.ca>
Source record: 99769

Joe Carp (jcarp@kaiwan.com) wrote:
> Hiya...

> Is it possible to force an NTSC Atari 8 bit into PAL video mode via
> a software patch? If not, what technical differences are between an
> NTSC and PAL Atari 8? Different ANTIC chip, pin setting, etc?
> Would a switched jumper work in any event?

> Thanks...

Theres no specialised PAL Atari 8-bit. The PAL machines just
display an NTSC rez. screen with extra black lines tacked on
the top and bottom in order to fill out a PAL screen. The
actual working screen is displayed a bit like a 'letterbox'
film. Unfortunately, the blank lines are generated by the
hardware and NOT by extra blanks in the display list, so
you cant just make a customised PAL display list - the screen
just rolls once you hit a certain point since the extra blanks
make the display unstable. (too many scanlines)

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3897. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 14:07:23 UTC
From: moran@bnr.ca
Message-ID: <30656r$c14@bmerha64.bnr.ca>
Source record: 99770

Marek Tomczyk (un55@rzstud1.rz.uni-karlsruhe.de) wrote:
> In article <2us3en$bss@bmerha64.bnr.ca>, Gavan Moran <moran@bnr.ca> wrote:

> > (7) Schreckenstein (an obscure German game, pd maybe???)

> Nope, it isn't PD. I've just bought it from PPP (see Vendors list) for
> about 20 DM ($1 is around 1.55 DM as of today).

I never saw it for sale here. It was/is a damn good game
though, especially 2-player. Pity it doesnt seem to have been
released outside Germany though.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3898. Pointer to the FAQ & Vendor/Developer Lists

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 15:33:00 UTC
From: MCURRENT@carleton.edu
Message-ID: <01HEQDAIYW3M8WX2RU@carleton.edu>
Source record: 99771

```
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto::mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at mailto::mcurrent@carleton.edu

------------------------------------------------------------------------

Where to get the latest copy of the Atari 8-Bit Computers
Vendors and Developers List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto::mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto::mcurrent@carleton.edu

------------------------------------------------------------------------
```

3899. Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 17:00:10 UTC
From: lordthan@news.delphi.com
Message-ID: <306faq$ht9@news.delphi.com>
Source record: 99774

Several days ago I posted a request for Atari 8-bit software company addresses in an attempt to get legal permission to distribute the software via an ftp site. I have yet to receive a single reply to that ad, so I suppose that the Atari community simply doesn't want 'em.

It's kinda funny, actually. With no bashing intended (this is _purely_ an observation), I've found that out of all the computing circles I've been involved with, the Atari community is by far the laziest.

+-+-+-

3900. Tetrii!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 18:51:49 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940715115154.24000339@sonoma.edu>
Source record: 99775

Oops.. I forgot to mention "The Wall" in that Tetris list. It's the newest,
and (to my knowledge) the ONLY game which uses ANY colorview-style graphics! :)
Good job, Itay! :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Forgetful

3901. 8 bit games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 19:31:32 UTC
From: Pooskie@aol.com
Message-ID: <9407151531.tn469241@aol.com>
Source record: 99776

My name is Gale Putt and I started out my adult life as a Fortran II programer on IBM 7094 and little 1620's. I left the industry to raise a family and one day my husband brought me home an Atari 400, one of the first ones out, along with the 410 cassete recorder/drive.

We had one game, Kingdom which made the 400 seem like on of the most advanced computers I had ever seen! I keyed in almost all the games we had then along with a 40 word processor that was printed in Analoge (I think). This worked my little 40 column thermal printer.

My vote for the BEST A

tari game is CAVERNS of MARS.
I actually sold our brand new table saw to get the 400 bumped up to 16k and buy my first disk drive (a noise clunky 810 that wasn't that reliable till we had a data separator installed).
Does anyone remember a game called Guardian that had an angel that flew over you?
my other favorites are 2. Shamus 3. Caverns of MarsII 4. Drelbs 5. Pharoahs Curse.6. Choplifter

3902. Re: 8 bit games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 19:45:59 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940715124604.240004a3@sonoma.edu>
Source record: 99777

Hi Gale! :) Do you still have an Atari 8-bit? If so, what model?
Would you believe the Atari's can do all of this!?:

320 x 192 x 8 colors
160 x 192 x 64 colors
80 x 192 x 4096 colors
80 x 192 x 256 colors
4 channel digitized sound (5kHz or 8.25kHz) for playing MOD sound files
Loading .GIFs
Talking to modems at 19.2k bps in 80 column mode
Making fractals
Making 3D Computer Aided Designed raytraced and/or shaded images
Connecting up to 130MB of hard drive space at a time
Networking together via a Local Area Network ("Multiplexer")
Using an IBM as a set of disk drives! (hehe, put IBM's in thier place!)
Using up to 4MB of RAM
Reading IBM floppies (up to 1.44mb 3.5" disks)
Hooking up IBM keyboards
Being installed in IBM cases
Rendering over 1500 pixels per FRAME in an animation
Doing Zmodem download
unZIPping
Reading QWK mail packets

Hmm.. what else is there. There's the old stuff like recording sound and
video, but that's still too old for the newer graphics supported by the Ataris.

And ALL of this can be done on most models (XL/XE mainly) of the Atari 8bits
WITHOUT MUCH EXTRA HARDWARE! :)

Cool, huh? How long have you been out of the 8-bit community? (Or were you
like me, never really IN it until you found comp.sys.atari.8bit)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Look out for BOMBit XL/XE and Dr.Atari!

3903. Re: Thanks Clay!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 22:11:36 UTC
From: winston@merk.com
Message-ID: <Ct05nE.EC6@merk.com>
Source record: 99779

On Thursday, July 14, 1994 at 04:07:21 -0500 (9:07am EDT ?)
KENDRICK@sonoma.edu () writes:

bill KENDRICK> Thanks to Clay Halliwell, I got an IBM version of
bill KENDRICK> ColorSquashView running!

Does this mean that an IBM can view a Micro-Painter picture in
its --NATIVE-- format? COOL!

3904. VBI's in Action!.. still wanna know how!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-15 22:20:32 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940715152041.240006ba@sonoma.edu>
Source record: 99778

I looked over the VBI-based locations on Mapping the Atari and over some of the discussion on it in De Re Atari and I'm going to look in Antic: An Anthology volume 1 for any VBI descriptions, but I'm still sorta stuck! I'm sure with some canned code in BASIC or assembled for page 6 I could do it, but I'd like to see if I can't make PROCedures in Action! run as VBI's! Is this possible!? If so.. HOW!!!??? :)

I may just end up relearning Quick again just for this project! :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
May I interrupt?

3905. Re: Thanks Clay!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 00:04:02 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940715170408.2400074c@sonoma.edu>
Source record: 99780

Winston Smith asks about Micro-Painter pics.

Wait :) I always get confused :) Which is Micro-Painter and which is Micro-Illustrated. I know one is compressed, the other is not. I also know that CVSquash's routine is based on one of the compressisonms (either one of those Micro- ones or on Koala's (if it's even different)).

RGB/GR9 View for the IBM can handle Graphics 9 (grey only), Graphics 15 (grey only also so far), CV9 (4096 colors dithered by 48 in 320 x 200 mode), CV15 (64 colors, real, in 320 x 200 mode), and I have code now which does ColorSquash unsquashing (the point of my original post).

I have yet to add: Atari OS colors (still have to look over the program Jeff Potter sent me), for Graphics 9 and 15 mode
Graphics 8 and CV8 support
Built-in CVunsquashing (so far I just have a seperate QBASIC program which I was playing with)
Koala and (other-compressed) file support (Graphics 15 I guess)
Graphics 10 and 11 (maybe useless ???)

Heheh... perhaps one day GED support!? ATASCII text support? Hmmm...

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Where would you park?
Uhh..probably in a garage.

3906. Re: Thanks Clay!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 02:02:53 UTC
From: krishna@max.tiac.net
Message-ID: <307f4d$b4p@sundog.tiac.net>
Source record: 99781

KENDRICK@sonoma.edu wrote:
: Winston Smith asks about Micro-Painter pics.

: Wait :) I always get confused :) Which is Micro-Painter and which is
: Micro-Illustrated. I know one is compressed, the other is not. I also know
: that CVSquash's routine is based on one of the compressisonms (either one of
: those Micro- ones or on Koala's (if it's even different)).

Micro Illustrator is the compressed format. That is also the format used
for onling CGS pictures.

3907. All Computer Raffle and Swap Meet!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 02:03:13 UTC
From: bensmith@teleport.com
Message-ID: <307f51$et2@kelly.teleport.com>
Source record: 99782
Cross-posted to: pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.8bit,comp.sys.atari.st

You are invited to come Join us at ACE of America. You do not need to be a Member to Come. Upcoming Meetings will consist of a Raffle and a Swap Meet. Our raffle will consist of Prizes Donated at the Last Swap Meet and other Donations including IBM Compatible Keyboards, Hard Drive Mechanisms, Disk Drive Mechs, Software for the IBM, Software for the Atari ST, Atari Classic 8 Bit HardWare and various gift certificates. Their is still time to donate Item's for the raffle. If you have something to donate for the raffle, call (503)256-9974 or Come to the Raffle and Donate their. If you have a business and can donate, please do so. Even Gift Certificates are welcome. And if your an ACE Member, your first Dollar's worth of tickets are FREE!! This Raffle will be August 1st. Meeting starts at 7 PM.

The Following Months meeting will be a Swap Meet. All club Business will be suspended. Tables are 10$, But if your a Member, IT'S FREE! Also FREE ADMISSION. And we expect a good Turnout because we advertise our Swap Meets. This Swap Meet, Due to the Holiday, will be Held Tuesday, September 6th, starting at 7PM.

Meetings are Held at the NW Service Center in the Basement at 1819 NW Everett. In Portland, Oregon. Plenty of free Parking!!! For more info: Call Ben at (503)256-9974, anytime.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3908. 1020 pen colors: is there a yellow?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 02:14:51 UTC
From: krishna@max.tiac.net
Message-ID: <307fqr$b4p@sundog.tiac.net>
Source record: 99783

I just got 2 1020's. One works, the other doesn't. (or at least so I've been told). Now the standard here is for 4 colors:

black
blue
red
green

However, these colors are not sufficient to produce any color. Yellow is impossible for instance. In order to do all colors, the minimum would be:

yellow
blue
red
black

A TV has 3 artifacts. Blue, red, and green. But a TV uses additive color, and pens use subtractive color. In other words, a TV gives off light, and pen on paper reflects frequencies. So a TV can create white with RGB lit up and with a printer that would produce black or dark brown.

Is there a yellow pen available for the 1020? If there were it would then be theoretically possible to dump ColrView images to the 1020. It would probably take about an hour to print but it would be a lot cheaper than a Star NX-1000 rainbow.

With red, green, blue, and black, (and white for the paper) you could get away with it. Using various dither densities and overlapping colors and adding black with darker shades when necessary.

There is an ANTIC program which dumps standard pics to the 1020. This program could be modified for this project. Ideally you'd have to dump separate .R .G .Bs. However, the info might have to be converted from additive to subtractive before dumping. Just dumping red green and blue would create a mess.

3909. Is it especially quiet now, or is it just me?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 02:28:28 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940715192838.24000898@sonoma.edu>
Source record: 99784

```
See subject.

And I'm still looking for help with VBI's in Action!

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
```

3910. 8 bit survey

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 02:32:37 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <94a_9407160244@softtech.brisnet.org.au>
Source record: 99786

rlI was wondering about some compatability problems I'm having
rlwith some projects I'm helping out with. Specifically, how
rlmany people just have an [400, 800, 1200xl] vs [800xl,
rl130xe]. If you could respond either here or via email it
rlwould help. I'm assuming that fewer then 20% of us are
rlexclusivily 800 type users & most of us that have one also
rlhave xl-xe's.
rlThanks
rlRick

I have a product here (very limited numbers) that can make an 800 emulate
an xl. With the addition of an extra ram board, An xe is emulated as
well.....

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY

3911. 256K ATari 800XL System for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 02:49:51 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <307hsf$it3@nyx10.cs.du.edu>
Source record: 99787
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

256K COMPLETE ATARI SYSTEM FOR SALE:

Atari 800XL with 256K RAM (Newell RAM upgrade), two (2) 1050

floppy disk drives, INDUS GT floppy drive w/carrying case, 850

serial and parallel interface, 1010 cassette drive, Commodore

1702 composite color monitor, misc. software (inluding

ATARIWRITER, ATARIWRITER+ and Atari Spell-Checker) and

magazines. $299. plus shipping or best offer. Please reply by e-mail.

3912. Re: crappy Indus

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 03:00:16 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <949_9407160244@softtech.brisnet.org.au>
Source record: 99785

krishna@max.tiac.net to All about Re: crappy InduskIFrom:
krishna@max.tiac.net (Glenn M. Saunders)
klDate: 8 Jul 1994 22:40:54 GMT
klOrganization: The Internet Access Company
kl@Message-Id: <2vkklm$r6q@sundog.tiac.net>

klElad Bruck (bruck@brachot.jct.ac.il) wrote:
kl: My Indus drive can't read/write anything above sector 720, even if I'm
kl: an enhanced-density (1024 sector) disk. This means half the demos crash

Hmmmmm. sounds like you have an older version of the rom on the mother
board. I think the latest version is 1.4. It works well on my indus gt. If
you are desperate, I could send you the latest version..... Earler versions
had trouble (re could not) read or write enhanced density disks. I have a
diagnostic programm here for the indus gt. It finds the version number of
your rom plus does heaps of other stuff......

kl: And my crappy Rana 1000, no matter how I set the switch on the back,
klnever
kl: identifies itself as drive #1 (or 3), but only 2 or 4.

kl: Any suggestions, anyone?

I have never seen an Rana 1000, But it sounds like one of the switchs is
broken. A new switch should fix the problem.....

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY

3913. Re: Is it especially quiet now, or is it just me?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 03:02:35 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <307ikb$9k@charm.magnus.acs.ohio-state.edu>
Source record: 99788

In article <940715192838.24000898@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
>See subject.

It appears we've reached a cease-fire of sorts regarding emulators.
Now I guess we have to find something else to talk about.

>And I'm still looking for help with VBI's in Action!

I can't help you there. I avoid VBI's like you avoid pointers.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3914. Alternate Reality - The Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 03:05:54 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HER3DA2JHU8WZT63@vax.edinboro.edu>
Source record: 99789

American Technivision has a sale going on now and 8bit stuff is really cheap.
Anyway.... I ordered AR the Dungeon and there seems to be a problem with
my third disk. When asked to insert it, I do. The disk reads for a few
seconds then the game askes me to insert the same disk (Disk 3 - side 2)
and there is no getting out of it. It does not believe any of the disks
are correct.

I called ATV and they said that I could just send the disk back, but if
someone would be willing to .DCM that disk and e-mail it to me, It would
save me having to mail the Disk. Also.... there are no bad sectors on the
disk, so I'm not even sure that the third disk is the problem.

Any help????

Thanks....

-Adam Conover.
a644690c@edinboro.edu

3915. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 04:06:27 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <307mc3$hj9@terminator.rs.itd.umich.edu>
Source record: 99790
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 133120 Jul 13 02:24 ./8bit/Misc/enhanced.xfd
-rw-r--r-- lenn 1388 Jul 13 01:57 ./8bit/Misc/enhanced.txt
-rw-r--r-- lenn 330 Jul 13 19:01 ./8bit/Magdisks/csm8802.txt
-rw-r--r-- lenn 100136 Jul 13 19:01 ./8bit/Magdisks/csm8802a.dcm
-rw-r--r-- lenn 66789 Jul 13 19:01 ./8bit/Magdisks/csm8802b.dcm
-rw-r--r-- lenn 152759 Jul 13 02:23 ./8bit/0index
-rw-r--r-- lenn 152933 Jul 14 19:10 ./8bit/0index
-rw-r--r-- lenn 178 Jul 15 16:56 ./8bit/Sio2pc/siocopy.txt
-rw-r--r-- lenn 26213 Jul 15 16:56 ./8bit/Sio2pc/siocopy.zip
-rw-r--r-- lenn 1415 Jul 15 16:55 ./8bit/Languages/instr.act
-rw-r--r-- lenn 271 Jul 15 16:55 ./8bit/Languages/instr.txt
-rw-r--r-- lenn 153147 Jul 15 16:57 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

3916. Monochrome composite monitors $20 (high industrial quality)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 04:59:18 UTC
From: krishna@max.tiac.net
Message-ID: <307pf6$c7l@sundog.tiac.net>
Source record: 99792

[Article crossposted from comp.sys.ti]
[Author was cohen@GOMEZ.phys.virginia.edu]
[Posted on Fri, 15 Jul 1994 13:27:54 GMT]

I have for sale 2 monochrome monitors that I must unload prior to
moving. These are 10" or 11" high-quality monitors in metal frame,
industrial quality (like you see in H&R catalog). One is white
and blacxDk, the other amber and black. (The latter also has an
inverse video switch on the back).
These monitors are excellent at both 80 and 40 columns for text-
intensive applications (word processing, data base, spreadsheets,
BBS`ing etc.). There is video but no audio. They can also
be used with security cameras, VCR`s, other computers, etc.
They are very low-power units (save on electricity!).

Asking $20 each only! A monitor cable is available if{_ needed.

Please e-mail to COHEN@GOMEZ.PHYS.VIRGINIA.EDU as soon as possible.
Thanks.

3917. Re: Is it especially quiet now, or is it just me?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 06:15:45 UTC
From: snyder10@rs6.tcs.tulane.edu
Message-ID: <307tuh$fjk@news.cs.tulane.edu>
Source record: 99794

```
In article <940715192838.24000898@sonoma.edu> KENDRICK@sonoma.edu writes:
>See subject.
>
>And I'm still looking for help with VBI's in Action!

Hey Bill, you're interested in VBI's eh, here is an example I lifted from
a program called Stars 3d that was in an early issue of Analog.

Hope it helps.

Mike Todd
InfoAtari Digest
------------------------------------------------------------------------
PROC SETVBV=$E45C(BYTE COMMAND,VBLANKHIGH,VBLANKLOW)

PROC VBLANK()
CNTDWN()
INDEX=0
[$4C XITVBL]
RETURN

PROC End=*()
[$68$AA$68$CD$2E8$90$5$CD$2E6$90$F3
$48$8A$48$60]

PROC MAIN()
SETVBV(7,VBLANK/256,VBLANK&255)
END()
RETURN
```

3918. Re: ARGH! EMULATOR DISC 01/02

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 07:24:04 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pyyQyg8.lmcclure@delphi.com>
Source record: 99793

In a messag dated 7-9-94, Bob Lange said:

"On 09/30/83 I bought an brand spanking-new Atari 1200XL
(boxed, in the foam!) and a Rana 1000 (SSSD!) disk drive
at the same time. $349.00 for the computer and $399.00 for
the drive."

I feel very fortunate. That same year, I purchased a 1200XL brand new from a local department store (Thalhiemer's) for a mere $150.00. Of course, the catch was that I took a chance on ending up with a 600XL instead. Atari had been unable to fill their order for 600XL's and had been substituting the 1200XL instead. At the time I "bought" my machine, what I would recieve depending on whether the 600XL's were going out the door at Atari yet when Thalhiemer's next order shipped.

That 1200XL, later upgraded with a Rambo XL to 256K is still with me today.

My next purchase was not a drive, but a 1027, and then an Atariwriter cart. For quite a while, I used my 1200XL as a dedicated word processor (or more of a super electronic typewriter, as I could not save anything). Within a few months came the 1010 datasette (which cost me almost as much as the 1200XL did).

Around Christmas of '84, I purchased a 1030 modem, which while not putting me online for the first time (having had a 1650 modem on my C64 since January of that year), allowed me to skip the slow boot of my 1541 drive when powering up to get online and read messages.

My first disk drives did not come until much later. My memory is a bit fuzzy on when exactly they were acquired, but I suspect sometime in '85 or '86. I got a hot tip that K-Mart was closing out their Atari stuff, and picked up two 1050's at $79.00 each.

3919. Re: PAL and NTSC on Atari 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 07:29:46 UTC
From: jcarp@kaiwan.com
Message-ID: <30829a$gr4@kaiwan.kaiwan.com>
Source record: 99795

Gavan Moran (moran@bnr.ca) wrote:
: Joe Carp (jcarp@kaiwan.com) wrote:

: > Is it possible to force an NTSC Atari 8 bit into PAL video mode via

: Theres no specialised PAL Atari 8-bit. The PAL machines just
: display an NTSC rez. screen with extra black lines tacked on
: the top and bottom in order to fill out a PAL screen. The
: actual working screen is displayed a bit like a 'letterbox'
: film. Unfortunately, the blank lines are generated by the
: hardware and NOT by extra blanks in the display list, so
: you cant just make a customised PAL display list - the screen
: just rolls once you hit a certain point since the extra blanks
: make the display unstable. (too many scanlines)

I understand this when the display is a TV, but does the same hold true
for composite?

Thanks...

-Joe

--
jcarp@kaiwan.com

3920. Re: VBI! THANX! Was Re: Is it especially quiet now, or is it just me?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 07:42:10 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940716004220.24000967@sonoma.edu>
Source record: 99796

THANX! THANX! THANX! Actually, I THINK I HAVE star3d somewhere, but I never trusted it. Sure, it was a cool routine BUT it killed my system a lot (trying to [break] and/or [reset] out of it).

You gave me just what I needed! The Action! way of calling the VBI routines.. Am I right in saying the entrance and exit of VBI's is much different than standard mainline code? That's what I figured when I read here and there about them, which is what got me confused.

Again, thanx a TON! :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
YAY! VBI'S! Now I need my montior fixed :)

3921. Rent or borrow a big 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 07:47:28 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940716004735.24000967@sonoma.edu>
Source record: 99797

Is this a stupid request? I'd very much like to rent either of the following:

Atari XL with 4mb RAM (for RAMdisk space)
Atari XL with Black Box and a hard drive (10 MB is probably enough)

Again, I'm not looking to BUY (unless it's especially cheap :)), just to
borrow for some program projects (ones which will take much drive access
and graphics work and will end up being software which is better run on
systems with a lot of RAM or a hard drive, rather than my 256k/SIO2PC/1050
setup.. I don't want to grow old and die trying to create most of the files.)

My next purchase will be a R:P:Connection (along with some extra $$ for
shareware fees to Bob Puff and perhaps to some other authors of software I use
and/or like a ton (Jeff Potter rings a bell :))) but AFTER I have purchased
an inexpensive 14.4k bps modem for it and my (friend's) PS/2 to share.

Anyways, I hope none of you think I'm insane yet. You will though, after my
next post. (And NO, the software mentioned in my next post is NOT what I want
this hefty hardware for! I'm not THAT mad!)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Hell, I'd rent a system..?

3922. Beavis and Butt-Head Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 07:59:04 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940716005911.24000967@sonoma.edu>
Source record: 99798

Oh no... wait! Don't skip this message yet! This is funny! :)

Ok, tonight I had the stupid thought "There're no (good) Super Mario Bros.
games out for the Atari 8bit.. what about a Beavis and Butt-Head one?".
The thought passed..

UNTIL.. I saw one of the new episodes. I was laughing so much I was nearly
crying. I went to call my friend to see if he was watching it, totally
forgetting the fact that he's in Las Vegas for the weekend! :)

ANyways, the episode consisted of:

Beavis and Butt-Head going to Stewarts to give him his homework because
he's sick (I won't go into that <eww>)
Stewart's mom offers them "breakfast burritos" which they gladly take..
until they taste the egg in them ("she tricked us!" :))
They look for other food to eat. Beavis finds the snack foods, while
Butt-Head ends up finding olives and crap like that. Beavis starts
going insane and shoving it all in his mouth ("yeah! hehe! yeah! ehhe
cool! <chomp> hmmhehemhmm")
They go to school and Beavis is sitting twitching and talking to himself
at a hundred miles per hour because of all the sugar he ate. Their
teacher mentions "Nicaragua" and Beavis starts acting as though he is
some South American dictator named "Cornholio" (the title of the episode,
btw, for us B&BH fans :) (or is that fanATICs?) He sticks his shirt over
the top of his head and starts hitting on some girl, and, well, that's
all of the story you need to know. (Other than that he wants toilet
paper <!?!?>)

My (most insane) idea is to mutate Super Mario Bros. in this fashion:

Super Mario Bros. Super Cornholio Bros.
Mario ==> Cornholio
Luigi ==> Butt-Head
Coins ==> Toilet Paper
Mushrooms ==> Candy snacks
Fire-Flowers ==> Root Beers
Fire balls ==> Burps (excuse me)
SUPER Mario or ==> Beavis or Butt-Head with
Luigi their shirt over their head
(which by the way is one of
the funniest variations on
the characters, other than Beavis
wearing REALLY THICK glasses :))

Ok.. I've proven it. I AM nuts.. But still, any Atari 8-bit fans out here who actually LIKE Beavis and Butt-Head. I'm sure half of you (folks who don't get American MTV) have NO idea WHAT I'm blathering about, but perhaps I could make a small stupid Beavis and Butt-Head demo reminiscent of the Pee Wee Herman "Connect the dots" song demo for the Atari.. !?!?!?!?!?!?!?

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
I'm really not right!

BTW - I REPEAT!!! I AM >NOT< NEEDING TO BORROW A HEFTY 8-BIT FOR >THIS< GAME! (This is not a very graphics-intensive game.. not really even very sound intensive.) (Hmm..reminds me.. see next KENDRICK post :))

3923. Parrot sampling software

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 08:02:16 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940716010224.24000967@sonoma.edu>
Source record: 99799

Ok, again, my Parrot sampler disk is DEAD (protection doesn't work right so it thinks my original disk is an unprotected copy <cry>).

I got a hold of the QXL sampler but I find it very unversatile. It doesn't let me change SAMPLING rate (it DOES let me change playback rate). When I record only a few seconds of a sample, it still plays back ALL 1:10 min of it, and still saves ALL 256k of it. The format is also (obviously) not standard Parrot format, and what I need is some small simple sampler much like the real Parrot one.

WHERE can I get a hold of it.

Just to clarify, I DO have a working sampler UNIT (the paddle-looking thing) but NOT sufficient enough software. (Although QXL is pretty cool for letting me record so much and banking the RAM nice and quickly.. I really needed that for my Minarets in Memory demo (did I release that? .. it sorta sucked.. it used 11k chunks from RAMdisk on a 256k machine :))

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
What? What? I can't sample you. Speak up!

3924. Re: Beavis and Butt-Head Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 10:29:21 UTC
From: Pete Jalbert <IO21271@MAINE.MAINE.EDU>
Message-ID: <94197.062921IO21271@MAINE.MAINE.EDU>
Source record: 99801

Thats a pretty neat idea, as I have a mutated Super Mario Bros. for my C64.
I was watching tv last night, and apparently, Super Nintendo IS planning
on releasing a Bevis and Butthead video game anyway. I couldn't believe
my ears. On the other hand, if they can make Ren and Stimpy into a video
game, I guess anything is possible.
But anyway, if you come up with one on your own, I'd be interested in it.
Have a good one! -Pete.

3925. Re: 8 bit games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 11:05:24 UTC
From: hmyer@bud.peinet.pe.ca
Message-ID: <308bd4$iqs@bud.peinet.pe.ca>
Source record: 99800

In article <9407151531.tn469241@aol.com> Pooskie@aol.com writes:
> My name is Gale Putt and I started out my adult life as a Fortran II
>programer on IBM 7094 and little 1620's. I left the industry to raise a
>family and one day my husband brought me home an Atari 400, one of the first
>ones out, along with the 410 cassete recorder/drive.
>
>Does anyone remember a game called Guardian that had an angel that flew over
>you?
>

I thought the name of that game was Trust. It was a two player game where one person was an angel getting rid of temptations like a pipe (smoking), dollar sign (money), bottle (drinking)... There may have been more but that's all I can remember. The other player was collecting gems and avoiding the 'temptations' that the angel did not get.

P.S. Is 'Pooskie' a nickname?

3926. Misc Questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 18:16:25 UTC
From: HPGGD@dish.gla.ac.uk
Message-ID: <45A067F731A@dish.gla.ac.uk>
Source record: 99802

A few questions - some of which aren't strictly related to the 8 bit.
But I'm sure you'll forgive me just this once.

1) What is the link (if any) between Atari Corp and Atari Games?

2) What is the maximum size of a cartidge prog on the 8 bit?

3) Is it true that Star Raiders is going to be released for the Jag?

4) How do I download Atari 8 bit files from FTP archives. I can't
connect my 800XL to the NET; I only have access via a PC - is there
any way of moving the files from PC/ST to 800XL?

Thanks for your help!

****
* * *
*Gareth Davies * Behind every succesful woman is *
* * ...another woman... cleaning her*
* * floors. *
* * *
****
* * 53a Kelvinhaught St, *
* * *
*HPGGD@DISH.GLA.AC.UK * Glasgow, Scotland. G3 8PE *
****

3927. Re: VBI! THANX! Was Re: Is it especially quiet now, or is it jus

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 19:26:43 UTC
From: ricortes@delphi.com
Message-ID: <563SKwz.ricortes@delphi.com>
Source record: 99803

Bill, just a word of w warning about crashes using a VBI in Action!
Unless you stick them somewhere safe, like page 1 or 6 you always have to
diable them before returning from your program. Come to think of it, it's the
same way for just about any other language also including assembler. In
Actions case, the code starts right at the end of the text buffer so let's
say you've got your vbi right at the head of your program. Go back to the
editor & add a couple of lines of code & smash! You're vbi jumps to the
text you've just added. If the vbi is higher then then the text you just added
& survives the text editor, the first compile you do will rearange your
obj, but the vbi is still jumping to the original location. If your vbi
uses any of the built in commands in the cart & you return to the text
editor, crash againg with the vbi jumps to a cart address & maybe finds
destructive backspace where it thought it was setting a color register <g>.

3928. Re: Beavis and Butt-Head Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 20:32:53 UTC
From: ind00052@pegasus
Message-ID: <309g5l$mlk@pegasus.cc.ucf.edu>
Source record: 99655

Pete Jalbert (IO21271@MAINE.MAINE.EDU) wrote:
: Thats a pretty neat idea, as I have a mutated Super Mario Bros. for my C64.
: I was watching tv last night, and apparently, Super Nintendo IS planning
: on releasing a Bevis and Butthead video game anyway. I couldn't believe
: my ears. On the other hand, if they can make Ren and Stimpy into a video
: game, I guess anything is possible.
: But anyway, if you come up with one on your own, I'd be interested in it.
: Have a good one! -Pete.

On a follow-up, there was a sector editor available which showed the player-missle graphics on the left hand side of the screen as you paged through the hex data representation of the file. Anyway, I used it to change the pac-man character at one time. Does anyone know the editor I'm talking about? I can dig it up if not...

Sen

3929. Re: Top Ten 8bit Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 21:35:35 UTC
From: ral@iglou.com
Message-ID: <1994Jul16.213535.7343@iglou.com>
Source record: 99657

One game that I was hooked on that I have only seen on the 8-bit Atari and the Apple II was a game by RapidFire called FORTRESS. It was a board game where you built castles in stages. The object was to control the most number of squares on the board.

The game had "intelligence" built in and would gradually learn to play your style and get better as it went along.

The game was written by Jim Templeton and Patty Denbrook. It was distributed by SSI of Mountain View, CA.

Does anyone else remember this one?

-Rich Link
ral@iglou.com

3930. Re: 8-Bit Atari Emulator Disc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 21:39:29 UTC
From: JACK@BGA.COM
Message-ID: <309k2h$qtd@giga.bga.com>
Source record: 99656

```
In article <6fe_9407140535@flight.org>, Dag.Hugdahl@flight.org (Dag Hugdahl) says:
>
>Quoting from: Russ.Gilbert@apk.wariat.org (Russ Gilbert)
>RG>Date: 5 Jul 1994 21:30:39 -0400
>RG>
>RG>(I am getting a little tired of pcxf2 'details.')
>
> I think this is the main reason whether people like seeing the emulator's
>discussion or dislike it. If you use XF2, of course you would be interested,
>if not, then you probably are not interested. I myself think these messages
>should be posted here, for everyone's benefit. Just because some people are
>not interested in this topic at the time, doesn't mean that they will always
>feel this way...
>
>RG>Russ Gilbert, user of the UniBoard System @ wariat.org
>
> -Dag- ---> dag.hugdahl@flight.org
>
> * PabQwk 2.0 #23 * JUMP! Ten thousand lemmings can't be wrong!
>
> Fidonet: Dag Hugdahl 1:282/47
> Internet: Dag.Hugdahl@flight.org
>
>| Standard disclaimer: The views of this user are strictly his own.
>| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource
Where can I get it???? PCXF2 ????
```

3931. MIO PROBLEM

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 22:08:50 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407162208.AA279846508@relay2.geis.com>
Source record: 99658

Hello Adam,

The additional details on your flaky MIO now have me truly bewildered. Adding the 2nd POKEY for a GUMBY upgrade involves soldering many pins of the two POKEYs together... I'm tempted to say that if the 2nd POKEY was defective or was damaged in soldering, that could be the source of your troubles. Somehow, tho, it just doesn't quite seem plausible.

Since both the MIO & the computer work OK independently, it's unlikely you have a defective LSxx gate somewhere.

There's no way you'll ever create a "pull-up" effect by adding an additional cart (load) to the machine. Each additional load added to the +5V bus will only tend to pull the +5V DOWN, never up. (Not unless we're in a strange universe where the laws of physics have been changed!). Also, I rather doubt addition of the MIO adds THAT much to the TTL loads on the PBI ("fan-out" or whatever). ICD never released schemaics for the MIO so it's hard to say for sure, but if there were a situation where excessive TTL loads in the MIO would exceed the fan-out of the PBI, then those lines would most certainly be buffered (assuming the MIO was designed correctly, hmmmm...).

The flickering character in the format screen has me totally bamboozled. Yah know, ALL those ICD-style carts are super-sensitive to dirt/corrosion on the edgecard foil "fingers". Several times I had funky ICD carts that responded well to the old pink eraser treatment. If you've already done that, then it's time to give Mike Hohman a call. All the symptoms you're describing are indicative of either an intermittent contact problem or a firmware bug. To nail down the firmware source would require reports from more users who use SDX with an MIO. Hmmm... wonder if this happens with 256K MIOs???

Beyond this, we can't go any further toward resolving your mystery in an e-mail forum like this. Somebody needs to get down with your system & give it a good going-over.

- Ben Poehland

3932. A Call to Arms :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 22:08:53 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407162208.AA279946511@relay2.geis.com>
Source record: 99659

Call To Arms: An old warrior's view...

I'd certainly never want to discourage anyone from conducting the type of campaign proposed by Steve Godun. The idea of getting the old software released is certainly a noble & worthwhile objective, with enormous potential benefit for us Classic-8 users. How many of us have protected boot disks that have succumbed to disk rot, rendering them totally useless since the parent company has either left the market or gone belly-up?

However, I feel compelled to imbue this effort with a serious element of cold sobriety. Every year or so someone in this group gets this idea & gets all fired up about it, as if it were the product of their own original brainstorm. The idea is not new & has been tried several times. Results range from an occasional success to dismal failure, accompanied by frustration beyond all human experience. Previous attempts have been sporadic in nature, lacking rigor & thoroughness.

Steve's approach does bear one novel element in that he has recognized the need for some research to compile the names & addresses of the software developers. Asking for assistance from people on the net to provide this info is a first-order approach which will backfire: Steve will waste much valuable time sorting out the many duplications that are bound to occur. And because the approach is not systematic, I'd guess doing it that way will garner no more than half the nummber of names & addresses, probably fewer. The only real way to prepare such a list is for someone with complete sets of Analog, Compute!, Antic & NAU to page thru every single issue & enter the name/addresses in a database. Between 1979-1992 I think it's a fair guess more than 500 different companies were in the 8-bit market at some time, many of them producing more than one product which must also be accounted for. This is a daunting task, & it's just the opening salvo of the campaign.

Whoever does the mailings must be prepared to expend the following resources:

1.) All your free time for one full year.
2.) $500 of your own money.
3.) Computer resources to keep track of contacts, responses, & followups.
4.) Expenditures for competent legal advice.
5.) Grossly excessive wear & tear on your nervous system.

The form letter sent to all these companies must be carefully worded.

Unless the above factors are taken into account, then Steve's campaign will end up being just another lackadaisical effort that will go nowhere & sputter out like all the rest.

I'll make the first contribution here, which will save you some trouble. Don't even bother contacting MicroMiser Software (producer of TurboBase,

TurboWord, & TurboFile). The kindest thing I can say about the guy who runs that outfit is that he's a flaming asshole. I offered the man $1,000 for rights to TurboFile & gave up in disgust after he turned 2 perfectly good contracts into chop suey. He will respond not at all to written inquiries about his former Atari products, & you have a snowball's chance in Hell of getting him to release anything.

- Ben Poehland

Post responses to the group, not to me.

3933. Re: Misc Questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 23:05:14 UTC
From: krishna@max.tiac.net
Message-ID: <309p3a$43m@sundog.tiac.net>
Source record: 99660

GARETH DAVIES (HPGGD@dish.gla.ac.uk) wrote:
: 2) What is the maximum size of a cartidge prog on the 8 bit?

Technically 16K linear at a time, but many bankswitch. Some bankswitch 8K segments like the OSS languages because the Atari is set up to expect an 8K area for AtariBasic and stuff. Some game carts for the XEGS bank out a lot. SpartaDOS X has 64K worth of info on it. I think crimebusters might have 128K. Same phenomenon in the 8-bit Nintendo world. It might be the same in the SNES and GENESIS world if their cart ports can not address more than 128K or so. Obviously with 16-bit machines normally you can address at least 16 megabytes of ram (24 bit adress bus).

3934. Re: Misc Questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 23:07:14 UTC
From: krishna@max.tiac.net
Message-ID: <309p72$43m@sundog.tiac.net>
Source record: 99661

As for Star Raiders, at the CES, a game caled 3-D Space War was shown. That is the working title of the SR project right now and it distresses me no end. I don't think they are handling SR 2K very well at all. Practically no info about SR-ish game play has been mentioned at all, only the 1-on-1 stuff which is cool, but is NOT and I repeat NOT SR and should not be marketed as such.

It's sad because Atari can claim to be the rightful first company to deliver a 3-D space sim, and it's about time they swabbed the deck with the upstarts.

3935. VBI's.. make it <STOP>! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-16 23:57:27 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940716165737.24000ce0@sonoma.edu>
Source record: 99662

Ok, I can now make Action! PROC's into Vertical Blank Interrupts!
RAD!

BUT!... HOW the HELL do I stop them!? ie, turn them off. A bit of code was lacking in Mike Todd's post, but that's understandable because all he did was cut out some of the STARS3D.ACT code. (The "XITVBV" location, easily found in Mapping :) and the actual 3d stars routines were refered to, but missing, so all ya gotta do is cut them out and put in your own code).

Anyways, I've found that END() literally quits the program.. no code afterwards is executed (ie:
END()
PRINTE("test") <- this never gets executed)

BUT, it does NOT seem to turn off the VBI which SETVBV() turns on!

Anyways.. I guess my next step is QUICK-style DLI coding! (just as this is very QUICK-style VBI coding, which is VERY cool :))

So.. who out there knows how to shut down a user-installed VBI !?

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Ok fellas, back to work.

3936. Re: 1020 pen colors: is there a yellow?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 00:24:27 UTC
From: lordthan@news.delphi.com
Message-ID: <309tnr$5cb@news.delphi.com>
Source record: 99663

krishna@max.tiac.net (Glenn M. Saunders) writes:
>I just got 2 1020's. One works, the other doesn't. (or at least so I've
>been told). Now the standard here is for 4 colors:
>black
>blue
>red
>green
>However, these colors are not sufficient to produce any color. Yellow is
>impossible for instance. In order to do all colors, the minimum would be:
>yellow
>blue
>red
>black

Actually, to produce _all_ colors you'd need cyan, magenta, yellow, and
black. However, pen-based technology that exists in the 1020 is _hardly_
accurate enough to do a CMYK printout without serious artifacting.
Besides, you'd have to change from ball-point ink-based pens to felt-tip
water-based pens, which would give you plenty o' smudges and generally
poor output.

>A TV has 3 artifacts. Blue, red, and green. But a TV uses additive
>color, and pens use subtractive color. In other words, a TV gives off
>light, and pen on paper reflects frequencies. So a TV can create white
>with RGB lit up and with a printer that would produce black or dark brown.

Theoretically (see notes above), an RGB mixture on paper would produce a
muddy brown.

>Is there a yellow pen available for the 1020? If there were it would
>then be theoretically possible to dump ColrView images to the 1020.

No it wouldn't; see notes above.

>It would probably take about an hour to print but it would be a lot cheaper
>than a Star NX-1000 rainbow.

At least an hour, and you'd get very crummy output not suitable for
even the simplest graphics.

>With red, green, blue, and black, (and white for the paper) you could get
>away with it. Using various dither densities and overlapping colors and
>adding black with darker shades when necessary.

No, you couldn't get away with it (see above again). Furthermore,
plotters _can't_ dither. Not accurately, anyway, and certainly not
accurately enough to produce a color separation as you describe.

>There is an ANTIC program which dumps standard pics to the 1020. This
>program could be modified for this project. Ideally you'd have to dump
>separate .R .G .Bs. However, the info might have to be converted from
>additive to subtractive before dumping. Just dumping red green and blue
>would create a mess.

No offense, but give it up. It just ain't possible, and no matter how you
slice it it won't work. I've been involved in graphic arts for over a
decade and I know all the essentials needed for creating a color image.
The 1020 falls short in all of 'em.

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3937. Re: 1020 pen colors: is there a yellow?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 00:44:38 UTC
From: krishna@max.tiac.net
Message-ID: <309utm$7b7@sundog.tiac.net>
Source record: 99664

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:

: >There is an ANTIC program which dumps standard pics to the 1020. This
: >program could be modified for this project. Ideally you'd have to dump
: >separate .R .G .Bs. However, the info might have to be converted from
: >additive to subtractive before dumping. Just dumping red green and blue
: >would create a mess.

^-- Have you ever seen the output of this program? If this program
hadn't existed I wouldn't have asked. Obviously the answer to the
question "can you dump a Gr.15 image to the 1020" is a yes. And
ColrViews are nothing but 3 Gr.15 pictures so the question all boils down
to pen colors and subjective qualitative judgements on the output to
determine whether it is worth it. It's just something to try on a $10
piece of hardware. I'm not trying to get laser output on it. But I'm
not about to shell out over $100 for another 9-pin dot matrix (I also have
an Epson FX-80) just to do color dumps, let alone a $4000-$600 color ink-jet.

: No offense, but give it up. It just ain't possible, and no matter how you
: slice it it won't work. I've been involved in graphic arts for over a
: decade and I know all the essentials needed for creating a color image.
: The 1020 falls short in all of 'em.

If you know for a fact that those pen colors don't exist then the point
is moot anyway. It wouldn't be necessary to dissuade me on the basis of
how it would look if it is impossible to get the necessary pens.
Certainly this is a subjective judgement, and someone who's been in the
graphic arts business obviously has a far higher standard than someone
like me who is just looking for something crude and cheap.

3938. Mario clone on 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 01:17:33 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Jul16.211431.11302@wariat.UUCP>
Source record: 99665

I can't seem to find the original msg., but someone was saying, I think, that there isn't a Mario Bros. type game on the Atari 8-bit? Seems to me I saw Mario Brothers on the 8-bit a long time ago. Does anyone have it? I do have a thing called BROS, that is either a German commercial game or a beta version of some developer's or something. It is very Mario-like. I don't play games much, so I'm not an officianado on Mario-type games. I guess my question is, isn't there a real Mario from a long time ago and has anyone else seen the BROS. boot disk I'm talking about?

--

Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org

****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

3939. Re: XF2's graphics.. but how!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 01:26:35 UTC
From: JACK@BGA.COM
Message-ID: <30a1cb$5ql@giga.bga.com>
Source record: 99666

In article <1994Jul14.133632.16749@ultb.isc.rit.edu>, feb6399@ultb.isc.rit.edu (F.E. Barrus) says:
>
>In article <MUNOZ.94Jul11102413@paris.utdallas.edu> munoz@paris.utdallas.edu (Michael Munoz) writes:
>>
>>Also, I was also writing a program that can read and write to the atari
>>SIO peripherals using the IBM parallel port. Currently, I can read and write
>>to my xf551 atari disk drive. The user must build a simple cable that
>>connects the atari peripheral SIO to the IBM parallel port. (The atari
>>computer does not have to be connected.) I was going to use this
>>with my atari emulator to run copy protected disks. The program runs
>>on my 486DX-33Mhz computer, but will not run on my 286-12Mhz machine.
>>The timing is rather critical and this software may not even work on
>>another 486DX-33 machine, but I will post the source code for this
>>program too if anyone is interested.
>>
>>Post to this group; do not reply or email me directly, thanks.
>>
>>Mike Munoz
>>
>
>
>Yes, I'd be very interested in such a thing. I tried making sort
>of a 'reverse SIO2PC' last summer to hook up Atari peripherals to
>anything with an RS232 (like a PC running Linux, or even the
>VAX's, or Alpha's at RIT) but I could never seem to get it to work.
>I know I was sending valid status requests to the drive, but it
>either never responded, or I wasn't getting the response. I figured
>it was because the clock signal was also needed, and I wasn't
>supplying it. So, let me ask you-- which signals to the SIO did
>you actually use or need to get it to work correctly?
>
>And definately post the source, and a pinout for the cable, if you can.
>Thanks (and could you email it too, in case I miss it?)
>
> - Frank
> (feb6399@ultb.isc.rit.edu)
>
>(yup, still .sig-less.... one of these days....)
Where can I find this 8bit /PC emul...

3940. Re: Mario clone on 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 01:34:48 UTC
From: krishna@max.tiac.net
Message-ID: <30a1ro$8gl@sundog.tiac.net>
Source record: 99667

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: I can't seem to find the original msg., but someone was saying, I
: think, that there isn't a Mario Bros. type game on the Atari 8-bit?
: Seems to me I saw Mario Brothers on the 8-bit a long time ago. Does
: anyone have it? I do have a thing called BROS, that is either a German

The animation was very blocky. It must have used character based
animation. I know a game like this has to use character based
playfields, but I'm just not a fan of character based players. That's
why I HATE Dandy. I don't know why people like Dandy so much. Who wants
a game where the player moves 8 thick pixels in a jump? The movement
wasn't as blocky as Dandy, but it was still pretty unplayable.

I'd rather give up color depth and put up with some flickering to use
PMGs over character animation. Or have it lag and do it all blitting
like some games do it.

3941. Mario / Super Mario games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 01:46:24 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940716184635.24000d2b@sonoma.edu>
Source record: 99668

The original thread was started by me last night :) Re: Super Cornholio Bros.
(Cornholio = Beavis, from Beavis and Butt-Head, gone mad)

Anyways, the "Mario" games out there INCLUDE (but is not limited to):

Donkey Kong - the ORIGINAL "Mario" game
Donkey Kong Jr
Mario Bros. - the old, 400/800/XL version which came out along w/2600,5200
Mario Bros. - the new, XE version which came out w/ the oodles of XEGS
games

3942. Shoot.. hit ^Z not ^X Re: Mario

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 01:51:50 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940716185200.24000d2b@sonoma.edu>
Source record: 99669

Argh!
Ok, lemme start over :)

Donkey Kong
Donkey Kong Jr
Mario Bros (old)
Mario Bros (XEGS release, nicer looking IMO)
Super Mario Bros (??? I cannot verify, see below)
BROS (German "Super Mario Bros" clone which I too dislike: no P/M Gfx)

I started work on a dismal TurboBASIC XL Super Mario Bros. clone, CrashMan.
(BROS is also TBXL, compiled, with some digital sound). Mine didn't have
digital sound, used P/M Gfx (nothing was drawn, for testing I used a big blob)
but the thing got so slow, even WITHOUT enemies (which too were never added).

I DID have a spiffy editor for making the levels. It ALSO didn't scroll (like
BROS).

As re: Super Mario Bros. I dunno which Atari it was released for, all I know
is someone sent in that they got a good score on it for "Atari" to some Game
Magazine a few years back which listed good scores that peopel got (for some
ridiculous reason).

Anyways, again, that might not be ALL of them.. that's just all I know of...
oh, except "Fred" which is a Caveman version. It used P/M Gfx I believe for
the main character, but used slow blitter style graphics for the enemies, so
everything was all pretty much the same color (like Zybex and Draconus :)).
I have the PD Demo version which is probably at UMICH in one of the KESoft
demo-version's-of-games disks, but I don't think I'd really pay $$ for it..

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
PS - BROS had no underwater or pipe levels, CrashMan was going to tho :)

3943. <cry> I tried it all

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 01:54:41 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940716185446.24000d2b@sonoma.edu>
Source record: 99670

HOW DO I TURN OFF A VBI ?!

It has been set with SETVBV with "7" in A register and address of routine in "X,Y" registers. It runs fine.. I can even do stuff with it like I'm supposed to be able to (hey, Rob, VBI's are really cool! Nyeah nyeah.. better than pointers!)

BUT.. I cannot seem to find any (clear) documentation on "how to turn of a user VBI".

Also, it crashes before anything happens when I tell Action! to compile my procedure to page 6 and then tell SETVBV that that is where it is. :(:(:(

hellllllllllllp! (I need somebody! Help! .. sorry :))
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Q: What's the difference between RUsh Limbaugh and the Hindenberg?
A: One's a Flaming Nazi Gas Bag and the other's just a zepplin!

3944. Re: VBI's.. make it <STOP>! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 05:38:20 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <30ag4c$6pn@usenet.INS.CWRU.Edu>
Source record: 99671

In a previous article, KENDRICK@sonoma.edu (link.net!sundog.tiac.net!max.tiac.net!krishna
>
>BUT!... HOW the HELL do I stop them!? ie, turn them off. A bit of code was
>lacking in Mike Todd's post, but that's understandable because all he did was
>cut out some of the STARS3D.ACT code. (The "XITVBV" location, easily found in

Hey Bill, check out Mapping and DE-RE if you have em, remeber that the vbi
(deferred mode) points to a an RTI. Save this address ($224, VVBLKD) and
do a final SETVBV using the saved address prior to exit.
Sorry to have left that out...btw, I
only used the Stars3d.act source because I recall having sent it too you
a while ago

DLI's in Action! work in a similar way. DLI's are disabled to begin with,
you've got to enable them, poke $d40e,192 and the address of your dli
source is stored at $0200 VDSLST.

Do check out Mapping however, I'm taking the mem locations from memory
so they may be a bit off.

Mike

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

3945. Re: Mario clone on 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 07:04:47 UTC
From: ind00052@pegasus
Message-ID: <30al6f$4n3@pegasus.cc.ucf.edu>
Source record: 99672

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: : I can't seem to find the original msg., but someone was saying, I
: : think, that there isn't a Mario Bros. type game on the Atari 8-bit?
: : Seems to me I saw Mario Brothers on the 8-bit a long time ago. Does
: : anyone have it? I do have a thing called BROS, that is either a German

Yes, the original Mario Brothers game was released. I have it somewhere
but as I recall it only had one (non scrolling) screen. Although the
complexity of the bad-guys increased. It wasn't, however, the Super
Mario Brothers game everyone seems to have come to like.

Sen

3946. Re: turning off VBI's

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 09:33:43 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940717023353.24000f08@sonoma.edu>
Source record: 99674

Mike, (and all else who know), I THINK I tried a
"SETVBV(7,$E905/256,$E905&255)" to turn off the thing but it didn't work.
If this is the wrong address, please tell me.. it's within the routines
labelled in Mapping as "SYSVBL". I also tried setting it to "XITVBV" with bad
results too.

Finally, what's wrong with doing this for the VBLANK routine:?

```
PROC VBLANK=$0600()
```

which replaces the generic, "it goes where the compiler sticks it":

```
PROC VBLANK()
```

declaration. For some reason it just totally dies. I even tried adding 1 to
the location when I SETVBV'd.

FInally, the Action! guide said something about each BYTE of the parameters
passed to a function are stored in A,X,Y, then about 16 addresses (page 0 I
think).

Since Action! can't take more than 8 parameters to a PROC or FUNC, I'm
supposing the reason they said 'byte' and not 'parameter' is so that you can
stick stuff together into cards which'll let you pass more than 8 bytes.
(Or perhaps even a byte or array?)

Anyways, can't SETVBV(7,VBLANK) replace SETVBV(7,VBLANK/256,VBLANK&255) or
are the bytes backwards? (X=low, Y=high, does just using "VBLANK" as a card
stick the wrong values into X and Y ?)

Anyways.. any and all help'll be VERY much appreciated! Thanx for all I've
gotten so far!

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
I'm so tired now!

3947. Lots of Atari 8 Bit HardWare for Sale!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 09:38:09 UTC
From: bensmith@teleport.com
Message-ID: <30au61$iff@elaine.teleport.com>
Source record: 99673
Cross-posted to: pdx.forsale,pdaxs.ads.computers,or.forsale,pnw.forsale,comp.sys.atari.8bit

I have the Following Atari Classic 8 Bit Item's for Sale.

PS=Power Supply.

130XE $100 wPS.

800XL $75 wPS.

800 $25 no PS.

800 Upgraded with 256K Axolon Happy Compatible Ram Disk. 1
Pass copies with Happy Drive and Axolon Ram Disk. Has OmniMon. Pill Chip(?)
for Dumping Cartridges to Disk. Button for Cold Boot. Two extra switches, one
on/off switch for Pill Chip, one 3 Way for 800 OS/OmniMon/? System.
$75 no PS.

400 $10 no PS.

1050 $75 wPS.

810 $35 wPS.

ATR8000 PS Built In/Just the CPU Unit: $75.

MPP-1100 Printer Interface No PS Needed. Plugs into Joystick Port: $10.

Supra MicroPrint Printer Interface PS Not Needed: $40.

Atari Numeric KeyPad. Plugs into Joystick Port: $10.

XM301 MoDeM/300 BPS/Needs No PS: $20.

If your interested in any of this call Ben at (503)256-9974 24HRs or E-Mail
me on the Internet at this address: bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3948. WANTED: *CHEAP* ATARI SX212 1200 Baud MoDeM!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 10:31:31 UTC
From: bensmith@teleport.com
Message-ID: <30b1a4$lfe@kelly.teleport.com>
Source record: 99675
Cross-posted to: comp.sys.ibm.pc.hardware.comm,comp.sys.atari.st,comp.sys.atari.8bit

WANTED: **CHEAP** Atari SX212 1200 Baud Modem.

Must Come Complete with working MoDeM, working Power Supply and Manual.

This Wanted Ad is directed at both Atari users and IBM Users. Atari Marketing sold their modems to anybody who could use a standard 1200 Baud modems. Including Atari users and they openly Marketed their SX212 modems to work with IBM Compatibles. If you have one of these old Antiques in your closet gathering dust, let me know through E-Mail. My InterNet Address is bensmith@teleport.com or Call Ben anytime at (503)256-9974. I'm in Oregon and I'm up late(3AM).
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3949. Re: Some info, please...\

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 13:45:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e294411@asb2.ct.se>
Source record: 99681

From: per-erik_peterson@asb2.ct.se

In The summer 14.07.94 Wrote Rob Funk following stuff...

RF> Are you implying that SIO2PC _can_ use the PC's modem for the Atari,
RF> similar to the print-through feature?
RF> I didn't think that was possible! (Somebody prove me wrong, please!)
RF> Or do you mean download with the PC software, then convert to SIO2PC
RF> disk images?

If you regiester SIO2PC you also can order one version who can use The PC
Keybord instead of the one on you 8-bit. That what Fredrik Lundholm told me.

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

per-erik_peterson@asb2.ct.se

Gothenburg SWEDEN

3950. $50 for 800+disk+printer+cassette+monitor+more

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 15:18:52 UTC
From: tjt@dsps2.att.com
Message-ID: <tjt.774458332@dsps2>
Source record: 99676

For Sale - Full-blown Atari 800 system - Take everything for $50 + shipping.

Atari 800 (with power supply)
Atari 810 disk drive (with power supply)
Atari 1027 Printer (with power supply)
Atari 1010 cassette recorder (with power supply)
Atari Joystick CX40
Paddle controller set CX30
Teknika Monitor (model MJ-10)
All connectiong cables
Cartridges - Basic (CXL 4002), Word processor (RX 8036)
Various Cassettes and disks
Original documentation with most pieces (800,1027,1010,MJ-10)

My parents inherited this system from someone. I tried it when I visited them, and the disk, cassette, monitor, and computer all work fine. I didn't try the printer, but I'd be surprised if it didn't work. The system is in clean and excellent condition. My parents live in Lisle, Illinois, so if you're in the Chicago area, you can avoid shipping. $50 + shipping takes everything. Please reply to tjt@aloft.att.com. ...Tim Thompson...

3951. Re: Halle 94???

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 15:49:45 UTC
From: bernard@beco.link.hacktic.nl
Message-ID: <bernard.032b@beco.link.hacktic.nl>
Source record: 99714

KENDRICK@sonoma.edu wrote:
> Wah.. I want the Halle94 demo! Is it out yet!?

Yep, It is already out..... You can download it from my BBS if you like.
I will asak a friend of my who can FTP maybe he can UPLOAD it to the
archive..... My bbs see below...

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.hacktic.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

3952. AR - THE DUNGEON

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 17:09:52 UTC
From: xebec@delphi.com
Message-ID: <hk-RipI.xebec@delphi.com>
Source record: 99677

Does anybody know the answers to the riddles in The dungeon?
(To the Gargoyle on Level 3)

3953. HELP! SX212 Power Supply?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 17:22:36 UTC
From: sydtech@winternet.com
Message-ID: <30bpcs$a5n@blackice.winternet.com>
Source record: 99679

I've got one of these and can't find the power supply! What kind of
power supply does it take, so I can jog down to Radio Shack and pick one up?

Thanks!

Sydtech

3954. Re: HELP! SX212 Power Supply?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 17:44:21 UTC
From: krishna@max.tiac.net
Message-ID: <30bqll$qto@sundog.tiac.net>
Source record: 99680

Sydtech (sydtech@winternet.com) wrote:
: I've got one of these and can't find the power supply! What kind of
: power supply does it take, so I can jog down to Radio Shack and pick one up?

Same as the XEP-80 and the 2600 VCS.

3955. Re: MIO PROBLEM

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 18:03:23 UTC
From: kamaro_kid@delphi.com
Message-ID: <hK+QKvL.kamaro_kid@delphi.com>
Source record: 99678

I dont know.. I too have experienced odd MIO problems after upgrading my machines. For instance, I had a 1meg 130xe completely socketed, with a sound and video upgrade and much much more. Worked FINE prior to the upgrades. After installing the 1meg ram, the MIO failed to work..

I'd boot up and get a black screen. Hitting Reset/Select would give me a jumbled MIO menu.. garbage and atascii characters everywhere.

Without the MIO plugged in, the 130xe worked flawlessly.. Connecting any other computer to the MIO and it worked fine -- so the problem was a combination of the upgraded XE and the MIO.. Still havent ever figured it out.

BUT, I can state from past experiences that some MIO's did this while others didnt..

--James King
kamaro_kid@delphi.com

3956. Re: 1020 pen colors: is there a yellow?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 18:16:18 UTC
From: lordthan@news.delphi.com
Message-ID: <30bshi$hri@news.delphi.com>
Source record: 99682

krishna@max.tiac.net (Glenn M. Saunders) writes:
>LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
>: >There is an ANTIC program which dumps standard pics to the 1020. This
>: >program could be modified for this project. Ideally you'd have to dump
>: >separate .R .G .Bs. However, the info might have to be converted from
>: >additive to subtractive before dumping. Just dumping red green and blue
>: >would create a mess.

No, I didn't write this. I _replied_ to it. Please pay better attention
when following up on a message, eh?

>: No offense, but give it up. It just ain't possible, and no matter how you
>: slice it it won't work. I've been involved in graphic arts for over a
>: decade and I know all the essentials needed for creating a color image.
>: The 1020 falls short in all of 'em.
>If you know for a fact that those pen colors don't exist then the point
>is moot anyway. It wouldn't be necessary to dissuade me on the basis of
>how it would look if it is impossible to get the necessary pens.
>Certainly this is a subjective judgement, and someone who's been in the
>graphic arts business obviously has a far higher standard than someone
>like me who is just looking for something crude and cheap.

First, I don't know for a fact if the pen colors exist or not. But the
pen coloring alone, as I had already said, was not the whole of the
problem. In order to produce a color image you need a printer that can
produce line screens. A plotter _can not_ produce line screens, so a
plotter _can not_ produce a color image. Just like a laser printer can't
print through several sheets of carbonless since it's not an impact printer.

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3957. Re: Some info, please...\

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 18:45:12 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <117558@cup.portal.com>
Source record: 99683

> If you regiester SIO2PC you also can order one version who can
> use The PC Keybord instead of the one on you 8-bit. That what
> Fredrik Lundholm told me.

As far as I know, that isn't true. There is someone other
than Nick Kennedy doing that. From the SIO2PC README file...

A NOTE ON A RELATED HARDWARE DEVELOPMENT

Recently, an SIO2PC user told me he was developing a hardware project
which would allow him to type on the PC and have the keystrokes
transmitted to the Atari via a PC parallel port and custom Atari interface.
The system also comminicated joystick positions, START, SELECT,
OPTION, and SYSTEM RESET button status to the Atari - AND
allowed turning the Atari on and off remotely, and turning the Atari's
cartridge on and off. His idea was to tuck the Atari away, into a desk
drawer or something, and do everything from the PC's keyboard. He
asked me to write to software for this project and integrate it into
SIO2PC, which I have done. The hardware is more complicated than an
SIO2PC, having 8 or 10 chips and requiring internal installation in the
Atari. If this sounds interesting to you, I'd be glad to send you the
schematic and a version of SIO2PC which includes the control functions
for this modification. If you'd like to contact the designer of the interface
he is Carl Mangaroni, 15764 Midwood Drive Suite 5, Granada Hills CA
91344 phone 818-363-1037.

Jeff_M_Lodoen@cup.portal.com

3958. Re: AR - THE DUNGEON

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 23:05:39 UTC
From: lee912@cs.uidaho.edu
Message-ID: <30cdg3$j7h@owl.csrv.uidaho.edu>
Source record: 99685

xebec@delphi.com wrote:
: Does anybody know the answers to the riddles in The dungeon?
: (To the Gargoyle on Level 3)

I can't remember the second two, but the first is shipwreck, I think.
I tried wreck, and every word I could think of ending in eck... Then I
wrote a program which decrypted these clues and revealed that there is
stuff in the Dungeon prepared for the never completed sequels.
If you want to know how to decrypt the Dungeon disks, here's how:
The first sixteen bytes(or is it 8, I can't remember off-hand) of the disk
sector before a sequence of related sectors contain the key to that sequence.
By a sequence, I mean the sectors related to the gargoyle, or the church, or
any other place that has a picture. If I remember correctly, all you do
is take the key and tack it on to the end of itself until you have 128
bytes. Then take this 128 key and exclusive-or it with each of the
sectors following the key sector. I found the key sectors by trial and
error. I have them all written down somewhere. I could dig them up if
you would like.

Hope this was what you wanted,

-Jonathan Lee (lee912@cs.uidaho.edu)

3959. Re: AR - THE DUNGEON

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 23:08:17 UTC
From: ricortes@delphi.com
Message-ID: <pexTipB.ricortes@delphi.com>
Source record: 99684

```
shipwreck, oracle, bloodstone
```

3960. SpartaDOS info!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 23:13:49 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HETNEXFA9A8Y80LK@vax.edinboro.edu>
Source record: 99686

```
There are several different version of SparaDOS.
- v1.1 Don't bother!
- v2.? Don't know much. I nkow people who like it.
- v3.2 The latest Disk version. 3.2g is now shipping from FTE.

SpartaDOS X (4.17 - 4.20):

* command line interface.
- Max BASIC Fre: about 35354 (I run at about 33815 free)
- Takes up no space on disk.
* Supports any density.
* Reset proof.

other notes:
- Can use Banked RAM on 64k+ machines.
- Can use Banked RAM and keep XE banks with 128k+ ram.
- Supports (up to) 1 meg RAM.
* Supports Hard-Drives as 16meg partitions.
- File and Sector buffers can exist in Banked or OS ram.
- Many utlities on built in 64K cart. Ramdisk.
- Will only write/format in SD and DD with Atari Format disks.
* Batch files.
* I/O redirection.
* Built in High Speed SIO drivers.
* Built in PBI drivers.
- Default Drive as D: in programs. (SDX and SD3.2g)
- built-in format menu. (can be called from any program).
- MS-DOS style commands.
- Search path. (like MS-DOS).
- Allows configuration though config.sys and autoexec.bat files.
* subdirectories.
- current path can be displayed on command line.
* Time/Date line and File Stamping.
* 32 key buffer. (works even during disk I/O).
- Optional Drive letters (ie. A: instead of D1:).
- Swap drives.
- .... and more ....

> Requires 64k and use of OSRAM.

- Applies to SDX
* applies to SD3.2 and SDX
> Applies only to SD3.2

I hope this helps.....
```

-Adam Conover.
a644690c@edinboro.edu

3961. New DOS available

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-17 23:58:53 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.007u@didi.mayn.sub.de>
Source record: 99688

Hello User,
some days ago I received from my friend "Bewesoft" from Prag his newest software.
It is a DOS, full Sparta DOS compatible. But it has some nice features e.g. it doesnt use the ram under the rom, also it will work 100% with Turbo Basic !
The DOS is called BW-DOS and is shareware, it is some bit faster and shorter compared the original
SP-DOS. I think it will be available on the FTP in the next 8 days..

Greetings from Germany

Dieter Popp didi@didi.mayn.sub.de

3962. hehe

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 00:14:58 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940717171500.24001175@sonoma.edu>
Source record: 99687

I made a simple unelegant fix for my VBI problem.. stick a RESET() at the end
of the program (RESET = $E474).

Now my problem is (and I've had this often :)) where to stick my chsets.
I'm still fuzzy on how location 106 and 741-744 and some others work..!
Mapping uses "above" and "below" a lot, but I'm not sure whether "above" means
"locations with larger (higher) values" or the opposite!

Can someone help me?

So far for a font (I'm having very few redefined characters, but two sets, so
2k) I just find some place in RAM to set a pair of bytes, then do:

```
MOVEBLOCK(MYSET1*256,224*256,1024)
```

and to change stuff, I do this:

```
MOVEBLOCK(MYSET1*256+(char*8),"blahblah"+1,8)
```

for each character. Not the quickest or most elegant, but it WORKS and it's
only done once in the beginning, so it's good enough for me :)

Now.. how do I go about finding what "MYSETx"s should equal!?
I did this:

```
BYTE FRE=106
...
MYSET1=FRE-16 (and -20, and -24, and -30, and so on)
MYSET2=MYSET1-4 (4 pages=1k, so in essence the first font in RAM is set2,
but it doesn't matter at all)
```

Also, At the moment, I'm using MOVEBLOCK() calls in my VBI.. stupid, huh?
I think using CARD movement should speed that up (and shrink it!), no?

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Viven las Ataris!
HELP ME! I'VE CALLED A VBI AND I CAN'T TURN IT OFF!

3963. WANTED: Cool 8-bit BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 01:26:02 UTC
From: sydtech@winternet.com
Message-ID: <30clna$efb@blackice.winternet.com>
Source record: 99689

Sorry if this is a FFAQ....I'm looking for really cool Atari 8-bit BBS.
Any pointers would be most welcome....

Thanks!
Sydtech

3964. Re: New DOS available

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 01:57:06 UTC
From: krishna@max.tiac.net
Message-ID: <30cnhi$79b@sundog.tiac.net>
Source record: 99691

Dieter Popp (didi@didi.mayn.sub.de) wrote:
: Hello User,
: some days ago I received from my friend "Bewesoft" from Prag his newest software.
: It is a DOS, full Sparta DOS compatible. But it has some nice features e.g. it doesnt use
: the ram under the rom, also it will work 100% with Turbo Basic !
: The DOS is called BW-DOS and is shareware, it is some bit faster and shorter compared the
original
: SP-DOS. I think it will be available on the FTP in the next 8 days..

Sounds cool, but I'll have to see it to believe it. I bet memlo takes a
beating.

3965. Please let me know

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 02:04:22 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9407160218.AA01239@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 99690

Hello ATARI GUYs!!

I have one question on using Atari. I don't still have
ATARI, but I will get it soon. Yeah, I have one question.

I think that when we expand disk drive on Atari, we use
SIO usually. Therefore, if terminal soft is saved in disk and I
want to send data from amiga to atari on serial port, what do you
do??

I think it is simply and stupid question, but let me know.
I have data downloaded from UMICH yet and it is saved in AMIGA. It
is too hard in Japan to get periferals(BlackBox and so on) of Atari,
if I can so without other periferals, let me know.

Thanks for your reading my English!! :-) \(^_^)/

__ | NAME : Tetsuo Oda (OdaMan the AMIGA) | A1200(EC020)
/// | BELONG: PFU Software Laboratory Limited, Japan | A500(68000)
__ /// | E-Mail: odaman@pfu.fujitsu.co.jp | Atari130xe(6502?)
\\\/// | TEL: CODE+81-762-86-3228 | MSXtR(R800)
\XX/ |It's so easy,easy when everybody tryin' please me!| Guns n' Roses(?)
I lead reck, reck, reck, reckless LIFE, and you know it's my *only* VICE!

3966. Re: turning off VBI's

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 03:53:46 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <30cuca$78j@charm.magnus.acs.ohio-state.edu>
Source record: 99692

In article <940717023353.24000f08@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
>Mike, (and all else who know), I THINK I tried a
>"SETVBV(7,$E905/256,$E905&255)" to turn off the thing but it didn't work.
>If this is the wrong address, please tell me.. it's within the routines
>labelled in Mapping as "SYSVBL". I also tried setting it to "XITVBV" with bad
>results too.

I'm a bit rusty here, but that doesn't look like the right address to
me - in the XL appendix to Mapping, $E905 is in the middle of a
"Peripheral Handler Loader" initialization routine (see p. 224 of
revised Mapping). You are using an XL, aren't you?
(The 400/800 section does mention $E905 in reference to VBI's,
though.)
If you want to stay legal for both 400/800 and XL/XE, you should use
the addresses from the vector table at $E450-$E4D7, but to see where
those routines go on an XL, look at p. 222 of the revised Mapping.

It seems to me that you need to save the old values of the locations
you're changing to point to your routine, then restore the old values
to stop.

>Finally, what's wrong with doing this for the VBLANK routine:?
>
>PROC VBLANK=$0600()
[...]
>declaration. For some reason it just totally dies. I even tried adding 1 to
>the location when I SETVBV'd.

I don't see why that wouldn't work, unless you're referencing $0600
somewhere else.

>FInally, the Action! guide said something about each BYTE of the parameters
>passed to a function are stored in A,X,Y, then about 16 addresses (page 0 I
>think).
[...]
>Anyways, can't SETVBV(7,VBLANK) replace SETVBV(7,VBLANK/256,VBLANK&255) or
>are the bytes backwards? (X=low, Y=high, does just using "VBLANK" as a card
>stick the wrong values into X and Y ?)

Using plain VBLANK would put the low byte into X, high byte into Y.
Doing the VBLANK/256,VBLANK&255 would put the high byte into X, low
byte into Y. (if the order is A-X-Y)

Maybe I'll learn a little about VBIs here.
BTW, many of those tables in the OS are just arrays of *pointers*. :-)

--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3967. Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 04:17:45 UTC
From: lordthan@news.delphi.com
Message-ID: <30cvp9$irk@news.delphi.com>
Source record: 99694

Thanks to the concerned effort of _ONE_ user, I've got a good list
started of Atari 8-bit software developers of the past. These are (so far)...

Adventure International
Activision (Imagic)
Allen Macroware
ALOG Computing
Alpha Systems
Amulet Enterprises
Arrays, Inc.
Artworx Software Co, Inc.
Avalon Hill Microcomputer Games
Big Five Software
Bram Inc.
Broderbund Software (Synapse Software)
CDY Consulting
Datamost
Datasoft, Inc. (Intellicreations)
DonUt Ask Computer Software Inc.
Tronix Publishing, Inc.
Eastern House
Eclipse Software
English Software Company
LJK, INC.
LJK Enterprises, Inc.
MicroProse Software
Mighty Byte Computer
MMG Micro Software
Monarch Data Systems
Muse
Newell Industries
Penguin Software
Planetary Machine Intelligence (PMI)
Programmers Workshop
Quality Software
Reston Publishing Company
Roklan Software
Royal Software
Sierra On-Line
Strategic Simulations Inc.
subLogic
Synergistic Software
XLENT Software
Swifty Software, Inc.

That's about 40-45 companies so far, but I _know_ there's more. I notice that Atari Corp. itself is not on this list. Also conspicuously missing are Infocom, Synapse, Microsoft, Bank Street Software, and Epyx -- as well as many, many others, I'm sure.

So how about it, folks? Anyone else want to get off their butts and look for the addresses for the companies I need to make contact with? Or is this going to be another example of the _generally_ lazy behavior that I remember Atari users to be notorious for? :/

I've already printed out letters and agreements for those above companies. Please don't make me throw away ~90 sheets of paper.

Help, in other words. Be useful. Help out.

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3968. Re: hehe

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 04:20:26 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <30cvua$7b9@charm.magnus.acs.ohio-state.edu>
Source record: 99693

In article <940717171500.24001175@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
>I made a simple unelegant fix for my VBI problem.. stick a RESET() at the end
>of the program (RESET = $E474).

Look up in Mapping what the OS does to VBIs during RESET, then do that
yourself instead. That would be a bit more elegant.

>Now my problem is (and I've had this often :)) where to stick my chsets.
>I'm still fuzzy on how location 106 and 741-744 and some others work..!
>Mapping uses "above" and "below" a lot, but I'm not sure whether "above" means
>"locations with larger (higher) values" or the opposite!
>
>Can someone help me?

Think of "above" and "below" in terms of "high memory"-> $FFFF and
"low memory"-> $0000. So $0600 is below $0700.

>So far for a font (I'm having very few redefined characters, but two sets, so
>2k) I just find some place in RAM to set a pair of bytes, then do:
>
>MOVEBLOCK(MYSET1*256,224*256,1024)
>
>and to change stuff, I do this:
>
>MOVEBLOCK(MYSET1*256+(char*8),"blahblah"+1,8)
>
>for each character. Not the quickest or most elegant, but it WORKS and it's
>only done once in the beginning, so it's good enough for me :)

Why Are you moving the whole set, rather than just pointing CHBASE at
MYSET1? You already have your set in memory - it loaded with your
program. The hard part is making sure it begins on a page boundary,
but that isn't all that hard. You're still stuck thinking as a BASIC
programmer!
Besides, doesn't your first line above attempt to move your set on top
of the ROM (as in Read-Only!) set? Or am I looking at MOVEBLOCK
backwards?

>Now.. how do I go about finding what "MYSETx"s should equal!?
>I did this:
> BYTE FRE=106
> ...
> MYSET1=FRE-16 (and -20, and -24, and -30, and so on)
> MYSET2=MYSET1-4 (4 pages=1k, so in essence the first font in RAM is set2,
> but it doesn't matter at all)

To be more accurate (or clear), you might want to change "FRE" to
"RAMTOP". Like I said above, it shouldn't be necessary to reserve
space like this, but if you insist, you might want to assign FRE to
point to the bottom of the character sets. Why are you taking 16
pages for MYSET1 if you only need 4 for a set?
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3969. Re: to all SPARTADOS-experts

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 06:21:17 UTC
From: ral@iglou.com
Message-ID: <1994Jul18.062117.20020@iglou.com>
Source record: 99695

> [1]Reply to: Matthias Belitz
>
> TO ALL SPARTADOS-EXPERTS
>
>
>Is here anybody, who could give me some information about Spatados ?
>
>Which are the main features of it ?
>Does Spatados support Harddiskdrives ? I've heard something about, but I'm
>not sure !
>Which drives are supported ?
>How does Spartados manage this ? Does the Harddisk have it's own handler (
>like H1:) or how it is organized ?
>
SpartaDOS handles hard disks in the exact same manner that it handles
floppy disks... D1:, D2:, D3:, etc.
SpartaDOS uses a subdirectory system which resembles MSDOS. It is a
"command line" driven system in which you type commands like COPY, FORMAT,
DIR, CWD (change working directory), rather than just choosing an option
from a menu. This has the advantage that new commands can be added to
the system easily. There is a core of commands which are contained in
the actual SpartaDOS OS, and all other commands are external modules.

The system is really designed to run via a HD or a RamDisk.

To add a hard disk and use SpartaDOS, you would have to have either an
MIO or Black Box. There is a file called HDPHFMT which formats the drive
in 256 byte sectors physically, and then you run a second command file
which formats the drive and lays down the directory. From that point on,
the drive looks just like a huge double density floppy. On an MIO you
can have up to 16 meg sections (called partitions) as a single drive.

SpartaDOS also supports time/date stamping using either an internal clock
or the R-Time8 clock. That's really handy when you need to check to see
if the file is of recent vintage.

I ran a BBS using SpartaDOS on an MIO with 60 megs of HD space for 8
years. It ran flawlessly and reliably. It would still be up if we
hadn't switched to an ST system.

--
------ Rich Link -------
------ ral@iglou.com ---

3970. VBI's and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 07:33:38 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940718003346.2400132a@sonoma.edu>
Source record: 99696

Ok, UP is bigger.. ok :)

I'm moving "the whole set" from ROM into RAM twice. Once for set one, the other time for set two. The syntax of the Action! MOVEBLOCK() procedure is:

Moveblock(card destination,source,length)

So MOVEBLOCK(MYSET1*256,224*256,1024) moves the ROM set into the MySet pages.

The reason MYSET=FRE-16 is because screen RAM and stuff is just below (behind, before, whatever) where FRE points to.

ie, if I go into Graphics 8 and put a ChSet at FRE-16 it'all appear in the middle of the screen. Since I'm using Graphics 0 only, it's before the graphics 0 'top of screen'.

I subtract the other 4 for the obvious reason that I don't want the other chset within the first one :)

I dunno where to look before I do a SETVBV.. Is it in page 2 somewhere? Btw- i HAVE no newer Mapping! I have only the 400/800 and it was like the last one at BEST or B&C or wherever I got it! It does mention the diffs between the older and newer (rev.B) OS ROMs for the 800's (I guess).

Anyways, what exactly does SETVBV() do? EXACTLY... it sets some "User deffered-VBI is on" bit, waits for the appropriate time to set some VBI pointer to my routine, does it, and then that's it? Am I right? Anything wrong? Anything missing? Too much added!? :)

Who around here is an absolute EXPERT at VBI's!?

One thing I'm beginning to dislike about Mapping is comments like:

"then do a JMP to <some hex location> (<decimal version>)" .. no reference to the location's NAME!! :(:(:((like "SETVBV" or "XITVBL" or anything!)

Oh well..

Thanks for the help SO far!

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
When's R:P: coming out!?

3971. Two questions: R:P: and good 14.4k's

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 07:35:45 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940718003552.2400132a@sonoma.edu>
Source record: 99697

What are good 14.4k modems to use on Atari 8-bits? Any specific brand? I've heard comments that certain brands/models aren't very good at talking to Atari's.

Perhaps it's a bit soon to ask this question as all of you are using P:R:'s, BB's, etc. and not what >I'M< planning on using, an R:P:Connection.

That brings up the question (which I've ask OH so many times! :))..

I'm in the money! hehe .. when's the R:P: coming out!? I'll be first in line for it (maybe 2nd?)

Thanx for any details/help/comments/flames .. no wait.. not flames :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
FAQboy

3972. XEP80 question

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 08:39:30 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <30df43$jtf@usenet.INS.CWRU.Edu>
Source record: 99699

Where is the XEP80 handler load into
memory at? I have been working on a
40/80 column editor. It works with the
normal 40 column editor, my super fast
80 column handler. I would also like
to have it have a chance of working with
the XEP80 device. The editor only requires
(strike that last partial sentence)

It currently only is a program type editor
(no lines longer than 128 characters).
It is similiar to actions. It has horizonal
scrolling of lines (like action).
Supports up to 16 XE memory banks. It is
capable of treating them seperately or saving
and loading them as one contiguous file.
You still have to use bank select commands
like Atari Writer Plus XE version though.

I also will work up a fast 40 column handler.
The program does as minimal writing to the screen
as possible for speed reasons.

Sorry for the additional commentary to a simple
question, but I thought some might be interested in
what I am working on.

cp576@cleveland.freenet.edu

3973. Atari 1050 Drive for sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 08:40:42 UTC
From: bensmith@teleport.com
Message-ID: <30df6a$mqs@kelly.teleport.com>
Source record: 99698

For Sale: 1050 floppy drive: Stock: Works fine: $75.

E-Mail me at bensmith@teleport.com or call Ben, anytime at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

3974. Re: PAL and NTSC on Atari 8 bits

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 14:52:01 UTC
From: moran@bnr.ca
Message-ID: <30e4uh$1ck@bmerha64.bnr.ca>
Source record: 99700

Joe Carp (jcarp@kaiwan.com) wrote:
> : you cant just make a customised PAL display list - the screen
> : just rolls once you hit a certain point since the extra blanks
> : make the display unstable. (too many scanlines)

> I understand this when the display is a TV, but does the same hold true
> for composite?

For all intents and purposes, composite IS tv surely? I see what you
are getting at but AFAIK the RF signal is just the composite signal
modulated onto a carrier. I would guess that the extra scanlines are
added BEFORE the signal is output in composite and modulated. Unless
someone knows different that is.....

If you have a good monitor you might be able to adjust vertical hold
to compensate for the extra lines.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

3975. Re: Please let me know

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 15:06:26 UTC
From: jcarp@kaiwan.com
Message-ID: <30e5pi$t7u@kaiwan.kaiwan.com>
Source record: 99701

OdaMan the AMIGA (odaman@rocky.unoke.pfu.fujitsu.co.jp) wrote:

: I have one question on using Atari. I don't still have
: ATARI, but I will get it soon. Yeah, I have one question.

: I think that when we expand disk drive on Atari, we use
: SIO usually. Therefore, if terminal soft is saved in disk and I
: want to send data from amiga to atari on serial port, what do you
: do??

You will have to use either a direct-connect modem (300 baud or 1200 baud) on your Atari or get an RS-232 interface (Atari 850 interface, P:R: Connection) and use a "null-modem" cable to connect your Atari to your Amiga's serial port. Then just use a terminal program on your Amiga to send the files to your Atari, and use a terminal program on your Atari to receive those file and save them to your Atari disks.

But first you have to get your Atari! :-)

I did this with a direct-connect 300 baud modem on my Atari and called my Amiga on another phone line. It was slow!

: I think it is simply and stupid question, but let me know.
: I have data downloaded from UMICH yet and it is saved in AMIGA. It
: is too hard in Japan to get periferals(BlackBox and so on) of Atari,
: if I can so without other periferals, let me know.

If you can find an Atari in your area, try and get an Atari 850 interface to go with it. I believe an Atari 850 interface will allow you to hook up your modem to transfer at up to 9600 baud, then just use your Atari to get all your Atari files from umich.

: Thanks for your reading my English!! :-) \(^_^)/

It was better than most Americans I know. :-)

-Joe

: ---
: __ | NAME : Tetsuo Oda (OdaMan the AMIGA) | A1200(EC020)
: /// | BELONG: PFU Software Laboratory Limited, Japan | A500(68000)
: __ /// | E-Mail: odaman@pfu.fujitsu.co.jp | Atari130xe(6502?)
: \\\/// | TEL: CODE+81-762-86-3228 | MSXtR(R800)
: \XX/ |It's so easy,easy when everybody tryin' please me!| Guns n' Roses(?)
: I lead reck, reck, reck, reckless LIFE, and you know it's my *only* VICE!

--
jcarp@kaiwan.com

3976. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 15:30:55 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <30e77f$s87@usenet.INS.CWRU.Edu>
Source record: 99702

In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:

>Several days ago I posted a request for Atari 8-bit software company
>addresses in an attempt to get legal permission to distribute the
>software via an ftp site. I have yet to receive a single reply to that
>ad, so I suppose that the Atari community simply doesn't want 'em.

Perhaps most of us are more interested in all the new commercial and
shareware releases, rather than gaining access to the old, outdated stuff.

>It's kinda funny, actually. With no bashing intended (this is _purely_ an
>observation), I've found that out of all the computing circles I've been
>involved with, the Atari community is by far the laziest.

I don't know, someone who posts "If you guys do all this work for me first,
then I'll do this for you" might be perceived as lazy as well. Perhaps
you'd have more luck if you found some addresses, then asked us to write
letters?

A number of us have written companies in the past. Usually they don't
bother to respond at all, although of course there are exceptions.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3977. Re: Misc Questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 15:44:57 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <30e81q$ste@usenet.INS.CWRU.Edu>
Source record: 99703

In a previous article, HPGGD@dish.gla.ac.uk (GARETH DAVIES) says:

>1) What is the link (if any) between Atari Corp and Atari Games?

There has been no link since they were both created out of Atari, Inc. in 1984. Also, Time-Warner recently re-bought Atari Games, and last I heard planned to discontinue using the Atari Games trademark entirely.

>4) How do I download Atari 8 bit files from FTP archives. I can't
>connect my 800XL to the NET; I only have access via a PC - is there
>any way of moving the files from PC/ST to 800XL?

Quick answer: Yes.

A few alternatives are discussed in the FAQ List. Feel free to e-mail me for a copy.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

3978. Re: Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 15:47:59 UTC
From: sydtech@winternet.com
Message-ID: <30e87f$mkt@blackice.winternet.com>
Source record: 99705

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
[snip]
: That's about 40-45 companies so far, but I _know_ there's more. I notice
: that Atari Corp. itself is not on this list. Also conspicuously missing
: are Infocom, Synapse, Microsoft, Bank Street Software, and Epyx -- as
: well as many, many others, I'm sure.

Well, besides a version of BASIC (and I may be wrong on that), Microsoft
never developed anything for the Atari, so that's one you can wipe off
the list....

3979. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 15:59:17 UTC
From: lordthan@news.delphi.com
Message-ID: <30e8sl$9ff@news.delphi.com>
Source record: 99704

aa700@cleveland.Freenet.Edu (Michael Current) writes:
>Perhaps most of us are more interested in all the new commercial and
>shareware releases, rather than gaining access to the old, outdated stuff.

Then why, praytell, is there so much talk on this newsgroup about
"classic software"?

>I don't know, someone who posts "If you guys do all this work for me first,
>then I'll do this for you" might be perceived as lazy as well. Perhaps
>you'd have more luck if you found some addresses, then asked us to write
>letters?

Excuse me, but I think you're _way_ out of line here and frankly I expect
an apology over that implication. I've offered to spend the money on
stamps, take the time and effort to write letters, contact a lawyer to
create a legal agreement that the companies can sign so that distribution
is allowed without legal recourse (not to mention paying said lawyer),
and locate a host FTP site for the resulting files. And now you're
accusing me of being lazy, just because I haven't the foggiest idea what
anyone's addresses are? I resent that strongly. I haven't seen _anyone_
here, past or present, try to put that much effort (and time and money)
into a project that will benefit the entire Atari 8-bit community. Awhile
back I gave all of my old Atari 8-bit-related magazines to someone (yes,
GAVE, as in, FOR NO MONEY) so I no longer have a source of looking up
addresses and the like. The local libraries don't carry _anything_
relating to the Atari. I've been out of Atari 8-Bit-Land for several
years and, as such, would be unable to look through the FAQs becuase I
wouldn't know who produces hardware and who produces software. So YOU
tell ME, sir, how the flying fuck am I being lazy over this. (Yes, I'm
pissed off. Sue me.)

>A number of us have written companies in the past. Usually they don't
>bother to respond at all, although of course there are exceptions.

First, let's understand something. I remember the times when I was
actively involved in Atari 8-bit computing (as a primary computer). One
of the strongest memories I have is that trying to get a group of Atari
users to execute one concerted effort was next to impossible, and from
the looks of things (and the attitude I've gotten from you) it seems
things haven't changed much. So asking a bunch of people to write letters
to various companies is (a) not going to happen, (b) not a legal effort
to allow the software to become freely distributable, and (c) as a
result, very likely to fail.
Assuming I get some assistance (rather than attitude), this effort - MY
effort, as it stands now - will benefit everyone. Scant few people who
use this newsgroup can say the same. Yet you say I'm lazy.

You have _absolutely_ no clue about this. The time you spent telling me
that I was lazy _could_ have been spent finding an address for, say,
Infocom. But no, you'd rather tell me that I'm lazy. With the respect
this type of attitude deserves and until I see a public apology from you,
fuck you.

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3980. Re: Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 16:13:54 UTC
From: lordthan@news.delphi.com
Message-ID: <30e9o2$9s3@news.delphi.com>
Source record: 99706

sydtech@winternet.com (Sydtech) writes:
>Well, besides a version of BASIC (and I may be wrong on that), Microsoft
>never developed anything for the Atari, so that's one you can wipe off
>the list....

I thought Microsoft developed Flight Simulator...? Or was that subLogic?

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

3981. really copyrighted?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 16:42:17 UTC
From: vparada@tuetue.inf.utfsm.cl
Message-ID: <30ebd9$220@tuetue.inf.utfsm.cl>
Source record: 99711

Hola mundo.

I've seen a lot of atari stuff (even in the archive) that somewhere
says "(C) 19xx by ...". I guess that many of them aren't copyrighted.
Why? Just because it seems to be difficult to copyright something
(at least here in Chile).

I know that some programs published in magazines inherited some
copyrights... the same to some major software publishers.

Am I wrong?

Now, what I have to do to (C) my own programs?

Bye... ++Vitoco
--
Victor Andres Parada Gomez __ __
Ingenieria Civil en Informatica o-''))_____\\
Universidad Tecnica Federico Santa Maria "--__/ * * *)
Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

3982. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 16:56:07 UTC
From: jjmcwill@next5
Message-ID: <30ec77$85q@mtu.edu>
Source record: 99708

LORDTHANATOS@DELPHI.COM (lordthan@news.delphi.com) wrote:
: anyone's addresses are? I resent that strongly. I haven't seen _anyone_
: here, past or present, try to put that much effort (and time and money)
: into a project that will benefit the entire Atari 8-bit community. Awhile

Are you familiar with the Atari Classics mail campaign ???
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3983. Re: Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 18:40:36 UTC
From: STIRRE31@MAINE.MAINE.EDU
Message-ID: <94199.144036STIRRE31@MAINE.MAINE.EDU>
Source record: 99712

```
It was subLogic, Steve.
-scott tirrell
```

3984. Atari Error Codes!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 18:42:01 UTC
From: milesph@aol.com
Message-ID: <milesph-180794104201@orion.slip.crl.com>
Source record: 99707

Does anybody know if there is an online publication which has a list of the Atari OS error codes? I got my Atari 800 used, and it came with a book called "Using your Atari 800" which has a spectacular appendix FILLED with the OS error codes. Unfortunately, the book is falling apart, (Chapter 10 is now living somewhere other than inside the book. :D) and I STILL need the Error codes. I can never remember if 170 is File Not Found, or if it's Device Not Answering. Please help! If I've just been ignorant and the error code table is in the FAQ, please don't flame me *TOO* badly. Thx! :-)

Atari Rulez!
Miles

3985. Re: SpartaDOS info!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 19:44:24 UTC
From: jjmcwill@next5
Message-ID: <30em2o$ho2@mtu.edu>
Source record: 99709

I tried emailing this a week or so ago, but it didn't work.
You're email addresse bounced beautifully.
So here it it as a follow-up.

Matt,

Spartados is a command line processor DOS system. This means it works
very much like MSDOS or Unix. SpartaDOS consists of a resident
command line interface with some internal built in commands, and
an infinitely expandable number of external commands via .COM files.

Since there is no DUP.SYS to load to get to the internal command line
interface, you can jump back and forth from a cartridge or BASIC and DOS
very quickly. SpartaDOS also takes up less memory than Atari DOS 2.0
by hiding much of itself (in versions 3.2d and 3.2f and 3.2gx)
under the OS ROM.

SpartaDOS has its own disk structure, not compatible with Atari DOS or
its clones. Though SpartaDOS can read and write to an Atari DOS disk,
Atari DOS can't read or write to a SpartaDOS disk.

Because of this disk structure, SpartaDOS can support subdirectories.
Each file or subdirectory also has a time and date stamp.

SpartaDOS also supports batch files. With the cartridge based SpartaDOS-X,
these batch files support parameter passing as well.

So for instance, you could have a batch file called MOVE.BAT which looks
like:

```
COPY %1 %2
ERASE %1
```

and from the command line you would type:

```
-MOVE D1:OLDFILE.TXT D1:DOCS>NEWFILE.TXT
^ ^
| |----------a subdirectory
|
|-----------a minus sign preceeds the name of a batch file
```

in spartados to tell DOS that this is a batch file, and
not MOVE.COM.

Hard drive support is available via a hard drive interface.
The ones that have been available are the MIO from ICD Inc., the
Supra Hard drive interface,and the Black Box from Computer Software
Services. All of the above provide a SCSI (Small Computer Systems Interface)
port for connecting hard drive mechanisms. You can directly connect

am imbedded scsi drive, or get a SCSI to MFM or SCSI to RLL converter card
(Typically the Adaptec 4000 or 4070) to hook up older MFM or RLL hard drives.
Each of these hard drive interfaces, the Black Box, MIO, or Supra
have their own hard drive formatting and partitioning software.
Compatible with various hard drive mechanisms varies between interfaces.

SpartaDOS can support any sort of storage device up to 16 megabytes in size.
It's up to the hard disk interface software to format the hard drive,
partition it into chunks of 16 megabytes or smaller if necessary,
and write the basic SpartaDOS disk structure to each partition.
After that, SpartaDOS merrily sees it as anything else.
Hard drives have disk numbers just like floppies do.
So you have to share the floppy drive assignments D1: through D8:
with hard drive partitions.
SpartaDOS X, the cartridge based SpartaDOS adds support for D9: for
Ramdisks.

The Black Box has a built in sort of partition manager. Up to 256 partitions
can be made, and this list of paritions and names to the partitions can
be stored as a file on the hard disk. Partitions can be brought
"On Line" and assigned to any of the D1: through D8: drive assignments
that SpartaDOS would see.

SpartaDOS-X being a cartridge takes up even less space, since many
commands are stored in the cartridge ROM. It has an additional cartridge
socket on itself to plug inadditional cartridges.
SpartaDOS-X supports a search path. You can designate a list of drives
and subdirectories that the command line interface searches everytime
you type in a command, so that it goes looking for
the .COM and .BAT files wherever you've hidden all of them.
I find this VERY USEFUL inaddition to the parameter passing in batch files
for SpartaDOS X.

Both SpartaDOS and SpartaDOS-X support the RTIME 8 cartridge, which is a
battery backed real time clock. It reads this and uses it to time date
stamp files written to disk. A macro in Textpro also allows me to automatically
time and date stamp my letters or whatever else as part of the heading
of a letter. It's quite nice.

Hope this helps. Any questions?

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

3986. Re: GAUNTLET: A TOTALLY

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 19:50:33 UTC
From: dave@escape.com
Message-ID: <30eme9$86s@beyond.escape.com>
Source record: 99710

Bob Lange (bob.lange@aquila.com) wrote:

: Shareware Gauntlet on the Atari is a arcade shoot-em-up that's
: sort of a cross between Choplifter and Space Invaders, except it's not a
: side-scroller. You have to eliminate different kinds of alien ships
: and then exit the screen on the right. GREAT GAME! It predates the
: commercial Gauntlet release bigtime. Better by far, as the game
: action and sound in the commercial release bites.

This was one of my favorite games. The beauty of it was that you could shoot the aliens or lure them around the screen so that they would smash into each other or into the rock formations. You also had a choice of weapons which did different things, don't really remember the specifics since its been a while since I booted this one up.

3987. Re: Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 20:57:30 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <117632@cup.portal.com>
Source record: 99713

```
: That's about 40-45 companies so far, but I _know_ there's more. I notice
: that Atari Corp. itself is not on this list. Also conspicuously missing
: are Infocom, Synapse, Microsoft, Bank Street Software, and Epyx -- as
: well as many, many others, I'm sure.

Infocom should be with Activision. Don't bother with the
address I gave, they've moved several times. They may be in LA
now.

Synapse was bought by Broderbund.

"Bank Street Software" would be under Broderbund (Writer) and
Mindscape (Music Writer).

Epyx is gone, and some of their rights may be with Atari Corp.

And drop the attitude. I sent all these addresses and I got no
response. Don't help this guy and expect to be recognized.

Jeff_M_Lodoen@cup.portal.com
```

3988. SIOCOPY

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 21:26:50 UTC
From: swc@indirect.com
Message-ID: <30es2q$pna@herald.indirect.com>
Source record: 99715

Has anyone seen the new SIOCOPY file that was uploaded to the atari 8bit merit archives? I built the cable from the IBM parallel port to the Atari 1050 disk drive but when I ran the program, it just locked up my computer and gave me a loop error. If anyone has used this, please reply.

3989. Re: Program to convert cartridge to disk file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 23:43:31 UTC
From: daniel@mat.utfsm.cl
Message-ID: <30f433$p61@manutara.inf.utfsm.cl>
Source record: 99716

Andrew Hulse (hulse@madrone.ece.ucdavis.edu) wrote:
: In article <1994Jun28.212556.27302@wariat.UUCP> Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
: >(D. Bunch wants to use old carts on xf2.)
: [Comments I agree with snipped]
: > David's question: No Dave, you can't use those disk copies of your
: >carts. 99% are copy protected and you can't emulate the copy protection
: >I think. There is nothing that is going to remove the copy protection
: >except repeating a lot of cracking that has already been done.
: >Essentially, the carts check to see if the cart is there. Don't think
: >so Dave. The way I do disk loads of carts is with a cart copier that
: >uses a dummy cart.
: >--

: I have to disagree with this. It seems that there is a *great*
: opportunity here with an emulator to load 'cartridge images' into the
: appropriate memory slot and make it read only. Unless there's
: something I'm missing, I would guess that most games just checked to
: see if they could rewrite themselves or not to see if they were in ROM
: or RAM -- this will have to be done to preload the built-in BASIC of
: the XL's, right? Why not have an optional 'cartridge image' load in
: at execution time?

: Of course, you're reading something from somee whose best effort to
: download cartridges was to hold down the START key and load DOS from
: a cassette... Back when you could disassemble an OS and read it in an
: afternoon...

: --Andy Hulse
: hulse@ece.ucdavis.edu

Well, that will work in 8k crtridges, but what about 64k cartridges??

you will have to emulate the pagination (at page 213) .....

Daniel.

3990. 800XL for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 23:47:19 UTC
From: dunham@mpd.tandem.com
Message-ID: <1994Jul18.234719.17416@integrity.uucp>
Source record: 99725

ATARI 800XL home computer, 64K RAM, built in BASIC, like new, $40.00.
If it doesn't sell fairly quickly, price will be negotiable. Seller
is NOT the name at the bottom of this message, so direct all replies
to John Dambik at johnd@mpd.tandem.com. The machine is in Austin, TX.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX (512)244-8598
Any sufficiently advanced technology is indistinguishable from a rigged demo.

3991. Re: Emulation of the Atari 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-18 23:56:52 UTC
From: daniel@mat.utfsm.cl
Message-ID: <30f4s4$p61@manutara.inf.utfsm.cl>
Source record: 99717
Cross-posted to: comp.sys.atari.8bit,comp.emulators.mics

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:
: Hello,

: Currently I'm into writing an Atari 800XL emulator in C which should
: consist of a highly portable emulator with a small system dependant
: back end (e.q. graphics and keyboard I/O). In the development stage,
: everything is compiled under SunOS Release 4.1.3 with cc, under MSDOS 5.0
: with Turbo C 2.0 and under TOS 1.62 with Heat & Serve C or Turbo C 2.0.

: Now I have a question. I know I have to emulate the ANTIC and the GTIA
: completely (graphics), but what parts of the POKEY and the PIA should
: I emulate? For example, do I need to emulate keyboard interrupts and
: disk IO interrupts? Also, do I need to emulate the serial transmission
: between the diskdrive and the computer? Or should it be enough to 'trap'
: all SIO (serial input output) calls with a small C routine performing
: the same action(s)? How is this done in other emulators (for example
: the Apple2 and C64 emulator(s)?

: I hope somebody can help me out on this.
: Thanks in advance,

: Ivo van Poorten

Maibe you can ask the user... some sort of menu Emulate interrupts?

So, when you need speed, but no too much compatibility, you can
disable the ints....

Daniel.

3992. Re: 1200XL keyboard on other XL/XEs!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 00:05:20 UTC
From: daniel@mat.utfsm.cl
Message-ID: <30f5c0$p61@manutara.inf.utfsm.cl>
Source record: 99722

Glenn M. Saunders (krishna@max.tiac.net) wrote:

: Otay!

: I dug up the file I was talking about, but it isn't exactly voluminous.

: Somebody try this and let me know if it works.

: To modify a 1200XL keyboard to work on other models of Atari computers remove
: the 15 conductor cable, ic chips, capacitors and resistors from the board and
: connect wires from the 22pin keyboard connector in the computer to the locations
: shown in the following diagram.
: I have done this modification to a 400 and think it will work with all models.
: < stuff deleted >

Why not just reprogram some of the CNTRL-Number keys to map into the
1200XL function keys. I made a program to do it, and works.

Daniel.

3993. Re: really copyrighted?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 00:35:57 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <30f75d$c1u@charm.magnus.acs.ohio-state.edu>
Source record: 99718

In article <30ebd9$220@tuetue.inf.utfsm.cl>,
Victor Parada G. <vparada@tuetue.inf.utfsm.cl> wrote:
>I've seen a lot of atari stuff (even in the archive) that somewhere
>says "(C) 19xx by ...". I guess that many of them aren't copyrighted.
>Why? Just because it seems to be difficult to copyright something
>(at least here in Chile).
>
>I know that some programs published in magazines inherited some
>copyrights... the same to some major software publishers.
>
>Am I wrong?
>
>Now, what I have to do to (C) my own programs?

I don't know about Chile, but the way I understand US copyright law
(which _mostly_ corresponds to some international standards), All you
have to do to copyright something is to put a copyright notice on it.
I do seem to remember something about "(C)" not being sufficient,
though. I think you get more protection if you register somewhere.
You _might_ be able to get some info from ftp.law.cornell.edu
(or www.law.cornell.edu if you can do WWW).

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3994. Re: Atari Error Codes!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 00:42:01 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <30f7gp$c2d@charm.magnus.acs.ohio-state.edu>
Source record: 99719

In article <milesph-180794104201@orion.slip.crl.com>,
Miles Spielberg <milesph@aol.com> wrote:
[...]
> I STILL need
>the Error codes. I can never remember if 170 is File Not Found, or if it's
>Device Not Answering. Please help! If I've just been ignorant and the
>error code table is in the FAQ, please don't flame me *TOO* badly. Thx!

170 is file not found. (I got that one so much I have it memorized,
but I checked to make sure I don't make a fool of myself.)

I wonder if there would be any copyright problem with putting the
info from the ANALOG pocket reference guide online. Most of it came
from DE RE anyway. That little folded up piece of paper is one of the
most important pieces of paper in my Atari collection.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

3995. Re: 1200XL keyboard on other XL/XEs!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 01:37:10 UTC
From: krishna@max.tiac.net
Message-ID: <30fao6$30a@sundog.tiac.net>
Source record: 99723

Daniel Serpell C. (daniel@mat.utfsm.cl) wrote:

: Why not just reprogram some of the CNTRL-Number keys to map into the
: 1200XL function keys. I made a program to do it, and works.

It's not the function keys I want, it's the 1200XL keyboard itself. I kinda doubt that file will work for an XL/XE because the keyboard socket is different in the XL/XEs. I think I'd blow up something if I tried it. But since we do know the lines on the 800 keyboard (I hope) and we do know the XL/XE lines (I hope) if we use that text file and cross reference 800 > XL/XE maybe we can see if it will work and if not how to MAKE it work.

3996. Re: Vt100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 01:38:39 UTC
From: krishna@max.tiac.net
Message-ID: <30faqv$30a@sundog.tiac.net>
Source record: 99724

Clay still has a couple last minute bug fixes to do on FlickerTerm so I can't upload it yet. Even if I could, atari.archive has been constantly busy (as usual) so I'm stuck.

3997. TO: Itay Chamiel RE: IceT

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 01:44:52 UTC
From: kamaro_kid@delphi.com
Message-ID: <Z40Tyjc.kamaro_kid@delphi.com>
Source record: 99720

Itay: I got your emailed copy of IceT, tried it with SpartaDos, got the screen, but when I hit TERMINAL, it simply locked up.

Same result when loading it using the MYDOS on the DCM disk.

I've tried with same results on an MIO and on a PR:C. What am I doing wrong?

It appears to work fine until I go into the TERMINAL portion, hitting one key locks the machine hard.

--James King
kamaro_kid@delphi.com

3998. Vt100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 01:46:39 UTC
From: kamaro_kid@delphi.com
Message-ID: <R69SKVf.kamaro_kid@delphi.com>
Source record: 99721

Havent had any luck with Vt100 emulators.. Just decided to try a new
SUNOS based Internet provider, and they require VT100 or VT52, but BObterms
VT52 doesnt work properly.

Havent been able to get VT52.obj, Kermit to work properly on this MIO
using SpartaDos. What's recommended for this type of emulation?

Kermit would be ideal - as it has inherent xfer capabilities.

--James King
kamaro_kid@delphi.com

3999. Re: really copyrighted?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 02:47:16 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Ct62Es.38G@cbfsb.cb.att.com>
Source record: 99726

In article <30ebd9$220@tuetue.inf.utfsm.cl> vparada@tuetue.inf.utfsm.cl (Victor Parada G.) writes:
>Am I wrong?
>
>Now, what I have to do to (C) my own programs?
>

As my understanding of current _US_ copyright law goes, you have to do nothing. What written work you produce and publish is copyrighted to you by default. You are wise to include a copyright notice to indicate who the owner of the copyright is, and what the effective date of the copyright, but I don't think this is _required_. You _can_ in addition, however, register the copyright by sending a copy of the work to the government (now I am in over my depth).

--
Richard Dell

4000. Author Policies: New AC vs CN

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 03:35:49 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407190335.AA119858906@relay2.geis.com>
Source record: 99727

Author Policies: "New" Atari Classics vs. Current Notes
(Also, Update On Refunds & Developments With The New AC)

Referring to Jeff Potter's recent post ("Andy Floyd's CSYA and Atari Classics"), I'd like to offer some updated information & clarification.

Jeff indicated that in the event Andy's unpublished manuscript was forwarded to either CN or the new AC, he didn't believe either publication would offer author stipends. The Staff of AC was disbanded in May, so Jeff has not been privy to the behind-the-scenes efforts & negotiations involving the shutdown of AC & the startup of the revived publication, which have been handled privately by me.

Policy at Current Notes is set entirely by its Publisher, Joe Waters. CN's 8-Bit Editor, Rick Reaser, has little or no say in matters pertaining to author compensation. Presently CN's policy is to reward contributing authors with a single-issue extension of their subscription, plus I think a gratis copy. I'm not aware of any changes in that policy. I doubt if it has been liberalized, as CN (like most Atari magazines), has been on the decline in recent years.

AC's policy was to reward authors of minor articles (usually "advocacy"-type pieces) with a 1- or 2-issue extension of their subscription plus a gratis copy. Authors of major feature articles were rewarded with a $25 cash stipend plus a gratis copy. Editors on the AC Staff were required to submit 2 articles per year & also subscribe to the magazine in order to maintain their Editor status. Editors were not compensated on a per-article basis like authors but were paid a flat fee of $200 per year which covered the value of their contributions plus their out-of-pocket expenses for phone calls, e-mail, postage, disks, etc. Editors also received 5 discretionary copies of each issue, mainly used for promotional purposes.

I've submitted a copy of AC's Publication Manifest to Jim Hood, the future Publisher/Managing Editor of the new AC, so he has a fair idea of how AC operated in the past. In direct communications with him I've secured his commitment to maintain the author policies that stood AC in good stead so well during my tenure. The probability is therefore extremely high that future submissions to the new AC *WILL* be compensated via subscription extensions, gratis copies, & cash stipends as described above.

My link to the SLCC people has been through Bob Woolley, who was a member of the old AC Staff. Bob has been in town the past week on business (in fact is staying at a hotel only a few miles down the road from me). His work schedule is horrible, but he stopped by my place for a few hours last week & we did make arrangements for transferring the stock of back issues to California in the near future. I'm hoping to see him one more time before he leaves later

this week, so we can discuss plans & ideas for the future of AC over dinner.

At their end, Jim Hood has secured publishing & printing facilites that will permit them to produce AC far more cheaply than Unicorn did it. This is an absolute necessity, since the way things are shaping up the new AC may have only half the number of subscribers the old one did. Their next step will be to negotiate transfer of the 2nd Class Mailing Permit presently held by Unicorn. They've not yet begun to assemble a staff, solicit articles, or commence promotional activities. Bob indicated (rather weakly) they were still hopeful of launching a July issue, but that's wishful thinking. They'll be doing well to launch in August.

In comparing notes with Bob, it appears there's a strong correlation between the number of subscription orders received by the new AC & the number of refunds issued by the old AC. Apparently a significant percentage of former AC subscribers are delaying subscribing to the new publication until they've got their refund in hand. This has hobbled planning for the new AC. The mail I've received in response to the refunds thus far consists mainly of expressions of amazement that people really did get their money back, which tells me most people did not believe the refund policy described in my editorial in the April issue. This has caught me somewhat off-guard, but given the many rip-offs & bad experiences with Antic, ANALOG, & AIM I can certainly sympathize with the general skepticism.

The real culprit here is Unicorn, who are taking their darn sweet time doing things. They agreed to have the refunds completed by August 1, but so far only 132 have been issued. We have 220 more to go & only a few weeks remaining. Since June I've contacted them numerous times to "encourage" them to speed things up. (Those of you who know me personally have some idea of what it means when I feel compelled to lean on people, especially the 4th, 5th, or 6th time. The grumpy Alchemist is an angel by comparison. And anyone who ever subscribed to AIM has an inkling of the agony of frustration I am enduring.) I spoke with Bill Rayl personally last week & obtained his assurance of Unicorn's commitment to complete the process by the agreed-upon date.

I'm just as busy now as I ever was during AC's publishing days, fighting the rear-guard action against Unicorn in behalf of AC's unrefunded subscribers while simultaneously providing a conduit of support for the fledgeling operation now underway in California. AC maintained a clean record of integrity & fairness unmatched by any other magazine, & by thunder I *WILL* pass that legacy intact to Jim Hood, come Hell or high water.

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

PS- Apologies for this long post. Post responses to the group, not to me.

4001. Re: Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 04:24:32 UTC
From: lordthan@news.delphi.com
Message-ID: <30fki0$q0d@news.delphi.com>
Source record: 99728

Jeff_M_Lodoen@cup.portal.com writes:
>And drop the attitude. I sent all these addresses and I got no
>response. Don't help this guy and expect to be recognized.

Gee, sorry, Jeff. I thought you were helping because you _wanted_ to help, not because you were in search of praise. My mistake.

But anyway, those few people who have contributed to the address list so far have been noted, and if/when this plan works, those people will be publicly acknowledged. So your ego will be stroked, Jeff. Never fear.

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

4002. Re: Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 04:24:57 UTC
From: lordthan@news.delphi.com
Message-ID: <30fkip$q1u@news.delphi.com>
Source record: 99729

<STIRRE31@MAINE.MAINE.EDU> writes:
>It was subLogic, Steve.

Thanks. :)

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

4003. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 04:29:09 UTC
From: lordthan@news.delphi.com
Message-ID: <30fkql$qbt@news.delphi.com>
Source record: 99730

jjmcwill@next5 (Jeffrey J. McWilliams) writes:
>Are you familiar with the Atari Classics mail campaign ???

The one that flopped for sheer lack of interest? Yes, I am. It was laughable. Almost as laughable as that "Atari Revolution!" thing several years ago which promised things like David Letterman referrals and national user advertising campaigns.

Hey, I'm just _one_ user with a lawyer, a couple of bucks, some free time (which I've made free for this task), a computer with a laser printer, and a now-dry-and-gross-tasting tongue (envelopes and stamps are gross). Approximately fifty companies will be receiving letters and agreements in the next few days. If anything comes from it, fine; it benefits everyone, including those that would rather sit back and shoot me down rather than help out. If nothing comes of it, that's fine as well; at least I know I made the effort to contact them.

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

4004. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 06:54:52 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <30ftbs$2jn@usenet.INS.CWRU.Edu>
Source record: 99731

In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:

>jjmcwill@next5 (Jeffrey J. McWilliams) writes:
>>Are you familiar with the Atari Classics mail campaign ???
>
>The one that flopped for sheer lack of interest? Yes, I am. It was
>laughable. Almost as laughable as that "Atari Revolution!" thing several
>years ago which promised things like David Letterman referrals and
>national user advertising campaigns.

Laughable? Really Steve? Mailing over 1,500 packets of literature
is considered a laughable project compared to your grand and worthy
project eh?

Let's see, during the "Laughable" lifespan of Atari Classics,
articles were published covering Super Video 2.1, An Audio upgrade fix,
The AtariWriter 80 Auxiliary menu, Textpro macros for inkjet printers and
mailing labels, Using Daisy Dot III including with a laser printer,
CORRECTLY making Black Box cables, programming using an 8 bit C compiler,
Michael ST. Pierre's GENLOCK board, color tuning your computer,
TTL video output for your 8 bit, using a multisync monitor, and more.

When you look at all the USEABLE information and programs
that Atari Classics was responsible for putting into the hands of
8 bitters, and you compare that to the likelihood that your efforts will
at best result in a few games being released into the public domain,
which effort turns out to be more laughable Steve?

At its heart, Atari Classics was a survivors' emergency medkit
for 8 bitters in the nineties. It was a magazine that focused on
keeping the 8 bit computers as productive, up to date, and viable as
possible. Realistically, what will your project do? Get a few
Infocoms into the public domain?

Will Turbofile and Turboword be released and rewritten
by your efforts? How about Paperclip, or Atariwriter 80?
Ya gonna get XLENT Software to release their database program and
update that? Is Alpha software on your list, and will I see something
NEW and IMPROVED come out of this?

How is your project gonna help keep the 8 bit computes
productive, up to date, and as viable as possible?
Atari Classics gave us better video, better audio, better ways of
using our word processors, more options when purchasing a printer.
Can your project compare?

Jeff

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

4005. A couple of games for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 08:04:15 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.480.00081211@smail.srl.ford.com>
Source record: 99736

In another clean up I found;

Baker Street (disc) with lots of docs., check sheets, etc. As I recall this is a lot like a computer version of the game CLUE, for 1 to 4 people.

Journey to the Planets (cart), without docs.

Anyone interested?

Larry Elie
lelie@smail.srl.ford.com

4006. Re: XEP80 question

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 08:17:25 UTC
From: jharris@cup.portal.com
Message-ID: <117709@cup.portal.com>
Source record: 99732

The XEP80 handler loads at the top of memory.

I'd be very interested to see your editor, and especially the 80 column device.

John Harris - jharris@cup.portal.com

4007. Re: turning off VBI's

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 10:46:56 UTC
From: ricortes@delphi.com
Message-ID: <p60QyrY.ricortes@delphi.com>
Source record: 99734

I'll jump in for a minute;
proc vbi=$600()
code
code
etcetera
doesn
do what you want (Bill) just exactly what you said. In Action! systax, you said I've got a routine at $600, but the compliler still generates all the code starting from the end of the text buffer. No where near $600 unless you have a very special Atari. You really have to learn to use the monitor for things like doing print outs of variables/procedures/mem dumps. Tedious but well worth it. What you wanted to do was:
set 14=$600
set $491=$600
proc vbi()
set 14=somewhere safely above your text buffer
set $491=ditto
proc blah_blah()
etcetera.
Nothing wrong with using a moveblock() in your vbi as long as it's not switched off, something like the routine from the pd library.
When you build your final program, you'll have to compile all the parts seperately then build them with the DOS COPY /A, but certainly well within your talents.
If you want to take it to E-mail, my ricortes@mocten.com seems to be down, you could still get me at ricortes@garg.com though I think. Sorry I can't help to much, but I'm booked solid for the next 6 weeks.
Rick

4008. SOFTWARE COMPANIES - MORE

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 11:13:00 UTC
From: bob.lange@aquila.com
Message-ID: <f.4997.1084@aquila.com>
Source record: 99737

References: <30cvp9$irk@news.delphi.com>
From: bob.lange@aquila.com
Subject: SOFTWARE COMPANIES - MORE
Newsgroups: comp.sys.atari.8bit
Organization: Aquila BBS, Aurora, Illinois

In the referenced article, on 07/18/94, LORDTHANATOS@DELPHI.COM writes:

LT> So how about it, folks? Anyone else want to get off their butts and
LT> look for the addresses for the companies I need to make contact with?
LT> Or is this going to be another example of the _generally_ lazy
LT> behavior that I remember Atari users to be notorious for?

Ordinarily, I wouldn't involve myself in a task that is probably going
to fail, but your comments touched me. So here is my contribution.

In the early '80s, Addison-Wesley published a series of books called
"The Addison-Wesley Book of Atari Software 198x." I bought these books
for several years, but in the end, only kept the 1984 edition ('cuz it
was the best.) In the rear is an appendix of all of the names, addresses
and phone numbers of _ALL_ of the publishers. It is 4 pages long, 3
columns up. I would be willing to mail you a copy of these pages if you
would send me an address.

Here's a sample to convince you:

Acorn Software
634 North Carolina Avenue
S.E. Washington, DC 20003
(202) 544-4259
(Lost Colony, Everest Explorer)

Activision, Inc.
5221 Bayshore Frontheg Road
Mountain View, CA 94039
(408) 942-1370
(River Raid, Kaboom, Chopper Command)

Advanced Computing Enterprises
5516 Rosechild
Shawnee, KS 66216
(Colortrack And Soundtrack)

bob.lange@aquila.com

* RM 1.4 B0570 * Procrastination means never having to say you're sorry.

4009. EMail-Address

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 11:42:37 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.15.000BB637@informatik.rwth-aachen.de>
Source record: 99733

Hello !!!
Thank you so far for your explanations to spartados.

But now I have another problem.

I mentioned that some peolpe have problems with my EMail adress.

So I looked to the header of my articles and there it says:

From : belitz@informatik.rwth-aachen.de

my real Email Adress is

belitz@genesis.informatik.rwth-aachen.de

Could anybody tell me why the name of the server (genesis) is cut ?

I'm using an Compaq 386 Dos-machine with MS-Dos 3.3 and the reader NEWS.

Thank you

So long Matt

4010. Re: HELP! SX212 Power Supply?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 11:47:21 UTC
From: jmjohnso@mtu.edu
Message-ID: <30geg9$3ui@indycar.cts>
Source record: 99735

Sydtech (sydtech@winternet.com) wrote:
: I've got one of these and can't find the power supply! What kind of
: power supply does it take, so I can jog down to Radio Shack and pick one up?
:
: Thanks!
:
: Sydtech

Believe it or not, the SX212 will run off a standard 9volt battery for
30-60 minutes. I purchased an AC 9volt battery eliminator at Radio Shack
for modemless computer at work along with a data cable, and carried the
modem back and forth between work and home for several months.

--
+===+
| jmjohnso@mtu.edu - Jim Johnson from: |
| Michigan Technological University, Houghton, Michigan, USA |
| Computing & Technology Services - Have CPU, Will Network |
+===+

4011. AR-Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 12:31:32 UTC
From: mattk@netcom.com
Message-ID: <mattkCt6tGK.KMq@netcom.com>
Source record: 99752

Do any of you AR fans have the Dungeon editor program? It was written by a guy out in Illinois who ran a BBS with a name something to do with the word "fox". It's a bit stinky to offer it, since I don't have my 8bit set up right now, but you may want to try to track it down. Though it would be a pain in the neck to get my atari together, it may help those who've suffered frot he Devourer. I also have maps to the levels and some other stuff. It's all on 8bit disks of course....

4012. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 14:46:05 UTC
From: lordthan@news.delphi.com
Message-ID: <30govd$gcd@news.delphi.com>
Source record: 99738

cd827@cleveland.Freenet.Edu (Jeffrey J. McWilliams) writes:
>big snip<

Rather than get into a flame war over your heavy sarcasm, I'll ignore it.

I never claimed my "project" was anything oh-so-grand-and-worthy that people should bow down before me or shower me with praise. This is simply something that I want to do that will, if successful, benefit all Atari users. Is there something wrong with that?

As far as Atari Classics is concerned, yes, I consider that to be a laughable project. Where is it now? What happened to it? The fact of the matter in the Atari community is this: Unless you have one dedicated individual working towards a goal, the effort will fail. Any time you have a group of Atari users who collectively start and attempt to maintain a project, it will fail. History has proven this, with a small handful of exceptions.

And how about that "Atari Revolution", eh?

And _please_ don't turn this into the start of Atari bashing as I've had enough of that silliness on c.s.a.advocacy.
+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

4013. Digests - where'd they go?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 15:02:56 UTC
From: jking@xmission.com
Message-ID: <30gpv0$jnl@xmission.xmission.com>
Source record: 99739

I havent received any news digests since the 11th of July. What happened?
I thought we were back on track?

--James King
(testing from a new pay-service Internet provider)
jking@xmission.com

4014. Re: really copyrighted?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 15:24:32 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <30gr7g$9qm@usenet.INS.CWRU.Edu>
Source record: 99740

In a previous article, vparada@tuetue.inf.utfsm.cl (Victor Parada G.) says:

>I've seen a lot of atari stuff (even in the archive) that somewhere
>says "(C) 19xx by ...". I guess that many of them aren't copyrighted.

Copyrighted software that is freely distributable (and thus can appear on the
Archive) is known as either freeware or shareware. Software that is not
copyrighted is in the public domain.

>Why? Just because it seems to be difficult to copyright something
>(at least here in Chile).

Assuming Chile belongs to the Berne Convention Treaty (the prevailing
international copyright standard most countries belong to, and the U.S.
finally got around to joining in 1988), you actually don't have to do
anything. Once you've created something, it's your intellectual property
until you declare otherwise. Placing a copyright notice on (or in?) your
software shows your intention to hold on to your copyright, and, at least
in the USA, you need to register your copyright with the federal government
if you plan to take someone to court over infringement of your copyright.
This can technically be done even after infringement took place, but you're
safer to register ahead of time.

>I know that some programs published in magazines inherited some
>copyrights... the same to some major software publishers.

I guess I don't follow you here. Software publishers, including magazines,
usually obtain ownership of software before publishing, but it depends on
the individual agreements made with the programmers.

>Now, what I have to do to (C) my own programs?

Attempted to answer above. :)
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4015. Re: Atari Error Codes!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 15:32:08 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <30grlo$aai@usenet.INS.CWRU.Edu>
Source record: 99741

In a previous article, rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:

>I wonder if there would be any copyright problem with putting the
>info from the ANALOG pocket reference guide online. Most of it came
>from DE RE anyway. That little folded up piece of paper is one of the
>most important pieces of paper in my Atari collection.

Probably not, if the same information could just as easily be collected
from other sources. Their own collection of the information could fall
under copyright, but if the information itself is not original to them then
it cannot fall under copyright.

What all is in their pocket reference guide? Sounds like a possible good
addition for the FAQ List.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4016. Re: Vt100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 15:34:30 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <30grq6$ada@usenet.INS.CWRU.Edu>
Source record: 99742

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

>Clay still has a couple last minute bug fixes to do on FlickerTerm so I
>can't upload it yet. Even if I could, atari.archive has been constantly
>busy (as usual) so I'm stuck.

There's always the uuencode-it-and-mail-it route.

Count me among those anxiously awaiting the release of FlickerTerm!
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4017. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 16:02:04 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <30gtds$d38@usenet.INS.CWRU.Edu>
Source record: 99743

In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:

Steve, here's what I don't understand about the way you're proceeding.
Sure, we can all go through old magazines, etc., and send you addresses of
companies that produced products for the 8-bit Atari 5,10,15 years ago.
But that's just it, those are all old addresses! Most of the 45 companies
you listed the other day don't exist now. Most of your letters will be
faithfully returned to sender by the post office. I've chosen not to
provide you with old, invalid information because it would be a waste of
time and effort for both of us.

At least as big of an issue as renegotiating the rights to old software, is
locating who owns those rights! Old addresses aren't going to be useful
for that purpose very much of the time. Copyright may have been
transferred to a company that is still around, it may be held by some bank
somewhere, some former CEO, or perhaps the original programmers. We have
no way of knowing without doing a lot of research, where every case is
different.

There's still the question of why any copyright holder would consider
relinquishing ownership because one person and his lawyer asked. I've
always seen such a project as this being headed by Atari Classics, which at
least can make some claim to speak for a substantial portion of the 8-bit
user community. If I were Trip Hawkins, I might pay slightly more
attention to a letter from Atari Classics (and its several hundred
subscribers) than a letter from Michael Current. Perhaps this would be
even more true for someone with zero familiarity, like a bank official.

But why push for release into the public domain? Why not purchase the
commercial rights, and sell the software? A number of people have been
doing this, including FTe, Richard Gore, the Atari Classic Programmer's
Exchange, etc. I find this possibility more appealing than pushing to
eliminate all future commercial sales of these apparently still valuable
programs.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4018. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 16:06:38 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <30gtme$d7t@usenet.INS.CWRU.Edu>
Source record: 99744

In a previous article, lordthan@news.delphi.com (LORDTHANATOS@DELPHI.COM) says:

>As far as Atari Classics is concerned, yes, I consider that to be a
>laughable project. Where is it now? What happened to it? The fact of the

Complete subscription information for Atari Classics is provided in the FAQ
List. The first West Coast issue is due out in the next month or two.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4019. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 18:07:07 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1994Jul19.120708.1485@atlas.tntech.edu>
Source record: 99748

In article <2e221270@asb2.ct.se>, per.erik.peterson@asb2.ct.se (Per.Erik Peterson) writes:
>3.2f can format and read bigger disk partions and now works perfect whith
>SIO2PC as 3.2d didnt before.

Boy, I must have really missed out on something being so busy the past couple of months so that I couldn't read mail. Has FTE come out with upgrades to Sparta 3.2d? If so, what is the current version, and is there any upgrade policy?

+------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+------------------------+----------------------+--------------------------+

4020. Re: Some info, please...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 18:25:45 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1994Jul19.122546.1486@atlas.tntech.edu>
Source record: 99749

In article <3028or$kf8@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>I thought the 65XE didn't have a PBI or ECI, which was why Atari
>didn't release anything for the ECI -- they had to support _both_
>current machines.

I *COULD* be wrong (wouldn't be anything new <g>), but I seem to remember hearing someone on here say that some of the later models of the 65XE had the ECI connector, but that most did not.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

4021. Re: Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 18:50:43 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <117721@cup.portal.com>
Source record: 99751

> Jeff_M_Lodoen@cup.portal.com writes:
> >And drop the attitude. I sent all these addresses and I got no
> >response. Don't help this guy and expect to be recognized.
>
> Gee, sorry, Jeff. I thought you were helping because you
> _wanted_ to help, not because you were in search of praise. My
> mistake.
>
> But anyway, those few people who have contributed to the
> address list so far have been noted, and if/when this plan
> works, those people will be publicly acknowledged. So your ego
> will be stroked, Jeff. Never fear.

Ego, shmego. I didn't even know if you received the darn thing.
E-mail isn't public, so I didn't want credit. And then start
attacking the efforts Jeff McWilliams? To what purpose?

Recognition isn't necessarily credit. It's knowing you're help
got where it was supposed to and was appreciated.

Oh I wanted to help, but if your attitude extends to the
companies you wish to reach... We might all be worse off.

Jeff_M_Lodoen@cup.portal.com

4022. ATARI CORP. donates Jaguars -- CAIN Atari Fun Fest 94

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 18:53:08 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <30h7ek$qce@usenet.INS.CWRU.Edu>
Source record: 99750
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.misc,rec.games.video.classic

```
CAIN Atari Fun Fest 94
----------------------

UPDATE: Atari Corporation will be donating -=- 3 Jaguars -=- and
-=- 3 Tempest 2000 Cartridges -=- to give away at the CAIN Atari Fun Fest.

There will be other prizes being donated to raffle off at the show.

If you aren't doing anything on August 7, 1994, you may want to stop by
Kirtland, Ohio for one of the greatest Atari gaming shows!

CLEVELAND, OHIO is within 500 miles of half the population in the United States
and a very LARGE population of Canada.

The CAIN Atari Fun Fest 94 will be held in Kirtland, Ohio (very close to
Cleveland) and will allow Lynx and Jaguar owners to have a lot of fun!
There will even be a "Cleveland Lynx-Up" where Lynx owners can bring their
Lynx and game cards and comlynx with other players! Who says that you'll never
get the opportunity to comlynx???

There will also be dealerships attending this show that will be more than
happy go give you great deals on game systems and game cartridges!

If you are an Atari computer gaming fanatic, not to worry! There will dealers
there to supply you with all your computer gaming needs...

ALL INTERESTED ATARI DEALERSHIPS AND USER GROUPS SHOULD CONTACT THE SHOW
ORGANIZERS AS SOON AS POSSIBLE! Great spaces are on a first come basis!
Atari user groups are given tables for free!

PLEASE distribute this on BBSs, networks, and at your user group meetings!
We want to have one heck of a gaming day! And a gaming day that might be
closer to you than you think!

CAIN Atari Fun Fest 94
----------------------

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094
```

^^*^

4023. value of Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 20:22:46 UTC
From: dgb@owlnet.rice.edu
Message-ID: <30hcmm$307@larry.rice.edu>
Source record: 99753

What is the value of a Bounty Bob Strikes Back cartridge
(without box, manual, etc)?

Any more than, say, Pac-Man or Star Raiders?

I'm asking since a few months ago there seemed to be a
rash of conversation about the game.

4024. Hmm.. SURE IS QUIET AROUND HERE! (sarcasm)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 21:58:06 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940719145353.24002d33@sonoma.edu>
Source record: 99754

Yikes! I can't believe the tension around here lately! WHat's up with everyone these days?! Screaming back and forth when it seems simple, UNSARCASTIC, HONEST comments are all that's needed to end these miserable shouting-match threads!

I'm not going to name names.. I mean, anyone who reads here can plainly see what's going on! :) We've got yelling over the XF2 still (WHY!? I dunno! I'm going to post rev. 0.2 again today.. I haven't added anything lately), now we've got screaming about getting old addresses, and then in the middle are the odd messages about VBI's (thanks Rick :)), FlickerTerm, Ice-T and SpartaDOS, but I mean.. it looks like we all need something to DO (either on our little 8bits, on our puny little IBMs <grin> or just like go to a park and cool off all this TENSION!!!! AHHHH!)

I hate to see this (what I consider, very COOL (in the 80's sense)) newsgroup turn into a flamewar. I've heard about Terry Ortman (anyone who has dealt with him even a LITTLE, like ME, knows how this guy can be!) on one of the Atari BBS networks being about all there is to read (him being a dork, and others getting on his case for being such a dork and so on).

We've got all this COOL stuff to worry about lately! Ice-T, FlickerTerm, SpartaDOS releases, MARS8 FOR CRIMMINY'S SAKE!, R:P:Connection (WHEN IS IT COMING OUT!? <$grin$>), new games like the Wall (check it out if you havent) which are using ColorView style graphics modes! (What many games seem to NEED) and a lot of other stuff (sure, XF2 and the mail-the-old-companies campaign are included - unfortunately the only POSTS about them seem to be complaints!)

Sooooo.. why don't we start talking more about some of ^ THAT ^ stuff rather than sticking to the old arguments over the main-campaign and "why IBM's are better than Ataris" (and vice-versa).

See my next post if you're interested in that latter comment in the least...

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Sheesh! Calm down everyone! You're getting me excited!

4025. Thoughts on the PC X-Former and Darek

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 22:15:24 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940719151514.24002d33@sonoma.edu>
Source record: 99606

I met Darek Mihocka the other day (Sunday) and talked with him for quite a while and he seems to be a very cool guy. He seems to enjoy not only working for himself as Branch Always Software, but he even likes his other job at MicroSoft! :) (BTW- He told me there are actually QUITE a few MicroSoft employees who are Atari 8-bit fanatics! I wonder why they aren't on c.s.a.8 like he is?!)

Anyways.. from some of the comments I've gotten about the PC X-Former and its uses, it seems there are really less people who want the thing as more than a way to play M.U.L.E. and Star Raiders than I thought there were.

Unfortunately, these people seem to either not know or not care about all of the graphics, sound and hardware enhancements the Atari 8-bit has had in the past years (since the XE's came out actually, but that really has little to do with it I think).

If you say "ColrView/APACView" to someone who even knows what they are, I'd bet they'd say "Why even worry about it? If I wanna look at GIFs on my IBM, I'll use a GIF viewer for it!".

Well.. it seems nobody understands the potential in ColorView modes and APAC modes as more than just ways at looking at GIF's in more than four or 16 colors. Take for example "The Wall", or "BOMBit XL/XE" (when I get the damned thing to work).

I was talking to Darek about (what someone here mentioned long ago) the fact that ColorView and APAC modes were literally described in the old (circa 1982) Atari documents. The other night I was looking through _De_Re_Atari_ and found the section which explained the use of page-flipping and DLI's and VBI's to get more colors out of the machine. It even had a small hand-drawn figure which showed how you could get more luminence resolution out of some modes! It's amazing! Anyways, to my point, I thought to myself "this is about 6 years before its time!". APACView came out around 1988, correct? If ONLY Jeff Potter or someone had thought of APAC mode and ColorView modes YEARS EARLIER! WOW! Atari's advertisements could have claimed "4096 colors!" instead of the whopping 128. ("Whopping" here is actually not sarcasm. Look at old magazine reviews of computers. Atari had 128 colors. Commodore, 16. Apple 16. IBM at the time had like 4 or 16 or something as well.)

Anyways.. back to my point about the emulator. I went over with Darek how ColorView mode works and how Graphics 9 and Graphics 11 modes are effected by location 712 in memory and all that, so we'll hopefully have CV9 mode working on PC X-Former 3.0! :) I also gave him a few demos (mainly German ones) with which to test his little program on :) ...

Oops.. I'm digressing again I think. :) Anyways, whenever someone says that demos are useless, ColorView is only good for viewing GIFs if all you HAVE is a real Atari, not an IBM with 256 colors, etc., but turn around and say "all I want the PC X-Former for is to play games" you're sort of killing yourself by not making SURE Darek gets the emulator to "be all that it can be" - getting ColorView to work right. Getting European demos to work right, etc.

In the GAMING world, especially for Atari 8-bits, a lot of what we see are software tricks. Sure, some games are simple redefined character sets and player-missles. But others, the really tremendously SUPERB games are the things which are comprable in the tricks they use to the better European demos.

If all you want the PC X-Former to do is to emulate a little Atari 800 with some player missles and the old OS graphics modes, why don't you just go to a garage sale and pick up an Atari 800. At least you'll be able to play cartridge games!

If you want to be able to play things like MegaBlast, which makes the Atari CPU fly like a mach-3 jet, then you'd better not complain that "if I wanna look at GIFs, I'll use <IBM GIF viewer here>" or "if I wanna use a word processor, I'll use <IBM word processor here>, not AtariWriter+ or TextPro", because the newer games stretch the limits of the Atari. (And games like MegaBlast happen to run VERY NICELY when running on a 128k machine, not just a 48 or 64k machine) (And games like The Wall happen to need the more exact timing and ColorView style graphics mode support to run. Sure, it's just Tetris. We have that in Atartris I and II, Cooltris, Tetrix, Fortress, etc. but can any of those claim 64 colors available anywhere at any time and still fit in what, less than 10k?)

Anyways. PERSONALLY, I'm all FOR the PC X-Former. I'm ALSO (I feel like swearing at someone) ESPECIALLY all FOR the Mars8, the R:P:Connection, the BlackBox, the new SpartaDOSes, ScotchDUP for MyDOS, The Wall, Super Cornholio Bros., COM_Run (oh wait, I made that and it sucks <grin>), SIO2PC, etc.

There's my 2c (with pretty much no actual point other than to get my feelings out on what the PC X-Former should be capable of doing, INCLUDING RUNNING TEXTPRO THANK YOU VERY MUCH, and to try to let the people who "have both an Atari and an IBM, in one machine" know that they are DEFINITELY missing out by just running the VERY incomplete PC X-Former (aka XF2..))

-Bill Kendrick
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Atari 8-bit Newbie / Stupid Question / Emulator FAQ Author

4026. Re: Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 22:20:11 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <lenn.774656411@mentor.cc.purdue.edu>
Source record: 99607

I totally agree. Telling us we are all lazy is a great way to get more help.

I personally won't tolerate attacks on me that are based on being an Atari
user.

Jody Lenn

--
Jody M. Lenn Umich Atari Posse:
lenn@mentor.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS / | \ GEnie: j.lenn1@genie.geis.com

4027. Atari Newbie/Emulator Frequently Asked Questions file!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 22:31:45 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940719153128.24002d33@sonoma.edu>
Source record: 99605

```
Questions pertaining to:

Atari 8-bit computers
Getting Atari files to and from your IBM PC
Atari 8-bit emulators (currently only the PC X-Former 2.0)

are answered as best they can in the:


__
The Unofficial Atari 8bit | |
Newbie / Stupid Question / Emulator Help _| |_
FAQ `\ /'
`\/'
By Bill Kendrick
Revision 0.2 !! PLEASE !!
July 15, 1994 ASK MORE QUESTIONS

Which is available in the Internet/Usenet newsgroup:

comp.emulators.misc

Where all Atari 8-bit emulator questions belong.
THIS newsgroup (comp.sys.atari.8bit) is where all Atari 8-bit (emulated or not)
questions belong.

This is the 4th posting (it has been 0.0, 0.1, 0.2 and now 0.2 again).

Thanks!

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
>> Internet is Tetris for people who can still read <<
```

4028. Just for fun: New Breed Software Atari XL/XE Software catalog

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 22:33:19 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940719153229.24002d33@sonoma.edu>
Source record: 99608

```
NEW BREED SOFTWARE ATARI 8-BIT TITLES!
June 1, 1994

Name: BOOM!

File: BOOM.ARC
Type: 1 player game.
Description:
Catch and extinguish the mad-bomber's bombs or get your buckets blown up!
Paddle or joystick control.
Requirements:
Atari BASIC
Joystick OR paddle

Name: CHICKEN

File: CHICKEN.ARC
Type: 1 player game.
Description:
You're the chiken, trying to run across the 6-line highway!? Avoid the
traffic and dodge falling rocks to beat each level. Get hit and out
comes the Humane Society's emergency van!
Requirements:
Atari BASIC
or TurboBASIC XL
Joystick

Name: COLORIZER 1.1

File: COLORIZ1.ARC
Type: Graphics utility.
Description:
Colorize Graphics 9 (80x192x16) grey scale images, APAC (80x96x256) color
images, and APAC-Interlaces ("Pryzm") (80x192x256) color images. Edits only
the color data.
Includes online help.
Requirements:
XL/XE

Name: COM_RUN 0.0

File: COM_RUN.ARC
Type: Command Line Interface.
Description:
This set of programs gives the user an MS-DOS or SpartaDOS style environment
through the use of command line operated programs in TurboBASIC XL. Handles
simple batch files as well.
```

Includes many demo files and external program.
Most external programs include online help.
Requirements:
XL/XE
TurboBASIC XL

Name: COOLTRIS

File: COOLTRIS.ARC
Type: 1/2 player game.
Description:
A "Tetris" clone with 1-,2-,3- and 4-peice shapes, non-rotatable shapes,
two types of 'bombs', a 'weight' peice, and a 'crystal' peice.
One- or two-players simultaneously.
Includes online help.
Requirements:
Joystick optional for one player,
required for two players.

Name: DIDI7 DEMO

File: DIDI7.ARC
Type: Audio Demo.
Description:
A very strange audio demo using samples from a DiDi-7 infomercial and
a clip from Ren and Stimpy!
Requirements:
XL/XE
TurboBASIC XL

Name: DIGI-PONG

File: DIGIPONG.ARC
Type: 2 player game.
Description:
Pong is back, but now with digitized backgrounds and digitized sounds!
Use Graphics 9 (80 x 192 x 16) grey scale images for backgrounds and
Parrot sound files for the sound effects!
Requirements:
XL/XE
Sound recording/editing optional

Name: DOLLMAN

File: DOLLMAN.ARC
Type: Audio Demo.
Description:
An audio demo of a song from the movie 'Dollman'.
Requirements:
XL/XE
TurboBASIC XL

Name: DR.ATARI

File: Not Released
Type: 1 player game.
Description:
A 'Dr.Mario' clone. Move the two-colored pills in the jar and line them up
to match 4 colors in a row. Get rid of the virii in the jar by making them
part of your color-matches.
Requirements:
XL/XE
Joystick optional.

Name: ELEVATOR

File: ELEV.ARC
Type: 1 player game.
Description:
Run back and forth across the elevator shafts in a highrise without being
hit by the crazy elevator people. A clone of an old IBM PC game.
Requirements:
Atari BASIC
Joystick

Name: EQUATION

File: EQUATION.ARC
Type: Utility.
Description:
This simple program takes an infix notation equation (like "2+2*3"),
parenthesizes it according to 'order of operations' ("(2+(2*3))"), changes
it into reverse-polish notation ("2 2 3 * +") and calculates it! ("8").
Very simple. Can be easily made into a COM_RUN external!
Requirements:
TurboBASIC XL

Name: FLUSHER

File: FLUSHER.TBS
Type: Graphics utility.
Description:
A simple optical graphics demo that takes a Graphics 9 (80 x 192 x 16) grey
scale image and 'twists' the image around the center of the screen.
Requirements:
XL/XE
TurboBASIC XL

Name: FLY

File: FLY.ARC
Type: Video Demo.
Description:
A fullscreen visual demo (in 160 x 192 x 4 mode) of a girl on a bird-lizard
from the movie 'Heavy Metal'.
Requirements:
XL/XE
192k highspeed drive space

(ex: 256k and RAMdisk installed)
TurboBASIC XL

Name: GR9->ASCII

File: GR9ASCII.TBS
Type: Graphics utility.
Description:
This program converts a Graphics 9 (80 x 192 x 16) grey scale image or an
APAC-Interlaced (Pryzm) (80 x 192 x 256) color image into a 40- or 80-column
text file in either normal (for bright-on-dark viewing) or reversed (for
dark-on-bright viewing or printing).
Requirements:
XL/XE
TurboBASIC XL

Name: HAPPY MONDAYS DEMO

File: HPYMNDYS.ARC
Type: Audio Demo
Description:
An audio demo made from clips from a Happy Mondays song.
Requirements:
XL/XE
TurboBASIC XL

Name: HOPPER

File: HOPPER.ARC
Type: 1 player game.
Description:
Hop around on the disintigrating platforms gathering golden bags of
money while avoiding the red block-head and trying not to fall off
of the screen! A simple old Atari BASIC game.
Requirements:
Atari BASIC
Joystick

Name: JAMES BROWN DEMOS 1-3

File: JBROWN.ARC
Type: Audio Demos.
Description:
Three audio demos of James Brown song clips.
Requirements:
XL/XE
TurboBASIC XL

Name: KNIVES AND FORKS DEMO

File: KNVSFRKS.ARC
Type: Audio Demo.
Description:

An audio demo of Information Society's "Knives and Forks" song.
Requirements:
XL/XE
TurboBASIC XL

Name: K-OS 0.0

File: Not Released
Type: Operating Environment routines.
Description:
A windowing, pointer-controlled, task-swapping, text-based environment
written in Action! which makes the use of RAMdisks or Harddrives for
'virtual memory'.
Requirements:
Action! language optional.

Name: LANDER

File: BASLANDR.ARC
Type: 1 player game.
Description:
Maneuver your lunar lander over the rocky surface and try to land without
flying out of orbit or crashing into the rocks.
Requirements:
Atari BASIC
Joystick

Name: MINARETS SOUND DEMO

File: MINARETS.ARC
Type: Audio Demo.
Description:
A one minute digitized recording of the song 'Minarets in Memory'.
Requirements:
XL/XE
192k highspeed drive space
(ex: 256k and RAMdisk installed)
TurboBASIC XL

Name: MINARETS "SPIN"

File: SPIN.ARC
Type: Video Demo.
Description:
A partialscreen visual demo (in 160 x 192 x 4 mode) of a person holding a
crystal ball and spinning around from the video for 'Minarets in Memory'.
Requirements:
XL/XE
TurboBASIC XL

Name: MYBBS 0.0

File: Not Released
Type: Bulletin Board System.
Description:
This simple BBS includes a text editor, 'door' program spawning (with a voting door, a maze game door, and a users' quotes door included), user lister, bulletins, info-files, online BBS-user help all over, and can fit on 1 or 2 drives! Most everything except file transfers and networking (which MAY be written and released soon as doors!)
Requirements:
Modem.
MyDOS.
Action! language optional.

Name: PLATFORM

File: PLATFORM.ARC
Type: 1 player game.
Description:
Jump up onto the moving platforms without missing them to get to the door at the top of the screen. A clone of one of the mini-games in the old Atari 2600 "SwordQuest: Earthworld" game.
Requirements:
Atari BASIC

Name: PUZZLE

File: PUZZLE.ARC
Type: 1 player game.
Description:
The famous 15-tile sliding puzzle game. Try to get the numbers in order by sliding them one at a time into the open space.
Includes load/save/print options.
Requirements:
Atari BASIC
Joystick
Printer optional.

Name: RED

File: RED.ARC
Type: 1 player game.
Description:
Fly over the drought-ridden land of magical springs past Meanies, volcanoes, birds and through caverns in this side-scrolling 11-level Atari BASIC arcade-style game.
Requirements:
Atari BASIC
or TurboBASIC XL
Joystick

Name: ROCKS

File: ROCKSBAS.ARC
Type: 1 player game.

Description:
A simple 3D asteroids clone for Atari BASIC.
Requirements:
Atari BASIC
Joystick

Name: RODENT REVENGE

File: RODENT.ARC
Type: 1 player game.
Description:
A 'Rodent's Revenge' (for Windows(tm)) clone. Move the blocks around to
capture the cats and avoid the traps, pits and attacking yarn balls.
Includes online help.
Requirements:
XL/XE
Joystick optional.

Name: SCOTCHDOS

File: Not Released
Type: Command Line Interface.
Description:
An MS-DOS or Sparta-DOS lookalike for MyDOS which handles batch files,
command line commands, variable and strings!
Requirements:
MyDOS.
Action! language optional.

Name: SIMON

File: SIMON.ARC
Type: 1 player game.
Description:
The old electronic game of 'Simon Says'. Copy the computers button
selections exactly or you lose. Variable speed.
Requirements:
Atari BASIC

Name: SLUDGE

File: SLUDGE.ARC
Type: 1 player game.
Description:
A 'Pipe Dreams' clone. Place the pipe peices on the screen and connect them
to get the sludge to flow far enough not to spill and to slow down.
Includes online help.
Requirements:
Joystick optional.

Name: SKYDIVER

File: SKYDIVER.ARC
Type: 1 player game.
Description:
A clone of the old Atari 2600 'Sky Diving' game. Jump out of the plane,
remember to pull your cord, and try to land on the tiny target while being
blown around by the wind.
Requirements:
Atari BASIC
Joystick

Name: STIMPY DEMO

File: STIMPY.ARC
Type: Audio Demo.
Description:
A strange audio demo with clips from the "Ren and Stimpy" cartoon.
Requirements:
XL/XE
TurboBASIC XL

Name: T-1000

File: T1000.ARC
Type: Video Demo.
Description:
A partialscreen visual demo (in 80 x 192 x 16 mode) of the T-1000 from
"Terminator 2" morphing and pouring into a helicopter.
Requirements:
XL/XE

Name: USURP

File: USURP.ARC
Type: 2 player game.
Description:
A tic-tac-toe/checkers style game in 3 dimensions: 4 x 4 x 4. Move your
peices around the boards and try to 'usurp' the other player's peices
(by landing on them).
Includes online help.
Requirements:
Atari BASIC
Joystick (2nd optional)

Name: VEGAS

File: VEGASBAS.ARC
Type: 1-player and 1-4 player games.
Description:
Two games:
Jackpot - a one player slot machine demo game.
BlackJack 21 - a one-to-four player BlackJack game. Add players
during a game, joystick (buggy) or keyboard control.
Includes online help.
Requirements:

Atari BASIC
XL/XE may be required
(for BJ21)

Name: Where to get New Breed Software

File: FTP Sites!
Type: FTP Sites with NBS programs
Description:
FTP to University of Michegan: .... archive.umich.edu
(and its mirrors)
or use BART E-mail: ..... atari@atari.archive.umich.edu
(send "help" in message body)
or write to New Breed Software: ... kendrick@vax.sonoma.edu
(subject: "New Breed Software")
Requirements:
FTP or
Internet Email and a UUDecoder

4029. Xpress Pro Net in Germany Hello there is a bbs in germany, running xpress pro. It is the Abbuc bbs in Herten, Tel. +49236639623 lool for the whole adress in the FAQ and developer list

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 23:34:15 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.0091@didi.mayn.sub.de>
Source record: 99556

```
--

Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000
```

4030. VBI's in Action!.. still

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 23:45:34 UTC
From: pab@cnx.sccsi.com
Message-ID: <c57_9407192347@cnx.com>
Source record: 99625

I was having a cup of tea when my log told me that KENDRICK@SONOMA.EDU
said to ALL...

K>I'm sure with
K>some canned code in BASIC or assembled for page 6 I could do it, but I'd
K>like
K>to see if I can't make PROCedures in Action! run as VBI's! Is this
K>possible!?
K>If so.. HOW!!!??? :)

You already know how to use pointers, don't you? And you know
everything you need to do to set up and get out of VBI's don't you? And
you know the opcode for an RTI for inline coding?

If so, you know how. I'm not sure if there are inherent problems with
Action! doing it, but if you don't call the library routines, you should
have no problem at all.

---
* QMPro 1.52 * RAM DISK is NOT an installation procedure!
+---+
|Pab Sungenis, Vineland NJ WBNJ wouldn't want these opinions|
+---+
|"My momma always used to say: 'Life is like a box of choc'lates... |
| overpriced, rots your teeth, makes you diabetic, and you prob'ly |
| won't like more than 20% of what ya get.'" |
+---+
Why take any chances? Boycott everything! :)

4031. Re: Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-19 23:55:13 UTC
From: krishna@max.tiac.net
Message-ID: <30hp51$2a3@sundog.tiac.net>
Source record: 99610

Jody Lenn (lenn@mentor.cc.purdue.edu) wrote:
: I personally won't tolerate attacks on me that are based on being an Atari
: user.

I already get the usual lecture from DX2 users of "dude, WHY aren't you
on the net on a 486/66 SLIP connection? What are you STUPID?"

The usual "Me and the rest of the majority MUST be right and everyone
else must be stupid and or pitiable".

We don't need infighting in the 8-bit group itself.

4032. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 00:00:21 UTC
From: krishna@max.tiac.net
Message-ID: <30hpel$2a3@sundog.tiac.net>
Source record: 99612

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: But why push for release into the public domain? Why not purchase the
: commercial rights, and sell the software? A number of people have been
: doing this, including FTe, Richard Gore, the Atari Classic Programmer's
: Exchange, etc. I find this possibility more appealing than pushing to
: eliminate all future commercial sales of these apparently still valuable
: programs.

There are 2 programs which would be best bought and source code provided for enhancement. Paperclip XE, and Syncalc. If these were attained with commented source code then somebody could go in and do a housecleaning of the banked ram and disk routines so that we'd have a 4 megabyte LINEAR transparently banking word processor and a 4 megabyte compatible Spreadsheet both compatible with hard drives.

If I had those 2 programs with said enhancements I would be a very very happy 8-bitter. 1.79mhz or no, that is a LOT of freedom to work in.

4033. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 00:06:43 UTC
From: krishna@max.tiac.net
Message-ID: <30hpqj$2a3@sundog.tiac.net>
Source record: 99609

Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
: Boy, I must have really missed out on something being so busy the past couple
: of months so that I couldn't read mail. Has FTE come out with upgrades to
: Sparta 3.2d? If so, what is the current version, and is there any upgrade
: policy?

3.2g/gx is just as much shareware as 3.2f is.

4034. Re: Thoughts on the PC X-Former and Darek

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 00:20:42 UTC
From: krishna@max.tiac.net
Message-ID: <30hqkq$2a3@sundog.tiac.net>
Source record: 99611

Re: early hints at Apac/CV.

No, let's face it. CV and Apac are cool, but they ARE crutches. If Atari wanted to do it right they could have added better graphics modes in the XLs.

You see, in an 16K machine, keeping screen memory no large than 8K was important. But in a 64K machine, a 16K screen memory mode would not have been too much. In a 138K a 64K graphics mode that used all the banks for ANTIC access would have been ideal. It would have been possibly to add better 320x192 modes. 16 color 320x192 from 128 palette would have been possible probably. A full 128 color 160x192 mode would have been possible. But they never went into it and by 1985 the days of enhancing the Atari 8-bit was over. The ST came along and as we know Atari didn't really enhance the ST much either (at least as far as offering newer faster CPUs and resolutions).

I don't see CV and APAC so much as an asset of the Atari but a convenient crutch for it's limitations.

The same way I feel about the lack of a hardware 80 collumn mode. What Clay does with FlickerTerm probably could have been done as a real mode. Just like you can invoke GTIA for 2-bit 16-shade fonts, why not a hardware 80x24 text mode where 8-bits are reduced to 4-bits? Then FlickerTerm would not flicker. The adjoining characters would bleed more, but still. I can't comment on the feasibility of 640x200 aside from the fact that I know the 1.79mhz timing does present a limitation. Only upping Antic to the full colorburst frequency would allow for 640x200 probably. I believe (and don't quote me) that the 7800's Maria chip runs at twice the 1.79mhz system clock and thus providing more flexibility and color in 320x200. And tha is 1984 technology. And we all know the C=128 got hardware internal 80 collumns.

4035. Nebie/Emulator FAQ (and on c.s.a.8 my catalog) ^M

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 00:41:13 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940719174104.24002678@sonoma.edu>
Source record: 99613
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Instead of ASCII uploading the Atari 8bit Newbie / Emulator FAQ to the system's editor, I instead did a Zmodem upload to my account. Unfortunately, I forgot about the stupid ASCII vs. whatever-this-VAX-uses (where [Control][M]s are redundant- only ONE character is needed for an end-of-line, like on the Atari) and when I posted the messages, every line was followed by a "^M".

I will repost again later today (the Newbie/Emulator file - if anyone wants a New Breed Software catalog, just e-mail me and I'll see about sending THAT properly as well <grin>).

Also, I received mail from the moderator of comp.emulators.annouce and was told I should also cross-post the Newbie/Emulator FAQ to that newsgroup as well, so, I will! :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Sorry.. MSDOS sucks!

4036. Re: Nebie/Emulator FAQ (and on c.s.a.8 my catalog) ^M

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 01:21:38 UTC
From: krishna@max.tiac.net
Message-ID: <30hu72$2a3@sundog.tiac.net>
Source record: 99616
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

KENDRICK@sonoma.edu wrote:
: Instead of ASCII uploading the Atari 8bit Newbie / Emulator FAQ to the system's
: editor, I instead did a Zmodem upload to my account. Unfortunately, I forgot
: about the stupid ASCII vs. whatever-this-VAX-uses (where [Control][M]s are
: redundant- only ONE character is needed for an end-of-line, like on the Atari)
: and when I posted the messages, every line was followed by a "^M".

If you don't already know, rz and sz have an "-a" switch for converting
ASCII files to Unix and vice-versa during the transfer.

At least on my system it does.

ASCII is ^M^J. ^J = linefeed, or in unix (or Amiga) it's called newline
and that's all you need. I do like the elegance of just one character
for a return as the Atari 8-bit, Unix, and Amiga has it. ^M^J is really
just a holdover from typewriters.

4037. Re: 1400XLD Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 01:22:23 UTC
From: bryedewa@news.delphi.com
Message-ID: <30hu8f$a9s@news.delphi.com>
Source record: 99615

John Byrne <johnbyrne@delphi.com> writes:

>Hey 8 bitters! I'm looking to obtain a 1400XL or 1400XLD. Anybody out there
>lucky enuff to have one want to part with it?
>Let me know. Thanks!
>
You mean 1450XLD??

-Bry :)

4038. Re: Vt100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 01:25:15 UTC
From: swc@indirect.com
Message-ID: <30hudr$c0n@herald.indirect.com>
Source record: 99617

>Havent had any luck with Vt100 emulators.. Just decided to try a new
>SUNOS based Internet provider, and they require VT100 or VT52, but BObterms
>VT52 doesnt work properly.

OmniCom is a good 80column software with both Vt100 and Atascii emulation
in 80 column mode. It has a capturing feature and Xmodem (but I haven't
seen transfers work very well). It is difficult to set up but it works
great. You need extra R: handlers for it also.

4039. Re: Vt100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 01:29:35 UTC
From: swc@indirect.com
Message-ID: <30hulv$c1r@herald.indirect.com>
Source record: 99618

>Clay still has a couple last minute bug fixes to do on FlickerTerm so I
>can't upload it yet. Even if I could, atari.archive has been constantly
>busy (as usual) so I'm stuck.

Clay posted on Iron Horse that he had just uploaded the first completed
version of FlickerTerm 80.

4040. Re: Vt100 emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 01:45:55 UTC
From: krishna@max.tiac.net
Message-ID: <30hvkj$4aq@sundog.tiac.net>
Source record: 99619

Scott Carroll (swc@indirect.com) wrote:
: Clay posted on Iron Horse that he had just uploaded the first completed
: version of FlickerTerm 80.

Usually he F-mails me. I may have something waiting for me then.

4041. 1400XLD Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 02:12:49 UTC
From: John Byrne <johnbyrne@delphi.com>
Message-ID: <BQwTyLh.johnbyrne@delphi.com>
Source record: 99614

Hey 8 bitters! I'm looking to obtain a 1400XL or 1400XLD. Anybody out there lucky enuff to have one want to part with it?
Let me know. Thanks!

4042. Re: XF2: Another View

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 03:37:11 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <30i657$ibj@charm.magnus.acs.ohio-state.edu>
Source record: 99620

(Rising to the flamebait)

In article <300m17$gtv@bigfoot.wustl.edu>,
Vladimir Elberg <ve1@cec1.wustl.edu> wrote:
>anyone using an 8-bit in 1994 is either in a time warp or is an antique
>collector. Some of us with "STATE OF THE ART" machines like to go back and
>relive the 8-bit days, dont like it, go somewhere else, it all belongs here.
>
> Is this an Atari 8-bit newsgroup or an Anti PC newsgroup? Hmmmm, sad....

You don't understand. Most of the people here don't see any reason to
buy the "state of the art", when the old technology fills their needs
(and budget!) just fine. That's no reason to flame them.
Others have upgraded due to increased needs, but still have enough
interest in and knowledge about the old machines to participate here.

I used my 1200xl almost exclusively, until a year or 2 ago when I
finally had to move up. I now use Unix workstations at school & work,
Macs at school, and DOS/Windows machines at home and work, but I still
have the 1200XL set up on my desk at home, and most of my computer
books are still about the Atari.

If these are the kind of posts we're going to get due to the emulator,
then I'll have reverse my previous position and say GET THESE POSTS
OUT OF HERE!
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4043. ANALOG pocket ref. (was Re: Atari Error Codes!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 03:59:39 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <30i7fb$idk@charm.magnus.acs.ohio-state.edu>
Source record: 99621

In article <30grlo$aai@usenet.ins.cwru.edu>,
Michael Current <aa700@cleveland.Freenet.Edu> wrote:
>What all is in their pocket reference guide? Sounds like a possible good
>addition for the FAQ List.

Off the top of my head (I'm not at home now):
BASIC command summary
useful memory locations (mostly graphics)
6502 opcodes
joystick codes
color values (for setcolor)
graphics mode summary (very thorough)
ATASCII chart (it'll be hard to put all of this in ASCII)
keycodes
error codes

and more!

I might get time to type it this weekend (we've all heard that before,
right?), but if anyone else has it, don't hesitate to get a headstart.

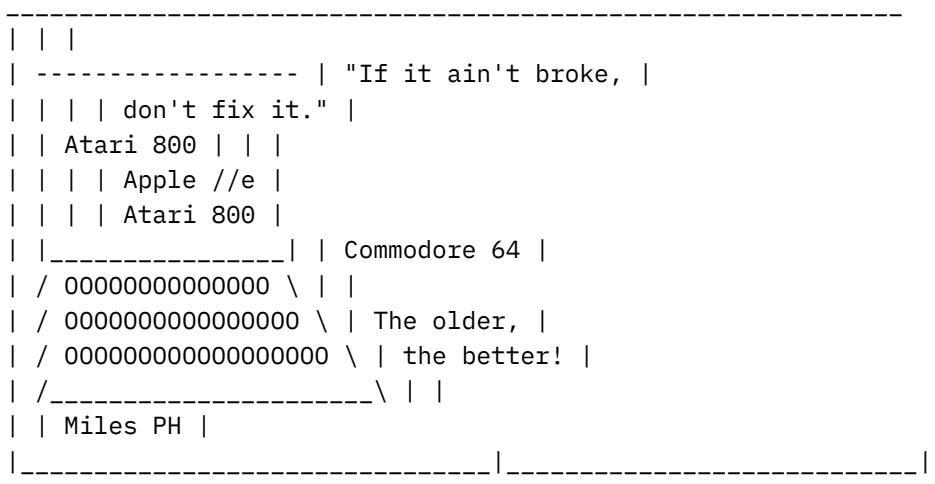
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4044. Re: Nebie/Emulator FAQ (and on c.s.a.8 my catalog) ^M

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 06:35:51 UTC
From: milesph@aol.com
Message-ID: <milesph-190794223552@orion.slip.crl.com>
Source record: 99622
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

> ASCII is ^M^J. ^J = linefeed, or in unix (or Amiga) it's called newline
> and that's all you need. I do like the elegance of just one character
> for a return as the Atari 8-bit, Unix, and Amiga has it. ^M^J is really
> just a holdover from typewriters.

The Mac also does this, but instead of using a linefeed character a.k.a.:
^J, the Mac uses the carriage return, a.k.a.: ^M. This probably adds
nothing to the discussion, but I figured I'd just throw in my two bits. :)
--



4045. Faster plot routines

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 07:37:51 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940720003752.24002c7a@sonoma.edu>
Source record: 99623

(figuring I might as well start a thread...)

I'm wondering what really good, FAST replacement routines there are for the Atari's plot/drawto routines? I'm sure I could write something myself in Action! (for example) but the only plot routine I know is pretty slow in itself and even compiled would probably go slower than the ROM's routines.

Anyone got anything I could use!? ;)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Tired (again)

4046. Re: Hmm.. SURE IS QUIET AROUND HERE! (sarcasm)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 08:04:22 UTC
From: kevina@clark.net
Message-ID: <30ilq6$2p3@explorer.clark.net>
Source record: 99624

Well I could not have said it better. If you wan't to insult someone use E-mail. The amount of garbage VS. useful still is redicules in this news group and others.

>>> Kevin <<<

4047. Help: Using dskcom32 with sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 08:32:16 UTC
From: kevina@clark.net
Message-ID: <30ineg$3pf@explorer.clark.net>
Source record: 99626

Hi, I just got my sio2pc interface today but when I tried to use dskcom to create an Atari DOS 2.5 disk immage it kept on giving me Error 139 (Device NAK) It created a disk fine on my 1050 drive but I could not get it to work with a disk immage under either DOS 2.5 OR SpartaDOS 3.2g. I tried creating a 92K disk immage at single density 92K disk immage at Double density, I even tried formatting the first in DOS 2.5 with no luck. Could someone tell me what is going on here.

PS: I created a 16,776,960 HD immage using sio2pc and used HD Init to format it and it worked just fine.

>>> KevinA <<<

4048. Re: Help: Using dskcom32 with sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 09:20:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <30iq8e$qbk@nic-nac.CSU.net>
Source record: 99627

BAHAHAHAHAHAHAH!

I've had that problem as well!

Some supposed fixes for it are:

1) make disk image
2) format it
3) save it
4) uninstall it
5) install it with the /p (physical access) switch
6) try DiskComm on it

One that seems to work a lot for me is:

1) be sure the DOS understands the density of D1: with your 1050
(try [O] in MyDOS)
2) turn off your 1050 and make a disk image as D1: (DON'T do [O] again!)
3) format it (sometimes formatting a disk on the 1050 between 1) & 2) helps)
4) run DiskComm

What I think it is, at least with MyDOS, is it doesn't totally understand
that the SIO2PC disk image is such&such a density. >:^(

I've said it before, and I'll say it again! We need a "DCM->ATR" program.
ESPECIALLY with the new PC X-Former hanging about.

Oh, finally.. try writing the disk to the 1050, then turn off the 1050 like
above, and write the disk to the same drive, but via SIO2PC. THis almost
ALWAYS works.. but takes over 2x as long as it would if you could just
get the thing to work the 1st time! :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
@zippy.sonoma.edu, too

4049. Re: Gauntlet: A totally cool game!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 10:03:26 UTC
From: gnu@theporch.raider.net
Message-ID: <30ispe$a0a@theporch.raider.net>
Source record: 99629

Okay, I seem to be a bit confused; is the Gauntlet we're referring to the Atari Games / Tengen game (there WAS an 8-bit version), or are we referring to the sci-fi shareware game with the plasma bolts and the miles of earth to plow into? I happen to like both, but the latter has to be one of my favorite Atari shareware/PD games ever.

--

"Janet!" "Dr. Scott!" "Janet!" "Brad!" "Rocky!" <dumb look>
Manufactured by TAILCO -- making meaningless | gnu@theporch.raider.net
taglines and signatures since 1993 | Brian McCord
My opinions are those of my own and a few drunken blokes across the street.

4050. xmodem / kermit hellllp!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 11:25:11 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9407201123.AA13733@brachot.jct.ac.il>
Source record: 99628

Can somebody teach me how to implement file-transfer in Ice-T?
Kermit, or Xmodem, or both. I've seen all the xmodem.doc files, they
don't help at all. I need a normal, English description from someone
who has experience with these protocols.

-itay
--
Itay Chamiel, Jerusalem, Israel | Cruising the
(The name in the header's not mine!)| Information
bruck@brachot.jct.ac.il | Supercliche..

4051. Idea: Have sio2pc simulated DRIVES rather just DISKS immages.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 19:22:35 UTC
From: kevina@clark.net
Message-ID: <30jthr$94f@explorer.clark.net>
Source record: 99630

In article <30iq8e$qbk@nic-nac.csu.net>,

>What I think it is, at least with MyDOS, is it doesn't totally understand
>that the SIO2PC disk image is such&such a density. >:^(
>
>I've said it before, and I'll say it again! We need a "DCM->ATR" program.
>ESPECIALLY with the new PC X-Former hanging about.
>
>Oh, finally.. try writing the disk to the 1050, then turn off the 1050 like
>above, and write the disk to the same drive, but via SIO2PC. THis almost
>ALWAYS works.. but takes over 2x as long as it would if you could just
>get the thing to work the 1st time! :)

That just gave me an idea. Why not have Sio2PC emmulate entire Disk
Drives as Long as Just Disk Immages. If it immulate a disk drive there
would not be any of tge problems above. The Drive Immage will start up
taking no space and upon reciving a format command it will create a disk
image inside the drive and format it correctly with out any problems. If
you expand this idea you can even have a command to inset and remove
disks and even a command to flip the disks if its a flippy. You could
even slow it down to the speed of the drive for those programs that check
it (for copyprotection and such).

Of course you can still use normal disk immages for HD like drives and such.

SO what do you think of that idea.

>> Kevin <<

4052. Alt. FTP site for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 20:19:24 UTC
From: sydtech@winternet.com
Message-ID: <30k0sc$o5j@blackice.winternet.com>
Source record: 99632

I can never get a connection to atari.archive.umich.edu. Is there another site where I can get SIO2PC?

Thanks.....

4053. Atari Newbie / Emulator FAQ. One forgotten answer and then a survey.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 20:35:36 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940720133530.240034ec@sonoma.edu>
Source record: 99631

I now label myself a numbskull. I wrote a TEN PAGE FAQ and forgot one of the most IMPORTANT questions and answers: WHERE DO YOU GET THE PC X-FORMER!?

Well.. for us Internetters, there's this (and probably others) FTP site:

ftp.clark.net directory: systems/msdos/emulators file: xf2.zip
login: anonymous pass: <your address>

Now, on to my little simple survey. In the beginning, the "XF2FAQ.TXT" file I have sitting on my hard drive was pretty much that, an FAQ file about the PC X-Former (and it would include any other Atari 8-bit emulators that come out in my lifetime <grin>). It had simple answers to a few dozen crazy Atari 8-bit questions (hence the "Newbie / Stupid Questions" in the title) but in the two revisions that have occured (0.1 and 0.2), a much GREATER percentage of the thing has nothing to do with the emulator. The reason the information is in there though is the questions are more directed to new Atari 8-bit users. With the release of the PC X-Former 2.0 (and coming up the 3.0), there's going to be many more new users than we've probably ever seen.

ANYWAYS, Michael Current, "Keeper of the 8-bit Atari FAQ [etc]" dropped me a note via E-mail suggesting that I should split the file into two. One part would be everything you never wanted me to tell you about the PC X-Former, getting files to your IBM, etc., and the other part would be all the silly crap I have in my "Newbie/SQ/Emulator" FAQ that doesn't have anything to do with the emulator itself. I'd then post the Emulator part of the FAQ to comp.emulators.misc, and the other part to comp.sys.atari.8bit.

Well.. When I first posted the FAQ, I did that, sort of. I posted the WHOLE thing (which was about half and half: emulator/Atari) to BOTH newsgroups, but then got some comments like: "GREAT FAQ! Just don't crosspost it to c.s.a.8!" <grin> And that I did. Now that the thing is about 1/4th or less emulator-based information and the rest is all Atari stuff, it seems to be getting called back <HEY! COME BACK!> to the c.s.a.8 group. <grin>

WHAT SHOULD I DO!? That's my question. I have a few ideas brewing:

1) Do what I've been doing. Stick the whole thing in comp.emulators.misc and put a note in comp.sys.atari.8bit about it every time it's reposted.
2) Crosspost it to both groups as the one big file it is.
3) Split it into two like Michael suggested. Post the emulator and IBM-based questions on comp.emulators.misc, and the rest of the stuff on c.s.a.8.
4) Split it into two and let Michael grab all of the general stuff and edit it up and let him stick it into the "8bit Atari" FAQ, and change the name of my FAQ from "Newbie/Stupid Questions/Emulators" to just "Emulators".

So.. PLEASE follow-up (post) or E-mail me as to what YOU folks think I should do, pretty please!?

Thanx very much!

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Keeper of an FAQ whose future is unknown! :)

4054. Re: XF2: Another View

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 20:49:07 UTC
From: deaven@iastate.edu
Message-ID: <30k2k3$1g5@news.iastate.edu>
Source record: 99633

I'd like to see the emulator stuff stay. I own about a dozen classic 8-bit machines and use them for logging in to work from home, plotting the temperature and ferment rate of my homebrew beer, translating IR remote codes between my various appliances, timing cars on my slot-car race track, and of course for some game-playing. They are great machines and I enjoy developing programs on them. However, I do most of my development on a Unix workstation and have to download the code to the 8-bit to complete the edit-compile-run cycle. When (if) the X windows emulator is released, that'll be so much less painful...

The point is, the emulators can only increase the interest in the old classics, and, I wager, will increase dramatically the amount of software produced for them.

--
David Deaven deaven@ishmael.ameslab.gov
A504 Physics tel 515-294-6878
Ames Laboratory fax 515-294-0689
Ames IA 50011

4055. more infos...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 20:59:33 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.009i@didi.mayn.sub.de>
Source record: 99599

Hy Glenn M. Saunders,
about the BW-DOS here are some small infos from the manual. The DOS will be available when I sent it to my friend and he did uucode it to the server.
BW-DOS uses disk format compatible with Sparta DOS.
This means that it is possible to use BW-DOS in full (including booting). Most of CIO commands and other features are compatibletoo, lo lots fo programs written for SDOSwill work..
Any disk with capacity up to 16 Mb is possible...
single file may be up to 8 Mb long.
BW_dos does not use the RAM under OS-ROM, so it is compatible with softwaer wich usethis memory,
such as popular Turbo Basic, and others.
The MEMLO value is $1ef9 (in V 1.0).
In addition xeveral small bugs known from Sparta DOS are not in BW-DOS, especially problems with
XF 551.

--

Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

4056. Want to buy: Atari SX212 modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 21:22:14 UTC
From: jjmcwill@next5
Message-ID: <30k4i6$8u3@mtu.edu>
Source record: 99634
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale.computers.other

I am looking for the 1200 baud modem produced by Atari Corp,
the model number was SX212. It had both an RS232 port, and a funny
looking SIO port on the back.
Please email me if you have one you wish to sell for a reasonable price.

Thank you.

Jeff McWilliams
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4057. Express Pro bbs in Germany

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 21:29:02 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.009k@didi.mayn.sub.de>
Source record: 99600

Hello there is a bbs in germany, running xpress pro.
It is the Abbuc bbs in Herten, Tel. +49236639623
look for the whole adress in the FAQ and developer list

--

Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

4058. Re: Re: Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 22:25:19 UTC
From: dunham@mpd.tandem.com
Message-ID: <1994Jul20.222519.24824@integrity.uucp>
Source record: 99635

```
]From: krishna@max.tiac.net (Glenn M. Saunders)
]Date: 19 Jul 1994 23:55:13 GMT
]
]We don't need infighting in the 8-bit group itself.

I'll second that. I find it truly disturbing that a community as small
and fragile as ours devotes so much effort to alienating its members. I
can't imagine why someone reading this group for the first time because
of an interest in resurrecting the old 8-bit in his closet would want to
stick around. What does it take to get people to cut each other a
little more slack? If you really just HAVE to fire up that flamethrower
to make sure it's still in working order, do it in e-mail.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX (512)244-8598
Any sufficiently advanced technology is indistinguishable from a rigged demo.
```

4059. Re: VBI! THANX! Was Re: I

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-20 23:07:23 UTC
From: pab@cnx.sccsi.com
Message-ID: <c7e_9407210315@cnx.com>
Source record: 99649

blah blah blah UN-Atari 8 blah blah blah blah RICORTES@DELPHI.COM blah blah blah blah blah blah Re: VBI! THANX! Was Re: I blah....

R>Bill, just a word of w warning about crashes using a VBI in Action!
R>Unless you stick them somewhere safe, like page 1 or 6 you always have to
R>diable them before returning from your program.

Always good programming practice to "clean up" after yourself in this manner.

---
* QMPro 1.52 * There's a lesson in there somewhere.
+--+
|Pab Sungenis, Vineland NJ WBNJ wouldn't want these opinions|
+--+
|"My momma always used to say: 'Life is like a box of choc'lates... |
| overpriced, rots your teeth, makes you diabetic, and you prob'ly |
| won't like more than 20% of what ya get.'" |
+--+
Why take any chances? Boycott everything! :)

4060. Re: AR-Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 01:13:06 UTC
From: kamaro_kid@delphi.com
Message-ID: <xCyTarq.kamaro_kid@delphi.com>
Source record: 99636

I have the AR-Dungeon editor. Several in fact. Did you want a copy? I'll see what I can about putting on ftp.clark.net or umich.

4061. Re: AR - THE DUNGEON

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 01:49:28 UTC
From: rwilmott@news.delphi.com
Message-ID: <30kk78$2od@news.delphi.com>
Source record: 99637

ricortes@delphi.com writes:

>shipwreck, oracle, bloodstone

Better question - what's the gargoyle's name?

4062. Follow-ups...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 02:26:47 UTC
From: lordthan@news.delphi.com
Message-ID: <30kmd7$5i1@news.delphi.com>
Source record: 99638

First, thanks to Jeff_M_Lodoen@cup.portal.com,
gtkakega@FLASH.LakeheadU.CA, ScottM@cup.portal.com, and
bruck@brachot.jct.ac.il for providing me with ~150 addresses. Letters
w/distribution agreements will be mailed out this Friday.

Second, thanks to bruck@brachot.jct.ac.il for forwarding Ben Poehland's
well written message. I had missed the original posting. In response to
Ben's letter, I have a comment or three.

Ben says "Whoever does the mailings must be prepared to expend the
following resources" and lists the following:

1.) All your free time for one full year.
-----My free time these days is expended towards working on my lawn,
keeping the house clean, working out at the gym, and playing Sega. In
short, my free time is expendable if the cause is (IMO) worthy.

2.) $500 of your own money.
I'm assuming that this money is for stamps, etc. If so, that's a little
high. I figure the cost will be much smaller. I have a laser printer and,
thus, a means to bulk produce the letters and agreements. Envelopes are
cheap. The ~150 letters I have already prepared will cost ~$45 to mail;
that's okay, I've got it covered. Uploading the resulting programs (if
any come to bear) is no problem; Rutgers is local, and a friend has
already agreed to upload the files for me. The only other major cost I
can forsee is telephoneing (if necessary) the companies, which may indeed
run several hundred dollars. To that I say, hey, I'm willing.

3.) Computer resources to keep track of contacts, responses, & followups.
Already got that, and I've written a small HyperCard program to keep
track of those variables and others.

4.) Expenditures for competent legal advice.
Getting the contract written didn't cost as much as I thought, and the
cost went down 'cause I'm bartering some typesetting skills (redesigning
letterhead, business cards, etc) with the law firm.

5.) Grossly excessive wear & tear on your nervous system.
Hey, I'm on the internet. My nervous system is already shot. :)

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

4063. Error codes w/Sparta/Pabqwk/uqwk

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 03:26:22 UTC
From: krishna@max.tiac.net
Message-ID: <30kpsv$4ng@sundog.tiac.net>
Source record: 99642

I'm testing out uqwk and I keep on getting an error code and the program
quits on me. It's error 166 then an error 129. I'm using PabQwk 2.0 w.
a 130XE and Sparta 3.2Z.

4064. Atari 800 for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 03:37:17 UTC
From: jonestf@hfsi.hfsi.com
Message-ID: <1994Jul21.033717.6009@hfsi.hfsi.com>
Source record: 99643

I have an Atari 800 with Single disk drive, and 850 Interface for sale.
Make offer. Includes all power supplies, variety of cartridges, joysticks.
System has been in storage for a year or more - working condition when
packed up.

Reply via email.

Tom Jones
jonestf@hfsi.com

4065. Re: XF2: ANOTHER VIEW

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 03:54:50 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xq1RK-q.lmcclure@delphi.com>
Source record: 99639

In a message dated 7-13-94 Vladimir Elberg said:

"You posted all this just to say..."

Considering this was the beginning of your 7-line reply after quoting more than *EIGHTY LINES*, I could borrow those same words to start my own reply to you.

4066. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 03:55:36 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xI9xaXo.lmcclure@delphi.com>
Source record: 99640

In a message dated 7-13-94, Vladimir Elberg said:

"I STRONGLY disagree, the EMULATOR IS THE ENTIRE FUTURE OF
THE ATARI 8-BIT PERIOD!"

Let me take this opportunity make a challenge (not just to you, but all). Point out any new development (software or hardware) for an emulated machine that resulted from the development of an emulator.

Another item. Amigas and ST's both have had a variety of PC emulators. Where where these usually discussed; in PC groups and SIGs or in those for the Amiga and ST? Yet, when it comes to emulators of 8-bit machines (C64, TI-99/4A, and Atari 8-bits) running on PC's, these get discussed not in the group or SIG of the machine running the emulation (although it is a software application for that machine) but in the groups and SIGs for the emulated machine. If this sounds like a double standard, it is because it is. It boils down to this: the emulator gets discussed in the group or SIG of the less popular machine (the emulated or the emulator).

4067. Re: XF2: Another View

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 03:56:40 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xq1RqXg.lmcclure@delphi.com>
Source record: 99641

In a message dated 7-13-94, Vladimir Elberg said:

"anyone using an 8-bit in 1994 is either in a time warp or
is an antique collector."

It would appear that you are implying one does not have the right
to collect antiques. You're right...I'll go out right away and
start campaigning for all the people with '66 Mustangs, '57 Chevies,
etc. to drive those old cars to the junk yard and go buy something
new and "state of the art". <grin>

"Some of us with "STATE OF THE ART" machines like to go
back and relive the 8-bit days,"

How nice that all of us living in a time warp have been around then to
keep this newsgroup "warm" for nostalgic emulator users. <grin>

"dont like it, go somewhere else, it all belongs here."

This is an opinion, not fact. Here's is a fact: PC Xformer is
software which runs on a PC, which makes it a PC application. Logically,
one should be able to discuss it in a PC software newsgroup. However,
if you tried it, you would likely find the reception you have recieved
here inviting by comparison. Further, try your reply above to any
anti-emulator posts you might recieve there, and you would likely
have an overflow of nasty e-mails.

Let's face facts: People don't post PC Xformer talk in c.s.a.8 because
it is the "right" place; they post it here because it is the easiest
place (i.e., access vs. negative feedback).

4068. Re: Atari Newbie / Emulator FAQ. One forgotten answer and then a survey.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 06:00:48 UTC
From: sibeling@u.washington.edu
Message-ID: <30l2ug$3ah@news.u.washington.edu>
Source record: 99644

Thanks,
Matt

4069. Re: Atari Newbie / Emulator FAQ. One forgotten answer and then a survey.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 06:02:59 UTC
From: sibeling@u.washington.edu
Message-ID: <30l32j$3as@news.u.washington.edu>
Source record: 99645

For some reason, my message was killed the 1st time around.. here we go:

Does anyone know if there has ever been an Atari 400/800/XL/XE/Whatever emulator developed for the Mac? I am running the PC emulator in softwindows on my PowerMac... SLOW SLOW SLOW.. dont laugh, I really loved my old 130xe and 800xl, but I don't have space to buy more systems.. my computer area is cluttering up quickly ugh!

Thanks,
Matt

4070. MY 130XE died (sob!) I need help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 06:05:25 UTC
From: dlfurman@dorsai.org
Message-ID: <CtA0x1.642@dorsai.org>
Source record: 99647

All I get is a green screen. No Mem Test, no nothing.
Any one know where I can get a fix or a new unit in the NYC area?

Also, my Us Doubled 1050 refuses to write, but still boots and reads. Any help i this area will be greatly appreciated!
I am very glad to have found this area/newsgroup. I still use my 8-bit (I pulled an 800 out of 'mothballs' to type this message).
Long Live the beBEST 8-bit computer ever built (with the exception of my trouble maker :))

4071. Re: Hmm.. SURE IS QUIET AROUND HERE! (sarcasm)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 06:41:06 UTC
From: lordthan@news.delphi.com
Message-ID: <30l5a2$kse@news.delphi.com>
Source record: 99646

KENDRICK@sonoma.edu writes:
>Yikes! I can't believe the tension around here lately! WHat's up with
>everyone these days?! Screaming back and forth when it seems simple,
>UNSARCASTIC, HONEST comments are all that's needed to end these miserable
>shouting-match threads!
>I hate to see this (what I consider, very COOL (in the 80's sense)) newsgroup
>turn into a flamewar. I've heard about Terry Ortman (anyone who has dealt with
>him even a LITTLE, like ME, knows how this guy can be!) on one of the Atari BBS
>networks being about all there is to read (him being a dork, and others getting
>on his case for being such a dork and so on).

I agree. In fact, I've gotten so disgusted with reading all of the
put-downs and assocuated sarcasm that I've gotten over my recent project
that I've all but stopped reading this newsgroup. (I haven't read
anything with a notable subject line for several days, in fact.)

>Sooooo.. why don't we start talking more about some of ^ THAT ^ stuff rather
>than sticking to the old arguments over the main-campaign and "why IBM's are
>better than Ataris" (and vice-versa).

S'funny. All I asked was for a small amount of assistance in compiling a
mailing list. The next thing I know I'm being called (in public and in
mail) lazy, stupid, idiotic, assinine, foolish, foolhardy, and that I
"should not waste [my] time." I think we should open a new newsgroup
called comp.sys.atari.8bit.dis-advocacy for those people who seem to want
to put down the efforts of others. Whaddaya think? ;)

+-+
LordThanatos@delphi.com (In Real Life: Steve Godun)
- -
"Begone, pests, and give me the bird!"
"We'd love to, really, but the Fox censors won't allow it." -Animaniacs
+-+

4072. Re: Atari 1050 Drive for sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 06:44:50 UTC
From: cmwagner@gate.net
Message-ID: <30l5h2$jbh@tequesta.gate.net>
Source record: 99566

Benjamin Smith (bensmith@teleport.com) wrote:
: For Sale: 1050 floppy drive: Stock: Works fine: $75.

I really wish you would stop posting these messages. Your prices are disgusting and I find it very irritating that you are taking advantage of people like this. The drive is only worth $30.00, at the most.

4073. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 07:11:17 UTC
From: thester@nyx.cs.du.edu
Message-ID: <30l72l$bmi@nyx.cs.du.edu>
Source record: 99648

In article <xI9xaXo.lmcclure@delphi.com>,
Lonnie McClure <lmcclure@delphi.com> wrote:
>In a message dated 7-13-94, Vladimir Elberg said:
>
> "I STRONGLY disagree, the EMULATOR IS THE ENTIRE FUTURE OF
> THE ATARI 8-BIT PERIOD!"
>
>
>Let me take this opportunity make a challenge (not just to you, but
>all). Point out any new development (software or hardware) for an
>emulated machine that resulted from the development of an emulator.

Okay! How about this?
I read a book quite a few years ago (Soul of the Machine) (??)
about how a computer named "Eagle" (I believe) was designed
and _emulated_ on a larger computer. Since my memory is
not all that great on details like this, I will *guess*
here that the company was DEC. The "Eagle" was then
produced and sold at computer stores near you.

So does the introduction of _new_ hardware as a result
of *total* emulation count? And look at all the software
that had to run on that machine after it was produced.
Does that count as _new_ software?

Just nit picking here of course.
Someone more versed in computer lore will correct
any errors I may have produced in this post. Hopefully.

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

4074. Error codes w/Sparta/Pabq

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 08:50:07 UTC
From: snyder10@rs6.tcs.tulane.edu
Message-ID: <30lcrv$7lr@news.cs.tulane.edu>
Source record: 99650

Quoting krishna@max.tiac.net

k >I'm testing out uqwk and I keep on getting an error code and the program
k >quits on me. It's error 166 then an error 129. I'm using PabQwk 2.0 w.
k >a 130XE and Sparta 3.2Z.

Which version are your using...the last version I picked up was 1.8, also,
are you using the -h switch... Other than that, I use Uqwk all the
time w/o problems under both sd32 and SDX.

Take care

Mike

---
* PabQwk 2.0 #9 * Hey krishna@max.tiac.net, get away from my Tagline!

4075. MY 130XE died (sob!) I ne

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 08:50:09 UTC
From: snyder10@rs6.tcs.tulane.edu
Message-ID: <30lcs1$7ls@news.cs.tulane.edu>
Source record: 99651

Quoting dlfurman@dorsai.org

d >Also, my Us Doubled 1050 refuses to write, but still boots and reads. Any
d >help i this area will be greatly appreciated!

I just had to fix the same problem with a drive for a local user...seems
he just plain ran it till have the read/write head was gone. Check the
head, clean it if you have to, but also think about ordering a new mech from
ATV, there only something like $17 right now.

There address is in the Vendor list

Mike

---
* PabQwk 2.0 #9 * Phenomenal Cosmic Power, Itty Bitty Living Space - the 6502

4076. Re: Error codes w/Sparta/Pabq

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 11:10:50 UTC
From: krishna@max.tiac.net
Message-ID: <30ll3r$dp8@sundog.tiac.net>
Source record: 99652

Sherry Snyder (snyder10@rs6.tcs.tulane.edu) wrote:
: Quoting krishna@max.tiac.net

: Which version are your using...the last version I picked up was 1.8, also,
: are you using the -h switch... Other than that, I use Uqwk all the
: time w/o problems under both sd32 and SDX.

It gets through reading the control.dat and also through most of the
message indexing I think before it cuts out. I thought maybe I shoud hve
run messages.dat through sb with the -a switch to convert it to ASCII
from the newline but I think uqwk outs it with CR/LF to begin with.
Actually it seems as though message lines are separated by inverse little
cs which are some goofy ASCII value.

If I can find out what those error codes mean then maybe I can figure out
if it's a hardware problem or something else.

4077. Re: XF2: Another View

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 12:27:16 UTC
From: ve1@cec1.wustl.edu
Message-ID: <30lpj4$eh@bigfoot.wustl.edu>
Source record: 99653

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: (Rising to the flamebait)

: In article <300m17$gtv@bigfoot.wustl.edu>,

: You don't understand. Most of the people here don't see any reason to
: buy the "state of the art", when the old technology fills their needs
: (and budget!) just fine. That's no reason to flame them.
: Others have upgraded due to increased needs, but still have enough
: interest in and knowledge about the old machines to participate here.

: I used my 1200xl almost exclusively, until a year or 2 ago when I
: finally had to move up. I now use Unix workstations at school & work,
: Macs at school, and DOS/Windows machines at home and work, but I still
: have the 1200XL set up on my desk at home, and most of my computer
: books are still about the Atari.

: If these are the kind of posts we're going to get due to the emulator,
: then I'll have reverse my previous position and say GET THESE POSTS
: OUT OF HERE!

First of all, I am not flaming anyone, but kind of pissed off at the way some people come across. I am an Atari 8-bit user and I am pissed to see that anyone who has a machine other than an 8-bit atari that is running an emulator is treated as an outsider and is not considered by some a "Real" atarian since I do not own my old Atari hardware anymore. Maybe its the Internet that make people so ignorant, I dont know, but one thing is for sure for some people on this usenet group, people who have a software emulator are not as good and should not be treated the same as the ones who have the hardware and this is pure bullshit.

Some of us are using the emulator to use the 8-bit again, I have three *.ARC files full of games, from pacman to defender to Caverns of Mars and I am enjoying them bigtime..... I have over a Megabyte and a half of games in ARC format and could upload them to a site, but alas (p) stuff, but the commodore 64 emulator has plenty.

4078. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 12:34:46 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CtAIxy.FLx@cbfsb.cb.att.com>
Source record: 99654

In article <30l72l$bmi@nyx.cs.du.edu> thester@nyx.cs.du.edu (Tim Hester) writes:
>In article <xI9xaXo.lmcclure@delphi.com>,
>Lonnie McClure <lmcclure@delphi.com> wrote:
>>In a message dated 7-13-94, Vladimir Elberg said:
>>
>> "I STRONGLY disagree, the EMULATOR IS THE ENTIRE FUTURE OF
>> THE ATARI 8-BIT PERIOD!"
>>
>>
>>Let me take this opportunity make a challenge (not just to you, but
>>all). Point out any new development (software or hardware) for an
>>emulated machine that resulted from the development of an emulator.
>
> Okay! How about this?
> I read a book quite a few years ago (Soul of the Machine) (??)
> about how a computer named "Eagle" (I believe) was designed
> and _emulated_ on a larger computer. Since my memory is
> not all that great on details like this, I will *guess*
> here that the company was DEC. The "Eagle" was then
> produced and sold at computer stores near you.
>
> So does the introduction of _new_ hardware as a result
> of *total* emulation count? And look at all the software
> that had to run on that machine after it was produced.
> Does that count as _new_ software?

If I remember correctly from the operating system documentation, most of
the original Atari operating sd=ystem development was done and debugged on
a DEC, which means the DEC was emulating the Atari at least during
debugging phase.

But then perhaps they just used the DEC to download the code to some
breadboarded hardware.

--
Richard Dell

4079. Re: Alt. FTP site for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 16:10:42 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <30m6m3$jrt@usenet.INS.CWRU.Edu>
Source record: 99555

In a previous article, sydtech@winternet.com (Sydtech) says:

>I can never get a connection to atari.archive.umich.edu.

There are several archive mirror sites:
(Try the site nearest you first)

a) ftp://atari.archive.umich.edu/atari/8bit
(141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/mirrors/archive.umich.edu/atari/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, Great Britain)

d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://nic.switch.ch/mirror/atari/8bit
(130.59.1.40, Switzerland)

They also have a gopher server that's never busy:

gopher://gopher.archive.merit.edu:7055/11/atari/8bit
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4080. Re: really copyrighted?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 17:46:26 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <30mc9i$n7@monk.rsip.lsu.edu>
Source record: 99562

In article <30ebd9$220@tuetue.inf.utfsm.cl>, vparada@tuetue.inf.utfsm.cl (Victor Parada G.) writes:
|> Hola mundo.
|>
|> I've seen a lot of atari stuff (even in the archive) that somewhere
|> says "(C) 19xx by ...". I guess that many of them aren't copyrighted.
|> Why? Just because it seems to be difficult to copyright something
|> (at least here in Chile).
|>
|> I know that some programs published in magazines inherited some
|> copyrights... the same to some major software publishers.
|>
|> Am I wrong?
|>
|> Now, what I have to do to (C) my own programs?
|>
|> Bye... ++Vitoco

Anything you create, such as a software package, is automatically copyrighted the moment it is created. You, as author, own the copyright. Formally registering an official copyright with the us copyright office is not necessary, but it makes an official notice of the copyright so that if you go to court over a copyright dispute, it will strengthen your case as you will have to prove who developed and created the work and when. With an officially registered copyright, its certainly very easy to show you are the copyright owner, without it, it's more difficult. This, of course, only applies here in the us. Outside of the us, I don't know what the copyright rules are.

--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of the Remote Sensing Lab or Lousisiana State University, just this mine.

4081. atari 1040st

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 18:16:00 UTC
From: contardo@pilot.njin.net
Message-ID: <Jul.21.14.15.58.1994.7426@pilot.njin.net>
Source record: 99558

We are dismantling a CAI (computer assisted instruction) system and have many Atari 1040ST's. These are machines with no hard drive and a single 3 1/2" floppy drive the only software supplied was a boot diskette to connect these to a minicomputer via data lines. We would like to use these now to teach elementary word processing in lower grades. Does anyone have information on where to find operating system disks that will enable us to boot up in the standalone mode? Also, we need information as to what word processing software we can run on these. Any help or information will be greatly appreciated.

4082. Re: MY 130XE died (sob!) I need help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 18:25:50 UTC
From: cmwagner@gate.net
Message-ID: <30meje$lbg@tequesta.gate.net>
Source record: 99559

Derek Furman (dlfurman@dorsai.org) wrote:
: Also, my Us Doubled 1050 refuses to write, but still boots and reads. Any

Chances are the write protect sensor is bad, it is fairly common. Mine went bad about a year ago when I decided to buy another Atari, it was sitting in a closet for a long time. My problem was that the LED went bad, and of course I couldn't find a LED of the same size, and intensity, and same color, so I decided to clip the wires and solder together the wires that went to the light sensitive diode (forgot what they are called -- sheesh) and that fixed the problem, only problem is that you have to be EXTRA careful, it will write over disks with or without write protection. This usually reports a error when trying to write, and usually it is write protect error. If this is not the problem then there is a chance that the head could be bad or some other component. I am not sure how the US Doubler works, but if it has two read/write heads then you might want to see if data is written or allocated at all on either side, if it does on one but not on the other then you at least know which head and mechanisms have the problem. I can't really offer much more help.

4083. For Sale: Classic Printer for Classic 8-Bits

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 18:44:20 UTC
From: krieg@point.cs.uwm.edu
Message-ID: <30mfm4INNjh1@uwm.edu>
Source record: 99560

I have the classic Star SG-10 printer for sale. This was *the* printer to own if you had an Atari Classic back in the 80's. Can print many different graphics formats as well (ATASCII, images, paint files, etc.). It comes with a Digital Devices cable/converter so you can plug it in directly to your computer. No 850 or PR: device is necessary. I'll also include some paper, a dust cover, and a desktop printer stand. This will work with any Atari 8-bit.

All this can be yours for just $60 ppd.
--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

4084. :Still for trade or sale...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 18:46:44 UTC
From: utstbbs!james_king@library.usu.edu
Message-ID: <f9.98.28.0C0EC4DD@utstbbs.uucp>
Source record: 99557

I still have the following hardware for sale or trade;

3 slave CSS multiplexor. Turn your 8bit into a complete network.. Share resources like hard disk, printers, disk drives, etc.. ANY peripheral except a modem. Comes complete with docs, roms, disk, and around 50' of 34pin ribbon cable.

Hayes 1200baud external modem

AT&T 1200baud external SC2114 compliant modem

AT&T wide carriage serial printer

Commodore 1702 composite color monitor (split luma/chroma)

Magnavox RGB, TTL & color composite monitor

Seagate ST251 40meg MFM half height hard drive (I have two of these)

Seagate ST4182nm 182meg SCSI full height hard drive

Seagate ST225 20meg MFM half height hard drive

256k ICD MIO w/modem and printer cables and power supply

Complete, in the box XEGS (light gun, 2 carts, power supply, docs, etc..)

Mail replies to any of the following addresses:

jeking@email.state.ut.us
james_king%utstbbs.uucp@library.usu.edu
kamaro_kid@delphi.com
jking@xmission.com

or phone me directly at 801-969-9782

4085. Re: Hmm.. SURE IS QUIET AROUND HERE! (sarcasm)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 21:41:04 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <30mq1g$qds@charm.magnus.acs.ohio-state.edu>
Source record: 99563

In article <940719145353.24002d33@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
[...]
>but I mean.. it looks like we all need something to DO (either on our little
>8bits, on our puny little IBMs <grin> or just like go to a park and cool off
>all this TENSION!!!! AHHHH!)

Personally, I think the last suggestion is the best.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4086. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 21:43:51 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jul21.214351.5425@iglou.com>
Source record: 99565

The latest version of Sparta is 3.2g. I don't remember hearing anything about larger disk partitions. Versions 3.2f and g are shareware, which should be available from atari.archive.umich.edu, or GEnie, Compuserve or your local Atari BBS (if you're lucky enough to have one).

--
Bill Marcum bmarcum@iglou.com
If laughter is pronounced "lafter", shouldn't daughter be dafter?

4087. Re: Alt. FTP site for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 21:56:44 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <30mqus$qfp@charm.magnus.acs.ohio-state.edu>
Source record: 99564

In article <30k0sc$o5j@blackice.winternet.com>,
Sydtech <sydtech@winternet.com> wrote:
>I can never get a connection to atari.archive.umich.edu. Is there
>another site where I can get SIO2PC?

This is easier to remember than Michael's list:
mirror.archive.umich.edu

will connect you to one of the mirrors (not sure how it's selected).

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4088. Atari System for sale - lotsa games :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-21 23:44:29 UTC
From: jmfuchs@unix.amherst.edu
Message-ID: <30n18t$pog@amhux3.amherst.edu>
Source record: 99568

Hi. I'm moving out to Colorado in a few weeks, so I want to unload my Atari 800 XL & trappings before I leave. This is to be sold as a package - I'm not selling any of the games or whatever separately.

What I have:

Atari 800XL - Everything about it is in good condition, except one thing - the left joystick port somehow broke off. This is a pretty easy job to fix, I'm sure, but A. I'm a complete klutz, B. I don't own a sottering iron, and C. I'm lazy.

Disk Drive - In perfect working order. Jesus, I forgot the name of the company, but it's a good one - lots of little red lights and stuff. When I go home, I'll check it and repost.

Games:
(+ means comes with docs, 0 means no docs but the game is so simple it doesn't matter [worst comes to worst, e-mail me and I'll tell you anything you need to know,] - means no docs and you probably need them.)

Star Fleet I +
Donkey Kong o
Vanguard o
Ms. Pac Man o
Pole Position o
Alternate Reality - The City (w/ hint book!) +
Alternate Reality - The Dungeon - (command card + map, though)
Archon o
Archon II - Adept +
M.U.L.E. + (best multi-player computer game _ever_)
Telengard +
Temple of Apshai +
Sneakers o
Racing Destruction Set +
Raid over Moscow +
Trailblazer o
Ultima III +
Ultima II +
Ultima IV (no map, but hint book)
Catle Wolfenstein -
Bruce Lee o
Lode Runner 0 (Includes a bunch of levels I made when I was 10!)

Imagic 1-2-3 o (3 simple action games - 2 fun, one dumb, as I
recall.)
Spy v. Spy +
Gemstone Warrior -
Conan o
Super Boulder Dash +
Realm of Impossibility o
Ogre +
Age of Adventure -
Karateka o (Primeval Prince of Persia)
Cyclod o (sort of like Pengo)
Action Biker +
Phobos o
Crossfire o
Claim Jumper o
Embargo o
Star Raiders -
Robotron o
Autoduel +
Hacker o
F-15 Strike Eagle (commands written out)
Mail Order Monsters +
Wizard's Crown +
Murder on the Zinderneuf +
Beach-Head +
Beach-Head II o (great 2-player game)

Other stuff:
DOS 3
Some copying program
Owner's Guide and DOS reference manual
Dr. Wacko's Guide to Making Arcade Games (comes w/disk)
2 good ol' fashioned Atari joysticks
All the wires and stuff.

Price: I'd like to get $250, including shipping costs. I'm pricing the computer @ $30, the disk drive @ $60, and the games at about $3 each. (Joysticks, DOS, Wacko, etc. is free.) Admittedly, you get some losers, but you also get M.U.L.E., the Ultimas, Mail Order Monsters, the Archons, etc., for $3 each, so I figure it evens out. Send any inquiries to jmfuchs@unix.amherst.edu.

Thanks,
jesse

4089. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 00:22:35 UTC
From: thommy@cs.tu-berlin.de
Message-ID: <30n3gb$mde@news.cs.tu-berlin.de>
Source record: 99567
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

Hi!

I really like this list, but there are several people missing.
Never heard about Julien Reschke (Profibuch, SCSItools), Andreas
Kromke (NVDI), Uwe Seimet (many interesting stuff), Wilfried Behne
(NVDI) and many many more?

Hey wake up, we have e-mail in Europe, too ;-)

just my 2 p -thommy
```
o-------------------------------------------------------------------------------o
| \|/ thommy@cs.tu-berlin.de || || || |
| o o ---------------------- || || || |
| | -have sometimes a smile on your face... )) || (( |
| `-' & always a smiley on your screen )) || (( |
o-------------------------------------------------------------------------------o
```
--
"Im Uebrigen bin ich der Meinung, dass Windows zerstoert werden sollte."

4090. Author Policies: New AC vs CN

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 01:15:40 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407220115.AA042239710@relay2.geis.com>
Source record: 99569

NOTE: this post was sent to the Newsgroup on July 18 but never appeared in the Digest, so I'm re-sending it. Two other posts I sent at the same time just vanished. Sheesh.

Author Policies: "New" Atari Classics vs. Current Notes
(Also, Update On Refunds & Developments With The New AC)

Referring to Jeff Potter's recent post ("Andy Floyd's CSYA and Atari Classics"), I'd like to offer some updated information & clarification.

Jeff indicated that in the event Andy's unpublished manuscript was forwarded to either CN or the new AC, he didn't believe either publication would offer author stipends. The Staff of AC was disbanded in May, so Jeff has not been privy to the behind-the-scenes efforts & negotiations involving the shutdown of AC & the startup of the revived publication, which have been handled privately by me.

Policy at Current Notes is set entirely by its Publisher, Joe Waters. CN's 8-Bit Editor, Rick Reaser, has little or no say in matters pertaining to author compensation. Presently CN's policy is to reward contributing authors with a single-issue extension of their subscription, plus I think a gratis copy. I'm not aware of any changes in that policy. I doubt if it has been liberalized, as CN (like most Atari magazines), has been on the decline in recent years.

AC's policy was to reward authors of minor articles (usually "advocacy"-type pieces) with a 1- or 2-issue extension of their subscription plus a gratis copy. Authors of major feature articles were rewarded with a $25 cash stipend plus a gratis copy. Editors on the AC Staff were required to submit 2 articles per year & also subscribe to the magazine in order to maintain their Editor status. Editors were not compensated on a per-article basis like authors but were paid a flat fee of $200 per year which covered the value of their contributions plus their out-of-pocket expenses for phone calls, e-mail, postage, disks, etc. Editors also received 5 discretionary copies of each issue, mainly used for promotional purposes.

I've submitted a copy of AC's Publication Manifest to Jim Hood, the future Publisher/Managing Editor of the new AC, so he has a fair idea of how AC operated in the past. In direct communications with him I've secured his commitment to maintain the author policies that stood AC in good stead so well during my tenure. The probability is therefore extremely high that future submissions to the new AC *WILL* be compensated via subscription extensions, gratis copies, & cash stipends as described above.

My link to the SLCC people has been through Bob Woolley, who was a member of the old AC Staff. Bob has been in town the past week on business (in fact

is staying at a hotel only a few miles down the road from me). His work schedule is horrible, but he stopped by my place for a few hours last week & we did make arrangements for transferring the stock of back issues to California in the near future. I'm hoping to see him one more time before he leaves later this week, so we can discuss plans & ideas for the future of AC over dinner.

At their end, Jim Hood has secured publishing & printing facilites that will permit them to produce AC far more cheaply than Unicorn did it. This is an absolute necessity, since the way things are shaping up the new AC may have only half the number of subscribers the old one did. Their next step will be to negotiate transfer of the 2nd Class Mailing Permit presently held by Unicorn. They've not yet begun to assemble a staff, solicit articles, or commence promotional activities. Bob indicated (rather weakly) they were still hopeful of launching a July issue, but that's wishful thinking. They'll be doing well to launch in August.

In comparing notes with Bob, it appears there's a strong correlation between the number of subscription orders received by the new AC & the number of refunds issued by the old AC. Apparently a significant percentage of former AC subscribers are delaying subscribing to the new publication until they've got their refund in hand. This has hobbled planning for the new AC. The mail I've received in response to the refunds thus far consists mainly of expressions of amazement that people really did get their money back, which tells me most people did not believe the refund policy described in my editorial in the April issue. This has caught me somewhat off-guard, but given the many rip-offs & bad experiences with Antic, ANALOG, & AIM I can certainly sympathize with the general skepticism.

The real culprit here is Unicorn, who are taking their darn sweet time doing things. They agreed to have the refunds completed by August 1, but so far only 132 have been issued. We have 220 more to go & only a few weeks remaining. Since June I've contacted them numerous times to "encourage" them to speed things up. (Those of you who know me personally have some idea of what it means when I feel compelled to lean on people, especially the 4th, 5th, or 6th time. The grumpy Alchemist is an angel by comparison. And anyone who ever subscribed to AIM has an inkling of the agony of frustration I am enduring.) I spoke with Bill Rayl personally last week & obtained his assurance of Unicorn's commitment to complete the process by the agreed-upon date.

I'm just as busy now as I ever was during AC's publishing days, fighting the rear-guard action against Unicorn in behalf of AC's unrefunded subscribers while simultaneously providing a conduit of support for the fledgeling operation now underway in California. AC maintained a clean record of integrity & fairness unmatched by any other magazine, & by thunder I *WILL* pass that legacy intact to Jim Hood, come Hell or high water.

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

PS- Apologies for this long post. Post responses to the group, not to me.

4091. 256K 800XL System for Sale (w/extras)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 01:55:13 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <30n8u1$8kr@nyx10.cs.du.edu>
Source record: 99570

256K COMPLETE ATARI SYSTEM FOR SALE:

Atari 800XL with 256K RAM (Newell RAM upgrade), two (2) 1050

floppy disk drives, INDUS GT floppy drive w/carrying case, 850

serial and parallel interface, 1010 cassette drive, Commodore

1702 composite color monitor, misc. software (inluding

ATARIWRITER, ATARIWRITER+ and Atari Spell-Checker) and

magazines. $299. plus shipping or best offer. Please reply by e-mail.

********I will also throw in at AT NO ADDITIONAL COST, whatever is left of
the

software and books which I am trying to sell separately:

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language

w/"Turtle" graphics, (Educators'

package), $10.

2)Conversational Italian (learn

Italian with your computer!) - $9.

3) Timewise (Time management), $9.

4) "Kingdom" (Instructions and

game, cassette), $3.

5) "Biorhythms", (Instructions and

game, cassette), $3.

6) "Super-Text" word processor

(disk), $4.

7) SOLD

8) SOLD

9) "SynsStock" (Stock charting) $10.

10) "Sargon III" (Chess program) $10.

11) SOLD

12) "GO" (Ancient Japanese game, harder than Chess) $9.

13) "The Newsroom" $10.

14) "Movie Maker" (Animation Construction Set) $10.

15) SOLD!

16) "Proofreader" (Spelling Checker for Atariwriter), $15.

17) "Your Personal Net Worth", $10.

18) "Managing Your Stocks", $10.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $10.

21) "Personal Inventory Manager", $5.

22) The following from XLEnt Software, $15 each, or all 5 for $65.:

(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II

b)The First XLEnt Word Processor

c)Rubber Stamp

d)Typesetter

e)Page Designer

23) SOLD

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

Your Atari Computer

4092. Forgotten my error codes...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 02:31:37 UTC
From: romer@access3.digex.net
Message-ID: <30nb29$1om@news1.digex.net>
Source record: 99571

Could someone dig up a reference and tell me what error 181 is? I'm trying to load "Bert's Brew Biz" (if anyone remembers that) under MyDos 4.3, and that's the error I get. Any help is appreciated in advance...

4093. Re: 1200XL keyboard on other XL/XEs!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 04:50:47 UTC
From: heller@belair.cse.psu.edu
Message-ID: <30nj77$nj1@psuvax1.cse.psu.edu>
Source record: 99572

I always thought it would be easiest to just simply patch-in to the keyboard decoding chips on the XL/XE board from the onboard chips of the 1200xl's keybaord. ALL THIS WOULD BE A LOT EASIER IF I HAD A COPY OF THE 1200XL SCHEMATICS!!! (hint hint...)

Andrew

4094. Re: 1400XLD Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 04:53:51 UTC
From: heller@belair.cse.psu.edu
Message-ID: <30njcv$nj1@psuvax1.cse.psu.edu>
Source record: 99573

John Byrne (johnbyrne@delphi.com) wrote:
: Hey 8 bitters! I'm looking to obtain a 1400XL or 1400XLD. Anybody out there
: lucky enuff to have one want to part with it?
: Let me know. Thanks!
:
Yeah..sure... those things are legends.... and most are
hackers dreams/nightmares. I have toyed with a 1400xl. Lots of it
was wire wrapped. =)

Of course... I would give a 3 digit amount of money for a 1450
with CASE! =) or even justa case!!

Andrew

4095. Re: Error codes w/Sparta/

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 05:22:43 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <30nl33$aab@news.cs.tulane.edu>
Source record: 99574

Quoting krishna@max.tiac.net

k >It gets through reading the control.dat and also through most of the
k >message indexing I think before it cuts out. I thought maybe I shoud hve
k >run messages.dat through sb with the -a switch to convert it to ASCII
k >from the newline but I think uqwk outs it with CR/LF to begin with.

Hmmmm, which version of PQ are you using, that sounds like a problem that was in the last Beta version prior to final release. To test this, get rid of your taglines.sdx or what ever file. If it works w/o taglines, then you have the older version that requires 255+ taglines just to work. Any less and you get and error 166.

Mike
---
* PabQwk 2.0 #9 * Would you believe an Atari 8bit at 14.4!

4096. megamania

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 05:22:45 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <30nl35$aac@news.cs.tulane.edu>
Source record: 99575

Quoting poblsepu@altue.usach.cl

p > Does anybody know 'MEGAMANIA' game?

The only version I've see and have of this game is on cart...was a
disk version made?

mike

---
* PabQwk 2.0 #9 * Yeah right, like this should be interesting...

4097. Re: value of Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 05:35:33 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <117935@cup.portal.com>
Source record: 99576

> What is the value of a Bounty Bob Strikes Back cartridge
> (without box, manual, etc)?

Well, I bought one several weeks ago for $17. It's worth
what you're willing to pay.

> Any more than, say, Pac-Man or Star Raiders?

Definitely, those are very common and have been heavily
copied. "Bounty Bob" was apparently never pirated.

> I'm asking since a few months ago there seemed to be a
> rash of conversation about the game.

I'd just add that it is a nice piece of work. The new levels
are very challenging. And new objects as well.

The changes are subtle. Controlling transporters doesn't
require using the keyboard. You have finer control of jumps.
Lots more mutants. And if you die, you don't start over.

Jeff_M_Lodoen@cup.portal.com

4098. Re: value of Bounty Bob Strikes Back

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 06:23:37 UTC
From: thester@nyx.cs.du.edu
Message-ID: <30nol9$ij1@nyx.cs.du.edu>
Source record: 99577

In article <117935@cup.portal.com>, <Jeff_M_Lodoen@cup.portal.com> wrote

>> What is the value of a Bounty Bob Strikes Back cartridge
>> (without box, manual, etc)?
>
>Well, I bought one several weeks ago for $17. It's worth
>what you're willing to pay.

Sheesh! Where the heck were you a while back when
everyone was wanting to know just where Bounty Bob
Strikes Back could be found?

Where did you buy it? A dealer? A friend?

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

4099. Re: Hmm.. SURE IS QUIET A

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 07:11:14 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <30nrei$c52@news.cs.tulane.edu>
Source record: 99580

Quoting rfunk@magnus.acs.ohio-sta

r >Personally, I think the last suggestion is the best.

I have to agree, I've been asked by the digest site admin to delete any
article using language he finds objectionable.

I'd hate to lose the digest site because of one or two people.

Mike Todd
Info Atari8 Digest
Moderator
info-atari8-request@pine.cse.nau.edu

---
* PabQwk 2.0 #9 * Hey rfunk@magnus.acs.ohio-sta, get away from my Tagline!

4100. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 07:11:16 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <30nrek$c53@news.cs.tulane.edu>
Source record: 99581

Quoting bmarcum@iglou.iglou.com

b >about larger disk partitions. Versions 3.2f and g are shareware, which
b >should be available from atari.archive.umich.edu, or GEnie, Compuserve or
b >your local Atari BBS (if you're lucky enough to have one).

Yes, the new 3.2G will support partitions upto 16 meg. However, 3.2g does
not run under PCXF...to use a large partition under the current version
of PCXF you need to use MyDOS 4.5 which also support partitions up to
16 meg.

Mike Todd
---
* PabQwk 2.0 #9 * Remember when 48k was a lot of memory...

4101. Re: 1400XLD Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 07:11:20 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <30nreo$c54@news.cs.tulane.edu>
Source record: 99582

Quoting heller@belair.cse.psu.edu

h > Of course... I would give a 3 digit amount of money for a 1450
h >with CASE! =) or even justa case!!

You and my both. I just got the 83 sales book for Atari computers which features the 1400 and 1450xld...and yeah, I want one too. I was led to understand by a posting by Bob Whooly(sp?) that the only completely working version of the 1450xld was owned by B.Brody(sp)...this is before he left Atari. Every so often I hear tail that Terry Ortman has one or some fellow in Canada has one...

Ah well...

Mike
---
* PabQwk 2.0 #9 * 130XE - blazing away at 1.79mh

4102. Re: Forgotten my error codes...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 07:14:07 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <30nrjv$qe1@nic-nac.CSU.net>
Source record: 99578

Memory tells me that error 181 in MyDOS is some binary load problem..

The MyDOS docs tell me this about the error codes:...

3 last byte of file read, next read will return EOF (MyDOS)
128 Break Abort (OS ROMs)
129 IOCB alread open (OS ROMs)
130 No such device defined in the system (OS ROMs)
131 Write-only IOCB, cannot read (OS ROMs)
132 Invalid command (OS ROMs)
133 Device or file not open (OS ROMs)
134 Invalid IOCB reference (OS ROMs)
135 Read-only IOCB, cannot write (OS ROMs)
136 Attempt to read past end of file (MYDOS) (really? MyDOS? hmm..)
137 Truncated record (OS ROMs) (hmm again)
138 Device Timeout (OS ROMs)
139 Device NAK (serial bus failure, OS ROMs)
141 Cursor out of range for graphics mode (OS ROMs)
142 Data frame overrun (serial bus failure, OS ROMs)
143 Data frame checksum error (serial bus failure, OS ROMs)
144 Device I/O error (in peripheral hardware, OS ROMs)
146 Function not provided by handler (OS ROMs)
147 Insufficient RAM for graphics mode selected (OS ROMs)
160 Invalid Unit/Drive number, zero or greater than 7 (both MyDOS and OSROMs)
161 No sector buffer available, too many open files (MYDOS)
162 Disk full, cannot allocate space for output file (MYDOS)
163* Write protected or system error - disk is not readable (MyDOS)
164 File number link does not match the file's directory location (MyDOS)
165 Invalid file name (MyDOS)
166 Byte not within file, invalid POINT request (MYDOS)
167 FIle locked, cannot be altered (MYDOS)
168 Invalid IOCB (MYDOS and OS ROMs)
169 Directory full, cannot create a 65-th entry in a directory
-- entries may be used for "lost" as well as read files (MYDOS)
170 File not in directory, cannot be opened for input (MYDOS)
171 IOCB not open (MYDOS (really?!) and OS ROMs (sounds more like it))
172* File or directory of same name already exists in parent directory,
cannot create (MYDOS)
173 Bad diskette or drive, cannot format diskette (MYDOS)
174* Directory not in parent directory (MYDOS) (aka Directory not found)
175* Directory not empty, cannot delete (MYDOS)
180* Not a binary file (MYDOS)
181* Invalid address range for binary file, END < BEGIN (MYDOS)

* -- new error codes, not present or different in Atari DOS 2.

Most error codes are identical to those returned from ATARI DOS 2: the differences result from the expanded capabilities of MYDOS. Specifically, Error 164, indicating a file number mis-match, only occurs if the file is written in DOS 2.0 or 2.5 format. Errors 180 and 181 can only occur when XIO 39 (or 40) is invoked to load a file. (aka [L]oad in MYDOS/Atari DOS) Errors 172 and 175 apply to creating and deleting directories and have no ATARI DOS 2 equivalent; error 174 applies to accessing files in subdirectories, so it also has no ATARI DOS 2 equivalent. Error code 173 serves the same function as it did in ATARI DOS 2, but is returned more often (to identify bad diskettes more reliably).

---
all of the above (except typos, case-diffs, formatting diffs, and my comments) are extracted from the MyDOS 4.50 documents (not technical user guide), pages 18 and 19, section XIII. ERROR CODES AND THEIR SOURCES.

These obviously don't include language-specific errors (like BASIC errors), but it's a start!

Again, this is just the MyDOS 4.50 doc - available at the UMICH archives!

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Let's pretend that we're dead!

4103. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 07:31:44 UTC
From: kevina@clark.net
Message-ID: <30nsl0$n2f@explorer.clark.net>
Source record: 99579

In article <1994Jul21.214351.5425@iglou.com>,
Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>
>The latest version of Sparta is 3.2g. I don't remember hearing anything
>about larger disk partitions. Versions 3.2f and g are shareware, which
>should be available from atari.archive.umich.edu, or GEnie, Compuserve or
>your local Atari BBS (if you're lucky enough to have one).

It is? 3.2f is there but 3.2g is no where in site. I got it directly off
of there BBS.

4104. Re: Beavis and Butt-Head Atari 8-bit games

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 08:00:16 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <6cee802a@asb2.ct.se>
Source record: 99583

From: per-erik_peterson@asb2.ct.se

In The summer 16.07.94 Wrote KENDRICK following stuff...

K> From: KENDRICK@sonoma.edu
K> Ok, tonight I had the stupid thought "There're no (good) Super Mario
K> Bros. games out for the Atari 8bit.. what about a Beavis and Butt-Head
K> one?". The thought passed..

That sounds like an good Idee. I'm looking forward to look at it and so do my
friends here who are real B&BH freaks.

K> get American MTV) have NO idea WHAT I'm blathering about, but perhaps I

They send it on Europeen MTV as well. There isnt so big differens between them
I think.?? Exept the London dialect which sometimes is little harder to
understand than The most Amarican dialects, but I have started to get used to
the London chat.!! But in the beginning...???????

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

4105. Re: Misc Questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 08:00:16 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <6cee802b@asb2.ct.se>
Source record: 99584

From: per-erik_peterson@asb2.ct.se

In The summer 16.07.94 Wrote GARETH DAVIES following stuff...

GD> 4) How do I download Atari 8 bit files from FTP archives. I can't
GD> connect my 800XL to the NET; I only have access via a PC - is there
GD> any way of moving the files from PC/ST to 800XL?

Well there is 2 Ways.

1. Buy an 850 / PR Connection / or a Blackbox and use a Null-modem between
your XL and the PC.

2. Buy an cheap old XT and use SIO2PC and put your programs on an IBM format
disk at any size you want.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

4106. Re: Mario clone on 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 08:00:16 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <6cee802c@asb2.ct.se>
Source record: 99585

In The summer 17.07.94 Wrote Russ Gilbert following stuff...

RG> From: Russ.Gilbert@apk.wariat.org (Russ Gilbert)
RG>
RG> I can't seem to find the original msg., but someone was saying, I
RG> think, that there isn't a Mario Bros. type game on the Atari 8-bit?
RG> Seems to me I saw Mario Brothers on the 8-bit a long time ago. Does
RG> anyone have it? I do have a thing called BROS, that is either a
RG> German commercial game or a beta version of some developer's or

I have an old Mario Bros on my XE. It must be older than 8 year I think.??

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

4107. Re: Some info, please...\

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 08:00:17 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <6cee802e@asb2.ct.se>
Source record: 99586

From: per-erik_peterson@asb2.ct.se

In The summer 17.07.94 Wrote Jeff_M_Lodoen following stuff...

JM> internal installation in the Atari. If this sounds interesting to
JM> you,
JM> I'd be glad to send you the schematic and a version of SIO2PC which
JM> includes the control functions for this modification. If you'd like

I will be very glad to reasive it from you as well. My Email Sendings do not
work perfect yet so I send my adress here...

Per-Erik Peterson
Gladiolusg. 4A
431 32 M&#65533;lndal
SWEDEN

TEL: 0046-31-458807

And if you give me your adress I can send you $4 or something like that for the
shipping.!!

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

4108. Re: Hmm.. SURE IS QUIET A

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 08:28:42 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <30nvvq$t51@nic-nac.CSU.net>
Source record: 99587

Mike (Todd), what post had objectionable language? Mine (I honestly don't remember), Rob Funk's? Who's? You replied to Rob Funk's reply to me... this is all very confusing :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
@#$*! @$+?!!? @#$^@!@#@#&**!!!!!!

4109. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 08:30:58 UTC
From: jjmcwill@next5
Message-ID: <30o042$a56@mtu.edu>
Source record: 99588

Sherry Snyder (snyder10@rs5.tcs.tulane.edu) wrote:
: Quoting bmarcum@iglou.iglou.com
:
: b >about larger disk partitions. Versions 3.2f and g are shareware, which
: b >should be available from atari.archive.umich.edu, or GEnie, Compuserve or
: b >your local Atari BBS (if you're lucky enough to have one).
:
: Yes, the new 3.2G will support partitions upto 16 meg. However, 3.2g does
: not run under PCXF...to use a large partition under the current version
: of PCXF you need to use MyDOS 4.5 which also support partitions up to
: 16 meg.
:
: Mike Todd
: ---
: * PabQwk 2.0 #9 * Remember when 48k was a lot of memory...
:
Woa, didn't SpartaDOS 3.2d ALWAYS support partitions up to 16 meg?
I thought this was always the case for 3.2d and X.

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4110. HELP! with SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 08:45:30 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9407220842.AA05822@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 99589

HI.

I got Sio2pc from UMICH today, and read docs yet. So, I find out
some strange points, and I want to ask about it.

I read that ATARI's SIO port has strange figure, so it is hard to
get it. But we must make circuit to use Sio2Pc. How can I get it??
Or if someone have it, please give(sell) me it.

And more one point. I need chips called "MAX232" or "ICL232?" to
make circult of Sio2pc. If someone have it too, please give(sell)
me it...

In Jpaan, it costs me about $10 to send money to foreign country. I
think SIO connector and chips are very cheap, so I don't want to
send money as possible as I can.

P.S. If someone use Sio2pc on AMIGA&PC-Task, please mail me details.
I don't have true PC, so I will try emulator of PC.

Thanks for your reading!! Mails are welcome!! :)

/-----\
III | Tetsuo Oda (OdaMan the AMIGA) | . . | A1200(EC020)
/ I \ | PFU Software Laboratory Limited, Japan | L | A500(68000)
ATARI__ | odaman@pfu.fujitsu.co.jp | - | FM-TOWNS(Cx486D)
__ /// | CODE+81-762-86-3228(I can't speak English) | o o | MSXturboR(R800)
\\\/// | ;o - ouch!! ;-/ - Sock!! ;-( ) - Damn!! | > | Atari130xe(6502)
\XX/ | ;(- Shit! X-(- Aggaa! (T-T)g - ????? | o | Guns n' Roses(?!)
| | |
(:\/) \ /
\ / Signature, now be building!! :) \ /
V \---/
I lead reck, reck, reck, reckless LIFE, and you know it's my *only* VICE!

4111. Re: atari 1040st

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 09:37:39 UTC
From: Iain.Laskey@barclays.co.uk
Message-ID: <30o413$3vs@bognor.barclays.co.uk>
Source record: 99590

In article <Jul.21.14.15.58.1994.7426@pilot.njin.net>, contardo@pilot.njin.net (Clement Contardo) writes:
|> We are dismantling a CAI (computer assisted instruction) system and have many
|> Atari 1040ST's. These are machines with no hard drive and a single 3 1/2"
|> floppy drive the only software supplied was a boot diskette to connect these
|> to a minicomputer via data lines. We would like to use these now to teach
|> elementary word processing in lower grades. Does anyone have information on
|> where to find operating system disks that will enable us to boot up in the
|> standalone mode? Also, we need information as to what word processing software
|> we can run on these. Any help or information will be greatly appreciated.
Just turning them on with no disk should do - unless they are very early STs,
the OS is in ROM.
If the OS is in ROM then you are now up and running. If not, then you can a)
buy some OS ROMS (if you can) or b) tinker with the boot disk so it just
contains the OS and doesn't boot anything else.
Assuming you have the OS ROM, you now need a WP. Do you want a commercial or PD
one? Do you want multiple fonts, graphics, spell checker, graphs, thesaurus,
style sheets etc. etc.? What level of word processing are you interested in?
There are some capable PD ones and some very capable commercial ones.
You would be better asking in comp.sys.atari.st as well, this is the wrong
group for STs :-)

--
+---+
|Iain R Laskey|Atari Falcon 32MHZ/68882 4MB RAM 460MB HD NVDI |
+-------------+PC 486/33 4MB RAM 255MB HD 16bit Audio CDROM |
|>>>>>>>>>>>>>|Replies to ilaskey@cix.compulink.co.uk |
+-------------+---+

4112. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 13:19:24 UTC
From: kamaro_kid@delphi.com
Message-ID: <xiwxCn8.kamaro_kid@delphi.com>
Source record: 99591

Jeffrey J. McWilliams <jjmcwill@next5> writes:

>Woa, didn't SpartaDOS 3.2d ALWAYS support partitions up to 16 meg?
>I thought this was always the case for 3.2d and X.

Correct, SpartaDos has ALWAYS supported 16meg partitions.

4113. Re: Hmm.. SURE IS QUIET A

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 14:08:35 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <30ojt3$opi@news.cs.tulane.edu>
Source record: 99592

In article <30nvvq$t51@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>Mike (Todd), what post had objectionable language? Mine (I honestly don't
>remember), Rob Funk's? Who's? You replied to Rob Funk's reply to me...
>this is all very confusing :)

Guess that's what I get for posting so late at night...NO, you or Rob is not at fault, I was just chiping in a couple of bits worth and didn't make my self clear.

What I was talking about had to do with some of the current flaming going on, and it is the digest site's admin who feels that some things just will not be said even in flames. To that end, I've been asked to delete articles in wich the author likes to toss around the 'ol F-word.

Anyway, it doesn't happen much and no real harm was done. Stress gets to everyone some times.

Mike Todd
Info Atari8 Digest
Moderator
BTW the digest will be down until some time Monday noon.

4114. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 14:12:45 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <30ok4t$ou6@news.cs.tulane.edu>
Source record: 99593

In article <30o042$a56@mtu.edu> jjmcwill@next5 (Jeffrey J. McWilliams) writes:
>Woa, didn't SpartaDOS 3.2d ALWAYS support partitions up to 16 meg?
>I thought this was always the case for 3.2d and X.
>

Yes it always has, but in this case we were talking about the current
shareware release of SpartaDOS which is why I spec'd G rather than just
saying something like Sd 3.2x which might have clouded the issue further.

I really shouldn't post at night...

Mike

4115. Re: Alt. FTP site for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 15:47:30 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <30opmi$dro@usenet.INS.CWRU.Edu>
Source record: 99594

In a previous article, rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:

>In article <30k0sc$o5j@blackice.winternet.com>,
>Sydtech <sydtech@winternet.com> wrote:
>>I can never get a connection to atari.archive.umich.edu. Is there
>>another site where I can get SIO2PC?
>
>This is easier to remember than Michael's list:
>mirror.archive.umich.edu
>
>will connect you to one of the mirrors (not sure how it's selected).

I don't recommend trying to make use of the mirror.archive.umich.edu alias
for the following two reasons: 1) It doesn't support all the mirror archive
sites, only a few of them, and 2) several of the sites it does support
mirror other directories of the Merit Archives, but not the Atari
directories.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4116. Re: really copyrighted?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 16:12:31 UTC
From: singer@osfrt.mro1.dec.com
Message-ID: <30or5f$4fh@mrnews.mro.dec.com>
Source record: 99595

```
-- In article <30mc9i$n7@monk.rsip.lsu.edu>, tom@ready.rsip.lsu.edu (Tom Smailus) writes:
|>
|>Anything you create, such as a software package, is automatically copyrighted
|>the moment it is created. You, as author, own the copyright. Formally
|>registering an official copyright with the us copyright office is not
|>necessary, but it makes an official notice of the copyright so that if
|>you go to court over a copyright dispute, it will strengthen your case as you
|>will have to prove who developed and created the work and when. With an
|>officially registered copyright, its certainly very easy to show you are the
|>copyright owner, without it, it's more difficult. This, of course,
|>only applies here in the us. Outside of the us, I don't know what the
|>copyright rules are.
>

I tried to force someone to stop distributing pirated copies of software
I was selling. In doing thing, I found that you cannot get monetary
damages for the time before the software is actually registered.

-------------------------------------------------------------------------------
Matthew R. Singer LM Technology
Systems Engineer Systems & Software Consulting
singer@osfrt.mro1.dec.com VxWorks/Unix/MS-DOS/X Window/Motif
508-467-9108 508-877-8736
-------------------------------------------------------------------------------
```

4117. 800XL, 1050, 850, rare drive FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 17:46:44 UTC
From: wattersm@ohsu.edu
Message-ID: <30p0m4$ipe@steele.ohsu.edu>
Source record: 99597

For Sale:

800XL $30
1050 Drive $30
850 Interface $40
Amdek Double Drive $75
Double Density (also supports single and density and 1/2),
double drive controller handles up to 4 standard IBM drives (3
extra 5 1/4 drives included), takes 3S disks (one spare drive included,
20 disks included).

Everything includes all power supplies and atari cables.
Also, with the CPU goes various controllers, with the Amdek
goes the 4 spare drive units, and an XT power supply and disks
(loaded with software), to whomever orders the most goes my
5 1/4 disks (about 80 blanks, plus 30 or 40 with various software)
and anything else in the box (including a home built voice
synthesizer, from instructions in ANALOG.

Buyer pays shipping

Lastly, one Apple III green screen monitor converted for
Atari, sound added. Available to the buyer of any of the above who
wants to pay the added shipping to transport this beast.

mike

In all cases, prices are OBO naturally.

4118. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 18:42:55 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1994Jul22.124255.1553@atlas.tntech.edu>
Source record: 99596

In article <30hpqj$2a3@sundog.tiac.net>, krishna@max.tiac.net (Glenn M. Saunders) writes:
>Hiram Lester, Jr. (hwl0978@gemini.tntech.edu) wrote:
>: Boy, I must have really missed out on something being so busy the past couple
>: of months so that I couldn't read mail. Has FTE come out with upgrades to
>: Sparta 3.2d? If so, what is the current version, and is there any upgrade
>: policy?
>
>3.2g/gx is just as much shareware as 3.2f is.

SHAREWARE? Boy, I REALLY have missed out then? Is it on a.a.u.e, and what new
features are incorporated?
Hiram

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

4119. Re: HELP! with SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 18:50:23 UTC
From: cmwagner@gate.net
Message-ID: <30p4df$dt1@tequesta.gate.net>
Source record: 99598

OdaMan the AMIGA (odaman@rocky.unoke.pfu.fujitsu.co.jp) wrote:
: Or if someone have it, please give(sell) me it.

Considering where you are located it is going to be costly, you can buy SIO cables from American TechnaVision, their number should be in the dealer listing posted here.

: And more one point. I need chips called "MAX232" or "ICL232?" to
: make circult of Sio2pc. If someone have it too, please give(sell)
: me it...

I bought a MAX232CPE from Digi-Key, 1-800-DIGI-KEY.

: In Jpaan, it costs me about $10 to send money to foreign country. I
: think SIO connector and chips are very cheap, so I don't want to
: send money as possible as I can.

You can look for products like these in Japan, but I doubt you will find them. Especially the SIO cable.

: P.S. If someone use Sio2pc on AMIGA&PC-Task, please mail me details.
: I don't have true PC, so I will try emulator of PC.

Good luck, I certainley hope that emulator maps the PC ports to Amiga ports, and you better hope that the Amiga has RS232 ports, I have no idea, but RS232 is so common it probably does.

4120. Re: Alt. FTP site for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 19:35:08 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <117964@cup.portal.com>
Source record: 99601

> I can never get a connection to atari.archive.umich.edu. Is
> there another site where I can get SIO2PC?

If aaue is too busy, you should get a list of mirror sites.
The Atari files are available at wuarchive.wustl.edu and
the uk site.

Jeff_M_Lodoen@cup.portal.com

4121. Re: 1200XL keyboard on other XL/XEs!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 23:06:26 UTC
From: krishna@max.tiac.net
Message-ID: <30pjdi$pmd@sundog.tiac.net>
Source record: 99602

There ARE No good 1200XLschematics.

There is one with "errors" in it.

The only person who really knows the 1200XL is Bob Woolley.

Maybe he has some hand-done schematics.

4122. Re: more infos...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 23:10:05 UTC
From: krishna@max.tiac.net
Message-ID: <30pjkd$pmd@sundog.tiac.net>
Source record: 99603

Dieter Popp (didi@didi.mayn.sub.de) wrote:
: single file may be up to 8 Mb long.

I don't like that part. Sounds like it screws with the note and point.
Sparta can have files up to a full 16 megabytes.

Dos XE also had a problem with maximum file size vs. maximum partition size.

4123. Re: Error codes w/Sparta/

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-22 23:12:31 UTC
From: krishna@max.tiac.net
Message-ID: <30pjov$pmd@sundog.tiac.net>
Source record: 99604

Sherry Snyder (snyder10@rs5.tcs.tulane.edu) wrote:

: Hmmmm, which version of PQ are you using, that sounds like a problem that was
: in the last Beta version prior to final release. To test this, get rid of
: your taglines.sdx or what ever file. If it works w/o taglines, then you
: have the older version that requires 255+ taglines just to work. Any less
: and you get and error 166.

No, it's 2.0 and it is the same version I was running a while ago. Maybe
if you pass a sample .QWK to me which works for you I can see if it is
indeed on my end or the uqwk end?

4124. Re: XF2: Another View

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 03:44:47 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Jy1T7MP.lmcclure@delphi.com>
Source record: 99505

In a message dated 7-20-94, David Deaven said:

"The point is, the emulators can only increase the interest
in the old classics, and, I wager, will increase dramatically
the amount of software produced for them."

How much are you willing to wager, what are the parameters (i.e.,
time limit for deciding whether there has been a dramatic increase
in amount of software, method for determining if that has been
attributable to emulators, etc.), and who holds the money? <grin>

Actually, that should be a half-grin, as I am half-serious.

Why would the existence of an emulator spur greater software production?
Poll the emulators and ask them: (a) How many are using their emulator
to assist in writing new A8 software. (b) How many would spend money
for new A8 software for running on their emulator instead of spending
the same amount toward new PC software. (c) How many how have an
emulator, but no A8 hardware have PURCHASED (including paying shareware
fees) any new A8 software for use with their emulator.

I might add the existence of Commodore 64 emulators (for the Amiga,
and then the PC) appear to have had no impact whatsoever on software
development for that machine.

4125. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 03:46:08 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BQ2QDaA.lmcclure@delphi.com>
Source record: 99506

In a message dated 7-21-94, Tim Hester said:

"I read a book quite a few years ago (Soul of the Machine)
(??) about how a computer named "Eagle" (I believe) was
designed and _emulated_ on a larger computer."

Well, since you are playing by the word of the challenge rather than
the spirit of it, so shall I. <grin>

Technically, what you speak of is a SIMULATION of a computer, as it
did not exist at the time.

If someone wrote software that ran on a PC (or other computer), and
was not only Atari-8 compatible, but also added such bonuses as an
80-column ANTIC mode, 65816-opcodes, megabytes of non-banked RAM,
etc.), then you would have something that might very well spur
development of new software (and once that was done, new, compatible
hardware). However, what you would have would be a simulation of a
computer, rather than an emulation, since no such 8-bit exists!

Simulation of new (and not yet physically existing computers) is not a
new thing, by any means. Apple purchased a Cray several years ago
specifically for designing and simulating new hardware.

Put another way, an emulator looks backward (on something that has
existed), while a simulator looks forward (to something which has yet
to be).

At best, I expect the only new software the emulator will generate
will be software specifically to assist the emulator software in
doing a better job of emulation. Even when one looks at perhaps the
best emulation of any computer (the color Macs on an Emplant on an
Amiga), one is hard pressed to see any evidence this has assisted
the Mac software and hardware market in any way. Lest some be quick
to point out that the Mac is a "living and growing" machine (vs. whatever
status they might attribute to the A8), take a look at the TI-99/4A
PC-based emulator 64 PC-based emulator, and the one Mac-based emulator,
and see if you find any evidence they have contributed to any advances
or new software for those machines.

4126. Re: AR - THE DUNGEON

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 03:58:06 UTC
From: mattk@netcom.com
Message-ID: <mattkCtDKCv.7Jr@netcom.com>
Source record: 99507

rwilmott@news.delphi.com (RWILMOTT@DELPHI.COM) writes:

>ricortes@delphi.com writes:

>>shipwreck, oracle, bloodstone

>Better question - what's the gargoyle's name?

Heh...memory not being what it used to be, I can't remember that...I do seem to recollect, from discussions I took part in on Compuswerve late 1987-early 1988, that the gargoyle's name is unknowable to "dungeon" players. Again, not sure if memory is good, but the name of the gargoyle is the key to an exit to another AR world.

I put the question to one of my old AR buddies, a guy named Tim Patrick, aka The Happy Hacker...don't know if he still has the account I mailed to...or if he'll answer me...it's been six years! But if I do find an answer, I'll post it here...

Seems to me, I'll have to get my Atari set up...too much good stuff to mess with! (never enough time or space!)

Bye for now,
Matt Koundakjian <mattk@netcom.com>

4127. Re: Forgotten my error codes...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 04:01:45 UTC
From: romer@access1.digex.net
Message-ID: <30q4n9$if8@news1.digex.net>
Source record: 99508

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Memory tells me that error 181 in MyDOS is some binary load problem..

: 181* Invalid address range for binary file, END < BEGIN (MYDOS)

: * -- new error codes, not present or different in Atari DOS 2.

So what you're saying is it's a MyDOS specific error, and I can probably
get this to load under DOS 2.0/2.5, right? <G>

Thanks for the info!

4128. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 04:43:25 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <30q75d$std@nic-nac.CSU.net>
Source record: 99509

Lonnie McClure wrote a few posts re: emulator probably won't add to software
(ie, people won't program Atari stuff on their emulator)

Well.. be that (what you said) as it may for the C=64, Mac, etc.. how many of
those machines have GOOD programming environments.. I consider TurboBASIC XL
and Action! to be about the best environments for programming I've ever used.
Compare this to what I've seen of, say, the Commodore 64.. I mean, that system
seems IMPOSSIBLE to program on as it stands. Sure, it has BASIC built in,
just like the XF2 does and the XF3 will, but it doesn't have a readily
available DOS menu like MyDOS/AtariDOS. It doesn't have a good CLI that
I've ever seen, like SpartaDOS.. The BASIC that's built in gives you very
little control (EASY control, that is) of the system.. the OS, the graphics,
the sound, the controllers. Everythings a POKE on that damned thing! :)
On the other hand, it does have GEOS and some GEOS programming kit, but I
still think that there's a much better chance of people sitting down and
writing at least SOMETHING on their XF2's than on their C=64 or Mac emulators.

Am I making any sense? I mean, I programmed a LITTLE on my brother's C=64, I
did some crappy stuff on my 2k TImex Sinclair, but when I got the Atari, I
had the ability to do sound (not the GREATEST, but I never had ANY sound on
the C=64 stuff I wrote), controller input (versus looking up stuff in Mapping
the C=64 all the time), etc..

Anyways.. perhaps I'd better stop bitching about the C=64 and stuff because
from what I've seen of it, I've only seen HALF of what it can do, I'm sure..
my brother isn't exactly up to date in the C=64 world lately. I posted a
query on comp.sys.cbm asking about the C=64/128 TODAY and told them about the
Atari 8bit TODAY (hard drives, 4096 color mode, etc) and they've come, at
least technically in some senses, as far if not father in some ways, as the
Atari 8bits...

I still like MyDOS the best though ;) THat and TurboBASIC XL ANY day! :)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Posting a lot lately.. my hands hurt.

4129. Re: Forgotten my error codes...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 04:45:55 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <30q7a3$sue@nic-nac.CSU.net>
Source record: 99510

Uhh.. if you get an error 181 in MyDOS (END < BEGIN), I'd bet anything
you'd get a crash or a funky error in Atari DOS because of the same thing ;)

You SURE it's a binary file!? Is it corrupt? Try running BINVIEW on it..

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
I'll post BINVIEW UUE'd or put it on UMICH if you want it and it's not there.

4130. Where to the get PC X-Former 2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 06:10:53 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940722231035.240058cb@sonoma.edu>
Source record: 99511
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
PC X-Former is available via FTP at:

site: directory path: filename:

ftp.clark.net systems/msdos/emulators xf2.zip

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
You sound like a damned hippy!
```

4131. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 08:20:54 UTC
From: thester@nyx.cs.du.edu
Message-ID: <30qjt6$s64@nyx.cs.du.edu>
Source record: 99512

Point taken! (emulation vs simulation)

But - (here we go again) :-)
Wouldn't the "Eagle" computer have been in a schematic
stage during its design? If so, then the larger computer
mentioned would have been "emulating" the computer
that already existed on paper. :-)

I understood the "spirit" of your challenge, but
being a die-hard nitpicker (or *sshole to some)
couldn't resist throwing in my .02 cents.

I don't know about those other emulators that you
mentioned, but I can't see why it would be unlikely
for any new software for the 8-bit to be developed
on the emulator. Think of it: an Atari 800 emulator
can be run on a laptop. Goes anywhere. With a
processor like a 386/33 or better, coding and compiling
would go _much_ faster on the PC than the Atari.
Someone here has already stated that they plan to
do just that. (in place of pencil and paper that they
used beforehand) Why would it be any different than
software written for an Apple or C64 that was then
ported to the Atari? Someone here was doing blipverts
for some game that they'd written for the PC and was
working on an Atari version. (yet to be released as
far as I know) Maybe the emulators for those other
machines were not very good? Maybe users of those
old machines didn't care if anyone developed software
or not. Who knows? All I know is this: I would
rather be optimistic and >hope< that something good
for the 8-bits comes out because of the emulator.
Just like I am constantly >hoping< that something
new and interesting comes out through the normal
method; on a physical Atari.

Considering how much comes out from the latter,
you realize my "hopes" are almost pie-in-the-sky.
But they're hopes just the same.

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :

: *thester@nyx.cs.du.edu* :

4132. Re: AR - THE DUNGEON

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 11:53:52 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <30r0cg$719@news.belwue.de>
Source record: 99513

RWILMOTT@DELPHI.COM (rwilmott@news.delphi.com) wrote:
> ricortes@delphi.com writes:

> >shipwreck, oracle, bloodstone

> Better question - what's the gargoyle's name?

Shingor

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

4133. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 12:06:06 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CtE6y8.HEz@cbfsb.cb.att.com>
Source record: 99514

In article <30qjt6$s64@nyx.cs.du.edu> thester@nyx.cs.du.edu (Tim Hester) writes:
>
> Point taken! (emulation vs simulation)
>
> But - (here we go again) :-)
> Wouldn't the "Eagle" computer have been in a schematic
> stage during its design? If so, then the larger computer
> mentioned would have been "emulating" the computer
> that already existed on paper. :-)
>
> I understood the "spirit" of your challenge, but
> being a die-hard nitpicker (or *sshole to some)
> couldn't resist throwing in my .02 cents.
>

2 cents, 2 bits, whatever. Anyways, just to add another nit, there would have been a period where development of the hardware would be partially complete, and debugging of the schematic design would be proceeding, when the simulator might be considered to be at least an attempt at emulating a real (but not quite working properly) machine. Or would the machine be emulating the simulator? Such semantic games we could play with this.

--

Richard Dell

4134. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 15:55:41 UTC
From: krishna@max.tiac.net
Message-ID: <30reht$757@sundog.tiac.net>
Source record: 99515

The only people who said they'd develop for the Atari with an emulator would be developing for the Atari WITHOUT an emulator. These are the truly nutty and dedicated :) I don't think you'd likely create programmers out of nowhere because of the emulator.

4135. Re: 1400XLD Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 16:32:03 UTC
From: feltercarb@aol.com
Message-ID: <30rgm3$s5s@search01.news.aol.com>
Source record: 99516

In article <30nreo$c54@news.cs.tulane.edu>, snyder10@rs5.tcs.tulane.edu (Sherry Snyder) writes:

Despite what people may think, there ARE some complete 1450XLD's out there. I know of a few people that have them, but none are willing to part with them (don't blame them).

If you stay alert, you may have the chance to grab one, but my friend and I have decided that it'll probably take upwards of $800 to buy one. :)

On the other hand, there are quite a few 1450's out there that don't have cases, or only partial cases. They could be had somewhat cheaper...

Rob

4136. Re: Including your own?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 18:28:02 UTC
From: gonzo1970@aol.com
Message-ID: <30rnfi$tn@search01.news.aol.com>
Source record: 99517

In article <5U8N1U4.kamaro_kid@delphi.com>, kamaro_kid@delphi.com writes:
(Im new to AOL here.. Im not too sure whats happening, so bear with me..)
Ive been reading messages here about Atari 8-bits, software for them,
etc.. this was the first mention of a BBS.
I run an Atari 8-Bit BBS also.. I was wondering what software/hardware
youre using. Ive got Pro! 3.2c with am MIO (256) and a Seagate 32 Meg
Drive. Got it to do ANSI, etc. Get a kick out of people who logon and ask
"What kind of IBM is this?"
Pro! came out with a newer version that is supposed to be FULLY ANSI
comatable.. I was just wondering if you ran Pro! and what version. If you
run a newer version than mine, is it REALLY fully ansi compat?

-Gonzo1970

4137. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 19:06:38 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <30rpnu$qht@usenet.INS.CWRU.Edu>
Source record: 99518

In a previous article, hwl0978@gemini.tntech.edu (Hiram Lester, Jr.) says:

>>3.2g/gx is just as much shareware as 3.2f is.
>
>SHAREWARE? Boy, I REALLY have missed out then? Is it on a.a.u.e, and what new
>features are incorporated?
> Hiram

3.2f is in the 8bit/Fte directory, but last I checked 3.2g wasn't there
yet.

This file is in the 3.2g distribution:

What's new in SpartaDOS version 3.2g

****

Version 3.2f could only access drive
ID numbers from D1-D8. Now, you can
access drive D9.

****

A filespec that does not contain a
drive number, such as D:TEST, will
now default to your currently logged
drive on the command line.

For example, if you are logged to D4:
a filespec of D:TEST will be converted
to D4:TEST, instead of D1:TEST as it
used to be. This change can be very
useful when running programs from
different drive numbers, since you
can access files with D: and they
will automatically be taken from
whichever drive the program was
was started from.

You must now be careful however, to
always type D1: when you need to
access drive 1 specifically.

****

A file will no longer be destroyed
when copying it to itself. The DOS
checks for this condition, and will

report a 'File exists' error.

Commands such as:

D4:COPY D4:TEST

will no longer destroy the file TEST.

****

All command line input, including all commands, files, and drive IDs, can now be entered in either lower case or upper case. Lower case was only partially supported in version 3.2f.

****

Some commands have been changed, to make them more compatible with the X cartridge, as well as making them easier to type. The following changes have been made:

CWD has been changed to CD.

CREDIR is now MD (Make Directory).

DELDIR is now RD (Remove Directory).

Note that with the Remove Directory function now called RD, the RD.COM ramdisk handler needs to be renamed to RM.COM in order for it to work.

(This will be the name of the MARS8 compatible driver to be released.)

****

There are many additional error messages, so you should no longer see error numbers on the command line.

****

A system lock-up bug has been fixed, when the clock wraps from 12-31-1999 to the year 2000.

Also, the day of the week offset has been corrected for years after 2000, in the new TDLINE program.

We are 5 1/2 years 'ahead of time'<g>

****

Program files containing a RUNAD, can now be reentered with the RUN command after returning to DOS. The normal process of saving the starting address for a .COM file into Sparta's internal variables, was disrupted when the file contained a RUNAD address. This has now been fixed, so all program files will behave the same way, whether or not they include the RUNAD address.

****

Several changes have been made to the keyboard buffering routines. When holding a key down for auto-repeat, the buffer will not fill up with excess characters that the application program hasn't used yet. There will at most, be one additional character in the buffer during a key repeat.

This means that when you release a key, the repeat process stops right away, whereas there could have been many additional keycodes 'stacked up' when using version 3.2f.

The key combination Shift-Control-Esc can be used to clear all of the keys currently stored in the buffer. This gives you a way to cancel everything in the buffer when a situation may require you to abort.

****

The 1200XL key functions such as DMA off, keyclick toggle, and keyboard lock, now work properly.

****

The key buffer NOW DEFAULTS to OFF due to incompatabilities with certain programs. It can always be activated as part of a STARTUP.BAT file using 'key on' (even in lower case), if you would like this feature enabled.

****

The AINIT command was removed from the command line. However, the XIO Atari format function can still be used within application programs.

****

Even with all these changes, the DOS file size has been reduced by 260 bytes, and the lomem has been dropped 119 bytes. If you do not have a PBI device, your lomem will be at $17A2.

Users with a PBI device will find their lomem at $1BA2, since the buffer space uses 1K at lomem, instead of the $D800 PBI area.

****

FTe has decided to release a special 3.2 'gx' version that can bring memlo back down to $17A2, by placing the disk buffers under the OS at $C400. This has an added benefit of using a full 2K of buffer space, instead of the 1K space allocated at memlo, and will help the DOS run faster.

However, SpartaDOS 3.2 'gx' is NOT COMPATIBLE with BASIC XE, or any other programs using the RAM under the OS from $C400-$CBFF. It is provided for those users who don't require this compatibility, and who would like to have the additional RAM available.

NOTE that if you ARE NOT using a PBI device, (such as an MIO or Black Box) you do not need the special 'gx' version, and will already get the 2K buffer space and $17A2 lomem with using the STANDARD 3.2g version.

****

SpartaDOS 3.2g and 3.2gx are being released as Shareware on an AS-IS basis. If you do happen to discover any incompatibilites, please don't hesitate to let us know, so that we might be able to fix the problem in any future revisions.

This upgrade was made possible by
everyone out there who took the time
to register 3.2f Thank You!

****

If you like what you see, you may
register 3.2g by sending $19.95 to

Fine Tooned Engineering

PO Box 66109

Scotts Valley, CA

95067

This will get you all 3 manuals in
addition to the SpartaDOS Toolkit.

****
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4138. Re: Rare Antique Computer Offered

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 19:10:03 UTC
From: gonzo1970@aol.com
Message-ID: <30rpub$1hb@search01.news.aol.com>
Source record: 99519

In article <9405182138.AA18438@phinet.smithkline.com>,
poehland%phvax.dnet@sb.com writes:

Welp, I dont think theyre antiques either.. I still have mine up and
running.. Just played a few games on it the other day..
"Got a room full of them" ? Cool.. I could use a good 800xl.. I have 3,
but 2 keyboards are shot, and 1 the ANTIC chip is history.. Leaves me down
to 1 without a backup.. Im not worried about socketed chips.. I traded my
RAMBO for a MIO, which I use now... :-)

-Gonzo1970

4139. Re: 1400XLD Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-23 21:47:49 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <30s365$kms@news.cs.tulane.edu>
Source record: 99520

In article <30rgm3$s5s@search01.news.aol.com> feltercarb@aol.com (Feltercarb) writes:
>
>Despite what people may think, there ARE some complete 1450XLD's out
>there. I know of a few people that have them, but none are willing to
>part with them (don't blame them).

To be fair, the only one I'd seen (many years ago) the drive could not
be make to work correctly... Still, if I had the chance to jump on one
I'd likely do it.

Mike

4140. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 00:35:21 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <30sd09$57l@charm.magnus.acs.ohio-state.edu>
Source record: 99521

In article <30q75d$std@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Lonnie McClure wrote a few posts re: emulator probably won't add to software
>(ie, people won't program Atari stuff on their emulator)
>
>
>Well.. be that (what you said) as it may for the C=64, Mac, etc.. how many of
>those machines have GOOD programming environments.. I consider TurboBASIC XL
>and Action! to be about the best environments for programming I've ever used.

Slight problem: the emulator can't run Action, or any other
cartridge-based language. Or has FTE released a disk version?
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4141. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 00:43:51 UTC
From: krishna@max.tiac.net
Message-ID: <30sdg7$hug@sundog.tiac.net>
Source record: 99522

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: Slight problem: the emulator can't run Action, or any other
: cartridge-based language. Or has FTE released a disk version?

There is a disk version. An official disk verson. I'm not sure if FTE sells it but ICD did. Obviously the action cartridge was more frugal in dealing with memory because it could hide part of itself in banked ROM. Basic XL is a great example of the benefits of banked ROM vs. TurboBasic XL which took up twice as much RAM because everything had to be resident at one time. Tom Hunt was using the diskbased version a lot and it has a few disadvantages to work around.

Yes, any emulator must deal with cartridges SOMEHOW.

There are far too many Atari 8-bit cartridges to just ignore.

4142. Re: 1400XLD Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 02:01:53 UTC
From: John Byrne <johnbyrne@delphi.com>
Message-ID: <xiyxbCB.johnbyrne@delphi.com>
Source record: 99523

Sherry Snyder <snyder10@rs5.tcs.tulane.edu> writes:

>You and my both. I just got the 83 sales book for Atari computers which
>features the 1400 and 1450xld...and yeah, I want one too. I was led to
>understand by a posting by Bob Whooly(sp?) that the only completely working
>version of the 1450xld was owned by B.Brody(sp)...this is before he
>left Atari. Every so often I hear tail that Terry Ortman has one or
>some fellow in Canada has one...

I had NO IDEA how rare the devices were. I was under the impression that the old
Atari Inc. had built a lot of them only for the 'new' (Tramiel) Atari Inc.
to scrap them all.
My main interest was in messing with the speech capabilities--thought it would
be cool and a neat addition to my 8 bit collection. Alas--hundreds of dollars
is a bit too much for me right now):

4143. Re: AR - THE DUNGEON

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 02:08:37 UTC
From: ricortes@delphi.com
Message-ID: <5i7QzIF.ricortes@delphi.com>
Source record: 99524

CI$ in '87? I think I posted the name there, but it's slipped from memory now. Something odd like mogorn??? It's not really pertainent to the game though, all you get is a pulse rifle with some ammo. I think you are then told to get the Radiation suit in that hallway that doesn't let you go to the end of it. You get some other odd instructions like meet me on the other side of the bridge <by the undead knights> & then end up in Revelation. Only problem is without the Revelation disks you lose your character.
Rick

4144. A Death In The Family?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 02:46:41 UTC
From: thester@nyx.cs.du.edu
Message-ID: <30skmh$h31@nyx.cs.du.edu>
Source record: 99525

I was just reading the newsgroup alt.culture.internet a
minute ago and came across the subject: "A Death in the Family".
Therein, Alan Sondheim reported that a "Michael Current"
had died of an insulin overdose.

Is this our very own "Michael Current" who frequently posted
to this group?

If it is, I am truly saddened.

Tim Hester

--
: "We are as private parts to the Gods; :
: they play with us for sport." :
: --Lord Melchett :
: *thester@nyx.cs.du.edu* :

4145. Re: Including your own?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 04:19:11 UTC
From: sydtech@winternet.com
Message-ID: <30sq3v$a50@blackice.winternet.com>
Source record: 99526

What's the BBS number?

Gonzo1970 (gonzo1970@aol.com) wrote:
: In article <5U8N1U4.kamaro_kid@delphi.com>, kamaro_kid@delphi.com writes:
: (Im new to AOL here.. Im not too sure whats happening, so bear with me..)
: Ive been reading messages here about Atari 8-bits, software for them,
: etc.. this was the first mention of a BBS.
: I run an Atari 8-Bit BBS also.. I was wondering what software/hardware
: youre using. Ive got Pro! 3.2c with am MIO (256) and a Seagate 32 Meg
: Drive. Got it to do ANSI, etc. Get a kick out of people who logon and ask
: "What kind of IBM is this?"
: Pro! came out with a newer version that is supposed to be FULLY ANSI
: comatable.. I was just wondering if you ran Pro! and what version. If you
: run a newer version than mine, is it REALLY fully ansi compat?

: -Gonzo1970

4146. Re: Faster plot routines

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 05:17:21 UTC
From: junkster@coho.halcyon.com
Message-ID: <30sth1$j5h@nwfocus.wa.com>
Source record: 99527

KENDRICK@sonoma.edu wrote:
>
>I'm wondering what really good, FAST replacement routines there are for the
>Atari's plot/drawto routines?

Analog printed a two part Action! tutorial by, of all people, Clinton
Parker. It included a fast plot routine. I don't remember the issue,
though, but it is probably less than number 20.

James Hague
junkster@halcyon.com

4147. DiskComm + SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 06:31:44 UTC
From: jduer@mdcs2.cs.mdcc.edu
Message-ID: <CtFM4w.L5J@serval.net.wsu.edu>
Source record: 99528

I have posted a copy of my DiskComm to SIO2PC partition converter for general consumption on atari.archive.umich.edu. It should be available for FTP there soon, or I can mail you a uuencoded copy if you request it from me at:

nienna@tigger.indirect.com

P.S. I hope this news post works!

4148. Re: 1400XLD Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 08:45:24 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <30t9n4$8jd@news.cs.tulane.edu>
Source record: 99531

Quoting johnbyrne@delphi.com

j >I had NO IDEA how rare the devices were. I was under the impression that the
j >Atari Inc. had built a lot of them only for the 'new' (Tramiel) Atari Inc.
j >to scrap them all.
j >My main interest was in messing with the speech capabilities--thought it woul
j >be cool and a neat addition to my 8 bit collection. Alas--hundreds of dollars
j >is a bit too much for me right now):

I've heard tell that as many as 200 1450xld's had been released by Atari
prior to droping 'em. Then again, I've also heard that there were as little
as 20... Guess it all depends on who you talk to. Still, there are a number
of 1400 MB's out there that can be had for something between $50 and $200
again depending on who you talk to.

A 1450xld would be an interesting addition to my collection, however, it looks
as though I'll have to be happy with just the 83 catalog and some nifty pic's

Take care

Mike Todd

---
* PabQwk 2.0 #9 * interesting what can be done with just 128k of ram

4149. Re: Faster plot routines

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 08:45:27 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <30t9n7$8je@news.cs.tulane.edu>
Source record: 99530

Quoting junkster@coho.halcyon.com

j >Analog printed a two part Action! tutorial by, of all people, Clinton
j >Parker. It included a fast plot routine. I don't remember the issue,
j >though, but it is probably less than number 20.

Issue's 17 and 18...and speaking of Analog...just before starting TP5.20
I had to get Ronnie a copy the Analog disk from Issue 56...

Ronnie had been using a basic program to de-seg his files, then I showed
him StreamLiner...He said he was going to make a mod to the source code
to allow him to get back to dos...

Mike Todd

---
* PabQwk 2.0 #9 * That last TagLine was an in-joke (tm)

4150. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 08:59:37 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <30tahp$qrb@usenet.INS.CWRU.Edu>
Source record: 99529

In a previous article, rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:

>Slight problem: the emulator can't run Action, or any other
>cartridge-based language. Or has FTE released a disk version?

There is an OSS disk based version of Action! that is slower than a
1541 disk drive (in joke). This version of Action! is also full of
bugs that were fixed in the cart based version. Now as far as Mac/65
goes, Fte has released the disk based version in ATR format ready to run
with the PCXF.

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

4151. Re: DiskComm + SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 10:20:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <30tf8g$jue@nic-nac.CSU.net>
Source record: 99532

Hey! Wait.. does this do .DCM -> .ATR conversion? Is it an IBM or an Atari program!?

DETAILS!

Cool! :)
-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Swimmin' pools

4152. Vt100 Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 15:53:03 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <587_9407241930@flight.org>
Source record: 99541

Quoting from: swc@indirect.com (Scott Carroll)
SC>>Clay still has a couple last minute bug fixes to do on FlickerTerm so I
SC>>can't upload it yet. Even if I could, atari.archive has been constantly
SC>>busy (as usual) so I'm stuck.
SC>
SC>Clay posted on Iron Horse that he had just uploaded the first completed
SC>version of FlickerTerm 80.

Cool! I'm looking forward to that...

-Dag-

* PabQwk 2.0 #23 * Holodeck designed by TARDIS Inc.

Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

4153. AR: The Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 16:02:45 UTC
From: ulf@antic.sub.org
Message-ID: <5TTfPdjmS7B@antic.sub.org>
Source record: 99533

Hi!

Could somebody please e-mail me the uuencoded version of the AR: The
Dungeon (Map) Editor? Thanks!

Ulf

Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v3.02

4154. DiskComm + SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 16:28:03 UTC
From: jduer@mdcs2.cs.mdcc.edu
Message-ID: <CtGDqr.10w@serval.net.wsu.edu>
Source record: 99534

Bill,
In a word: YES. It is a PC program. (If you think about it, it doesn't make any sense for it to be an Atari program...) Just about all the details you need are in the documentation file. It will probably send up in the SIO2PC directory, and it is named "DCM2DSK0.ZIP". As I said before, if you are REALLY itching to get your hands on a copy, I can mail you a uuencoded version if you mail me at nienna@tigger.indirect.com.

4155. Re: A Death In The Family?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 17:33:34 UTC
From: jcarp@kaiwan.com
Message-ID: <30u8le$530@kaiwan.kaiwan.com>
Source record: 99535

Tim Hester (thester@nyx.cs.du.edu) wrote:

: I was just reading the newsgroup alt.culture.internet a
: minute ago and came across the subject: "A Death in the Family".
: Therein, Alan Sondheim reported that a "Michael Current"
: had died of an insulin overdose.

: Is this our very own "Michael Current" who frequently posted
: to this group?

I just did a little quick cross-referencing and read the announcement in
alt.culture.internet, and the message said that Michael Current passed away
last Thursday (July 21). I just searched through this newsgroup and read
a message by our Micheal Current dated July 23, so we just might have our
friend still with us, afterall.

-Joe

--
jcarp@kaiwan.com

4156. CAIN Atari Fun Fest 94 (includes computers!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 17:59:09 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <30ua5d$1j4@usenet.INS.CWRU.Edu>
Source record: 99536
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

```
CAIN Atari Fun Fest 94
----------------------

CLEVELAND, OHIO is within 500 miles of half the population in the United States
and a very LARGE population of Canada. It is a great place for an Atari Show
because most people aren't too far away!

The CAIN Atari Fun Fest 94 will be held in Kirtland, Ohio (very close to
Cleveland) and will allow Lynx and Jaguar owners to have a lot of fun!
There will even be a "Cleveland Lynx-Up" where Lynx owners can bring their
Lynx and game cards and comlynx with other players! Who says that you'll never
get the opportunity to comlynx???

Jaguars will be there to play and you might be lucky enough to take one
home with you (courtesy of Atari Corporation).

There will also be dealerships attending this show that will be more than
happy go give you great deals on game systems and game cartridges!

If you are an Atari computer gaming fanatic, not to worry! There will dealers
there to supply you with all your computer gaming needs...

Dealers:

If you are interested in selling your Atari merchandise, this is a fantastic
opportunity for you to do so! But you must register now! The tables are
being sold quickly! Contact the show organizers immediately!

User Groups:

Several tables have been set aside for user groups! If you are interested
in representing your user group, contact the show organizers! Since
user group tables are FREE, the user group tables are going quick so don't
delay or there may not be any tables left!

PLEASE distribute this on BBSs, networks, and at your user group meetings!
We want to have one heck of a gaming day! And a gaming day that might be
closer to you than you think!

CAIN Atari Fun Fest 94
----------------------

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
```

7637 Chardon Road
Kirtland, OH 44094

^
* THE FIRST CLEVELAND-AREA ATARI SHOW IN YEARS!!! *
^

Free Admission!

What to See and Do!

The New Jaguar Game System!
Win a New Jaguar Game System from Atari Corporation!
The LYNX handheld game unit
Bring your LYNX and games to COMLYNX with other players!
The Falcon Multimedia computer
Gemulator (IBM emulator running Atari ST Software)
8-bit computers and products
16/32-bit computers and products
Portfolio palmtop computer
Meet the editors of C.A.I.N.
Classic game systems 2600/5200/7800 and games
Catalogs and brochures for Atari line of products
Atari products for sale / Plus Much More!

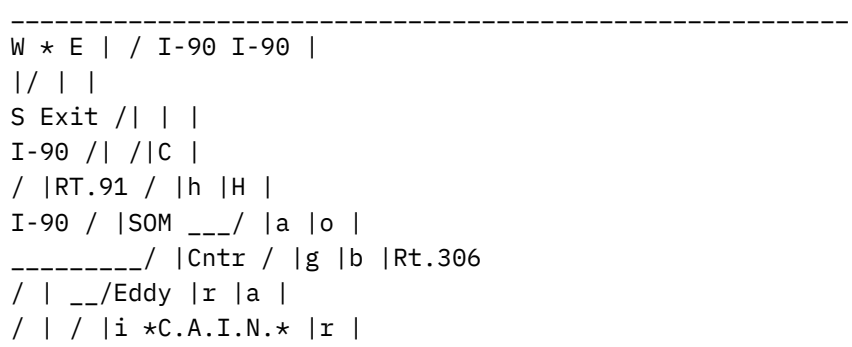
Table pricing per 8 foot table
$10.00 per table no electricity
$15.00 per table with one outlet
For more show or lodging info contact
Fred Horvat
P.O. Box 493
Chesterland, OH 44026-0493
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

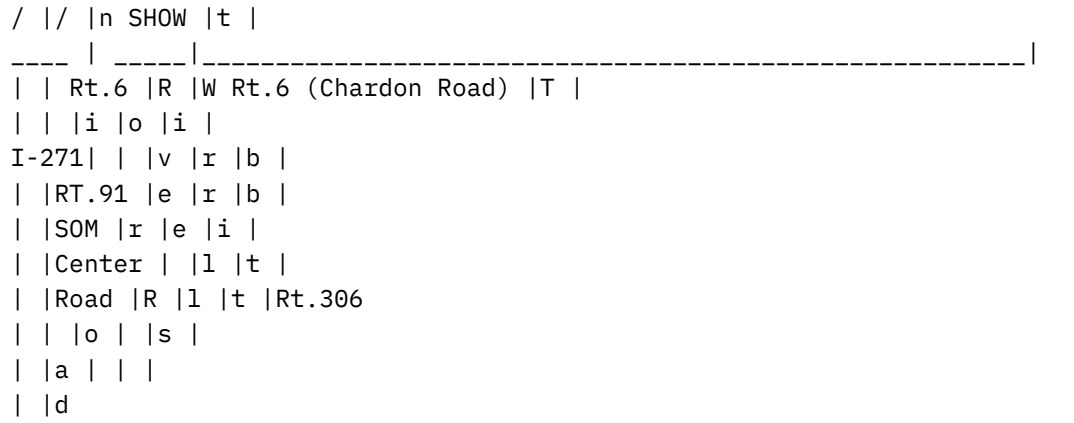
Map to CAIN Atari Fun Fest 94

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio

Map to all the Fun!

N





If coming I-271 South, keep going North then take I-91 West to Route 91. You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

If coming I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go West for several miles until you are at 7637 Chardon Road.

If coming I-90 West, keep going East then exit at Route 91. You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

--

4157. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 18:15:58 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <758_9407241753@softtech.brisnet.org.au>
Source record: 99542

-=> Quoting jjmcwill
ext5 to All <=-

: b >about larger disk partitions. Versions 3.2f and g are shareware, which
: b >should be available from atari.archive.umich.edu, or GEnie, Compuserve or
: b >your local Atari BBS (if you're lucky enough to have one).
jj> :
jj> : Yes, the new 3.2G will support partitions upto 16 meg. However,
jj> 3.2g does : not run under PCXF...to use a large partition under the
jj> current version : of PCXF you need to use MyDOS 4.5 which also support
jj> partitions up to : 16 meg.
jj> :
jj> : Mike Todd
jj> : ---
jj> : * PabQwk 2.0 #9 * Remember when 48k was a lot of memory...
jj> :
jj> Woa, didn't SpartaDOS 3.2d ALWAYS support partitions up to 16 meg?
jj> I thought this was always the case for 3.2d and X.

In fact, ALL versions of spartados can support partitions up to 16meg.
Although
I would not like to try putting v1.1 on to a hard disk. Version 2.3 works well
with sio2pc but it doesn't like anything on the parallel bus.

... This tagline is SHAREWARE! To register, send me $10

4158. Re: DiskComm + SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 18:54:59 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <lenn.775076099@mentor.cc.purdue.edu>
Source record: 99537

It has been placed at a.a. in /8bit/Sio2pc

jody
--
Jody M. Lenn Umich Atari Posse:
lenn@mentor.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS / | \ GEnie: j.lenn1@genie.geis.com

4159. Re: A Death In The Family?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 19:58:10 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <30uh4i$e4k@usenet.INS.CWRU.Edu>
Source record: 99538

In a previous article, thester@nyx.cs.du.edu (Tim Hester) says:

>
> I was just reading the newsgroup alt.culture.internet a
> minute ago and came across the subject: "A Death in the Family".
> Therein, Alan Sondheim reported that a "Michael Current"
> had died of an insulin overdose.
>
> Is this our very own "Michael Current" who frequently posted
> to this group?

Nope, I'm still here. "Reports of my death have been greatly exaggerated,"
or however the Mark Twain quote goes.

Could someone e-mail me the report from alt.culture.internet? I don't seem
to have any access to that group.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4160. Atari 800 + goodies

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 20:09:39 UTC
From: gmayner@access1.digex.net
Message-ID: <30uhq3$4g9@access1.digex.net>
Source record: 99539

After spending the morning cleaning my basement I've decided to get rid of an Atari 800, disc drive, power supllies and misc associated stuff. This all worked the last time I used it. It is available to the first person who will agree to pay the shipping costs to get it to them. If you live in the Washington, DC area you can pick it up. In order to avoid getting tons of E-Mail about it the offer will expire at midnight Monday 25 July. If nobody takes it I'll post again.

Thanks!

Garry

gmayner@access.digex.net

4161. Re: A Death In The Family

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-24 23:05:03 UTC
From: krishna@max.tiac.net
Message-ID: <30us2v$eur@sundog.tiac.net>
Source record: 99540

a >From: aa700@cleveland.Freenet.Edu (Michael Current)
a >
a >Nope, I'm still here. "Reports of my death have been greatly exaggerated,"
a >or however the Mark Twain quote goes.
a >
a >Could someone e-mail me the report from alt.culture.internet? I don't seem
a >to have any access to that group.

A similar thing happened to me when I first started BBSing about
2 years ago. It seems someone by my same name had won a contest in
Antic or Analog for AMP music composition or something. Not only did
he have the same name but lived in the same town as myself. This is
strange because I think there is maybe only one other Saunders in my
home town (from the phone book) and the odds of a Glenn with 2 'n's
is 1,000,000,000 to 1. So something screwy happened there, I don't
know what. I don't have that issue so I can't absolutely confirm the
spelling or anything else.

---
* PabQwk 2.0 *

4162. Earth<-->Jupiter

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 02:47:52 UTC
From: krishna@max.tiac.net
Message-ID: <30v94o$ins@sundog.tiac.net>
Source record: 99545

[Article crossposted from alt.alien.visitors]
[Author was Ashcroft / Robert Maxwell (ISE)]
[Posted on Sat, 23 Jul 94 10:30:55 GMT]

>GLENDA STOCKS | FidoNet 1:330/201.0
>SearchNet HeadQuarters | InterNet GS@rochgte.fidonet.org
>Snet Mailing List info, SEND | Data: 508-586-6977 / 617-961-4865
>info snet-l TO | Download SEARCHNT.ZIP For Info!
>majordomo@world.std.com | Voicemail: +1-617-341-6114
>Searchnet.zec@channel1.com | FidoNet CHANNELS, & I_UFO moderator
>
> * RM 1.3 00257 * I've got places to go; people to be. Oversoul 7.
>

Another strange coincidence, huh?

Oasis' programmer?

4163. Re: Atari 800 + goodies

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 03:02:59 UTC
From: gmayner@access.digex.net
Message-ID: <30va13$pjl@access2.digex.net>
Source record: 99547

In article <30uhq3$4g9@access1.digex.net>,
G. Mayner <gmayner@access1.digex.net> wrote:
>
>After spending the morning cleaning my basement I've decided to get rid
>of an Atari 800, disc drive, power supllies and misc associated stuff.
>This all worked the last time I used it. It is available to the first
>person who will agree to pay the shipping costs to get it to them. If
>you live in the Washington, DC area you can pick it up. In order to
>avoid getting tons of E-Mail about it the offer will expire at midnight
>Monday 25 July. If nobody takes it I'll post again.
>
>Thanks!
>
>
>Garry
>
>gmayner@access.digex.net

OK! I got sevreral responses from people about this. I'll sort through
and get rid of it soon. If someone doesn't write to tell me they want
to pick it up I'll ship it Tuesday to NH.

Thanks for keeping the land fills empty! :-)

Garry

4164. Atari 8-bit Newbie/Stupid Questions/Emulator Help F.A.Q. Rev.0.3

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 03:22:10 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940724202211.24006ae7@sonoma.edu>
Source record: 99546
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Here's rev.0.3 of the Newbie/Emulator FAQ. It's being crossposted to both comp.emulators.misc AND comp.sys.atari.8bit, because it does have a lot in it which has little to do with the emulator (but is there because there are more new Atari 8-bit users because of emulators than anything else these days, or so it seems). This revision is as of 7/23/94.

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

[-begin!-]

__
The Unofficial Atari 8bit ||||
Newbie / Stupid Question / Emulator Help _||||_
FAQ `\\ //'
`\/'
By Bill Kendrick
Revision 0.3 !! PLEASE !!
July 23, 1994 ASK MORE QUESTIONS

Differences from Rev.0.2: Added where to get (FTP) mentioned files, e-mail and postal mail contact addresses, removed bad (space-wasting) formatting in the "XIO" section, did minor editing here and there. PLEASE also refer to: MyDOS 4.5 documents, SIO2PC documents, XF2 documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto::mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto::mcurrent@carleton.edu

Objective of this file:
Much discussion has gone on in the comp.sys.atari.8bit Usenet newsgroup about the newly released (mid 1994) Atari 8bit emulator for IBM / MSDOS based computers, the PC X-Former 2.0 (XF2 for short). Many people in the 8-bit community have gotten, well, fed up with the XF2-based questions which do not pertain to them, or to the really dumb questions which are in fact understandable to new or rusty Atari 8-bit users, but have just gotten on the nerves of some of the comp.sys.atari.8bit readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2 questions.
This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL) and "how do I get a disk directory?" (which is less obvious on Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a suplement for the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

---=== XF2 Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System (which XF2 does not emulate).
A.2.2) Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.
A.2.3) It may just refuse to run on the XF2 emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note: on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported on the XF2.
A.4.2) (See Question 2).

Q.5) How do I exit XF2 and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS parameter after the "XF2" command. (DOS25.XFD and MYDOS45.ATR are both DOS boot-disk-images and are both in the XF2.ZIP file).

Q.7) How do I use MSDOS files with XF2?
A.7.1) Add the files to the command line and use them as their respective

drives (be sure the first drive is a DOS-bootable disk image).
Example: XF2 MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS
4.50 disk image and D2: will be a write-protected disk which contains
only the file "filename.ext". Note: there are bugs in XF2 which
make accessing files from different directories a bit hard, just use
the MOVE (or COPY and DEL) commands in MSDOS to get the file to the
directory where you call XF2 from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities
directory at the UMICH archives) which allows you to access files
within a MyDOS/compatible .ATR disk image without using an SIO2PC
or the XF2. S2PC let's you read, write, delete, change directory,
and view the directory of a MyDOS/compatible .ATR disk image. It
can be used via command-line parameters from MSDOS, or as a menu.

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XF2 and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big
as the disk they represent (an 88k disk image will use 88k on the
IBM). .ATR files are used by SIO2PC (see below) as well as the XF2
(and the S2PC program mentioned above). .XFD files are used by
ST X-Former (the Atari 8-bit emulator for Atari ST's) and
PC X-Former (XF2).

Q.9) What's SIO2PC?
A.9.1) Refer to the XF2 and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use
of a simple (and relatively inexpensive) cable, makes the IBM act
as though it were an Atari disk drive. (Up to four drives, actually).
It uses disk image files (.ATR's) and can also let the Atari access
single IBM files (much like XF2 does) as a single file all alone in
its own disk. It also currently allows Print-Thru (all access to the
Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.50 (because these topics seem the most
relevant to the less-knowledged/experienced XF2 users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")

[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or
disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both
"del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XF2, it's much quicker to just copy one .XFD or .ATR to
another).
[K]
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and

you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)
disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a
disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more

than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,
etc.!
After the "D:" device name comes the filename. Of the most used
DOSes, only MyDOS supports lowercase letters in filenames, but
since most programs force uppercase entry for filenames, nobody
really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu
interface. When it asks for a source and destination, you can
use wildcards (* and ? like in most other DOSes) to copy more
than one file at a time. You can also present no destination
so that a file can be copied from one disk in drive 1 to another
disk in drive 1, for example, and the DOS will ask you to insert
each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the
normal directory of a disk, except the they happen to be WITHIN
that normal directory, or even another subdirectory. For example,
you can have your disk divided up into the "GAMES" files, the
"GRAPHICS" files and the "SOUNDS" files. A directory of the disk
(the "root" or "base" or "trunk" directory) will simply list the
three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then,
if you ask for a directory listing of the "GAMES" subdirectory,
you will see the files (and perhaps other subdirectories) within
the "GAMES" directory. Think of it as a tree. For people familiar
with Macintoshes, "Folders" are simply subdirectories. A window
which appears when you open a "Disk" Icon is the "root", and all
of the "Folders" within it have more windows in them which also
have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes
are not necessarily using drive 1, and MyDOS and SpartaDOS may
already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current'
or 'default' directory to a different place (a different drive or
a subdirectory). "D:" can stand for "D1:" (like AtariDOS always
does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR
DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a
bootable disk in drive 1 is read. Other exist as well:

C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory,
files, multiple devices (up to 9 on MyDOS and newer SpartaDOS,
8 on AtariDOS)
E: editior - readable, writeable. This is how input from the
keyboard and output to the screen is normally handled. If
you wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
K: keyboard - readable. This is just the keyboard. Input from
it is not 'echoed' back like with the "E:ditor".
P: printer - writeable. Send data to this and it will appear
on the printer. You can print files (documents, etc.) by
using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed

by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference
Manual). (As of today, 7/23/94, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XF2 users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics

15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with
SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XF2 doesn't support sound! But, anyways, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right

ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)
Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand. Oh well,
at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them.
When simply entering text, type [ESC] then the edit key and the
character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an
ESC beforehand, so first type [ESC],[ESC] to make an ESCape character
appear, then type [ESC] then the edit key and the character for that
edit key should appear. When the PRINT statement is executed, the
first ESCape (which you typed as two [ESC]'s) will make the editor
SHOW the following character (even if it is an edit character), then
the character which you entered (with [ESC] and then the edit key)
will make that character appear. This makes it difficult to align
a set of PRINT statements which make a multi-line picture or menu
which uses viewed edit keys. It is probably best to have all of the
lines in your program with the PRINT statements that can fit visible
on the screen, then edit them (without putting any of the ESCape
characters in, then when the picture looks like how you want it on
the screen, move the cursor to on top of each edit-key character and
press [Control]+[>] (Control-Insert). A blank space should appear
under the cursor and the rest of the line should move right. Now,
type [ESC],[ESC] and an ESCape edit-key character should appear
where the blank space was. When you are finished doing that for
each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE
PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1"
to turn on the no-edit mode (ALL characters except End Of Lines
will appear, even ClearScreens!) When you want to go back into
normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called
"Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE
series (and probably on the 5200 and 7800 but I cannot confirm this).
When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc)
minutes, the screen colors begin changing, thus protecting your TV
or monitor from having a static image burned on it.

To turn this mode off, press a key, or, if within a program, use the
command "POKE 77,0" at least once every few minutes (IF the screen is
active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having
location "77" set to "0", or set location "77" to "128" with
"POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'
with auxillary mode 'c'. Channel 'a' must be
free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file

XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?
A.1.1) If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks. Please
see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up
on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at UMICH).
Connect your IBM to your Atari, load SIO2PC, and then run the
program FILE2PC on the Atari to transfer files to the IBM's hard
drive. Or instead create a disk image within SIO2PC and copy files
from one disk (a real Atari floppy) to another (the SIO2PC image)
with the Atari or MyDOS "C"opy command. If you want to extract files
out of the SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC or use
S2PC, an IBM program which can extract files from or add files to
MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your
Atari 8-bit, you can download files from the huge collection

available at FTP sites and Atari 8-bit supporting bulletin boards
and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari
8-bit and your IBM together via modems, you can do it via null-
modem, OR you can upload files from your Atari to some bulletin
board or account you have access to, and then connect the modem
to your IBM and download the files.

---=== Where to FTP files mentioned in this FAQ: ===---
The PC X-Former can be downloaded from the "ftp.clark.net" FTP site:
Directory/file-path: systems/msdos/emulators/xf2.zip
The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* [all files are SIO2PC/utility files]
MULE: atari/8bit/Utilities/????
Util: atari/8bit/Utilities/????

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC X-FORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto::kendrick@vax.sonoma.edu
on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups, or
New Breed Software, 59 Palm Lane, Novato, CA 94945.

Darek Mihocka, the author of the PC X-Former can be contacted at:
mailto::darekm@microsoft.com
on the "comp.sys.atari.8bit" and other newsgroups, or
Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.

Michale Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto::mcurrent@carleton.edu

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \

4165. Re: Forgotten my error codes...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 03:24:33 UTC
From: romer@access3.digex.net
Message-ID: <30vb9h$f44@news1.digex.net>
Source record: 99548

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Uhh.. if you get an error 181 in MyDOS (END < BEGIN), I'd bet anything
: you'd get a crash or a funky error in Atari DOS because of the same thing ;)

: You SURE it's a binary file!? Is it corrupt? Try running BINVIEW on it..

Actually, I've already gotten it to work under an earlier MyDOS version
(3.8?)... basically, I had the MyDOS 4.3 disk out, so that's what i
booted with, and was suprised when the file wouldn't load/run. It's run
fine under other DOS'es, so I wasn't sure what was going on...

4166. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 03:28:55 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1994Jul24.212857.1590@atlas.tntech.edu>
Source record: 99543

In article <30rpnu$qht@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu (Michael Current) writes:
>What's new in SpartaDOS version 3.2g

WOW!!!! Thanks for this VERY exhaustive listing of what has been changed. This sounds REALLY GREAT!!!!!! I think I need to get it. <g>

>Some commands have been changed, to
>make them more compatible with the X
>cartridge, as well as making them
>easier to type. The following changes
>have been made:

Are the commands CHANGED, or will both commands work?

Also, will XINIT FINALLY initialize an enhanced density disk on an Indus? Whenever I tried it, it flipped the drive over to single and then tried to write to the drive as if it were enhanced (producing one screwed-up disk). The only way I finally got it to work was by switching the drive density just after it switched it, and the before it started initiallizing. It was tricky timing it, and didn't always produce the desired results.
Hiram

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

4167. Re: EMail-Address

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 03:45:12 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1994Jul24.214512.1591@atlas.tntech.edu>
Source record: 99544

In article <belitz.15.000BB637@informatik.rwth-aachen.de>,
belitz@informatik.rwth-aachen.de (Matthias Belitz) writes:
>my real Email Adress is
>
>belitz@genesis.informatik.rwth-aachen.de
>
>Could anybody tell me why the name of the server (genesis) is cut ?

Can't tell you that, unless it is coming through some kind of a relay that is
mutating the address. That's a distinct possibility.

If your newsreader allows you to modify the headers, you could add a line like
this:

Reply-to: <email address>

and any replies should be directed to this address. Some newsreaders allow you
to define a reply to address automatically.

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

4168. The "Laughable" AC...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 04:10:25 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407250409.AA165129396@relay2.geis.com>
Source record: 99549

So... Atari Classics was "laughable", eh?

Obviously the opinion of someone who never read a copy of it.

Shit.

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

4169. 1450XL FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 04:11:15 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407250410.AA166619442@relay2.geis.com>
Source record: 99550

----------==========>>>>>> 1450XL FOR SALE !!! <<<<<<==========----------

Ulllpppp! The gods will punish me for this.....

I have a 1450XL, in pristine condition, to sell.
Sadly, I must finally acknowledge I don't have the time it will take to devote to this machine & unravel its secrets. The guilt is killing me. I want to pass it on to someone who will give it the love & attention it deserves.

PRICE: $210.00 firm. USA buyers ONLY. Price includes shipping.

DESCRIPTION:

This is a rare Atari 1450XL (NOT XLD!!) in mint condition. It's in a sort of 1200XL case (even *says* 1200XL), but the bottom case half is quite different from the standard 1200XL hardware. The noticeable differences are: 1.) A PBI; and 2.) two RJ-11 ports for the phone connection to the built-in modem. Some of the other ports are in different locations than a 1200XL.

As far as I can tell, the unit appears functional. It seems to be a line-production prototype-- all wave-soldered board connections, very clean, no wire-wrap or rat's-nest stuff. The built-in speech chip DOES work (as you discover when you enter the OS!). It has the usual cart port & joyports on the left side like the 1200XL. On the rear panel it has the usual SIO, RF, & A/V ports like all the 8-bits, in addition to the PBI & phone ports. The power jack is slightly different than the other XLs have (more pins!). I described some of this machine's video circuits in the December '93 ATARI CLASSICS.

I do not know how to access either the speech chip or the built-in modem. I am told one of the Chameleon terminal emulators can address the modem (not verified). You'll be on your own for that stuff.

ACCESSORIES:

The following will be supplied along with the unit:

1.) Atari custom power supply (the Mother Of All Bricks).
2.) Schematics for the 1400XL (not exactly the same, but close).
3.) Custom leatherette cover.

The schematics are full-scale engineering drawings, bulky & in some places a little hard to read.

I'll throw in a spare SC-01 speech chip for an additional $5.

WHAT YOU DON'T GET:

1.) A manual. Prototypes don't come with manuals. No big loss, all Atari XL manuals were a joke anyway.

2.) RF shields. Looks like development on this baby was slashed just as they were gearing up for production; no shields were ever made.

BUYER REQUIREMENTS:

1.) You must have the money.
2.) You must be willing to give this rare machine a good home. It is quite gregarious & requires the company of several other Atari XL-class machines, preferably 1200XLs or 800XLs, in order to ensure its continued emotional well-being. If placed by itself it will die of loneliness. It exhibits severe adverse reactions to the presence of any type of MS-DOS machine in the immediate vicinity, keep those well away.
3.) The 1450XL *craves* attention from its owner & *loves* to be booted up. It also enjoys having its hardware stroked & fondled (gently, of course). The buyer must be someone willing to take the time to explore this machine & sift out its secrets. Guaranteed love-affair for a serious hacker.

CONTACT: Ben Poehland b.poehland@genie.geis.com (serious inquiries only).

4170. Re: The "Laughable" AC...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 05:06:16 UTC
From: thester@nyx.cs.du.edu
Message-ID: <30vh88$2tb@nyx.cs.du.edu>
Source record: 99551
Body handling: HTML body converted to readable text

In article <199407250409.AA165129396@relay2.geis.com>,
wrote:
>So... Atari Classics was "laughable", eh?
>
>Obviously the opinion of someone who never read a copy of it.
>
>Shit.
^^^^
See? You *do* have a sense of humor!
Does that count? :-)

Tim Hester

--
o The device you see here is not to be confused with a .sig. o/
o It is a USENET SUSPENSOR, capable of withstanding up o/
o to 10 lbs of digital-diarrhea. Do NOT exceed! o/
_o_o_o_o_o_o_o_|thester@nyx.cs.du.edu|_o_o_o_o_o_o_o_/

4171. Hard Hat Willy?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 05:22:48 UTC
From: toastman@armory.com
Message-ID: <30vi78$iqn@nic.scruz.net>
Source record: 99552

Everyone, check your games collections for HARDHAT.OBJ and make sure it's not yet another pirated copy of Hard Hat Mack.... there was a game called Hard Hat Willy that I got off Pandora in the 80's, and I enjoyed it quite a bit... then, later, the disk corrupted, and the file was deleted from Pandora, and I haven't seen it since. Every HARDHAT.OBJ I ever got since then was Mack..

If anyone has that game, could they by any chance upload it to umich, or post it somewhere, or mail it to me?

I'm also looking for an FTP site with old Antic or Analog game archives (are they PD yet?)... but I'll read the FAQ for that.

--
_____________Powdered Toast Man <toastman@deeptht.armory.com>_____________
================= Finger above address for PGP public key =================
---------- I read a.b.p.e for the articles. ----------
_____Guhf yhar vf rapemcgrq sbe ab ernfba._____

4172. New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 07:09:22 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <30vof2$b5l@news.cs.tulane.edu>
Source record: 99553

I've just uploaded a number of requested file to the archive at UMich.
(atari.archive.umich.edu) These files should be moved to their proper
places within the archive system within a few days.

FT80v037.arc

FlickerTerm 80 - Written by Clay Halliwell, this is the terminal program
that we've been talking about for a while. FlickerTerm is still a work
in progress, so as it stands FlickerTerm is a very fast dumb terminal.
FlickerTerm supports modem speeds up to 14.4 (w/o modem compression) with
out the need for flow control. Both vt100 and Ansi screen controls and
graphics as well as brights and blinking characters - if you call alot of
MsDOS based BBS's, now you can see what you're missing.

FTE32g.arc

SpartaDOS 3.2g - By Fine Tooned Eng. This is the shareware release of
the current version of the disk based SpartaDOS. 3.2g includes a number
of bug fixes and changes and is a general inprovement over 3.2f.
Note: older versions of shell.com by Tom Hunt do not work with 3.2g

ShellGX.sfx

Shell.com - Written by Tom Hunt of CTH, this is the shareware release of
the current version of Shell.com Shell.com adds a search path to SpartaDOS
3.2g, checks for open files and keeps you informed as to where you are within
you file system. This is an upgrade to work with SD3.2g

TP520x.arc

TextPRO 5.20 - Written by Ronnie Riche, this is the shareware release of the
current version of TextPRO. Note, the docs for using this version of
TP are not included with this file, but may be had for a minor shareware
fee (see the readme file inclosed)
(reg'd users of TestPRO, all 50 of us, will be getting the complete package
in the mail within the next few weeks...this package includes everything on
the dist. disk, source code, docs's and everything one needs to write
addin's)

As I said, everything should be moved to their proper places within the
archive in the next few days.

Mike Todd
Info Atari8 Digest
Moderator

4173. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 08:29:15 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <30vt4r$edc@nic-nac.CSU.net>
Source record: 99554

YAY! COOL! Sounds like cool stuff! :)

Too bad I 1) don't have a modem working with my XL (yet)
2) don't much like SpartaDOS.. I'm a MYDOS _MAN_
3) don't do much WP on the 8bit.. I just use EDIT for hack jobs
as of late

Hey.. is there ever going to be an >80 COLUMN< TextPro? I'd like to see
either Itay's or Clay's 80 column implemented. (I'd bet on Clay's (sorry
Itay!) because it takes qutie a bit less room than a Graphics 8 screen.)

-bill
kendrick@vax.sonoma.edu |||
New Breed Software / | \
Cool.. and when I register TextPro (when I stop using this MSDOS crap)
I might even write Add-Ins! :)

4174. Classic Atari 8 Bit HardWare for $Sale!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 08:42:13 UTC
From: bensmith@teleport.com
Message-ID: <30vtt5$j90@kelly.teleport.com>
Source record: 99405

I have the Following Atari Classic 8 Bit Item's for Sale.

PS=Power Supply.

130XE $100 wPS.

800XL $75 wPS.

800 $25 no PS.

400 $10 no PS.

1050 $75 wPS.

810 $35 wPS.

ATR8000 PS Built In/Just the CPU Unit: $75.

MPP-1100 Printer Interface No PS Needed. Plugs into Joystick Port: $10.

Supra MicroPrint Printer Interface PS Not Needed: $40.

Atari Numeric KeyPad. Plugs into Joystick Port: $10.

XM301 MoDeM/300 BPS/Needs No PS: $20.

All Orders shipped outside the United States must be paid up front with a money order bought at an American Bank redeemable for $American Dollars.If your interested in any of this call Ben at (503)256-9974 24HRs or E-Mail me on the Internet at this address: bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4175. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 09:12:35 UTC
From: ve1@cec1.wustl.edu
Message-ID: <30vvm3$g2g@bigfoot.wustl.edu>
Source record: 99441

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: : Slight problem: the emulator can't run Action, or any other
: : cartridge-based language. Or has FTE released a disk version?

: There is a disk version. An official disk verson. I'm not sure if FTE
: sells it but ICD did. Obviously the action cartridge was more frugal in
: dealing with memory because it could hide part of itself in banked ROM.
: Basic XL is a great example of the benefits of banked ROM vs. TurboBasic
: XL which took up twice as much RAM because everything had to be resident
: at one time. Tom Hunt was using the diskbased version a lot and it has a
: few disadvantages to work around.

: Yes, any emulator must deal with cartridges SOMEHOW.

: There are far too many Atari 8-bit cartridges to just ignore.

What is on a cartrige that cannot be put to disk. I have some games that are
from a 5200. I also have a lot of carts that are on disk as well. Logo is an
exaple, Atariwriter.

4176. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 09:15:59 UTC
From: ve1@cec1.wustl.edu
Message-ID: <30vvsf$g2g@bigfoot.wustl.edu>
Source record: 99442

Mike W. Todd (bz284@cleveland.Freenet.Edu) wrote:

: In a previous article, rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:

: >Slight problem: the emulator can't run Action, or any other
: >cartridge-based language. Or has FTE released a disk version?

: There is an OSS disk based version of Action! that is slower than a
: 1541 disk drive (in joke). This version of Action! is also full of
: bugs that were fixed in the cart based version. Now as far as Mac/65
: goes, Fte has released the disk based version in ATR format ready to run
: with the PCXF.

Do you know whats so cool about the emulator? It takes less than a second to load any game, utility, aplication, or demo. To do this on a regular Atari it would take awhile to boot off of floppy. This goes for bootdisks also! It takes less than a second.

Not only does it load faster, the software runs faster as well! This makes for the perfect 8-bit, I am going to buy version 3.0 and that should even be faster with a 32-bit version of a 130XE! wow!

4177. All Computer Raffle and Swap Meet!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 09:16:29 UTC
From: bensmith@teleport.com
Message-ID: <30vvtd$jon@kelly.teleport.com>
Source record: 99406
Cross-posted to: comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.misc,pdaxs.ads.computers,pdx.forsale,or.forsale,pnw.forsale

You are invited to come Join us at ACE of America. You do not need to be a Member to Come. Upcoming Meetings will consist of a Raffle and a Swap Meet. Our raffle will consist of Prizes Donated at the Last Swap Meet and other Donations including IBM Compatible Keyboards, Hard Drive Mechanisms, Disk Drive Mechs, Software for the IBM, Software for the Atari ST, Atari Classic 8 Bit HardWare and various gift certificates. Their is still time to donate Item's for the raffle. If you have something to donate for the raffle, call (503)256-9974 or Come to the Raffle and Donate their. If you have a business and can donate, please do so. Even Gift Certificates are welcome. And if your an ACE Member, your first Dollar's worth of tickets are FREE!! This Raffle will be August 1st. Meeting starts at 7 PM.

The Following Months meeting will be a Swap Meet. All club Business will be suspended. Tables are 10$, But if your a Member, IT'S FREE! Also FREE ADMISSION. And we expect a good Turnout because we advertise our Swap Meets. This Swap Meet, Due to the Holiday, will be Held Tuesday, September 6th, starting at 7PM.

Meetings are Held at the NW Service Center in the Basement at 1819 NW Everett. In Portland, Oregon. Plenty of free Parking!!! For more info: Call Ben at (503)256-9974, anytime.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4178. Re: Alt. FTP site for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 09:25:21 UTC
From: ve1@cec1.wustl.edu
Message-ID: <3100e1$g2g@bigfoot.wustl.edu>
Source record: 99443

Jeff_M_Lodoen@cup.portal.com wrote:
: > I can never get a connection to atari.archive.umich.edu. Is
: > there another site where I can get SIO2PC?
:
: If aaue is too busy, you should get a list of mirror sites.
: The Atari files are available at wuarchive.wustl.edu and
: the uk site.
:
:
: Jeff_M_Lodoen@cup.portal.com

Yeah, but at least one site I know of does not have updated mirroring, the
Last time they backed up was in June and I want the latest stuff, I am from
wuarchive.wustl.edu and my site does not mirror with atari.archive.umich.edu
all the time and June is the latest as it gets and some of the other sites dont
even have atari 8 bit areas, ST and MAC only.

4179. Re: Hard Hat Willy?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 10:08:16 UTC
From: heinr@sci.kun.nl
Message-ID: <CtHqtt.JxB@sci.kun.nl>
Source record: 99407

In article <30vi78$iqn@nic.scruz.net> toastman@armory.com (Powdered Toast Man) writes:
>Everyone, check your games collections for HARDHAT.OBJ and make sure it's not
>yet another pirated copy of Hard Hat Mack.... there was a game called Hard Hat
>Willy that I got off Pandora in the 80's, and I enjoyed it quite a bit...
I know this one, yeah. Willy was surely the cutest game character I ever saw!
I loved the way you could extend his tentacles and then move his eyes around.
And I recall the death sequence never failed to bring a tear to my eye. We
never did agree on what he turned into after he was zapped, I insist it was
a puff of smoke but others claim it is an angel. Perhaps you can help us out:)

>then, later, the disk corrupted, and the file was deleted from Pandora, and I
>haven't seen it since. Every HARDHAT.OBJ I ever got since then was Mack..
>
>If anyone has that game, could they by any chance upload it to umich, or post
>it somewhere, or mail it to me?
I have it on a DD Atari disk, last time I looked it was still working. I
have no way to get it to the net from the Atari, though. If you really
want it I could mail it, although I'm not sure if it is PD..
>
>I'm also looking for an FTP site with old Antic or Analog game archives (are
>they PD yet?)... but I'll read the FAQ for that.
>
>--
>_____________Powdered Toast Man <toastman@deeptht.armory.com>_____________
>================= Finger above address for PGP public key =================
>--------------------- I read a.b.p.e for the articles. --------------------
>_____________________Guhf yhar vf rapemcgrq sbe ab ernfba._____________________

Cheers, Michiel
--
--- Hein Ragas -- heinr@sci.kun.nl----
"Pull the trigger, drop the blade, and watch the rolling heads..."
-- Soundgarden, "The day I tried to live"

4180. Re: 1400XLD Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 16:17:40 UTC
From: heller@belair.cse.psu.edu
Message-ID: <310oj4$h4i@psuvax1.cse.psu.edu>
Source record: 99408

Mike Todd (snyder10@rs5.tcs.tulane.edu) wrote:
: Quoting johnbyrne@delphi.com

: j >I had NO IDEA how rare the devices were. I was under the impression that the
: j >Atari Inc. had built a lot of them only for the 'new' (Tramiel) Atari Inc.
: j >to scrap them all.
: j >My main interest was in messing with the speech capabilities--thought it woul
: j >be cool and a neat addition to my 8 bit collection. Alas--hundreds of dollars
: j >is a bit too much for me right now):

: I've heard tell that as many as 200 1450xld's had been released by Atari
: prior to droping 'em. Then again, I've also heard that there were as little
: as 20... Guess it all depends on who you talk to. Still, there are a number
: of 1400 MB's out there that can be had for something between $50 and $200
: again depending on who you talk to.

Okay... lets take inventory...
I know of a local friend who has one 1400xl... hand written serial numbers
on the buttom and the words "proto." Also..the modem is wire wrapped.

Now, as I understand it... there were several?!?! revisions to the
14xx line of boards... in that a 1400xl board was a 1450 with just the
missing floppy drive controller PLUG IN board....but only on some
boards.

(Oh, the speach is really fun to play with. And you get to use those
few rare programs the only run on a 14xx machine.)

Now, could somebody tell me where the heck the 1250XLD came from?!?!
I heard people say that they saw some in pictures that were supposed to be
1450's. Just recently I uncovered the Atari Learning Software ??!?
catalog and there was a picture with the heading of "1450xld" but, the
computer had a 1250xld label.

So... what? first came the 1200xl and then they thaught of the 1250?
then they scrapped all that for the 800xl's and then 14xx? or
was it 1200, 1200xl, 800xl, hmm 1250?? no..1450.

oh..there are 1200's. Not sure what the differences are...

Wish...really really wish... we knew who the designers were and could
get them to tell their story of it all......from day 1. Hmmmm..sounds
like a good book. Anybody want to spot me air fair to CA?! =)
That and have Atari release or FIND their old schematics... notes..etc..
heck they could make some (not a lot... but some..and money is money right
now since they need it) money by releasing all those little things they
thought we would never want. Heck..I would pay $20 or more for a copy

of the 14xx designers notes!

$800 for a working 1450xld... hmm...and that price...will never change. =)
the 1400xl cost my friend close to $300. Hmmm...wonder if I could
get it from him. heheheh

Andrew

4181. Re: 1200XL keyboard on other XL/XEs!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 16:22:19 UTC
From: heller@belair.cse.psu.edu
Message-ID: <310orr$h4i@psuvax1.cse.psu.edu>
Source record: 99409

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: There ARE No good 1200XLschematics.

: There is one with "errors" in it.

: The only person who really knows the 1200XL is Bob Woolley.

: Maybe he has some hand-done schematics.

Maybe I am in the wrong here...but aren't changes supposed to be
done to schematics before production?!? I mean... I don't just sit down
and draw out my 68000 computer schematics only to make changes later
and never update them! BAD BAD BAD designing there!

Someone should get a copy of the computer templates... oh way.. that
was before they had computers to do that kind of stuff. =)

Then again... I dont like spending my life tracing 1200xl mother boards.
Especially that evil video circuit!

And uh... how do you know about the "errors".... would it not be
easier to correct the ones on the bad sheet than to start over?

Andrew

4182. Newitems directory at a.a.u.e

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 16:34:06 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <lenn.775154046@mentor.cc.purdue.edu>
Source record: 99411

Please note there is now a Newitems dir at umich in the 8bit section.

You'll always see the latest and greatest there!

Jody Lenn

--
Jody M. Lenn Umich Atari Posse:
lenn@mentor.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS / | \ GEnie: j.lenn1@genie.geis.com

4183. CAIN Atari Fun Fest 94 ** NEW MAP & DIRECTIONS **

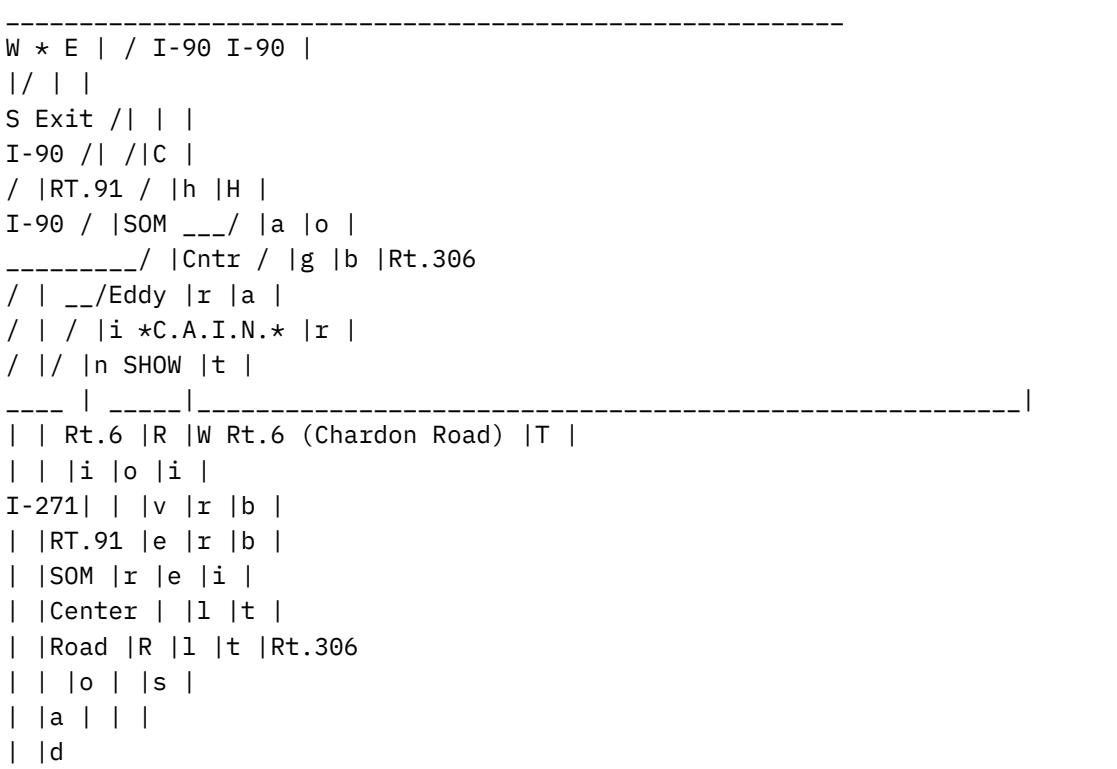
Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 16:49:03 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <310qdv$745@usenet.INS.CWRU.Edu>
Source record: 99410
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx,rec.games.video.classic,alt.games.video.classic,alt.atari.2600

Ok, the directions posted along with the CAIN Atari Fun Fest 94 Show Announcements (a few days ago) is inaccurate. These are not only more accurate but less confusing!

Map to CAIN Atari Fun Fest 94

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio

Map to all the Fun!



If traveling I-271 North, keep going North then take I-90 East to Route 91 (SOM Center Rd.). You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 West, keep going West then exit at Route 306. You will go South on Rt.306 (passing Eagle) to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

--

4184. <cry> I tried it all

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 17:03:03 UTC
From: pab@cnx.sccsi.com
Message-ID: <cf6_9407260315@cnx.com>
Source record: 99447

Half naked and half sedated, KENDRICK@SONOMA.EDU ran through the streets
screaming something about "<cry> I tried it all...."

K>HOW DO I TURN OFF A VBI ?!

KILLVBI JMP $E477 ; <grin>

Seriously, the only VBI's I've ever used were clock or other timing
routines, which I didn't WANT disabled. I've usually relied on warm
(and occasional cold) start resets to turn them off.

K>BUT.. I cannot seem to find any (clear) documentation on "how to turn of a
K>user
K>VBI".

The only two options I can think of are:

(1) Disable VBI's altogether:

```
NMIEN = $D40E ;Non-maskable interrupt enable
LDA NMIEN ;Get current value
AND #191 ;Turn off bit #6 (VBI enable)
STA NMIEN
```

This is a messy option, however, since the OS uses VBI's extensively,
and might get angry that you threw a brick wall in its face.

Your better option is to store the old value of VVBLKI, which should
have the address of the stage one interrupt stored in it on start-up and
reset.

```
VVBLKI = 546 ;VBLANK immediate register
LDA VVBLKI
STA SCRATCH ;Wherever you can store it to save it
LDA VVBLKI+1
STA SCRATCH+1
```

When you want to disable your interrupt, do the reverse.

Also, note (I forgot to point this out) that you'll have to end your
interrupt NOT with an RTI (as DLI's do) but by indirect-jumping to this
address:

```
JMP (SCRATCH)
```

To make sure the OS VBI goes off.

If you're doing a non-critical VBI, one where timing is not of the
essence and you have a few more system kliks to play with, use VVBLKD

(548) in place of 546 in the above example.

K>Also, it crashes before anything happens when I tell Action! to compile my
K>procedure to page 6 and then tell SETVBV that that is where it is. :(:(
K>:(

DON'T use SETVBV. You're better off setting it yourself. (Note that
you'll probably have to do it in machine language and NOT Action! to set
it fast enough) Stash the old value of VVBLK(I/D), end your interrupt
with the appropriate JMP instruction, and store the routine's address in
the vector as needed.

K>Q: What's the difference between RUsh Limbaugh and the Hindenberg?
K>A: One's a Flaming Nazi Gas Bag and the other's just a zepplin!

Unfortunately, this one is old. We need newer, better, Limbaugh jokes.

---
* QMPro 1.52 * 5*" floppy is not better than 3/" hard.
+--+
|Pab Sungenis, Vineland NJ Why would I WANT to speak for WBNJ?|
+--+
| "Cause and effect. Chain of events. |
| All of the chaos makes perfect sense. |
| When you're spinning 'round, things come undone. |
| Welcome to Earth: Third Rock From The Sun." |
+--+
The Limbaugh Turnpike of Truth: Closed soon for repairs?

4185. Re: Atari 800 + goodies

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 17:59:15 UTC
From: gmayner@access.digex.net
Message-ID: <310uhj$e56@access2.digex.net>
Source record: 99412

Thanks for the interest in the Atari 800 and accessories I was trying to GIVE away. The range of responses ran from one end of the spectrum to the otherOne guy only wanted it if I had all teh documentation and extra discs. Another wanted to know if it included a color monitor (Of course I would give away a monitor!) :-) Another wanted me to meet him halfway and deliver it. seems 30 miles is too far to drive. Another wanted me to hold onto it until he came to DC thins Winter at Christmas time. I'm cleaning out my junk!!!! Another guy wanted to know what kind of disc drive it had and if it came with an interface for the printer and a modem. Another wanted only the BASIC cartridge. Several claimed to be willing to pick it up "sometime". I see these things for sale here and I actually expected someone to jump at the chance to save it.

For future reference if someone is giving something away I suggest those interested include their phone number or physical address rather than simply continuing to post E-Mail with more and more questions.

For the guy in Rockville: Sorry you live too far away to pick it up.

For the guy in Alexandria: Your brother didn't show up. I waited 45 minutes for him. :-(

For the courier: Do you check your E-Mail?

For the guy in NC: If it were pristine I would be keeping it!

For the woman in Richmond: Yes I do travel on I-95 but I'm not inclined to deliver it. :-)

For those who wanted bits and pieces: Check the yard sales or computer junk shops.

For the guy who sent his address and offer to send a check for shipping: It'll be there soon!

Garry

4186. Disk access vector on MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 19:52:11 UTC
From: vparada@tunga.inf.utfsm.cl
Message-ID: <31155b$3b7@tunga.inf.utfsm.cl>
Source record: 99414

Hola mundo.

I want to write an util which requires to read/write some sectors on
any drive attached, including ramdisks, hard disks, SIO2PC, ...
without using CIO, but SIO.

Is there any vector other than $E453 to JSR with the proper data
on page 3 ($300-...) ? The location depends on the version of MyDOS?

Also, what I have to do to recognize a disk to be in MyDOS format?
A flag in some sector? 360? How can I know the sector size before
reading?

One more. A double density disk has only 4 sectors for the main
directory (and each subdir) ???

Quite hard questions, I know... ;-)

Thanks... Bye... ++Vitoco
--
Victor Andres Parada Gomez __ __
Ingenieria Civil en Informatica o-''))_____\\
Universidad Tecnica Federico Santa Maria "--__/ * * *)
Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

4187. Groups going to CAIN Atari Fun Fest 94 get map from me

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 20:00:30 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <3115ku$idb@usenet.INS.CWRU.Edu>
Source record: 99413
Cross-posted to: rec.games.video.atari,alt.games.lynx,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.classic,alt.games.video.classic,alt.atari.2600

If you are attending the CAIN Atari Fun Fest 94 in a group (four or more people) then please send me your name and address and I will send you a flyer about the show and a Cleveland Area map and information on how to get to the show exactly.

If you are a member of a user group and believe that your user group members may be interested in attending this show, please contact me and I'll arrange to send you flyers and a Cleveland area map.

Please only request this information if you will be able to give these flyers and maps away to people interested in the show BEFORE the show. There is no use having a bunch of flyers with nobody to give them to!

Thank you.

Len

4188. Where can I buy a complete 130XE keyboard?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 20:11:32 UTC
From: ratwell@sol.UVic.CA
Message-ID: <ratwell.775167092@sol>
Source record: 99416

I have a friend with a 130XE that we want to use again but the contacts on the bottom of the keyboard are worn off and we need to replace the whole keyboard.

Does anyone know where I can purchase the entire unit (include connector) and how much it will cost?

Many thanks.

Richard
ratwell@sol.uvic.ca

4189. Atari support wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 20:38:42 UTC
From: dhomuth@ednet1.osl.or.gov
Message-ID: <1994Jul25.203842.24691@osl.or.gov>
Source record: 99415

This is being posted on behalf of my brother, who has an Atari 800 and
a 520ST. He wants to find a facility that can fix Atari hardware
and which has hardware and software for sale.

Please reply via e-mail to the above address, including name, address
and phone/fax number. thank you for your assistance.
--
He took his vorpal sword in hand.
Long time the manxome foe he sought.
Then rested he by the tum tum tree
And stood a while in thought. (dhomuth@ednet1.osl.or.gov)

4190. MAPPING THE ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 22:33:32 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <311ejs$cji@charm.magnus.acs.ohio-state.edu>
Source record: 99417

MAPPING THE ATARI
* $5.00

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

4191. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 23:22:34 UTC
From: krishna@max.tiac.net
Message-ID: <311hfr$dn4@sundog.tiac.net>
Source record: 99418

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Hey.. is there ever going to be an >80 COLUMN< TextPro? I'd like to see
: either Itay's or Clay's 80 column implemented. (I'd bet on Clay's (sorry
: Itay!) because it takes qutie a bit less room than a Graphics 8 screen.)

You could probably store the text in memory as ATASCII and just use the
Gr.8 screen as a "blit window" scrolling back and forth on it. I bet
that has been done before. But still, screen redraws are gonna be slow
no matter what.

I know FlickerTerm80 would make a good text editor because it does a good
job with Pico here on the internet. A good text editor or text viewer.

4192. Why do they pick ME!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-25 23:47:11 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940725164714.24005757@sonoma.edu>
Source record: 99419

Am I so different from the other c.s.a.8'ers? Now.. I'm not complaining, it's just I've had this happen a few times before...

People who are farther out from the net or the US or western Europe sometimes start mailing me (Odaman from Japan, some Atari user group from Russia long ago, I think someone from South America somewhere?) and asking questions..

I love the mail.. I love (REALLY love) helping people, esp. when it comes to the Atari 8-bit (and other computers)... but.. I mean, at a glance of comp.sys.atari.8bit, what's so special about ME that people decide I'd be a good person to ask stuff to? I'm by no means an EXPERT.. I know bits and pieces at most for many things (just ask Itay :) .. hehe.. Itay, you're always asking me stuff, and HOW many times have I said: "Uh.. >I< dunno! Ask on c.s.a.8!" :))

Am I alone in this? How many others 'out there' have started correspondances with total strangers (I mean TOTAL.. people who've never or rarely posted before) because they 'picked' you out of the bunch...?

Just something I thought about last night for some reason.. thought I'd add bandwidth ;)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
What machine does Windows 4.0 work best on? A 35mm slide projector.

4193. Re: Why do they pick ME!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 00:43:02 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <311m6m$cs5@charm.magnus.acs.ohio-state.edu>
Source record: 99420

In article <940725164714.24005757@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
>I love the mail.. I love (REALLY love) helping people, esp. when it comes to
>the Atari 8-bit (and other computers)... but.. I mean, at a glance of
>comp.sys.atari.8bit, what's so special about ME that people decide I'd be a
>good person to ask stuff to? I'm by no means an EXPERT.. I know bits and
>pieces at most for many things (just ask Itay :) .. hehe.. Itay, you're always
>asking me stuff, and HOW many times have I said: "Uh.. >I< dunno! Ask on
>c.s.a.8!" :))

It probably has something the do with the fact that you're one of the
more prolific (or maybe THE most prolific) poster here, giving you
visibility and recognition, PLUS, you seem to be fairly knowledgable.
For the most part, it seems that those more knowledgable than you
don't post as much.

>Am I alone in this? How many others 'out there' have started correspondances
>with total strangers (I mean TOTAL.. people who've never or rarely posted
>before) because they 'picked' you out of the bunch...?

On other groups I've had brief correspondences like that, because of
something specific I posted, but I don't think I've had any thing
quite like you're describing.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4194. Atari hardware? where can I buy?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 00:48:12 UTC
From: x93christia1@wmich.edu
Message-ID: <1994Jul25.204812.19929@wmichgw>
Source record: 99422

I need to know if anybody can tell me any place that I can buy Atari hardware
from, via mailorder preferably, or internet order, phone order etc..
A friend of mine has an old Atari 500 I think.. (not sure on exact one)
but he needs some parts, particularly a new mouse for it since his last one
died... Any infor on find a place to buy Atari hardware would be great!

Please email me ASAP with any info...

99chris2@lab.cc.wmich.edu
or
x93christia1@wmich.edu

thanks

4195. Progress report: Atari "Pocket" Reference

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 00:52:04 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <311mnk$csq@charm.magnus.acs.ohio-state.edu>
Source record: 99421

Just wanted to let everyone know that I really did start typing the
ANALOG pocket reference. I'm adding and clarifying things, so this
one will be bigger and better than the original. (But that will also
make my progress a bit slower.)
So far I have the Basic commands and functions entered, and most XIO
commands (still need the MYDOS ones).

I'm trying to include things not only from Atari DOS (like the
original), but also MYDOS, SpartaDOS 2.3/3.2, and SpartaDOS X.
I'm also going to add to the memory map. The one in the original was
inadequate, in my opinion. Any special requests? (I'm not going to
put the entire Mapping The Atari in, just a few brief highlights.)

I should have it done in a week. Hopefully.

--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4196. Faster plot routines

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 01:00:24 UTC
From: pab@cnx.sccsi.com
Message-ID: <cf7_9407260315@cnx.com>
Source record: 99448

It's 0:33 AM and I'm actually replying to KENDRICK@SONOMA.EDU's message!

K>I'm wondering what really good, FAST replacement routines there are for
K>the
K>Atari's plot/drawto routines? I'm sure I could write something myself
K>in
K>Action! (for example) but the only plot routine I know is pretty slow
K>in itself
K>and even compiled would probably go slower than the ROM's routines.

The ones in the XL/XE OS are awfully fast. It would be hard to write
faster routines in ML, let alone Action!

If you want to speed up graphics routines, don't use PLOT or DRAWTO at
all. Lay out your screen memory ahead of time and display it all at
once by switching to/addresses in a display list. The main slowdown is
in calculating memory location and bit layout in PLOT and calculating
the delta in DRAWTO. Don't make it calculate, and you don't have
slowdowns.

---
* QMPro 1.52 * If God were female, do you REALLY think men would exist?
+--+
|Pab Sungenis, Vineland NJ Why would I WANT to speak for WBNJ?|
+--+
| "Cause and effect. Chain of events. |
| All of the chaos makes perfect sense. |
| When you're spinning 'round, things come undone. |
| Welcome to Earth: Third Rock From The Sun." |
+--+
The Limbaugh Turnpike of Truth: Closed soon for repairs?

4197. Re: Guess nobody wants to

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 01:00:25 UTC
From: pab@cnx.sccsi.com
Message-ID: <cf8_9407260315@cnx.com>
Source record: 99449

It's 0:37 AM and I'm actually replying to GLENN M. SAUNDERS's message!

GMS>commented source code then somebody could go in and do a housecleaning of
GMS>the banked ram and disk routines so that we'd have a 4 megabyte LINEAR
GMS>transparently banking word processor and a 4 megabyte compatible
GMS>Spreadsheet both compatible with hard drives.

Neat idea, Glenn. Too bad there isn't a standard (not even a NEWELL
standard) for everything between 128K and 4 Meg. Maybe if you offered a
menu, or had a REALLY good checking routine to determine which bits were
for RAM and which were for other things. And then there's possible
conflicts with Ramdisks and SDX....

---
* QMPro 1.52 * A clean disk is the sign of somebody who doesn't BBS
+---+
|Pab Sungenis, Vineland NJ Why would I WANT to speak for WBNJ?|
+---+
| "Cause and effect. Chain of events. |
| All of the chaos makes perfect sense. |
| When you're spinning 'round, things come undone. |
| Welcome to Earth: Third Rock From The Sun." |
+---+
The Limbaugh Turnpike of Truth: Closed soon for repairs?

4198. Re: Guess nobody wants to

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 01:00:25 UTC
From: pab@cnx.sccsi.com
Message-ID: <cf9_9407260315@cnx.com>
Source record: 99450

Half naked and half sedated, JEFFREY J. MCWILLIAMS ran through the streets
screaming something about "Re: Guess nobody wants to...."

JJM>Are you familiar with the Atari Classics mail campaign ???

Bad example, Jeff. AC didn't exactly get support after-the-fact.

---
* QMPro 1.52 * he's outrageous, he screams and he bawls...
+--+
|Pab Sungenis, Vineland NJ Why would I WANT to speak for WBNJ?|
+--+
| "Cause and effect. Chain of events. |
| All of the chaos makes perfect sense. |
| When you're spinning 'round, things come undone. |
| Welcome to Earth: Third Rock From The Sun." |
+--+
The Limbaugh Turnpike of Truth: Closed soon for repairs?

4199. hehe

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 01:00:25 UTC
From: pab@cnx.sccsi.com
Message-ID: <cfa_9407260315@cnx.com>
Source record: 99451

Quoting the inspirational words of KENDRICK@SONOMA.EDU:

K>Mapping uses "above" and "below" a lot, but I'm not sure whether "above"
K>means
K>"locations with larger (higher) values" or the opposite!

K>Can someone help me?

This should be in the FAQ. The lower the address, the lower the memory.
The higher the address, the higher the memory.

K>Now.. how do I go about finding what "MYSETx"s should equal!?
K>I did this:
K> BYTE FRE=106
K> ...
K> MYSET1=FRE-16 (and -20, and -24, and -30, and so on)
K> MYSET2=MYSET1-4 (4 pages=1k, so in essence the first font in RAM is

Correct, basically. Try it like this:

```
BYTE RamTop=106
..
RamTop==-16
Graphics(0)
Myset1=RamTop
Myset2=RamTop+4
;etc.
```

Always do a Graphics(x) call after changing RAMTOP. This moves the
display list and screen RAM above the new high pointer. That way your
data won't interfere with the screen or vice-versa. (The Graphics 0
screen is always around 1K under RAMTOP.)

K>Also, At the moment, I'm using MOVEBLOCK() calls in my VBI.. stupid, huh?
K>I think using CARD movement should speed that up (and shrink it!), no?

Uh, yeah. Don't use any library routines in your VBI. Make your VBI's
as tight and self-contained as possible.

K>HELP ME! I'VE CALLED A VBI AND I CAN'T TURN IT OFF!

See previous post. Chest pains or someone outside your window are other
problems. (Old joke)

---
* QMPro 1.52 * It is hard to believe that even his friends like him.
+--+
|Pab Sungenis, Vineland NJ Why would I WANT to speak for WBNJ?|

```
+-------------------------------------------------------------------+
| "Cause and effect. Chain of events. |
| All of the chaos makes perfect sense. |
| When you're spinning 'round, things come undone. |
| Welcome to Earth: Third Rock From The Sun." |
+-------------------------------------------------------------------+
```
The Limbaugh Turnpike of Truth: Closed soon for repairs?

4200. Re: turning off VBI's

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 01:00:25 UTC
From: pab@cnx.sccsi.com
Message-ID: <cfb_9407260315@cnx.com>
Source record: 99452

And now, listen to the writings of KENDRICK@SONOMA.EDU:

K>Finally, what's wrong with doing this for the VBLANK routine:?

K>PROC VBLANK=$0600()

K>which replaces the generic, "it goes where the compiler sticks it":

This tells Action! that there is a routine at $600 that it should JSR to
when a VBLANK() statement appears.

K>Since Action! can't take more than 8 parameters to a PROC or FUNC, I'm
K>supposing the reason they said 'byte' and not 'parameter' is so that you
K>can
K>stick stuff together into cards which'll let you pass more than 8
K>bytes.
K>(Or perhaps even a byte or array?)

Action! places your arguments as needed based upon their declarations.
If your original declaration was:

PROC MyStuff(BYTE x,x1,x2,x3, CARD xc, BYTE y,z, CARD yc)

And you passed:

MyStuff(10,11,12,13,14,15,16,17)

The argument stack would look like this:

A 10
X 11
Y 12
$A4 13
$A5 0
$A6 14
$A7 15
$A8 16
$A9 0
$AA 17

Note that where a BYTE value is being passed, it takes up a single byte.
CARDS are stored in LSB/MSB order.

K>Anyways, can't SETVBV(7,VBLANK) replace SETVBV(7,VBLANK/256,VBLANK&255)
K>or
K>are the bytes backwards? (X=low, Y=high, does just using "VBLANK" as a
K>card
K>stick the wrong values into X and Y ?)

No, it would store them correctly (i.e.: the way you want them). Your example above (VBLANK/256, VBLANK &255) is doing it backwards. x/256 gives the MOST significant byte.

---
* QMPro 1.52 * Microsoft debugging: If it compiles, ship it!
+--+
|Pab Sungenis, Vineland NJ Why would I WANT to speak for WBNJ?|
+--+
| "Cause and effect. Chain of events. |
| All of the chaos makes perfect sense. |
| When you're spinning 'round, things come undone. |
| Welcome to Earth: Third Rock From The Sun." |
+--+
The Limbaugh Turnpike of Truth: Closed soon for repairs?

4201. Re: Progress report: Atari "Pocket" Reference

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 01:08:25 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <311nm9$s0c@nic-nac.CSU.net>
Source record: 99423

Rob.. check out the MyDOS docs for XIO command DETAILS (which work under Sparta also, etc).. here's MY list..

(I have some references which list fun POKE / PEEK locations, the musical note SOUND pitches, disk stuff, fun USR() calls in BASIC, etc.)

13 STATUS request
32 Rename
33 Delet
34 Make dir (MyDOS, I think Sparta too??)
35 lock file
36 unlock file
39,40 load (if aux1=4 then run.. if aux1=5 then load)
41 change dir (MyDOS, see above)
253 Format single (DOS 2.5)
254 Format (DOS 2.0 = single, DOS 2.5 = enhanced, MyDOS = single or set density. Aux1(I think)=1 for enhanced in MyDOS)

OPEN modes:

4 read
6 directory
7 directory input (DOS 2.5 only is what I have down.. I have NO idea what it is.. I forgot! :))
8 open for write
9 open for append write
12 read/write mode
13 concurrent (R: handlers)

that good enuf for now!? :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
C:\WINDOWS> del *.*

4202. Re: 1450XL FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 02:05:57 UTC
From: bryedewa@news.delphi.com
Message-ID: <311r25$d7r@news.delphi.com>
Source record: 99424

I'm really confused. What's a 1450XL? Wasn't there only the 1400xl and 1450xld? Also, did ANY of these carry the proper nameplate or did they all say 1200XL? Also, HOW CAN I RAISE $210 quick?!?!?!?!?!?!

-Bry

4203. sio emulator (was: Re: XF2's graphics.. but how!?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 02:19:47 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.94Jul25211947@paris.utdallas.edu>
Source record: 99425

In article <1994Jul14.133632.16749@ultb.isc.rit.edu> feb6399@ultb.isc.rit.edu (F.E. Barrus) writes:

(In response to my offer of an sio emulator for the IBM)

> Yes, I'd be very interested in such a thing. I tried making sort
> of a 'reverse SIO2PC' last summer to hook up Atari peripherals to
> anything with an RS232 (like a PC running Linux, or even the
> VAX's, or Alpha's at RIT) but I could never seem to get it to work.
> I know I was sending valid status requests to the drive, but it
> either never responded, or I wasn't getting the response. I figured
> it was because the clock signal was also needed, and I wasn't
> supplying it. So, let me ask you-- which signals to the SIO did
> you actually use or need to get it to work correctly?

> And definately post the source, and a pinout for the cable, if you can.
> Thanks (and could you email it too, in case I miss it?)

> - Frank
> (feb6399@ultb.isc.rit.edu)

> (yup, still .sig-less.... one of these days....)

I uploaded the file "siocopy.zip" to umich but I have not been able to get back on (to umich) to verify the location of the program.

I would have perferred to use the serial port on the IBM, but adding rs232 drivers and getting the serial com. chip to "lock" onto the Atari SIO data rate added some complexity that I did not want to deal with.

The clock signals (pins 1 and 2) are not used by Atari for anything (as far as I know). I used the following pins:

data in pin 3
gnd pin 4
data out pin 5
gnd pin 6
cmd/ pin 7
rdy pin 10

Pin 10 (rdy) must have a logic high. Some peripherals draw power from this pin, but luckily the disk drive does not.

The critical timing appears to be between the lowering of the command line (pin 7) and the start of serial data (I used ~1msec). The time from the end of serial data to raising the command line is not as critical. The serial data rate only needs to be close to 19000 bits per second (note that 19200 bps did not work.)

I hope this helps

Mike Munoz

4204. Unfinshed Emulator Source (was: Re: XF2's graphics.. but how!?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 02:36:37 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.94Jul25213637@paris.utdallas.edu>
Source record: 99426

In article <305jk4$s6d@prakinf2.PrakInf.TU-Ilmenau.DE> blume@rz.tu-ilmenau.de (Ralf Blume) writes:

> In article <MUNOZ.94Jul11102413@paris.utdallas.edu>, munoz@paris.utdallas.edu (Michael Munoz) writes:
> > If anyone is interested in looking at the source code for an atari emulator,
> > I would be willing to upload the source code. If anyone wants to try and
> > finish the emulator, also let me know... I will have to update the
> > documentation. (I wrote the documentation before I wrote any code. So the
> > documention does not necessarily reflect the current program.)

:I like to see your assembler source code, but I'm also interested in your first
:attempt trying c++ for emulator development.
:Your updated documentation is highly appreciated.

:Ralf Blume

I have received enough requests that I will upload both the c++ source
code and the assembler source code for my atari emulator onto 'umich'
as soon as I update the documentation (in about a week).

I must apologize, I had planned on updating the documentation sooner
but instead I wound up finishing all of the graphics modes and adding
player graphics. I was in the middle of trying to figure out the
best way to do collision detection when I came to my senses. This
emulator stuff is very addictive.

Also a note of caution, I will not upload the Atari ROM code. SO
if you want to run the emulator, you will have to dump your
Atari 400/800 ROMs (800xl,1200xl,130xe ROMs cannot be used as
written) in Atari 2.0 DOS format in a file called Atari.rom.
(If the Atari ROMS are no longer copyrighted, let me know.)

Mike Munoz

4205. Re: Atari 800 + goodies

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 02:38:27 UTC
From: romer@access1.digex.net
Message-ID: <311sv3$she@news1.digex.net>
Source record: 99427

: For the courier: Do you check your E-Mail?

At least once a day (evenings, usually)... sometimes twice (mornings)...

4206. Re: Progress report: Atari "Pocket" Reference

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 04:18:59 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3122rj$deh@charm.magnus.acs.ohio-state.edu>
Source record: 99428

In article <311nm9$s0c@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Rob.. check out the MyDOS docs for XIO command DETAILS (which work under
>Sparta also, etc).. here's MY list..

Thanks, that'll help. The tough part is what to leave out.

>7 directory input (DOS 2.5 only is what I have down.. I have NO idea what it
> is.. I forgot! :))

Never heard of this one. I'll look in my books for it. Don't see how
it could differ from 6..... unless... maybe it reads the whole
directory on an enhanced density disk, rather than just the first
half.

>13 concurrent (R: handlers)

there's another one I didn't know, but it does sound vaguely familiar.

>that good enuf for now!? :)

Yep, thanks. Now I can delay copying the MYDOS docs to the PC a
little longer.

>-bill
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>C:\WINDOWS> del *.*
This works better: C:\> deltree WINDOWS /y
but I prefer: % rm -rf /dos/*

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4207. Re: Unfinshed Emulator Source (was: Re: XF2's graphics.. but how!?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 04:25:55 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <31238j$deq@charm.magnus.acs.ohio-state.edu>
Source record: 99429

In article <MUNOZ.94Jul25213637@paris.utdallas.edu>,
Michael Munoz <munoz@paris.utdallas.edu> wrote:
>Also a note of caution, I will not upload the Atari ROM code. SO
>if you want to run the emulator, you will have to dump your
>Atari 400/800 ROMs (800xl,1200xl,130xe ROMs cannot be used as
>written) in Atari 2.0 DOS format in a file called Atari.rom.
>(If the Atari ROMS are no longer copyrighted, let me know.)

Couldn't one of the translators (especially the official Atari disk
and the ANALOG "Homemade Translator") be used for this somehow?
Setting up the ANALOG translator involved copying the ROM from an 800
to the disk.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4208. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 06:41:40 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <312b75$5ps@usenet.INS.CWRU.Edu>
Source record: 99430

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

>: Hey.. is there ever going to be an >80 COLUMN< TextPro? I'd like to see
>: either Itay's or Clay's 80 column implemented. (I'd bet on Clay's (sorry
>: Itay!) because it takes qutie a bit less room than a Graphics 8 screen.)
>
>You could probably store the text in memory as ATASCII and just use the
>Gr.8 screen as a "blit window" scrolling back and forth on it. I bet

Speaking of TextPRO and 80 columns, I'd had the chance to have lunch with
Ronnie several months ago and at that time he'd said he didn't think it
would be too hard to make TP XEP80 compatable... With Mike H. coming out with
his 80col card from the MIO, maybe I need to nudge Ronnie to make an XEP
version.

RE: FlickerTerm as a text processor...on my mono Magnvox it looks fantastic!
on my 1702, the flicker drives my up the wall.

Write Ronnie and tell him you want an 80 col version...he needs to hear from
more than just two or three people.

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

4209. Re: Why do they pick ME!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 06:51:12 UTC
From: bz284@cleveland.Freenet.Edu
Message-ID: <312bp0$61p@usenet.INS.CWRU.Edu>
Source record: 99431

In a previous article, KENDRICK@sonoma.edu (r.17858.18933.followup -h
/tmp/nr.17858.18933.headers) says:

>I love the mail.. I love (REALLY love) helping people, esp. when it comes to
>the Atari 8-bit (and other computers)... but.. I mean, at a glance of
>comp.sys.atari.8bit, what's so special about ME that people decide I'd be a

Simple Bill, you tend to post a lot. People see your name regularly in the
header and after a while just feel that you're the person to ask.

It's no big deal, I'm sure people like Michael Current and Glenn Saunders
get a number of similar posts as well...I'm avg. about 4 per day...

Fun, fun, fun, but we do it because we love it!

--

Mike Todd Info-Atari8 Digest
bz284@cleveland.freenet.edu GEnie = S.SNYDER10
snyder10@convex1.tcs.tulane.edu CIS =

4210. Re: Disk access vector on MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 07:35:33 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Jul26.073533.25987@iglou.com>
Source record: 99432

Why do you want to use an address other than $E453 for SIO?
Mydos version 4.50 and later have an ascii "M" in the first byte of the
first sector. This byte is "S" for Spartados disks and $00 in most oter
disk operating systems.
In the flag byte for each directory entry, one of the bits (I forget
which one) tells whether the links are Atari style (file number plus
10-bit link) or Mydos style (no file number, 16-bit link).
Directories are still 8 sectors long in double density. Only the first
128 bytes of each directory sector are used.
--
Bill Marcum bmarcum@iglou.com
If laughter is pronounced "lafter", shouldn't daughter be dafter?

4211. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 07:38:54 UTC
From: jjmcwill@next5
Message-ID: <312eie$ih@mtu.edu>
Source record: 99433

Well, I downloaded all Mike's newly uploaded goodies.
It turns out that you need to run SHELLGX even if you are using
3.2g and not 3.2gx version of SpartaDOS from FTE.

Kudos to FTE for making the CD, RD, and MD commands in 3.2g to match those
in SD-X. Now if I'd only quit confusing the Unix equivalent commands with
those of SpartaDOS!!

Although I got Flickerterm's flicker to a tolerable even on this cheapo
RCA black and white monitor designed for closed circuit cameras,
the character set is too hard to read: the letters are all mashed into
each other.
I think this can be solved with a little editing of the character set.
I also plan on hooking this up to my Goldstar greenscreen and see how
that changes things. I have noticed a difference with ICE-t, and maybe
it will make a difference with this flickerterm also.
By the way, has anyone gotten it to work with SpartaDOS-X?
It crashed on me, using an Rverter. I'm running Flickerterm under SpartaDOS
3.2g now.

An 80 column version of Textpro would REALLY be nice, especially with all the
new featues that have been added to it.
80 columns would make it one of the most usable word processors for the 8 bit
machine.

I still find myself running Turboword (bleah) just for the 80 columns used
by the XEP80. I think screen updates with the XEP80 and Textpro would make
it kinda slow, unless somebody can figure out how Atari custom wrote
their Atariwriter 80 driver to work so quickly with the XEP80 device.
I don't even think EMAX, which was written to take special advantage of the
"high speed modem" in the standard XEP80 handler updates as quickly as
Atariwriter 80 does.

I'll be waiting anxiously to see what comes of the FTE MIO/80 column
card project for sure!

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4212. Re: Why do they pick ME!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 07:48:36 UTC
From: thester@nyx.cs.du.edu
Message-ID: <312f4k$ae@nyx.cs.du.edu>
Source record: 99434

```
In article <312bp0$61p@usenet.INS.CWRU.Edu>,
Mike W. Todd <bz284@cleveland.Freenet.Edu> wrote:
>
>In a previous article, KENDRICK@sonoma.edu (r.17858.18933.followup -h /t
p/nr.17858.18933.headers) says:
>
>>I love the mail.. I love (REALLY love) helping people, esp. when it com
s to
>>the Atari 8-bit (and other computers)... but.. I mean, at a glance of
>>comp.sys.atari.8bit, what's so special about ME that people decide I'd
e a
>
>Simple Bill, you tend to post a lot. People see your name regularly in
he
>header and after a while just feel that you're the person to ask.
>
>It's no big deal, I'm sure people like Michael Current and Glenn Saunder

>get a number of similar posts as well...I'm avg. about 4 per day...
>
>Fun, fun, fun, but we do it because we love it!

Except now that it's established that _our_
"Michael Current" is alive and well, you can bet
he gets more email than if he wasn't. :-)

Tim Hester

--
\_o The device you see here is not to be confused with a .sig. o_/
\_o It is a USENET SUSPENSOR, capable of withstanding up o_/
\_o to 10 lbs of digital-diarrhea. Do NOT exceed! o_/
\_o_o_o_o_o_o_o_|thester@nyx.cs.du.edu|_o_o_o_o_o_o_o_/
```

4213. What is the best GFX on 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 08:56:59 UTC
From: bryedewa@news.delphi.com
Message-ID: <312j4r$6l5@news.delphi.com>
Source record: 99435

I was wondering... for all those who view pictures on the 800/XL/XE, what is the best display method known of to date? I know of COLORVIEW's 80x192 with 4096 colors, but has anyone beat that yet? I was curious about messing with display methods and wanted to know where I should start.

-Bry

4214. 2 thumbs up for Flick80

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 10:32:59 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <312oor$nud@usenet.INS.CWRU.Edu>
Source record: 99436

HI All,

Just tried Flick80 last night ... very impressive. It is easy
to see how it got its name on a regular TV, but on a 1702
monitor, the output is GREAT. At least this prgm. works with
my system .. still haven't been able to get Ice-T to work
with SpartaDos. I await the release of the final version,
as this version cannot upload...

Good Job!!!

Bill

4215. Re: 1450XL FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 11:20:42 UTC
From: krishna@max.tiac.net
Message-ID: <312ria$r9i@sundog.tiac.net>
Source record: 99437

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:

: I'm really confused. What's a 1450XL? Wasn't there only the 1400xl and
: 1450xld? Also, did ANY of these carry the proper nameplate or did they
: all say 1200XL? Also, HOW CAN I RAISE $210 quick?!?!?!?!?!?!

: -Bry

I think the 1400XL may have referred to a machine with only the speech and no modem and drives. The 1450 may have meant the modem add-on. My board says 1450 too but I still call it a 1400 because 1450 connotes drives even without a D.

4216. WANTED: Gyruss!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 12:30:29 UTC
From: sydtech@winternet.com
Message-ID: <312vl5$8l3@blackice.winternet.com>
Source record: 99439

Was this EVER done for the 8-bit?

4217. Re: Why do they pick ME!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 13:02:00 UTC
From: kamaro_kid@delphi.com
Message-ID: <RSxwzeo.kamaro_kid@delphi.com>
Source record: 99438

Oh.. Stop it now. You're not the only one getting bombarded by questions.
I too have had my fair share launched at me.

In fact, in the last few weeks, I've manually mailed out at least 20
copies of the 8bit FAQ..

4218. Re: WANTED: Gyruss!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 15:27:23 UTC
From: moran@bnr.ca
Message-ID: <313a0r$oth@bmerha64.bnr.ca>
Source record: 99440

Sydtech (sydtech@winternet.com) wrote:
> Was this EVER done for the 8-bit?

YES! I had a copy of it. I think it was originally a cart
game by Parker Bros.

Gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4219. Re: 2 thumbs up for Flick80

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 16:38:38 UTC
From: jjmcwill@next5
Message-ID: <313e6e$j9k@mtu.edu>
Source record: 99444

Bill Somrak (aj445@cleveland.Freenet.Edu) wrote:
:
: HI All,
:
: Just tried Flick80 last night ... very impressive. It is easy
: to see how it got its name on a regular TV, but on a 1702
: monitor, the output is GREAT. At least this prgm. works with
: my system .. still haven't been able to get Ice-T to work
: with SpartaDos. I await the release of the final version,
: as this version cannot upload...

Well, it doesn't seem to work for me and SpartaDOS-X, and an Rverter
cable. Also, the characters seem more difficult to read than ICE-T's
do. They appear mashed into one another.
Maybe It's this monitor.

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4220. Old 8 biter Returns :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 18:06:24 UTC
From: traynost@craft.camp.clarkson.edu
Message-ID: <313jb0$krr@library.erc.clarkson.edu>
Source record: 99445

Hi All;

It's been a LONG time sense i have booted up my old 8 biter, and was
wondering :

1] is Bob Puff still around? I used to call his bbs and was
a friend a long time ago (Yes, it does date me :()
2] Is there a source for 8 bit hardware anymore? i need a
PS for my 800xl, and wanted to pick up some more
hardware..
3] And Yes, i finally got my 3" drives working fine again... :)
(Who remembers those Amdek's? dualies? :))

Later, and hope to find old friends again... :)

Scott "Who me? I program Old Xenix machines, whats a pentium?" Traynor
---
Scott T. Traynor @ | "Brain! Brain! What is Brain?"
traynost@craft.camp.clarkson.edu | -Star trek The Old Generation :)
Aka Tomcat on Several Muds :) (Meow) | "You Grunts wanna live forever?"
"ME Mispell? Naaaa!" | -Unknown Platoon Sargent

4221. Re: Atari 800 + goodies

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 18:15:05 UTC
From: cmwagner@gate.net
Message-ID: <313jr9$ln4@tequesta.gate.net>
Source record: 99446

G. Mayner (gmayner@access.digex.net) wrote:
: For future reference if someone is giving something away I suggest those
: interested include their phone number or physical address rather than
: simply continuing to post E-Mail with more and more questions.

I don't know anything about this message, but here is a few points, whether
you are giving it away or not, to help you sell it:

1. Expect people to ask questions, you would get less if you give more details.
2. Expect people outside of your own town to be interested, offer shipping
(COD) at the buyer's cost.

: For the guy who sent his address and offer to send a check for shipping:
: It'll be there soon!

So you did sell it, and now your happy and someone else is happy.

I have bought and sold alot of stuff on different networks, and experience
has taught me that you need details, details, and details. But then again
if your selling a whole system for $50 then what do you expect for the seller?

I would buy an entire system for $50, the drive is worth nearly that much and
I could easily make a quick profit.

Don't take this as offense, I was trying to help, but you already sold it. :)

4222. Info about the 850-Interface required

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 18:46:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2e35787f@p17.f1540.n244.z2.fidonet.org>
Source record: 99482

Freitag, 08 Juli 1994 17:31, Michael Current wrote to All:

MC> The Atari accoustic modem is model 830, and it connects to the
MC> R1: port of the 850 Interface Module. Pinouts are in the FAQ
MC> List. The highest baud rate supported by the 830 Accoustic Modem
MC> is just 300 baud.
Hi Michael,

I only found the Data-Pinouts in the FAQ for the 850er Interface....
These days I did get an 850 without Power-Supply :-(
Could I use the same as used by an ATARI 800 or an ATARI 1050 ??

By the Way: I did also only found the Power-Pinouts for the Computers in the
FAQ. Is there any chance to add an area into the FAQ witch Power the other
Equiqment, like an Printer or Modem etc, need to word correctly.

THANX to you for posting the actual FAQ here :-))

Bye from Germany (Frankfurt/Main)
Guido

4223. Re: AR - THE DUNGEON

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 20:44:04 UTC
From: mattk@netcom.com
Message-ID: <mattkCtKExG.MzJ@netcom.com>
Source record: 99454

jscharrl@ba-stuttgart.de (Jochen Scharrlach) writes:

>RWILMOTT@DELPHI.COM (rwilmott@news.delphi.com) wrote:
>> ricortes@delphi.com writes:

>> >shipwreck, oracle, bloodstone

>> Better question - what's the gargoyle's name?

>Shingor

Hi Jochen,

How did you find that one out (who told you/which character/etc)

Matt <mattk@netcom.com>

4224. Free ATR 8500 (almost) to good home

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 21:27:46 UTC
From: ccastn1@phantom.oit.gatech.edu
Message-ID: <313v4i$8n1@phantom.oit.gatech.edu>
Source record: 99453

I have an ATR 8500 (never released new version of the ATR 8000) free to a good home. All I ask is $10 to cover shipping costs and packing materials. It includes the motherboard, power supplies (2), cables, manuals, and software (CP/M and the ROM source code). It does _not_ include the board necessary to connect it to an Atari, nor does it include a case.

I am hoping it will go to someone who has the time and knowledge to make use of it.

Reply by e-mail to ccastn1@oit.gatech.edu

4225. Re: Faster plot routines

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 21:59:22 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3140vq$3mj@nic-nac.CSU.net>
Source record: 99455

!??!?!?! The OS plot/draw routines are FAST ENOUGH!?

I BEG TO DIFFER! They've been called all sorts of names by lots of people ;)
but I dont believe 'fast enough' was ever one of them (until now)..

The OS routines are coded so that they can draw in any mode, from 0 to 15..
it'd be much more efficient (so far as SPEED vs. memory) to code a routine
for all 16 modes.. but they did it the other way 'round because of memory
contraints.. (thank god :) .. until now.. when speed would be nice :))

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I've gone to the bathroom TWICE already! And I'm going AGAIN!

4226. MyDOS CLI in the works again

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 22:52:08 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940726155205.2400866e@sonoma.edu>
Source record: 99456

:)

And this time I know what I'm doing .. sorta :)

I'm just curious.. where's a good place to store parameters?
I'm having a little trouble with page 4 but I think that's the Action!
compiler's fault. Also, page 6 is a nice place.. but everyone ELSE uses it
too.. either for temporary storage or other things.. I MAY use it just
because few corruptable things are placed there (DLI's, VBI's, etc) and even
if a program overwrites (temporarily) page 6, it doesn't matter because it's
only used once between programs (the CLI writes, the executable program
reads)

For NOW, I'm just using D9: RAMdisk for the CLI.COM program (which will become
DUP.SYS) and for the parameters (stored in a file called "PARAMS.DAT"..
lame, I know.. but it works, and it's by no means permanent!)

Since my only other WORKING CLI was COM_RUN, do any of you out there who had
experience with that bit of code have any suggestions or comments I should
hear now!? :) (COM_RUN is available via FTP at UMich.. I forget where.
It's either COM_RUN.ARC (perhaps two ARCs?) or COMRUN.ARC (no underscore)
and requires TurboBASIC XL and prefers MyDOS)

Thanx in advance!
Wish me luck! hehe

-bill

kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I did this survey.. I watched people in a grocery store, and all they did
was buy food! I mean, there's more to life than eating! - nice response :)

4227. Re: Atari 800 + goodies

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 23:12:05 UTC
From: gmayner@access3.digex.net
Message-ID: <314585$4e2@access3.digex.net>
Source record: 99458

The point is I did NOT sell it. I GAVE it away! :-) I'm happy and somebody else is thrilled! Thanks for the advice.

REgards,

Garry

4228. Re: Argh! Emulator Discussion Sinks!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 23:24:42 UTC
From: krishna@max.tiac.net
Message-ID: <3145vq$cpi@sundog.tiac.net>
Source record: 99457

Vladimir Elberg (ve1@cec1.wustl.edu) wrote:

: What is on a cartrige that cannot be put to disk. I have some games that are
: from a 5200. I also have a lot of carts that are on disk as well. Logo is an
: exaple, Atariwriter.

Bounty Bob Strikes Back is a case in point. It is BANKED ROM. YOu can't emulate Banked ROM easily in RAM. With an emulator you have a chance, but you still have to read off the banked ROM and mimick the banking logic in the cart board. Many XEGS carts use banked ROMs. Like Flight Simulator (I know it's also on disk). We got away from 8 and 16K linear ROMs in the mid '80s dude.

Need I bring up SDX into the discussion? I suppose that doesn't count since that is a "serious application" and emulation almost certainly means nothing but game duty so things like that are useless in that environment.

4229. Re: Guess nobody wants to

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 23:29:30 UTC
From: krishna@max.tiac.net
Message-ID: <31468q$cpi@sundog.tiac.net>
Source record: 99459

Pab Sungenis (pab@cnx.sccsi.com) wrote:
: Neat idea, Glenn. Too bad there isn't a standard (not even a NEWELL
: standard) for everything between 128K and 4 Meg. Maybe if you offered a
: menu, or had a REALLY good checking routine to determine which bits were
: for RAM and which were for other things. And then there's possible
: conflicts with Ramdisks and SDX....

I don't think I said anything about hardcoding a banking scheme.

You could just load a simple text file with hex values for the banks you
want to be able to utilize.

BANK.CNF

And have a bunch of starter text files preconfigured for various upgrades
for the layman.

4230. Re: 2 thumbs up for Flick80

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 23:33:39 UTC
From: krishna@max.tiac.net
Message-ID: <3146gj$cpi@sundog.tiac.net>
Source record: 99460

Jeffrey J. McWilliams (jjmcwill@next5) wrote:

: Well, it doesn't seem to work for me and SpartaDOS-X, and an Rverter
: cable. Also, the characters seem more difficult to read than ICE-T's
: do. They appear mashed into one another.
: Maybe It's this monitor.

They ARE mashed together. How else do you get 4 bits? I hope you don't intend on redefining the set to 3 bits. That would be a waste. 3 bit SUUUUCCCCKKKKSSS!!!!!!!!!!! They ARE mashed but they don't bleed together as far as I'm concerned due to the fact that one is decaying while the other is brightest so they are at equal brightness over the boundary only for a tiny fraction of a fraction of a second. If you saw the same font in Gr.8 it would be MUCH more mashed-looking.

I don't know why Flick might not like SDX. I suggest mailing clay at:

E.HALLIWELL@genie.geis.com

with your bug report and he can work it out.

4231. Re: WANTED: Gyruss!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-26 23:35:18 UTC
From: krishna@max.tiac.net
Message-ID: <3146jm$cpi@sundog.tiac.net>
Source record: 99461

Gavan Moran (moran@bnr.ca) wrote:
: Sydtech (sydtech@winternet.com) wrote:
: > Was this EVER done for the 8-bit?

: YES! I had a copy of it. I think it was originally a cart
: game by Parker Bros.

It was a very good port. The graphics were as close as you can get it on the Atari8. A little flicker and some times where sound channels get cut off in the wrong places are the only times I notice differences between it and the arcades, and there has been a Gyruss coin-op in my area for years so I KNOW that game.

4232. Jview and SD 3.2

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 01:19:47 UTC
From: krishna@max.tiac.net
Message-ID: <314cnj$efa@sundog.tiac.net>
Source record: 99462

Has anyone gotten Jview XL to work with Sparta 3.2?

I thought it was impossible but when I got my registered copy Jeff says that it will refrain from using the under the OS RAM in favor of an XE bank with Sparta. In practice I found that Jview would load, but when you load a pic, it will THEN crash. Is it futile or would some combination of KEY OFF or XDIV help?

4233. Re: Guess nobody wants to

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 03:08:51 UTC
From: jjmcwill@next5
Message-ID: <314j43$fgn@mtu.edu>
Source record: 99464

Well, I am slowly working on a memory configuration add on for Textpro
5.2. The way I've planned it will work is this:

First, if you use a RAMDISK, be sure your Ramdisk is EMPTY before running
Textpro and the configuration module.

The module will ask you to enter the drive number of the Ramdisk.
It will open a file called "Dn:junk.txt" for write, and
keep dumping a certain byte into that file, until a disk full error
is returned from CIOV.

Once that is done, the program starts banking, looking for banks which
don't contain that data byte. If it finds them, it considers them untouched
by the RAMDISK, and thus free for use by Textpro.
The banking routine will assume that the OSROM enable bit is still used
for the OS ROM, and that the CPU enable banking bit is still used to
enable banking. All other bits will be twiddled. This will allow the
program to search through a maximum 64 banks looking for free ones.
The free ones will be saved as part of the TOOLS or BANKUTIL addins
so that you can then use those add-ins to configure Textpro for
from 1 to 64 banks of extended memory.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4234. Re: 2 thumbs up for Flick80

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 03:11:21 UTC
From: jjmcwill@next5
Message-ID: <314j8p$fl7@mtu.edu>
Source record: 99465

Glenn M. Saunders (krishna@max.tiac.net) wrote:
:
: They ARE mashed together. How else do you get 4 bits? I hope you don't
: intend on redefining the set to 3 bits. That would be a waste. 3 bit
: SUUUUCCCCKKKKSSS!!!!!!!!!!! They ARE mashed but they don't bleed together
: as far as I'm concerned due to the fact that one is decaying while the
: other is brightest so they are at equal brightness over the boundary only
: for a tiny fraction of a fraction of a second. If you saw the same font
: in Gr.8 it would be MUCH more mashed-looking.
:
Well, I don't like it looking mashed, and to me it looks mashed.
Ice-T to ME is much more readable. Just an opinion, I suspect that
if someone really tries both terminal programs at something like 19.2
that Flickerterm would perform faster. the ANSI graphics seems interesting,
but I currently only need Vt100 emulation.

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4235. Re: Alt. FTP site for SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 03:37:57 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <118481@cup.portal.com>
Source record: 99466

> Yeah, but at least one site I know of does not have updated
> mirroring, the Last time they backed up was in June and I
> want the latest stuff, I am from wuarchive.wustl.edu and my
> site does not mirror with atari.archive.umich.edu all the time
> and June is the latest as it gets and some of the other sites
> dont even have atari 8 bit areas, ST and MAC only.

You're right. Of the three mirrors listed, only src.doc.ic.ac.uk
has a regularly updated 8bit directory. It's in:

computing/systems/atari/umich/8bit

But if the original poster just wanted the SIO2PC files,
wuarchive.wustl.edu will suffice.

Jeff_M_Lodoen@cup.portal.com

4236. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 04:06:03 UTC
From: kamaro_kid@delphi.com
Message-ID: <5Gzyzsr.kamaro_kid@delphi.com>
Source record: 99463

Now I would be more than happy to mail in a sharware fee for an 80 column version of Textpro. Textpro is by far superior to any other word processor on the 8bit Atari, but it only lacks 80 column video. If I could use it on my XEP80, I'd be happy as hell!

No more AtariWriter80, TurboWord80 or WordPerfect 6.2!

4237. 800XL 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 05:23:49 UTC
From: person@plains.NoDak.edu
Message-ID: <CtL2zp.DHq@ns1.nodak.edu>
Source record: 99467

Anybody know where I can get an 850 interface for an 800XL.

My memory on AtariNumbers is hazy, but I think that was the serial/parellel interface. Rigth?

thanx

--
Brett Person
North Dakota State University
person@plains.nodak.edu || person@plains.bitnet
"Dazed and confused, but trying to continue"
- /linux/kernel/traps.c

4238. WANTED: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 05:35:28 UTC
From: sydtech@winternet.com
Message-ID: <314rn0$ifr@blackice.winternet.com>
Source record: 99472

Help! Anyone have this?

4239. modplay1.3

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 05:40:44 UTC
From: student@ernie.psyc.upei.ca
Message-ID: <314s0s$cq9@atlas.cs.upei.ca>
Source record: 99469

```
Hi,
I was wondering if anyone had this program?
I would like a copy. I am going to try to port it to a commodore brand
128 computer.
reply to : yurik@io.org
thx
```

4240. about ATARI 8bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 05:50:39 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9407270549.AA03572@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 99468

Hi, all.

I am looking for ATARI's hardware manual now. Is there
hardware manual(s)?? On AMIGA world, there are many document for
hardware. If someone have such a document, let me know.

I think "memory map" and simple BIOS informations are
written on its manuals, but if we hit hardware directly, we need
hardware docs. Please let me know. But don't show me true BOOKs.
I can't get it, I think. I can get data from only UMICH.

Thanks for your reading. Mails are welcome. :)

/-----\
III | Tetsuo Oda (OdaMan the AMIGA) | . . | A1200(EC020)
/ I \ | PFU Software Laboratory Limited, Japan | L | A500(68000)
ATARI__ | odaman@pfu.fujitsu.co.jp | - | FM-TOWNS(Cx486D)
__ /// | CODE+81-762-86-3228(I can't speak English) | o o | MSXturboR(R800)
\\\/// | ;o - ouch!! ;-/ - Sock!! ;-( ) - Damn!! | > | Atari130xe(6502)
\XX/ | ;(- Shit! X-(- Aggaa! (T-T)g - ????? | o | Guns n' Roses(?)
| | |
(:\/) \ /
\ / Signature, now be building!! :) \ /
V \---/
I lead reck, reck, reck, reckless LIFE, and you know it's my *only* VICE!

4241. Re: Faster plot routines

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 05:53:21 UTC
From: junkster@chinook.halcyon.com
Message-ID: <314soh$s23@news.halcyon.com>
Source record: 99470

Mike Todd <snyder10@rs5.tcs.tulane.edu> wrote:
>
>Ronnie had been using a basic program to de-seg his files, then I showed
>him StreamLiner...He said he was going to make a mod to the source code
>to allow him to get back to dos...

Way off subject here, but the absolute *dumbest* thing about Streamliner
is that all I/O is done a byte at a time, instead of huge blocks. I did
it that way 'cause I liked to watch the numbers increase.

James Hague
junkster@halcyon.com

4242. Re: Faster plot routines

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 06:17:37 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <314u61$34o@nic-nac.CSU.net>
Source record: 99471

Mike (Todd), by any chance is that BASIC de-segmenter one by Itay? I remember he sent me one he wrote but I think I lost it.. not like I NEED it all that badly, but every once in a while I can just HEARD a program loading in byte sized chunks and that bothers me! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
When the hell are we gonna get Action!++ !?!?!? :)

4243. does HSCROL flake in GTIA modes?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 06:34:53 UTC
From: bryedewa@news.delphi.com
Message-ID: <314v6d$1ff@news.delphi.com>
Source record: 99473

I have tried to shift a GTIA mode over 1 clock (HSCROL is supposed to
add a delay of x clocks to a scan) but the pixel boundaries stay put.
Is this my fault or are GTIA modes confined to even scroll values?

-Bry

4244. Re: 1450XL FOR SALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 06:53:35 UTC
From: snyder10@rs4.tcs.tulane.edu
Message-ID: <31509f$nr4@news.cs.tulane.edu>
Source record: 99474

Quoting bryedewa@news.delphi.com

b >I'm really confused. What's a 1450XL? Wasn't there only the 1400xl and
b >1450xld? Also, did ANY of these carry the proper nameplate or did they
b >all say 1200XL? Also, HOW CAN I RAISE $210 quick?!?!?!?!?!?!

I'm going to guess here and say that the 1450xl is the 1450xld with out
the drive...Though from the discription in the 83 mailer that would make it
a 1400xl...Hmmmm. Still, as Ben has said that is what is on the mother board
itself.

Mike Todd
Info Atari8 Digest
Moderator

---
* PabQwk 2.0 #9 * a Classic di-hard and proud of it!

4245. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 06:53:38 UTC
From: snyder10@rs4.tcs.tulane.edu
Message-ID: <31509i$nr5@news.cs.tulane.edu>
Source record: 99475

Quoting jjmcwill@next5

j >By the way, has anyone gotten it to work with SpartaDOS-X?
j >It crashed on me, using an Rverter. I'm running Flickerterm under SpartaDOS
j >3.2g now.

You need to have SDX in osrom mode, not banked mode. In banked mode it
seems to load one half of the screen then quit. Can't really talk about
the Rverter, never having used FlickerTerm with an SX212 or the
Rverter cable itself. Still, if it works with SpartaDOS 3.2g (it does for
me as well) then once SDX is in osrom mode, it will work there as well.

Hope this helps anyone else who's had similar problems.

Mike Todd
Info Atari8 Digest
Moderator

---
* PabQwk 2.0 #9 * That last TagLine was an in-joke (tm)

4246. 1084S and CX84 B&W Monitor Cable

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 07:16:31 UTC
From: mperry@cairo.anu.edu.au
Message-ID: <mperry.775293391@cairo>
Source record: 99476

Well I got hold of a (free!) Commodore 1084S monitor and the only cable I have lying around is an Atari CX82 B&W Monitor Cable. So is this cable wired up the way I need? It being label as B&W kind of bothers me.

Mark Perry
mperry@cairo.anu.edu.au

4247. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 12:17:02 UTC
From: jjmcwill@next5
Message-ID: <315j7u$qin@mtu.edu>
Source record: 99477

Mike Todd (snyder10@rs4.tcs.tulane.edu) wrote:
: You need to have SDX in osrom mode, not banked mode. In banked mode it
: seems to load one half of the screen then quit. Can't really talk about

OS Rom mode? Bleah! Then I can't run TurboBASIC XL! Ahhh me....
if only I had the Mars-8...

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4248. Re: 2 thumbs up for Flick80

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 13:55:35 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <315p0n$6j7@usenet.INS.CWRU.Edu>
Source record: 99478

In a previous article, jjmcwill@next5 (Jeffrey J. McWilliams) says:

>Well, it doesn't seem to work for me and SpartaDOS-X, and an Rverter
>cable. Also, the characters seem more difficult to read than ICE-T's
>do. They appear mashed into one another.
>Maybe It's this monitor.

I've been running FlickerTerm 80 under SDX. I already forget whether it needed "use banked" or "use osram," but for me it definitely made a difference.

I do agree that Ice-T is more readable than Flick80, but of course they're both much better than the old gr.8 method.

All of my usage is on an 80 column mono monitor.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4249. Wanted to buy...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 14:09:57 UTC
From: i921652@redgum.ucnv.edu.au
Message-ID: <315prl$9j8@sheoak.ucnv.edu.au>
Source record: 99504

If anyone in Victoria, Australia has an 8 bit with disk drive that they want to sell me, then please get in touch. I'm itching to try out all these games that a friend gave me :)

Prefer if you called: (058) 622696, or (058) 621462. Ask for Jared.

Jared

--
'Come on everybody, let's do the hustle.'

4250. Re: Guess nobody wants to

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 16:09:37 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3160s1$hmj@usenet.INS.CWRU.Edu>
Source record: 99479

In a previous article, pab@cnx.sccsi.com (Pab Sungenis) says:

>Bad example, Jeff. AC didn't exactly get support after-the-fact.

I give up, why are some people here speaking of Atari Classics in the past tense? Does no one expect the new AC to come to fruition?
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4251. Re: Jview and SD 3.2

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 16:18:21 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3161ce$igi@usenet.INS.CWRU.Edu>
Source record: 99485

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

>
>Has anyone gotten Jview XL to work with Sparta 3.2?
>
>I thought it was impossible but when I got my registered copy Jeff says
>that it will refrain from using the under the OS RAM in favor of an XE
>bank with Sparta. In practice I found that Jview would load, but when
>you load a pic, it will THEN crash. Is it futile or would some
>combination of KEY OFF or XDIV help?

Wasn't Jeff only speaking of SDX? I haven't tried it under 3.2, but even
under SDX there's a minor glitch, correctable by the Reset key. I haven't
seen the crash you describe.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4252. Re: WANTED: M.U.L.E.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 16:25:11 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3161p8$jfj@usenet.INS.CWRU.Edu>
Source record: 99487

In a previous article, sydtech@winternet.com (Sydtech) says:

>Help! Anyone have this?

They should still be available new from B&C ComputerVisions in Santa Clara,
CA. That's where I bought mine fairly recently.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4253. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 16:30:40 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <31623h$jti@usenet.INS.CWRU.Edu>
Source record: 99480

In a previous article, snyder10@rs4.tcs.tulane.edu (Mike Todd) says:

>You need to have SDX in osrom mode, not banked mode. In banked mode it
>seems to load one half of the screen then quit. Can't really talk about

Question: Why should this be the case for any programs? I can see where
"use osram" would cause conflicts with software that needs that space, but
why should something like FlickerTerm 80 care if SDX is using the first
bank beyond 64K (which is what "use banked" is supposed to do)?
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4254. Software/Notes Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-27 19:08:20 UTC
From: heller@belair.cse.psu.edu
Message-ID: <316bb4$c7p@psuvax1.cse.psu.edu>
Source record: 99481

Am looking for the following "rare"?!?!? stuff...

Atari Special Additions Summer/Fall '82 Catalog of Additional Products
(or any there of)

The Instructional Computing Demonstration - AED80047 16k disk

Service Manuals from a real service person.

An Official Atari Field Service Center Banner

An Official "ATARI" Banner (the old silver ones)

Mickey In the Great Out Doors
(and other Disney Series)

Atari Lab Curriculum Guide(s)

AtariWriter Curriculum Guide

Swarthmore Trig
Conduit Algebra
Green Globs & Other Trig Diversions
(all Atari titles)

AND ANYTHING YOU FEEL LIKE SHIPPING TO ME =)

Andrew

Anybody got those Atari Calculators from '84? was it?

(I am trying to complete a Museum so to speak....)

4255. Re: 2 thumbs up for Flick80

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 00:18:37 UTC
From: krishna@max.tiac.net
Message-ID: <316tgu$cgb@sundog.tiac.net>
Source record: 99483

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: I do agree that Ice-T is more readable than Flick80, but of course they're
: both much better than the old gr.8 method.

Knock Knock

Ice-T _IS_ gr.8 is it not? What other options are there? Gr.0 or Gr.8
and Ice-T sure ain't Gr.0. I haven't seen it yet myself, though I'd like to.

4256. Re: Jview and SD 3.2

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 00:23:10 UTC
From: krishna@max.tiac.net
Message-ID: <316tpe$cgb@sundog.tiac.net>
Source record: 99484

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: Wasn't Jeff only speaking of SDX? I haven't tried it under 3.2, but even
: under SDX there's a minor glitch, correctable by the Reset key. I haven't
: seen the crash you describe.

From the manual:

"Alternately it can use the last bank of XE RAM if it detects SpartaDOS
in use."

This was a patch he added later and I think he didn't work it out totally.

It reports a message on initialization that it is using the "last XE
BANK" when you load it in Sparta 3.2. It just won't run right afterwards.

It would be no surprise for anything that uses the under the OS RAM to run
under SDX with use banked. TBXL does. I don't have SDX right now, I'm
waiting for the update so I can use it with my MUX. I have the MUX
disabled because I'm waiting for the R:P: so I can get high speed off the
SIO since I don't want to waste the BB as a file server. I'm using the
BB port now. As you can see, this "waiting for" chain makes me not a
happy camper at all. I was actually running a BBS before I had to take
it down so I could dial out personally at high speed.

4257. Re: Faster plot routines

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 00:27:16 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <118546@cup.portal.com>
Source record: 99502

Just to throw my own $0.02 in...

I don't know StreamLiner from a hole in the ground, but I once wrote a de-seg utility of my own (in Basic with ML for CIO access) and received a lot of very positive response. The comment at that time was "there's a popular one out, but it has <bugs> in it, and yours (mine) doesn't." I don't know if they were talking about StreamLiner, but if anybody has had problems with it, well, there's always mine... :-)

Chris

4258. MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 00:46:26 UTC
From: krishna@max.tiac.net
Message-ID: <316v52$cgb@sundog.tiac.net>
Source record: 99486

I've been bullish on FTE for a while, but I'd like to add a shot of realism to this discussion. Or, more to the point, I'd like to illustrate a few points about the 8-bit userbase which I feel are significant when speculating where MARS8 is going to go.

Fact:

Most die-hard 8-bitters who have been in it for a while and are into the nitty gritty already own most OSS/ICD carts.

They also probably have manual RAM upgrades of various types.

Conclusion:

Buying into a $250 (fully loaded) MARS8 which merely repackages things they already have and offers a few subtle enhancements is a hard sell to the die hard who has it all.

It is also a hard sell due to cost-benefit analysis across platforms for what $250 in computer buying power can get you.

Note:

I'm sure other stuff is planned for MARS8. It's more than the sum of its parts, however, the fact remains that it will be a hard sell at that price range. If I had no OSS carts it might make sense, but the redundancy of the purchase is a real curse in my case. I have a 3 language switcher. (I also have the originals from which this was made, it was put into the original BXE cart board by Barry Gordon). I recently purchased another R-8. I could get a Newell upgrade for a meg or so for less than $100 and save myself $150.

I'm not saying that FTE should take a bath and sell MARS8 for nothing, but I think they should explore something like maybe accepting trade-ins of separate OSS carts as credit for MARS8. If I could get $100 in tradein credit for my 3 carts and R-8 ($17, $17, $17, $50) and ordered a machine with only 256 of non battery backed up RAM for $125 then it would be within my threshold.

8-bitters like me have ICD stuff coming out of their ears. Unless trade-in deals can be arranged, then I don't see people shelling out big bucks for MARS8. As much as I want it, I have come to the conclusion that I will not (I can't actually) get it unless I get a trade in credit to make it affordable. If I had $250 to blow on computer equipment I'd be much better rewarded by another platform where a bunch of 16-bit applications would open up to me whereas MARS8, at first glance, does not add much functionality to those already used to banked RAM and the like.

Remember when I was talking about the cheap and simple conversion board idea for the '802? To me, that is what the 8-bit needs. Cost-benefit anal. is really running against FTE products these days. I mean, when it comes to CSSware, half of the hardware I've got, modem, drives, etc.. could be reused for another platform. The SIMMS in MARS8 might be portable but that would be about it.

I am just saddened that the march of technology is pressing the need for ever more elaborate hardware enhancements to the Atari, but at the same time, in 9 years of existence, banked ram utilities are woefully limited and there are far too few serious programs which know what Sparta or a hard drive is. It's putting the cart before the horse. Most of us have jumped on the banked RAM bandwagon and have seen something less than a worthy catalog of programs to get the most out of it. To expect the userbase to shell out hundreds for hardware and gamble that software will use it is a hard sell.

I think what the Atari 8-bitters need is software. I know, 8-bitters are thieves and pirates and it is hard to make money making software. But still, the need is there. I know FTE has programmers working with them, but we need more than just revisions of DOSs and languages. We need overhauls of existing programs like Textpro (or Paperclip if it is legal [and Syncalc]) for 80 collumn and invisible<<<< banking and Syncalc.

I think Ben had the right idea when he had the balls to try to snag the rights to TurboFile.

4259. Re: 800XL 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 02:14:28 UTC
From: mreg@panix.com
Message-ID: <3174a4$qvk@panix2.panix.com>
Source record: 99488

Brett Person (person@plains.NoDak.edu) wrote:
: Anybody know where I can get an 850 interface for an 800XL.

: My memory on AtariNumbers is hazy, but I think that was the serial/parellel
: interface. Rigth?

Yep. It was quite a piece of equipment at the time. It had a standard
centronics parallel port and four RS-232 serial ports. Where to get
one? Good question.
--

Mitch Regenbogen	
mreg@panix.com	"I like to watch." --Chauncey Gardner
Brooklyn, New York	

4260. Re: Info about the 850-Interface required

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 02:30:24 UTC
From: bryedewa@news.delphi.com
Message-ID: <317580$g3m@news.delphi.com>
Source record: 99489

Guido_Lehwalder@p17.wildcat.fido.de (Guido Lehwalder) writes:

>Freitag, 08 Juli 1994 17:31, Michael Current wrote to All:

> MC> The Atari accoustic modem is model 830, and it connects to the
> MC> R1: port of the 850 Interface Module. Pinouts are in the FAQ
> MC> List. The highest baud rate supported by the 830 Accoustic Modem
> MC> is just 300 baud.
>Hi Michael,

>I only found the Data-Pinouts in the FAQ for the 850er Interface....
>These days I did get an 850 without Power-Supply :-(
>Could I use the same as used by an ATARI 800 or an ATARI 1050 ??

Yes, the 850 uses a 9VAC supply like an 800 or 1050.

-Bry

4261. Re: Jview and SD 3.2

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 02:53:58 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3176k6$9o7@nic-nac.CSU.net>
Source record: 99355

Glenn! You aren't the ONLY one 'waiting for' an R:P:Connection!!!!!

I have PLENTY of money here, a little over $100 (thanx to looking through _Computer_Currents_ advertisements) is going to a 14.4k bps modem (I almost ripped myself off by purchasing a $120+ 14.4k which came will all that crappy Fraudigy software and on the side of the box I was amazed to find out that a Zoom modem "requires hard drive"!! HAHAHAHAHAHAHAHAHAHAHHA! NOT! That puppy woulda been used on my 1200xl with 1050 and an SIO2PC! :))

Anyways.. I'm going to order an R:P:Connection as SOON as I hear it's out, and also send in some shareware fees for MyDOS, BobTerm, Super(Un)ARC, DiskComm, and all of the other Bob Puff goodies I use (and love).

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4262. Ok.. I haven't gotten _AC_ in QUITE a while.. but

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 03:08:55 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940727200900.240077b6@sonoma.edu>
Source record: 99490

Ok, I don't know what our (the 8-bit community's) "Dream Street" looks like nowadays, but I MUST agree fully with Glenn when he says we need:

A better word processor than TextPro (when it comes to banked RAM)
(and the 40 column restraints)
More programs which aren't restricted to the old "one or two drives and
48 or 64k of RAM" restraints.. we need software which will handle
any number and size of drives (THIS in fact should have LITTLE to do
with the actual software out there.. this should have to do with ONLY
the DOS.. but NOO!.. look at AtariWriter+ (the unpatched version), it
supports D1: and D2: and that's IT.. it can't be (easily?) booted off
of a hard drive or under any DOS except Atari DOS 2.5!)

Well, ok :) I dunno if those are Glenn's EXACT feelings, but it's what I thought of when I was reading his post and some mail he sent me which was more or less like his post but much longer and more detailed. (and which I got interrupted while reading twice! argh! hehehe)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Wow! It's 8pm ALREADY!?

4263. MUX speed and CSS/R:P:Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 03:40:24 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940727204029.240077b6@sonoma.edu>
Source record: 99492

Two things:

1) how fast is hard drive/etc transfers via a MUX compared to having
an Atari directly connected to a BlackBox or something?

2) WHEN IS R:P:CONNECTION COMING OUT!? How can I contact Bob Puff via
Internet (the cheapest, mom-and-dad-not-getting-mad-at-me-est way to
contact people far away) !?

thanx!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Power without much price ;)

4264. Re: Ok.. I haven't gotten _AC_ in QUITE a while.. but

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 03:46:54 UTC
From: krishna@max.tiac.net
Message-ID: <3179ne$cgb@sundog.tiac.net>
Source record: 99491

KENDRICK@sonoma.edu wrote:
: More programs which aren't restricted to the old "one or two drives and
: 48 or 64k of RAM" restraints.. we need software which will handle
: any number and size of drives (THIS in fact should have LITTLE to do
: with the actual software out there.. this should have to do with ONLY
: the DOS.. but NOO!.. look at AtariWriter+ (the unpatched version), it
: supports D1: and D2: and that's IT.. it can't be (easily?) booted off
: of a hard drive or under any DOS except Atari DOS 2.5!)

I got a copy of a hacked AW+ with some of the used stuff I bought once and I just got so frustrated trying to work with it. Remember, it IS a boot disk (which I hate). I suppose they were trying to make it more convenient but it's a major kludge as it is now.

And I know AW+ a LOT better than I know TextPRO. In fact, on almost every point, I prefer AW+. The commands are very intuitive with AW+. The text movement and scrolling is VERY fast with it compared to TEXTPRO. It can change collumns for a scrolling 40 collumn window which I use a LOT for manually making tables formatted for 80 collumns. This feature pretty much makes 80 collumns unnecessary for me. I have a copy of AW 80 which I never use. It's the linear banking of PaperClip that should be adapted to other WPs. PC stores text very differently from other WPs. I think it stores it a block at a time or something. PaperClip and Basic XE are the 2 most progressive uses of Banked RAM ever designed for the Atari and unforunately they were not followed with other programs which acted similarly.

I also like the way AW+ formats things. I had a HELL of a time trying to write a script on it though because there are no macros. I had to change the line spacing every time I went from dialogue to description. It's also hard to get a bibliography formatted right. With the screwy reverse "outdenting". So you never get everything :(

I've got a copy of Paperclip without dox so I can't comment on its overall functionality. It's got a lot of features (looked at online help) but is lacking in a few areas. No macros for the most part for one thing. I don't know what it has for a print-preview.

Another thing I hate about TP is the way it treats ATASCII characters. I mean, I do like being able to do it at all. It isn't easy with Atariwriter where those characters are formating commands. But the whole "command mode off/on" toggle is a bitch to work with. Maybe if he made it so with command mode off, SHIFT CONTROL commands (ala Flick) could move the cursor and control delete would remove text, then there would be a way to fix typos when doing ATASCII other than toggling and trying to remember whethe it is in "command mode" or not :/ Not to mention taking

over one of the ATASCII characters (Null I think) for the visible return. Visible returns aren't really that necessary, and if you REALLY needed them you could cut up a PMG for em (since you'd never have more than one on the same scanline) and keep the font intact.

When I was editing a screen for my BBS, I had to just "remember" that I put a heart in there because it doesn't show up. I suppose I could have loaded another character set and all that BS.

4265. Re: Ok.. I haven't gotten _AC_ in QUITE a while.. but

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 04:01:16 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <317aic$duu@nic-nac.CSU.net>
Source record: 99365

Actually, if I remember, the left-arrow was turned into the Carriage Return character... Yeah, the TextPro font usage is a little tweaky, but >I< do happen to prefer the easy of ATASCII use in it over AtariWriter+. I shelled out $50 for AW+ and got the versions of TP I got for $0..

<sigh>

I dunno!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Still has to call people!

4266. Re: <cry> I tried it all

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 04:10:50 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <317b4a$1ss@news.cs.tulane.edu>
Source record: 99494

In article <cf6_9407260315@cnx.com> pab@cnx.sccsi.com (Pab Sungenis) writes:
>
>KILLVBI JMP $E477 ; <grin>
>

HA! Not that's COLD! : >

Mike Todd

4267. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 04:15:39 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <317bdb$214@news.cs.tulane.edu>
Source record: 99495

In article <5Gzyzsr.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>Now I would be more than happy to mail in a sharware fee for an 80 column
>version of Textpro. Textpro is by far superior to any other word processor
>on the 8bit Atari, but it only lacks 80 column video. If I could use it on
>my XEP80, I'd be happy as hell!

Then send a letter to Ronnie and TELL him, the more folks he hear's from
the better... As far as he knows, there are only like 5 Atari folk left!

Mike

4268. Re: 2 thumbs up for Flick80

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 04:16:31 UTC
From: jjmcwill@next5
Message-ID: <317bev$9h6@mtu.edu>
Source record: 99493

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Michael Current (aa700@cleveland.Freenet.Edu) wrote:
:
: : I do agree that Ice-T is more readable than Flick80, but of course they're
: : both much better than the old gr.8 method.
:
: *Knock Knock*
:
: Ice-T _IS_ gr.8 is it not? What other options are there? Gr.0 or Gr.8
: and Ice-T sure ain't Gr.0. I haven't seen it yet myself, though I'd like to.
:
:
I think he meant the way VT100 and omnicom and Kermit65 worked.
See, ice-t gets a dramatic speed increase because in order to scroll
the screen due t a line feed, instead of moving the whole 8K of screen RAM,
ICE-T merely updates the display list pointers, and has to alter one
line (40 bytes) of display RAM to display the new line.

I believe the older Vt100 80 column programs just kludged along,
trying to move the whole screen ram area when a linefeed scroll was
required, which caused loss of characters above 1200 or 2400baud.
ICE-T is very readable, even on this RCA video monitor, and looks very
nice on my Goldstar green screen mono monitor and Supervideo 2.1 in the
800XL.

I wonder how ICE-T and Flickerterm 80 would compare on a TTL monitor
using the AC TTL upgrade?

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4269. Re: Faster plot routines

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 04:20:37 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <317bml$298@news.cs.tulane.edu>
Source record: 99496

In article <314u61$34o@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>Mike (Todd), by any chance is that BASIC de-segmenter one by Itay? I remember
>he sent me one he wrote but I think I lost it.. not like I NEED it all that
>badly, but every once in a while I can just HEARD a program loading in byte
>sized chunks and that bothers me! :)

No, this one is from several years ago, he's been using it since the TP2X days.

There are a number of them out there, though StreamLiner works well for me.

Mike

4270. WANTED: Atari assembly langauge info

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 04:24:21 UTC
From: sydtech@winternet.com
Message-ID: <317btl$4ng@blackice.winternet.com>
Source record: 99499

I'd like to start playing around with assembly language on the Atari.
Can someone give me some pointers on a good assembler, and some books on
the subject? Thanks!

4271. WANTED: De Re Atari & Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 04:26:24 UTC
From: sydtech@winternet.com
Message-ID: <317c1g$4ng@blackice.winternet.com>
Source record: 99500

I'm looking for copies of "De Re Atari" and "Mapping The Atari". If anyone has copies available for sale, I'm inteerested!

I'd also like to pick up Compute magazine's First and Second Books of Atari....

Thanks!

4272. Re: MUX speed and CSS/R:P:Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 04:43:57 UTC
From: krishna@max.tiac.net
Message-ID: <317d2d$hma@sundog.tiac.net>
Source record: 99497

KENDRICK@sonoma.edu wrote:
: Two things:

: 1) how fast is hard drive/etc transfers via a MUX compared to having
: an Atari directly connected to a BlackBox or something?

About 90% as fast as a direct connection. Not that perceptively slower.

At least not in my experience.

Hey, anyone wanna try to tackle a rewrite of the MUX OS/Master.COM to be able to swap partitions from a slave?

I don't think this update is gonna happen anytime soon from CSS (hasn't been a single upgrade in 4 years) so maybe if someone expressed interest and felt they could do it they could convince Bob to give the OK.

There is going to be a muxable SDX, and high speed modems off SIO, so that is 2 out of 3 in the "MUX wishlist".

4273. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 04:50:10 UTC
From: krishna@max.tiac.net
Message-ID: <317de2$hma@sundog.tiac.net>
Source record: 99498

Mike Todd (snyder10@convex1.tcs.tulane.edu) wrote:
: In article <5Gzyzsr.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
: >Now I would be more than happy to mail in a sharware fee for an 80 column
: >version of Textpro. Textpro is by far superior to any other word processor
: >on the 8bit Atari, but it only lacks 80 column video. If I could use it on
: >my XEP80, I'd be happy as hell!

: Then send a letter to Ronnie and TELL him, the more folks he hear's from
: the better... As far as he knows, there are only like 5 Atari folk left!

He kinda bugs me. YOu see, he keeps on saying "this is going to be the
last version" then he keeps on working on it. At this point I thought he
was done with it. The idea that he'd be open to an extensive hack for 80
collumn seems unlikely from what he's expressed before. It's been what,
a year since 5.0x came out? His promises do not mean much. He had drive
trouble and it took him months to get help? I would have gladly sent him
a 1050. Does he live in a cave or something?

Ronnie made 2 mistakes when he wrote Textpro:

1) He used the speedscript core:

Slow memory management/text scrolling problem.

2) He chose the "islands of text" banking scheme:

Should have ripped off Paperclip XE.

Therefore when it comes to my 2 biggest pet peeves, the only way to fix
it is a complete overhaul. Not likely. 80 collumn is probably doable,
but I don't hold out much hope that he can possibly squeeze in advanced
banking routines.

So I'll take whatever he comes up with but I won't whine to him asking
for the impossible.

4274. The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 06:15:10 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407280614.AA013366080@relay2.geis.com>
Source record: 99501

The 1450XLD is *extremely* rare. There apparently was actually a production run of them, of which roughly a dozen were shipped to Atari from the Taiwan factory for final debugging & for photo/promotional purposes. The rest were never delivered, for reasons that have such a wide variety of explanations no one is sure what version to believe.

The 1400XL & the 1450XLD were prominently featured in Atari Corp.'s slick full-color 1983 product catalog. The speech processor was supposedly accessible either thru BASIC or thru a built-in text-to-speech converter. Same with the XLD. But no one is around any more who knows how to access the speech chip. Same for the modem, the 1983 catalog claims the modem is accessible via built-in modem software. Dunno if that means just a handler or a full-fledged program. Perhaps some combination of special function keys activated these special doodads. Both machines featured a PBI. The only difference between them I can see is that the XLD came with the fancy case & dual DS/DD built-in floppies. That XLD was sure one sexy-looking thing. <drool>

Of course, the Atari catalog also states the 14xx machines "estimated availability" by October 1983. Sheesh! It was the only the beginning of a long string of baloney to emanate from Sunnyvale....

- Ben Poehland

4275. Re: A Death In The Family?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 07:06:19 UTC
From: jharris@cup.portal.com
Message-ID: <118573@cup.portal.com>
Source record: 99503

>Nope, I'm still here. "Reports of my death have been greatly exaggerated,"
>or however the Mark Twain quote goes.

Or else:

"I know. I know. I just haven't stopped moving yet." - Zaphod Beeblebrox

John Harris - jharris@cup.portal.com

4276. B: RELEASE von XF210GER.ZIP (ATARI 400/800 Emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 07:38:00 UTC
From: ulf@1st-trac.toppoint.de
Message-ID: <5Tj_1i0XD5B@p0000038.1st-trac.toppoint.de>
Source record: 99393
Cross-posted to: berlinet.biete,comp.sys.atari.8bit,de.comp.sys.ibm,kiel.biete,zer.t-netz.rechner.atari.8bit,zer.z-netz.rechner.ibm.allgemein,domino.software.dos,starnet.biete

```
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
AN ALLE SYSOPS & USER --- AN ALLE SYSOPS & USER --- AN ALLE SYSOPS & USER
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
BITTE HOLT EUCH DAS FILE "XF210GER.ZIP" UND VERBREITET ES
!KEEP THE ATARI 8BIT ALIVE!

Mittlerweile ist der PC Xformer II, ein ATARI 8Bit (400/800) Emulator fi¿½r
den MS-DOS PC, in der Version 2.10 mit dt. Tastaturbelegung und einigen
neuen Zusatzprogrammen fi¿½r die i¿½bertragung von Daten per Diskette oder
Kabel veri¿½ffentlicht worden. Bitte verbreitet dieses File wo immer Ihr
ki¿½nnt und bittet Euren Sysop, dai¿½ er es in seinem Filesortiment aufnimmt.
Ni¿½here Informationen i¿½ber das Programm ki¿½nnt Ihr dem untenstehenden
Abschnitt mit der FILE_ID.DIZ entnehmen.

WIE BEKOMME ICH DEN EMULATOR?
-----------------------------
FIDO : Per REQUEST des Files XF210GER.ZIP aus der CITY-BOX PLi¿½N
( 2:240/2018 ) oder per Download unter 04522/4225.
Z-NETZ: Schickt eine Mail an: FILESERVER@1ST-TRAC.TOPPOINT.DE
mit dem Betreff: SEND XF210GER.ZIP oder per Download bei der
1ST-TRAC unter 04342/87343.

FILE: XF210GER.ZIP Li¿½NGE: 202752 Bytes
################################################
FILE_ID.DIZ ...
->PC Xformer 2.0 / ATARI 8-Bit Emulator<-
===========Lauffaehige Demoversion===========
Bei dieser Version handelt es sich um einen
einen vollwertigen ATARI XL/XE Emulator;
lediglich einige Funktionen wie etwa Sound
und Kollisionserkennung laufen noch nicht.
Bei der kommerziellen Vollversion werden
diese jedoch implementiert sein. Bitte lesen
Sie unbedingt die Datei REGISTER.TXT, um
naehere Informationen fuer die Registration
zu erhalten. !!!SPREAD THIS LIKE HELL!!! UP
NEU: Jetzt mit dt. Tastaturbelegung :)))
Dieses ZIP-File enthaelt auch das Programm
ATARIDISK, mit dem man XL/XE-Disketten auf
dem PC lesen und beschreiben kann !!!
--------------------------------30. Juli 1994

--------------------------------------------------------------------------
Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
```

MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v3.02

4277. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 11:15:00 UTC
From: krishna@max.tiac.net
Message-ID: <3183vl$p18@sundog.tiac.net>
Source record: 99356

b.poehland@genie.geis.com wrote:
: Same with the XLD. But no one is around any more who knows how to access
: the speech chip. Same for the modem, the 1983 catalog claims the modem is

I know how.
Open #1,8,0,"VS:"

? #1"test"

Something like that. There is a text file floating around on how to use
the chip in Basic. But once you play with it you will discover it is
limited because:

A) no speed or pitch changes possible

B) ties up basic during talking.

I know B) is a function of Basic, not the chip. It multitasks during
self-test. A) I have no idea whether it can be altered, but somehow I
doubt it.

4278. Re: Old 8 biter Returns :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 12:36:55 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <h6wSLo-.lmcclure@delphi.com>
Source record: 99359

In a message dated 7-26-94, Scott T. Traynor said:

"...is Bob Puff still around?"

Yes. From what I understand, the next Atari 8-bit creation we will see from him will be the R:P: interface, for 38.4Kbps serial communication.

"Is there a source for 8 bit hardware anymore?"

Depends on what you are looking for. A vendor list is frequently posted here which is a good resource. As far as power supplies, Best Electronics, B&C Computervisions, American Techna-Vision or even Toad Computers (they do Atari 8-bit stuff too) would be good bets. Of course, for many items, including power supplies, buying used from a fellow Atarian (or even someone leaving the flock) gives you the best bang for the buck.

"(Who remembers those Amdek's? dualies? :))"

I remember 'em...never had one, but I remember 'em. <grin>

I even have some magazines old enough to have the big full page ad on the back cover for them. <grin>

In fact, someone was selling an Amdek setup here on c.s.a.8 within the past week.

4279. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 13:17:36 UTC
From: heller@belair.cse.psu.edu
Message-ID: <318b5g$cjl@psuvax1.cse.psu.edu>
Source record: 99357

: b.poehland@genie.geis.com wrote:
: : Same with the XLD. But no one is around any more who knows how to access
: : the speech chip. Same for the modem, the 1983 catalog claims the modem is

The 1983 Issue (one of them) of COMPUTE! where they advertised
the new Atari Products has a few paragraphs about accessing the speech
chip. It is via the V: device...however there are different ways
of talking with it... via Phenonyms and direct text. i.e. "Atari" or
"Uh-tar-e." It is closely related to the Vox? Voice chip box for the
old 800...except as I recall not all the functions of the chip were
wired up in the 14xx.

The modem is the T: device.... (and it reminds me all TOO closely
to a 1030 Modem.)

All of this is supposed to be or is NOT supposed to be in the roms...
and NOT the os rom... or maybe it is... (notice the ambiguities in that
statement... I have had claims that the os does/doesnt control these
devices.) Atari themselves stated that they were "supposed" to be bus
devices. ahahaha... I take that with a grain of salt. Of course...
they could be... and if they are TRUE bus devices...following all
their own specifications (atari's that is) then building a bus
speach/modem/floppy device should be simple... you just need the
roms. (Of which I have most on file) =) hehhe

Of course... wouldn't hooking an MIO up to the 14xx cause nasty havick
since the MIO likes to take up all the bus devices?

Anyways...

What I wouldn't give for a 1450 case!!! screw the boards.... just the
case would be nice... I would jam that thing full in hours! Hmmm...
wonder where the molds.... someone want to fly to Tiawan?
Or, I wonder if someone would donate a 1450 case (temporarily of course)
to someone like...maybe FTE... so as to make a limited case run... =)
Of course I don't think Atari would like that...but tough cookies on that
one. I would buy 8 cases right now.... even if they were $50 a piece.
(of course you would see 1200xl's wanted to buy adds everywhere...
which reminds me... I have to work on hooking that keyboard up to
the other xl's. And they say it can't be done....ahahahahah you should
see what can be done in a University lab late at night with some caffeine.)

And no one has come foward with a theory on the 1250XLD nameplate..
oh.. and what does a 1200 Case look like anyways? (Not xl)

Dare to dream....

I wonder if I couldnt rig a 1450 case up with some 1050 cases and
a 1200xl. hmmm....

Andrew

4280. Flicker80

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 15:11:27 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <318hqv$oe@usenet.INS.CWRU.Edu>
Source record: 99358

For those that have been "non-plussed" by the output of Flickerterm80, try diddling with the screen color or luminance. I found that when using a TV, it was best with a dark (grn) background, and white text. It was top notch on the C-1702 monitor, and the ANSI graphics were swell.

STILL haven't gotten Ice-T to work with SpartaDos 3.2g/MIO. Might have to talk to Mike at FTE to see what the SpartaX Cart cost.

ttfn .... Bill

4281. Newbie needs Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 15:44:50 UTC
From: dlfurman@dorsai.org
Message-ID: <CtnqEq.8wL@dorsai.org>
Source record: 99360

Hello to my fellow users of the World's Greatest 8-Bit computer ever!

* I needs some help!

1) If and when I ever get to the ftp site (or its mirrors) how do I navigate? (Yeah I know, broad question, but I'm a new driver on the Info Highway :]) I'd like to pick up the UUde/code stuff.

2) I see also that there are new(!!) 8-bit programs (flick80, PABQWK 2.0 (I could never get 1.0 to work for me :[) I presume that these are also available at a ftp site? (My local bbs are all ST/PC/MAC)

3) I had to bring my 800 out of retirement as my 130Xe just up and died! :(and I'm using Kermit 3.1 now on a service that is linked to the internet. Does anyone have any idea of how to capture text direct through the Kermit program (Otherwise I have to reboot with Bobterm and do straight captures that way. The other way is to save the files/articles to a file and then still reboot/load to capture it)

Any assistance would be greatly appreciated. Thank you. Oh, just in case the mail is still under contstruction at my site my address is dlfurman@dorsai.dorsai.org.

4282. Re: Info about the 850-Interface required

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 16:45:20 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <318nb1$7kt@usenet.INS.CWRU.Edu>
Source record: 99387

In a previous article, Guido_Lehwalder@p17.wildcat.fido.de (Guido Lehwalder) says:

>By the Way: I did also only found the Power-Pinouts for the Computers in the
>FAQ. Is there any chance to add an area into the FAQ witch Power the other
>Equiqment, like an Printer or Modem etc, need to word correctly.

I think I mention my desire for such a list in the Table of Contents. Just
haven't gotten around to it.

If someone could, say, run down all the computer models and peripherals
listed near the end of the FAQ and let me know which uses which kind of
power supply, I'd be very appriciative!

(The FAQ Lists are next scheduled to appear on July 30.)
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4283. Re: WANTED: De Re Atari & Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 16:53:35 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <318nqf$8to@usenet.INS.CWRU.Edu>
Source record: 99362

In a previous article, sydtech@winternet.com (Sydtech) says:

>I'm looking for copies of "De Re Atari" and "Mapping The Atari". If
>anyone has copies available for sale, I'm inteerested!
>
>I'd also like to pick up Compute magazine's First and Second Books of
>Atari....

All of these except perhaps De Re (not sure) are available REALLY cheaply,
new from American Techna-Vision.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4284. 1200XL keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 16:54:25 UTC
From: hwells.el_segundo@xerox.com
Message-ID: <318ns2$b51@vine.cp10.es.xerox.com>
Source record: 99361

If you are interested in the schematic of the 1200XL keyboard, I traced one and will provide a copy. If interested, send me an SASE with one unit of postage.

Best regards,

Hugh Wells
1411 18th St
Manhattan Beach, CA 90266

---
hwells.el_segundo@xerox.com
Disclaimer: The opinions expressed above do not necessarily reflect
those of Xerox Corporation.

4285. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 18:12:31 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <318sef$p0p@nic-nac.CSU.net>
Source record: 99363

1) Unless the OS is REALLY weird on the 1400xl/1450xld, then "V:" should
suffice. (It's like opening "Editor:" or "E:ditor" or "K:eyboard", etc)

2) Hey, why not try poking and proding at the "V:" handler via XIO calls!

Also, isn't there an easy way to look for installed devices on the 8bit?
(Other than a FOR loop going from "A" to "Z" :) hehe.. although that'd work
just fine, I'm sure. :) All non-errors would signify an existing handler.)
Just look into memory at the handler table, right? Can't you from there
look for the V: handler's code and then disassmble it!?

SOMEBODY GET TO IT! Hehe.. it sounds intriguing! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I always imagined "V:" for video capture/display. "A:" for audio.
Perhaps "T:" for 'talk'??.. hmm

4286. C=64 people are weird

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 18:36:05 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940728113607.24009690@sonoma.edu>
Source record: 99364

Ok... a week or so ago, I carefully walked into the comp.sys.cbm area, no knowing if C= users still 'hated' us Atari 8-bit users, or whatever (I was never around during this 'Great War' .. I was at home chugging away in Atari BASIC oblivious to all of the other Atari 8-bit and Commodore 64 users).

ANYWAYS.. I asked what all can Commodores do, and it's pretty impressive. Although better and worse in some ways than the Atari, I'd average them out to be at least CLOSE to even nowadays... (Of course, an IBM is BETTER than an Atari, but that doesn't mean it's nice to use.. same goes for the Commodore.. last I remember, they were a little .. dreary.. but that's just my opinion, and this was back in the mid 1980's)

Well.. the thread has gone on for a while, people asking back and forth, and some of the C= users even answering some of the questions Re: Atari's that the other C= users asked...

but NOW.. I've seen three posts, and gotten one mail in the span of less than 24 hours which pretty much say they're "sick" of hearing about it.

Screw them! It's just the same damned thing as the "I hate the emulator!" complaints. USE A KILL FILE. DON'T READ THOSE MESSAGES. Sheesh.. besides, just as the emulator discussion at least PARTLY belongs here, the comparison between Commodores and Ataris belongs either there or here... and seeing as I was the one who started it, and my question as to "What can the Commodore do?" should be directed to C= users rather than /|\ users, I picked the C= group to ask on. They had no problem until today/last night.

Pretty strange huh? I guess I'm just bitching (it's rubbing off my mom >:^( ) so I'll shut up now, but have any of you others gone into the realm of the .cbm group? I know Itay did, which piqued my interest in it, but he only seemed to find triva questions, whereas I found typical posts like I'm used to seeing here (except without the emulator posts here and there)...

grumble

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
no .sig, too pissed

4287. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 19:30:04 UTC
From: jjmcwill@next5
Message-ID: <3190vs$acj@mtu.edu>
Source record: 99377

Glenn,

Well, first off, that language switcher sounds very interesting.
I'd like to see a schematic or something if you could come up with one.

But onto the Mars-8 and Banked Ram discussion.

First, the mars-8 is also going to include a 65816 on the board.
I believe that was announced a couple of weeks ago.
That itself could improve the performance of things like Textpro,
because an Add-in module will be able to patch the old block memory move
routines with the new 65816 memory move opcodes to speed things up.
That's been hashed over by John Harris.

Textpro's banked ram scheme isn't that hard to live with.
One of the print controls allows linking between banks, so that a
document crossing several banks still prints as one document.
There are already macros to automatically load and save a large document
which occupies several banks. The only thing missing is a way to re-spread
out the document text throughout several banks when one particular bank
becomes full, ala Atariwriter 80. Once that's done, shouldn't be too hard
as an add-in, Textpro will at least have the banked Ram usability of
Atariwriter 80.

There are other advantages to separated banks, like working on multiple
documents.
Lord knows how much I've appreciated fine tuning Macros like the letter
automation macro, where the letter to be written resides in bank 1,
a database of people's addresses resides in bank 2, and the actual
macro which I'm working on resides in bank 3.

Okay, yeah, Paperclip is still alot easier to manage in the Banked ram
area, but it's marco functions leave something to be desired,and Textpro's
ability to continually redefine print keys makes handling a LARGE number
of different printer control commands much easier. And that was certainly
the case with me when I was taking heavy advantage of the various
point sizes and printer fonts built into the epson Stylus 800 to
print Resumes.

When I was working on the Expanded Ram series in Atari Classics for my
Moonlight workshop column, I actually discovered quite a few expanded RAM
programs. unfortunately, the majority of these were Ramdisk drivers.
Many more were file or sector based disk copy programs.
I agree with Glenn that despite the length of time that Expanded RAM
has been around, Expanded RAM software still appears to be in its infancy.
I'm Pessimistic however, that this will ever be remedied.

There just aren't the programmers anymore.
hardware people still hang around because it's still fun and easy
to hack stuff onto the Atari 8 bit.
Bob Woolley is still fooling around with the hardware aspects of IDE
as far as I know. Michael St. Pierre is working on a Genlock board.
Bob Puff is doing the R:P: interface, and FTE is doing all sorts of
interesting stuff. On the software side, it's more difficult to
come up with new stuff. To break out of the current generation of
applications means adding some serious sophistication, which is
difficult with today's programming tools, especially in the aread of
programming for the dreaded Banked RAM area.
It HAS gotten better though. There IS a series of routins for
CC65 with at least takes advante of the 64K of 130Xe banked ram to
use as variable and data space.

Then a few months ago there was posted some methods which allow
Action! code to be stored in various banks of RAM and jumped into from
the main program code.
The ratio of hardware to software development still seems to be off balance
though. I don't know if things will ever improve.

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4288. Answers to MyDOS questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 19:51:05 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HF8U15KT5I8Y8UYJ@vax.edinboro.edu>
Source record: 99366

> Is there any vector other than $E453 to JSR with the proper data
> on page 3 ($300-...) ? The location depends on the version of MyDOS?

This looks like a job for "Mapping the Atari". You can actually
jump to DSKINI for many disk operations. Using the SIO vector directly
can be quite tricky, but can be done... though I find little need, unless
you plan on writing your own drivers. The location should be independent
of the DOS you are using since these are OS functions.

> Also, what I have to do to recognize a disk to be in MyDOS format?
> A flag in some sector? 360? How can I know the sector size before
> reading?

ASAIK, the MyDOS format is VERY similar to AtariDOS 2.5; just a 'superset'.
I.e., If you format a disk in single or enhanced density under MyDOS, DOS 2.5
should have no problems, providing that you don't use any subdirectories.
I could check the tech. docs to be see if there is a flag somewhere.

re: Sector size. When you do a device status for a drive the status bytes
(I think there are four), return various info. These bytes are located
somewhere below $300... I can't remember. Anyway, a bit set here shows
the disk is DD. I *think* it the first unused bit in the status register,
according to "Mapping...". (you must, of course, have just performed a disk
read operation and no other device operation before checking this byte.)

I've written code to return the sector size, free sectors, and aprox. free
bytes using the above method. It works under AtariDOS, MyDOS, and SpartaDOS.
I could post (it's short) or e-mail you a copy if you like.

> One more. A double density disk has only 4 sectors for the main
> directory (and each subdir) ???

I'm not sure what you are asking.

> Quite hard questions, I know... ;-)

Two resources that are a must. "Mapping the Atari - XL/XE version" and the
tech specs for the DOS you use. The Mydos info is probably in at umich.
I would actually pay good money (if I had it :) for *GOOD* SpartaDOS X
tech specs.

Speaking of specs:
Does anyone know about the relocatable handler loader in the XL/XE OS? The
US+ OS has eliminiated this code due to lack of use, but I would really
like more info. Seems like yet another Atari feature that was never taken
advantage of, due to poor info.

> Thanks... Bye... ++Vitoco

No, problem. If my had my "Mapping..." here, I could give you more detail.

> Victor Andres Parada Gomez __ __
> Ingenieria Civil en Informatica o-''))_____\\
> Universidad Tecnica Federico Santa Maria "--__/ * * *)
> Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

-Adam Conover.
a644690c@edinboro.edu

4289. Re: Answers to MyDOS questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 20:29:56 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3194g4$46t@nic-nac.CSU.net>
Source record: 99367

ADAM! >PLEASE< POST THAT CODE WHICH CHECKS DENSITY/FREE SECTORS/ETC.!

I'd LOVE it.. :) Especially since I'm working in the DOS-interface field
(again!) as of late.. :)

THANX!

-bill

kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I only have the 400/800 Mapping :(:(:(:(:(:(:(:(

4290. Atari 8-bit Newbie / Stupid Question / Emulator help FAQ! Rev.0.3 (2nd time)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 20:45:18 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940728134505.240085b8@sonoma.edu>
Source record: 99368
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Here (for the second time) is the 0.3 revision of the Atari 8bit Newbie FAQ.
Crossposted to both comp.emulators.misc and comp.sys.atari.8bit because it
deals with questions from BOTH groups, not just 'how do you use the PC XFormer'
(which would keep it in c.e.m) or just 'how do I use Atari BASIC?' (which
would keep it in c.s.a.8)...

[follows is rev.0.3 of the Atari 8bit newbie/emulator faq:]

```
__
The Unofficial Atari 8bit ||||
Newbie / Stupid Question / Emulator Help _||||_
FAQ `\\ //'
`\/'
```

By Bill Kendrick
Revision 0.3 !! PLEASE !!
July 23, 1994 ASK MORE QUESTIONS

Differences from Rev.0.2: Added where to get (FTP) mentioned files,
e-mail and postal mail contact addresses, removed bad (space-wasting)
formatting in the "XIO" section, did minor editing here and there.
PLEASE also refer to: MyDOS 4.5 documents, SIO2PC documents,
XF2 documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto::mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto::mcurrent@carleton.edu

Objective of this file:
Much discussion has gone on in the comp.sys.atari.8bit Usenet
newsgroup about the newly released (mid 1994) Atari 8bit emulator for
IBM / MSDOS based computers, the PC X-Former 2.0 (XF2 for short). Many

people in the 8-bit community have gotten, well, fed up with the XF2-based questions which do not pertain to them, or to the really dumb questions which are in fact understandable to new or rusty Atari 8-bit users, but have just gotten on the nerves of some of the comp.sys.atari.8bit readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2 questions.
This FAQ will present answers to simple questions like "how do I turn off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL) and "how do I get a disk directory?" (which is less obvious on Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari 8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a suplement for the many official and unofficial files floating around the net (like the official FAQ, the Vendor/Developer List, the Who's Who list, etc.).

---=== XF2 Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may require the XL/XE Operating System (which XF2 does not emulate).
A.2.2) Be sure you turned BASIC off before trying to load it if it cannot run with BASIC on.
A.2.3) It may just refuse to run on the XF2 emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note: on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported on the XF2.
A.4.2) (See Question 2).

Q.5) How do I exit XF2 and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS parameter after the "XF2" command. (DOS25.XFD and MYDOS45.ATR are both DOS boot-disk-images and are both in the XF2.ZIP file).

Q.7) How do I use MSDOS files with XF2?
A.7.1) Add the files to the command line and use them as their respective drives (be sure the first drive is a DOS-bootable disk image).
Example: XF2 MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS

4.50 disk image and D2: will be a write-protected disk which contains
only the file "filename.ext". Note: there are bugs in XF2 which
make accessing files from different directories a bit hard, just use
the MOVE (or COPY and DEL) commands in MSDOS to get the file to the
directory where you call XF2 from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities
directory at the UMICH archives) which allows you to access files
within a MyDOS/compatible .ATR disk image without using an SIO2PC
or the XF2. S2PC let's you read, write, delete, change directory,
and view the directory of a MyDOS/compatible .ATR disk image. It
can be used via command-line parameters from MSDOS, or as a menu.

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XF2 and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big
as the disk they represent (an 88k disk image will use 88k on the
IBM). .ATR files are used by SIO2PC (see below) as well as the XF2
(and the S2PC program mentioned above). .XFD files are used by
ST X-Former (the Atari 8-bit emulator for Atari ST's) and
PC X-Former (XF2).

Q.9) What's SIO2PC?
A.9.1) Refer to the XF2 and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use
of a simple (and relatively inexpensive) cable, makes the IBM act
as though it were an Atari disk drive. (Up to four drives, actually).
It uses disk image files (.ATR's) and can also let the Atari access
single IBM files (much like XF2 does) as a single file all alone in
its own disk. It also currently allows Print-Thru (all access to the
Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.50 (because these topics seem the most
relevant to the less-knowledged/experienced XF2 users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or

disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both
"del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XF2, it's much quicker to just copy one .XFD or .ATR to
another).
[K]
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they

aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)
disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a
disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more
than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,

etc.!
After the "D:" device name comes the filename. Of the most used DOSes, only MyDOS supports lowercase letters in filenames, but since most programs force uppercase entry for filenames, nobody really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu interface. When it asks for a source and destination, you can use wildcards (* and ? like in most other DOSes) to copy more than one file at a time. You can also present no destination so that a file can be copied from one disk in drive 1 to another disk in drive 1, for example, and the DOS will ask you to insert each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the normal directory of a disk, except the they happen to be WITHIN that normal directory, or even another subdirectory. For example, you can have your disk divided up into the "GAMES" files, the "GRAPHICS" files and the "SOUNDS" files. A directory of the disk (the "root" or "base" or "trunk" directory) will simply list the three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then, if you ask for a directory listing of the "GAMES" subdirectory, you will see the files (and perhaps other subdirectories) within the "GAMES" directory. Think of it as a tree. For people familiar with Macintoshes, "Folders" are simply subdirectories. A window which appears when you open a "Disk" Icon is the "root", and all of the "Folders" within it have more windows in them which also have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes are not necessarily using drive 1, and MyDOS and SpartaDOS may already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current' or 'default' directory to a different place (a different drive or a subdirectory). "D:" can stand for "D1:" (like AtariDOS always does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory, files, multiple devices (up to 9 on MyDOS and newer SpartaDOS,

8 on AtariDOS)
E: editior - readable, writeable. This is how input from the
keyboard and output to the screen is normally handled. If
you wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
K: keyboard - readable. This is just the keyboard. Input from
it is not 'echoed' back like with the "E:ditor".
P: printer - writeable. Send data to this and it will appear
on the printer. You can print files (documents, etc.) by
using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional

start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo) BASIC's commands and their usage. (A larger file may be produced which will be based on examples provided in the Atari BASIC Reference Manual). (As of today, 7/23/94, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines (Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP] to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XF2 users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings are special character arrays. See the BASIC usage/etc. files mentioned in the answer to question 2. Simply put, to make a string that will accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2 sized text covering the bottom of the screen. Add "16" to the mode number to remove this window (but do not make any PRINTs or PUTs to the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing when it appears. One problem, however, all screens overlay each other so unless you only use certain modes at certain times, parts of some screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics include:

PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with
SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XF2 doesn't support sound! But, anyways, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop

ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)
Note: Inverse characters have values of the normal version of the characters plus 128. (The only non-viewable inverse character is inverse-ESC, or what would be the [ESC],[RETURN] combination. The character exists, but must be set into screen RAM by hand. Oh well, at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them. When simply entering text, type [ESC] then the edit key and the character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an ESC beforehand, so first type [ESC],[ESC] to make an ESCape character appear, then type [ESC] then the edit key and the character for that edit key should appear. When the PRINT statement is executed, the first ESCape (which you typed as two [ESC]'s) will make the editor SHOW the following character (even if it is an edit character), then the character which you entered (with [ESC] and then the edit key) will make that character appear. This makes it difficult to align a set of PRINT statements which make a multi-line picture or menu which uses viewed edit keys. It is probably best to have all of the lines in your program with the PRINT statements that can fit visible on the screen, then edit them (without putting any of the ESCape characters in, then when the picture looks like how you want it on the screen, move the cursor to on top of each edit-key character and press [Control]+[>] (Control-Insert). A blank space should appear under the cursor and the rest of the line should move right. Now, type [ESC],[ESC] and an ESCape edit-key character should appear where the blank space was. When you are finished doing that for each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1" to turn on the no-edit mode (ALL characters except End Of Lines will appear, even ClearScreens!) When you want to go back into normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called "Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE series (and probably on the 5200 and 7800 but I cannot confirm this). When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc) minutes, the screen colors begin changing, thus protecting your TV or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the command "POKE 77,0" at least once every few minutes (IF the screen is active, otherwise turning it off would be kinda useless).

To turn it on, wait 7 or 9 minutes without pressing a key or having
location "77" set to "0", or set location "77" to "128" with
"POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'
with auxillary mode 'c'. Channel 'a' must be
free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file

(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?
A.1.1) If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks. Please
see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up
on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at UMICH).
Connect your IBM to your Atari, load SIO2PC, and then run the
program FILE2PC on the Atari to transfer files to the IBM's hard
drive. Or instead create a disk image within SIO2PC and copy files
from one disk (a real Atari floppy) to another (the SIO2PC image)
with the Atari or MyDOS "C"opy command. If you want to extract files
out of the SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC or use
S2PC, an IBM program which can extract files from or add files to
MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your
Atari 8-bit, you can download files from the huge collection
available at FTP sites and Atari 8-bit supporting bulletin boards
and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari

8-bit and your IBM together via modems, you can do it via null-
modem, OR you can upload files from your Atari to some bulletin
board or account you have access to, and then connect the modem
to your IBM and download the files.

---=== Where to FTP files mentioned in this FAQ: ===---
The PC X-Former can be downloaded from the "ftp.clark.net" FTP site:
Directory/file-path: systems/msdos/emulators/xf2.zip
The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* [all files are SIO2PC/utility files]
MULE: atari/8bit/Utilities/????
Util: atari/8bit/Utilities/????

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC X-FORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto::kendrick@vax.sonoma.edu
on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups, or
New Breed Software, 59 Palm Lane, Novato, CA 94945.

Darek Mihocka, the author of the PC X-Former can be contacted at:
mailto::darekm@microsoft.com
on the "comp.sys.atari.8bit" and other newsgroups, or
Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.

Michale Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto::mcurrent@carleton.edu

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4291. Re: Progress report: Atari "Pocket" Reference

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 21:27:41 UTC
From: mark@legend.akron.oh.us
Message-ID: <mark.11p6@legend.akron.oh.us>
Source record: 99380

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: >7 directory input (DOS 2.5 only is what I have down.. I have NO idea what
it
: > is.. I forgot! :))

: Never heard of this one. I'll look in my books for it. Don't see how
: it could differ from 6..... unless... maybe it reads the whole
: directory on an enhanced density disk, rather than just the first
: half.

That one I believe was used under DOS 2.5 to read the directory enties which
were contained within the disk space readable only under 2.5's enhanced
density. Remember that DOS 2.0S could see the files that were stored under
the portion of DOS which included 2.0 (the first 720 sectors I bekieve) but
files stored in the enhanced portion of the disk could not be seen by 2.0. 2.
5 showed this by placing <> around the name of an enhanced density file.

--
Mark E Daniel (Loving SysOp of The Legend BBS)
Inet: mark@legend.akron.oh.us "To the world he was the master/His landsca
pes
medaniel@delphi.com (Direct INet)filled the gallery halls/Now he painted only

portrits/Framed upon his private walls/For a

kinder eye to see us not as we are but as we

dream" [Level 42 "A kinder eye"]

4292. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 23:09:27 UTC
From: krishna@max.tiac.net
Message-ID: <319dr8$a3l@sundog.tiac.net>
Source record: 99369

Andrew K Heller (heller@belair.cse.psu.edu) wrote:
: : b.poehland@genie.geis.com wrote:
: : : Same with the XLD. But no one is around any more who knows how to access
: : : the speech chip. Same for the modem, the 1983 catalog claims the modem is

:
: The 1983 Issue (one of them) of COMPUTE! where they advertised
: the new Atari Products has a few paragraphs about accessing the speech
: chip. It is via the V: device...however there are different ways
: of talking with it... via Phenonyms and direct text. i.e. "Atari" or
: "Uh-tar-e." It is closely related to the Vox? Voice chip box for the
: old 800...except as I recall not all the functions of the chip were
: wired up in the 14xx.

You are referring the Alien Voice Box, a SIO device. That one has
additional circuitry to interface with he Votrax SC-01 to add more
pitch/speed variances (thus it can sing). I doubt the 1400XL can do the
same, but our info on the chip is limited to what you can do in Basic. I
tried sending all sorts of strings but it doesn't seem to react to them
the way, say, SAM does, for inflection.

: All of this is supposed to be or is NOT supposed to be in the roms...
: and NOT the os rom... or maybe it is... (notice the ambiguities in that

The OS ROM in the 1400XL is identical to the XL/XEs. When I put a MUX OS
in it still talks. The hook for the self-test talking and the drivers
are stored elsewhere, perhaps on the SC-01 or some other place. The
SC-01 itself in my machine apears to be an EPROM, it has a sicker over it
like an EPROM.

: statement... I have had claims that the os does/doesnt control these
: devices.) Atari themselves stated that they were "supposed" to be bus
: devices. ahahaha... I take that with a grain of salt. Of course...
: they could be... and if they are TRUE bus devices...following all
: their own specifications (atari's that is) then building a bus
: speach/modem/floppy device should be simple... you just need the
: roms. (Of which I have most on file) =) hehhe

Bob Puff has had some hacking time by now on my 1400XL and a couple
others. He himelf told me that the speech and modem ARE PBI DEVICES. No
question about it.

: I wonder if I couldnt rig a 1450 case up with some 1050 cases and
: a 1200xl. hmmm....

I put my 1400XL board into a 1200XL case. It fits well as long as you
cut for the straight joysick ports and the extra ports on the back and

stuff. My board (and probably others designated 1450 like mine) have a 34-pin ribbon cable connector right under the PBI. Guess what this is for? Yes, it's for the FDC daughterboard. Definitely some hacking potential there.

4293. Re: C=64 people are weird

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 23:18:59 UTC
From: krishna@max.tiac.net
Message-ID: <319ed3$a3l@sundog.tiac.net>
Source record: 99370

C= people are sensitive because in order to get good performance they have to pay big bucks for both an interface and a PROPRIETARY hard drive. Whereas we can use off the shelf drives at a fraction of the cost.

C= can do better ANSI emulations (especially the 128). The 128 is a machine I do respect. Hardware 80 collumns, a Z80 for built in CP/M fun and games. But the difficulty in getting into the hard drive arena is by far their biggest problem. Not to mention the DOS ON THE DRIVE problem. Obviously they mostly use a replacement DOS rather than the regular crappy one. Novaterm for the most part blows Bobterm away from what I hear. Everything is in it.

However, the extra RAM in the C= is rarely if EVER used for anything but a ramdisk. With the Atari although this is a problem, there are a FEW programs that make good use of banked RAM. Not really so with the C=. Their REU cartridges are little more than ramdrives.

Also, their numbers must be thinning a LOT because there has been various emulators for it on the Amiga and other platforms I think. It's certainly a lot cheaper to run stuff off the hard drive of an emulator (if that is possible on those emulators) than to go to the extreme efforts to make the drives on the 64 or 128 fast enough. As for floppies, CMD did come out with high density drives, even up beyond 2 megabyte using an oddball scheme I think. C= themselves did officially release a 3.5" drive for the 8-bits if you can believe it.

4294. Re: 1084S and CX84 B&W Monitor Cable

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 23:21:06 UTC
From: phigan@cyberspace.net
Message-ID: <319eh2$cq1@cyberspace.com>
Source record: 99371

Mark Perry (mperry@cairo.anu.edu.au) wrote:
: Well I got hold of a (free!) Commodore 1084S monitor and the only cable I
: have lying around is an Atari CX82 B&W Monitor Cable. So is this cable
: wired up the way I need? It being label as B&W kind of bothers me.

: Mark Perry
: mperry@cairo.anu.edu.au

I believe that you have the same cable that I do. Audio/Video to the atari
5pin monitor connector...This is what I did: Took apart the connector that
goes into the atari (without breaking it), there was a black plastic strip
around the three pins that are wired up. When you have the connector
facing you, there should be two pins outside of the plastic. Now, take the
plastic off and sauder the pin that was not connected on the RIGHT side to
the pin to the RIGHT of it. What you're doing here is connecting Luminance
and chroma (I believe thats what it was). That should give you color. Put
the plastic back and put the connector back together...

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4295. Re: Ok.. I haven't gotten _AC_ in QUITE a while.. but

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 23:26:23 UTC
From: phigan@cyberspace.net
Message-ID: <319eqv$cq1@cyberspace.com>
Source record: 99372

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Actually, if I remember, the left-arrow was turned into the Carriage Return
: character... Yeah, the TextPro font usage is a little tweaky, but >I< do
: happen to prefer the easy of ATASCII use in it over AtariWriter+. I shelled
: out $50 for AW+ and got the versions of TP I got for $0..

Doesn't anyone use the CompyShop text editor? Its nice and small (no great
big macro options or anything) but it works. I DO have to hit return after
every line tho. Wonder if there is a newer version that fixes that..

-------------------------+----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4296. A problem with Sparta 3.2g

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-28 23:39:27 UTC
From: jjmcwill@next5
Message-ID: <319fjf$lc9@mtu.edu>
Source record: 99373

If you have a stock Atari XF551, or one with the Bob Woolley version
of the 720K controller ROM, then you're aware that these don't support
true Ultraspeed. In order for SpartaDOS 3.2d to use the high speed mode
of the Atari XF551, a patch program was written which patched X32D.DOS
to use the Xf551 high speed mode.

Unfortunately, this patch does NOT work with SpartaDOS 3.2g.

Bummer, I really like this version of the DOS.
Does anyone have an idea how to fix this? John Harris, are you out there?

Jeff McWilliams

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4297. Re: 800XL 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 00:17:44 UTC
From: bearpup@clark.net
Message-ID: <319hr8$dpr@clarknet.clark.net>
Source record: 99374

Brett Person (person@plains.NoDak.edu) wrote:
: Anybody know where I can get an 850 interface for an 800XL.

: My memory on AtariNumbers is hazy, but I think that was the serial/parellel
: interface. Rigth?

I've got one that was never used down in my basement. It is an interface
as you state. I think I've even got the documentation somewhere too.

Best offer (plus shipping) by August 1st gets it.

4298. Re: Ok.. I haven't gotten _AC_ in QUITE a while.. but

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 01:14:17 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <319l59$qud@charm.magnus.acs.ohio-state.edu>
Source record: 99378

In article <3179ne$cgb@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
> It can change collumns for a scrolling 40 collumn window which
>I use a LOT for manually making tables formatted for 80 collumns. This
>feature pretty much makes 80 collumns unnecessary for me.

PaperClip can also do this.

>of AW 80 which I never use. It's the linear banking of PaperClip that
>should be adapted to other WPs. PC stores text very differently from
>other WPs. I think it stores it a block at a time or something.

I think each screen line is stored separately, which is why your text
disappears if you change the number of columns from, say, 80, to 40.

>I've got a copy of Paperclip without dox so I can't comment on its
>overall functionality. It's got a lot of features (looked at online
>help) but is lacking in a few areas. No macros for the most part for one
>thing. I don't know what it has for a print-preview.

IMO, Paperclip is the BEST word processor for the Atari, especially
if you have over 64K.
If I remember right, PC's print-preview is similar to AW's. It isn't
as necessary in PC, though, since you can edit with horizontal
scrolling, either as a solid window or line-by-line (like Action).
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4299. Re: A Death In The Family?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 01:27:08 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <319ltc$qv9@charm.magnus.acs.ohio-state.edu>
Source record: 99379

In article <118573@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>>Nope, I'm still here. "Reports of my death have been greatly exaggerated,"
>>or however the Mark Twain quote goes.
>
>Or else:
>
>"I know. I know. I just haven't stopped moving yet." - Zaphod Beeblebrox

Hey, you could use Zaphod as an inspiration whenever people here say
"Wow, are you really THE John Harris?"

"No, just _A_ John Harris. Haven't you I come in six-packs?"

Wait a minute... this is comp.sys.atari.8bit, not alt.fan.douglas-adams.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4300. Re: WANTED: Atari assembly langauge info

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 01:35:39 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-2807941735390001@avirislab.jpl.nasa.gov>
Source record: 99375

In article <317btl$4ng@blackice.winternet.com>, sydtech@winternet.com (Sydtech) wrote:

> I'd like to start playing around with assembly language on the Atari.
> Can someone give me some pointers on a good assembler, and some books on
> the subject? Thanks!

Well, the Assembler Editor cartridge is okay but MAC/65 is better.

Books? Hmm, if you can find Compute's "Machine Language for Beginners". That's a good place to start. Also, "The Atari Assembler". The authors were the Inmans (I believe). Another good book for the Assembler Editor.

Just a few ideas...

Brian

--
"My views do not necessarily reflect those of my employer"
-Brian Eliassen

4301. Re: WANTED: De Re Atari & Mapping The Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 01:36:45 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-2807941736450001@avirislab.jpl.nasa.gov>
Source record: 99376

In article <318nqf$8to@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu
(Michael Current) wrote:

> In a previous article, sydtech@winternet.com (Sydtech) says:
>
> >I'm looking for copies of "De Re Atari" and "Mapping The Atari". If
> >anyone has copies available for sale, I'm inteerested!
> >
> >I'd also like to pick up Compute magazine's First and Second Books of
> >Atari....
>
> All of these except perhaps De Re (not sure) are available REALLY cheaply,
> new from American Techna-Vision.
> --
> Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
> Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

Whoa, got an address or phone number for us?

Brian

--
"My views do not necessarily reflect those of my employer"
-Brian Eliassen

4302. 256K 800XL system For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 01:54:10 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <319ng2$43i@nyx10.cs.du.edu>
Source record: 99383

256K COMPLETE ATARI SYSTEM FOR SALE:

Atari 800XL with 256K RAM (Newell RAM upgrade), two (2) 1050

floppy disk drives, INDUS GT floppy drive w/carrying case, 850

serial and parallel interface, 1010 cassette drive, Commodore

1702 composite color monitor, misc. software (inluding

ATARIWRITER, ATARIWRITER+ and Atari Spell-Checker) and

magazines, plus all the items listed below:

1)Pilot Programming Language

w/"Turtle" graphics, (Educators'

package)

2)Conversational Italian (learn

Italian with your computer!)

3) Timewise (Time management)

4) "Kingdom" (Instructions and

game, cassette)

5) "Biorhythms", (Instructions and

game, cassette)

6) "Super-Text" word processor

(disk)

7) Atari BASIC Ver. C cartridge. Eliminates bugs in built-in BASIC.

8) RESET button, plugs into cartridge slot.

9) "SynsStock" (Stock charting)

10) "Sargon III" (Chess program)

11) Misc. downloaded software on disks.

12) "GO" (Ancient Japanese game, harder than Chess)

13) "The Newsroom"

14) "Movie Maker" (Animation Construction Set)

15) Batch of RAM chips removed when I upgraded to 256K.

16) "Proofreader" (Spelling Checker for Atariwriter)

17) "Your Personal Net Worth"

18) "Managing Your Stocks",

19) "Softporn Adventure"

20) "Pinball Construction Set"

21) "Personal Inventory Manager"

22) The following from XLEnt Software:

(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II

b)The First XLEnt Word Processor

c)Rubber Stamp

d)Typesetter

e)Page Designer

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TOTAL PRICE FOR THE COMPLETE 256K SYSTEM WITH MONITOR, 3 DISK DRIVES,

850 INTERFACE, CASSETTE DRIVE ALL CABLES AND THE SOFTWARE AND BOOKS

LISTED ABOVE: $299. PLUS SHIPPING, OR BEST OFFER.

Please reply by e-mail.

4303. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 01:59:51 UTC
From: krishna@max.tiac.net
Message-ID: <319nqn$b21@sundog.tiac.net>
Source record: 99381

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: Glenn,

: Well, first off, that language switcher sounds very interesting.
: I'd like to see a schematic or something if you could come up with one.

It's pretty simple. It isn't perfect, though. It doesn't react to OSS.COM quite as cleanly as a REAL supercart. It's been a while since I've used it a lot but I think it crashed when I tried using OSSCART to disable Action! and with my original cart it worked. Have to check it out some more. The price is right, though. Barry opened up his services to anyone interested but I think I was the only one who jumped at the offer and sent him the 3 carts w/$15 labor fee. In retrospect I kinda wish I had BXL instead of BXE. BXE is unique, but it is a kludge as far as interfacing with Sparta. (i.e. memory conflicts with Shell and 3.2gx and the dumb disk extension boot procedure as a whole). I'd love to replace my Rev C basic with BXL since it would fit in the same address space and be 100% compatible.

: But onto the Mars-8 and Banked Ram discussion.

: First, the mars-8 is also going to include a 65816 on the board.
: I believe that was announced a couple of weeks ago.

Yes, but as you recall, I started a thread months ago saying "why don't we write up a test file on a simple 65816 conversion board for the XL/XEs. It would probably cost less than $20 to make". Well, that would have taken off a lot faster than a $250 jobber. Noone will pay that much JUST for the exclusive 65816. And like I said, die hards probably already have banked ram and OSSCARTs up the yin yang. The only thing that really is exciting about MARS8 to me right now is the 65816 and what Mike might do with it in the future. Nothing else is GROUNDBREAKING. Sure, a daughterboard as MARS8 is, is a LOT more foolproof and cleaner to work with than a soldered mess of dead bugs. But I am doubtful that people will be willing to pay that much for that convenience. Although there are different flavors of MARS8 in the works, none of them really crosses the $100 barrier. In my case, I'd be perfectly happy with NOOO internal carts, 256K RAM, and that's it. I don't know how he plans on populating it, but it makes sense to sell it unpopulated if it will accept the cart EPROMs directly. Either that or a credit for the carts. He has to realize many die hards will wind up with totally redundant OSS carts as a result of getting MARS8. If I got credit for my carts and a more bare-bones unit it would be affordable to me.

: Then a few months ago there was posted some methods which allow
: Action! code to be stored in various banks of RAM and jumped into from

: the main program code.

Now this I'd like to see again. I've been discussing this lately with the PRO! people (like Tom Hunt) and the main obstacle is the fact that since you compile separately that the main program will know nothing about the baked ram areas so simple procedure calls will not work. The main program has no record of them, where they sit, etc. Then if you JMP or JSR into the bank, again, procedure calls to other bank routines would still be invisible to the main program. Extending the symbol table with a bunch of "equates" is what Tom Hunt was discussing (if I ready him correctly). It's a kludge but it might be workable.

Bill Kendrick and I were discussing how this might be fixed for a formal Action! XE update.

Essentially the only thing you are missing is global variables declared in the banks and procedure locations. You could still compile to separate banks as norma, but then use an off-the-shelf master banker/loader program and have some additional commands for the compiler to chew on to bring in the locations of the procedures in the banks and the global variables in the banks to put them into main memory so you can simply do standard procedure calls. Something like:

(please forgive any syntax errors)

CONFIGURE BANKING [01,0A,03,04] <-- assigns hex values to bank variables sequentially.

Bank_include (BYTE bank_number_variable,D:source_code.act)

This would chew on each program you feed it and expand the symbol table so you can call the procedures as if they were in main memory.

This main program would also automatically load the banked extensions on execution.

Although this solution involves revising the compiler, it MAY be possible to do something using some innovative hacks. For instance, Tom Hunt has a program that will scan a program and report where everything is located. If you used this program, then used a separate program to take the output of the text file and expand the symbol table manually, you could generate a manual table.

Obviously for large upgrades the table could get exteremely bloated, perhaps using the entire bank window in main memory would be advisable.

You could reserve a huge 16K code block and then include a program that would fill it with all the procedure names and address names. Then have a separate procedure that would call a bank and execute a given procedure:

```
type array p=[cli]
call_proc (p,param_1,param_2)
```

```
proc call_proc
get_bankval(p)
get_addr(p)
portb(bank_val)
jsr(address)
```

Something like that.

4304. Re: A problem with Sparta 3.2g

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 02:02:59 UTC
From: krishna@max.tiac.net
Message-ID: <319o0j$b21@sundog.tiac.net>
Source record: 99382

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: If you have a stock Atari XF551, or one with the Bob Woolley version
: of the 720K controller ROM, then you're aware that these don't support
: true Ultraspeed. In order for SpartaDOS 3.2d to use the high speed mode
: of the Atari XF551, a patch program was written which patched X32D.DOS
: to use the Xf551 high speed mode.

: Unfortunately, this patch does NOT work with SpartaDOS 3.2g.

: Bummer, I really like this version of the DOS.
: Does anyone have an idea how to fix this? John Harris, are you out there?

Not only that, but there is no MUX patch for g/gx either. (personally I
may give up the MUX unless I get an indication that CSS will finally
update it for partition swapping from a slave.)

4305. Re: C=64 people are weird

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 05:09:07 UTC
From: ripi@aol.com
Message-ID: <31a2tj$87h@search01.news.aol.com>
Source record: 99398

In article <319ed3$a3l@sundog.tiac.net>, krishna@max.tiac.net (Glenn M. Saunders) writes:

More than the fact that the C-64 hardware is so pathetic is the oddity that, as an avid 8-bitter from years past (and becoming again), I can STILL spot a C-64 user in a crowd. Never fails.

How? They're the ones that look completely lost, and a bit brain fried. We've never quite come up with a complete explanation for this syndrome, but we do party attribute it to the time spent at the computer waiting for programs to load from disk. That blank look sorta works its way into you. ;)

Rob

4306. New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 05:49:10 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940728224914.2400914b@sonoma.edu>
Source record: 99386

<yikes.. no normal good editor.. hmm>

Ok.. I found quite a few miscelanious WAV files on one of the binary newsgroups so I've been converting them with my slow little 8-bit -> 4-bit (Parrot file format) converted and then decided today that I need something better than that stupid, unuserfriendly Digiplay program I came up with in less than a minute in TurboBASIC XL. :) SOOO! I loaded up Digiplay and hacked away at it..

Now I've got a nice little menu-style sound 'viewer'. It presents the names of all of the ".DIG" files on the current drive/directory ("D:*.DIG" inother-words) and lets you use the cursor keys to select one and then play it in one of three rates. These are three rates which seem to be the most useful:
8 - sounds fine with all of the Mac Sound control-panel sounds I've CNVRT48'd
24 - seems the best for the big bunch of WAVs I picked up when they've been CNVRT48'd
54 - this is the standard Parrot speed (if you record sound with Parrot a (oops, "at") the default rate, this is what you use to play them back properly)

Anyways.. the ARC is DIGIMENU.ARC and includes:

DIGIMENU.TBS - TurboBASIC XL program (DIGIPLAY upgraded)
DIGIMENU.CTB - ready to be pumped into the TBXL "RUNTIME" package
DIGIPLAY.TBS - the old small DigiPlay (good to work off of I guess)
NLODPLAY.LST - What DigiPlay really IS.. this is the TurboBASIC XL version of Parrot's LOADPLAY.LST. DigiPlay was just this plus a set of INPUT and GET and EXEC's. :)
CNVRT48.TBS - not the fastest, but the only (relatively buggless) 8-bit to 4-bit sound converter for Atari 8bits. One day I'll make on in Action! which actually understands WAV, SND, and AU headers and maybe even can extract digital sounds from MODs, wouldn't THAT be nice!?!? :)
DIGIPLAY.DOC - docs.. there's a tidbit of help online for DIGIMENU.TBS.. DIGIPLAY on the otherhand doesn't even assume "D:" for you.

:)

Go get it when it gets moved from the UMich "New" directory.....

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I am Homer of Borg, resistance is - mmm! donuts!

4307. Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 05:56:17 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940728225621.2400914b@sonoma.edu>
Source record: 99384

Whoa what a subject.. damn, the editor still isn't coming up.. wonder why.

ANYWAYS.......

I'd like to spend some of my time (when I get bored/frustrated with all other things I'm doing) doing what I've always wanted to do.. port (not literally.. but from scratch) Atari 2600 games over to the Atari XL/XEs... Games like Sky Diver (which I tried not-that-badly with Sky Diving but that was a player/missle-less Atari BASIC chunk of code from a few YEARS ago..) and Space Invaders (although I know we HAVE that.. but is it PD?! NOO!!) and SuperMan and the cool 2600 version of Defender and so on..

What >I< want from YOU folks is a list of games you'd really like to see remade onto the Ataris.. Now, these won't be beautiful 4096 color remakes or something. :) I'm going to try to keep them as 2600-ish as possible (just to have that feel) but also at least upgrade in the resolution department for some of the older stuff..

Also, as I said a hundred times over in all of my old-BASIC-releases I made a while ago, I'd like to reprogram those now that I have both more experience, help from OTHERs, and better languages..

So.. from what you've seen of both the old Atari 2600 games, some of my older (pre1993 or 1992) stuff and hell, even some of the REALLY old 400/800 games, what stuff would you like to see remade and with what extra features? Also, what old arcade games did you adore which just never made it to the 400/800/XL series?? And DON'T say Moral Kombat! Hell, who said we couldn't have that!? It's just.. who'd WANT IT!?!?!? (Although I've had this urge to make it.. ehh.. I dunno.. I need better sound routines like in MegaBlast, or even just Epyx's World Karate Championship)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Hacker at heart.. Empty at stomach.. pass the chips....

4308. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 06:06:10 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <31a68j$gel@usenet.INS.CWRU.Edu>
Source record: 99385
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

In a previous article, thommy@cs.tu-berlin.de (Thomas Bahls) says:

>Hi!
>
> I really like this list, but there are several people missing.
> Never heard about Julien Reschke (Profibuch, SCSItools), Andreas
> Kromke (NVDI), Uwe Seimet (many interesting stuff), Wilfried Behne
> (NVDI) and many many more?
>
> Hey wake up, we have e-mail in Europe, too ;-)
>

Hey, if you Europeans want to be placed on this list, YOU have to do the
waking up!

Users will not be placed on the list unless the maintainer (myself)
receives e-mail from the person.

Why do I do this? I don't want to get bitched at by people because they
are on a Who's Who list when they want to remain as silent as possible.
Some people like it that their e-mail address isn't well-known.

Another reason is because ALL the people on the list KNOW that they are on
the list. If a situation would change concerning their status or e-mail
address, they realize they are on the list and contact me.

If you want to be placed on the Who's Who list then give me information about
yourself. If you want a favorite developer of yours to be placed on
this list, tell them so they can write me.

Len

>

--

4309. Flicker80 Set-up

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 06:46:37 UTC
From: ericl@bert.cs.byu.edu
Message-ID: <ericl.775464397@bert.cs.byu.edu>
Source record: 99399

I can't get Flickerterm80 to work with my system. I have an upgraded 256K 1200XL and SX212 modem. I fear the problem may be in the modem handler. Does anyone have an R: handler they got to work with an SX212? Thanks.

-- Eric

4310. Re: Progress report: Atari "Pocket" Reference

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 10:17:46 UTC
From: phigan@cyberspace.net
Message-ID: <31al0a$qu@cyberspace.com>
Source record: 99389

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: >kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
: >William (Bill) Kendrick / | \ ** New Breed Software **
: >C:\WINDOWS> del *.*
: This works better: C:\> deltree WINDOWS /y
: but I prefer: % rm -rf /dos/*

Didn't we go through this before?
C:\DOS>
C:\DOS> run
RUN DOS RUN!@#

I prefer C:\> echo y|format c:

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4311. Re: Info about the 850-Interface required

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 10:26:47 UTC
From: phigan@cyberspace.net
Message-ID: <31alh7$qu@cyberspace.com>
Source record: 99390

Michael Current (aa700@cleveland.Freenet.Edu) wrote:
: If someone could, say, run down all the computer models and peripherals
: listed near the end of the FAQ and let me know which uses which kind of
: power supply, I'd be very appriciative!

Well I can just give you all the peripherals that I know (by atari)...

These all use 9v AC:
400 Comp
800 Comp
1200xl Comp
1050 Disk drive
810 Disk Drive
850 Interface
1010 Cassette
1020 Plotter
I don't know about the other Atari printers...
Does the Xf551 use 9v AC?

These all use the big black Atari power supplies:
600XL
800XL
65XE and 65XE Game System
130XE

These have their own power supplies:
1030 modem
SX212 Modem
Is there anything else?

This is just stuff made by atari tho...

--

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4312. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 11:16:13 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Rm-Qj1N.ftooned@delphi.com>
Source record: 99395

Glenn M. Saunders <krishna@max.tiac.net> writes:

>Buying into a $250 (fully loaded) MARS8 which merely repackages things
>they already have and offers a few subtle enhancements is a hard sell to
>the die hard who has it all.

How do you REALLY know that these things are merely repackaged???
If you don't have a MARS 8, then you don't "have it all".

>I'm not saying that FTE should take a bath and sell MARS8 for nothing,
>but I think they should explore something like maybe accepting trade-ins
>of separate OSS carts as credit for MARS8. If I could get $100 in

You don't think that FTe has enough OSS/ICD carts as it is??

>bucks for MARS8. As much as I want it, I have come to the conclusion
>that I will not (I can't actually) get it unless I get a trade in credit
>to make it affordable. If I had $250 to blow on computer equipment I'd
>be much better rewarded by another platform where a bunch of 16-bit

It looks like you'll have to wait and get a "used" MARS 8, unless you
can get somebody who is tired of a "repackaged" board to trade with.
Better yet, Maybe it is time for you to be "rewarded"...

>anal. is really running against FTE products these days. I mean, when it
>comes to CSSware, half of the hardware I've got, modem, drives, etc..
>could be reused for another platform. The SIMMS in MARS8 might be

When did CSS make modems or disk drives?? I guess you could desolder
a few chips from the Black Box for something...

>worthy catalog of programs to get the most out of it. To expect the
>userbase to shell out hundreds for hardware and gamble that software will
>use it is a hard sell.

To expect a company such as FTe to continue shelling out thousands, and
gamble on a "hard sell" userbase has something to be said for it as well...

Thanks for the "reality check" Glen.

Mike

4313. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 11:22:42 UTC
From: phigan@cyberspace.net
Message-ID: <31aoq2$1nu@cyberspace.com>
Source record: 99391

KENDRICK@sonoma.edu wrote:
: I'd like to spend some of my time (when I get bored/frustrated with all
: other things I'm doing) doing what I've always wanted to do.. port (not
: literally.. but from scratch) Atari 2600 games over to the Atari XL/XEs...
: Games like Sky Diver (which I tried not-that-badly with Sky Diving but that
: was a player/missle-less Atari BASIC chunk of code from a few YEARS ago..)
: and Space Invaders (although I know we HAVE that.. but is it PD?! NOO!!)
: and SuperMan and the cool 2600 version of Defender and so on..

I haven't ever played any games on the 2600 or anything but thats a cool idea. What my friend The Joystick Lunatic thought of was to make some GameBoy games on the atari. He's already got all the colors down and has started work on a few..We even put our heads together and came up with a cool alternative to the big Nintendo logo that comes down when you turn it on. I think this is a great idea and might just turn out good. Its not like we need to deal with many colors..just three or four... What do ya think?

--

Woah, I've been posting quite a bit...I love usenet!

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4314. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 11:23:12 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Rq4wTrl.ftooned@delphi.com>
Source record: 99388

Hows about it everyone?

Should FTe drop the MARS 8 project?

Is a 65816 processor really worth the time and effort?

Is 4mb of memory support a waste due to lack of software?

Well it's just too damn bad. The MARS 8 will be released, the 65816 will be supported, and the 4mb of memory will be used A LOT...

Even if I'm the only person in the "galaxy" (pun intended) who has one, It will be the most expensive upgrade for any computer that I will have EVER purchased. And you know what?? It will be worth EVERY thousand that it's cost me...

Mike (FTe)

4315. Re: Ok.. I haven't gotten _AC_ in QUITE a while.. but

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 13:04:04 UTC
From: heller@belair.cse.psu.edu
Message-ID: <31auo4$ghu@psuvax1.cse.psu.edu>
Source record: 99392

In regards to AW+ and its non-functionality under other dos's other than
2.5

Well, All I needed to get AW+ to work on sparta was copy the files
over to a double density sparta dos 3.2 disk. The copy protection
craps out on the 256byte sectors and lets you use it.

I also have a hacked version that is supposed to let you have a sparta
dos shell.. (doesnt work well... you lose everything...)
but it supports ram drives... etc...

As for the hd.... I used to run the original off of the hd...
as I recall I never had to deprogram the protection (easy as changing
2 bytes mind you) ... you could easily access subdirectorys by just
giving the prompt the old ">". The only problem as I recall was
how deep you could go since the input buffer was only so big. =)

Andrew

4316. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 13:16:00 UTC
From: heller@belair.cse.psu.edu
Message-ID: <31aveg$ghu@psuvax1.cse.psu.edu>
Source record: 99394

Glenn M. Saunders (krishna@max.tiac.net) wrote:

: The OS ROM in the 1400XL is identical to the XL/XEs. When I put a MUX OS
: in it still talks. The hook for the self-test talking and the drivers
: are stored elsewhere, perhaps on the SC-01 or some other place. The
: SC-01 itself in my machine apears to be an EPROM, it has a sicker over it
: like an EPROM.

Yes, I recall that being the case.... cause a few bizzaire questions to
come up at a few 8bit meetings.

: Bob Puff has had some hacking time by now on my 1400XL and a couple
: others. He himelf told me that the speech and modem ARE PBI DEVICES. No
: question about it.

@#$#$^$%&^ I WANT ME 14xx to play with!!! argh!!!! It is hard
to play with the OS ROMS when you don't have the hardware!!!!

Hmm... I wonder how many versions of the handlers there are out there!
I dont know how illegal it is... but... I could put some of them online
this fall... on my own machine...

: : I wonder if I couldnt rig a 1450 case up with some 1050 cases and
: : a 1200xl. hmmm....

: I put my 1400XL board into a 1200XL case. It fits well as long as you
: cut for the straight joysick ports and the extra ports on the back and
: stuff. My board (and probably others designated 1450 like mine) have a
: 34-pin ribbon cable connector right under the PBI. Guess what this is
: for? Yes, it's for the FDC daughterboard. Definitely some hacking
: potential there.

what are the pinouts?? I would guess that these are just bus lines
that would run to the required circuitry on the daughterboard...
Anybody got one of these boards and wants to draw up some schematics?

Also.. what drive was used in the 1450? It was a dual density
double sided one?!? Double sided? oh yah.. as I recall it was
drive 1 and drive 2 combined right?? ANd you could boot off your
SIO drive if you wanted by booting the machine w/o a disk in....

Who would be interested in a brief manual on the 14xx? We could do
some research and combine all this into a FAQ kinda thingy.
Start by pulling the old compute! issues...etc... quoting them
(with permissions of course!) and the old dos 3.0 manuals that
tell all of the wonders of the 1450....

Andrew

4317. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 15:30:51 UTC
From: reed@pa.itc.hp.com
Message-ID: <31b7bb$o26@hpscit.sc.hp.com>
Source record: 99400

In article <940728225621.2400914b@sonoma.edu>, KENDRICK@sonoma.edu writes:
> Whoa what a subject.. damn, the editor still isn't coming up.. wonder why.
>
> ANYWAYS.......
>
> I'd like to spend some of my time (when I get bored/frustrated with all
> other things I'm doing) doing what I've always wanted to do.. port (not
> literally.. but from scratch) Atari 2600 games over to the Atari XL/XEs...
> Games like Sky Diver (which I tried not-that-badly with Sky Diving but that
> was a player/missle-less Atari BASIC chunk of code from a few YEARS ago..)
> and Space Invaders (although I know we HAVE that.. but is it PD?! NOO!!)
> and SuperMan and the cool 2600 version of Defender and so on..
>
> What >I< want from YOU folks is a list of games you'd really like to see
> remade onto the Ataris.. Now, these won't be beautiful 4096 color remakes
> or something. :) I'm going to try to keep them as 2600-ish as possible
> (just to have that feel) but also at least upgrade in the resolution depart-
> ment for some of the older stuff..
>

How about the original 2600 Adventure game (complete with "secret" room...)?

And you have my vote for porting over the 2600 version of Space Invaders. Truly a classic!

--
-.---. -.---. .--------------------------------------.
|---' |---' . | Perry Reed |
| .=..-..-.. . | `. .=..=..-| | reed@corp.hp.com |
' `- ' ' `-| ' ``- `- `-` | "If it works, it's obsolete!" |
-' '----------------------------------'

4318. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 16:18:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940729161824MIS0160@MVS.UDEL.EDU>
Source record: 99403

In article <940728225621.2400914b@sonoma.edu>,
KENDRICK@sonoma.edu writes:
>What >I< want from YOU folks is a list of games you'd really like to see
>remade onto the Ataris.. kes

Well, my favorite 2600 game was Air/Sea Battle. I think the Sears
version had a different title than the Atari Version. There were about
10 variations of planes vs ships, cannons vs planes, ships vs subs, etc.
There also were variations of a shooting gallery game as well.
My son and I used to play that cartridge for hours at a time, usually
with my losing. I always wondered how they managed to cram so many
variations of a game into one cartridge which probably was only 4 or 8K.

4319. Re: Info about the 850-Interface required

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 16:21:14 UTC
From: jjmcwill@next5
Message-ID: <31ba9q$jl7@mtu.edu>
Source record: 99323

THe XF551 uses the standard 9vac power supply. I think the 1020 plotter
does too. I haven't used mine in a LOONNG time.

THe Xep80 also has a custom power supply, I think it would be the same one as
the SX212 has.

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4320. Back on the Feed

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 17:28:44 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2E392304@POST0.LAAFB.AF.MIL>
Source record: 99402

I've changed jobs (again) and am back on the csa8 feed (in case anyone is interested).

Yes, Bob Puff is still around doing 8-bit stuff.

There are lots of places that still sell 8-bit hardware and software. Michael Current keeps a list and so do I. I would suggest American TechnaVision, B&C Computer Visions or Best Electronics for your power supply. I think ATV is the cheapest, but I don't have my catalogs in front of me. (You might also try cracking it open and replacing the fuse. I do that every once and awhile.) If you send me private e-mail, I will send some addresses and phones. B&C recently changed addresses. (So did Bolt's Electronic Repair, Michael C.)

If anyone is interested in writing for the longest running (14 yrs), internationally distributed, US-produced Atari Magazine that still supports the Atari 8-bit, please drop me a line. I'm always looking for good writers.

I'm looking for more people to get on the 8-bit FidoNet echo, here in Los Angeles. (We finally got the bugs out and have a real feed finally!)

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

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Work (310) 363-0976
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Internet: r.reaserrl@post2.laafb.af.mil
GEnie: r.reaserjr1
CIS: 72130,2073
FidoNet: Forgot the Number. It's PC Heaven in Manhattan Beach, CA if you have a node list.

4321. Re: Progress report: Atari "Pocket" Reference

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 18:04:20 UTC
From: vparada@inf.utfsm.cl
Message-ID: <31bgb4$100@tunga.inf.utfsm.cl>
Source record: 99326

Hola mundo.

Mark E Daniel <mark@legend.akron.oh.us> wrote:
>That one I believe was used under DOS 2.5 to read the directory enties which
>were contained within the disk space readable only under 2.5's enhanced
>density. Remember that DOS 2.0S could see the files that were stored under
>the portion of DOS which included 2.0 (the first 720 sectors I bekieve) but
>files stored in the enhanced portion of the disk could not be seen by 2.0.
>2.5 showed this by placing <> around the name of an enhanced density file.

Both 6 and 7 as AUX1 in the OPEN statement reads ALL directory entries
in DOS 2.5. The difference is that files that uses sectors from 720
are displayed with the < > if 7 was used.

Bye... ++Vitoco
--
Victor Andres Parada Gomez __ __
Ingenieria Civil en Informatica o-''))_____\\
Universidad Tecnica Federico Santa Maria "--__/ * * *)
Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

4322. Re: Jview and SD 3.2

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 18:04:22 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <31bgb7$79m@usenet.INS.CWRU.Edu>
Source record: 99396

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

>It would be no surprise for anything that uses the under the OS RAM to run
>under SDX with use banked. TBXL does. I don't have SDX right now, I'm

(I think you were responding to me.)

But what about the other way around? Why are there programs, which only
require 48K or less, that will work with use osram but not with use banked?
That's what doesn't make any sense to me.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4323. Re: Flicker80 Set-up

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 18:25:11 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <31bhi7$9sf@usenet.INS.CWRU.Edu>
Source record: 99322

In a previous article, ericl@bert.cs.byu.edu (Eric Layton) says:

>I can't get Flickerterm80 to work with my system. I have an upgraded
>256K 1200XL and SX212 modem. I fear the problem may be in the modem
>handler. Does anyone have an R: handler they got to work with an SX212?

I haven't used my SX212 since I got FlickerTerm 80, but the SX R: handler
that's worked with everything for me is called sx212a.arc on the Merit
Archive.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

4324. Re: C=64 people are weird

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 18:32:39 UTC
From: bryedewa@news.delphi.com
Message-ID: <31bi07$n4a@news.delphi.com>
Source record: 99397

ripi@aol.com (RIPI) writes:

>In article <319ed3$a3l@sundog.tiac.net>, krishna@max.tiac.net (Glenn M.
>Saunders) writes:

>More than the fact that the C-64 hardware is so pathetic is the oddity
>that, as an avid 8-bitter from years past (and becoming again), I can
>STILL spot a C-64 user in a crowd. Never fails.

>How? They're the ones that look completely lost, and a bit brain fried.
>We've never quite come up with a complete explanation for this syndrome,
>but we do party attribute it to the time spent at the computer waiting for
>programs to load from disk. That blank look sorta works its way into you.
>;)

>Rob

As much as I hate to rag, the 64 is fairly pathetic from a hardware stance.
If that machine didn't have those 4 color sprites, it would be darn near
useless. The fact that it couldn't auto-boot anything, or come up without
going through BASIC made it a royal pain in the a**. Also, the lack of a
real XY graphics mode complicated things further.

-Bry

4325. Re: turning off VBI's

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 19:23:08 UTC
From: vparada@inf.utfsm.cl
Message-ID: <31bkus$13b@tunga.inf.utfsm.cl>
Source record: 99404

Hola mundo.

Pab Sungenis <pab@cnx.sccsi.com> wrote:
>[...deleted...]
>If your original declaration was:
> PROC MyStuff(BYTE x,x1,x2,x3, CARD xc, BYTE y,z, CARD yc)
>And you passed:
> MyStuff(10,11,12,13,14,15,16,17)
>The argument stack would look like this:

A 10
X 11
Y 12
$A4 13
$A5 0 MSB
$A6 14 LSB
$A7 15
$A8 16
$A9 0 MSB
$AA 17 LSB

>Note that where a BYTE value is being passed, it takes up a single byte.
>CARDS are stored in LSB/MSB order.

It seems to be MSB/LSB order :-)

Bye... ++Vitoco
--
Victor Andres Parada Gomez __ __
Ingenieria Civil en Informatica o-''))_____\\
Universidad Tecnica Federico Santa Maria "--__/ * * *)
Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

4326. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 22:22:30 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <31bvf6$i1u@news.cs.tulane.edu>
Source record: 99325

In article <Rq4wTrI.ftooned@delphi.com> F Tooned <ftooned@delphi.com> writes:
>Should FTe drop the MARS 8 project?

No,
>
>Is a 65816 processor really worth the time and effort?
>

Yes, though it would help if software authors could be induced to
produce for it...

>Is 4mb of memory support a waste due to lack of software?

Seems along time ago I heard the same thing said about the Newell
1meg upgrade...So, Yes, provided the upgrade if fully doc'd so programers
can take advantage of the extra ram...or maybe something like a highmem.sys
/ QuarterDeck that would allow the 816 to "see" all available memory...but
then we've already touched on that one...

>Even if I'm the only person in the "galaxy" (pun intended) who has
>one, It will be the most expensive upgrade for any computer that I
>will have EVER purchased. And you know what?? It will be worth EVERY
>thousand that it's cost me...

BZZZZZTTT....Thankyou for playing! There will be at least two, maybe three
and if I recall rightly we're all named Mike...

Just my few cents...I don't find the cost of the Mars8 any more out of line
than I did $400 for a BB/FB even though I already had an MIO/ATR8000...

Software support is going to be the tough part...what we need are ideas on
how to go about getting people to once again produce for our platform...or
me must start working together to make what we need...In a way, FlickerTerm
is an example of just that...a lot of folks kicked in ideas and code to
help the project along.

Mike Todd
Info Atari8 Digest
Moderator

4327. Re: turning off VBI's

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 22:40:36 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <31c0h4$ikt@news.cs.tulane.edu>
Source record: 99312

In article <31bkus$13b@tunga.inf.utfsm.cl> vparada@inf.utfsm.cl (Victor Parada G.) writes:
> $A4 13
> $A5 0 MSB
> $A6 14 LSB
>>Note that where a BYTE value is being passed, it takes up a single byte.
>>CARDS are stored in LSB/MSB order.
>
>It seems to be MSB/LSB order :-)

Remember how a stack works, first in, last out...

Mike Todd
Info Atari8 Digest
Moderator

4328. Re: Flicker80 Set-up

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-29 22:57:41 UTC
From: phigan@cyberspace.net
Message-ID: <31c1h5$9fq@cyberspace.com>
Source record: 99401

Eric Layton (ericl@bert.cs.byu.edu) wrote:
: I can't get Flickerterm80 to work with my system. I have an upgraded
: 256K 1200XL and SX212 modem. I fear the problem may be in the modem
: handler. Does anyone have an R: handler they got to work with an SX212?
: Thanks.

Do you have bobterm? Find the handler you used with bobterm to use with
Fterm. If you can't find it, email me here and I'll either uuencode you
one or get it to you some other way...

--

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4329. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 00:06:30 UTC
From: krishna@max.tiac.net
Message-ID: <31c5i6$9ng@sundog.tiac.net>
Source record: 99305

F Tooned (ftooned@delphi.com) wrote:
: To expect a company such as FTe to continue shelling out thousands, and
: gamble on a "hard sell" userbase has something to be said for it as well...

It's not a flame, Mike. But sometimes economic realities come crashing down, and I personally can't throw all my cash at everything a developer comes up with, even though I'd surely like to if I had the luxury of doing so. I don't think I'm unique in this, which is why I made my concerns public.

Unfortunately I realize all too well how much of an impact I alone have in my 8-bit purchases because the fewer 8-bitters out there, the more each of us has to be aggressive about supporting developers, and more than once I've purchased something more out of a need to "donate" than because I NEEDED somthing. The Floppy Board was an example of this. I really don't NEED it. It's come in handy a few times but it isn't a necessity. Since I had bought all the rest of my CSS hardware used, I felt an obligation to buy something new. I bought the FB with a 1.44 meg drive from CSS.

When I was sent the first AC, I was not overly impressed, but I HAD to subscribe. When renewal time came along, I did not feel as though I was getting my money's worth compared to the halcyon days of 8-bit periodicals, but I still renewed.

I've regularly gotten items from B&C and others, like when B&C advertised that they had MIDITRACK III w/interface, I jumped at it despite a lack of experience or time with MIDI, and my only MIDI device is a drum machine.

But although MARS8 is cool, the pain involved in paying $175-$200 is not worth what it gives me that I don't already have. I can't speak for others but I'm sure others are in a similar situation.

4330. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 00:11:47 UTC
From: krishna@max.tiac.net
Message-ID: <31c5s3$9ng@sundog.tiac.net>
Source record: 99306

F Tooned (ftooned@delphi.com) wrote:
:
: Hows about it everyone?
:
: Should FTe drop the MARS 8 project?
:
: Is a 65816 processor really worth the time and effort?
:
: Is 4mb of memory support a waste due to lack of software?
:
: Well it's just too damn bad. The MARS 8 will be released, the 65816
: will be supported, and the 4mb of memory will be used A LOT...
:
: Even if I'm the only person in the "galaxy" (pun intended) who has
: one, It will be the most expensive upgrade for any computer that I
: will have EVER purchased. And you know what?? It will be worth EVERY
: thousand that it's cost me...
:
: Mike (FTe)

You know, all you'd have to do to get more support for your hardware would be to state publically that you have people on the books to develop serious apps for the new hardware. I keep on harping on the lessons of the T816, but it's a lesson that needs to be learned. And Chuck DID get SOME software out. Hardware without software is of questionable value.

Even I would consider pulling out my piggy-bank if I had an indication that the exclusive features of MARS8 or your other future hardware was going to be taken-advantage of by a new generation of software.

There are already quite a few T816s sitting around as doorstops. They make great conversation-pieces but besides the specs on the hardware, what can you do with it? Software makes the difference between expensive doorstops and a wise investment in upgraded hardware.

4331. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 00:22:49 UTC
From: krishna@max.tiac.net
Message-ID: <31c6gp$9ng@sundog.tiac.net>
Source record: 99307

Andrew K Heller (heller@belair.cse.psu.edu) wrote:
: Glenn M. Saunders (krishna@max.tiac.net) wrote:

: @#$#$^$%&^ I WANT ME 14xx to play with!!! argh!!!! It is hard
: to play with the OS ROMS when you don't have the hardware!!!!

I'll sell you mine for $100+shipping, but the PBI, like I said, is an
incompatible design and won't work with a MIO/BB.

: Hmm... I wonder how many versions of the handlers there are out there!
: I dont know how illegal it is... but... I could put some of them online
: this fall... on my own machine...

What good are speech and modem PBI handlers if you don't have the
hardware inside a non-1400 series?

: what are the pinouts?? I would guess that these are just bus lines
: that would run to the required circuitry on the daughterboard...
: Anybody got one of these boards and wants to draw up some schematics?

Bob Puff has 1400 schematics. They varies from prototype to prototype
naturally. His are BIG poster-sized schematics. I asked for a copy but
he told me they were too bulky to photocopy. But Bob Woolley probably
has something.

: Also.. what drive was used in the 1450? It was a dual density
: double sided one?!? Double sided? oh yah.. as I recall it was
: drive 1 and drive 2 combined right?? ANd you could boot off your
: SIO drive if you wanted by booting the machine w/o a disk in....

I'm pretty sure that was only a function of the DOS, not the controller.
I betcha if you wrote another DOS for the 1450 you could make it do the
drives in a more standard DS fashion. However, it should be known that
from my knowledge, the 1450 drives were NOT double density. They were
ENHANCED density. Essentially a double sided 1050. I real Edsel design!

David Hunt (Shadow) says he has a set of leftover 1450 drives. If the
floppy daughterboard could be cloned then I could probably hook up his
drives to my 1400 and check it out. But I was thinking that one could
rig up something akin to the Floppy Board right off the 34 pin
connector. Or perhaps control the drives directly through software like
an Apple does (right?). I mean, 34 pin is the same as IBM drives.

The fact is, any 8-bit with a BB/FB and a 14.4 modem blows the shit out
of a 1450XLD. The only thing it REALLY has going for it is the speech
and after I figured out that I really couldn't alter the pitch, speed, or
multitask from Basic that lost its thrill pretty soon. Alien Voice Box

is a lot better.

Does anyone know if there are any speech chips still in production? The Cheep Talk chip is long gone, believe me, I've looked for them.

With all the talk of MARS8 and the ultimate 8-bits, a non-CPU-intensive speech solution would be part of the frosting, and Alien Voice Boxes are ultra-rare. Why not interfacing the TI chip? Wasn't that pretty good?

4332. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 00:26:09 UTC
From: krishna@max.tiac.net
Message-ID: <31c6n1$9ng@sundog.tiac.net>
Source record: 99308

I've tried Bill's new WAV player. I do recommend it. It's very user-friendly. Just use the compiled version with the TBXL runtime and store it in your sounds subdirectory.

Eventually I'm hoping we can revive .QXL format and also be able to convert .WAV > .QXL or "meg XL" because there are a lot of LARGE .WAVs out there too. Parrot really doesn't give you much room.

4333. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 00:40:22 UTC
From: krishna@max.tiac.net
Message-ID: <31c7hm$9ng@sundog.tiac.net>
Source record: 99309

The Gameboy I believe uses the 6502 and not a very fast one. You could probably attempt a true Gameboy emulator on the Atari 8 and port the code over directly.

4334. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 00:42:08 UTC
From: krishna@max.tiac.net
Message-ID: <31c7l0$9ng@sundog.tiac.net>
Source record: 99310

Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
: In article <940728225621.2400914b@sonoma.edu>,
: KENDRICK@sonoma.edu writes:
: >What >I< want from YOU folks is a list of games you'd really like to see
: >remade onto the Ataris.. kes

: Well, my favorite 2600 game was Air/Sea Battle. I think the Sears
: version had a different title than the Atari Version. There were about
: 10 variations of planes vs ships, cannons vs planes, ships vs subs, etc.
: There also were variations of a shooting gallery game as well.
: My son and I used to play that cartridge for hours at a time, usually
: with my losing. I always wondered how they managed to cram so many
: variations of a game into one cartridge which probably was only 4 or 8K.

I think the very early games were only 2K. I heard Adventure is only 2K
but that is hard to believe.

4335. Re: Flicker80 Set-up

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 00:45:22 UTC
From: krishna@max.tiac.net
Message-ID: <31c7r2$9ng@sundog.tiac.net>
Source record: 99311

Joe S. Phigan (phigan@cyberspace.net) wrote:
: Eric Layton (ericl@bert.cs.byu.edu) wrote:
: : I can't get Flickerterm80 to work with my system. I have an upgraded
: : 256K 1200XL and SX212 modem. I fear the problem may be in the modem
: : handler. Does anyone have an R: handler they got to work with an SX212?
: : Thanks.

: Do you have bobterm? Find the handler you used with bobterm to use with
: Fterm. If you can't find it, email me here and I'll either uuencode you
: one or get it to you some other way...

FlickerTerm seems to be tempermental with MYDOS. This is ironic since Clay is a MYDOS-phile. But the memory structure of 4.50 is different from 4.53 and I think Clay uses 4.53. FlickerTerm can not detect carrier status on SXs and if you switch back and forth between Bob and Flick you'll have to deal with Flick resending the init string. This is something Clay has to fix eventually.

One thing that usually works if you have handler trouble with Flick is to load Bobterm, get online, then drop and switch over. Then you're already online so it should be foolproof.

4336. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 01:08:07 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <31c95n$1pi@charm.magnus.acs.ohio-state.edu>
Source record: 99321

In article <940728225621.2400914b@sonoma.edu>, <KENDRICK@sonoma.edu> wrote:
>remade onto the Ataris.. Now, these won't be beautiful 4096 color remakes
>or something. :) I'm going to try to keep them as 2600-ish as possible
>(just to have that feel) but also at least upgrade in the resolution depart-
>ment for some of the older stuff..

Aww, I think they should be done in Gr.5. Make 'em really authentic!
:-)
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4337. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 01:41:58 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31cb56$420@nic-nac.CSU.net>
Source record: 99329

(Just to mention, I saw everyone's posts so far on porting games.. looks like Adventure is the big winner.. too bad I never got to the secret room.. perhaps I'm going to have to make my own version.. it'll give me a chance to make it bigger. Also, maybe I'll have 2600 mode (solid graphics) and XL mode (detailed graphics) ??) (Don't expect it soon though ehheehhe)

Ok.. Just to let everyone know.. my software isn't a WAV player like Glenn said. TECHNICALLY, I guess it is because you can listen to WAVs with it, but that's a two-step process. :) (Like calling CSView a GIF viewer...)

Anyways.. it's a WAV (or other noncompressed 8-bit sound file) to DIG (which is uncompressed, formatted (Parrot style) 8-bit sound file) converter.

The user friendly program Glenn's talking about (thanks hehe) is DigiPlayMenu. BTW, I haven't tested it with more than 2 columns (less than 40) sound files. To see if my menuer worked right, I just made a BASIC program which created a set of empty .DIG files (A.DIG to Z.DIG) .. lucky I did this because when I wondered what would happen when I played a non-DIG file even though it claimed to be DIG, it died bigtime, hence the error trapping. <whew>

Anyways.. I'm babbling.. (and what's your name? <ba dum DUM>)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4338. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 01:48:25 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <118738@cup.portal.com>
Source record: 99330

Bill Kendrick (kendrick@vax.sonoma.edu) writes:

>1) Unless the OS is REALLY weird on the 1400xl/1450xld, then "V:" should
> suffice. (It's like opening "Editor:" or "E:ditor" or "K:eyboard", etc)

Interesting side note: the device-identifying character ("E for Editor, K for Keyboard," etc.) does NOT have to be an UPPERCASE LETTER per se: it can be ANY single-byte (single-character) name, except hex 00 (control L, the "heart" character). The available Atari device-name space is thus 255 entries (hex 01 thru FF) rather than just 26 ("A" through "Z"). I once renamed the "E" device to the <control-T-or-"circle"-character> device by poking the appropriate character into the handler table (HATABS, address 794 decimal); let me tell you, the BASIC "OPEN" statements looked pretty damn strange in the program I wrote afterward... One potential use of this technique could be to write BASIC programs that would not operate unless you first loaded a binary file that patched the names of the standard devices to something customized.

>2) Hey, why not try poking and proding at the "V:" handler via XIO calls!

Another option, that which I would pursue if I were in possession of this V: handler: DISASSEMBLE the thing! Of course, it might be pretty hard to figure out what the code was actually accomplishing, unless one had an actual 1400-series machine on which to test the effects of delivering certain values to the speech hardware registers.

Assuming of course that the 1400-series speech capability WAS hardware. We're all assuming that it was, but is there any proof? Don't Ask Software had come out with "S.A.M. - the Software Automated Mouth" a while BEFORE the 1400 series was announced, if I remember correctly, and it wouldn't be TOTALLY out of the question for Atari to have acquired S.A.M., burned it into ROM, and hooked it into the 1400-series OS... It seems to me that with the number of unsubstantiatable rumors about the 1400-series machines, there's room for speculation.

>Also, isn't there an easy way to look for installed devices on the 8bit?
>(Other than a FOR loop going from "A" to "Z" :) hehe.. although that'd work
>just fine, I'm sure. :) All non-errors would signify an existing handler.)
>Just look into memory at the handler table, right? Can't you from there
>look for the V: handler's code and then disassmble it!?

Exactly. The following one-liner (potential entry in the "immediate-mode utilities" contest) will show you the one-letter "device name" and the handler vector table addresses of all "installed" devices on the 8bit:

```
FOR A=794 TO 831 STEP 3:PRINT CHR$(PEEK(A));": ";PEEK(A+1)+256*PEEK(A+2):
NEXT A
```

>SOMEBODY GET TO IT! Hehe.. it sounds intriguing! :)

Somebody send me a 14xx and I'll attend to it. :-)

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4339. Re: B: RELEASE von XF210GER.ZIP (ATARI 400/800 Emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 03:26:03 UTC
From: kevina@clark.net
Message-ID: <31ch8b$oug@explorer.clark.net>
Source record: 99313
Cross-posted to: berlinet.biete,comp.sys.atari.8bit,de.comp.sys.ibm,kiel.biete,zer.t-netz.rechner.atari.8bit,zer.z-netz.rechner.ibm.allgemein,domino.software.dos,starnet.biete

```
In article <5Tj_1i0XD5B@p0000038.1st-trac.toppoint.de>,
Ulf Petersen <ulf@1st-trac.toppoint.de> wrote:
>!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>AN ALLE SYSOPS & USER --- AN ALLE SYSOPS & USER --- AN ALLE SYSOPS & USER
>!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
> BITTE HOLT EUCH DAS FILE "XF210GER.ZIP" UND VERBREITET ES
> !KEEP THE ATARI 8BIT ALIVE!

Ok does anyon know what this says (IN ENGLISH!)
>
>Mittlerweile ist der PC Xformer II, ein ATARI 8Bit (400/800) Emulator fï¿½r
>den MS-DOS PC, in der Version 2.10 mit dt. Tastaturbelegung und einigen
>neuen Zusatzprogrammen fï¿½r die ï¿½bertragung von Daten per Diskette oder
>Kabel verï¿½ffentlicht worden. Bitte verbreitet dieses File wo immer Ihr
>kï¿½nnt und bittet Euren Sysop, daï¿½ er es in seinem Filesortiment aufnimmt.
>Nï¿½here Informationen ï¿½ber das Programm kï¿½nnt Ihr dem untenstehenden
>Abschnitt mit der FILE_ID.DIZ entnehmen.
>
>
>WIE BEKOMME ICH DEN EMULATOR?
>----------------------------
>FIDO : Per REQUEST des Files XF210GER.ZIP aus der CITY-BOX PLï¿½N
> ( 2:240/2018 ) oder per Download unter 04522/4225.
>Z-NETZ: Schickt eine Mail an: FILESERVER@1ST-TRAC.TOPPOINT.DE
> mit dem Betreff: SEND XF210GER.ZIP oder per Download bei der
> 1ST-TRAC unter 04342/87343.
>
>
>FILE: XF210GER.ZIP Lï¿½NGE: 202752 Bytes
>##############################################################
>FILE_ID.DIZ ...
> ->PC Xformer 2.0 / ATARI 8-Bit Emulator<-
>===========Lauffaehige Demoversion===========
>Bei dieser Version handelt es sich um einen
>einen vollwertigen ATARI XL/XE Emulator;
>lediglich einige Funktionen wie etwa Sound
>und Kollisionserkennung laufen noch nicht.
>Bei der kommerziellen Vollversion werden
>diese jedoch implementiert sein. Bitte lesen
>Sie unbedingt die Datei REGISTER.TXT, um
>naehere Informationen fuer die Registration
>zu erhalten. !!!SPREAD THIS LIKE HELL!!! UP
>NEU: Jetzt mit dt. Tastaturbelegung :)))
```

>Dieses ZIP-File enthaelt auch das Programm
>ATARIDISK, mit dem man XL/XE-Disketten auf
>dem PC lesen und beschreiben kann !!!
>--------------------------------30. Juli 1994
>
>--
>Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
>MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
>## CrossPoint v3.02 ##

4340. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 03:52:30 UTC
From: jjmcwill@next5
Message-ID: <31cipu$fto@mtu.edu>
Source record: 99315

Bill,

I downloaded your DIGIMENU package and I really like it.
Please rewrite the converter in Action! The speed improvement would
REALLY help. I've been converting Montey Python and the hold Grail
samples upwards of 90K, and they take a really long time in Turbobasic.
Also, your screen flickers different colors when it's converting.
How about just turning off DMA altogether to get a speed increase.

Secondly,

I got a file which I converted called "peril", where Lancelot is dragging
Sir Gawain away from the "Grail Castle" in "Holy Grail", and saying it's
too perilous for him to stay. Only, it's about 65K, and DIGIMENU maxes out
at 29K. Darn. You thinking of adding expanded memory support or something?

The holy grail samples sound great... lots better than the James Brown
stuff you uploaded and stuff... really quite clean which surprised me.

Keep up the good work Bill.

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4341. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 03:55:06 UTC
From: krishna@max.tiac.net
Message-ID: <31ciuq$9ng@sundog.tiac.net>
Source record: 99314

Chris_F_Chiesa@cup.portal.com wrote:

: Interesting side note: the device-identifying character ("E for Editor,
: K for Keyboard," etc.) does NOT have to be an UPPERCASE LETTER per se:
: it can be ANY single-byte (single-character) name, except hex 00 (control
: L, the "heart" character). The available Atari device-name space is
: thus 255 entries (hex 01 thru FF) rather than just 26 ("A" through "Z").

Yes, the Atari's I/O system is just built for expansion, it's great.

: Assuming of course that the 1400-series speech capability WAS hardware.
: We're all assuming that it was, but is there any proof? Don't Ask Soft-
: ware had come out with "S.A.M. - the Software Automated Mouth" a while
: BEFORE the 1400 series was announced, if I remember correctly, and it
: wouldn't be TOTALLY out of the question for Atari to have acquired S.A.M.,
: burned it into ROM, and hooked it into the 1400-series OS... It seems
: to me that with the number of unsubstantiatable rumors about the 1400-
: series machines, there's room for speculation.

It is hardware. It uses the Votrax SC-01. Says so in the Best catalog
and says so on the chip itself. When you remove the chip, memlo is
restored by 512 bytes so I think the V: and maybe also the T: handler are
integrated onto the VLSI of the SC-01. Or perhaps the electronic logic
checks for the presence of the chip to determine whether it loads
the handler from wherever. There is no other obvious EPROM anywhere on
the board to supply the small handler. It certainly isn't in the OS ROM
(where you'd think it would be) And it is a good thing it ISN'T in the
OS ROM.

(to explain WHY, let's go back in time a little)

The original damage to the board was done by me experimenting with power
supplies. It uses a +12 line for the drives. It needs this line whether
you have drives or not. The DIN is the same as the 800XL but the
signals are different.

I sent it to Bob, he fixed it and gave me the huge brick to power it. I
then started having some flakies with the MUX OS at first which made me
think it WAS in the OS ROM. Turns out I had the modem card plugged in
backwards which blew a LOT of stuff on the board, hence the trip to Bob
Puff for extensive surgery. It was then (I was in Florida) that I called
him and found out that the PBI was nonfunctional due to incompatible
prototype design and there was nothing Bob could do to MAKE it compatible.
"It's too complex to explain, but I tried" is a paraphrase of what he
said. This was a big let-down, not to mention the seeming limitations on
the speech chp. He did find the board an interesting learning experience

as it was different from other 1400s (other ones with FUNCTIONAL PBIs). He didn't believe me when I told him it said 1450 on the board either until he saw it. I'm not sure if I plugged the modem in (and I don't know which way it plugs in still) whether it would work or if there are blown chips on that too. There are only a few chips on the modem board anyway, but it isn't worth risking to play with it.

When you run self-test, it says "Atari self test, press select, start, or reset". It multitasks this voice generation. The reason I say "multitask" is because:

A) The scree is not disabled

B) The keyboard is open for input, the self test code is running at the same time as the speech generation. You can JUMP QUICKLY to the POKEY test and it will play POKEY SOUND simultaneously with it talking!

C) If you are in Basic you can do a 4 voice chord and have it talk over it. Basic won't let you multitask, but since POKEY sound, by its nature, is generated constantly via the custom chip, and so is the voice, the result will be 4 sound voices and the speech over it. I suppose if you run code via interrupts you'd get multitasking with the chip, I dunno.

Note> The SC-01 DOES NOT sound like SAM. It sounds a LOT like the voice of the mainframe in WARGAMES. If it errors on part of the text you send it it will freeze on the tone it was generating. It does sound kinda pokeyish, but not pokey in "push the speaker mode" but rather in regular tone generation mode. It probably simply generates tones and applies a filter to it akin to the filtering one's voice and throat does. Analog synthesizers do this, and the goofy singing in part of the ClockWork Orange soundtrack use an acoustic voice synthesizer (I think) that mimicks the voice box with various bellows and you press the note and the phoneme. It's the same concept, only electronic. The 1400's voice is pitched as a slghtly reedy male (like in Wargames).

: Exactly. The following one-liner (potential entry in the "immediate-mode
: utilities" contest) will show you the one-letter "device name" and the
: handler vector table addresses of all "installed" devices on the 8bit:

```
: FOR A=794 TO 831 STEP 3:PRINT CHR$(PEEK(A));": ";PEEK(A+1)+256*PEEK(A+2):
: NEXT A
```

: Somebody send me a 14xx and I'll attend to it. :-)

I'm not really using mine at all, and noone has agreed to buy it, so I'll lend you mine if you want to look at it. The modem was removed but the speech is fine on it. (IMO the modem isn't even worth tinkering on this high speed day and age).

Let me know.

I'm not quite sure whether you'd accomplish anything PRODUCTIVE fooling with it. If you could find out how to multitask the chip like self test (probably requiring ML) that would make the chip useful for personal

programming projects whereas the only benefit it has over SAM when in Basic at this point is that it doesn't blank the screen or use up any Pokey channels. It still hogs the Basic interpreter when it's talking. If you could get it to change speed and pitch then I'd really be happy! I mean, it really would have only taken a few timer/logic chips around the speech chip to give it this functionality. In fact, the SC-01 has several options BUILT IN. Like I think 8 pitch variances or something. And maybe some speed too. Creative Computing had a write-up on the chip and its uses in several speech boxes that came out for the Atari and other 8-bits in the early '80s.

Also, if you come away with more info on speech chips maybe you'd be interested in developing a cheep-talk-like board (that is, if there are any good commonly available speech chips left around). I know if I poked my head into the TI newsgroup I could probably find a source for TI speech chips. And Best wants $15 I think for 1400 SC-01s {I don't think their stock will be depleted anytime soon ;^)}. As I said, I don't know whether these are STOCK Votrax chips or if they've got all this extra code junk in them. They may not be suitable for a hackjob based on studying Votrax specs.

I think the main reason I am acting under the assumtion you can't change pitch and speed is that indeed the chip seems to be a PERIPHERAL and not a truly mapped in coprocessor. It has to be TALKED TO through the PBI and the V: handler as opposed to poking an location it or the OS looks to. Since I've sent every conceivable text through and haven't been able to kick it into any other modes I figure that you CAN'T DO IT. I haven't tried XIO's, though. It would indeed be stupid for Atari not to allow manipulation of the onboard facilities for pitch and speed let alone adding the trivial amount of circuitry to expand it even more. I have rumors of Speech demo software SINGING on the 1400 but I have not been able to get this software. Again, this is a result of the dubious rumor-mongering of David Hunt aka Shadow, someone whom I used to "believe" religiously, hence my handle "Krishna" dubbed onto me by a PRO! sysop in my local area who at the time was flaming me for being so gullible. I have since wised up (a little at least), but my handle remains :^P

4342. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 04:06:12 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <31cjjk$su6@terminator.rs.itd.umich.edu>
Source record: 99334
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 103 Jul 24 01:09 ./8bit/Sio2pc/dcm2dsk0.txt
-rw-r--r-- lenn 8101 Jul 24 01:09 ./8bit/Sio2pc/dcm2dsk0.zip
-rw-r--r-- lenn 20480 Jul 24 05:03 ./8bit/Telecomm/atzmod12.arc
-rw-r--r-- lenn 15744 Jul 24 05:03 ./8bit/Telecomm/ft80v037.arc
-rw-r--r-- lenn 36 Jul 24 11:24 ./8bit/Telecomm/ft80v037.txt
-rw-r--r-- lenn 1388 Jul 24 11:21 ./8bit/Xf2/enhanced.txt
-rw-r--r-- lenn 133120 Jul 24 11:21 ./8bit/Xf2/enhanced.xfd
-rw-r--r-- lenn 48 Jul 24 11:21 ./8bit/Xf2/xf2.txt
-rw-r--r-- lenn 99088 Jul 24 11:21 ./8bit/Xf2/xf2.zip
-rw-r--r-- lenn 92288 Jul 24 11:21 ./8bit/Xf2/m65v42.atr
-rw-r--r-- lenn 46 Jul 24 11:22 ./8bit/Xf2/m65v42.txt
-rw-r--r-- lenn 40064 Jul 24 11:20 ./8bit/Fte/fte32g.arc
-rw-r--r-- lenn 153273 Jul 24 01:11 ./8bit/0index
-rw-r--r-- lenn 34560 Jul 25 12:31 ./8bit/Editors/tp520x.arc
-rw-r--r-- lenn 210 Jul 25 12:31 ./8bit/Editors/tp520x.txt
-rw-rw-rw- lenn 50037 Jul 25 20:10 ./8bit/Xf2/m65v42.zip
-rw-rw-rw- lenn 9091 Jul 25 20:11 ./8bit/Xf2/enhanced.zip
-rw-r--r-- lenn 7438 Jul 25 12:30 ./8bit/Spartados/shellgx.sfx
-rw-r--r-- lenn 322 Jul 25 12:30 ./8bit/Spartados/shellgx.txt
-rw-r--r-- lenn 11676 Jul 29 04:30 ./8bit/Sound/digimenu.arc
-rw-r--r-- lenn 331 Jul 29 04:30 ./8bit/Sound/digimenu.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4343. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 04:10:52 UTC
From: krishna@max.tiac.net
Message-ID: <31cjsc$9ng@sundog.tiac.net>
Source record: 99316

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: Ok.. Just to let everyone know.. my software isn't a WAV player like Glenn
: said. TECHNICALLY, I guess it is because you can listen to WAVs with it, but
: that's a two-step process. :) (Like calling CSView a GIF viewer...)

Well, agreed, I goofed. But in a way I'm right because all the sounds
_I_ have were converted .WAVs anyway, not generated from the parrot
interface directly.

And I still have yet to see an .RGB image that was created by an Atari
paint program. Just converted .GIFs. I haven't even seen one generated by
ComputerEyes (but I know it can and will be done -- by me!).

4344. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 04:21:30 UTC
From: krishna@max.tiac.net
Message-ID: <31ckga$9ng@sundog.tiac.net>
Source record: 99317

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: Bill,

: I downloaded your DIGIMENU package and I really like it.
: Please rewrite the converter in Action! The speed improvement would
: REALLY help. I've been converting Montey Python and the hold Grail
: samples upwards of 90K, and they take a really long time in Turbobasic.
: Also, your screen flickers different colors when it's converting.
: How about just turning off DMA altogether to get a speed increase.

I think he is. Even with ANTIC off the background color is still
generated I think. It reminds me of the 2600 Chess thinking!!!

When Carina is in waitcall mode, it disables ANTIC, but the background is
a dark green. It is NOT black.

: I got a file which I converted called "peril", where Lancelot is dragging
: Sir Gawain away from the "Grail Castle" in "Holy Grail", and saying it's
: too perilous for him to stay. Only, it's about 65K, and DIGIMENU maxes out
: at 29K. Darn. You thinking of adding expanded memory support or something?
: The holy grail samples sound great... lots better than the James Brown
: stuff you uploaded and stuff... really quite clean which surprised me.

Speech is right in the range that the Atari can handle. I believe the
Atari's sample/playback rate is almost identical to that of standard
telephone lines. It sucks for wide-tonal-range stuff but works for mid
range stuff with a compressed dynamic range.

Like .GIF conversion, some things work, some things not so well. If by
some chance the result of the conversion is a .DIG file that has to be
played at a very high rate, you can try cutting out every other byte in
the .WAV before conversion so that it will play twice as fast and
therefore be playable at a slower rate. So far I haven't found a sample
at such a speed to allow this, but theoretically you might be able to
fudge the conversion to maximize quality by getting it into a format
where it has to play it at full speed (no delay) and thus best quality.
I mean, playing back a sample on the Atari at anything besides the
maximum speed the Atari can spit out is kinda a waste.

Of course, memory was the reason for playing it slower. However,
Megablast for instance, reserves an entire 64K to samples. Obviously it
is trying to play them back at the maximum rate.

Tom Hunt wrote the .QX 256K format. I will try to get him to write out a
tech file on it so that Bill and others can build on his work. These
days, QXL is a little limiting. Supporting 512K and 1 megabyte is worth
it IMO. It does take a while to load a 256K sample though, even off the

hard drive!

4345. *** Atari 8 bit carts for sale ***

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 04:40:06 UTC
From: zbytes@interaccess
Message-ID: <31clj6$5vt@nntp.interaccess.com>
Source record: 99318

The following cartridges are new in the box.

Serpentine Broderbund $4
Sky Writer Atari $4
pac-man Atari $4

Shipping would be around $75 for one. If you want all 3, I'll pay the shipping!

Bill

4346. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 06:21:03 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31crgf$g6m@nic-nac.CSU.net>
Source record: 99319

Jeff (McWilliams), yeah, the Convert4/8 code REALLY needs to be ported to Action! but I never got off my ass to do it. Also, don't bother trying to run it in compiled TurboBASIC XL because it sits there going through the file but results in a 0-byte (I think) long DIG file.. it's crazy. Like I said, TXBL's compiler and runtime package are buggy.. >:^(

As for playing sounds over 29k, well, there's DigiPlay (the crappy player) which is very very small and I believe determines how big a file can be depending on FRE(0). Theoretically, you could probably get nearly 40k.. maybe shrink down the DIMmed strings (they're 120 bytes because that's how much the E:ditor allows, and also because there's a chance one might need a long path for MyDOS or something) and stuff.. I dunno.

What I'm interested in is a revision of the Parrot QXL format (currently it records about 1:10 (over 200k) max, but not only MAX, but ALWAYS.. if I stop recording after say 50k, it still plays back ALL 200k and still saves ALL 200k! Also, you can't change the recording rate, only the playback, and also I've not seen any documents on the file format or player code (which has to be a bit different than normal Parrot's)). That'll break the 20-30k barrier really nicely. :)

Finally, re: your Holy Grail sounds (send 'em to me hehe) sounding a lot better than, say, my James Brown digi demo, well, of COURSE! They weren't recorded on a Parrot! And probably weren't recorded via crappy cables from a tape player like the James Brown samples! :) Also, the code which calls the player routine is in TBXL, so there's much bigger gaps between samples (at least when playing at different rates.. ie, I could play samples 1,2,3 and 4 all in one USR() call as long as I want them at the same speed! :)). FINALLY, notice how in DigiMenu, you get three choices for playback speeds? 8=Mac, 24=IBM(Wav) 54=Atari(Dig) ?? Well, notice the HUGE step from 8 and 24 all the way up to 54? That's because it's playing less data for the same amount of time, hence the bigger (slower) number. You could theoretically cut out overy other nybble from a Mac sound then play it half as fast and get the same sound (not as GOOD, of course) but it's not easy to go the other way! :) (ie, make a file bigger and more detailed.. what are you going to work off of? Well? I guess a good smart algorythm!? hehe!)

Ok.. I'll be quiet now.. I'm glad you like (and esp. that you get USE out of) my programs...!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
haha

4347. Re: *** Atari 8 bit carts for sale ***

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 06:25:36 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31crp0$gcu@nic-nac.CSU.net>
Source record: 99320

WHOA! :) $75 for shipping!? I'd better drive down to So.San to pick up that modem.. it's probably a lot bigger than an Atari cartridge! :)

Sorry.. couldn't resist :)

kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
That's _fart_-knockers, Beavis.

4348. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 06:59:05 UTC
From: jjmcwill@next5
Message-ID: <31ctnp$j9h@mtu.edu>
Source record: 99327

: Speech is right in the range that the Atari can handle. I believe the
: Atari's sample/playback rate is almost identical to that of standard
: telephone lines. It sucks for wide-tonal-range stuff but works for mid
: range stuff with a compressed dynamic range.
:
: Like .GIF conversion, some things work, some things not so well. If by
: some chance the result of the conversion is a .DIG file that has to be
: played at a very high rate, you can try cutting out every other byte in
: the .WAV before conversion so that it will play twice as fast and
: therefore be playable at a slower rate. So far I haven't found a sample
: at such a speed to allow this, but theoretically you might be able to
: fudge the conversion to maximize quality by getting it into a format
: where it has to play it at full speed (no delay) and thus best quality.
: I mean, playing back a sample on the Atari at anything besides the
: maximum speed the Atari can spit out is kinda a waste.
:
: Of course, memory was the reason for playing it slower. However,
: Megablast for instance, reserves an entire 64K to samples. Obviously it
: is trying to play them back at the maximum rate.

Hmm, what is it that determines the maximum playback speed of the Atari?
Cpu clock speed? THe Pokey chip? What?
I'm also wondering if making a little 8 bit digital to analog converter
circuit, and pumping 8 bit files through that, at the same speeds
that we currently do 4 bit files... would make sounds cleaner.

The star trek files of the Enterprise jumping into warp sound bad, so do
the little tinkling sounds and stuff you hear, but the "computer" voice
from startrek sounds okay, and as I said, the Montey Python stuff I've
been FTPing and downloading all night sound pretty decent too.
Right now, I'm downloading arced WAVs into my 800K ramdisk and doing
all conversion and playback right in there.
Floppy drive access would be torture with these file sizes and stuff.
Thank god for the Newell 1 meg, and yes, there ARE uses for the Mars 8
4 meg memory, like working but this stuff.

Jeff

: Tom Hunt wrote the .QX 256K format. I will try to get him to write out a
: tech file on it so that Bill and others can build on his work. These
: days, QXL is a little limiting. Supporting 512K and 1 megabyte is worth
: it IMO. It does take a while to load a 256K sample though, even off the
: hard drive!
:
:

:
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4349. To all german users !

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 08:24:00 UTC
From: freddy@1st-trac.toppoint.de
Message-ID: <5TsWCfr0dEB@freddy.1st-trac.toppoint.de>
Source record: 99281

Hi folks !

Many of you may think that CSA8 is the only group dealing with your littel
ATARI, but that's not true any longer !
Here in Germany, we have installed an area for the 8Bit-Ataris in the T-
Netz, The T-Netz is routed by most of the BBSs that route the Z-Netz.
So if you are able to receive the T-Netz, ask your Sysop that he or she
should order the area
/T-NETZ/RECHNER/ATARI/8BIT.
If it is not in your local BBS, write me a netmail, I'll tell you, where
the next BBS is, that routs this area.

Also mail me for further information !

LONG LIVE THE XL !

CU !

Freddy.

Frederik Holst Ulrich-Guenther Str. 101 D-24321 Luetjenburg
Tel.:04381/4476 Internet : freddy@1st-trac.toppoint.de
FIDO-Netz : 2:240/2018.27
Z-Netz : FREDDY@1ST-TRAC.ZER
SEVEN-NET : FREDDY@SPIRIT

CrossPoint v3.02

4350. Re: C=64 people are weird

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 12:05:34 UTC
From: truszkowski@main.morris.org
Message-ID: <1994Jul30.070535.793@main.morris.org>
Source record: 99110

In article <940728113607.24009690@sonoma.edu>, KENDRICK@sonoma.edu writes:
>Ok... a week or so ago, I carefully walked into the comp.sys.cbm area, no
>knowing if C= users still 'hated' us Atari 8-bit users, or whatever (I was
>never around during this 'Great War' .. I was at home chugging away in Atari
>BASIC oblivious to all of the other Atari 8-bit and Commodore 64 users).
Not all C= users hate Atari 8-bit users. (I use both)
>
>ANYWAYS.. I asked what all can Commodores do, and it's pretty impressive.
>Although better and worse in some ways than the Atari, I'd average them out to
>be at least CLOSE to even nowadays... (Of course, an IBM is BETTER than an
>Atari, but that doesn't mean it's nice to use.. same goes for the Commodore..
>last I remember, they were a little .. dreary.. but that's just my opinion, and
>this was back in the mid 1980's)
>
>Well.. the thread has gone on for a while, people asking back and forth, and
>some of the C= users even answering some of the questions Re: Atari's that the
>other C= users asked...
>
>but NOW.. I've seen three posts, and gotten one mail in the span of less than
>24 hours which pretty much say they're "sick" of hearing about it.
I hope you're not including my reply to one of the "I'm sick of..." posts in
your count.
>
>Screw them! It's just the same damned thing as the "I hate the emulator!"
>complaints. USE A KILL FILE. DON'T READ THOSE MESSAGES. Sheesh.. besides,
>just as the emulator discussion at least PARTLY belongs here, the comparison
>between Commodores and Ataris belongs either there or here... and seeing as I
>was the one who started it, and my question as to "What can the Commodore do?"
>should be directed to C= users rather than /|\ users, I picked the C= group to
>ask on. They had no problem until today/last night.
At comp.sys.cbm, it's not quite the same thing as "I hate the emulator!" posts,
because comp.emulators.cbm was started to get rid of emulator questions in
comp.sys.cbm. I found the Atari/C= comparisons interesting, but there are
those in the group who probably don't want to hear about anything other than
C=. (Not including me)
>
>Pretty strange huh? I guess I'm just bitching (it's rubbing off my mom >:^( )
>so I'll shut up now, but have any of you others gone into the realm of the .cbm
>group? I know Itay did, which piqued my interest in it, but he only seemed to
>find triva questions, whereas I found typical posts like I'm used to seeing
>here (except without the emulator posts here and there)...
There are trivia questions on comp.sys.cbm. A set of questions are posted,
people mail answers to the person who posts the questions, and the answers are
posted a few weeks later. People then discuss the answers.

>
>grumble
>
>-bill
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>no .sig, too pissed
>
Maybe you should have posted something like this in comp.sys.cbm instead of
the "If you want me to leave, I will!" post.

Tom Truszkowski
truszkowski@main.morris.org

4351. Re: HELP! with SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 15:25:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e3a7f46@asb2.ct.se>
Source record: 99210

In The summer 22.07.94 Wrote OdaMan the following stuff...

Ot> And more one point. I need chips called "MAX232" or "ICL232?" to
Ot> make circult of Sio2pc. If someone have it too, please give(sell)
Ot> me it...

Dont you have any Curquit dealer near you.?? That ship is very commen here and
its very sheap. $4-$5.

Ot> In Jpaan, it costs me about $10 to send money to foreign country. I
Ot> think SIO connector and chips are very cheap, so I don't want to
Ot> send money as possible as I can.

Thats the same price here but I have find a very sheap way to send money to
other countries. I have something we called Postgiro and Bankgiro here. I have
both to weite and send my bills at home and post it in an ordinary postbox. My
brother in Law who is little chief over one postoffice informed me that it will
be 70% cheaper to send foreign money transactions over my Postgiro. Ask your
nearest Postoffice for more information.!!
Nippon is so big so you must have a system like us i think for those
transactions.??

Let me know if you find the ship or not in Nippon or we shall work something
out. They must have the ship in Tokyo.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

4352. Re: Help: Using dskcom32 with sio2pc

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 15:27:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e3a7f7d@asb2.ct.se>
Source record: 99218

From: per-erik_peterson@asb2.ct.se

In The summer 20.07.94 Wrote Kevin Atkinson following stuff...

KA> Error 139 (Device NAK) It created a disk fine on my 1050 drive but I
KA> could not get it to work with a disk immage under either DOS 2.5 OR
KA> SpartaDOS 3.2g. I tried creating a 92K disk immage at single density
KA> 92K disk immage at Double density, I even tried formatting the first
KA> in DOS 2.5 with no luck. Could someone tell me what is going on here.

I have also have rhis cind of problems. I use 3.15i and when I want to makea
small diskimage I use choise 5/Costom. That one always work.
I asked Fredrik about this problem and he asked me. -What problem.?? It have
always worked just fine for me.??

KA>PS: I created a 16,776,960 HD immage using sio2pc and used HD Init
KA> to format it and it worked just fine.

Then you have used Costom. Use it all the time and I dont think there will be
any problem.!!

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

4353. Re: Sparta 3.2f & US+ OS

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 15:27:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e3a7f98@asb2.ct.se>
Source record: 99222

From: per-erik_peterson@asb2.ct.se

In The summer 22.07.94 Wrote Jeffrey J. following stuff...

JJ> Woa, didn't SpartaDOS 3.2d ALWAYS support partitions up to 16 meg?
JJ> I thought this was always the case for 3.2d and X.

There was peoblems for 3.2d to read MYdos 4.5 formated big partions.!!

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

4354. Crumblers

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 15:28:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e3a7fc0@asb2.ct.se>
Source record: 99214

From: per-erik_peterson@asb2.ct.se

There is a plarform game called Crumble. Can anyone tell me what the point is whith this game.?? Its looking wery good but thats the only thing I know about it.!!

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

4355. Re: Who's Who in the Atari Community E-Mail Directory

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 15:28:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e3a7fab@asb2.ct.se>
Source record: 99215

In The summer 22.07.94 Wrote Thomas Bahls following stuff...

TB> I really like this list, but there are several people missing.
TB> Never heard about Julien Reschke (Profibuch, SCSItools), Andreas
TB> Kromke (NVDI), Uwe Seimet (many interesting stuff), Wilfried Behne
TB> (NVDI) and many many more?

But who knows anything about NVDI here.?? NVDI is only for the
ST/STE/TT/Falcon if I'm dont have wrong.!!

TB> Hey wake up, we have e-mail in Europe, too ;-)

Do we.?? CB-)

4356. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 15:30:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e3a807c@asb2.ct.se>
Source record: 99221

From: per-erik_peterson@asb2.ct.se

In The summer 19.07.94 Wrote LORDTHANATOS@DELPHI.COM following stuff...
L> Rather than get into a flame war over your heavy sarcasm, I'll ignore
L> it.
L> I never claimed my "project" was anything oh-so-grand-and-worthy that
L> people should bow down before me or shower me with praise. This is
L> simply something that I want to do that will, if successful, benefit
L> all Atari users. Is there something wrong with that?

No it isnt. I think you doing a good job for us as there is a lot of old nice games for example i want to store in my BBS I soonwill put up.

I can do that now and no one will complain as there hav'nt been anyone in this country who have dealed whith the oldies for at least 4 years now. If we want something new (or old) stuff to our oldies we have to go England, Germany or the States to buy it.

There is an bigger chance that the oldies will get started to be used here again and that is if we easy can support our users also whith (commersial stuff/games) that used to be some stores livng.!!

So Thanatos. Keep on working. I think you doing a nice job for us, specialy if we Sysops want to have a lot of stuff in our BBSes and a cleaned mined that tells me, I'm doing a STraight thing.!!

I dont really understand peaples complains.?? Can someone explain that in a serius way.?? CB-o

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

4357. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 15:32:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e3a8129@asb2.ct.se>
Source record: 99216

In The summer 19.07.94 Wrote Michael Current following stuff...

MC> Steve, here's what I don't understand about the way you're
MC> proceeding. Sure, we can all go through old magazines, etc., and send
MC> you addresses of companies that produced products for the 8-bit Atari
MC> 5,10,15 years ago. But that's just it, those are all old addresses!
MC> Most of the 45 companies you listed the other day don't exist now.
MC> Most of your letters will be faithfully returned to sender by the post
MC> office. I've chosen not to provide you with old, invalid information
MC> because it would be a waste of time and effort for both of us.

I think that is worth trying. If the letter come back so what.?? Then you
Know. If you dont send the letters you will never know.!!

I have looked up and called the companies who used to sell 8-bits stuff and
looked up the first chairman in the first and oldest Atari Club in Sweden.
1:AK (1a Atari Klubben) and I find them all (exept the store me and Fredrik
bought our machines from in first plase, but they are not intresting any more
as they only sold PC-stuff in the end).!!

The result is that we have started up 1:AK again in Sweden. Okej, I dont think
you can compare it with 15 years old companies but its worth a try.!!

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

4358. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 16:04:47 UTC
From: krishna@max.tiac.net
Message-ID: <31dtmv$r9r@sundog.tiac.net>
Source record: 99324

There is a parrot file format text file which explains the bottleneck on playback rate. I don't think we can push the playback rate. Moving to 8 bit rather than 4 bit samples? Maybe. I dunno.

It's got 5khz response, which is the exact same response as a telephone.

4359. Re: Guess nobody wants to help. :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 16:25:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e3a8dde@asb2.ct.se>
Source record: 99219

In The summer 19.07.94 Wrote Michael Current following stuff...

MC> Steve, here's what I don't understand about the way you're
MC> proceeding. Sure, we can all go through old magazines, etc., and send
MC> you addresses of companies that produced products for the 8-bit Atari
MC> 5,10,15 years ago. But that's just it, those are all old addresses!
MC> Most of the 45 companies you listed the other day don't exist now.
MC> Most of your letters will be faithfully returned to sender by the post
MC> office. I've chosen not to provide you with old, invalid information
MC> because it would be a waste of time and effort for both of us.

I think thats is worth trying. If the letter come back so what.?? Then you
Know. If you dont send the letters you will never know.!!

I have looked up and called the companies who used do sell 8-bits stuff in
Sweden and looked up the first chairman in the first and oldest Atari Club in
Sweden. 1:AK (1a Atari Klubben) and I find them all (exept the store me and
Fredrik bought our machines from in first plase, but they are not intresting
any more as they only sold PC-stuff in the end).!!
But I find one Company who used to repair and sell oldies under a know Name (He
sell Parabol's and other electric stuff these days) but he have some 8-bit
stuff left.

The result is that we have started up 1:AK again in Sweden. Okej, I dont think
you can compare t with 15 years old companies but its worth a try.!!

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

4360. 1200 XL and 1450XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 16:29:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e3a8e2b@asb2.ct.se>
Source record: 99220

Is there anyone here who have any pictures on this machines in the Subject or want to take pictures of there own machines.??

It wold be fun to see how they look like as they never been imported to Sweden. And I want to have those picure published in one of our 2 clubs magazine and perhaps put out them offend in the winter in our local.

I will pay for the chipping.!!

You can send the pictures to...

Per-Erik Peterson
Gladiolusg.4A
431 32 M&#65533;lndal
SWEDEN

Tel: 0046-31-872664

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

4361. Re: Re: Software Companies - MORE INPUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 16:31:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e3a8eb4@asb2.ct.se>
Source record: 99217

In The summer 21.07.94 Wrote Jerry Dunham following stuff...

JD> I'll second that. I find it truly disturbing that a community as
JD> small and fragile as ours devotes so much effort to alienating its
JD> members. I can't imagine why someone reading this group for the first
JD> time because of an interest in resurrecting the old 8-bit in his
JD> closet would want to stick around. What does it take to get people to
JD> cut each other a little more slack? If you really just HAVE to fire
JD> up that flamethrower to make sure it's still in working order, do it
JD> in e-mail.

I can inform those who never have read/write mails in Fidonet and the most similar other nets there is out in the different countries and BBS's all over the world.

Evry Message group have their own moderator and they put up the roules in their message areas. And one roule they have in common is that its forbidden to attack other peaple personaly. If you do that or break other roules you will be kicked out from that area for some time. Often 2 mounths or higher.!! If not the Sysops close the area for this person, the whole BBS will be cut of from the net if its nessesary.!!

So there is some areas for personal attacks like one area called "Hate" hehe. But I use Netmail for that.!! (Netmail=Email)

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

4362. Re: A problem with Sparta 3.2g

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 18:41:31 UTC
From: jharris@cup.portal.com
Message-ID: <118783@cup.portal.com>
Source record: 99332

>Unfortunately, the XF551 patch does NOT work with SpartaDOS 3.2g.
>
>Bummer, I really like this version of the DOS.
>Does anyone have an idea how to fix this? John Harris, are you out there?

Hi Jeff,

Please send me this patch program via UU if you can, and any other small utilities that don't work on 3.2g. I suspect people have patched directly into undocumented addresses in 3.2, but if I can find out which ones are commonly used, I may be able to reassemble the current 3.2 to have those addresses in the same place.

John Harris - jharris@cup.portal.com

4363. Re: A problem with Sparta 3.2g

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 19:12:12 UTC
From: krishna@max.tiac.net
Message-ID: <31e8mc$11l@sundog.tiac.net>
Source record: 99328

John D Harris (jharris@cup.portal.com) wrote:
: >Unfortunately, the XF551 patch does NOT work with SpartaDOS 3.2g.
: >
: >Bummer, I really like this version of the DOS.
: >Does anyone have an idea how to fix this? John Harris, are you out there?

: Hi Jeff,

: Please send me this patch program via UU if you can, and any other small
: utilities that don't work on 3.2g. I suspect people have patched directly
: into undocumented addresses in 3.2, but if I can find out which ones are
: commonly used, I may be able to reassemble the current 3.2 to have those
: addresses in the same place.

Would you like to see Bob's MUX patch program as well?

4364. INFO: NEUES BRETT!!! (T-NETZ/RECHNER/ATARI/8BIT)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 20:37:00 UTC
From: ulf@1st-trac.toppoint.de
Message-ID: <5TrkfjfmD5B@p0000038.1st-trac.toppoint.de>
Source record: 99252
Cross-posted to: zer.z-netz.rechner.ibm.allgemein,comp.sys.atari.8bit

```
------------------------------------------------------------------------
!!! NEUES BRETT Fï¿½R DIE ATARI 8BIT RECHNER IM T-NETZ !!!
------------------------------------------------------------------------

Bislang gab es bis auf das englischsprachige Brett comp.sys.atari.8bit im
UseNet keine andere Kommunikationsplattform fï¿½r die "kleinen" ATARIs.
Jetzt gibt es im T-NETZ jedoch ein eigens fï¿½r die deutschsprachigen
Anhï¿½nger dieses Rechners eingerichtetes Brett: T-NETZ/RECHNER/ATARI/8BIT.
Es wird bereits von den meisten groï¿½en Servern im Z-Netz geroutet. Sollte
es Dein Sysop jedoch noch nicht fï¿½hren, so bitte ihn bitte zu dessen
Bestellung, um mï¿½glichst vielen ATARIanern die Mï¿½glichkeit zu geben,
dieses Brett zu nutzen. Es wird u.a. auch ï¿½ber den neuen ATARI 8-Bit
Emulator fï¿½r PCs gesprochen, der gerade erschienen ist.

Nï¿½here Infos zum Brett bekommt Ihr bei mir oder auch bei
FREDDY@1ST-TRAC.TOPPOINT.DE .

Also, wann lesen wir voneinander im neuen ATARI 8Bit-Brett :) ?

Ulf Petersen
```

4365. IBMASCII and FlickerTerm80

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 21:14:29 UTC
From: krishna@max.tiac.net
Message-ID: <31efrl$3ju@sundog.tiac.net>
Source record: 99331

Could someone explain how IBMASCII works?

How does an IBM term receive a ball rather than ringing the bell (^G) and all the rest of the ^A-^Z series?

4366. Re: AR - THE DUNGEON

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-30 21:16:00 UTC
From: xebec@delphi.com
Message-ID: <B+2w7DY.xebec@delphi.com>
Source record: 99333

Hi again
Does anybody know some mysteries about the devourer and the boat-keeper?
and by the way any disks after The Dungeon even in beta-versions/

4367. TVs and 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 00:56:17 UTC
From: sydtech@winternet.com
Message-ID: <31esrh$h64@blackice.winternet.com>
Source record: 99336

How badly do 1050s behave when placed next to T.V. sets?

I rearranged my Atari stuff today. I've got my 1200XL on a table in front of an older model 13" color T.V. The TV is up on an old monitor swivel base I yanked off my Epson monitor. I would say it raises the TV maybe an inch or so off the table - enough so that the computer doesn't interfere with viewing the TV and I can get the 1200's cables underneath it.

I originally had my 1050 slid all the way back on the table so that the front of the drive was about even with the front of the TV. I turned the system on and promptly got a boot error off the drive. I checked the SIO cable and tried again. Same thing. Weirded, I switch SIO cables with my SX212. Same thing.

To make a long story a little shorter - if I move the drive forward a few inches or move it about 6 inches to the right of the TV (and back further), it works fine. It appears that having the back of the disk drive near the back of my TV set wreaks havoc. Is this caused by the TV's magnetic field?

None of the other equipment on the table (an Atari 7800 and a 5200) are having any problems....

Thanx,
Sydtech (NOT a hardware dude!)

4368. WANTED: Super Cobra, Moon Patrol...

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 01:32:04 UTC
From: sydtech@winternet.com
Message-ID: <31euuk$hkc@blackice.winternet.com>
Source record: 99335

....and Jungle Hunt for the 8-bit. These are the only titles I like on my 5200, and once I get 8-bit replacements for 'em, the 5200 is going up for auction.

Thanks!

4369. digiplay

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 02:55:35 UTC
From: jjmcwill@next5
Message-ID: <31f3r7$7d9@mtu.edu>
Source record: 99337

Well, I've been modifying Bill Kendrick's digiplay.tbs, being too lazy
to rewrite the thing in Action! which would be more useful.
I've got it using 8 banks plus the main bank now, so that it can play
files up to the size of 128K or a little more.

The problem is, when you convert WAVs that are really hugs into DIG
files, it can't handle those big sizes, so the ASCII size of the file
which is stored as part of its header ends up being zero.
WHen that happens, since I"m running Sparta-X, I use the XIO 39 command
(if I remember correctly) to ask DOS for the file size, and then
subtract about 16 bytes for that, for the header, and go from there.
It seems to work okay. I wish I could use it with something other than
SD-X though, since I only have the one cartridge. I"ve been trying to
convert it over to BASIC-Xl, but so far not much success. It's choking
on the string definition for the ML subroutine which actually
plays the digitized data. I thought I had that licked, but it locks up
when the USR call is made.
The user intrface still consists of typing in the filename, and then
inputting a character from the keyboard which is used as the speed index.
It keeps the program small; I'm afraid of the code running into the
$4000-$7fff space.

I guess it could support more banks, the bank data is on a data line,
and you could just change that and the maxsize= line, assuming
TBXL doesn't have any problems with REALLY big numbers files sizes.
Also, converting WACs to DIGs takes forever withthe TBXL program.
Again, it would be a heck of a lot faster as a ML or compiled action!
file, but I'm too lazy to hack into it and besides, I move in three weeks
and I'm busy packing.

ANybody else here interested in playback of sound files?

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4370. Re: TVs and 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 02:57:22 UTC
From: crow@coos.dartmouth.edu
Message-ID: <31f3ui$lsq@dartvax.dartmouth.edu>
Source record: 99338

I always found that my 810 and 1050 (before it died) behaved much
better when placed away from my TV. Apparently the magnetic field
from the TV was causing a lot of interference. This may depend a lot
on your TV.

--PC

--
/--\
| Scandals of the Clinton administration: |
| URL: http://glastonbury.dartmouth.edu/~crow/whitewater/scandal.html |
\--/

4371. Re: C=64 people are weird

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 03:19:38 UTC
From: truszkowski@main.morris.org
Message-ID: <1994Jul30.221939.797@main.morris.org>
Source record: 99112

In article <319ed3$a3l@sundog.tiac.net>, krishna@max.tiac.net (Glenn M. Saunders) writes:
>C= people are sensitive because in order to get good performance they
>have to pay big bucks for both an interface and a PROPRIETARY hard
>drive. Whereas we can use off the shelf drives at a fraction of the cost.

There's also 64NET, which involves connecting a PC to the 64, and allowing it
to use the PC's drives (including hard drives). This doesn't have to involve
paying big bucks. (I paid 10 bucks for my IBM PC. I bought it mainly for its
color monitor, which I use on my 128)
>
>C= can do better ANSI emulations (especially the 128). The 128 is a
>machine I do respect. Hardware 80 collumns, a Z80 for built in CP/M fun
>and games. But the difficulty in getting into the hard drive arena is by
>far their biggest problem. Not to mention the DOS ON THE DRIVE problem.
>Obviously they mostly use a replacement DOS rather than the regular
>crappy one. Novaterm for the most part blows Bobterm away from what I
>hear. Everything is in it.
Desterm, for the 128, is also pretty good.
>
>However, the extra RAM in the C= is rarely if EVER used for anything but
>a ramdisk. With the Atari although this is a problem, there are a FEW
>programs that make good use of banked RAM. Not really so with the C=.
>Their REU cartridges are little more than ramdrives.
I've heard of some C= programs that use the RAM for more than a ramdisk. I
think Digiplayer uses the extra memory to hold longer digitized sound samples,
for example. And GEOS uses the RAM to speed up operations.
>
>Also, their numbers must be thinning a LOT because there has been various
>emulators for it on the Amiga and other platforms I think. It's
>certainly a lot cheaper to run stuff off the hard drive of an emulator
>(if that is possible on those emulators) than to go to the extreme
>efforts to make the drives on the 64 or 128 fast enough. As for
>floppies, CMD did come out with high density drives, even up beyond 2
>megabyte using an oddball scheme I think. C= themselves did officially
>release a 3.5" drive for the 8-bits if you can believe it.
>
>
The emulators, from what I hear, aren't that great. The best thing to run C=
programs on is still a C=. CMD's drive (FD-4000) can hold up to 3.2 MB.
C='s 3.5" drive is the 1581. It's not too bad. (I have one)

Tom Truszkowski
truszkowski@main.morris.org

4372. Re: digiplay

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 03:27:40 UTC
From: krishna@max.tiac.net
Message-ID: <31f5nc$8bq@sundog.tiac.net>
Source record: 99339

I'm gonna get the source code to Partoqxl.com from Tom Hunt soon. Just talked with him on his BBS today.

Once Bill sees how QXL works I'm sure he'll do more work on his system to support it or even larger banked formats.

4373. Re: C=64 people are weird

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 03:42:54 UTC
From: truszkowski@main.morris.org
Message-ID: <1994Jul30.224255.798@main.morris.org>
Source record: 99111

In article <31a2tj$87h@search01.news.aol.com>, ripi@aol.com (RIPI) writes:
>In article <319ed3$a3l@sundog.tiac.net>, krishna@max.tiac.net (Glenn M.
>Saunders) writes:
>
>More than the fact that the C-64 hardware is so pathetic is the oddity
>that, as an avid 8-bitter from years past (and becoming again), I can
>STILL spot a C-64 user in a crowd. Never fails.
>
>How? They're the ones that look completely lost, and a bit brain fried.
>We've never quite come up with a complete explanation for this syndrome,
>but we do party attribute it to the time spent at the computer waiting for
>programs to load from disk. That blank look sorta works its way into you.
>;)
???

Are you sure they're C-64 users? The disk drive speed 'problem' was solved a
long time ago.

(& some of my Atari disks don't exactly set any speed records loading! :)

Tom Truszkowski
truszkowski@main.morris.org

4374. Covox Voicemaster

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 03:48:15 UTC
From: krishna@max.tiac.net
Message-ID: <31f6tv$8bq@sundog.tiac.net>
Source record: 99340

Was the hardware part of the Covox voicemaster identical in both the Atari and C=64 versions? I found one for the C=64 for sale and wanted to know if I could use it on the Atari. (of course I'd also hve to get somebody to make me a copy of the software to run it).

4375. Re: digiplay

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 05:06:27 UTC
From: jjmcwill@next5
Message-ID: <31fbgj$95i@mtu.edu>
Source record: 99341

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: I'm gonna get the source code to Partoqxl.com from Tom Hunt soon. Just
: talked with him on his BBS today.
:
: Once Bill sees how QXL works I'm sure he'll do more work on his system to
: support it or even larger banked formats.
:
:
Hmm, I guess that would be interesting.
Are you saying then, that Parotqxl.com outputs a different format
than the standard Parrot sampler, which I am guessing outputs the DIG format?
How strange....

I've found that even though my program is 1600 bytes saved Tbasic,
I gotta watch the code that I add. When I add more stuff to the program
to remedy certain bugs in loading and playing, Turbobasic seems to lose
track of loops during execution. I think this is an indication that
somehow BASIC code or variables or something is running into the Banked area.
This itself is very odd. I took out the DIM DIGDAT$ 30000
(er whatever he called that variable) and I reference $4000 directly.
Because of this, the program reports a fre(0) or more than 30000 bytes
even after all variables have been dimmed and stuff.
Very odd.. I'm curious as to what sort of a compiled program this would
produce, and how IT would be effected.
Last time I went through I hunted down all my popular constant references,
turning them into constant variables (these were $d301, $4000, and
16384). THe only other space saving technique I thought of would be to
load the actual ML program into the memory region above $7FFF manually,
from a disk file. But that is only 154 bytes.

Does anyone have any ideas why TurboBASIC would behave so strangely?

I certainly feel fortunate using Sparta-X on this, but I worry that
others won't have much success running it on DOSes with higher LOMEMs.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4376. INFO: Power-Supplys

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 09:21:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2e3b89f7@p17.f1540.n244.z2.fidonet.org>
Source record: 99227

Hello Joe!

Freitag, 29 Juli 1994 12:26, Joe S. Phigan wrote to All:
JSP> which uses which kind of : power supply, I'd be very
JSP> appriciative!

JSP> These have their own power supplies:
JSP> 1030 modem
JSP> SX212 Modem
JSP> Is there anything else?
My ATARI 1029 has an internal Power-Supply, and the XC11 and XC12 didnt need an
Power-Supply.

If everyone list his equiqments and the Power-Supply for this, we will get a
complete list :-))

JSP> This is just stuff made by atari tho...
right !

Bye
Guido.

4377. Back on the Feed

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 09:27:01 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2e3b8b31@p17.f1540.n244.z2.fidonet.org>
Source record: 99226

Hello Reaser,!

Freitag, 29 Juli 1994 19:28, Reaser, Richard L., LtCol wrote to All:

RRL,L> I'm looking for more people to get on the 8-bit FidoNet echo,
RRL,L> here in Los Angeles. (We finally got the bugs out and have a
RRL,L> real feed finally!)
can this Echo be routed to Germany....we here get only the c.s.a.8b gated into
Fido for the 8-Bit ATARI :-((

Bye
Guido.

4378. Re: digiplay

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 10:04:41 UTC
From: jjmcwill@next5
Message-ID: <31fsvp$dbs@mtu.edu>
Source record: 99346

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Hey Jeff, rather than use a Sparta call, why not screw with the code some to
: get it to load until EOF (just do a set of BGETs of about 8k or something,
: then when there's an error, check the locations 40,41 for the size of the
: last BGET and then 8 * (#_of_reads - 1) + DPEEK(40) will be the total size
: of the file... Also yeah, I never even thought about the file-size thing
: rolling over to zero. It's been a while since I actually looked at the code
: in NLODPLAY, does Parrot store the size in ASCII (00000-99999) or bytes?
: (0000-FFFF)?

I had sort of been trapping the load routine the way you mentioned, but
then like I said, as I added more code to fix some "bugs",
wierd things happened, and one of them was the trap didn't work anymore

Just before the load routine I had like a trap 32200, which was just:

32200 trap 40000:goto 31500, where 31500 was the end of the read loop,
to close the IOCB channel and ENDPROC.
Well, all of a sudden I start getting errors that the ENDPROC didn't match
any existing PROC or EXEC calls, even though it worked fine before.
I tried making sure to pop off the FOR-NEXT loop and everything.
Very strange. That's when I gave up and did it the XIO way instead.

On the second one, there is a VAL(DUMMY$(7)), which is where it gets the
file length from the header. So I'm assuming it's ASCII bytes, not
Hex bytes. Your CNVRT48.TBS program has a problem with some of those
bigger files, it seems to finish okay, even though it crashes with an
error 5. Very strange, but I'm glad that it's working now, albeit
on a system running only SD-X.

Jeff
: -bill
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
: William (Bill) Kendrick / | \ ** New Breed Software **
:
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4379. Re: FlickerTerm80 Set-up cont'd

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 10:06:16 UTC
From: jjmcwill@next5
Message-ID: <31ft2o$dce@mtu.edu>
Source record: 99347

Eric Layton (ericl@bert.cs.byu.edu) wrote:
: I discovered that it was not the handler causing my problems with
: FlickerTerm80, but the DOS I was using. I can't get it to run with
: SpartaDOS 3.2 or DOS 2.5. I don't have MyDOS, but finally got
: everything (almost) working right on SuperDOS 4.4. Has anyone got
: FlickerTerm80 to work with SpartaDOS? (There may have already been some
: discussion about this. If so I'm sorry I missed it.)
:
: -- Eric
:
Somebody got it working with SpartaDOS-X, it was either Mike Todd or
Michael Current, I've not been keeping close enough track to remember which.
I've used it with SpartaDOS 3.2d and it works okay, both with my
P:R: Connection and Rverter cable.

Jeff
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

4380. APOLOGY OWED TO JEFF MCWILLIAM

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 12:37:16 UTC
From: b.poehland@genie.geis.com
Message-ID: <199407311236.AA101648206@relay2.geis.com>
Source record: 99342

I think I'm about fed up with people who are using the failure of AC to soothe their own guilt for not supporting the publication while it existed. Pab Sungenis's recent comments do a great injustice to the 400-odd people who did loyally support the publication in the past, & the several hundred ohers who are presently supporting it under its new management.

Contrary to Pab's assertions, the recent listing of AC's achievements by Jeff McWilliams in response to negative remarks by Steve Godun was entirely appropriate.

Both Jeff & I made a serious effort to interest Pab in supporting AC as a subscriber & as an author. Pab refused on both counts. Pab failed to mention that in his recent post.

To see Pab then turn around & attack Jeff in a public forum like this is really quite dreadful. I must protest Pab's mean-spirited treatment of Jeff in the strongest possilbe terms.

Pab, you owe Jeff McWilliams a BIG apology!

Are you man enough to do it?

- Ben Poehland
Managing Editor
ATARI CLASSICS Magazine

4381. Re: A problem with Sparta 3.2g

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 13:13:31 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Jul31151332@nova.lise.unit.no>
Source record: 99345

In article <118783@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:

[...]

Please send me this patch program via UU if you can, and any other small
utilities that don't work on 3.2g. I suspect people have patched directly
into undocumented addresses in 3.2, but if I can find out which ones are
commonly used, I may be able to reassemble the current 3.2 to have those
addresses in the same place.

Wouldn't it be better to incorporate the patch into Sparta? I'd
really like to see native XF-551 support, rather than relying on a
patch which may not work with the next version.
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

4382. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 13:41:20 UTC
From: ricortes@delphi.com
Message-ID: <pY5RjZQ.ricortes@delphi.com>
Source record: 99343

Actually, it was castle Anthrax<g>.
BTW: I just remembered I forgot to get you a copy of "compile to disk" for
Action! you still need it?

4383. Re: MyDOS CLI in the works again

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 14:02:00 UTC
From: ricortes@delphi.com
Message-ID: <h40SrlY.ricortes@delphi.com>
Source record: 99344

I've always looked at page 1 for extra space. The stack seldom goes below about $1F0 so you have close to 240 bytes to work with.

4384. Re: digiplay

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 17:21:31 UTC
From: krishna@max.tiac.net
Message-ID: <31gmir$qlh@sundog.tiac.net>
Source record: 99349

The .QXL format is just an extended .DIG I guess. But the way the files are loaded into banks and all that, that's something Bill needs to check out. And also how the banks are played and how the banks jump as elegantly as possible to avoid pops.

4385. Re: FlickerTerm80 Set-up cont'd

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 17:24:01 UTC
From: krishna@max.tiac.net
Message-ID: <31gmnh$qlh@sundog.tiac.net>
Source record: 99350

Eric Layton (ericl@bert.cs.byu.edu) wrote:
: I discovered that it was not the handler causing my problems with
: FlickerTerm80, but the DOS I was using. I can't get it to run with
: SpartaDOS 3.2 or DOS 2.5. I don't have MyDOS, but finally got
: everything (almost) working right on SuperDOS 4.4. Has anyone got
: FlickerTerm80 to work with SpartaDOS? (There may have already been some
: discussion about this. If so I'm sorry I missed it.)

It works perfectly with Sparta 3.2z (MUX patch).

However, in my case I'm using a PBI interface for the modem so I don't
have to worry about handlers.

4386. Disk copiers?

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 18:00:16 UTC
From: sydtech@winternet.com
Message-ID: <31gorg$rbt@blackice.winternet.com>
Source record: 99348

I'm looking for a good disk copier program to back up a copy protected disk (Loderunner). Is there one available at umich? If so, what's the specific filename for it?

Thanx!

4387. 1450XLD/1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 20:14:40 UTC
From: Pooskie@aol.com
Message-ID: <9407311607.tn423541@aol.com>
Source record: 99351

All this talk about the 1400 and 1450 got me curiouse so I went through my Atari Catalog collection and there they were right on the cover. They are in Catalog # CO17535-05 dated 1983.
The only difference between the two is the built-in double-sided. dual density slim line disk drive in the 1450XLD. The case approximately doubled in height right behind the function keys and the drive resides on the right side. There doesn't appear to be anything on the left side in the double height space.
Both came with a built-in 300 baud modem and had built in telecommunications software.
Other specs for the 1400X/1450XLD were as follows.
64k RAM,24kROM (op.sys Plus Basic), 66 keys, including help key,4 spec.func.keys, 4 progable.,12 pre prog., 29 graphic keys.
Internation.char.set,
6502C proc.,1.79Mhz,GTIA,Pokey,ANTIC,320x192 re., 256color(128 at a time)5 text modes,40col.display,4 voices 3 1/2 oct range,
1 cart.slot 2 joyports voice synthesizer.
BOTH have a built in modems Available October 1983.
Hope this helps, Gale Putt

4388. Re: MyDOS CLI in the works again

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 20:18:06 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31h0tu$mcl@nic-nac.CSU.net>
Source record: 99352

<hunched over a little, looking you in the eye, grabbing both your hands
and shaking profusely> YES! GREAT! THANKS! I WILL!

(btw folks! :) this is re: using page 1 for temp (or param) space which
Rick Cortese mentioned)

:) I really need to bury my head in Mapping and read from 0 -> 65535 :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Yippee!

4389. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 20:28:01 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <118859@cup.portal.com>
Source record: 99256

Glenn Saunders (krishna@max.tiac.net) wrote:

>Chris_F_Chiesa@cup.portal.com wrote:
>
>: Somebody send me a 14xx and I'll attend to it. :-)
>
>I'm not really using mine at all, and noone has agreed to buy it, so I'll
>lend you mine if you want to look at it.

Hmmm...! I didn't really expect a positive response; my original remark was more-or-less intended jokingly. I'm a bit stunned by your offer!

>I'm not quite sure whether you'd accomplish anything PRODUCTIVE fooling
>with it. If you could find out how to multitask the chip like self test
>(probably requiring ML) that would make the chip useful for personal
>programming projects whereas the only benefit it has over SAM when in
>Basic at this point is that it doesn't blank the screen or use up any
>Pokey channels. It still hogs the Basic interpreter when it's talking.
>If you could get it to change speed and pitch then I'd really be happy!

I'm ALSO not sure I could accomplish anything productive, given your remarks about the voice device being a PERIPHERAL to which one simply SENDS commands which are dealt with "externally" to the CPU. If that's the case, my trying to trace the handler would get only so far: Imight be able to discover what commands (OPEN/CLOSE/PUT/XIOs) it supports, but quite possibly not much else, and maybe not even that. It would be like trying to use MAC/65 and DDT to look at the "program" that runs inside the 1050 disk drive. It's there, but you can't get at it. Or perhaps I should say, -I- can't. Bob Puff surely could. I'm a software man, myself; if there's a handler that lives in Atari memory and runs on the 6502 main CPU, I can find and comprehend it -- but if it's offboard I'm clueless; to me it's "FM" ("F***in' Magic"). :-)

Still, that bit about hogging up the BASIC interpreter when speaking from BASIC suggests that the CPU may be at least a LITTLE involved -- if it has to defer all other tasks while speaking, a la S.A.M. -- but on the other hand, the ability to multitask the voice during selftest suggests that it "ain't necessarily so." The hogging-up of BASIC during speech may be more a property of BASIC itself, than of the speech hardware. In any case I would require any and all speech-related and 14xx-quirk-specific docs you have, in order to have even a chance at figuring this out.

In addition to whether or not I would accomplish much, I must express serious misgivings about whether or not I would GET AROUND TO IT in a finite amount of time. I'd probably jump right in and dig the first

day or two that I had it, then get sidetracked and not get back to it for very likely several months or longer. I hate holding onto other people's stuff for that kind of time, knowing they're waiting for me to do something with it or at least send it BACK. I'm a terrible procrastinator, no Bob Puff to be sure. I'd sure like to take a look at it, though! Sigh -- such a dilemma...

>Also, if you come away with more info on speech chips maybe you'd be
>interested in developing a cheep-talk-like board [...]

Interesting idea, but I may not be your man. I would probably learn a bit more about speech chips (I'd need the data sheets for the speech chip itself, BTW) than I ever expected to, but my interest, comprehension etc. would be forced to center around how-to-program-it rather than how-to-wire-it-up. Sorry...

>It would indeed be stupid for Atari not to allow
>manipulation of the onboard facilities for pitch and speed let alone
>adding the trivial amount of circuitry to expand it even more.

When did potential stupidity EVER stop Atari from cutting corners? Just check out Ben Poehland's laments about Atari's cheap video circuitry...

>rumors of Speech demo software SINGING on the 1400 [...]

As I said in an earlier post, there are an AWFUL lot of unsubstantiated, unsubstantiatABLE, rumors about the 14xx machines. Anything may be possible. :-) The rumored/hinted/hoped-for ability to change the pitch of the 1400's speech may be either a holy grail or simple wishful thinking.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

4390. Re: B: RELEASE von XF210GER.ZIP (ATARI 400/800 Emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 20:40:52 UTC
From: i03a@zfn.uni-bremen.de
Message-ID: <31h28k$eqb@gina.zfn.uni-bremen.de>
Source record: 99255

Kevin Atkinson (kevina@clark.net) wrote:
: > BITTE HOLT EUCH DAS FILE "XF210GER.ZIP" UND VERBREITET ES
: > !KEEP THE ATARI 8BIT ALIVE!

: Ok does anyon know what this says (IN ENGLISH!)

It's an announcement for XFormer V2.10 with German keyboard layout. That
guy really should check which newsgroups he posts to before he does so.

Bye,
Thomas

PS: You really should shorten your quotes!
--
Thomas Meyer | E-Mail: Thomas.Meyer@zfn.uni-bremen.de
Student of Computer Science | Amiga/Atari/PC - whatever...
University of Bremen, Germany | -o- Increase The Peace -o-

4391. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 20:43:36 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_775687359@rtfm.mit.edu>
Source record: 99354
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 26-Jul-94

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section reproduced when given.

Additions/suggestions/comments/corrections having to do with this
FAQ List are requested. Please send to:

mailto::mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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==========
1.1) What is this 8-bit Atari FAQ List?

The Atari 8-Bit Computers Frequently Asked Questions List was created to provide answers to many commonly asked questions found in news:comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8. It is in a constant state of development.

Much of this FAQ List is geared toward providing information on the various Internet resources available for 8-bit Atari users.

Where to get the latest copy of the 8-bit Atari FAQ List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto::mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at mailto::mcurrent@carleton.edu

This FAQ List is automatically posted to news:comp.sys.atari.8bit, the Info-Atari8 Digest, INFO-A8, news:comp.answers, and news:news.answers, every 30 days.

==========
1.2) What is an Atari 8-bit computer?

To be written. He knows who he is. :)

==========
2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to news:comp.sys.atari.8bit automatically appear in the Internet's Info-Atari8 Digest and in BITNET's INFO-A8.

[I'd like to include the charter for news:comp.sys.atari.8bit here. Anyone know where to get it?]

==========
2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements.

==========
2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating the usefulness, or uselessness, of all Atari computing platforms. If you're into flaming about Atari 8-bit computers, this is the place for you.

==========
2.4) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on news:comp.emulators.misc.

==========
2.5) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements.

The moderator may be contacted at mailto::emulators-request@qualcomm.com

==========
3.1) What is the Info-Atari8 Digest?

If you do not have Usenet access, but you do have Internet e-mail access, you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto::info-atari8-request@pine.cse.nau.edu

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, send your posting to mailto::comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in BITNET's INFO-A8.

Note that any posting sent to mailto::info-atari8@pine.cse.nau.edu will NOT be cross-posted to the Usenet side. The maintainer is presently working to correct this.

The Info-Atari8 Digest maintainer (not moderator) is:
Mike Todd, mailto::snyder10@convex1.TCS.Tulane.EDU

==========
3.2) What is INFO-A8?

If you do not have Usenet access, but you are on BITNET, you can access this group through the INFO-A8 listserv.

The BITNET subscription commands are:

tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

This is not a standard BITNET mailing list. It is a distribution of the Internet's Info-Atari8 Digest. In order to send mail to all of the subscribers, both in BITNET and the other networks you should not send your mail to the BITNET address (INFO-A8@MARIST) but instead send to the Internet address: mailto::comp-sys-atari-8bit@cs.utexas.edu.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST. Please note that this command must NOT be sent to the BITNET list address INFO-A8@MARIST or to mailto::comp-sys-atari-8bit@cs.utexas.edu, but to the LISTSERV address LISTSERV@MARIST.

Contributions sent to this list are automatically archived. You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST. These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Please note that it is presently possible for anybody to determine that you are signed up to the list through the use of the "REVIEW" command, which returns the network address and name of all the subscribers. If you do not wish your name to be available to others in this fashion, just issue a "SET INFO-A8 CONCEAL" command to LISTSERV@MARIST. More information on LISTSERV commands can be found in the "General Introduction guide", which you can retrieve by sending an "INFO GENINTRO" command to LISTSERV@MARIST.

The INFO-A8 maintainers (not moderators) are:
HARRY@MARIST (A Harry Williams)
mailto::RAVI@SPEEDY.MCNC.ORG (Ravi Subrahmanyan)
mailto::RAVI@MCNC.ORG (Ravi Subrahmanyan)
mailto::BILLW@SCORE.STANFORD.EDU (Bill Westfield)

INFO-A8 was created on December 9, 1986.

==========
3.3) How can I access the Atari Archive by e-mail?

Downloading

BART - Brode's Archive Retrieval Thang - the Atari Archive e-mail file server

To learn about using BART to access the Atari Archive, send e-mail to:
mailto::atari@atari.archive.umich.edu. The subject of the message doesn't
matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto::lenn@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

==
3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto::ftpmail@decwrl.dec.com with no subject line, and two-line
body with line one help and line 2 quit

2) mailto::ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto::bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

4) mail BITFTP@DEARN or to mailto::BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

==
3.5) How can I post to Usenet newsgroups by e-mail?

Given a Usenet newsgroup name in the form news.group.name, you have at
least these two choices:

a) mailto::news-group-name@cs.utexas.edu

b) mailto::news.group.name@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

==========
4.1) How can I access the Atari Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. Our 8-bit Atari Archivist is Jody Lenn, mailto::lenn@atari.archive.umich.edu; the Atari Archive as a whole is maintained by Mickey Boyd, mailto::boydm@atari.archive.umich.edu. The best way to contact the Atari Archivists is mailto::atari-archivists@atari.archive.umich.edu.

The convention for Anonymous FTP sites is to accept "anonymous" as your user name, and your e-mail address as your password. All of the following FTP sites follow this convention.

Downloading

(Try the site nearest you first)

a) ftp://atari.archive.umich.edu/atari/8bit
(141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/mirrors/archive.umich.edu/atari/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, Great Britain)

d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://nic.switch.ch/mirror/atari/8bit
(130.59.1.40, Switzerland)

Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in:
ftp://atari.archive.umich.edu/atari/8bit/New
(141.211.120.11, United States)

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files (.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file describing what your upload is, so our 8-Bit Archivist will be sure to place it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

Newly uploaded items may be found in
ftp://atari.archive.umich.edu/atari/8bit/Newitems

==========
4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston
University. It is maintained by Adam Bryant, mailto::adb@albert.bu.edu.

ftp://cs.bu.edu/PC/ATARI (128.197.2.2, United States)
(user name "anonymous"; password is your e-mail address)

==========
4.3) What is the PVV Archive?

This is an Atari FTP site maintained by Eyvind Bernhardsen,
mailto::eyvind@lise.unit.no. PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/atari/8bit (129.241.36.207)
(user name "anonymous"; password is your e-mail address)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

==========
4.4) What is the ClarkNet Archive?

This 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto::kevina@clark.net

ftp://ftp.clark.net/pub/atari
(user name "anonymous"; password is your e-mail address)

==========
5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is like a huge public bulletin board system,
and it is the hub system of the NPTN, the National Public Telecomputing
Network. Those persons with full Internet access can TELNET (this does
not mean FTP) to telnet://freenet-in-a.cwru.edu,
telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu
(129.22.8.32, 129.22.8.51). Applications for free accounts are handled
online, or you may browse the system as a visitor. Once logged-in, type
"go atari" to reach the Atari SIG. Those who add their names to the Atari
SIG user directories are automatically members of the official Atari user
group C.A.I.N. - Central Atari Information Network. Send correspondence
and press releases to mailto::xx004@cleveland.freenet.edu. The Atari SIG's
8-Bit Computers Support Area is maintained by Michael Current,
mailto::aa700@cleveland.freenet.edu, the 8-Bit Technical Forum is
maintained by Craig Lisowski, mailto::aa853@cleveland.freenet.edu, and the
Atari SIG Manager is Len Stys, mailto::aa399@cleveland.freenet.edu.

==========
5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)
Via Modem: 216/742-3072

Youngstown Free-Net Atari SIGOps:

Joe Perkins (mailto::ac742@yfn.ysu.edu)
Joe Sabatino (mailto::ab588@yfn.ysu.edu)

Atari SIG (mailto::xx140@yfn.ysu.edu)

==========
5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)
Via Modem: 613/780-3733

National Capital Free-Net Atari SIGOp:

Christopher Browne (mailto::aa454@Freenet.carleton.ca)

==========
6.1) How can I retrieve files from the Atari Archive through Gopher?

The Atari Archive has a Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Atari Archive's 8-bit directory. I personally
recommend this method for downloading from the Atari Archive.

There is also a mirror archive site with a Gopher server:

gopher://src.doc.ic.ac.uk/11/computing/systems/atari/umich/8bit

==========
7.1) What is the Atari Classic Homepage?

Maintained by Eyvind Bernhardsen, mailto::eyvind@pvv.unit.no. Point your
Web client to:

http://www.pvv.unit.no/~eyvind/atari/

==========
7.2) What is the Atari 8-Bit Home Page?

Run by mailto::ipoorten@cs.vu.nl (Ivo van Poorten). The URL is:

http://www.cs.vu.nl/~ipoorten/8bit.html

==========
7.3) What is the Atari 8-Bit Resort?

This one is kept by mailto::un55@rz.uni-karlsruhe.de, Marek Tomczyk. URL:

http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html

```
============================================================
7.5) How can I access the Atari Archive by AFS?

Downloading
-----------
Just cd /afs/umich.edu/group/itd/archive/atari/8bit
[What is the propsero:// URL for this?]

Uploading
---------
Just cp the file into /afs/umich.edu/group/itd/archive/atari/8bit/New
[What is the propsero:// URL for this?]

============================================================
8.1) What print magazines support the 8-bit Atari?

Atari 8-Bit Alive
Damon Walker
RD #1 Box 62
Salem, NJ 08079
CIS: 74354,3015
bimonthly, $8/three issues

Atari Classics
5507 Longford Court
Concord, CA 94521-1614
1 Year 2 Years 3 Years
USA 2rd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

Atari Magazyn
Poland

ATARImagazin (exclusively 8-bit)
Power Per Post
Postfach 1640
D-75006 Bretten
Germany
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Boot!
LACE (London Atari Computer Enthusiasts)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
```

75p / issue (quarterly)
mailto::trew@sna.co.umist.ac.uk

Current Notes
Current Notes, Inc.
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
tel: (703) 450-4761
FAX: (703) 430-2618
GEn: JOE.WATERS
CIS: 74005,1270
published bi-monthly
$24 per year ($44/2 years)
foreign surface: $30/year ($55/2 years)
disk subscriptions: $48/year ($92/2 years)
foreign disk subscriptions: $57/yr ($109/2 yrs)
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,
Australia, $56

Historically Brewed
Historical Computer Society
10928 Ted Williams Place
El Paso, TX 79934
bimonthly, $18/yr, $3 single issue

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
ST16 1DR England
tel: 0785-213928
FAX: 0785-54335
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

News-Paper
DGS
62 Thomson Ave.
Balby
Doncaster

DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT only)
U.K.: #6.00 / 4 issues
Europe: #8.00 / 4 issues
U.S.A.: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues
mailto::dx107@cleveland.freenet.edu

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat Atari
Poland

Tajemnice Atari
Poland

T.W.A.U.G.
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
UK: #1.95 1 issue
UK: #11.00 6 issues (bimonthly)
includes either disk or cassette

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

==========
8.2) What disk magazines support the 8-bit Atari?

8-Bit Magazin
Powersoft
Markus Roesner
Fachriastr. 9

D-74226 Nordhausen
Germany
tel: (0)7135/2840

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Diskmagazin
A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
fl10.00/disk

Strange Invasion
Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
single issue 5DM
6 issues (1/2 year) 25DM

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10

D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
25DM for 6 months (6 issues)

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
bi-monthly

==========
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the Atari Archive:

Uudecode 1.2a by John Sangster - very functional. Archive filenames:
ftp://atari.archive.umich.edu/atari/8bit/Archivers/uudecode.bas
just ENTER this into Atari BASIC
ftp://atari.archive.umich.edu/atari/8bit/Archivers/uudecode.doc
the User Manual

Yet Another UU-coder by ?John Dunning? - both decoding/encoding. Filename:
ftp://atari.archive.umich.edu/atari/8bit/Archivers/yau.arc - contains both
yau.com and yaue.com.

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use." Filename:
ftp://atari.archive.umich.edu/atari/8bit/Utilities/uue.arc - contains
uudecode.com, uuencode.com.

Dumas UU-coder by John Dunning - should work w/BART-style split files. Fname:
ftp://atari.archive.umich.edu/atari/8bit/Cc65/dumasuu.arc - contains
uud.com, uue.com, CC65 sources.

==========
9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The Atari Archive contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended. Filenames:
ftp://atari.archive.umich.edu/atari/8bit/Archivers/superarc.arc - both
Super Un-Arc and Super Arc

ftp://atari.archive.umich.edu/atari/8bit/Archivers/suprarc2.arc - just
Super Arc
ftp://atari.archive.umich.edu/atari/8bit/Archivers/supunarc.com - an
un-arc'd copy of Super Un-Arc
ftp://atari.archive.umich.edu/atari/8bit/Archivers/supunarc.uue -
uuencoded copy of supunarc.com

==========
9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff. Archive Filenames:
ftp://atari.archive.umich.edu/atari/8bit/dskcom32.arc
ftp://atari.archive.umich.edu/atari/8bit/Archivers/diskcomm.arc

==========
10.1) What 8-bit Atari emulators exist for other computing platforms?

1) ST Xformer, from Branch Always (see companion vendor/developer list)
a freeware 8-bit Atari emulator for the Atari ST.
[how about a URL!]

2) PC Xformer 2.0, from Branch Always (see companion vendor/developer list)
a freeware 8-bit Atari emulator for DOS/Windows/OS/2. URLs:
ftp://atari.archive.umich.edu/atari/8bit/Xf2/xf2.zip
ftp://ftp.clark.net/systems/msdos/emulators/xf2.zip

3) "The German PD emulator for DOS"

Don't expect much from this program, it isn't done yet. URL:

ftp://atari.archive.umich.edu/atari/8bit/Misc/at800xl.zip

4) "The 8-bit Atari emulator for X/Windows"

Nearing release, from Frank E. Barrus, mailto::feb6399@ultb.isc.rit.edu

==========
11.1) What are the best telecommunications programs available?

Here are some of the more popular PD/shareware terminal programs
available on the Atari Archive:

BobTerm, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/bterm12.arc

Kermit-65, public domain by John Dunning
Emulates: VT100

Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65v37.arc - latest version
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65doc.arc - documentation
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/omnicom.arc

VT850, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/vt850b1.arc

==========
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs on the atari.archive of this variety. Note
that these require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
ftp://atari.archive.umich.edu/atari/8bit/Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks. Filename:
ftp://atari.archive.umich.edu/atari/8bit/Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Quite popular.
ftp://atari.archive.umich.edu/atari/8bit/Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - Try this one first! URLs:
ftp://nova.pvv.unit.no/pub/atari/8bit/utilities/disk/myutil.readme
ftp://nova.pvv.unit.no/pub/atari/8bit/utilities/disk/myutil.zip

==========
11.3) Can I read/write DOS disks on an 8-bit Atari?

If your highest-capacity floppy drive on your Atari system is the
Atari 1050, you won't be able to use ATARIO, SpartaRead, or UTIL. You
still have the following alternative:

Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.

ftp://atari.archive.umich.edu/atari/8bit/Diskutils/mule.arc - includes Atari Mule; Action!, Turbo C sources
ftp://atari.archive.umich.edu/atari/8bit/Diskutils/mule.exe - IBM Mule
ftp://atari.archive.umich.edu/atari/8bit/Diskutils/mule.txt - descriptive blurb

==
11.4) How do I transfer files using a null modem cable?

This section by mailto::cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need

a Multi I/O or Black Box, which use the PBI (parallel bus),
then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

==========
12.1) What 5.25" floppy disk drives are available?

original by: mailto::Krishna@max.tiac.net (Glenn M. Saunders)

--KEY---------------
*=my recommendations
**=good for easy mass storage, but slow
***=same as ** but with nice Z80 CP/M system in which CP/M drive acccess
is parallel only thus faster.

Manufacturer	Name	Sides/density	Data rate/name/notes
Atari	810	SS SD	19.2k standard
Happy	810	SS SD/DD	? Warp speed
Atari	1050	SS SD/ED	19.2k standard
Happy	1050	SS SD/ED/DD	Warp speed USDoubler/
Super Archiver	1050 *	SS SD/ED/DD	Ultra Speed 50+K
Speedy	1050	SS SD/ED/DD	78K mode (European)
unknown	DOS	restrictions	
Atari	XF551 *	DS SD/ED/DD	38K burst mode (USD comp.)
Will do 720K XF DS system now considered			

w/3.5" mod "standard".
from CSS
Percom Various/RFD ** Various
Any IBM mech
from SS/SD
5.25 to 720K
3.5" 19.2K standard only
NOTE: no ED Unique DS system
Trak Various ** See above Caching system for speedup
Unknown compatibility in
fast mode with MYDOS and
Sparta
Unique DS system
Indus GT SS SD/ED/DD Synchromesh mode usable
with SDX and DOSXL only.
Astra Double-D? DS SD/DD? standard /LEDs and such
Rana 1000 SS SD/ED/DD standard /LEDs and such
can format disks on a
stand alone basis
Floppy board various * Any standard very fast parallel
DOS-transparent
Requires Black Box
DS system configurable for
XF Percom or ATR style
HDI various Any standard very fast SIO? European
SWP ATR-8000 *** Any standard standard
except 1.2 and unique DS system
1.44 meg (HD)
Atari 1450XLD drives DS SD/ED DD? standard, requires DOS4
unusual DS system
Only prototypes exist
Atari XF521 3.5" system Unreleased

==========
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

==========
12.3) What do I need to connect a hard drive to my 8-bit Atari?

original my mailto::Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
ICD Multi I/O various 256 byter per sector
restriction. 256K and

1 meg ramdisk models.
Printer and modem, modem
will handle 14.4K baud
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==========
12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto::d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC is a shareware product from Nick Kennedy, whose contact information may be found in the companion vendor/developer list.

[Atari Archive filename(s) should be placed here!]

==========
13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.21 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS is freeware from Wordmark Systems (Charles Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the Atari Archive. URLs:
ftp://atari.archive.umich.edu/atari/8bit/Fte (SpartaDOS files)
ftp://atari.archive.umich.edu/atari/8bit/Os (MYDOS files)

==========
13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 (1979) 8-16K, membrane keyboard, 400/800 OS
800 (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
65XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
800XE (1987?)same as 130XE but only 64K. Mostly eastern Europe.
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder (Japan and Hong Kong versions)
810 Disk Drive SS/SD 90K with DOS 1 or DOS 2.0S, MPI&Tandon vers.
820 Printer (40 col.)
822 Thermal Printer (40 col.)
825 Printer (80 col.), req. 850
830 Modem (300 baud acoustic, req. 850, with Telelink I)
835 Modem (300 baud, with Telelink II)
850 Interface Module (4 9-pin serial, 1 15-pin parallel ports,
beige & black metal versions)
1010 Program Recorder (Sanyo and Chelco versions)
1020 Printer/Plotter (print/draw in 4 colors)
1025 Printer (7-pin dot matrix, 80 col.)
1027 Printer (80 col., letter quality)
1029 Printer (7-pin dot matrix, same as Commodore MPS-801)
1030 Modem (300 baud, with 1030 Express!)
1050 Disk Drive (SS/ED 128K with DOS 3 or DOS 2.5)
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem (300 baud, with XE Term)
XMM801 Printer (80 col.)
XDM121 Printer (80 col., letter quality)
XF551 Disk Drive (DS/DD 360K with DOS XE)
XEP80 Interface Module(80 col. video display and DB25 parallel port)
SX212 Modem (1200 baud, rarely with SX-Express! package)

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 2 x SS/DD 180K with DOS 2.0D

1064 64K RAM module for 600XL
1090 XL Expansion System, for PBI, CP/M/MS-DOS/Apple II compatible
XM128 12" green monitor w/ built-in 80-column card
XC1411 composite 14" color monitor
XF521 5.25" floppy drive - 1050 compatible, in XE style
XTM201 non-impact printer
XTC201 non-impact color printer

==========
13.3) What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(from _Mapping the Atari, Revised Edition_ by Ian Chadwick)
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3

25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5v dc?) 48. NC (+5v dc?)
49. Audio input 50. GND

--850 R1-4 pinouts from: mailto::generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -

7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto::donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

==========
14.1) What product developers or vendors support the 8-bit Atari?

There are two files available:

1) Atari 8-Bit Computers: Vendors and Developers
Available from:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers
mailto::mcurrent@carleton.edu
and all other archives of Usenet FAQ lists.

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's
Advertising Editor, Bob Scholar, r.scholar@genie.geis.com. This list focuses
on North America, but all sources listed have been personally confirmed by the
AC staff.

==========
14.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained
by Lawrence Estep, AC's Telecommunications Editor, 71450.1050@compuserve.com.

==========
14.3) Where is my nearest 8-bit Atari user group?

An 8-bit Atari user group listing is maintained by Atari Classics
magazine's Exchange Editor, James King, KAMARO_KID@delphi.com.

==========
14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit News / Stupid Question / Emulator Help FAQ" is
maintained by Bill Kendrick, mailto::kendrick@vax.sonoma.edu. You can
write to Bill at New Breed Software, 59 Palm Lane, Novato, CA 94945.

==========
End of atari-8-bit/faq
==========

4392. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 20:43:38 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_775687359@rtfm.mit.edu>
Source record: 99353
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 19-Jul-94

Additions/suggestions/comments/corrections having to do with this
Vendor/Developer List are requested. Please send to:

Michael Current
mailto::mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of the Atari 8-Bit Computers
Vendors and Developers List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto::mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto::mcurrent@carleton.edu

================================================================

"All" commercial vendors and developers should be listed here. "Major"
shareware developers are also listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List, available separately.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com
```

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Developer: various hardware and software

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@sunny.dab.ge.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577

tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet, Menu Print Elite, Loopz, Helter Skelter,
Bomb Blaster, Pro Paint

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
2730 Scott Boulevard
Santa Clara, CA
U.S.A. 95050-2511
tel: (408) 986-9960 Tue-Fri 10am-6pm; Sat 10am-5pm
FAX: (408) 986-9968
Vendor: new/used hardware, commercial/PD/freeware/shareware

B&G Electronics
15729 Madison Ave.
Lakewood, OH
U.S.A. 44107
tel: (216) 521-2855
BBS: (216)-228-7335
Vendor: used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
15737 Lemarsh Street
Sepulveda, CA
U.S.A. 91343
tel: (818) 893-9664

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513
FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer (June 20, 1994)

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

D.G.S.
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu

Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack, Arena, Bubble Zone

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.

Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR

U.S.A. 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: commercial/PD/freeware/shareware

Lex-Tronics
see: DataQue Products

LK Avalon
PO BOX 66
35-959 Rzeszow 2
Poland
Vendor: ???software
Developer: ???software

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT

UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny.dab.ge.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008

tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
CIS: 70733,3115
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPro

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
3530 Del Lago Circle #238
Tampa, FL
U.S.A. 33614
Vendor: commercial/PD/freeware/shareware

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear,
Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom
(Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware
Developer: UltiFont

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542

Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

4393. 80-column display and word processing

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 21:15:48 UTC
From: jhs@cat.syr.edu
Message-ID: <9407312115.AA06413@cat.syr.edu>
Source record: 99257

I have copies of the source code to David Young's OmniView 80-column "E:"
device and to his 80-column OmniWriter word processor which uses it.
A few years ago he told me it would be OK to release these files to the
Atari community at large. If anyone would find them useful please e-mail
me at this address jhs@cat.syr.edu and I'll see if I can locate the
appropriate disks. I'd also sort of like to confirm with David that he
still feels that way just to be sure I didn't dream it or something...

-John Sangster
(...whose only Atari claim to fame is authorship of UUDECODE.BAS awhile back..)

4394. I need a European/PAL 8-bit!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 23:11:45 UTC
From: bryedewa@news.delphi.com
Message-ID: <31hb3h$eo0@news.delphi.com>
Source record: 99258

Please!! If you have (or can get me) a PAL 800XL, SEND ME MAIL!! I need to test stuff I am doing on European machines.

I will pay for all international shipping.

-Bry (in USA)

4395. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 23:47:49 UTC
From: krishna@max.tiac.net
Message-ID: <31hd75$282@sundog.tiac.net>
Source record: 99259

Chris_F_Chiesa@cup.portal.com wrote:
: Glenn Saunders (krishna@max.tiac.net) wrote:

: Hmmm...! I didn't really expect a positive response; my original remark
: was more-or-less intended jokingly. I'm a bit stunned by your offer!

Well, I'm a nice guy. I sent my computereyes to Clay Halliwell in hopes that he would update the capture software for easier colrview implementation. He's had it for a long time, but since I don't currently have a camera, I wasn't going to use it. Although if I had it all these months I may have rented one or something. Same deal here, the 1400 does nothing for me just sitting here, it would be more productive if someone was peeking through it.
:
: Still, that bit about hogging up the BASIC interpreter when speaking
: from BASIC suggests that the CPU may be at least a LITTLE involved --
: if it has to defer all other tasks while speaking, a la S.A.M. --
: but on the other hand, the ability to multitask the voice during selft-
: est suggests that it "ain't necessarily so." The hogging-up of BASIC
: during speech may be more a property of BASIC itself, than of the
: speech hardware. In any case I would require any and all speech-re-
: lated and 14xx-quirk-specific docs you have, in order to have even a
: chance at figuring this out.

I'd send you the text file I have on the V: device as well as a note on the creative computing issue. There is a collected creative computing book, it's in there. That's where I saw it. (stuff about the SC-01 in general, not the 1400)

I have no trouble lending it to anyone. This is a public forum so it would be hard to fathom for the recipient to run off with it, for he would have many witnesses to the theft. The last time I cut a deal that didn't work right (with Terry Ortman) the collective Atari community over at Carina came down hard on him. So not only do I trust Atarians for the most part, I also know that it is unlikely in a pragmatic context that someone would run off with my stuff.

The offer stands for you or anyone else who wants to put the work in.

4396. Re: 1450XLD/1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 23:54:42 UTC
From: krishna@max.tiac.net
Message-ID: <31hdk2$282@sundog.tiac.net>
Source record: 99260

Pooskie@aol.com wrote:
: All this talk about the 1400 and 1450 got me curiouse so I went through my
: Atari Catalog collection and there they were right on the cover. They are in
: Catalog # CO17535-05 dated 1983.

Essentially a 1200XL on the outside, and a 65XE on the inside (Freddie).
With 800XL-ish video (no chroma line) and PBI. Basic revision B(uggy),
spech and modem.

And I believe the 1450 has 2 drives, not just one. 4 drive IDs with DOS
4 due to the "each side = one drive" system. Double sided ENHANCED
density. I hate the word "dual density" because it is suggesting double
density to the layman. It is double-speak of the "megaBIT vs. megaBYTE" ilk.

4397. Re: 80-column display and word processing

Newsgroup: comp.sys.atari.8bit
Date: 1994-07-31 23:56:15 UTC
From: krishna@max.tiac.net
Message-ID: <31hdmv$282@sundog.tiac.net>
Source record: 99261

John H. Sangster (jhs@cat.syr.edu) wrote:
: I have copies of the source code to David Young's OmniView 80-column "E:"
: device and to his 80-column OmniWriter word processor which uses it.
: A few years ago he told me it would be OK to release these files to the
: Atari community at large. If anyone would find them useful please e-mail
: me at this address jhs@cat.syr.edu and I'll see if I can locate the
: appropriate disks. I'd also sort of like to confirm with David that he
: still feels that way just to be sure I didn't dream it or something...

I think maybe Tom Hunt would be interested in it. Tom has a beta test 80
collumn WP he is juggling with his other projects so this might be useful
to him. I could send it on over to him (since he doesn't have net access).

4398. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 00:39:43 UTC
From: krishna@max.tiac.net
Message-ID: <31hg8f$282@sundog.tiac.net>
Source record: 99265

kamaro_kid@delphi.com wrote:
: I dont think Glenn know's what he wants to do. He flip flops on his
: statements almost (if not more) than that butthead, Pres. Clinton.
:
: As far as Mars8 is concerned - you've got my full support (and money soon!)

Maybe so, but at least I know that you can't get reliable 9600 or above
on a P:R: or 850 ;^)

And another thing, I don't think many 8-bitters are perfectly content
about the state of affairs. It's natural to feel uncertain about the
future and how we will act in response to it. My unease over the fate of
the 8-bit began when I had to special-order SAM (It wasn't in stock, but
C= versions were) at a mom-and-pop software place, and when I saw the
8-bit software disappear off the shelves of Lechmere. The next stage
being the decline of Antic/Analog, then the next stage was the formal
announcement of the end of 8-bit suport from Atari. In the last 2+
years of my "getting back into it" mode the one thing that kept me
excited more than anything else was CSS. The sale of ICD rights to FTE
came as a wonderful surprise, but I should have known that the stuff
wouldn't come cheap.

4399. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 01:11:31 UTC
From: kamaro_kid@delphi.com
Message-ID: <BC6Tb5j.kamaro_kid@delphi.com>
Source record: 99262

I dont think Glenn know's what he wants to do. He flip flops on his statements almost (if not more) than that butthead, Pres. Clinton.

As far as Mars8 is concerned - you've got my full support (and money soon!)

-James King
kamaro_kid@delphi.com

4400. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 01:19:00 UTC
From: kamaro_kid@delphi.com
Message-ID: <BgzTLbs.kamaro_kid@delphi.com>
Source record: 99263

Does Ronnie Riche have an Inet mail address - or do I need to forward
a snail mail letter? I assume his mailing address is still the one listed
on all Textpro docs?

--James King
kamaro_kid@delphi.com

4401. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 01:20:38 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bg7xrLm.kamaro_kid@delphi.com>
Source record: 99264

If you have such peeves with textpro -- why not take the provided source code and FIX it yourself? Gads! Ronnie has provided the source for almost every version of textpro and yet folks still complain about his work.

If I could program worth a damned, I'd add the XEP80 80 column support myself!

--James King
kamaro_kid@delphi.com

4402. Re: 1450XLD/1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 02:37:42 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <31hn5m$7tm@charm.magnus.acs.ohio-state.edu>
Source record: 99266

In article <31hdk2$282@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>And I believe the 1450 has 2 drives, not just one. 4 drive IDs with DOS
>4 due to the "each side = one drive" system. Double sided ENHANCED
>density. I hate the word "dual density" because it is suggesting double
>density to the layman. It is double-speak of the "megaBIT vs. megaBYTE" ilk.

I don't know what was actually built, but I do clearly remember that
the catalog (and maybe the DOS 3 manual) said the 1450XLD had one
double-sided (dual-sided? :-) drive, with a magnetically shielded
space supposedly usable for storing disks or adding a second drive.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

4403. Re: 1450XLD/1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 03:02:02 UTC
From: krishna@max.tiac.net
Message-ID: <31hoja$66t@sundog.tiac.net>
Source record: 99267

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <31hdk2$282@sundog.tiac.net>,
: Glenn M. Saunders <krishna@max.tiac.net> wrote:
: >And I believe the 1450 has 2 drives, not just one. 4 drive IDs with DOS
: >4 due to the "each side = one drive" system. Double sided ENHANCED
: >density. I hate the word "dual density" because it is suggesting double
: >density to the layman. It is double-speak of the "megaBIT vs. megaBYTE" ilk.

: I don't know what was actually built, but I do clearly remember that
: the catalog (and maybe the DOS 3 manual) said the 1450XLD had one
: double-sided (dual-sided? :-) drive, with a magnetically shielded
: space supposedly usable for storing disks or adding a second drive.

That may be, but just look on page 15 of the Rev. 9 Best Catalogue
guide. 2 drives dude. 4 drive IDs total. I recall ads from
(computability?) taking $CALL orders in advance for the 1400 and 1450 and
they had a picture as well with 2 drives (circa 1983).

If you look closely at the picture you will see that the close mechanism
is different from a 1050. It actually looks like a modern HH 3.5 mech
with the button style release!

But it is still a little hard to tell...

4404. Want some computer gaming fun? CAIN Atari Fun Fest 94

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 03:51:11 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <31hrff$2ma@usenet.INS.CWRU.Edu>
Source record: 99268
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy

This will be the last Usenet posting about this show besides the complete dealer/vendor, developer, user group listing which will be posted on Thursday.

CAIN Atari Fun Fest 94

Are you bored of playing the same old games?

Do you have an Atari Jaguar, Lynx, ST, TT, Falcon030, 800, XL, XE, XEGS, 7800, 5200, or 2600?

If you have any one of these systems, you can get games for it at the CAIN Atari Fun Fest 94.

CAIN Atari Fun Fest 94 is being held on Sunday, August 7, 1994 at Kirtland, Ohio (near Cleveland). CAIN Atari Fun Fest 94 will be fun for the entire family. You'll get an opportunity to see the JAGUAR 64-BIT Interactive Multimedia System and the latest entertainment titles for it. You'll even get to see video games played like they have never been played before! And that is through Lynx portable video game systems all linked together. This incredible multi-player action will blow your mind away!

The new Atari Falcon030 computer will be there along with the ST and 8-Bit computers!

There will be prizes to win and you might even be one of the lucky people to take home a Jaguar 64-BIT system or a Tempest 2000 cartridge (courtesy of Atari Corporation)! There will be many prizes raffled off such as gift certificates and games of all sorts! Everyone that attends will get a chance to win!

CAIN Atari Fun Fest 94 is the Atari -=- FUN -=- show of the year! Don't miss it! Bring the entire family down! Get great deals! See the latest technology! And have a lot of fun!

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094

^
* THE FIRST CLEVELAND-AREA ATARI SHOW IN YEARS!!! *

^

Free Admission!

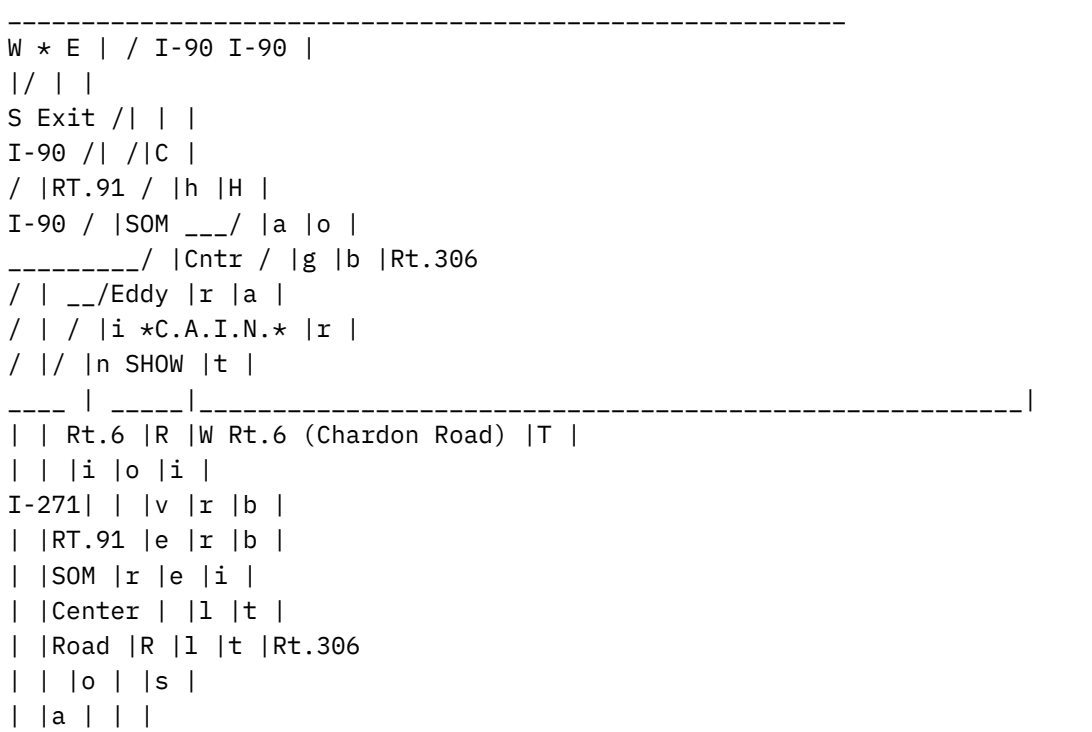
What to See and Do!

The New Jaguar Game System!
The LYNX handheld game unit
Bring your LYNX and games to COMLYNX with other players!
The Falcon Multimedia computer
Gemulator (IBM emulator running Atari ST Software)
8-bit computers and products
16/32-bit computers and products
Portfolio palmtop computer
Meet the editors of C.A.I.N.
Classic game systems 2600/5200/7800 and games
Catalogs and brochures for Atari line of products
Atari products for sale / Plus Much More!

Fred Horvat
P.O. Box 493
Chesterland, OH 44026-0493
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

Map to CAIN Atari Fun Fest 94

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio



| |d

If traveling I-271 North, keep going North then take I-90 East to Route 91 (SOM Center Rd.). You will go South on Rt.91 to Rt.6 (Chardon Rd.) where you will go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 South, exit at Bishop Road and head South until you reach Chardon Road. You will then go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 West, keep going West then exit at Route 306. You will go South on Rt.306 (passing Eagle) to Rt.6 (Chardon Rd.) where you will go West for several miles until you are at 7637 Chardon Road.

Confirmed Vendors/User Groups
-=-=-=-=-=-=-=-=-=-=-=-=-=-
Updated: 07/24/94

User Groups

2600 Connection
CACUG (Cleveland Atari Classics User Group)
CVACC (Cuyahoga Valley Atari Computer Club)
NEOSTAG (North East Ohio ST Atari Group)
CAIN (Central Atari Information Network User Group)

Dealers

AAA Video 1 table power
Dr. Bob + Bob Rakocy 1 table
FMH Games 1 table power
It's All Relative 1 table power + 1 table
Jeff's Atari Outpost 1 table power + 1 table
Stor Tech 1 table
The Computer Shoppe 1 table power + 3 tables
Toad Computer 1 table power + 2 tables

The dealers listed are only the dealers that have paid or are in the process of paying. We anticipate more dealers to participate...stay tuned to the Cleveland Free-Net Atari SIG for the latest show information, or send internet mail to "xx004@cleveland.freenet.edu".

Tempest 2000 Contest
-=-=-=-=-=-=-=-=-=-

Jeff Morin from Jeff's Atari Action Outpost is sponsoring a Jaguar Tempest 2000 contest at the CAIN Atari Fun Fest '94. Winner will receive a $100.00 gift certificate good for any item(s) from their table or catalog!

Door Prizes at CAIN Atari Fun Fest 94
-=-
Updated: 07/19/94

Below is a list of confirmed door prizes for the CAIN Atari Fun Fest '94. The method for distributing the door prizes has not been determined yet. Stay tuned to the Cleveland Free-Net Atari SIG for the latest show information, or send internet mail to "xx004@cleveland.freenet.edu".

Atari Corporation - 3 Jaguar Systems.
- 3 Tempest 2000 cartridges

FMH Games - Atari 2600 console
- New Atari 2600/5200/7800/8-bit cartridges

Jeff's Atari Action Outpost - 2 $50.00 Gift certificates good for table or catalog
1 $100.00 Gift certificate to winner of
Tempest 2000 contest winner good for table or
catalog

Toad Computers - To be announced.

Online CAIN Atari Fun Fest 94 Section
-=-

In order to keep the Atari community up-to-date on the CAIN Atari Fun Fest, the Cleveland Free-Net Atari SIG has established a special section for this show. This section is located on the Atari SIG. To get to this special section, please choose the number next to the "Your Choice ==>" prompt at the bottom of each menu.

<<< THE ATARI SIG >>>
(go atari)

1 About the Atari SIG
2 SIG Menu Outline
3 Atari News...
4 General Bulletin Board
5 8-Bit Computers Support Area...
6 16/32-Bit Computers Support Area...
7 Portfolio Support Area...
8 Lynx Support Area...
9 Jaguar Support Area...
10 Wanted & For Sale Board
11 Voting Booth...
12 Atari Library...
===>13 CAIN Online Newsroom...
14 Help-Line (Q & A)
15 SIG Directory Services...
---
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==> 13

<<< CAIN ONLINE NEWSROOM >>>

1 About CAIN Online Newsroom
2 Newsletter Format

```
3 Staff & Articles in Need
4 Deadline for Articles
5 Discussion Board
6 CAIN Newsletters
===> 7 CAIN Atari Fun Fest 94...
8 Atari News
9 Atari Show Announcements
10 Rumor Mill
-----------------------------------------------
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==> 7

<<< CAIN ATARI FUN FEST 94 >>>

1 About CAIN Atari Fun Fest 94
2 INFO: Dealer Prices & Contact Information
3 INFO: User Group Information
4 INFO: Cleveland Lynx-Up Information
5 INFO: Map to CAIN Atari Fun Fest 94
6 D/L: Flyers to Capture/Download
===> 7 **^** Bulletin Board **^**
8 WHO: Atari Corp. Status
9 WHO: Dealer Confirmed/Contacted
10 WHO: User Groups Confirmed/Contacted
11 MARKETING: Publications Running Advertisements
12 MARKETING: BBS Advertisements Posted
13 MARKETING: Places Flyers Posted/Distributed
14 MARKETING: Users Sent E-Mail
-----------------------------------------------
h=Help, x=Exit Free-Net, "go help"=extended help

Your Choice ==> 7

Option number 7 has all the up to date information as we get it.
Check #7 often!

THANK YOU & WE HOPE TO SEE YOU THERE!
```

4405. Re: C=64 people are weird

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 04:50:26 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BM0SzBq.lmcclure@delphi.com>
Source record: 99269

In a message dated 7-28-94, Glenn Saunders said:

"C= people are sensitive because in order to get good
performance they have to pay big bucks for both an
interface and a PROPRIETARY hard drive."

Actually, the CMD drive uses a standard SCSI mechanism. The difference is that you cannot buy the interface without buying a SCSI drive, case and power supply from CMD. <grin>

"Whereas we can use off the shelf drives at a fraction
of the cost."

That fraction might not as small as you think, especially if you compare new equipment. Price the cost of a Black Box, a 40meg 3.5" 1" high SCSI mechanism, SCSI cable, case and power supply. Now compare that to the CMD prices (i.e., $395 for 40meg, $495 for 85, $595 for 100, $695 for 200meg, etc. [May 8 price list]).

Of course, one can buy a used SCSI drive (even a old 5.25" drive or smaller 3.5", saving more money, by trading off other factors), and use any power supply available inexpensively that will work, and skip the case, but even then, and come out a perhaps 1/2 to 3/5 the price of CMD's lowest price new HD. However, I should point out I have seen used CMD 20's (no longer sold by CMD) go for $295 or less.

"Also, their numbers must be thinning a LOT because there
has been various emulators for it on the Amiga and other
platforms I think."

Based on the messages I have seen from emulator users (mostly before the emulator newsgroup was formed), many had sold off or closeted their 64 long ago, before the emulator they were using was available. Primarily, they were just back in it because they emulators were (at least for the PC), were available for the cost of a download, as well as many game files. I would have to say it seems users of the commercial Amiga-based emulator (and the one decent shareware one), are relatively few in number.

"It's certainly a lot cheaper to run stuff off the hard
drive of an emulator (if that is possible on those
emulators)..."

Is is, if you are using a "cracked" game file. (Most games are heavily copy protected, and balk at anything that doesn't "look" exactly like a 1541 drive, and many reprogram the drive, further complicating any attempt to truly emulate the 1541 on a PC hard drive).

Actually, there are a couple of setups to use the hard drive on a PC as a drive for a 64. One is a "cart" emulator, that plugs into the cart port, and simulates a game cart, but in reality, presents a menu, and allows one to select which file to load and run from the connected PC's hard drive). Not as flexible as SIO2PC, but actually faster.

"As for floppies, CMD did come out with high density drives, even up beyond 2 megabyte using an oddball scheme I think."

First, try way beyond 2 megabyte. The FD-4000 can format ED disks to 3.2 megs, and the hi-density disks to 1.6 megs. (The FD-2000 is also available, but tops out with high-density disks). Both drives can also handle the standard 800K 1581 disks.

Second, define "oddball scheme". These drives use standard MFM formatting. With SOGWAP's latest version of BBR, they can read and write PC disks of the same density (as can Commodore's 1581). Commodore wisely abandonded both GCR formatting and non-standard drive mechs when they created the 1581, and the CMD FD-series drives follow that lead.

"C= themselves did officially release a 3.5" drive for the 8-bits if you can believe it."

This brings up an interesting piece of trivia. Both the 3.5" drive standard, and the RAM expansion standard were set by Commodore itself. In the case of Atari, the once announced Atari-brand 3.5" drive became the XF551 5.25" drive (which could be converted "back" to a 3.5" with ROM changes and a new mech), and the expanded RAM built into the 130XE was similar to an earlier PD hack, and no official Atari expansion for existing machines was ever marketed or even announced. Also, Commodore marketed a mouse specifically made for the 64 and 128. (Granted, there are programs that allows the use of a ST mouse on an Atari 8-bit, but there was never an official Atari endorsement or retail packaging of this for the 8-bit). In a less "vital" vein, Commodore computers always had an "official" Commodore-brand monitor available. Of course, much of this like.

No doubt a lot of this had more to do with the fact that since about '83, Commodore has actually been a larger (financially) company than Atari (since '84 if you factor in the the whole of Warner). But as a rule, a company-endorsed "standard" is one around which developers will more readily rally. As stated, simply trivia; interesting, but not related to the topic under discussion.

4406. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 04:51:24 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JO8y79s.lmcclure@delphi.com>
Source record: 99270

In a message dated 7-29-94, Mike at FTe said:

"How do you REALLY know that these things are merely
repackaged???"

Is that a hint that the ROMs on the MARS8 boards might have features
not present on the "stand-alone" carts?

4407. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 04:52:40 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ju0RTlg.lmcclure@delphi.com>
Source record: 99272

In a message dated 7-29-94, Mike at FTe asked:

"Should FTe drop the MARS 8 project?"

I certainly would not say so, but then I have to admit to selfish self-interest in this case. <grin>

I can understand some of Glenn's concern, however. If the MARS 8 did not prove to be succesful, it would present a financial drain on your company's resources, and therefore, affect future products, as well as having consumed development time. (However, I expect much of that would be applicable to future projects in some manner).

"Is a 65816 processor really worth the time and effort?"

If it is not adding that much in cost and/or there is the real potential for it adding some signficant enhancement, I say "YES". I gotta admit, however, I would really be excited if you said there was definitely going to be a way to add non-banked 65816-specific RAM that could be accessed with the 65816 running at a faster clock speed. If 4 megs of non-banked RAM accessed by a 65816 clocked at 8Mhz would not enough to entice software writers, then the future looks somewhat dim. <grin>

"Is 4mb of memory support a waste due to lack of software?"

No. Even if it were only used as a RAMdisk, from what I gather, support for the 4 meg option adds little or nothing over the cost of supporting 1 meg, and most people could certainly make use of that, even as only a RAMdisk. For those who fully make use of 4 megs, it is just icing on the cake.

BTW, given that it is rather "late in the game", this is likely only good for hypothetical discussion, but; Given that the MARS8 relies on the "socketedness" of the 800XL, would it perhaps have been a better solution to design a replacement board that would then accept the proprietary 8-bit chips? This would also have allowed building in such items as the Supervideo mod, and perhaps making the PBI more "robust". I could see a problem with board "real estate", however. BTW, what are the dimensions of the MARS8?

4408. Re: C=64 people are weird

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 04:54:04 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bu0Rrvk.lmcclure@delphi.com>
Source record: 99271

"As much as I hate to rag, the 64 is fairly pathetic from a
hardware stance."

Well, as a person who once owned a 64 (and now owns a C-128 in
addition to my Ataris), I prefer the word "minimalist" to "pathetic".
<grin>

"If that machine didn't have those 4 color sprites, it would
be darn near useless."

Well, for text-based appications, it actually has some advantages over
an Atari 8-bit, owing chiefly to it's capability to put all 16 text
colors not only on screen at once, but on the same line. Also, while a
the "cell-based" graphics modes were no doubt a pain for the graphics
programmer, they were an effective "cheat" that allowed a lot more
color to be used on screen that the memory used by the screen would
allow in a true "linear" bitmapped screen. Also, I think even the
most ardent Atari 8-bitter would admit the 64 had a nice sound chip.

"The fact that it couldn't auto-boot anything,.."

True, every Commodore owner, even those only wanting to run games,
had to know how to type: LOAD "*",8,1. It would have only taken a
small change in the ROM to enable autobooting, but the 64 started
as primarily a cassette and cart based system, and Commodore seemed
unwilling to jeopordize compatibility for this small change. The
C-128 changed this (in native mode), but oddly enough, still retained
the ability to work a datasette, even in native mode!

"Also, the lack of a real XY graphics mode complicated
things further."

True. It would have been nice, if in addition to the cell-based
graphics modes it had, it had nice, clean 320x200 2-color and 160x200
4-color linearly bitmapped modes. Of course, one could also say it
would have been nice if the Atari 8-bit had a 16-color text display,
but history has had its say.

4409. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 04:55:10 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <BO0RzNm.lmcclure@delphi.com>
Source record: 99273

"The Gameboy I believe uses the 6502 and not a very fast
one."

Unless I am very seriously mistaken, the Gameboy actually uses a Z-80 compatible CPU, just as Sega's Game Gear does, leaving the Lynx as the only portable game system to use a 6502 CPU. (Hmmm...perhaps not, as didn't the Turbografx have a portable system, that unlike the others, used the same carts as their console)?

Stil, it does seem wrong that Nintendo would go with a Z-80 compatible CPU for the Gameboy when the NES used a 6502, and the SNES a 65816, and 6502's should cost no more than a Z-80 (or a compatible chip).

Well, all this is starting to sound more like something that belongs over in the one of the videogames newsgroups, so I shall cease and desist.

4410. Re: TVs and 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 04:56:10 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <JM9yDPq.lmcclure@delphi.com>
Source record: 99274

In a message dated 7-31-94, Syndtech said:

"To make a long story a little shorter - if I move the
drive forward a few inches or move it about 6 inches to
the right of the TV (and back further), it works fine.
It appears that having the back of the disk drive near the
back of my TV set wreaks havoc. Is this caused by the TV's
magnetic field?"

More specifically, it is caused by the magnetic field from the flyback transformer. I first noticed this problem back in 1985 when I worked at the Games 'n Gadgets (now Electronics Boutique) in Memphis. If we placed the 1050 to the right of the color monitor we had on the Atari 8-bit on display, it would refuse to load.

Once we discovered this, we had also found a solution to many customers' complaints their new 1050 did not work, or their new Atari computer would not load from disk, or that their software all seemed to be defective. Explaining this also saved some embarrasment for folks that would bring stuff back in "cold" (without calling), and then find when we hooked it up at our store, that it worked. Often, when we explained this effect to them, and asked them what they had near their 1050, 90% of the time it was sitting too close to the monitor's (or TV's) flyback transformer, or another disruptive field source. It was always a joy to hear from such customers the next time they came in (or in some cases, called back), that we had helped them "fix" their system without it costing a dime. (Well, unless they wanted to count the trip to the store).

4411. Using 64k in Ice-T

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 04:56:22 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9408010454.AA04084@brachot.jct.ac.il>
Source record: 99275

Ice-T already uses nearly the full 48K of my base machine, and the current version, once debugged, will become the "final" 48K version.
I'll also want to create a 64k version with enhancements, that'll make use of the RAM under the OS. I'm not touching banked memory; I want compatability with as many users as I can.

I have problems with that, as a terminal program, unlikea game, is very OS-dependent. The following things are normally done by the OS.
-the system vbi
-getting keycode into 764 and managing repeat
-constantly reading the modem into a buffer (it does this in the background)
-CIO

The latter I can cope with; turning "on" the OS before a CIO call is not a problem.

VBI: Do I just turn on the OS in the immediate vb, and turn it back off (or leave it on, if I tell it it's in the middle of a CIO operation in the defferred? Isn't there a problem, that deferred vbi sometimes doesn't work?

Keyboard: There's an interrupt vector that occurs every time I press a key. How can I get it do the same as the VBI? Turn on the OS, jump to the vector, and on the way back turn it back to its previous state. The question is, how do I get it to do something every time this interrupt is finished?

Modem reader: This is a mysterious routine that constantly seems to run off interrupts while the program is running. I assume that it's part of the RAM R: handler that gets booted by the interface. Am I wrong? Does it also call the OS?

Are some of the vectors to the above-mentioned interrupts in ROM? If they are, I will have to copy them into the RAM (or change them to first turn on the OS, etc),

I need help here! Thanx for any info!
-itay
------ Itay Chamiel, Jerusalem, Israel -----------+ bruck@brachot.jct.ac.il
G! d? H---- s !g p? !au>++++ a15 w+++ v? c+++ US+ | (The name in the header
!P !L 3- E+++ N++ K- W--- M? V-- -po+ Y t-- !5 !j | is not mine!)
R- G? tv b D--- B? !e(*) u* h! f? !r n---- y* <-- personal Geek Code v2.1

"As mayor, my first act will be to kill the lot of ya, and burn your town to cinders!" -That red-haired Scot guy from The Simpsons

4412. Re: WANTED: Atari assembly langauge info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 05:14:48 UTC
From: ScottM@cup.portal.com
Message-ID: <118891@cup.portal.com>
Source record: 99279

```
>> I'd like to start playing around with assembly language on the Atari.
>> Can someone give me some pointers on a good assembler, and some books on
>> the subject? Thanks!
>
>Well, the Assembler Editor cartridge is okay but MAC/65 is better.
>
The assembler by John Harris (MAE) is excellent (Hi John ;-) ) Much nicer
than ASM/ED or MAC. It's up on the umich archive.

/============================================================\
| Scott Maxwell - scottm@cup.portal.com |
| Amiga 1000, 2000, 1200, Atari 800, 800XL, 1200XL, 130XE, |
| Pet, SuperPET, Vic, 64, +4, 128D, TI, //e, //c+, Nixdorf |
| I have WAY too many computers! |
\============================================================/
```

4413. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 05:14:52 UTC
From: krishna@max.tiac.net
Message-ID: <31i0cc$66t@sundog.tiac.net>
Source record: 99276

Lonnie McClure (lmcclure@delphi.com) wrote:
:
: BTW, given that it is rather "late in the game", this is likely only
: good for hypothetical discussion, but; Given that the MARS8 relies on
: the "socketedness" of the 800XL, would it perhaps have been a better
: solution to design a replacement board that would then accept the
: proprietary 8-bit chips? This would also have allowed building in
: such items as the Supervideo mod, and perhaps making the PBI more
: "robust". I could see a problem with board "real estate", however.
: BTW, what are the dimensions of the MARS8?
:

There are are of problems with the 800XL that MARS8 could have the opportunity to fix. The lack of a Freddie chip (I _assume_ that Mike is doing SOME kind of tricks to get all 4 megs ANTIC accessible). If the RAM in MARS8 will be banked in a similar or identical manner to a Newell then I would not see it as a very progressive upgrade. There have been threads on all the nets regarding bit reassignment in PORTB. We all know there simply are NOT enough bits to go around, and personally I do not like losing ANTIC banking, even though programmers don't use it much, it is one of the features I think is really neat about the Atari (for video and CPU to access 2 separate banks simultaneously). Crude VRAM of sorts.

Video was another problem, but this isn't a "must fix". Adding a socket for a 2nd PIA or Pokey would also have been possible but again, not a must. However, it is these very frills that might have been able to make MARS8 stand out as being exclusive or unique. FTE has been rather close-lipped about the banking scheme and the methods by which carts are accessed. I assume they are doing something innovative in both domains, but this is only speculation, and barring any interesting info it doesn't really prove to "hype" the system to create demand.

4414. Re: C=64 people are weird

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 05:15:04 UTC
From: ScottM@cup.portal.com
Message-ID: <118892@cup.portal.com>
Source record: 99280

>As much as I hate to rag, the 64 is fairly pathetic from a hardware stance.
>
True. Note the "write to this register twice just in case it didn't take the first time" right out of the Programmer's Ref. Guide.

>If that machine didn't have those 4 color sprites, it would be darn near
>useless.
>
The sprites are kind of nice. I've just thought of something though. The way the 64 handles them they're just oversized characters that can be moved. (See below for an explaination).

The fact that it couldn't auto-boot anything, or come up without
>going through BASIC made it a royal pain in the a**.
>
The autobooting was a pain in the neck. It was neat when the C-128 came along and you could autoboot anything. My first C-128 hack was to have the 128 come up, switch to 64 mode and then boot something.

>Also, the lack of a real XY graphics mode complicated things further.
>
Everything on the 64 (and 128) was based on characters. The screen in graphics mode was nothing but a bunch of redefinable characters (sort of) in the way you accessed it. In 16 color mode the screen's X resolution was cut in half from 320 to 160 and each 2 dot pair could have any color almost. Each 8x8 cell on the screen had 4 bit pairs so you really had 4x8 pixels per cell. Each cell could have a maximum of 4 colors in it. This is exactly the same way that multi-colored character mode works. You cut the character size from 8x8 pixels to 4 bit pairs x 8. Sprites worked the same way color-wise but were larger.
One thing that always annoyed me about the 64 was that having the screen mode change via a raster interrupt never did a solid change. The last line of whatever mode you were switching from always flickered a bit. That never happens on the Atari during a mode change.
I would have liked to have seen an Atari with a SID chip in it. A 4 or 6 voice POKEY with all the nifty extras of a SID chip would have made an excellent computer.
I wasn't on the internet for the great wars between Atarians and CBM'ers. What were they like? What were the arguments that each side would use? I'm curious.

> -Bry

/===\
| Scott Maxwell - scottm@cup.portal.com |
| Amiga 1000, 2000, 1200, Atari 800, 800XL, 1200XL, 130XE, |

```
| Pet, SuperPET, Vic, 64, +4, 128D, TI, //e, //c+, Nixdorf |
| I have WAY too many computers! |
\=========================================================/
```

4415. Re: C=64 people are weird

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 05:26:32 UTC
From: krishna@max.tiac.net
Message-ID: <31i128$66t@sundog.tiac.net>
Source record: 99277

Lonnie McClure (lmcclure@delphi.com) wrote:
: That fraction might not as small as you think, especially if you
: compare new equipment. Price the cost of a Black Box, a 40meg 3.5"
: 1" high SCSI mechanism, SCSI cable, case and power supply. Now compare
: that to the CMD prices (i.e., $395 for 40meg, $495 for 85, $595 for
: 100, $695 for 200meg, etc. [May 8 price list]).

I got my BB used for $100. I got a 155 meg SCSI used for $200. That's a 155 megs for a total investment of $300. Today prices are under a buck a meg. So even if you say $200 for the BB, $695 for a CMD 200 meg drive for the C=, and $400 or so for a BB and a 200 meg drive for the Atari if you pick up a really good deal on a used FH SCSI (noone wants FH anymore) and a cheap XT case or something (no more than $50). That's nearly a $300 difference.

: to a 3.5" with ROM changes and a new mech), and the expanded RAM
: built into the 130XE was similar to an earlier PD hack, and no
: official Atari expansion for existing machines was ever marketed or
: even announced. Also, Commodore marketed a mouse specifically made for

Antic Banking was Atari's unique innovation regarding their adaptation of the Bucholz upgrade to the XE series. Unfortunately it's used very infrequently probably due to the proliferation of non-Antic banking upgrades (mostly due to ICD's RAMBO popularity which is in itself a Bucholz). Noone wanted to isolate part of the community by writing for Antic Banking. Last time someone tried (Pab Sungenis with PabQwk) there was a public outcry and he crammed his code and make it use CPU mode banking.

4416. Re: Using 64k in Ice-T

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 05:33:00 UTC
From: krishna@max.tiac.net
Message-ID: <31i1ec$66t@sundog.tiac.net>
Source record: 99278

Elad Bruck (bruck@brachot.jct.ac.il) wrote:
: Ice-T already uses nearly the full 48K of my base machine, and the current
: version, once debugged, will become the "final" 48K version.
: I'll also want to create a 64k version with enhancements, that'll make
: use of the RAM under the OS. I'm not touching banked memory; I want
: compatability with as many users as I can.

I disagree. You will probably isolate far more users by using the under the OS ram than you would using banked RAM. In the die-hard community, I'd wager that far more people use Sparta 3.2 exclusively than use MYDOS with no more than 64K 8-bits.

I already have to split my partitions between MYDOS and Sparta in order to use JviewXL. ANd unfortunately the gap between Sparta and MYDOS is bridged only by Sparta's ability to read MYDOS SS/SD Pfloppies.

I don't use Sparta-X because it has yet to get a MUX upgrade. I don't have my MUX active at the moment so theoretically I COULD use it but I want to wait for a version I can use permanently. Also, it's ability to read/write MYDOS is still not perfect. I think it can only read or something...

4417. Re: A problem with Sparta 3.2g

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 08:07:51 UTC
From: jharris@cup.portal.com
Message-ID: <118904@cup.portal.com>
Source record: 99282

>Wouldn't it be better to incorporate the patch into Sparta? I'd
>really like to see native XF-551 support, rather than relying on a
>patch which may not work with the next version.

I'll do that as well if I can. However, there are several patch-type programs that don't work with 3.2g, and I'm hoping that they all access the DOS in just a few places. If I can put those locations back where they were, it will fix quite a few things at once.

John Harris - jharris@cup.portal.com

4418. Re: 1450XLD/1400XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 08:07:58 UTC
From: jharris@cup.portal.com
Message-ID: <118905@cup.portal.com>
Source record: 99283

>I hate the word "dual density" because it is suggesting double
>density to the layman. It is double-speak of the "megaBIT vs. megaBYTE" ilk.

It's not supposed to be a name of a density at all! Atari never made it
really clear, but what they mean when they say the 1050 is a dual density
drive, is to say that it operates in two different density modes. The
modes happen to be Single and Enhanced, and the 'dual' part only means that
it has two modes. Like a dual personality.

John Harris - jharris@cup.portal.com

4419. Re: B: RELEASE von XF210GER.ZIP (ATARI 400/800 Emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 12:20:47 UTC
From: supervisor@wiso.wiso.uni-dortmund.de
Message-ID: <supervisor.34.000C5908@wiso.wiso.uni-dortmund.de>
Source record: 99284
Cross-posted to: berlinet.biete,comp.sys.atari.8bit,de.comp.sys.ibm,kiel.biete,zer.t-netz.rechner.atari.8bit,zer.z-netz.rechner.ibm.allgemein,domino.software.dos,starnet.biete

```
>>!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>>AN ALLE SYSOPS & USER --- AN ALLE SYSOPS & USER --- AN ALLE SYSOPS & USER
>>!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
>> BITTE HOLT EUCH DAS FILE "XF210GER.ZIP" UND VERBREITET ES
>> !KEEP THE ATARI 8BIT ALIVE!

>Ok does anyon know what this says (IN ENGLISH!)
```

I�ll try. Now, this guy is a crazy programmer, who tries to write a ATARI-Emulator for a DOS-PC, take our help for testing the Beta or what ever versions and later take money for the commercial release of his emulator.

```
This emulator in the above File is a Demo-Version for ATARI XL/XE, were the
sound does not work correctly (for which application than sound and graphics
is a atari good?). But in the commercial Version, which will later be
available, it will work, he says !?

I think, if you are interested should, simply buy an Atari. That one works
with sound now!

So long

Olaf

--------------------------------------------------

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Olaf Erkens Street: Otto-Hahn Str. 6a
D-44221 Dortmund D-44227 Dortmund
```

4420. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 12:53:48 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Aug1.125348.22207@apgea.army.mil>
Source record: 99289

In article <19940729161824MIS0160@MVS.UDEL.EDU> MIS0160@MVS.UDEL.EDU (Roger Cole) writes:
>In article <940728225621.2400914b@sonoma.edu>,
>KENDRICK@sonoma.edu writes:
>>What >I< want from YOU folks is a list of games you'd really like to see
>>remade onto the Ataris.. kes
>
>Well, my favorite 2600 game was Air/Sea Battle. I think the Sears
>version had a different title than the Atari Version. There were about
>10 variations of planes vs ships, cannons vs planes, ships vs subs, etc.
>There also were variations of a shooting gallery game as well.
>My son and I used to play that cartridge for hours at a time, usually
>with my losing. I always wondered how they managed to cram so many
>variations of a game into one cartridge which probably was only 4 or 8K.

If I am correct, Air-Sea Battle was only 2k

Robert Merritt
-* Disclaimer: Opinions posted here are mine and not of my employer
-*"There is always death and taxes. However death doesn't get worse every year"

4421. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 13:18:07 UTC
From: kamaro_kid@delphi.com
Message-ID: <RK-Rr-v.kamaro_kid@delphi.com>
Source record: 99285

Glenn: Sounds like you're getting far too stressed and serious about the state of affairs in the 8bit Atari world.

I've resigned myself to not care if every vendor disappeared.. I've already accumulated a wealth of hard and software, enough to keep my Atari running for the next 50 years! Let alone all the shareware developers that are still out there.

Why worry or feel guilty about supporting the existing vendors? If they have what you NEED, then purchase it. I dont understand your need to send in cash even though you dont need or want a specific product?

--James King
kamaro_kid@delphi.com

4422. Re: MUX speed and CSS/R:P:Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 13:23:52 UTC
From: kamaro_kid@delphi.com
Message-ID: <Zu4xDvg.kamaro_kid@delphi.com>
Source record: 99286

I have a three slave mux up and running.. one slave has its own hard drive setup (direct connect via MIO) as well as its MUXable hard drive.

I've noticed very little speed loss when accessing the MUXable HD, as opposed to the direct connect HD.

However, when accessing the MUX from my Pro! based BBS, I've noticed a considerable loss of speed - but have no idea why (yet).

--James King
kamaro_kid@delphi.com

4423. Re: New at the archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 13:28:04 UTC
From: kamaro_kid@delphi.com
Message-ID: <ZMxSLJk.kamaro_kid@delphi.com>
Source record: 99287

Mike Todd <snyder10@convex1.tcs.tulane.edu> writes:

>Then send a letter to Ronnie and TELL him, the more folks he hear's from
>the better... As far as he knows, there are only like 5 Atari folk left!

Just mailed Ronnie a letter (to his GEnie account) and mentioned that
I'd mail in a shareware fee and that I'm very interested in an XEP80
compatible version of Textpro.

--James King
kamaro_kid@delphi.com

4424. Re: TVs and 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 13:43:31 UTC
From: sydtech@winternet.com
Message-ID: <31iu63$dpd@blackice.winternet.com>
Source record: 99288

Lonnie McClure (lmcclure@delphi.com) wrote:
: More specifically, it is caused by the magnetic field from the flyback
: transformer. I first noticed this problem back in 1985 when I worked
: at the Games 'n Gadgets (now Electronics Boutique) in Memphis. If we
: placed the 1050 to the right of the color monitor we had on the Atari
: 8-bit on display, it would refuse to load.

Yes, this is exactly where I had it - to the right of the TV. As I said,
moving it up so it was away from the back of the TV fixed the problem.
It DID freak me out for a moment, though....

Thanks for the responses!

Scott

4425. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 14:01:55 UTC
From: dfwright@sadis05.kelly.af.mil
Message-ID: <Ctv0B9.ID6@sadis01.kelly.af.mil>
Source record: 99290

Perry Reed (reed@pa.itc.hp.com) wrote:
: In article <940728225621.2400914b@sonoma.edu>, KENDRICK@sonoma.edu writes:
: >
: > What >I< want from YOU folks is a list of games you'd really like to see
: >

: How about the original 2600 Adventure game (complete with "secret" room...)?

I agree! Adventure was a fun game, that I have missed!

4426. Re: AR - THE DUNGEON

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 16:09:15 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <31j6nb$4ge@news.belwue.de>
Source record: 99291

xebec@delphi.com wrote:
> Hi again
> Does anybody know some mysteries about the devourer and the boat-keeper?

boat-keeper: give him 3 coppers at midnight, and he'll bring you over
the river.
devourer: the only hint I know is, that he comes, if you carry too
much items.

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

4427. B: RELEASE von XF210GER.ZIP (ATARI 400/800 Emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 16:51:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2e3d44e8@p17.f1540.n244.z2.fidonet.org>
Source record: 99228

Hello Kevin!

Samstag, 30 Juli 1994 05:26, Kevin Atkinson wrote to All:
>> USER !!!
>> !!!!!!!!!!!!!! BITTE HOLT EUCH DAS FILE "XF210GER.ZIP" UND
>> VERBREITET ES !KEEP THE ATARI 8BIT ALIVE!

KA> Ok does anyon know what this says (IN ENGLISH!)
>>
this means, that there will be an german-keyboard-version from the XFormer 2.0
Program...
I did download it, and find in this archive the Version for my german Keyboard,
but the y and the z-Keys are changed like an american-Version.
In this archive is includes a copy of siocopy and ataridsk-Util.

Bye
Guido.

4428. Wanted: 1983 Atari Flyer

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 18:07:59 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <31jdlv$3dt@monk.rsip.lsu.edu>
Source record: 99292

Is there anyone out there with a spare 1983 Atari Catalog/Flyer with
pictures of the 14xx series etc? I'd like to buy it from you.
Please email me if you have a spare you would be willing to part with.

Thanks

Tom

--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of
the Remote Sensing Lab or Lousisiana State University, just this mine.

4429. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 18:09:41 UTC
From: pcmoyer@naz.edu
Message-ID: <CtvBs6.DBt@naz.edu>
Source record: 99298

I have an Atari 400 computer, Kamtronics CW/ASCII interface w/ cart & cables,
Eastern Front cart. version, & joysticks.
BO + COD UPS shipping
Email to above address...

4430. PC(Linux)<--Atari Disk(SIO)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 18:09:57 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Aug1.180957.15242@ultb.isc.rit.edu>
Source record: 99295

I've just uploaded the first pre-release of a program I wrote
to read from Atari disk drives on PC's running Linux.
This is based on the program uploaded last week that did the
same thing under DOS, and involves making a simple cable
that connects between the PC parallel port and the Atari SIO
port on the disk drive. (in fact, I used the same cable)

The real-time timers in the PC are used for all the SIO
timing, so it should work on any PC that can keep up.
(it runs fine on my 386DX/25, and hopefully works on a 16Mhz also)

It supports single and double density disks (and hopefully
enhanced, but my 1050 is dead, so I can't test it or read any
of those disks now -- does anyone have a 1050 they want to
donate to the cause? Or sell really cheap? (I'm kinda broke right now))

I used an enhanced version of the SIO2PC datafile (.ATR),
which I call ESIO2PC. This adds bad sector information to the
end of the file, so that hopefully software that depends on
bad sectors will still run under my Atari emulator (which I
plan to upload a pre-release of soon) Also, I plan to make
a reverse verison of this Parallel<-->SIO interface that allows
people to run the equivalent of SIO2PC under Linux.

It's all written in C, and should be able to be easily ported to
other operating systems besides Linux. (even DOS, probably)

Have fun.
- Frank ("Shaggy")

feb6399@ultb.isc.rit.edu

p.s.
I almost forgot: the zipfile name is: lsio001.zip
and it's on atari.archive.umich.edu
and I expected it to be transferred by the time I finished
posting this, but my connection keeps timing out, so it
may not be up there immediately, but look for it soon.

Email me with questions, comments, etc, or just to let
me know that you like the idea or find it useful and
would like more utilities like these (I write a lot of little
utilities, but this is the first time I've ever posted anything,
but with enough encouragement, I'll continue)

4431. The Last Starfighter?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 19:45:29 UTC
From: sydtech@winternet.com
Message-ID: <31jjcp$l0s@blackice.winternet.com>
Source record: 99293

There was a thread going on this a few weeks ago and I missed most of it. Well, I dusted off an old disk I came across recently and it had a copy of this on it. What is this? It looks kind of like a coinop game that Atari had out a while ago....I forget the name, Vindicators or something like that. It had a graphic of a rotating planet featured prominently on the screen.

Anyway, this seems pretty cool - nice graphics. What was the deal on this? It says '(c) 1984 Atari', but I don't recall ever actually seeing anything like this come out back then. Anyone have any more info? Hints and how-tos? Can I actually buy this somewhere, or did this never see the light of day?

Thanks.....

Sydtech

4432. Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 21:48:01 UTC
From: cirop20@maple.circa.ufl.edu
Message-ID: <31jqihINNduc@no-names.nerdc.ufl.edu>
Source record: 99294

Anyone out there with info on BBS software, please respond. I have
modem, harddrive, and an 800XL with a burning desire to become
a BBS. What can I do?
-Rob

____
|| || Rob Quianthy - Circa Operator - Geophysics Student
||_____|| Center for Instruction and Research of Computing Activities
| .---. | University of Florida
_|___|_| Internet: cirop20@maple.circa.ufl.edu

4433. Trying to find: Alley Cat game.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 23:18:17 UTC
From: bryedewa@news.delphi.com
Message-ID: <31jvrp$bdf@news.delphi.com>
Source record: 99296

Anyone out there know where I can find the game "Alley Cat"?

-Bry

4434. Atari and Hard Disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-01 23:47:17 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <31k1i5$aij@walters.East.Sun.COM>
Source record: 99302

Well, time to beg again.... (someone please come up with something,
this is getting old :-(!)

Again, I'm looking for information on how to low level format a MFM drive
controlled by a Xebec bridgeboard connected to the Z-tec 1000 piggyback
board for the ATR8000. I have several formatters, all of them simply lock
up the ATR8000... I don't know if they need to be given addresses to work,
or there is some bad hardware, or what... (and of course, I have no docs
on the Zetec-1000 or the Xebec bridgeboard)....

Alternately if someone has a SASI board and software for an IBM PC, (since
I believe the Z-tec 50 bin buss is SASI.... or SCSI, but I would guess
SASI), what do you want for it so I can low level format the MFM drive through
the Z-tec....

Someone must know something somewhere... I know of another Atarian who has
almost the same setup as me and is in the same predicament... someone must
know someone somewhere..... or how to contact the developers of the z-tec
kit or something....

SOMEBODY PLEASE HELP..... I'm getting sick of using that hardware to hold
my bedroom door open (just joking!)....

Anxiously awaiting (but not holding my breath),

-- Curt

Curtis H. Wilbar Jr.
SunService
curtis.wilbar@east.sun.com

4435. Re: PC(Linux)<--Atari Disk(SIO)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 00:03:28 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Aug2.000328.24037@ultb.isc.rit.edu>
Source record: 99206

In article <1994Aug1.180957.15242@ultb.isc.rit.edu> feb6399@ultb.rit.edu () writes:
>
>I've just uploaded the first pre-release of a program I wrote
>to read from Atari disk drives on PC's running Linux.

Ummm.. scratch that. I *will* try again tomorrow to upload it,
however (or late tonight). The stupid network started timing
out and I couldn't get to atari.archive.umich.edu either through
FTP or AFS.

-Frank

4436. 130XE pics

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 00:33:26 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940801173323.2400ba3b@sonoma.edu>
Source record: 99299

I need a picture (captured or drawn, GIF, JPG, Graphics 15, Graphics 8 or even 9 or 7) of an Atari 130XE system. The only one(s?) I have are from catalogs and they don't look all that great as they are (fuzzy/dirty) so I'm sure using ComputerEyes to capture one of them would ruin it worse. (I'd be using a REALLY old b/w studio television camera... ugh!)

SOOOO.. if anyone out there can send me a pic, I'd be very grateful (this would be used as a small pic for the XF3's docs)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Thanx in advance!

4437. STacy for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 01:09:57 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <31k6d5$c7i@charm.magnus.acs.ohio-state.edu>
Source record: 99301
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

SUPER ATARI STacy DEAL!

The Atari STacy is a portable Mega ST with all the standard Atari
ports plus a built in monochrome monitor.

At the recent Mid-Indiana ST AtariFest VI, an Atari 4/20 STacy with
a special MIDI box and sequencing software was seen for sale at $1700.

The June 1994 Toad Computers flier advertises Atari 4/20 STacys for
$1400.

I am selling my STacy for a price below either of these prices and
you get so much more:

4 MB of memory
130 MB Maxtor HD
16 MHz AdSpeed CPU
Port for Mega ST keyboard (something no other STacy has)

Plus these items:

Joypad
Padded carry case (very nice)
External Mega STe keyboard (best keyboard ever made)

All for only $1000 plus S&H (US only, please).

Contact at (614) 262-2396 or jpoling@magnus.acs.ohio-state.edu

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

4438. Atari color monitor and STuff for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 01:13:25 UTC
From: jpoling@magnus.acs.ohio-state.edu
Message-ID: <31k6jl$c7o@charm.magnus.acs.ohio-state.edu>
Source record: 99300
Cross-posted to: comp.sys.atari.8bit,rec.games.video.atari

Atari PS3000 monitor
* 12" color, BUILT IN DS/DD floppy drive
* $150

Black Lamp (game)
* $3.00

Atari TrakBall
* $5.00

Joystick extender
* $5.00

Bulk 3.5" DS/DD disks
* New: $.30 each
* Used: $.20 each

Buyer pays shipping and handling. US only.

jpoling@magnus.acs.ohio-state.edu

or

(614) 262-2396

_
--
President | ATARI COMPUTER ENTHUSIASTS OF COLUMBUS | ST TT Falcon
of: | P.O.BOX 29103 | 8-bit
| COLUMBUS, OHIO 43229-0103 | Lynx Jaguar
* 2nd Wednesday of every month, 7:30pm, at Chemical Abstracts *

4439. Re: Wanted: 1983 Atari Flyer

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 01:29:44 UTC
From: John Byrne <johnbyrne@delphi.com>
Message-ID: <hW1TDdo.johnbyrne@delphi.com>
Source record: 99297

Tom Smailus <tom@ready.rsip.lsu.edu> writes:

>Is there anyone out there with a spare 1983 Atari Catalog/Flyer with
>pictures of the 14xx series etc? I'd like to buy it from you.
>Please email me if you have a spare you would be willing to part with.

I've got one but ain't gonna sell it to ya :)

4440. Re: PC(Linux)<--Atari Disk(SIO)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 02:35:27 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Aug2.023527.27608@ultb.isc.rit.edu>
Source record: 99225

Okay. It's finally uploaded to atari.archive.umich.edu.

The file is: psiox002.zip (Parallel SIO Xfer)

For those that missed the previous message, it allows
people with PC's running Linux to hook up Atari disk
drives to the Parallel port, and read them into
an ESIO2PC file. An ESIO2PC file is the same as
as SIO2PC file with a table of bad sector info
tacked onto the end (and the last reserved word of
the header is used to tell how many bad sectors
there are)

It should be easy to port to any other OS that
runs on the PC that allows you to lock out
interrupts (it needs precision timing while
talking to the drive)
Please note: due to this, your clock could
lose a few seconds every time you use this
utility.

Note: My emulator (which I'm trying to get ready
for a pre-release right now) will be supporting
the ESIO2PC format, so that disks with bad sectors
will be properly emulated.

- Shaggy

(feb6399@ultb.isc.rit.edu)

4441. C++ and ASM Atari emulator source code

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 03:38:41 UTC
From: munoz@paris.utdallas.edu
Message-ID: <MUNOZ.94Aug1223841@paris.utdallas.edu>
Source record: 99304

As promised, I have uploaded the source code for both the c++ and
80x86 assembler version of my Atari Emulator. The c++ emulator
has only the text mode and is very slooooooow. The assembled version
has all of the graphics modes and one scan line player graphics.
If you are interested in how an Atari emulator works or want to
write your own, this program is worth a look.
I uploaded both emulators under one name "atariemu.zip" onto umich
today.

have fun,

Mike Munoz

4442. Atari800 4sale!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 03:43:46 UTC
From: peter@netaxs.com
Message-ID: <31kfdi$2qk@netaxs.com>
Source record: 99207

I've got an Atari 800 with a TON of stuff for sale:
Includes MAX RAM.
3 count em 3 diskdrives
serial adapter
tape drive
such great carts as Defender, StarRaiders MORE!!!
3 joysticks (1 non-atari)
Thousands of Disks(with such programs as FlightSim, DigDug)
ALL CABLES!!!
ALL MANNUALS
BYTE Magaizine featuring the Atari 800!!!
Mail me at peter@netaxs.com

--

```
_____________________________________________________________________
/ This message is backed by sponsors like you and \
/ your furry little local iconoclast peter \
| |
| BOINGY!!! BOINGY!!! BOINGY!!! --Wakko, Yakko, and Dot |
| |
| All comments made in this post/mail are the intellectual property
| of me, myself, and I. Any nice replies mail to me, all others |
| mail to yourself. |
| peter@netaxs.com |
\ peter_H._yu@gwproteus.com /
\_____________________________________________________________________/
```

4443. Modem needed for Atari 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 04:03:55 UTC
From: ev843@cleveland.Freenet.Edu
Message-ID: <31kgjb$mbs@usenet.INS.CWRU.Edu>
Source record: 99211

HELP! My 300 Baud Modem is causing me grave humor impairment :<

Anyone out there with a faster modem--the complete package-- is importuned to contact me STAT with thedetails and what is needed in the way of compensation.

One fellow recently had a 1200 B SX212 modem for $20! Alas, I was too late with my reply.

Please spell relief M-O-D-E-M .

Thanks. John Perry

4444. Mike Munoz please contact me!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 04:32:38 UTC
From: lenn@mentor.cc.purdue.edu
Message-ID: <lenn.775801958@mentor.cc.purdue.edu>
Source record: 99205

Mike, please email me. The .txt file you uploaded to the 8bit atari archive
didn't contain your email address.

There is a problem with the uploads.

Jody

--
Jody M. Lenn Umich Atari Posse:
lenn@mentor.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS / | \ GEnie: j.lenn1@genie.geis.com

4445. Re: Trying to find: Alley Cat game.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 05:02:49 UTC
From: junkster@chinook.halcyon.com
Message-ID: <31kk1p$lmt@nwfocus.wa.com>
Source record: 99303

BRYEDEWAARD@DELPHI.COM <bryedewa@news.delphi.com> wrote:
>
>Anyone out there know where I can find the game "Alley Cat"?

I'd love it if someone knew the answer to this one; I've been looking for
that game for a few years now. There was a place that advertised in the
AC classifieds claiming to have something like 1800+ games, so I figured
they'd have it. They did, but it was a pirate shop so I didn't order it.

James Hague
junkster@halcyon.com

4446. Re: Why do they pick ME!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 06:25:49 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9408020623.AA03757@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 99209

> The reason why I mailed you to question about ATARI is that I
> thought your posting is very powerful. Yes, you post many times,
> too. To tell the truth, I thought who is best KENDRICK or "Rob
> Fuck". :)
^^^^
VERY SORRY!! I mistyped!! It is "Rob Funk"!!
SORRY, Rob. m(-_-)m

Tetsuo Oda (OdaMan de PON the AMIGA/ATARI 8bit/MSX)
Where did you put "Intel Inside" sticker?? - I put it on my DUSTBOX.

4447. Re: Why do they pick ME!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 06:27:22 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9408020619.AA03736@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 99208

Hi, I'm Odaman.

> People who are farther out from the net or the US or western Europe sometimes
> start mailing me (Odaman from Japan, some Atari user group from Russia long
> ago, I think someone from South America somewhere?) and asking questions..

The reason why I mailed you to question about ATARI is that I
thought your posting is very powerful. Yes, you post many times,
too. To tell the truth, I thought who is best KENDRICK or "Rob
Fuck". :)

> -bill
> kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
> William (Bill) Kendrick / | \ ** New Breed Software **
> What machine does Windows 4.0 work best on? A 35mm slide projector.
^^^^^^^^^^^^^^^^^^^^^^
You're RIGHT!! ;)

I think it is BEST. "C:\WINDOWS> DEL *.*". It made me laugh!!

4448. Re: Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 07:42:14 UTC
From: ral@iglou.com
Message-ID: <1994Aug2.074214.16856@iglou.com>
Source record: 99212

> [1]Reply to: Rob Quianthy
>
> WANTED. BBS INFO. ANYONE OUT THERE WITH INFO ON BBS SOFTWARE
>
> 1 Aug 1994 21:48:01 GMT
> Center for Instructional and Research Computing Activities
> Newsgroups:
> [2]comp.sys.atari.8bit
> [3]Reply to newsgroup(s)
>Anyone out there with info on BBS software, please respond. I have
>modem, harddrive, and an 800XL with a burning desire to become
>a BBS. What can I do?
> -Rob

I ran BBS Express Pro for about 5 or 6 years and it is an excellent system. It's predecessor, BBS Express 850 is available free. It's more limited in scope and speed, but it will run without any major problems.

Express Pro was purchased by KP products some years ago, but the version I ran was the original from Orion Micro (Keith Ledbetter). I think it was version 2.0c. Anyway, you might want to check that out.

--
------ Rich Link -------
------ ral@iglou.com ---

4449. about funet.fi

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 08:00:41 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9408020756.AA04531@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 99213

Hi, all.

I got information that there is atari archiver in funet.fi. I don't
watch it yet(because I can't ftp directly).

Let me know which is better UMICH or ftp.funet.fi(/pub/atari).

Thanks!!

--
Tetsuo Oda (OdaMan de PON the AMIGA/ATARI 8bit/MSX)
Where did you bring my PC?? - I went to DUSTBOX yesterday....

4450. 130XE Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 08:43:42 UTC
From: darkwing@primenet.com
Message-ID: <CtwG8u.Lzx@primenet.com>
Source record: 99223

Anyone have a 130XE they're looking to sell? I'd really like to find
one in excellent condition. EMail me...

darkwing@primenet.com
SysOp: Down By Law [602]
AAANet [602] Hub
Full Supporting ANSi & H/P/A/V
.../-- NO WAREZ --\...

4451. ICET and Sparta/MIO now working

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 11:07:30 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <31l9di$hkc@usenet.INS.CWRU.Edu>
Source record: 99224

Hi,

Previously, I'd posted that I couldn't get my 320k 130xe with
1meg MIO running SpartaDos 3.2g from a Ramdisk to run the ICET
program. Well, last night, I got it working. All I had to do
was to issue the KEY OFF command, and it works perfectly, as
well as Flickerterm80. Now BOTH programs run on both of my
systems. The other system is a more conventional 1meg 1200xl
with Atari 850 interface. I have to use the Sparta RS232.COM
with this setup FIRST, but otherwise, no other problems.

FINALLY ... he said with relief!

Bill

4452. Need help recovering my software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 12:27:07 UTC
From: davegan@panix.com
Message-ID: <31le2r$232@panix.com>
Source record: 99229

Here's the deal. In 1979-1983 I was a high school kid with my first computer (Atari 800) and found myself in the midst fo an exploding software market. I collected everything that was available for the Atari. To cut to the chase, after reading this group for a bit, I missed my 8 bit, and, no longer being near my mom's house (where the computer was), I got an 800XL system. I finally got to my mom's house this summer and wanted to get my boxes of software (about 750 floppies, as I recall) only to discover they were all gone! I was one unhappy camper, adn my mom was pretty upset as well. It seems a few years back my sister's boyfriend managed to take quite a bit out of the house (the contents of a liquor cabinet, a darkroom. etc.)

The bottom line is I would love to find a way to recover my software collection. Games like Jumpman, Hard Hat Mack and Jawbreaker are becoming recurring dreams. I am trying to find someone in or near NYC who can sympathize with an old collector and assist him in software recovery. I am a nice guy, and am open to all suggestions for how this might work. Another missed game K-razy Shoot-out.

Thanks,
Dave

4453. Re: The Last Starfighter?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 12:52:30 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <31lfie$8nk@dux.dundee.ac.uk>
Source record: 99126

Sydtech (sydtech@winternet.com) wrote:
: There was a thread going on this a few weeks ago and I missed most of
: it. Well, I dusted off an old disk I came across recently and it had a
: copy of this on it. What is this?

There was a film called The Last Starfighter a few years ago (I've never seen it myself), and this was supposed to be the game of that film. For some reason (Copyright problems or something) it was never released at the time. But... there is an official version available, and it's called.. Star Raiders 2! SR2 is simply a suitably modified version of The Last Starfighter, with a different storyline. However, some people reckon TLS is bettr than SR2.

: Anyway, this seems pretty cool - nice graphics. What was the deal on
: this? It says '(c) 1984 Atari', but I don't recall ever actually seeing
: anything like this come out back then. Anyone have any more info?

Well, now you know why you don't remember it- it was never officially released! This is all stuff I've heard from other sources by the way, since I don't own SR2 or TLS, only the original Star Raiders. The concencus seems to be that good though SR2 is, it isn't as good as SR1. I wonder how much better TSL is than SR2 though....

- Graeme Fenwick. No sig as such at the moment- email me at gfenwick@mcs.dundee.ac.uk

4454. Re: The Last Starfighter?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 14:09:24 UTC
From: mateo@rice.edu
Message-ID: <31lk2k$iob@larry.rice.edu>
Source record: 99230

Sydtech (sydtech@winternet.com) wrote:
: There was a thread going on this a few weeks ago and I missed most of
: it. Well, I dusted off an old disk I came across recently and it had a
: copy of this on it. What is this? It looks kind of like a coinop game
: that Atari had out a while ago....I forget the name, Vindicators or
: something like that. It had a graphic of a rotating planet featured
: prominently on the screen.

"Vindicators" was a vertically-scrolling 2 tank game. You would drive around and shoot things, pick up stars (which could be exchanged for gun power, gun rotation, fuel, etc), and try not to run out of gas. It wasn't really flashy, but it was one of those games you can really get into. There's a coinop, and a decent version for the NES, but not for the 8-bit, I think.

And no rotating planet, that I remember.
--
Matthew Allen (mateo@rice.edu)
Electrical and Computer Engineering
Rice University '95
Lurking in c.s.a.8 no more.

4455. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 15:14:00 UTC
From: heller@belair.cse.psu.edu
Message-ID: <31lnro$k7o@psuvax1.cse.psu.edu>
Source record: 99231

Is there any "physical" way of determining which 14xx boards
have functioning PBI's?

And why don't some of them work? Is this because Atari designed (ahahah)
the 14xx first after the 1200xl and then went on to the 600xl/800xl boards?

Andrew

Oh, and does Ben still have his for sale or did someone sneak a deal?

4456. Re: B: RELEASE von XF210GER.ZIP (ATARI 400/800 Emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 15:58:00 UTC
From: ulf@1st-trac.toppoint.de
Message-ID: <5U770LO1D5B@p0000038.1st-trac.toppoint.de>
Source record: 99164

On 31.07.94, i03a@zfn.uni-bremen.de (Thomas Meyer) wrote ...

i>Kevin Atkinson (kevina@clark.net) wrote:
i>: > BITTE HOLT EUCH DAS FILE "XF210GER.ZIP" UND VERBREITET ES
i>: > !KEEP THE ATARI 8BIT ALIVE!
i>
i>: Ok does anyon know what this says (IN ENGLISH!)
i>
i>It's an announcement for XFormer V2.10 with German keyboard layout. That
i>guy really should check which newsgroups he posts to before he does so.
Geez, thanks for flaming me! Tell me your personal opinions by PM next
time, OK? A lot of German users have subscribed to CSA8 and I really
cannot think of a better way to inform them about the German version of
Xformer!

Over and out!

Ulf

Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v3.02

4457. Re: B: RELEASE von XF210GER.ZIP (ATARI 400/800 Emulator)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 16:00:00 UTC
From: ulf@1st-trac.toppoint.de
Message-ID: <5U770_zHD5B@p0000038.1st-trac.toppoint.de>
Source record: 99163

On 01.08.94, supervisor@wiso.wiso.uni-dortmund.de (Olaf Erkens) wrote ...

s>I|ll try. Now, this guy is a crazy programmer, who tries to write a
s>ATARI-Emulator for a DOS-PC, take our help for testing the Beta or what ever
s>versions and later take money for the commercial release of his emulator.
You really don't even try to follow the PC Xformer discussion, do you?
Otherwise you would have known that this is about the German version of PC
Xformer, which is an ATARI 8bit emulator written by Branch Always
Software. It's your right to call Darek who is the owner of BAS a crazy
person, but I don't think that many people share your ignorant opinion!
Please do some research next time before you flame other people, OK?

s>I think, if you are interested should, simply buy an Atari. That one
works
s>with sound now!
Now? NOW ;)))) (ROTFL!!!) ?

Ulf

Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v3.02

4458. Re: Answers to MyDOS questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 17:39:47 UTC
From: vparada@inf.utfsm.cl
Message-ID: <31m0d3$1s2@tunga.inf.utfsm.cl>
Source record: 99232

Hola mundo.

A. Conover <A644690C@vax.edinboro.edu> wrote:
>> Is there any vector other than $E453 to JSR with the proper data
>> on page 3 ($300-...) ? The location depends on the version of MyDOS?

>This looks like a job for "Mapping the Atari". You can actually
>jump to DSKINI for many disk operations. Using the SIO vector directly
>can be quite tricky, but can be done... though I find little need, unless
>you plan on writing your own drivers. The location should be independent
>of the DOS you are using since these are OS functions.

I just want to be able to read and write to a sector in a ramdisk
or a harddrive, without rewriting the handler. I don't want to
use CIO.

>> Also, what I have to do to recognize a disk to be in MyDOS format?
>> A flag in some sector? 360? How can I know the sector size before
>> reading?

>ASAIK, the MyDOS format is VERY similar to AtariDOS 2.5; just a 'superset'.
>I.e., If you format a disk in single or enhanced density under MyDOS, DOS 2.5
>should have no problems, providing that you don't use any subdirectories.

DOS 2.5 has to be hacked to read files stored in MyDOS disks, or
an ERROR 164 would appear, especially if enhanced density is used.
I was thinking of a byte (or more) which I can read from ANY diskette
to say if it is formated with MyDOS, and the size of it.
By now, I'm reading sector 360, bytes 2 and 3.

>I could check the tech. docs to be see if there is a flag somewhere.

I've checked the manuals... no success...

>re: Sector size. [...deleted...]
>I've written code to return the sector size, free sectors, and aprox. free
>bytes using the above method. It works under AtariDOS, MyDOS, and SpartaDOS.
>I could post (it's short) or e-mail you a copy if you like.

I'm waiting for that code :-)

Also, I read somewhere that BlackBox support 512-byte sectors on hd.
Are those sectors handled by the BB to simulate 2 256-byte sectors?

>> One more. A double density disk has only 4 sectors for the main
>> directory (and each subdir) ???

>I'm not sure what you are asking.

Each dir can contain (64 files)*(16 bytes of info) = (1024 bytes) =
(8 SD sectors) = (4 DD sectors???)

>Two resources that are a must. "Mapping the Atari - XL/XE version" and the

I already have it... Is great :-)

>tech specs for the DOS you use. The Mydos info is probably in at umich.

... also have these.

>I would actually pay good money (if I had it :) for *GOOD* SpartaDOS X
>tech specs.

Not much interest... ;-)

>Speaking of specs:
>Does anyone know about the relocatable handler loader in the XL/XE OS? The
>US+ OS has eliminiated this code due to lack of use, but I would really
>like more info. Seems like yet another Atari feature that was never taken
>advantage of, due to poor info.

Years ago, I played with it... No success...

Thanks again... Bye... ++Vitoco
--
Victor Andres Parada Gomez __ __
Ingenieria Civil en Informatica o-''))_____\\
Universidad Tecnica Federico Santa Maria "--__/ * * *)
Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

4459. Re: Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 18:00:10 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-0208941000100001@avirislab.jpl.nasa.gov>
Source record: 99237

In article <31jqihINNduc@no-names.nerdc.ufl.edu>,
cirop20@maple.circa.ufl.edu wrote:

> Anyone out there with info on BBS software, please respond. I have
> modem, harddrive, and an 800XL with a burning desire to become
> a BBS. What can I do?

Sorry, my software needs a 130XE, BASIC XE, MIO, SpartaDOS X, and an RTIME8.

--
"My views do not necessarily reflect those of my employer"
-Brian

4460. Re: WANTED: Atari assembly langauge info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 18:06:37 UTC
From: vparada@inf.utfsm.cl
Message-ID: <31m1vd$1uj@tunga.inf.utfsm.cl>
Source record: 99233

Hola mundo.

Scott - Maxwell <ScottM@cup.portal.com> wrote:
>The assembler by John Harris (MAE) is excellent (Hi John ;-)) Much nicer
>than ASM/ED or MAC. It's up on the umich archive.

In which directory of the archive? Which name? MAE.ARC?
I couldn't find it...

Bye... ++Vitoco
--
Victor Andres Parada Gomez __ __
Ingenieria Civil en Informatica o-''))_____\\
Universidad Tecnica Federico Santa Maria "--__/ * * *)
Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

4461. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 18:50:14 UTC
From: phigan@cyberspace.net
Message-ID: <31m4h7$48p@cyberspace.com>
Source record: 99234

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: The Gameboy I believe uses the 6502 and not a very fast one. You could
: probably attempt a true Gameboy emulator on the Atari 8 and port the code
: over directly.

Actually, it would have to be with a few modifications since the Gameboy's
screen is a few columns of pixels larger than the ATARI's screen..

PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
Say hello to the new Atari MANX! :)

4462. Re: Flicker80 Set-up

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 18:56:37 UTC
From: phigan@cyberspace.net
Message-ID: <31m4t5$48p@cyberspace.com>
Source record: 99235

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: FlickerTerm seems to be tempermental with MYDOS. This is ironic since
: Clay is a MYDOS-phile. But the memory structure of 4.50 is different
: from 4.53 and I think Clay uses 4.53. FlickerTerm can not detect carrier
: status on SXs and if you switch back and forth between Bob and Flick
: you'll have to deal with Flick resending the init string. This is
: something Clay has to fix eventually.
: One thing that usually works if you have handler trouble with Flick is to
: load Bobterm, get online, then drop and switch over. Then you're already
: online so it should be foolproof.

Hmm...Well I have never had any problems with Flick80..Of course, I don't
use MyDos...I use Sparta with Flick80... I used the SX212 with the first
copy of Flick80 that Clay gave me (which was really basic) and it worked
just great with the BobTerm sx212 handler. Try using with some other dos
like Sparta...

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4463. Re: Back on the Feed

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 18:59:49 UTC
From: phigan@cyberspace.net
Message-ID: <31m535$48p@cyberspace.com>
Source record: 99236

Guido Lehwalder (Guido_Lehwalder@p17.wildcat.fido.de) wrote:
: can this Echo be routed to Germany....we here get only the c.s.a.8b gated into
: Fido for the 8-Bit ATARI :-((

Sheesh! I see people on IRC from .de all the time! I am SURE you can find
a company or university that carries internet shells. I have some people
visiting me from Germany right now and one of them has a shell at his company.

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4464. Re: IBMASCII and FlickerTerm80

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 19:05:05 UTC
From: phigan@cyberspace.net
Message-ID: <31m5d1$48p@cyberspace.com>
Source record: 99238

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: How does an IBM term receive a ball rather than ringing the bell (^G) and
: all the rest of the ^A-^Z series?

On the IBM you'd just hit ALT-whatever to make the ball. Otherwise, it
will always take a CTRL-G as a beep..

--

-------------------------+----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4465. Re: I need a European/PAL 8-bit!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 19:15:03 UTC
From: phigan@cyberspace.net
Message-ID: <31m5vn$48p@cyberspace.com>
Source record: 99239

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
: Please!! If you have (or can get me) a PAL 800XL, SEND ME MAIL!! I need
: to test stuff I am doing on European machines.

Heh, I have been looking for the same thing but I just want it to view
those excellent PAL demos...

--

-------------------------+----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4466. Help fixing 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 22:09:43 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Aug2.220943.26873@ultb.isc.rit.edu>
Source record: 99251

I need help fixing a 1050 disk drive that died-- I think
it's something simple, but I'm not sure.

While working on my program for reading Atari disk drives
on the PC parallel port, I redisovered something I probably
knew a long time ago-- My TRAK drive can read single and
double density disks, but not the enhanced format.
(although it seems to read the first 720 sectors as
if they were double density, with FF for the second
128 bytes in the sector)

So, I hooked up my old 1050 which didn't work anymore,
to see if I could figure out what was wrong. Since I now
had full contol of the SIO stuff I could see exactly
what was going on---- well, whenever I try to read
sectors from the disk, it responds with a NAK. It
doesn't even attempt to do the read, it just gives
a NAK, as if I had tried to read some sector that
wasn't valid, or I sent an invalid code or something.

Any idea what would cause this? Perhaps the drive
thinks it's not ready to read sectors yet, like it's
not done initializing or doesn't think it's up
to speed or something? I heard something once about
burnt out sensors-- could someone repeat the info
about that and tell me if this could be caused by
that?
Thanks.

(or could someone donate or sell me a 1050 really
cheap???)

-Frank

4467. Re: The Atari 14xx Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 23:48:12 UTC
From: krishna@max.tiac.net
Message-ID: <31mlvs$cc8@sundog.tiac.net>
Source record: 99240

Andrew K Heller (heller@belair.cse.psu.edu) wrote:

: Is there any "physical" way of determining which 14xx boards
: have functioning PBI's?

: And why don't some of them work? Is this because Atari designed (ahahah)
: the 14xx first after the 1200xl and then went on to the 600xl/800xl boards?

It could be as simple as an all-out goof on the motherboard. This DOES
happen with prototypes doesn't it? If you want, ask Bob Puff for a
technical explanation of why my 1400s PBI won't work right.

4468. Re: Answers to MyDOS questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 23:50:25 UTC
From: krishna@max.tiac.net
Message-ID: <31mm41$cc8@sundog.tiac.net>
Source record: 99241

Victor Parada G. (vparada@inf.utfsm.cl) wrote:

: Also, I read somewhere that BlackBox support 512-byte sectors on hd.
: Are those sectors handled by the BB to simulate 2 256-byte sectors?

Yes, because although it IS possible to write a DOS that supports 512 byte or 1K byte sectors, NONE exist at this date. Bob Woolley wrote a custom 1k byte sector handler for his IDE interface on the 1200XL for instance. There is an OS location for sector size, but I don't know how much that is used.

4469. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 23:52:50 UTC
From: krishna@max.tiac.net
Message-ID: <31mm8i$cc8@sundog.tiac.net>
Source record: 99242

Joe S. Phigan (phigan@cyberspace.net) wrote:

: Actually, it would have to be with a few modifications since the Gameboy's
: screen is a few columns of pixels larger than the ATARI's screen..

The Gameboy can't have more than 320 horizontal. It is rather trivial to extend the vertical resolution, just use up the border area. FlickerTerm did this. Most modern TVs and monitors have enough vertical bandwidth to go up to 205-210 lines vs. the standard 192. You can't (as far as I know) extend the resolution using horizontal overscan.

4470. Re: 1200 XL and 1450XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 23:56:17 UTC
From: krishna@max.tiac.net
Message-ID: <31mmf1$cc8@sundog.tiac.net>
Source record: 99243

Per.Erik Peterson (per.erik.peterson@asb2.ct.se) wrote:
: Is there anyone here who have any pictures on this machines in the Subject or
: want to take pictures of there own machines.??

: It wold be fun to see how they look like as they never been imported to Sweden.
: And I want to have those picure published in one of our 2 clubs magazine and
: perhaps put out them offend in the winter in our local.

: I will pay for the chipping.!!

: You can send the pictures to...

: Per-Erik Peterson
: Gladiolusg.4A
: 431 32 M&#65533;lndal
: SWEDEN

Someone could send you the 1200XL user's guide with lots of pics. For
the 1450, there is a small B&W picture in the Best Electronics catalog.
You may want to get the catalog. There are other incarnations of this
famous publicity photo but I don't know of any offhand.

4471. Re: IBMASCII and FlickerTerm80

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-02 23:57:39 UTC
From: krishna@max.tiac.net
Message-ID: <31mmhj$cc8@sundog.tiac.net>
Source record: 99244

Joe S. Phigan (phigan@cyberspace.net) wrote:
: Glenn M. Saunders (krishna@max.tiac.net) wrote:
: : How does an IBM term receive a ball rather than ringing the bell (^G) and
: : all the rest of the ^A-^Z series?

: On the IBM you'd just hit ALT-whatever to make the ball. Otherwise, it
: will always take a CTRL-G as a beep..

Then it is the term that determines whether it will beep or not? The
character it sends is always the same?

4472. Re: WANTED: Atari assembly langauge info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 01:28:58 UTC
From: bnp@waikato.ac.nz
Message-ID: <1994Aug3.132858.31717@waikato.ac.nz>
Source record: 99245

```
In article <118891@cup.portal.com>, ScottM@cup.portal.com (Scott - Maxwell) writes:
>>> I'd like to start playing around with assembly language on the Atari.
>>> Can someone give me some pointers on a good assembler, and some books on
>>> the subject? Thanks!
>>
>>Well, the Assembler Editor cartridge is okay but MAC/65 is better.
>>
> The assembler by John Harris (MAE) is excellent (Hi John ;-) ) Much nicer
> than ASM/ED or MAC. It's up on the umich archive.
Where? I had a look, couldn't find it. Any help appreciated.
--
------------------------------------------------------------------------

Bruce Parkinson
Physics Department, Waikato University, Hamilton, New Zealand
email: bnp@waikato.ac.nz

.signature not found. reformat hard drive [Yn]?

------------------------------------------------------------------------
```

4473. Re: I need a European/PAL 8-bit!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 01:31:28 UTC
From: bryedewa@news.delphi.com
Message-ID: <31ms1g$mdh@news.delphi.com>
Source record: 99247

phigan@cyberspace.net (Joe S. Phigan) writes:

>BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
>: Please!! If you have (or can get me) a PAL 800XL, SEND ME MAIL!! I need
>: to test stuff I am doing on European machines.

>Heh, I have been looking for the same thing but I just want it to view
>those excellent PAL demos...

Actually, that is part of my motive too. ;)

-Bry

4474. Re: Answers to MyDOS questions.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 03:32:38 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31n34m$jbd@nic-nac.CSU.net>
Source record: 99246

Hey.. from this "possibility" to read 512byte and 1024byte sectors on an Atari, wouldn't it also be possible to read CD ROM disks via a SCSI CD ROM drive!? I mean, sure there's not TOO much we could get use out of on CD ROM's, but there are those big 'collections' disks.. GIFs, WAVs, MODs, PD Software (people with 8bit BBSes could very easily support the IBM dweebs by hooking up some IBM PD CD ROM and leaving their HD space for Atari stuff and personal use! :))

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Too far fetched? I don't think so! We should write software which is compatible with one of those CD ROM encyclopedias or something! Heh!
PS- need an MPEG viewer for MSDOS :)

4475. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 03:36:09 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31n3b9$jc1@nic-nac.CSU.net>
Source record: 99250

Glenn said: "You can't (as far as I know) extend the resolution using
horizontal overscan."

Ummm... :) Glenn, if you're thinking what I think you're thinking, then try
this:

POKE 559,35

also try:

POKE 559,33

and back to normal ... POKE 559,34

:)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
If you're NOT thinking what I think you're thinking, then please explain!!!!

4476. Re: I need a European/PAL 8-bit!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 06:38:36 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <31ne1c$cqi@news.belwue.de>
Source record: 99248

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
> >Heh, I have been looking for the same thing but I just want it to view
> >those excellent PAL demos...

> Actually, that is part of my motive too. ;)

Once again for all: I think KE-Soft in Germany (see vendorlist) still
sells German 800 XE's for 229DM (i.e. about $150 + p&p). But be sure,
that you have a TV which is able to display PAL!

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

4477. ML Plot routines

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 07:31:31 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <31nh4j$f9f@usenet.INS.CWRU.Edu>
Source record: 99249

Here is the source code for ML plot point routines for
2 color, 4 color, and 16 color modes.
They use tables to rapidly plot points, although on a
graphics 8 or 15 type screen this will use 384 bytes of
memory I feel the speed is worth it. The tables can be
built by a routine such as the following one if you let
the OS set up the screen.

```
inittab
lda 88
sta ztmp
lda 89
sta ztmp+1
ldy #192
loopinit
lda ztmp
sta stabl,y
lda ztmp+1
sta stabh,y
clc
lda ztmp
adc #40
sta ztmp
bcc *+2+2
inc ztmp+1
dey
bne loopinit
rts
```

If you set up the screen yourself you can define the
table in your assembly.

```
stabl db low [screen+0*40]
db low [screen+1*40]
db low [screen+2*40]
...
db low [screen+191*40]

stabh
db high [screen+0*40]
db high [screen+1*40]
...
db high [screen+191*40]
```

This is a lot of typing though.

```
In my own assembler I use:
stabl echo 192
db low [screen+%i*40]
endm
stabh echo 192
db high [screen+%i*40]
endm

In all of the above examples change the 40 to 20 or
10 as appropriate for lower graphics modes.

If there is interest I can post line, frame, box,
circle, and solid circle routines.

---------------- cut ---------------

;change these to desired z-page locs
;patadr is used only by 2 color pattern
; plot routine
patadr equ 203 ;2 bytes
ztmp equ 205 ;2 bytes
ztmp0 equ 207 ;1 byte

;These are two tables that contain the
;start address of each screen line.
;They can be defined at assembly time
;or have an initialize routine do it
;for you. stabl holds the low portion
;stabh holds the high portion. Without
;these table the plot routines need to
;multiply by 40 and add in the start of
;the screen. You can also use any
;graphics mode, or even mixed modes if
;the table is properly set up.

stabl ds 192 ;can be increased or decreased
stabh ds 192

**********************************
* The two-color mode routines for *
* graphics 4,6,8,XL14 *
**********************************

**************************************
* plot point at xa,y *
* x is low byte of x cord, a is high *
* byte (actually bit) of x cord. *
* y is the ycordinate. *
**************************************

plot2
;place hi bit of xcord in carry
lsr a
;save low 8 bits on stack
```

```
txa
pha
;find mask table offset for x cord
and #7
tax
;set column's address in zero page
lda stabl,y
sta ztmp
lda stabh,y
sta ztmp+1
;divide x cordinate by 8
;(bits 0 to 7 are on stack, bit 8 is
; in carry)
pla
ror a ;/2
lsr a ;/4
lsr a ;/8
tay ;byte offset on row
;set the approp bit
lda (ztmp),y
ora plotmask,x
sta (ztmp),y
rts

;to make an unplot routine copy the
;above and change "ora plotmask,x" to
;"and unplotmask,x".

;to make a xor (flip) pixel routine
;change "ora plotmask,x" to
;"eor plotmask,x"

************************************
* pat plot point at xa,y *
* x is low byte of x cord, a is high *
* byte (actually bit) of x cord. *
* Plots from 8x8pixel pattern. *
* Patterns address is in "patadr" *
************************************

patplot2
;place hi bit of xcord in carry
lsr a
;save low 8 bits on stack
txa
pha
;find mask table offset for x cord
and #7
tax
;set column's address in zero page
lda stabl,y
```

```
sta ztmp
lda stabh,y
sta ztmp+1
;find value for pixel in pattern
tya
and #7
tay
lda (patadr),y
and plotmask,x
sta ztmp0
;divide x cordinate by 8
;(bits 0 to 7 are on stack, bit 8 is
; in carry)
pla
ror a ;/2
lsr a ;/4
lsr a ;/8
tay ;byte offset on row
;set the approp bit
lda (ztmp),y
and unplotmask,x
ora ztmp0
sta (ztmp),y
rts

unplotmask
db %01111111,%10111111
db %11011111,%11101111
db %11110111,%11111011
db %11111101,%11111110

plotmask
db %10000000,%01000000
db %00100000,%00010000
db %00001000,%00000100
db %00000010,%00000001

;sample patterns:

p_brick
db %11111111
db %00110000
db %00110000
db %00110000
db %11111111
db %00000011
db %00000011
db %00000011

p_diamond
db %00011000
db %00111100
```

```
db %01111110
db %11111111
db %01111110
db %00111100
db %00011000
db %00000000

**************************************
* point plot routine for 4 color modes*
* plots point at x,y of color in a reg*
* for graphics 3,5,7,XL15 *
**************************************

plot4
;save color temp
sta ztmp0
;save x cord on stack
txa
pha
;find mask table offset for x cord
and #3
tax
;set column's address in zero page
lda stabl,y
sta ztmp
lda stabh,y
sta ztmp+1
;set up bit pattern for color
ldy ztmp0 ;get color 0 to 3
lda color4tab,y
and omask,x
sta ztmp0
;divide x cordinate by 4
pla
lsr a ;/2
lsr a ;/4
tay ;byte offset on row
;put on screen
lda (ztmp),y
and amask,x
ora ztmp0
sta (ztmp),y
rts

omask db %11000000,%00110000
db %00001100,%00000011
amask db %00111111,%11001111
db %11110011,%11111100
color4tab
db %00000000,%01010101
db %10101010,%11111111
```

```
************************************
* pnt plot rtn for 16 color GTIA modes*
* plots point at x,y of color in a reg*
************************************

plot16
;save color temp
sta ztmp0
;save x cord on stack
txa
pha
;find mask table offset for x cord
and #1
tax
;set column's address in zero page
lda stabl,y
sta ztmp
lda stabh,y
sta ztmp+1
;set up bit pattern for color
ldy ztmp0 ;get color 0 to 3
lda color16tab,y
and o16mask,x
sta ztmp0
;divide x cordinate by 2
pla
lsr a ;/2
tay ;byte offset on row
;put on screen
lda (ztmp),y
and a16mask,x
ora ztmp0
sta (ztmp),y
rts

o16mask db %11110000,%00001111
a16mask db %00001111,%11110000
color16tab
db %00000000,%00010001
db %00100010,%00110011
db %01000100,%01010101
db %01100110,%01110111
db %10001000,%10011001
db %10101010,%10111011
db %11001100,%11011101
db %11101110,%11111111

------------------------------
Ken Siders
cp576@cleveland.freenet.edu
```

4478. Atari 800 For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 07:41:36 UTC
From: pete@sparc.RockyMountain.Rahul.Net
Message-ID: <Cty81D.E1C@rahul.net>
Source record: 99254

Any one interested in an Atari 800 with:

825 Printer
850 Interface
1000E Modem
1050 Floppy
1010 Tape Drive

Games,
Mouse
UPS
Lots of Power Supplies:
5v DC 1.5 A
2 x 9V AC 15.3 VA
9v AC 31 VA
9.5V AC 1.2 A

-pete

4479. Atari 8-bit/2600/7800 Software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 11:01:41 UTC
From: 71450.1050@compuserve.com
Message-ID: <940803105912_71450.1050_EHB127-1@CompuServe.COM>
Source record: 99253

FOR SALE - ATARI 8-BIT SOFTWARE

MicroProse titles:

F-15 Strike Eagle & Silent Service $5.00/each

SSI Titles:

Computer Ambush, Panzer Grenadier, Reforger '88 $5.00/each or
all 3 for $12.50

Various titles:

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator
Package (XLent Software), Winter Challenge $5.00/each or all 3 for $12.50

FOR SALE - ATARI 2600 CARTS

Crystal Castles, Ms. Pac Man, Realsports Football, Space Invaders, Venture
$3/each

FOR SALE - ATARI 7800 CARTS

Asteroids, Ballblazer, Choplifter!, Crossbow, Dark Chambers, Dig Dug,
Food Fight, Jinks, Joust, Karateka, One-On-One Basketball, Pole Position II,
Realsports Baseball, Robotron:2084, Xevious, Centipede $5/each or 5 for $20

Dark Chambers (cart only) and Karateka (cart only) $3/each or both for $5

All items are brand new in original boxes.

All prices include shipping. Multiple quantities may be available for some
2600/7800 titles. If interested, contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

4480. Re: Need help recovering my software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 15:10:51 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408031425.AA00475@ilmen.lanl.gov>
Source record: 99155

In article 232@panix.com, davegan@panix.com (David Stein) writes:
>In 1979-1983 I was a high school kid with my first computer (Atari 800)

>I collected everything that was available for the Atari. [...]
>and wanted to get my boxes of software (about 750 floppies, as I recall)

Hmmm... as a high school kid with 750 floppies of software, you must
have spent every dime of your allowance buying all those programs, eh?

>The bottom line is I would love to find a way to recover my software
>collection.

Personally, I'd love to find a way to make people realize that software
piracy is illegal, morally wrong, and damaging to us all!

>I am a nice guy, and am open to all suggestions for how this might work.

Yeh, our jails are full of thieves and other 'nice guys,' too.

Rationalizing the acqusition of copies of commercial software from
publishers long dead is one thing...blatant pleas such as this one for
help in rebuilding one's software 'collection' is quite another.

Just my $.02. But you might stop to consider what few remaining Atari
developers think when they read public statements such as this.

-Hutch- @ Fair Dinkum Tech

4481. Re: Need help recovering my software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 16:32:30 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Aug03.122844.3596@wariat.UUCP>
Source record: 99162

(David Stein wants to recover his 8-bit software collection.)
Dave,
1. Don't let your sister's boyfriends come near your closets.
2. Find the old buddys where you got the software in the first place.
3. Try reading the Vendor List and calling some of the vendors.
Like, turn over a new leaf. Jumpman Junior, Hard Hat Mack,
and maybe more of your favorites, are, believe it or not available
from American Technavision, B & C ComputerVisions and/or Best
vendors, see the vendor list. And available for like $14, $10.
4. Find out some more about what's going on with great developments
from FTe and CSS (see vendor list.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

4482. Want to buy 1050 Atari disk drive!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 16:40:06 UTC
From: aisriley@eku.acs.eku.edu
Message-ID: <1994Aug3.114006.3119@eku.acs.eku.edu>
Source record: 99157

Hello,

I am posting this for a friend.

He wants to buy a working 1050 ATARI disk drive.
Drive must be in good condition.

If you have one for sale E-mail me with your asking price, and
your phone number and I'll let you two take it from there.

e-mail to AISRILEY@ACS.EKU.EDU

Thanks
Ed

4483. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 16:50:41 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-0308940850410001@avirislab.jpl.nasa.gov>
Source record: 99156

Getting back on subject...

How about "Cosmic Balance"? Been working on that for a while...modem
play...etc...on the ST.

--
"My views do not necessarily reflect those of my employer"
-Brian

4484. FlickerTerm and Ice-T Article

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 16:53:22 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2E3FCA5E@POST0.LAAFB.AF.MIL>
Source record: 99158

Is anybody out there interested in writing a comparative review of FlickerTerm and Ice-T For Current Notes? Or how about just one of these programs? Please drop me a line if you are.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

5510 W. 140th Street
Hawthorne, CA 90250-6404

Work (310) 363-0976
Home (310) 643-8626

Internet: r.reaserrl@post2.laafb.af.mil
GEnie: r.reaserjr1
CIS: 72130,2073

4485. R:P:CONNECTION!!!!!!!!!!!!!! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 18:39:52 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940803113949.2400bf4d@sonoma.edu>
Source record: 99159

I know.. I've complained about this umpteen times before, BUT I HAVE MY 14.4K BPS MODEM >> NOW <<! :) And I want an R:P:Connection NOW TOO! :) hehe...

Does >ANYONE< know when Bob's going to release it!? I'd kill to set up my BBS again (running from RAMdisk with a 16mb SIO2PC drive and with a 14.4k bps.. that'll show those asshole IBMers :) hehe.. sorry :) .. it's just they still think of the Atari as a 1200bps, 256k drive space machine.. well.. umm.. I guess that has SOMETHING to do with the fact that that was all I had when I had my BBS up before, but still :) :) :))

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
BTW.. got this thing for > $103 < ! EXTERNAL, NEW !!!

4486. Re: Need help recovering my software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 22:37:10 UTC
From: krishna@max.tiac.net
Message-ID: <31p66n$c9m@sundog.tiac.net>
Source record: 99160

Buying software from "retiring" 8-bitters is an easy way to hit a
motherlode the legal way. That's my best advice.

4487. Re: R:P:CONNECTION!!!!!!!!!!!!! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-03 22:42:46 UTC
From: krishna@max.tiac.net
Message-ID: <31p6h6$c9m@sundog.tiac.net>
Source record: 99161

KENDRICK@sonoma.edu wrote:
: I know.. I've complained about this umpteen times before, BUT I HAVE MY 14.4K
: BPS MODEM >> NOW <<! :) And I want an R:P:Connection NOW TOO! :) hehe...

: Does >ANYONE< know when Bob's going to release it!? I'd kill to set up my BBS
: again (running from RAMdisk with a 16mb SIO2PC drive and with a 14.4k bps..
: that'll show those asshole IBMers :) hehe.. sorry :) .. it's just they still
: think of the Atari as a 1200bps, 256k drive space machine.. well.. umm.. I
: guess that has SOMETHING to do with the fact that that was all I had when I had
: my BBS up before, but still :) :) :))

Do us all a favor and call Bob Puff during the daytime and ask him
yourself. Noone wants to do the deed, I know I don't. But you haven't
badgered him as much as I have so I have an honest reason not to whine
about the R:P: to him. Besides, aren't you just hanging over the
summer? I'm working all day.

4488. Re: Need help recovering my software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 03:09:12 UTC
From: davegan@panix.com
Message-ID: <31pm4o$q9l@panix.com>
Source record: 99168

In <31p66n$c9m@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

>Buying software from "retiring" 8-bitters is an easy way to hit a
>motherlode the legal way. That's my best advice.

ANd that precisely was my intention. Thanks to the one guy who posted
useful information (shich has led to $300 worth of software orders today)
Thanks for your help. As I was new to this group, I was unaware that
wares were being sold other than in used condition, so thanks to those
who e-mailed me and/or posted LEGITIMATE information.
Dave

4489. TV'S VERSUS 1050'S

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 06:16:24 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408040615.AA103660951@relay2.geis.com>
Source record: 99165

TV's versus 1050's

When I got my first 8-bit system back in 1984 I returned several 1050's to Electronics Boutique & Kiddie City as defective. I had my monitor sitting ON TOP OF THE DRIVES (!). It was quite some time before I realized why the drives were "failing" so much (I recall one particularly bad day when I very nearly pitched a 1050 into the back yard).

Yes, absolutely, the flyback transformer in the TV/monitor is the culprit. TV's & analog monitors put out a very strong 15.7KHz electromagnetic field. Very close to the average speed rating of the Atari SIO (which is rated at 19.2KBd but actually runs somewhat slower).

I experimented extensively with methods of shielding, including one 1050 with a thick piece of grounded iron plate mounted under the top case. Made an impressive paperweight, but didn't stop the RFI from messing up the drive.

More effective was a big sheet of grounded steel plate placed under the monitor. I'm still using this today, in fact have it resting on top of my bank of four 3.5" PBI drives attached to my BB/FB. Works reasonably well as long as the drives are at least 1" from the edge of the protective metal barrier.

Most effective of all was to open up the monitor & wrap the flyback in thin tin-plated steel sheet. Soldered in place with a ground attached (anything tin-plated will solder OK). Tried this with a green Apple-II monitor, it worked fine. Cut down the radiations by maybe 95%. The steel sheet is available at hobby shops. I gave similar treatment to a Heath/ Zenith analog monitor, with similar results. These results are in agree- ment with the general rule for ALL RFI problems: A millimeter of shielding at the SOURCE of RFI emissions is worth a foot of shielding at the site of the problem.

Presently I'm using a converted Digital Rainbow/VT 220 paperwhite mono monitor. It doesn't have a shielded flyback but does have the entire interior of the plastic case enclosed in grounded copper foil. Copper isn't quite as good a shield, as it is only paramagnetic. The best shielding is with a ferromagnetic metal such as iron or cobalt or alloy of those (like the stuff used to make speaker magnets).

I also have an old PSI amber mono monitor with a steel case-- that sucker never radiates. But once, the case came in contact with a speaker magnet & got magnetized. The display was totally bizarre but became normal as soon as the case was removed. I demagnetized the case with a bulk audio tape eraser. It works great (I keep that one on my test bench).

- Ben Poehland
The 8-Bit Alchemist

4490. Re: TV'S VERSUS 1050'S

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 06:30:47 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31q1un$gj1@nic-nac.CSU.net>
Source record: 99166

Ben,

1) Can I visit you!? I wanna see all of your keen hardware! :) :)

2) Why don't TVs/monitors come PREMADE like that!? (with sheilding)

3) My 1050's been acting up a little more lately.. guess where it is!?
BUT.. it's BEEN there for a while.. of course, I have rotated the
TV around a little bit. It of course also could be the disk (I have
a MyDOS disk I still use when I don't wanna boot up the old PofS/2
and run SIO2PC.. SIO2PC's fast but if I just need to boot up the XL
and run TurboBASIC, the XL can have that done before the PC's got
SIO2PC loaded! :)) (why am I smiling!? I HATE that!)

My main serious question is #2 .. wait.. is #3 a question? I guess not :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Some jerk on comp.emulators.misc called me a "rube", the ass...

4491. Software for Sale (few)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 08:40:56 UTC
From: lelie@smail.srl.ford.com
Message-ID: <lelie.527.006AAB61@smail.srl.ford.com>
Source record: 99174

In another cleanup I have found the following software. If anyone is interested, please contact me by E-mail. Will seperate.

Ace of Aces (Accolade, disk with docs.)
Mig Alley Ace (Microprose, disk with docs.)
221B Baker St. (Datasoft, disk with docs.)
Pitstop II (Epyx, disk with docs.)
The Eidolon (Epyx, disk with docs.)
Gato submarine (Atari, cart with docs.)

Larry Elie
lelie@smail.srl.ford.com

4492. Re: Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 10:48:35 UTC
From: winston@merk.com
Message-ID: <Cu0BD4.80x@merk.com>
Source record: 99167

You have a modem, a hard drive, and an 800XL and wish to know about ATARI BBS systems. Well, I don't know much about ATARI 8-BIT BBSes, but here is everything I know about:

1.) BBS EXPRESS-PROFESSIONAL! (also known as "PRO!")

If you want to purchase a BBS package, this seems to be the way to go. I understand that this BBS is made of compiled ACTION! language object code. This BBS does networking and has boards in Canada and Europe. This BBS supports online games. (The only drawback to this system that I know about was a rumour on the network several years ago that if you "badmouthed" the authors who now support the code that they could call up your BBS and inactivate it with a remote command. I've never heard of such a case directly happening. The rumours could have been started by competing software authors, or they could be one of those computer folk legends you hear of from time to time.) "PRO!" is the best ATARI BBS up to this time and has been continuously improved and worked on up until this very day. I believe that the code to run the BBS is written in compiled ACTION!, so that no special language cartridges are neede to run the BBS.

2.) The BBS Express (also known as "Express BBS")

Express-BBS is the public domain version of BBS EXPRESS-PRO! I do not believe that it is capable of supporting networking. This program is the "demo" version of BBS EXPRESS-PRO! that you can run to try out the basic features of the BBS before you send away for the commercial version. I haven't seen this program available for downloading in the Boston, Massachusetts, USA, area. (I may have missed it but it doesn't seem to be on many boards.)

3.) FOREM-XE

FOREM-XE is a public domain BBS that requires the BASIC-XE cartridge in order to be able to run it. FOREM-XE has the capability to network with BBS EXPRESS-PROFESSIONAL! boards via a "cross-net" module. While EXPRESS-PROFESSIONAL! is the most popular ATARI 8-BIT BBS, I think it can be argued that FOREM-XE is the second most popular ATARI 8-BIT BBS.

4.) CARINA

CARINA is an interesting BBS in that it is written almost entirely in BASIC. It runs almost like a command shell with program module overlays. Because it is written in interpeted BASIC I am not entirely sure how stable it is. CARINA allows for networking. CARINA also allows you to run the BASIC environment remotely, which means that you can run a slave terminal remotely off the modem and program in ATARI BASIC in eighty columns off of the modem port. If you are into BASIC programming it

makes a nice hobbiest board.

5.) OASIS JUNIOR III

This is an interesting little BBS. OASIS JUNIOR III is a public domain BBS. It is the "demo" version of OASIS IV. OASIS JUNIOR III is written entirely in assembly language, so it is very stable. OASIS JUNIOR III also comes with a built-in terminal screen with which you can manually dial out to perform uploading and downloading without having to clear the BBS software or reboot the machine. OASIS JUNIOR III also has a control key toggle (CONTROL-N ? CONTROL-T ?) so that you can upload "wide" messages into the message base without the message being wrapped at forty columns. The message bases on OASIS JUNIOR III are very well done. Unfortunately, the file download area of OASIS JUNIOR III is very confusing. Download areas are arranged not by logical directory but by "library types". What this means in a parallel example is that it is like if you had ".DOC", ".TXT" and ".OBJ" files all on "D1:", you would have to list "D1:" --THREE TIMES--, once for ".DOC", once for ".TXT", and once for ".OBJ" ! (Well, not exactly, but something close to it.) Having twenty partitions on a single floppy drive is a bit ridiculous. On a large hard drive the system would work fairly well, but on a floppy you would be issuing file command after file command only to view one or two file entries at a time. OASIS JUNIOR III does not network (see: OASIS IV). (Note about OASIS JUNIOR III -- All of the file MESS.DAT which contains the BBS prompts, has to fit into memory at once. On a stock 800XL you have to edit down the prompts so that they will fit into memory. Someone has already done this. Otherwise the program will lockup when loading.)

6.) OASIS IV

OASIS IV supports networking. I assume that OASIS IV works much the same way OASIS JUNIOR III does. I don't know what became of OASIS IV as all work seemed to be halted on it once myself and other callers to OASIS BBSes made disparaging comments about how difficult the OASIS file libraries were to use. We were called ungrateful Atarians (which we were). Work in the USA was halted and the program was sold to someone overseas.

Here are some of the older BBS programs:

7.) NITE-LITE

Paul Swanson's NITE-LITE is the forerunner of today's MichTron and NITE-LITE ST BBSes. NITE-LITE BBS was the first ATARI 8-BIT program of which I am aware that used a RAM disk. I believe these were known as "V:" devices (for virtual disk) and later as "M:" devices??? (for memory disk?) Nite-Lite was written in BASIC and some assembly language(?) and had a very good message editor, one of the best. Its file areas were also easy to use. I am not sure of the status of NITE-LITE, if it is still commercial or in the public domain (the ATARI 8-BIT version, that is). NITE-LITE was very popular around the Boston, Massachusetts, USA, area.

8.) AT-KEEP

AT-KEEP is the ATARI 8-BIT version of the popular CITADEL "room based" BBS program. AT-KEEP is in the public domain and is written -- I believe -- in BASIC-XE. From what I understand, AT-KEEP was popular in the Loiusiana, USA, area of the world.

9.) Marco Benton's "PROFESSIONAL BBS" (or was it called "SMARTBBS")

This BBS is written entirely in BASIC and makes calls to SPARTADOS. Instead of using the R-TIME-8 cartridge clock device "Z:" handler, the BBS makes calls to the clock register on an external modem? This BBS is in the public domain. There is supposedly a commercial version of this program available. (It was tough trying to figure out how this BBS worked, but maybe now that SPARTADOS has gone public it may be worth another attempt.)

10.) F.O.R.E.M. (Friends of Rick E. Moose)

F.O.R.E.M. is the grand-daddy of the program FOREM-XE. Unlike FOREM-XE, however, F.O.R.E.M. is written in ATARI BASIC. F.O.R.E.M. can best be succinctly described as "...the closet thing to Ward Christensen's RBBS that had ever been written for the ATARI 8-BIT."

11.) The ACS BBS (also known as ANTIC BBS)

The ANTIC "BBS Construction Set" program is another old BBS program. This BBS can best be described as full of bugs, however the BBS featured a very nice type-over, intra-line editor that made entering messages a pleasure. Whether or not these messages would be saved was another matter entirely.

12.) A.M.I.S. BBS (ATARI Message Information Service)

This is the earliest ATARI BBS ever written? I think it was written by M.A.C.E., the Michigan ATARI Computer Enthusiasts club. This BBS program is so old that it comes with instructions on how to build a RING detector circuit for your modem, since public modems were not expected to answer the phone! (Now that's old!) This program is so old that you are expected to use a disk sector/hex-code editor to manually allocate each byte of disk sector space for individual messages. I mean to say... this program is --OLD-- ! (I understand that there is a program --EVEN OLDER-- than A.M.I.S., which was mentioned in COMP.SYS.ATARI.8BIT recently!) Needless to say, A.M.I.S. has been modified about three hundred times or so over the years. I wouldn't know where you could obtain the last incarnation of it, or if you would even want the program if you could find it....

Well, that is all the ATARI 8-BIT BBS programs that I know about. I hope I haven't left any out by mistake. If so, I apologize.

--winston

4493. Re: 1200 XL and 1450XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 14:08:24 UTC
From: gmchugh@bfsec.bt.co.uk
Message-ID: <Cu0KM1.FGL@bfsec.bt.co.uk>
Source record: 99176

In article cc8@sundog.tiac.net, krishna@max.tiac.net (Glenn M. Saunders) writes:
>
>
>Someone could send you the 1200XL user's guide with lots of pics. For
>the 1450, there is a small B&W picture in the Best Electronics catalog.
>You may want to get the catalog. There are other incarnations of this
>famous publicity photo but I don't know of any offhand.
>

I can remember getting a copy of the Maplin Electronics magazine with news of the new Atari machines in the summer of 1983. There was a photo of a 1450XLD in that - I have never quite shaken the desire to have one since that day. I still have the magazine at home somewhere. Unfortunately, the photo was only b&w, but the specs listed were awesome at the time, because I only had a 400!

Geoff

(Maplin Electronics is a major electronics supplier in the UK, and as far as I can remember were involved somehow in the UK Independent Atari User Group. I think they were one of the first companies to import the 400 & 800 to the UK)

... Any resemblance between the above views and those of my employer, my terminal, or the view out my window are purely coincidental. Any resemblance between the above and my own views is non-deterministic. The question of the existence of views in the absence of anyone to hold them is left as an exercise for the reader. The question of the existence of the reader is left as an exercise for the second god coefficient. (A discussion of non-orthogonal, non-integral polytheism is beyond the scope of this article.)

4494. WANTED: 256K Rambo upgrade or 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 15:26:15 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <31r1an$sb@monk.rsip.lsu.edu>
Source record: 99181

I've got a copy of Bounty Bob on disk and it only runs on 64k machines (so it says). However, when I run it on my 800xl, it gets to the screen where you select the cheat options, and locks up there with no where to go. The person who sent it to me has a rambo 256k upgraded 800xl, and mine is just a plain 800xl (I think). So, where can I get the rambo upgrade and for how much, or will it work just as well with a 130XE and if so is someone selling one?

Email responses if possible.

Thanks

--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of the Remote Sensing Lab or Lousisiana State University, just this mine.

4495. Games for XF2 Emulator wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 15:57:37 UTC
From: cdutley@iglou.iglou.com
Message-ID: <1994Aug4.155737.5608@iglou.com>
Source record: 99185

I just got hold of XF2, and it took me back to the days of my long-gone Atari 800XL. What a nice emulation. Anyway, is there anywhere in netland I can get old games to run under XF2? I REALLY want M.U.L.E., my all-time favorite. I also had a great baseball game, and many others. Any help?

--
Craig Utley

4496. Re: Need help recovering my software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 16:02:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940804160258MIS0160@MVS.UDEL.EDU>
Source record: 99178

>>>Buying software from "retiring" 8-bitters is an easy way to hit a
>>>motherlode the legal way. That's my best advice.
>>
Another good source of legitimate software is TOAD Computers. While
known primarily as an Atari ST source, they have quite a collection of
recycled 8bit software. Their latest catalog, which just came the
other day, has one page listing over 600 8bit items. I've bought
from them in the past and been quite satisfied. Their information
number is (410) 544-6943 and their order number is (800) 448-8623.

4497. Newell 256k help?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 16:29:51 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HFIEL9VFK28WW9U4@vax.edinboro.edu>
Source record: 99169

I have a Newell 256k board that a friend gave me a long time ago, but
no documentation. My RAMbo combatable hack upgrade (a friend of mine
built years ago) seems to have died. Instead of fixing it, I just want to
install the Newell.... but I have some questions:

- RA8 no problem

- PB2 What PIA pin numbers
- PB3 and do they get bent
- PB4 up out of there
- PB5 sockets like the
- PB6 RAMbo.

- DEL Where?

- HALT Where?

Since there is no labeling on the hack job, I don't know what is really
going where.

Also, what are the differences between the way a Newell and a RAMbo
do banking.

thanks....

-Adam Conover.
a644690c@edinboro.edu

PS. **** MY MACHINE IS DEAD UNTIL I GET THIS FIXED ****
So.... anyone I have promised code to will have to wait... sorry..
Also, I think the MIO problems I've been having *may* have been
caused by the flakey RAMbo. (That I didn't even know existed until
a couple of days ago!)

4498. HELLO AND PROPER REPLY ADDRESS!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 16:43:49 UTC
From: Andy_Floyd@f629.n157.z1.gatenod.aldhfn.org
Message-ID: <1994Aug04.78951.766684@f629.n157.z1.gatenod.aldhfn.org>
Source record: 99170

address:
Andy.Floyd@f629.n157.z1.fidonet.org

So... If you still want to reply, write this down... and try it out. Thank you for your support. :)

--- FLAME v1.0

4499. Re: Need help recovering my software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 18:37:58 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9408041752.AA00632@ilmen.lanl.gov>
Source record: 99171

In article q9l@panix.com, davegan@panix.com (David Stein) writes:
>In <31p66n$c9m@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>
>>Buying software from "retiring" 8-bitters is an easy way to hit a
>>motherlode the legal way. That's my best advice.
>
>ANd that precisely was my intention. Thanks to the one guy who posted
>useful information (shich has led to $300 worth of software orders today)
>Thanks for your help. As I was new to this group, I was unaware that
>wares were being sold other than in used condition, so thanks to those
>who e-mailed me and/or posted LEGITIMATE information.

If that was your original intention, then 'goodonya,' Dave. I apologize
for misinterpreting your post as a request for pirated software. We do
get such posts every now and then, and we try to keep this forum legit.

None of us should be held liable for transgressions in our youth, anyway. :)

Good luck in reestablishing your 8-bit goodies!

Cheers,

-Hutch- @ Fair Dinkum Tech

4500. Re: Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 19:05:19 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31re5f$eh8@nic-nac.CSU.net>
Source record: 99190

HEY! Nice review of Atari 8-bit BBSes! I wrote a BBS which I'll one day
(soon probably) release. (I have to reproofread the docs, and ARC it all up.) It's called
"MyBBS" and runs well under MyDOS. The current version I have needs
an Action! cartridge, but that's easy to fix by recompiling it all. It
supports external programs, a nice message base, no file area (I'm sure if
anyone CARED, they could write that as a door), and is mainly a text/info/
message BBS. I had it up and running on and off (whenever nobody else wa
s using the phone :)) with an Atari 1200xl with two 1050's and an SX212.
I'll put it back up soon with my 256k 1200xl, an R:P:Connection, and see if
the sucker can pump out 14.4k! :) :) :) (Also, I'll have it SIO2PC'd, so
that way I can maybe support ANSI-80-column instead of just ASCII-40-column.)

Anyways.. that was a cool message! Bravo! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!

4501. Re: Games for XF2 Emulator wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 19:07:51 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31rea7$ehq@nic-nac.CSU.net>
Source record: 99194

Hi.. Where to get Atari 8-bit software!?

Start at the Atari Archives: FTP to archive.umich.edu in the atari/8bit dir
From there, get the FAQ files and look at the list of FTP and Freenet sites!

Good luck! Happy hunting!
(BTW, Pirated wares are not easy to find, so don't bother looking)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
C:\DOS>
C:\DOS>RUN
RUN DOS, RUN!

4502. Re: Newell 256k help?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 20:23:07 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Aug04.161717.28695@wariat.UUCP>
Source record: 99172

(Gees I forgot the name, wants to know pin connections for Newell
now FTe 256k upgrade.)
I'm sure I'm not doing FTe a favor, but here's the pin connections.
You got a 14 pin ribbon cable with one wire red.
1. (red) to antic pin 9
2. 74LS51 pin 9
3. Ram chip pin 1 (inside most of r32, common with drams.)
4. Antic pin 8
5. cas out 74LS51 hole 8
6. CAS in 74LS51 pin 8 (hmm... both to same pin, seems so.)
7. nc
8. nc
9. nc
10. pia pin 12
11. pia pin 13
12 pia pin 14
13. pia pin15
14. pia pin 16
No pins need be bent up.
if you have the 130xe Antic (co21697, 4,5 and 6 need not be connected)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

4503. Re: WANTED: 256K Rambo upgrade or 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 20:24:51 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Aug04.162328.28695@wariat.UUCP>
Source record: 99173

(Somebody looking for 130xe or 256k upgrade for Bounty B. S. B.)
I'm sure FTe will sell you a Newell 256k upgrade.
I'm also sure you don't need an extended memory maching for bbsb.
I would guess you are not holding down <option> or your software
is messed up or something.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

4504. APOLOGY OWED TO JEFF MCWI

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 22:09:06 UTC
From: pab@cnx.sccsi.com
Message-ID: <e03_9408050316@cnx.com>
Source record: 99103

I was having a cup of tea when my log told me that
B.POEHLAND@GENIE.GEIS.COM said to ALL...

B>Both Jeff & I made a serious effort to interest Pab in supporting AC as a
B>subscriber & as an author. Pab refused on both counts. Pab failed to
B>mention that in his recent post.

To clear up the record here:

(1) You'll also notice that I did not subscribe to Current Notes. Or to any other magazines, except for "Newsweek" which I got through a SUBSTANTAL discount through my employer at the time. I was (and still am) living a hand-to-mouth existence. Money for magazine subscriptions was out of the question. I won't get into the quality of the publication.

(2) Submissions were also right out. The amount of my free time that went into what I DID give to the 8-bit community was substantial, and I did not have any more time to spare. My total number of submissions to any 8-bit magazine was one: an article specifically requested from me by the 8-bit editor of CN. I would have loved to do more, in fact I had (note: had) a twelve-part series on advanced programming in Action! sitting on my hard drive. But I won't get into the pulling teeth that went into getting writers' guidelines from AC.

B>To see Pab then turn around & attack Jeff in a public forum like this is
B>really
B>quite dreadful. I must protest Pab's mean-spirited treatment of
B>Jeff in the
B>strongest possilbe terms.

My intention was not to attack Jeff. If it came across that way, I am very sorry. It took a lot of effort on Jeff's part to launch the campaign to start AC. (If he checks his records, he'll also notice I did not send back his 'support' card because I could not afford to pay what he wanted us to 'pledge.' I was not one of the invisible thousands who snuck out of the back door when the time came to put money where their mouth was: I never put my mouth there.)

My point is that AC proved something that had to be driven home to me: the support for the Atari 8-bit is nil. Other than a few dedicated souls (most of whom are the people on this group right now), people don't care. The futility of being a shareware author for the Atari was also pointed out to me not only by my own experiences, but those of other authors. And don't even get me started on the debacle of FTE. The self-destruction-beyond-even-Bob-Puff's-repair of my 320XE most

likely hastened, not caused, my departure from the 8-bit programming world.

B>Pab, you owe Jeff McWilliams a BIG apology!

B>Are you man enough to do it?

Jeff McWilliams has any apology, and any style of apology, he feels himself deserving of. Are you man enough to admit that AC was a mistake?

___ Olms 1.60 [Evaluation]
+--+
|Pab Sungenis, Vineland NJ WBNJ? My opinions, not theirs.|
+--+
| "Amen and HALLELEUIA!" |
| - Lad A. Jelen, responding to the statement 'FAGS are the scum |
| of america' |
+--+
Celebrating the sixth year of the Reign Of Error

4505. MyDOS CLI in the works ag

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 22:09:07 UTC
From: pab@cnx.sccsi.com
Message-ID: <e05_9408050316@cnx.com>
Source record: 99104

Half naked and half sedated, KENDRICK@SONOMA.EDU ran through the streets screaming something about "MyDOS CLI in the works ag...."

K>And this time I know what I'm doing .. sorta :)

Care for some tips from someone who was working on one when the blue smoke that makes the computer run started escaping?

K>I'm just curious.. where's a good place to store parameters?

A MYDOS CLI would really be worthless unless it emulated SpartaDOS's style. Most programs which use command lines use the OSXL+/SpartaDOS method of passing, and you would be best off working with something that could pass commands to the CLI.

Here's my suggestions:

(1) Use a bank of RAM for the CLI itself and related programs. C3 would be the most likely bank, since it's the lowest of the "non-130 banks." Switch in the bank, run the routines as needed, and bank out. Use an ML routine which would get the address to run from the X/Y registers, for example. This routine would best be kept in low memory.

(2) The way SpartaDOS handles its information is with something called "COMTAB," the command table. It's centered around the address stored in $0A. $0A points to a JMP command to run the CLI, and information is referenced in relation to that location. Study the way SDX does it (it's in one of the appendices of the SDX manual, or I can send you as much data as you need) and try to come close.

Granted, this requires machines larger than 64K, but most nowadays are, and puts to shame the people who are complaining about 'no banked applications.' <grin, I was one of them> And you can do a lot more with a 16K CLI resident at all times than you could with one loaded like a DUP.SYS.

___ Olms 1.60 [Evaluation]
+--+
|Pab Sungenis, Vineland NJ WBNJ? My opinions, not theirs.|
+--+
| "Amen and HALLELEUIA!" |
| - Lad A. Jelen, responding to the statement 'FAGS are the scum |
| of america' |
+--+
Celebrating the sixth year of the Reign Of Error

4506. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 22:09:07 UTC
From: pab@cnx.sccsi.com
Message-ID: <e04_9408050316@cnx.com>
Source record: 99105

Quoting F TOONED (God knows why):

FT>Should FTe drop the MARS 8 project?

No. If you can carry it until it takes off, go for it.

FT>Is a 65816 processor really worth the time and effort?

Mmmmm. It has possibilities. Unless you completely replace ANTIC,
GTIA, and POKEY so the system can run faster than 1.79MHz, it might be a
waste.

FT>Is 4mb of memory support a waste due to lack of software?

Not if you come up with a reliable banking method, and publish specs so
third-party people can develop for it. I know I would have LOVED to
play around with 4M in programming.

___ Olms 1.60 [Evaluation]
+--+
|Pab Sungenis, Vineland NJ WBNJ? My opinions, not theirs.|
+--+
| "Amen and HALLELEUIA!" |
| - Lad A. Jelen, responding to the statement 'FAGS are the scum |
| of america' |
+--+
Celebrating the sixth year of the Reign Of Error

4507. Re: Progress report: Atar

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 22:09:07 UTC
From: pab@cnx.sccsi.com
Message-ID: <e06_9408050316@cnx.com>
Source record: 99106

And now, listen to the writings of ROB FUNK:

RF>>7 directory input (DOS 2.5 only is what I have down.. I have NO idea what
RF>it
RF>> is.. I forgot! :))

RF>Never heard of this one. I'll look in my books for it. Don't see how
RF>it could differ from 6..... unless... maybe it reads the whole
RF>directory on an enhanced density disk, rather than just the first
RF>half.

It highlights which files are "invisible" to DOS 2.0S and 3.0. The old
<FILENAMEEXT 001> entries.

___ Olms 1.60 [Evaluation]
+---+
|Pab Sungenis, Vineland NJ WBNJ? My opinions, not theirs.|
+---+
| "Amen and HALLELEUIA!" |
| - Lad A. Jelen, responding to the statement 'FAGS are the scum |
| of america' |
+---+
Celebrating the sixth year of the Reign Of Error

4508. Re: Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 22:39:27 UTC
From: krishna@max.tiac.net
Message-ID: <31rqn0$b4i@sundog.tiac.net>
Source record: 99175

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: HEY! Nice review of Atari 8-bit BBSes! I wrote a BBS which I'll one day
: (soon probably) release. (I have to reproofread the docs, and ARC it all up.) It's called "MyBBS" and runs well under MyDOS. The current version I have needs
: an Action! cartridge, but that's easy to fix by recompiling it all. It
: supports external programs, a nice message base, no file area (I'm sure if
: anyone CARED, they could write that as a door), and is mainly a text/info/
: message BBS. I had it up and running on and off (whenever nobody else wa
: s using the phone :)) with an Atari 1200xl with two 1050's and an SX212.
: I'll put it back up soon with my 256k 1200xl, an R:P:Connection, and see if
: the sucker can pump out 14.4k! :) :) :) (Also, I'll have it SIO2PC'd, so
: that way I can maybe support ANSI-80-column instead of just ASCII-40-column.)

: Anyways.. that was a cool message! Bravo! :)

If you can keep the core small and have it support 14.4 I might consider using it. I've grown a little tired of running a conventinal board, and might want to run an online-game board instead. Something very simple which just manages accounts and has enough room for modular code IN THE BANK WINDOW (nudge nudge) with a little leftover.

You know, the benefit of using MYDOS vs. SpartaDOS diskbased, is that you can potentially use the memory under the OS for your core and preserve all standard memory for modules. You can NOT do this with PRO!.

4509. HELP!!! Antics Magazines Wanted!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-04 23:00:36 UTC
From: btallis@cv.hp.com
Message-ID: <Cu1991.7xo@hpcvsnz.cv.hp.com>
Source record: 99177

Hello all...

Please help me! A few years ago (I think '83/'84) Antic magazine published a few articles about how to control servos with an Atari. If any of you might have these magazines, PLEASE respond! I need these articles. I will even pay for them! I can be reached at btallis@cv.hp.com or (503)715-2129. Thank you for your help...

Brad Tallis

4510. Re: Faster plot routines

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 00:17:16 UTC
From: daniel@mat.utfsm.cl
Message-ID: <31s0ec$am5@manutara.inf.utfsm.cl>
Source record: 99188

Pab Sungenis (pab@cnx.sccsi.com) wrote:
: It's 0:33 AM and I'm actually replying to KENDRICK@SONOMA.EDU's message!

: K>I'm wondering what really good, FAST replacement routines there are for
: K>the
: K>Atari's plot/drawto routines? I'm sure I could write something myself
: K>in
: K>Action! (for example) but the only plot routine I know is pretty slow
: K>in itself
: K>and even compiled would probably go slower than the ROM's routines.

: The ones in the XL/XE OS are awfully fast. It would be hard to write
: faster routines in ML, let alone Action!

I think the ones in ROM are very slow!!!!

They do too many innecesary calculations....
if you like, I can post a couple of ml rutines a lot faster than the
ROM ones.
(I have to get it from my house..)

Daniel.

(PD: sorry for my bad english...)

4511. Re: Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 00:20:16 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31s0k0$484@nic-nac.CSU.net>
Source record: 99180

Hah! Haha! Sorry :) The code is too 'old' for me to make any major hacks.
You'd hate it I'm sure.. I lived with it because I was able to baby it along.
(I was always in the room when somebody logged on.) It does NOT detect
dropped carriers! :((I dunno HOW! Wheres the "Carrier Detect" bit for
R: handlers like the SX212's!?!?!) I also dunno if it can work at 14.4k! :)

BUT.. you might like the fact that you can pretty easily write Action!
externals. Note however, the main program is pretty big (30-40k) and takes
up to 30 seconds to load off of a stock 1050!!! :(:(:(For that, I made
an 'in between'.. I just cut the door menu code out of the main program
(I left it in, actually, so technically I 'copied' it but you can't do that
with the Action! editor ;)), compiled it as an external, and that took about
1/2 or 1/3 the time to load. (Each door said "wanna go to the BBS or the
door menu?" .. so if you go from door to door you don't need to wait SOOO
long in between..)

Anyways.. also, I never tested it at 14.4k :) or 2400.. :) or 300 for that
matter, but I know it'd work that 'fast'. :)

I'm babbling..

back to Windows <cry cry cry> (I should really just make a GIF of the
Atari character set and convert it to BMP rather than DRAWING IT ALL BY HAND
WITH A MOUSE!)

oh well, no pain, no gain

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Our program, who art in memory, HELLO by thy name,
Forgive us our I/O errors as we forgive those whose logic circuits are
faulty.
Load us not into frustration, and deliver us from power surges.
For thine is the algorithm, the application and the solution,
looping forever and ever. RETURN.

4512. Re: does HSCROL flake in GTIA modes?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 00:24:21 UTC
From: daniel@mat.utfsm.cl
Message-ID: <31s0rl$am5@manutara.inf.utfsm.cl>
Source record: 99189

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:

: I have tried to shift a GTIA mode over 1 clock (HSCROL is supposed to
: add a delay of x clocks to a scan) but the pixel boundaries stay put.
: Is this my fault or are GTIA modes confined to even scroll values?

: -Bry

The way GTIA modes worked prevents from odd scroll values...

think that the ANTIC sends to GTIA a streem of bits as in GRAPHICS 8,
but the GTIA gets 4 bits and then sends a color value to the screen. When
you change the HSCROL register, the ANTIC add a delay in the data to the
GTIA, but the GTIA has no way to know this, so it sends it to the screen
in the normal way, probably missinterpreting the data from ANTIC.

Daniel.

4513. Simple banking

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 01:35:57 UTC
From: krishna@max.tiac.net
Message-ID: <31s51t$efu@sundog.tiac.net>
Source record: 99179

I'm TRYINg to get going on my Action! banking routines. But I can't even get past the starting gate.

What's wrong with this? It is going through twice for one thing, and it isn't showing the "Bank 1" print. Essentially it banks to bank4 of CPU extended RAM. Now, I'm not sure just what mode to use (On a stock XE) but I thought cpu mode would be best since we'd be using this space for program space so we want the screen to remain unaltered. Thus 256-64 = turning off bit 4.

Here is my simple test program:

```
SET 14=$2000
SET $491=$2000

Proc Main()

Poke($D301,$FF)
PrintE("In Main Bank now")
Poke($D301,256-16)
PrintE("Bank 1")
Poke($D301,$FF)
PrintE("Back to Main Bank")

RETURN
```

4514. Re: about ATARI 8bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 01:41:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e41a778@ct.se>
Source record: 99055

From: per-erik_peterson@asb2.ct.se
In The summer 27.07.94 Wrote OdaMan the following stuff...

Ot> I am looking for ATARI's hardware manual now. Is there
Ot> hardware manual(s)?? On AMIGA world, there are many document for
Ot> hardware. If someone have such a document, let me know.

You can order it from Page 6 in England. Yuo will find the adress in the FAQ.!!

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

4515. CAIN Atari Fun Fest 94 -- Final vendor listing

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 02:16:29 UTC
From: aa399@cleveland.Freenet.Edu
Message-ID: <31s7du$pq6@usenet.INS.CWRU.Edu>
Source record: 99182
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,alt.games.lynx,alt.atari.2600

```
CAIN Atari Fun Fest 94 Confirmed Vendors/User Groups
-=-=-=
```

The dealer listing is very close to being final. All dealers listed have stated that they will be at the show.

More developers may attend.

Tempest 2000 Contest
-=-=-=-=-=-=-=-=-=-

Jeff Morin from Jeff's Atari Action Outpost is sponsoring a Jaguar Tempest 2000 contest at the CAIN Atari Fun Fest '94. Winner will receive a $100.00 gift certificate good for any item(s) from their table or catalog!

Door Prizes at CAIN Atari Fun Fest 94
-=-
Updated: 07/19/94

Below is a list of confirmed door prizes for the CAIN Atari Fun Fest '94. The method for distributing the door prizes has not been determined yet. Stay tuned to the Cleveland Free-Net Atari SIG for the latest show information, or send internet mail to "xx004@cleveland.freenet.edu".

Atari Corporation - 3 Jaguar Systems.
- 3 Tempest 2000 cartridges

FMH Games - Atari 2600 console
- New Atari 2600/5200/7800/8-bit cartridges

Jeff's Atari Action Outpost - 2 $50.00 Gift certificates good for table or catalog
1 $100.00 Gift certificate to winner of
Tempest 2000 contest winner good for table or
catalog

Toad Computers - To be announced.

CAIN Atari Fun Fest 94 is the Atari -=- FUN -=- show of the year! Don't miss it! Bring the entire family down! Get great deals! See the latest technology! And have a lot of fun!

Central Atari Information Network
Presents
C.A.I.N. Atari Fun Fest 94
August 7, 1994 / 10:00AM to 5:00PM
Knights of Columbus Hall
7637 Chardon Road
Kirtland, OH 44094

^
* THE FIRST CLEVELAND-AREA ATARI SHOW IN YEARS!!! *
^

Free Admission!

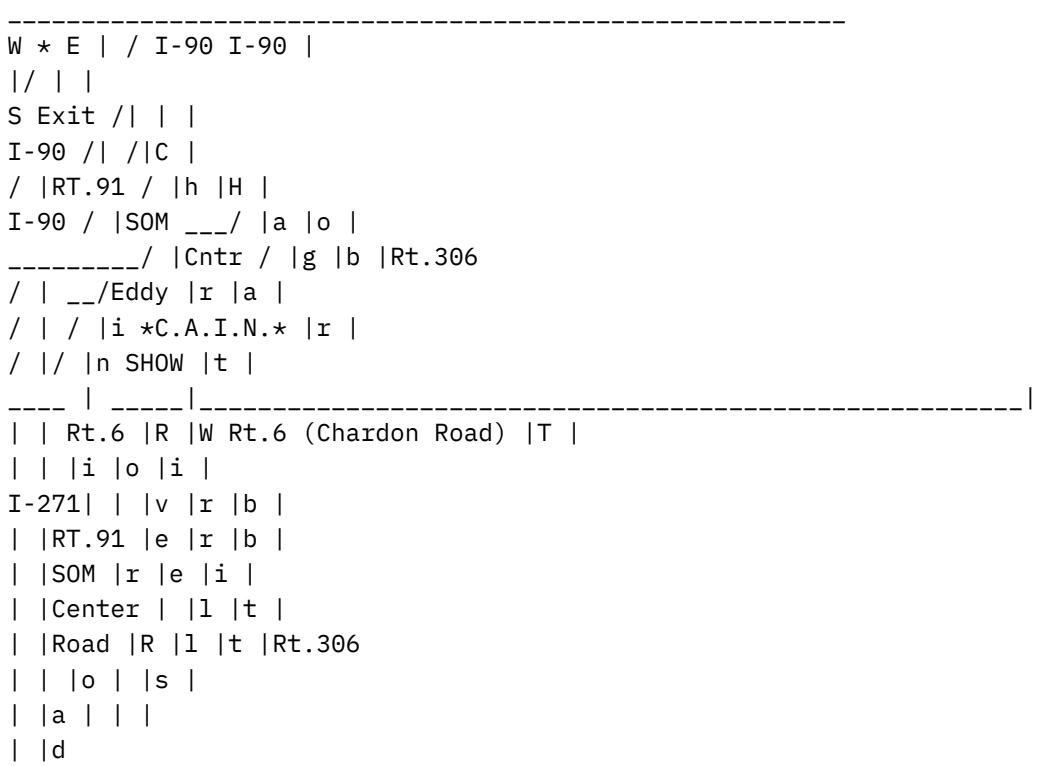
What to See and Do!

The New Jaguar Game System!
The LYNX handheld game unit
Bring your LYNX and games to COMLYNX with other players!
The Falcon Multimedia computer
Gemulator (IBM emulator running Atari ST Software)
8-bit computers and products
16/32-bit computers and products
Portfolio palmtop computer
Meet the editors of C.A.I.N.
Classic game systems 2600/5200/7800 and games
Catalogs and brochures for Atari line of products
Atari products for sale / Plus Much More!

Fred Horvat
216-729-0761
Internet ID : ap748@cleveland.freenet.edu

Knights of Columbus Hall, 7637 Chardon Road, Kirtland, Ohio

N


W * E | / I-90 I-90 |
|/ | |
S Exit /| | |
I-90 /| /|C |
/ |RT.91 / |h |H |
I-90 / |SOM ___/ |a |o |
_____/ |Cntr / |g |b |Rt.306
/ | __/Eddy |r |a |
/ | / |i *C.A.I.N.* |r |
/ |/ |n SHOW |t |
____ | _____|_____|
| | Rt.6 |R |W Rt.6 (Chardon Road) |T |
| | |i |o |i |
I-271| | |v |r |b |
	RT.91	e	r	b
	SOM	r	e	i
	Center		l	t
	Road	R	l	t	Rt.306
		o		s
	a		
	d

If traveling I-271 North, keep going North then take I-90 East to Route 91
(SOM Center Rd.). You will go South on Rt.91 to Rt.6 (Chardon Rd.) where
you will go East for several miles until you are at 7637 Chardon Road.

If traveling I-90 South, exit at Bishop Road and head South until you reach
Chardon Road. You will then go East for several miles until you are at
7637 Chardon Road.

If traveling I-90 West, keep going West then exit at Route 306. You will go
South on Rt.306 (passing Eagle) to Rt.6 (Chardon Rd.) where you will gWest for several

miles until you are at 7637 Chardon Road.

Hope to see you there!

--

4516. Atari800 4$ale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 03:24:05 UTC
From: peter@netaxs.com
Message-ID: <31sbcl$48h@netaxs.com>
Source record: 99195

Due to the recent sudden interest (also the lack of bids) I will be
extending the auction until Saturday the 6. Get your bids in!!!

--

```
_____________________________________________________________________
/ This message is backed by sponsors like you and \
/ your furry little local iconoclast peter \
| |
| BOINGY!!! BOINGY!!! BOINGY!!! --Wakko, Yakko, and Dot |
| |
| All comments made in this post/mail are the intellectual property
| of me, myself, and I. Any nice replies mail to me, all others |
| mail to yourself. |
| peter@netaxs.com |
\ peter_H._yu@gwproteus.com /
\_____________________________________________________________________/
```

4517. Re: does HSCROL flake in GTIA modes?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 03:53:05 UTC
From: bryedewa@news.delphi.com
Message-ID: <31sd31$b8v@news.delphi.com>
Source record: 99183

daniel@mat.utfsm.cl (Daniel Serpell C.) writes:

> think that the ANTIC sends to GTIA a streem of bits as in GRAPHICS 8,
>but the GTIA gets 4 bits and then sends a color value to the screen. When
>you change the HSCROL register, the ANTIC add a delay in the data to the
>GTIA, but the GTIA has no way to know this, so it sends it to the screen
>in the normal way, probably missinterpreting the data from ANTIC.

> Daniel.

Thanks for the reply. Yes, this is what I discovered. Oh well, I guess
scrolling won't look as good as I had hoped.

-Bry

4518. Re: Ported and converted old simple fun games...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 06:02:02 UTC
From: ScottM@cup.portal.com
Message-ID: <119253@cup.portal.com>
Source record: 99204

```
>POKE 559,35
>
>also try:
>
>POKE 559,33
>
>and back to normal ... POKE 559,34
>
>:)
>
That was neat.

/============================================================\
| Scott Maxwell - scottm@cup.portal.com |
| Amiga 1000, 2000, 1200, Atari 800, 800XL, 1200XL, 130XE, |
| Pet, SuperPET, Vic, 64, +4, 128D, TI, //e, //c+, Nixdorf |
| I have WAY too many computers! |
\============================================================/
```

4519. SX212 Modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 07:08:20 UTC
From: dennis.mcguire@scpcug.com
Message-ID: <940807145333319@scpcug.com>
Source record: 99091

JP> HELP! My 300 Baud Modem is causing me grave humor impairment :<

I have a brand new Atari SX212 modem which has never been used and is
still in the original box. $20.
--- FreeMail 1.09
* Origin: Tim's BBS * Erie, PA * 814-825-1731 * (1:2601/566)

4520. ATR-8000/Z-Tec 1000/HArd disk

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 07:13:17 UTC
From: dennis.mcguire@scpcug.com
Message-ID: <940807145333320@scpcug.com>
Source record: 99090

CW> Again, I'm looking for information on how to low level format a MFM
CW> drivecontrolled by a Xebec bridgeboard connected to the Z-tec 1000
CW> piggybackboard for the ATR8000. I have several formatters, all of
CW> them simply lock
CW> up the ATR8000... I don't know if they need to be given addresses to
CW> work,or there is some bad hardware, or what... (and of course, I have
CW> no docson the Zetec-1000 or the Xebec bridgeboard)....

Me too! Except that I am using an Adaptec 4000a card. WIll the Z-Tec
work with this? Will it work with a SCSI drive?????? Someone MUST know!
--- FreeMail 1.09
* Origin: Tim's BBS * Erie, PA * 814-825-1731 * (1:2601/566)

4521. Re: Simple banking

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 07:48:36 UTC
From: ricortes@delphi.com
Message-ID: <xo0SkAM.ricortes@delphi.com>
Source record: 99184

Glenn M. Saunders <krishna@max.tiac.net> writes:

```
>Poke($D301,$FF)
>PrintE("In Main Bank now")
>Poke($D301,256-16)
>PrintE("Bank 1")
>Poke($D301,$FF)
>PrintE("Back to Main Bank")
```

Funny how I have an tendacy to cringe at pokes in Action! Absolutely nothing wrong with 'em, just I don't use them anymore.
Banks=[$FF $E3 $E7 $EB $EF]
For an XL/XE/Rambo/Newell is the way to go. 256-16=240=>$F0
I think you may have meant 255-16=239=>$EF which is fine, your banks & you can call them anyway you like.
Rick

4522. Indus GT question

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 09:01:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940805090117MIS0160@MVS.UDEL.EDU>
Source record: 99191

I purchased a used Indus GT disk drive. Unfortunately, no manual came with it. On the rear are 4 switches. The first two set the drive number. OK so far. The third is for single or double density. All my disks so far are in single or 1050 enhanced format. I would like to copy files to double density using MYDOS. I assume that I will have to flip the switch to double density to format and copy files to the Indus. My question is, do I have to flip the switch back to single to read single or enhanced density disks or can it be left on double all the time and it'll read in whatever density the disk happens to be formatted in? Oh yes, what's the fourth switch for? I can't recall what it's called.

4523. Re: R:P:CONNECTION!!!!!!!!!!!!! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 10:11:17 UTC
From: ral@iglou.com
Message-ID: <1994Aug5.101117.1970@iglou.com>
Source record: 99059

> [1]Reply to: KENDRICK@sonoma.edu
>
> R:P:CONNECTION!!!!!!!!!!!!! :)
>
> 3 Aug 1994 13:39:52 -0500
> ....
>that'll show those asshole IBMers :) hehe.. sorry :) .. it's just they still
>think of the Atari as a 1200bps, 256k drive space machine.. well.. umm.. I
>guess that has SOMETHING to do with the fact that that was all I had when I had
>my BBS up before, but still :) :) :))
>
You didn't HAVE to wait for the R:P: to run a fast BBS. I ran BBS
Express Pro with 60megs and a 14.4 Hayes on an MIO for some years. You
could also use a Black Box.

But, I wouldn't worry about showing IBMers anything. If you enjoy using
your machine, that's all that's important. You don't have anything to
prove!

--
------ Rich Link -------
------ ral@iglou.com ---

4524. A New Flickerterm80 Font!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 10:51:00 UTC
From: Ryan.Goolevitch@f7091.n153.z1.ship.net
Message-ID: <776125013.AA07341@ship.net>
Source record: 99198

GM> Here is my own customized Flick80 font that I use. It changes a

Could you please upload this to Umich? as I currently can't uudecode =(
thanx!

4525. New... Sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 10:51:00 UTC
From: Ryan.Goolevitch@f7091.n153.z1.ship.net
Message-ID: <776125013.AA07343@ship.net>
Source record: 99199

GM>It does take a while to load a 256K sample though, even off the
GM>hard drive!

I was just wondering, does anyone know what the data transfer rate is for
hard
drives on the 8-bit? There are programs for other computers that tell you
the
access rate, and Data Rate (Eg, my MegaSTE is 550K a sec) I would suspect the
8-bit to be... 8K a sec? Hmmm....

4526. Modplay1.3

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 10:51:00 UTC
From: Ryan.Goolevitch@f7091.n153.z1.ship.net
Message-ID: <776125013.AA07342@ship.net>
Source record: 99203

SD>I was wondering if anyone had this program?
SD>I would like a copy. I am going to try to port it to a commodore brand
SD>128 computer.

Better be carefull, now noone is going to want to give it to you!
heheheh =)

4527. Re: Simple banking

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 11:17:20 UTC
From: krishna@max.tiac.net
Message-ID: <31t740$pac@sundog.tiac.net>
Source record: 99187

ricortes@delphi.com wrote:
: Funny how I have an tendacy to cringe at pokes in Action! Absolutely nothing
: wrong with 'em, just I don't use them anymore.
: Banks=[$FF $E3 $E7 $EB $EF]
: For an XL/XE/Rambo/Newell is the way to go. 256-16=240=>$F0
: I think you may have meant 255-16=239=>$EF which is fine, your banks & you
: can call them anyway you like.
: Rick

Yes, that seems to work, but the program still runs twice. Sounds like
maybe Sparta is doing the "run twice" deal which has to do with the run
address/init address stuff. But I'm not sure.

4528. Re: TV'S VERSUS 1050'S

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 12:16:19 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <x4zTUAL.lmcclure@delphi.com>
Source record: 99186

In a message dated 8-4-94, William Kendrick said:

"Why don't TVs/monitors come PREMADE like that!? (with
sheilding)"

Simple: To keep the cost down, especially in the case of televisions, where most people would never notice the difference between one with shielding and one without. In the case of monitors, current systems with internal drives seem to be more immune to such interference. However, I would not be surprised to find shielding of this type in low ELF/VLF emission monitors.

4529. HELP!!! Antics Magazines Wanted!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 15:04:02 UTC
From: btallis@cv.hp.com
Message-ID: <Cu2Hur.H4z@hpcvsnz.cv.hp.com>
Source record: 99192

Hello All-

I really, really need your help. A few years back (I think '83-'85) Antic Magazine published an article about how to control servos with your Atari computer. I think the article stretched over 3 months. If any of you might have these old magazines, PLEASE give me a call or leave me E-mail! I will even pay money for these articles. Your help will be greatly appreciated.
Thank you so much...

Brad Tallis

HUKED ONN FONIX
WERKED FOUR MEE.

4530. 65816 info... again

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 15:26:51 UTC
From: atwareck@novice.uwaterloo.ca
Message-ID: <Cu2Iwr.Asr@watserv2.uwaterloo.ca>
Source record: 99067

Hi,

This must be the third time I am posting this message, all due to displacing
a few pieces of paper.

Who manufactures the 65816 (Western Design??), and what is their address/
phone#, etc, so I can get some data sheets on it...

Thanks
Art
--
Art Twarecki
Atwareck@Novice.UWaterloo.Ca

4531. Re: Indus GT question

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 16:55:41 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <31tqud$2jo@usenet.INS.CWRU.Edu>
Source record: 99193

In a previous article, MIS0160@MVS.UDEL.EDU (Roger Cole) says:

>I purchased a used Indus GT disk drive. Unfortunately, no manual came
>with it. On the rear are 4 switches. The first two set the drive
>number. OK so far. The third is for single or double density.
>All my disks so far are in single or 1050 enhanced format. I would
>like to copy files to double density using MYDOS. I assume that I
>will have to flip the switch to double density to format and copy
>files to the Indus. My question is, do I have to flip the switch
>back to single to read single or enhanced density disks or can it be
>left on double all the time and it'll read in whatever density the
>disk happens to be formatted in? Oh yes, what's the fourth switch
>for? I can't recall what it's called.
>

No! Just leave the SD/DD switch on the DD setting and get a good dos like MyDos
and you can select the drive density from DOS. The drive will also
auto-sense the denisty at boot up so you dont have to worry about
what density your boot disk is.

The 4th switch is the 'aux' switch, i heard it could be used for some kind
of testing (like a rana?) but have never messed with mine.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

4532. PC and Atari in the same screen.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 17:19:50 UTC
From: vparada@inf.utfsm.cl
Message-ID: <31tsbm$5i0@tuetue.inf.utfsm.cl>
Source record: 99202

Hola mundo.

I want to place a PC and an 8bit on the same desk.
Problem: space... the desk is small.

One solution is to remove the "monochrome monitor" (14" B/W TV set)
for the Atari and connect the 8bit to a video-blaster-like card on
the PC, to display Atari screen in a window (or full screen), just
like any other VCR or camera connected to a PC.

Doing this, a null modem cable should be used to transfer files
between computers while the moitor displays the 8bit screen in
one window and Norton Commander's TERM90 or some other communication
software in other window (using Microsoft Windows 3.1).
Can this be _really_ done? I don't know about video cards and
applications to use them, but some problems to share CPU should
appear, I guess...

Also, can SIO2PC software run on Windows, to do the same?

Does someone tried this before?

Thanks... Bye... ++Vitoco

PS: I forgot Atari sounds! Would this also require a sound card
on the PC?
--
Victor Andres Parada Gomez __ __
Ingenieria Civil en Informatica o-''))_____\\
Universidad Tecnica Federico Santa Maria "--__/ * * *)
Valparaiso CHILE <vparada@inf.utfsm.cl> c_c__/-c____/

4533. Re: Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 19:37:58 UTC
From: bernard@beco.link.hacktic.nl
Message-ID: <bernard.035o@beco.link.hacktic.nl>
Source record: 99065

Brian Eliassen (eliassen@aviris382.jpl.nasa.gov) wrote:
> In article <31jqihINNduc@no-names.nerdc.ufl.edu>,
> cirop20@maple.circa.ufl.edu wrote:

> > Anyone out there with info on BBS software, please respond. I have
> > modem, harddrive, and an 800XL with a burning desire to become
> > a BBS. What can I do?
Look for PRO BBS (Exprss BBS PRO)

> Sorry, my software needs a 130XE, BASIC XE, MIO, SpartaDOS X, and an RTIME8.

Well wat is the name of that BBS program ?
And is there a PD version so I can take a look or my USERS can take a look
at it....

Well my BBS (See below) is running on :

1 800 XL
1 BlackBox
1 TKR 14.400 baud modem
1 140 MB harddisk
and PRO BBS version 3.1d under Spartados 3.2d with RTIME8

And about 2 or 3 years a go it run on only : 1 105 Happy drive and a
1050... Well you than have no must space but it is possible....

So if you like to see my BBS call to it... See below.....

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.hacktic.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

4534. Re: HELP!!! Antics Magazines Wanted!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 20:33:32 UTC
From: heller@belair.cse.psu.edu
Message-ID: <31u7ms$sig@psuvax1.cse.psu.edu>
Source record: 99068

Brad R Tallis (btallis@cv.hp.com) wrote:

: Hello All-

: I really, really need your help. A few years back (I think '83-'85) Antic
: Magazine published an article about how to control servos with your Atari
: computer. I think the article stretched over 3 months. If any of you might have these old magazines, PLEASE give me a call or leave me E-mail! I will even
: pay money for these articles. Your help will be greatly appreciated.
: Thank you so much...

: Brad Tallis

: HUKED ONN FONIX
: WERKED FOUR MEE.
:

Analog did a good one on hooking up that stupid Radioa Shack (AKA TOMY) robot
to the 8bit. Servos and all...

Andrew

4535. Re: Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 22:37:22 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-0508941437220001@avirislab.jpl.nasa.gov>
Source record: 99072

In article <bernard.035o@beco.link.hacktic.nl>, bernard@link.hacktic.nl wrote:

> Brian Eliassen (eliassen@aviris382.jpl.nasa.gov) wrote:
> > Sorry, my software needs a 130XE, BASIC XE, MIO, SpartaDOS X, and an RTIME8.
>
> Well wat is the name of that BBS program ?
> And is there a PD version so I can take a look or my USERS can take a look
> at it....

The name of the software is "Magnum Opus BBS". It is not currently public
domain at the present time but this could change and it is also not for
sale. The current thought is that it is too theme specific to be a
general use system. Recommended knowledge for this program would be at
least intermediate 6502 M/L, expert SpartDOS X, and expert BASIC XE
programming skills.

Miraden

****
*Miraden | Jaguar, 130XE, 1040ST, STOS *
*Magnum Opus Software | AD&D, etc *
****

4536. Re: 65816 info... again

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-05 23:06:43 UTC
From: krishna@max.tiac.net
Message-ID: <31ugm4$alp@sundog.tiac.net>
Source record: 99196

Art Twarecki (atwareck@novice.uwaterloo.ca) wrote:

: Who manufactures the 65816 (Western Design??), and what is their address/
: phone#, etc, so I can get some data sheets on it...

I think it is Western Digital (also known for the floppy controller
chips). If you are planning on an Atari 8-bit hack, realize it isn't
plug and play, it requires pin reassignment and tri-state buffering.

4537. Re: Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 00:45:21 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-0508941645210001@avirislab.jpl.nasa.gov>
Source record: 99197

In article <eliassen-0508941437220001@avirislab.jpl.nasa.gov>,
eliassen@aviris382.jpl.nasa.gov (Miraden) wrote:

> In article <bernard.035o@beco.link.hacktic.nl>, bernard@link.hacktic.nl wrote:
>
> > Brian Eliassen (eliassen@aviris382.jpl.nasa.gov) wrote:
> > > Sorry, my software needs a 130XE, BASIC XE, MIO, SpartaDOS X, and an
RTIME8.
> >
> > Well wat is the name of that BBS program ?
> > And is there a PD version so I can take a look or my USERS can take a look
> > at it....
>
> The name of the software is "Magnum Opus BBS". It is not currently public
> domain at the present time but this could change and it is also not for
> sale. The current thought is that it is too theme specific to be a
> general use system. Recommended knowledge for this program would be at
> least intermediate 6502 M/L, expert SpartDOS X, and expert BASIC XE
> programming skills.
>
> Miraden
>
> **
> *Miraden | Jaguar, 130XE, 1040ST, STOS *
> *Magnum Opus Software | AD&D, etc *
> **

****
*Miraden | Jaguar, 130XE, 1040ST, STOS, AD&D, etc. *
*Magnum Opus Software | "This place intensionally left blank" *
****

4538. FidoNet for Europe

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 01:03:09 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2E42DBB6@POST0.LAAFB.AF.MIL>
Source record: 99056

Guido Lehwalder asked if there was a way to get the FidoNet Atari 8-bit Echo into Germany. There are already nodes with the echo in France, Italy, Sweden and the Netherlands (I believe)--so it's "on the continent." I'll dig around and see if I can get a node list for the European Zone. We also have Australia and New Zealand actively participating on the FidoNet 8-bit echo as well.

Rick Reaser
reaserrl@post2.laafb.af.mil

4539. Re: Modplay1.3

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 01:58:46 UTC
From: krishna@max.tiac.net
Message-ID: <31uqon$ei0@sundog.tiac.net>
Source record: 99200

Ryan Goolevitch (Ryan.Goolevitch@f7091.n153.z1.ship.net) wrote:
: SD>I was wondering if anyone had this program?
: SD>I would like a copy. I am going to try to port it to a commodore brand
: SD>128 computer.

: Better be carefull, now noone is going to want to give it to you!
: heheheh =)

What are the odds of porting a program that is designed for Pokey over to the SID chip? I know the mod conversion is one thing, but the playing routines would be very different.

4540. Re: New... Sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 02:01:37 UTC
From: krishna@max.tiac.net
Message-ID: <31uqu1$ei0@sundog.tiac.net>
Source record: 99201

Ryan Goolevitch (Ryan.Goolevitch@f7091.n153.z1.ship.net) wrote:

: I was just wondering, does anyone know what the data transfer rate is for
: hard
: drives on the 8-bit? There are programs for other computers that tell you
: the
: access rate, and Data Rate (Eg, my MegaSTE is 550K a sec) I would suspect the
: 8-bit to be... 8K a sec? Hmmm....

There is a data rate, and a throughput rating. Data rate is higher than
throughput due to the tracking of the drive and the vagaries of the DOS.
The data rate has to be well over 100K, but despite that, stuff like
Sparta still takes about 3 seconds to load (16K worth) and init. 64K
writes take about 4-5 seconds (Snapshot). This varies depending on the
drive. Chaching drives do speed things up somewhat. The port can do a
lot more than the DOSs can do. Even ramdisks lag due to the Atari I/O
method. It's a flexible system, but not the fastest.

4541. Atari 8-bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 02:06:05 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <31ur6d$jgj@nyx10.cs.du.edu>
Source record: 99058

256K COMPLETE ATARI SYSTEM FOR SALE:

Atari 800XL with 256K RAM (Newell RAM upgrade), two (2) 1050

floppy disk drives, INDUS GT floppy drive w/carrying case, 850

serial and parallel interface, 1010 cassette drive, Commodore

1702 composite color monitor, misc. software (inluding

ATARIWRITER, ATARIWRITER+ and Atari Spell-Checker) and

magazines. $299. plus shipping or best offer. Please reply by e-mail.

Atari 8-Bit Stuff for sale:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $10.

2)Conversational Italian (learn
Italian with your computer!) - $9.

3) Timewise (Time management), $9.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $4.

7) SOLD

8) SOLD

9) "SynsStock" (Stock charting) $10.

10) "Sargon III" (Chess program) $10.

11) SOLD

12) "GO" (Ancient Japanese game, harder than Chess) $9.

13) "The Newsroom" $10.

14) "Movie Maker" (Animation Construction Set) $10.

15) SOLD!

16) "Proofreader" (Spelling Checker for Atariwriter), $15.

17) "Your Personal Net Worth", $10.

18) "Managing Your Stocks", $10.

19) "Softporn Adventure", $5.

20) "Pinball Construction Set", $10.

21) "Personal Inventory Manager", $5.

22) The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

23) SOLD

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

Your Atari Computer

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY
SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package
offers that move a lot of items!

You may contact me by e-mail at:

CompuServe: 75746,3705
MCI Mail: MZWILLENBERG
INTERNET: 75746.3705@compuserve.com
ZWILLENBERG@delphi.com
mlzwille@nyx10.cs.du.edu

DELPHI: ZWILLENBERG

4542. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 04:06:44 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <31v28k$jke@terminator.rs.itd.umich.edu>
Source record: 99057
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw------- lenn 377 Aug 2 00:30 ./8bit/Misc/psiox002.txt
-rw------- lenn 7069 Aug 2 00:30 ./8bit/Misc/psiox002.zip
-rw-r--r-- lenn 154702 Aug 2 12:40 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4543. Info on XE Game System wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 06:14:27 UTC
From: sydtech@winternet.com
Message-ID: <31v9o3$ol1@blackice.winternet.com>
Source record: 99060

I just picked up one of these things at a thrift shop (including a light gun and keyboard). What are the difference between this and a regular XL? How much memory does it have? I know it's got Missile Command built in, and I reset it holding down a key (Start?) and got BASIC. I also managed to get the self-test stuff that is identical to my 1200XL. One weird thing I did notice: I have a game where the text loader screen does a brightness cycle. This works OK on my 1200, but didn't seem to be working on the XE.

Anyway, hints and general info would be appreciated.

Thanks,
Scott

4544. Re: R:P:CONNECTION!!!!!!!!!!!!! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 07:14:32 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31vd8o$b1g@nic-nac.CSU.net>
Source record: 99061

THAT's the THING..

I can't USE MIO or BlackBox .. What's the point of the R:P:!? An >SIO<
connected fast-modem interface!! :) :)

I betya didn't know I don't have any PBI-port-having XL's didya!? :)

All I've got are a coupla 1200XL's.. no PBI's, so rather than buy an
800XL (might be cheaper) and then get an MIO or BlackBox (WAY more
expensive) or buy a P:R: or an 850 (slower), I'm fussin' about the R:P:! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Beware brand-nameless products. Like my 14.4k modem! :)

4545. Re: PC and Atari in the same screen.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 07:24:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31vdqg$bgc@nic-nac.CSU.net>
Source record: 99077

I've connected an Atari 8-bit to an IBM via capture software/hardware (a $500 setup) and it worked o.k.. (damned thing really needed 60fps! :) MegaBlast (the game) was too jerky!)

As for getting the files over, well, just connect via SIO2PC. I heard (in the SIO2PC docs) that since MSWindows "checks up" on programs, it made the transfers via SIO2PC in Windows putter quite a bit. <sigh> I know how that is (Windows' incessant "what's going on!? >:^| " it does to MSDOS programs).

As for sound, just plug the Atari sound into your stereo or an amp and some speakers.

THEN what ya need to get is a keyboard switch-box and a Trasnkey, then put your Atari under or in the desk or something and operate the Atari 100% from it's slave machine.. the PC! :)

Imagine that! Better than emulation! The real thing, just clinging with octopus like arms (cables) into the IBM's world! Heh heh heh. >:^) Devilish thought!

Itay Chamiel was telling me about an SVGA montior which can be used as a TV (without an IBM.. just hook it up to cable or video-in or something I guess!) That'd be nice. 60fps versus having to be piped in through a port and thru Windows and back out thru the VGA card and FINALLY to the screen! UGH! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
GOOD LUCK! Tell us how it all works! And for gods' sake, get an SIO2PC! :)

4546. SIO2PC problems.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 09:09:20 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <31vk00$fii@nic-nac.CSU.net>
Source record: 99062

Ok.. I've had this problem before a little bit, but OH you should hear it NOW!
Ok.. I have my SIO2PC cable very close to my modem (right above it.. now on
a nice 'case' made out of wood on which the thing is bolded and nailed down..
that's tied with string (for now) to my modem because the thing is so light
that the SIO cable part wriggles it around from the angle I want it at! :))
and when I'm using the modem, and not the SIO2PC (I only have one damned work-
ing COM port so they have to share :^( ) I get HELLA noise and errors when
trying to boot my 1050.

Now, this is fixable by unplugging the SIO part of the SIO2PC, or by plugging
in the RS232 part if I get noise when not using the modem.

I'm just wondering, though, how else can I fix this? The cable is by no
means sheilded. It's like this:

RS232 25-pin plug
5-wire long ribbon cable
Mish-mash of circuitry (the board)
SIO cable (a pre-XL looking Atari one at that! :))

Should I wrap the thing in something? What I guess it's doing is picking up
the data going between my (new 14.4k .. sounded a lot less messy when it was
my 2400) modem and my PC and screwing up the 19.2k bps (right?) SIO trans-
missions on my SIO line.

Man I need a quintopus! :) (My XMM801, well, it's dead, but before that
one of the ports got umm .. torched, shall we say?) (My 1200XL has obviously
only one) (My SX212 (which won't work with my 256k XL .. needs a new PIA
chip in there.. I've got one, but no good soldering equipment with which to
disconnect and reconnect the 256k upgrade) has only one) (My other 1050
seems to have a slightly screwed up SIO port (this must have happened when
I blew out my XMM801, my POKEY and PIA, and maybe even the SIO port in my
SX212! <sigh>))

Does anybody know the specs on the R:P:Connection? Will it have 2 SIO
ports or an SIO cable? Will it need an extra power input? Does it have
on-board R: handler? (I think I heard 'yes') Etc. etc. etc.!

Thanx!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!

4547. Re: I need a European/PAL 8-bit!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 09:40:25 UTC
From: phigan@cyberspace.net
Message-ID: <31vlq9$8ap@cyberspace.com>
Source record: 99063

Jochen Scharrlach (jscharrl@ba-stuttgart.de) wrote:
: Once again for all: I think KE-Soft in Germany (see vendorlist) still
: sells German 800 XE's for 229DM (i.e. about $150 + p&p). But be sure,
: that you have a TV which is able to display PAL!

Heysoos Krist! $150?? Whew...I'd rather just get a pal chip and install it into my 800XL...(yeah right! Wish me luck!)

PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4548. Re: PC and Atari in the same screen.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 10:08:25 UTC
From: phigan@cyberspace.net
Message-ID: <31vnep$8ap@cyberspace.com>
Source record: 99064

Victor Parada G. (vparada@inf.utfsm.cl) wrote:
: I want to place a PC and an 8bit on the same desk.
: Problem: space... the desk is small.
: One solution is to remove the "monochrome monitor" (14" B/W TV set)
: for the Atari and connect the 8bit to a video-blaster-like card on
: the PC, to display Atari screen in a window (or full screen), just
: like any other VCR or camera connected to a PC.

Wow, thats one radical solution. I've got a better one but would still be as difficult...I've got a Mitsubishi Multisync monitor (for $170 I might add!) and it has a video in jack. Whenever I am downloading a program, or just have my PC off, I will use my monitor for my atari...Its really nice quality too...But anyway...OHMYGOSH! One of the greatest movies of all time is on at 3am! Amazon Women on the Moon! "Starring: Lots of Actors!" OOps. This is C.S.A.8...sorry..

PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4549. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 15:41:48 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <h68Q02c.ftooned@delphi.com>
Source record: 99066

Lonnie McClure <lmcclure@delphi.com> writes:

>speed. If 4 megs of non-banked RAM accessed by a 65816 clocked at
>8Mhz would not enough to entice software writers, then the future
>looks somewhat dim. <grin>

I'm not making any promises, but 8 mhz IS possible...
The MARS 8 will initially be set up with a banked-memory scheme
simply to be FULLY compatible.
I'm all for pushing the 8-Bits as far as possible, but it's gonna
take some time and SUPPORT.

4550. Re: MARS8 speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 15:58:30 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <pa2y8oe.ftooned@delphi.com>
Source record: 99087

Glenn M. Saunders <krishna@max.tiac.net> writes:

>doing SOME kind of tricks to get all 4 megs ANTIC accessible). If the
>RAM in MARS8 will be banked in a similar or identical manner to a Newell
>then I would not see it as a very progressive upgrade. There have been
>threads on all the nets regarding bit reassignment in PORTB. We all know
>there simply are NOT enough bits to go around, and personally I do not
>like losing ANTIC banking, even though programmers don't use it much, it

Speaking of tricks...

Amazingly enough, there are methods of having banked memory and not
losing ANY bits or Antic Banking for that matter...

I wouldn't have even considered going to 4mb, if the machine would
have to be crippled in ANY way.

More on this later, as the MARS 8 will be fully documented in the
up coming catalog from FTe.

>MARS8 stand out as being exclusive or unique. FTE has been rather
>close-lipped about the banking scheme and the methods by which carts are
>accessed. I assume they are doing something innovative in both domains,
>but this is only speculation, and barring any interesting info it doesn't
>really prove to "hype" the system to create demand.

The reason for the close-lippidness, is to eliminate the need for
"hype". The MARS 8 will simply have to stand on it's own two feet
after release, and FTe is just making sure that it has a great pair
of hiking boots!!

>accessed. I assume they are doing something innovative in both domains,

I can only hope so... Being truly innovative depends not only on
whether a product is or not, It's really up to the end-user to decide...

I mean, how much time and effort was put into developing Pet Rocks??

The MARS 8 has been a back breaker, and yet somehow I doubt if it will
go the same way as the hoola hoop... <grin>

Oh well, There's always that NEXT project!! Mike

4551. The 14xxXL Series

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 17:10:35 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408061710.AA185113002@relay2.geis.com>
Source record: 99069

Sorry folks, my 1450XL is long gone. I think my post lasted maybe 10 milliseconds before the response started coming in. I bet I could have sold that thing for $2,000 if I'd had the nerve to ask that much....

- Ben Poehland

4552. Re: TV'S VERSUS 1050'S

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 17:33:11 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cu4JFC.AE5@cbfsb.cb.att.com>
Source record: 99070

In article <31q1un$gj1@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>
> 2) Why don't TVs/monitors come PREMADE like that!? (with sheilding)
>

Money. Everything costs money. And most people shop for the cheapest item which will do the job, so manufactuors have an incentive to cut costs to the bone.

--
Richard Dell

4553. Re: PC and Atari in the same screen.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 18:10:30 UTC
From: Jeff_M_Lodoen@cup.portal.com
Message-ID: <119369@cup.portal.com>
Source record: 99076

> As for getting the files over, well, just connect via SIO2PC.
> I heard (in the SIO2PC docs) that since MSWindows "checks up"
> on programs, it made the transfers via SIO2PC in Windows
> putter quite a bit. <sigh> I know how that is (Windows'
> incessant "what's going on!? >:^| " it does to MSDOS
> programs).

I'd be real careful running SIO2PC under Windows. On my
486/33 it just isn't workable; lots of timeouts and errors.
Even if I set the DOS Box settings to exclusive, max out
the timeslices and run it full screen. OS/2 would be better
I guess.

Here's a thought. Does anyone have the SIO2PC source? How
about a Windows specific version? Drag and drop disk images?
I like it already.... :)

Jeff_M_Lodoen@cup.portal.com

4554. Re: SIO2PC problems.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 18:13:20 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cu4LA9.BKu@cbfsb.cb.att.com>
Source record: 99073

In article <31vk00$fii@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>Ok.. I have my SIO2PC cable very close to my modem (right above it.. now on
<deletions>
>and when I'm using the modem, and not the SIO2PC (I only have one damned work-
>ing COM port so they have to share :^( ) I get HELLA noise and errors when
>trying to boot my 1050.
>
>Now, this is fixable by unplugging the SIO part of the SIO2PC, or by plugging
>in the RS232 part if I get noise when not using the modem.
>
>I'm just wondering, though, how else can I fix this? The cable is by no

Try a resistor from pin 2 of the DB25 connector to pin 7 of the
DB25 connector, about 10 K ohms or so, and leave it connected all
the time. If using a DB9 connector, from pin 3 to pin 5.

This may help, if the noise is getting into the 232 converter
front end or if the open line causes the signal to float to close
to the noise threshold.

-
Richard Dell

4555. Re: SIO2PC problems.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 18:25:31 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cu4LuK.C16@cbfsb.cb.att.com>
Source record: 99075

In article <31vk00$fii@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
>Ok.. I've had this problem before a little bit, but OH you should hear it NOW!
>Ok.. I have my SIO2PC cable very close to my modem (right above it.. now on
>ing COM port so they have to share :^( ) I get HELLA noise and errors when
ns>
>trying to boot my 1050.
>
>Now, this is fixable by unplugging the SIO part of the SIO2PC, or by plugging
>in the RS232 part if I get noise when not using the modem.
>

In addition to the pin 2 (3 on DB9) resistor, a resistor on pin 4
of the DB 25 (pin 7 of the |DB9) to pin 7 (pin 5) of about 10 K
would dampen noise floating. (for the RTS line).

if all else fails, a switch on the lin to pin 3 of the SIO plug
would open the line.

--
Richard Dell

4556. 2600/7800/8-bit Carts/Software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 18:28:35 UTC
From: 71450.1050@compuserve.com
Message-ID: <940806182651_71450.1050_EHB132-1@CompuServe.COM>
Source record: 99074

FOR SALE - ATARI 8-BIT SOFTWARE

MicroProse titles:

F-15 Strike Eagle & Silent Service $5.00/each

SSI Titles:

Computer Ambush, Panzer Grenadier, Reforger '88 $5.00/each or
all 3 for $12.50

Various titles:

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator
Package (XLent Software), Winter Challenge $5.00/each or all 3 for $12.50

FOR SALE - ATARI 2600 CARTS

Crystal Castles, Ms. Pac Man, Realsports Football, Space Invaders
$3/each

FOR SALE - ATARI 7800 CARTS

Asteroids, Ballblazer, Choplifter!, Crossbow, Dark Chambers, Dig Dug,
Food Fight, Jinks, Joust, Karateka, One-On-One Basketball, Pole Position II,
Robotron:2084, Xevious, Centipede $5/each or 5 for $20

Karateka (cart only) $3

All items are brand new in original boxes.

All prices include shipping. Multiple quantities may be available for some
2600/7800 titles. If interested, contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

4557. Re: WANTED: Gyruss!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 19:23:40 UTC
From: dwh@delphi.com
Message-ID: <5E+S8UU.dwh@delphi.com>
Source record: 99071

Sydtech <sydtech@winternet.com> writes:

>Was this EVER done for the 8-bit?

Yes. Released as a cart from Parker Brothers. Done pretty well, too.

4558. Re: I need a European/PAL 8-bit!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 19:28:01 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <320o81$shl@news.belwue.de>
Source record: 99078

Joe S. Phigan (phigan@cyberspace.net) wrote:
> Heysoos Krist! $150?? Whew...I'd rather just get a pal chip and install it

Well, you didn't ask for a cheap solution... ;)

> into my 800XL...(yeah right! Wish me luck!)

Good Luck... I think you'll need at least a new ANTIC, GTIA and OS.

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

4559. Re: PC and Atari in the same screen.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 20:42:21 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <320sjd$dpo@nic-nac.CSU.net>
Source record: 99079

Amazon Women on the moon's a RAD movie! :)
We need an Atari game of that! :) <- keeping it a C.S.A.8 topic ;)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4560. antic banking help

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 21:23:28 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9408062123.AA02722@brachot.jct.ac.il>
Source record: 99080

Ok, so I know that on a stock XE you can tell Antic to see or not see extended memory.. but my question is.. what if you've got something that kills this capability (like an expanded XL or 1meg XE)?

Will Antic see the extra banks?

....

--- Itay Chamiel, Jerusalem, Israel, Atari 800 geek since I was 6 ---

4561. Software/Notes Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 22:07:02 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <781_9408061930@flight.org>
Source record: 99084

Quoting from heller@belair.cse.psu.edu (Andrew K Heller)

AK>AND ANYTHING YOU FEEL LIKE SHIPPING TO ME =)
AK>
AK> Andrew
AK>
AK>Anybody got those Atari Calculators from '84? was it?
AK>
AK>(I am trying to complete a Museum so to speak....)

Nope. But I do have Atari's handheld game Touch-me, a small version
of Simon. It's not for sale!

* PabQwk 2.0 #23 * [Pause] - [Press any key to continue or press any other key
to abort]

Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

4562. Re: antic banking help

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 22:16:37 UTC
From: krishna@max.tiac.net
Message-ID: <321246$a6h@sundog.tiac.net>
Source record: 99081

Elad Bruck (bruck@brachot.jct.ac.il) wrote:
: Ok, so I know that on a stock XE you can tell Antic to see or not see
: extended memory.. but my question is.. what if you've got something that
: kills this capability (like an expanded XL or 1meg XE)?

: Will Antic see the extra banks?

Most good upgrades at least have an Antic banking fallback that usually
kills some of the upgrade. Or it will have enough bits to let you do
SOME ANtic banking but not a whole meg. Depends on the upgrade.

4563. Re: The Last Starfighter?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-06 22:18:29 UTC
From: hansolo@ripco.com
Message-ID: <Cu4wMt.Dpo@rci.ripco.com>
Source record: 99082

Matthew David Allen (mateo@rice.edu) wrote:
: Sydtech (sydtech@winternet.com) wrote:
: : There was a thread going on this a few weeks ago and I missed most of
: : it. Well, I dusted off an old disk I came across recently and it had a
: : copy of this on it. What is this? It looks kind of like a coinop game
: : that Atari had out a while ago....I forget the name, Vindicators or
: : something like that. It had a graphic of a rotating planet featured
: : prominently on the screen.

: "Vindicators" was a vertically-scrolling 2 tank game. You would drive
: around and shoot things, pick up stars (which could be exchanged for
: gun power, gun rotation, fuel, etc), and try not to run out of gas.
: It wasn't really flashy, but it was one of those games you can really
: get into. There's a coinop, and a decent version for the NES, but not
: for the 8-bit, I think.

: And no rotating planet, that I remember.

The Last Starfighter is really Star Raiders 2. The original Last Starfighter
name was used because Atari purchased the license rights to it - there is a
movie called Last Starfighter which the game is based on...Starred Lance
Guest, circa about 1984-5. Anyways, the "Last Starfighter" game with the
title and everything was never released in stores (but a copy did leak out and
circulated throughout the world as 'warez')...The game was eventually sold as
Star Raiders 2. Hope this answers your question...l8r
--
___
Chris Olson ___....-----'---'-----....___
Hansolo@GOLDEN.RIPCO.COM ==
IHTFP Shop 12, INC. ___'---..._______..---'___
(___) _|_|_|_ (___)
"No, my eyes haven't glazed ____.-'_.---._'-.____//
over yet." '''''.__`---'__.'''''
'''''
- Uhrick, R.

4564. Re: Info on XE Game System wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-07 00:26:50 UTC
From: bryedewa@news.delphi.com
Message-ID: <3219oa$4lo@news.delphi.com>
Source record: 99083

sydtech@winternet.com (Sydtech) writes:

>I just picked up one of these things at a thrift shop (including a light
>gun and keyboard). What are the difference between this and a regular XL?

The XE Game System is essentially a 65XE which is essentially an 800XL.
It Does lack a parallel expansion connector, and Chroma-Luma video.

>How much memory does it have? I know it's got Missile Command built in,

It has 64K.

>and I reset it holding down a key (Start?) and got BASIC. I also managed
>to get the self-test stuff that is identical to my 1200XL. One weird
>thing I did notice: I have a game where the text loader screen does a
>brightness cycle. This works OK on my 1200, but didn't seem to be working
>on the XE.

Humm, something that works on a 1200XL and NOT on an XE?? Strange. The 1200XL
is the least compatible of the 8-bits.

>Anyway, hints and general info would be appreciated.

The keyboard stinks! Get the TT touch upgrade from Best Electronics for a
soft-click upgrade. :)

>Thanks,
>Scott

You're welcome!
-Bry

4565. 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-07 00:31:05 UTC
From: bryedewa@news.delphi.com
Message-ID: <321a09$4sd@news.delphi.com>
Source record: 99089

Can anyone tell me how to get hold of info on the 65816 /32? I need techie info like command set and the like. Who makes these things anyway?? :)

-Bry

4566. Atari Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-07 02:00:41 UTC
From: cosc19vt@marge.cc.uh.edu
Message-ID: <321f89$h71@masala.cc.uh.edu>
Source record: 99085

I am looking for a Atari emulator. Could anyone please tell me
where I can find one for an IBM PC ?
THX.

--
****
* Konrad W. SZWAB * TK-421 - Warhammer *
* 8619 Ariel * First Imperial Temporal Division *
* Houston, TX 77074 * 17th Heavy Tank Group, Unit 1210 *
* U.S.A. * AERGISTAL *
--
* cosc19vt@simpsons.cc.UH.EDU *
--
NOTE: I collect junk: dead drives, monitors, motherboards
*Instead of throwing it away, you might sell it to me. *
****

4567. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-07 02:30:33 UTC
From: krishna@max.tiac.net
Message-ID: <321h09$cjj@sundog.tiac.net>
Source record: 99086

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:

: Can anyone tell me how to get hold of info on the 65816 /32? I need
: techie info like command set and the like. Who makes these things
: anyway?? :)

There is no 65832. The design is complete but it is just not in
production. It is similar to the 68060's status, but with the '060 it IS
being made in small quantities.

If Nintendo had decided to continue with the 65xx(x) archetecture I think
the 65832 would be numerous but that is not the case.

4568. Re: 65816 info... again

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-07 06:30:54 UTC
From: jharris@cup.portal.com
Message-ID: <119416@cup.portal.com>
Source record: 99088

>: Who manufactures the 65816 (Western Design??), and what is their address/
>: phone#, etc, so I can get some data sheets on it...

Western Design Center
2166 East Brown Road
Mesa, AZ 85213
Phn: 602-962-4545
FAX: 602-835-6442

John Harris - jharris@cup.portal.com

4569. Info on XE Game System wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-07 09:20:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2e44c437@p17.f1540.n244.z2.fidonet.org>
Source record: 99023

Hello Sydtech!

Samstag, 06 August 1994 08:14, Sydtech wrote to All:
S> a light gun and keyboard). What are the difference between this
S> and a regular XL? How much memory does it have? I know it's got
S> Missile Command built in, and I reset it holding down a key
S> (Start?) and got BASIC.
for Missile Command its the SELECT-Key by powering on the XEGS.
The XEGS has 64K Ram in ONLY 2 Ram-Chips...
If anyone knows how to upgrade the Memory to more than 64K please write me :-)

S> Anyway, hints and general info would be appreciated.
I need this too..

Bye
Guido

4570. Re: 65816 info... again

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-07 20:13:24 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Zc9wEIs.lmcclure@delphi.com>
Source record: 99092

In a message dated 8-5-94, Art Twarecki said:

"Who manufactures the 65816 (Western Design??), and what is
their address/ phone#, etc, so I can get some data sheets on
it..."

I believe other companies have a license to manufacture the 65816 (i.e.,
the G65SC816P-3 in my Apple GS is labeled "GTE") but Western Design
Center is indeed the company that created it, and is likely the best
source for information.

I have an old (circa '87) data sheet on the 65816 from when it was
first introduced, but alas, have no good idea where it is at the
moment.

However, I was able to find the contact info (from a recent post
in the comp.sys.apple2 newsgroup:

The Western Design Center, Inc.
2166 East Brown Road
Mesa, Arizona 85213

(602) 962-4545 voice
(602) 835-6442 fax

4571. Re: 65816 info... again

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-07 20:14:04 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Z81QMck.lmcclure@delphi.com>
Source record: 99094

In a message dated 8-5-94, Glenn M. Saunders said:

"I think it is Western Digital (also known for the floppy
controller chips)."

Same initials (WDC), but a different (and smaller) company...Western
Design Center.

4572. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-07 20:14:47 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Z81ycQv.lmcclure@delphi.com>
Source record: 99093

In a message dated 8-7-94, bryedewaard@delphi com said:

"Can anyone tell me how to get hold of info on the 65816 /32?
I need techie info like command set and the like. Who makes
these things anyway?? :)"

See my message in this newsgroup on this date to Art Twarecki. If
you miss it, drop me e-mail on Delphi and I'll respond with the info.

4573. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-07 20:15:31 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ze9SsKr.lmcclure@delphi.com>
Source record: 99095

In a message dated 8-7-94, Glenn Saunders said:

"There is no 65832. The design is complete but it is just
not in production."

I saw a message recently in either the Apple forum on Delphi, or in comp.sys.apple2 about a 658128. Despite the nomenclature, the chip is apparently just a more highly integrated and efficient version of the 65816. Whether the chip is actually slated to go into production, or was simply part of a test batch for use in the machine it was demoed in (a small "palmtop" from the sound of the report), I do not know.

Hanging out around Apple IIgs folk seems to be a good way of picking up 658xx infor. But then, that is not surprising, since they have a more vested interest in that chip family than any other computer owners.

4574. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 04:03:20 UTC
From: aramos@cis.ohio-state.edu
Message-ID: <324aq8INN902@scallop.cis.ohio-state.edu>
Source record: 99101

In article <31dtmv$r9r@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>There is a parrot file format text file which explains the bottleneck on
>playback rate. I don't think we can push the playback rate. Moving to 8
>bit rather than 4 bit samples? Maybe. I dunno.
>
>It's got 5khz response, which is the exact same response as a telephone.
>

Hi everybody, just checking in on the digital sound stuff you guys are doing; I'm glad somebody went ahead and made a sound player that takes advantage of banked RAM. Parrot II had this feature and could store up to 86K of sampled sound on a stock 130XE. It had to; the newer digital hardware could sample as fast as the 8-bit could read it, so memory filled up fast.

To answer some questions about sound playback on the ol' 8-bit, the bottleneck resulting in 5K signal response was the computer's built-in analog _input_ circuits, namely the paddle pot readers. They could be programmed to make a reading every two television scan lines, or roughly 10,400 samples per second. The only way around this was to slow down the audio being sampled.

Playback, however, is not subject to this limitation, as you can hear by playing samples at speed 1. At this speed the frequency response is more like 12K, which is pretty good, although this burned through Parrot II's 86K sample length in about eight seconds. I have several samples made with a prototype of the new hardware that sound quite good, although I don't think the final product was ever released.

As far as the Parrot file format limiting the length of samples, this is not true. Just print the byte-length into the header as an ASCII string and you're fine. My doc says the string is 5 to 6 bytes; this is not a rule, just an observation since most Parrot files were less than 100,000 bytes long. Hopefully now that will no longer be the case :-)

'til next time,

Tony

--
Tony Ramos : inter\active
384 E.17th Ave : ramos.15@osu.edu, aramos@cis.ohio-state.edu
Columbus, OH 43201 : ** computer-mediated environment design **
(614)299-9529 : ** indigo group ** A C E C ** vintage video **

4575. Wanted: Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 04:33:06 UTC
From: aallen@csupomona.edu
Message-ID: <1994Aug7.203306.1@clstac>
Source record: 99096

I'm interested in buying an Atari Portfolio. If anyone has one they can sell
or if you know where I could find a new one, please send E-mail.
Thanks...
-Alden
e-mail: aallen@vmsa.is.csupomona.edu

4576. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 04:41:40 UTC
From: bryedewa@news.delphi.com
Message-ID: <324d24$4r9@news.delphi.com>
Source record: 99097

Sorry to be so redundant. I just noticed that ALL applications of the 65816 are slow (<3MHz) and wondered what this chip could really do. In other words, would an updated Atari 800 series machine be better off with a 65816 or a faster chip with on-board 6502 emulation?

-Bry

4577. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 04:59:45 UTC
From: krishna@max.tiac.net
Message-ID: <324e41$jog@sundog.tiac.net>
Source record: 99098

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
: Sorry to be so redundant. I just noticed that ALL applications of the
: 65816 are slow (<3MHz) and wondered what this chip could really do. In
: other words, would an updated Atari 800 series machine be better off
: with a 65816 or a faster chip with on-board 6502 emulation?

The problem is that in order to do software emulation of the chpset you need something like 10 times the CPu power of the 6502. That's why PCXformer even has trouble because the VGA system is not designed analogous to the Atari's. Something like a 25mhz Amiga could probably do a better job. I'll be curious to see benchmarks on the XL/XE emulation on the Emplant if they ever do it. So if you want anything to run FASTER than 1.79mhz then you'd have more luck trying to break the barrier with the current archetecture. If video technology had progressed through analog video similar to the Amiga then emulations wouldn't be so difficult.

With that being said, even if you can break the barrier and have an 8mhz 65816, the custom chips must still run at 1.79mhz so you've got the start of an ISA bus kind of problem where the video is holding back the throughput so you won't get full 8mhz throughput in most cases. At least, that's how I see it, so it's hard no matter how you attack the problem.

4578. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 05:03:58 UTC
From: krishna@max.tiac.net
Message-ID: <324ebu$jog@sundog.tiac.net>
Source record: 99099

anthony daniel ramos (aramos@cis.ohio-state.edu) wrote:

: Playback, however, is not subject to this limitation, as you can hear by
: playing samples at speed 1. At this speed the frequency response is
: more like 12K, which is pretty good, although this burned through
: Parrot II's 86K sample length in about eight seconds. I have several
: samples made with a prototype of the new hardware that sound quite good,
: although I don't think the final product was ever released.

44khz is CD quality and you rarely see samples that high. 22khz you see
now and then. 11khz samples you see a lot of. If the Atari can keep up
at 12khz that is passable for most stuff.

Why not let us know what this new hardware is like.

We can always try to convert .WAVs but it's not really possible to MAKE
them convert in such a way that you have to play them at speed 1. If you
don't convert them so that they play at speed 1 then you don't get
maximum quality, plain and simple.

I have to pick up Tom's .QXL info. Maybe we can do somehing.

4579. Re: New... sorta!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 05:04:59 UTC
From: krishna@max.tiac.net
Message-ID: <324edr$jog@sundog.tiac.net>
Source record: 99100

Why not an A/D converter through the SIO, cartridge, or PBI ports?

4580. Atari 800XL and 1050 drive for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 07:15:17 UTC
From: bensmith@teleport.com
Message-ID: <324m26$a3s@kelly.teleport.com>
Source record: 99102

Atari 800XL \ 64K \ stock. Buy now and I'll throw in the Power Supply: $50.

Atari 1050 \ Standard 1050 Density \ stock. And I'll throw in the PS: $75.

Atari 850 Interface \ Allows you to hook up standard Printer and Modem \ no Power Supply included: $50.

Do not reply here a I do not read NewsGroups often. My Internet address is: bensmith@teleport.com or call me at (503)256-9974.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4581. Odd MIO problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 15:01:08 UTC
From: kamaro_kid@delphi.com
Message-ID: <BAxyUw8.kamaro_kid@delphi.com>
Source record: 99107

Has the following ever occurred to anybody here??!

I've been using an MIO on a MUX'ed XL for the last several months - mainly just so that machine could have its own hard drive (in addition to the MUX'ed HD), and I was using the MUX'ed printer.

Last night, I decided to hooka printer directly to that MIO..and whamo, the hard drive was no longer accessible.

Unplugging the printer cable from the MIO allowed me to use the hard drive again. How can plugging in a printer on an MIO shutdown the hard drive port?

Mike? You reading this? What can I do? Is your repair facility operational yet?

--James King
kamaro_kid@delphi.com

4582. disk images

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 15:39:07 UTC
From: luf@tiamat.umd.umich.edu
Message-ID: <luf.776360100@tiamat.umd.umich.edu>
Source record: 99108

I've been trying to read my atari disks in an IBM with the various disk reading programs and I've been getting nowhere. I'm using a 360k drive and I've used the DD and SD disk readers and nothing happens other than the occaisonal error or garble. The disks are fine since I've run them off of my 130XE just to see if they were still good or not. If anyone can help, please E-mail me

thanks

Sam Lysinger
luf@tiamat.umd.umich.edu

4583. For Sale: 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 17:16:02 UTC
From: talmage@mentor.cc.purdue.edu
Message-ID: <325p8i$vm@mozo.cc.purdue.edu>
Source record: 99109

```
For sale:
Atari 850 Interface. Best Offer.

Reply to talmage@mentor.cc.purdue.edu

Thanks
Mike
```

4584. Re: 65816 info... again

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 21:16:00 UTC
From: phigan@cyberspace.net
Message-ID: <3267ag$2e9@cyberspace.com>
Source record: 99113

John D Harris (jharris@cup.portal.com) wrote:
: Western Design Center
: 2166 East Brown Road
: Mesa, AZ 85213
: Phn: 602-962-4545
: FAX: 602-835-6442

Hey! I live there...err..here...Coolness...But what does the 65816 do? :)

-------------------------+----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4585. Re: PC and Atari in the same screen.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 21:29:34 UTC
From: phigan@cyberspace.net
Message-ID: <32683u$2ku@cyberspace.com>
Source record: 99114

I would love to get a transkey on my XE. Maybe I could just add my XE somehow inside my PC case..I would only need to make a video to analog switch inside my multisync monitor...Bill, your way is great but expensive and would require a fast computer (with a whole lot of ram!). And I just got a nice util to transfer files to atari disk from my IBM..MyUTIL. Whoever wrote it, ITS GREAT!

-------------------------+----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4586. Re: PC and Atari in the same screen.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 21:32:15 UTC
From: phigan@cyberspace.net
Message-ID: <32688v$2ku@cyberspace.com>
Source record: 99115

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Amazon Women on the moon's a RAD movie! :)
: We need an Atari game of that! :) <- keeping it a C.S.A.8 topic ;)

: -bill
: kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
: William (Bill) Kendrick / | \ ** New Breed Software **

Well why doesn't New Breed Software RIGHT IT?? :) "Okay, you're at the Don Simmons level..Save the black man with no soul and get 20000 points!"

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4587. Re: Atari Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 21:37:07 UTC
From: phigan@cyberspace.net
Message-ID: <3268i3$2ku@cyberspace.com>
Source record: 99116

Has anyone ever seen the 800XL.ZIP or AT800XL.ZIP or something like that? Its an 800XL emulator but I couldn't get it to run on my system. I only have 1 meg ram. It ran fine on the system at school but it wouldn't load any files! Looks like it will only load like a cassette...
Anyone got any info on it?
--

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4588. Re: Wanted: Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 21:39:23 UTC
From: phigan@cyberspace.net
Message-ID: <3268mb$2ku@cyberspace.com>
Source record: 99117

aallen@csupomona.edu wrote:
: I'm interested in buying an Atari Portfolio. If anyone has one they can sell
: or if you know where I could find a new one, please send E-mail.
: Thanks...
: -Alden
: e-mail: aallen@vmsa.is.csupomona.edu

Yeah, you and a bunch of other people...But I DID see one at an auction.
Nobody bought it...10 bucks was like the lowest it went. I would have
gotten it but I didn't have a number..

PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4589. Re: 65816 info... again

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-08 23:27:15 UTC
From: krishna@max.tiac.net
Message-ID: <326f0j$dqk@sundog.tiac.net>
Source record: 99118

Joe S. Phigan (phigan@cyberspace.net) wrote:

: Hey! I live there...err..here...Coolness...But what does the 65816 do? :)

Whatever the Apple][GS or Super Nintendo can do. That is part of what
it can do.

4590. Re: Odd MIO problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 01:00:45 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Aug08.205812.27109@wariat.UUCP>
Source record: 99120

(Kamaro Kid asks why his MIO won't access the local hd when he hooks
up a local printer.)
I dunno. And risking being dumb, I just sure hope you are turning off
the MIO before you plug/unplug your printer in. I have no experience
with the MUX, but I do know that sometimes the printer interface
goes bonkers on a non-MUXed MIO. You might try seeing if both the
hd and the printer will work WITHOUT the MUX.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

4591. Re: Wanted: Portfolio

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 01:03:11 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Aug08.210100.27109@wariat.UUCP>
Source record: 99119

(Somebody is looking for a Portfolio.)
Toad computers, great source of all kinds of Atari stuff from the
latest Falcon 030 to 8-bit hardware and software sells a BRAND NEW
Portfolio for $199, basic configuration I guess. They also have
many accessories and add-ons for the Portfolio.
1-800-448-8623 orders
1-410-544-6943 information
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

4592. Atari 130XE/XF551/800XL/1050/850 for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 02:47:16 UTC
From: bensmith@teleport.com
Message-ID: <326qnk$7sc@sandra.teleport.com>
Source record: 99121

Atari 130XE

800XL

Atari 1050 Disk Drive

Atari XF551 Disk Drive

850 Interface

Power Supplies and Manuals for most.

Contact me if your interested.

Do not reply here as I don't read messages often. Reply in E-Mail at this address: bensmith@teleport.com or call me at (503)256-9974. Ask for Ben.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4593. Mars8 Speculation

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 03:35:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <b46_9408090535@flight.org>
Source record: 99127

Quoting from F Tooned <ftooned@delphi.com>

FT>Lonnie McClure <lmcclure@delphi.com> writes:
FT>
FT>>speed. If 4 megs of non-banked RAM accessed by a 65816 clocked at
FT>>8Mhz would not enough to entice software writers, then the future
FT>>looks somewhat dim. <grin>
FT>
FT>I'm not making any promises, but 8 mhz IS possible...
FT>The MARS 8 will initially be set up with a banked-memory scheme
FT>simply to be FULLY compatible.
FT>I'm all for pushing the 8-Bits as far as possible, but it's gonna
FT>take some time and SUPPORT.

Ok, this sounds fun! When is the catalog going to be out?

-Dag-

* PabQwk 2.0 #23 * << This Is A Test Of The Emergency Tagline System >>

Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

4594. Trade *new* Comm II for computer

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 05:01:59 UTC
From: electra@DGS.dgsys.com
Message-ID: <Pine.3.89.9408090052.A5883-0100000@DGS>
Source record: 99122
Cross-posted to: comp.sys.atari.8bit,comp.sys.misc

Well "new" is a relative term as these Atari Communicator IIs were manufactured some years ago, but they have never been taken out of the box. Everything is there, like the day they left the factory, including the 835 direct-connect modem, the Telelink II cartidges and all docs. In return, I'm looking for systems from the same era or a little earlier:

Compucolor Interact apf Imagination Machine
Vidoe Brain Sorceror Atari 130XE

If you have something else, please let me know, but nothing of the C= 64, TI 99/4A ilk.

Thanks,
Allan

4595. What about multi-coloured graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 10:36:47 UTC
From: HPGGD@dish.gla.ac.uk
Message-ID: <6926D3C62BD@dish.gla.ac.uk>
Source record: 99123

I've got to be honest: I always envied C64 and Spectrum users because *many* of their games were so much better than *many* of those for the Atari 8- bits. There were exceptions and these exceptions probably made up for those which obeyed the rule.
Has anyone seen some of the Games for the Spectrum made by the British company called ELITE? There was one called Attic Attack and it was bloody brilliant - *very* colourful and lovely graphics (yes, on a Spectrum!) The nearest thing I found on my Atari was Starquake and as far as graphics was concerned it quite simply was not in the same league as the above mentioned Spectrum games.
I think that the biggest problem with the Atari 8-bit was/is the lack of colours available in the highest resolution text mode - even the Vic 20 could do better!
Yet some of the 8-bit games were brilliant. Compare them to some of the (expensive) ST games available today! Playability seems to have decreased as hardware specs have increased.
I'd be interested to know what other people think about this.

Gareth Davies.

****
* * *
* Gareth Davies * 'The *woman* YOU gave me *
* * told me to eat the apple...' *
* * *
* * *
****
* * *
* * 53a Kelvinhaugh St, *
* * *
*HPGGD@DISH.GLA.AC.UK * Glasgow, Scotland. G3 8PE *
****

4596. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 12:13:35 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <po+wss-.lmcclure@delphi.com>
Source record: 99124

In a message dated 8-8-94, bryedewaard@delphi.com said:

"Sorry to be so redundant. I just noticed that ALL applications
of the 65816 are slow (<3MHz) and wondered what this chip could
really do."

Not ALL of the applications are slow. Accelerators for the Apple IIGS start out at 6Mhz (the original AE TranswarpGS), and go up to 9MHz (the fastest stock model of the ZIP GS accelerator in my last issue of A+). Evidently, until this very month, the fastest production 65816's available from Western Design were 10Mhz. However, according to news on the net, the first run of "production" 14Mhz 65816's is now in the works. If you would like to order one, price is reportedly only $19.80, but the minimum order is $100. I do have information on a fellow who is accepting single orders for them for $30 each, however.

"In other words, would an updated Atari 800 series machine be
better off with a 65816 or a faster chip with on-board 6502
emulation?"

Given how much emulation of another chip's architecture slows down even the speediest CPU, and the price of REALLY fast CPU's, which do you think?

BTW, if one did elect to emulate the 6502 with another chip, I would vote for one of the ARM series, such as is used in 3DO and the Acorn Archimedes and RISC PC machines. Aside from low cost, low power consumption, and decently high speed, is is likely the closest to the 6502 in architecture. Indeed, the first emulator written for the arm was by Acorn, to run software intended for their older 6502-based BBC computers.

4597. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 12:15:19 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <hI2xEi3.lmcclure@delphi.com>
Source record: 99125

In a message dated 8-8-94, Glenn Saunders said:

"Something like a 25mhz Amiga could probably do a better job.
I'll be curious to see benchmarks on the XL/XE emulation
on the Emplant if they ever do it."

If by 25Mhz, you mean a A4000/040, I imagine it would be like a
turbocharged 8-bit. <grin>

Seriously, from what I understand, the A64 v3.0 emulator for the
Amiga is apparently on par with the 64's speed while running on an
Amiga 1200, which uses a 14.32Mhz 68EC020. While the 64's CPU speed
is close to half that of the Atari 8-bits, the custom chip emulation
should not penalize speed much further on the Amiga. The reason for
this is that while the Amiga's custom chips are likely untapped for
most of the 64 emulation, they would come into their own when emulating
their ancestors.

"With that being said, even if you can break the barrier
and have an 8mhz 65816, the custom chips must still run
at 1.79mhz so you've got the start of an ISA bus kind of
problem where the video is holding back the throughput so
you won't get full 8mhz throughput in most cases."

The difference here is that the chipset in the Atari 8-bit is static.
It is a sure bet they are not going to evolve to a point where they
require any more bandwith than now. No matter how high the CPU speed, the
8Mhz ISA bus was not much of a bottleneck with the original CGA and MDA
cards, because you were only pushing around a maximum of 16K of data.
Only when you expand this to the heady heights of todays resolutions,
where the data handled is hundreds of kilobytes per screen, and you start
to feel choked.

However, since the Atari 8-bit's video chips will never use more
memory than they do now, there seems to be little lost. The big plus
would be in having an expanse of RAM where a faster CPU could go full
blast for accessing RAM, and possibly a secondary high-speed bus for
faster peripherials than can be handled via the SIO or PBI. (However,
about the only thing we have now that is "limited" by PBI speed are
hard disk drives).

I prefer to look at the situation much like the chip RAM/fast RAM
setup on the Amiga, with the RAM seen by the ANTIC chip, and limited
to 1.79Mhz as the "chip" RAM, and the RAM seen only by the 65816, and
accessed at full speed, as the "fast" RAM.

Of course, one could design a processor that would cache reads and writes to "chip" RAM, to give a bigger speed boost to programs that made little or no use of "fast" RAM, but frankly, I think the expense (R&D cost) would be more than it would be worth.

4598. new atari user

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 12:23:32 UTC
From: maxw@blkbox.com
Message-ID: <327sg4$stp@blkbox.blkbox.COM>
Source record: 99129

Hello Atari net gods!
I need some help that I hope you guys out there in cyberspace can provide.
I just found an Atari 600xl, a 1050 disk drive, and a 1010 tape drive at
a garage sale for five bucks. It's a cute little computer, but I know next
to NOTHING about ataris. I would appreciate some help or comments from
Atari users out there on what I should do. I would also appreciate it if
someone would tell me where I can get a DOS disk (any sort) that will
work with this ancient disk drive.
Thanks,
maxw@blkbox.com=--=-=-==-=-=-=-=-=-=--==--==-=--=-=-=-=-=--==---=--==-

4599. Re: The Last Starfighter?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 12:39:30 UTC
From: moran@bnr.ca
Message-ID: <327te2$6bq@bmerha64.bnr.ca>
Source record: 99128

I had this game! Very nice, especially when you shot oncoming
fighters - they sort of spun out of control. Not really as good
as Star Raiders though .. It didn't have that classic feel and
certainly wasn't in the same vein.

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4600. Alternate Reality Works on PC ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 13:27:45 UTC
From: par@nntp.leeds.ac.uk
Message-ID: <PAR.94Aug9142746@dcre.nntp.leeds.ac.uk>
Source record: 99130

I can still fonding remember playing Alternate Reality many years ago on my 800XL. I would love to play the game again. Does anyone know if this game works under any of the emulators available.

I have access to a PC and various Unix boxes.

thanks in advance

Paul

4601. Re: Odd MIO problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 15:43:02 UTC
From: kamaro_kid@delphi.com
Message-ID: <hW+xsa2.kamaro_kid@delphi.com>
Source record: 99131

No, I've left the mio powered on when plugging a printer in. Cant imagine how that could cause any problems...

I'll disable the MUX for that machine and THEN try the HD and printer simultaneously.

--James King
kamaro_kid@delphi.com

4602. Re: Alternate Reality Works on PC ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 16:12:46 UTC
From: moran@bnr.ca
Message-ID: <3289tu$eg4@bmerha64.bnr.ca>
Source record: 99134

Paul Rhodes (par@nntp.leeds.ac.uk) wrote:
> I can still fonding remember playing Alternate Reality many years ago
> on my 800XL. I would love to play the game again. Does anyone know if
> this game works under any of the emulators available.

> I have access to a PC and various Unix boxes.

> thanks in advance

> Paul

There may be a PC version. I know there is an Amiga version of
'The City' as I have it. I don't think 'The Dungeon' made it off
of 8-bit machines though :-(

Gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

4603. Assorted Atari Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 16:48:03 UTC
From: prefect@bigwpi.WPI.EDU
Message-ID: <PREFECT.94Aug9124803@bigwpi.WPI.EDU>
Source record: 99136

Here's a partial listing of some assorted Atari stuff I have for sale (the major highlights anyway)

Atari 130XE (stock)

Atari 800XL board (socketed), pretty mangled case.. Board still works great.

Atari XF551 360K drive (stock, used about a month before I got my first PC)

Atari 1027 LQ printer

Atari 850 interface (I think I have 2 kicking around, it's been a while)

Atari SX212 modems (1 dead, 1 semi functional (as functional as they got))

ComputerEyes video digitizer, with gr.9 software (used for a month)

SpartaDOS X cartridge (another one I had for a month before I went PC)

Atari 1050 drive (rough shape, but it still works)

"your atari comes alive" book.. kinda interesting for hardware hacker weenies like myself.. a little basic, but useful nonetheless.

TONS of books, cables, disks, misc. parts, joysticks, etc, etc, etc.. (too numerous to list -- email me if you want a complete listing of everything)

If you're interested, send me mail.. If the price is right, I'll sell.. Otherwise I'll keep the stuff hanging around and play with SIO2PC one of these days... I'd really *like* to sell everything as a unit, but it's not mandatory I guess... make me an offer.

Thanks,
Steve
--
Worcester Polytechnic Institute - ECE&CS--Class of 97 | prefect@wpi.wpi.edu
Hardware Engineering Intern, Stratus Computer | prefect@hw.stratus.com
Linux - Keep the free flow of information alive | root@sidehack.gweep.net
music.bass.guitar.fortytwo.coffee.dew.gweep.sleep | prefect@cs.wpi.edu

4604. Re: Odd MIO problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 19:43:18 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Aug09.153849.12816@wariat.UUCP>
Source record: 99145

(Kamaro Kid says he leaves MIO on when plug/unplug printer cable.)
Ok, I looked in my MIO docs, 850 doc, and a few other places and could not find a warning to turn off things before plugging/unplugging cables.
I guess it comes from a long time ago. I used to do that (unplug/plug with power up.) I dunno. I think I ruined a printer interface or something. You can cause a short between pins because some of those pins have power to them. I also think you can get strange OS stuff happening, like I remember lock-ups and screens full of garbage.
I know all I have to do is turn off my modem while the disk is accessing and I get a lock up. I guess it is all a little hokus pokus to me, but like Mike or R. Dell or somebody could say if I'm just superstitious or whether there is a basis for my belief.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

4605. Installing Newell Meg 130

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 20:06:39 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <328nkg$a7q@usenet.INS.CWRU.Edu>
Source record: 99132

We're temporarily stuck. In Step 4, wires 1-8 may be connected onto BASIC
_or_ ANTIC. Doesn't it make any difference? What are the consequences of
choosing one over the other? Does whether I want to be able to use the
internal BASIC make any difference?

Thanks,
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

4606. Re: APOLOGY OWED TO JEFF MCWI

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 20:21:52 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <328oh0$aun@usenet.INS.CWRU.Edu>
Source record: 99144

In a previous article, pab@cnx.sccsi.com (Pab Sungenis) says:

>himself deserving of. Are you man enough to admit that AC was a
>mistake?

Was?

Atari Classics
5507 Longford Court
Concord, CA 94521-1614
1 Year 2 Years 3 Years
USA 2rd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

4607. Re: PC and Atari in the same screen.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 20:28:44 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <328ots$bj7@usenet.INS.CWRU.Edu>
Source record: 99133

In a previous article, phigan@cyberspace.net (Joe S. Phigan) says:

>and would require a fast computer (with a whole lot of ram!). And I just
>got a nice util to transfer files to atari disk from my IBM..MyUTIL.
>Whoever wrote it, ITS GREAT!

Charles Marslett and Mark Vallevand. I agree, MyUTIL is the best of the
bunch.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

4608. Pab Sungenis' Contributions

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 21:30:11 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2E479E21@POST0.LAAFB.AF.MIL>
Source record: 99137

At Current Notes, we are very grateful for Pab's contributions to the Atari 8-bit world. He not only wrote a fine article for our magazine on SpartaDOS Super Sector Maps, but he also provided two excellent programming efforts that we reviewed. (PabQWK reviewed by Bill Mims and the annunciator program, reviewed by Mike Todd). I personally view Pab as "one of the good guys."

Let's stop picking on each other in public. Let's be sensible and not so sensitive about all this. Take it "off-line" if you think you've been wronged or if you think someone else has wronged you or someone else. IMHO, there's no need to involve everyone else's bandwidth on these matters. We all have private email address.

reaserrl@post2.laafb.af.mil
r.reaserjr1@genie.geis.com
72130.2073@compuserve.com

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

4609. German FidoNet

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 21:54:32 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2E479C4D@POST0.LAAFB.AF.MIL>
Source record: 99135

A little while ago, Guido Lehwalder asked about possible Atari 8-bit echo feeds in Germany. A quick search of the FidoNet Nodelist using the keyword "Germany" yielded the following:

LEGEND: Node Number, BBS Name, Phone Number, Baud Rate, SysOp Name, Location

2:3824/1, Zonegate Eur NorthAm, 49-431-338087 9600, Jens Mueller, Germany
2:3824/3, Zonegate Eur Aust, 49-431-338087 9600, Jens Mueller, Germany
2:3824/4, Zonegate Eur LatinAm, 49-431-338087 9600, Jens Mueller, Germany
2:24/24, Euro Star, 49-431-338087 9600, Jens Mueller, Germany
2:24/244, BitNet Gate, 49-6128-45411 9600, Frank Koehler, Germany
2:24/777, TipTop Germany, 49-69-7073131 9600, Klaus Wietrzichowski, Frankfurt
2:24/999, I/O-Gate Germany, 49-69-779022 9600, Klaus Wietrzichowski, GER
2:241/0, NDS/HB-NET, 49-511-5419912 9600, Peter Rohde, Germany
2:245/0, RHEINLAND-PFALZ NET, 49-6841-12767 9600, Werner Cappel, Germany
2:246/0, United Network of Germany, 49-7472-21034 9600, Volker Imre, Germany

It looks like Jens Mueller would be a good person to call, since everything going in and out of the country appears to go through him. I could probably do a search on "49-" and get all the FidoNet BBSes in Germany if that would be useful. I have to make a long distance call from California to Florida when I do this. James Baker who runs 221B Baker Street BBS has a neat online tool that lets you sort through the latest and greatest FidoNet Nodelist. Where does Guido live and what is his phone number. If I did a search on his "city/area code" I could get a manageable list put together. I think there are a gazillion Fido BBSes in Germany. I started to get the whole European list and gave up after I nearly filled my harddrive with just the ones in Scandinavia.

This BBS (in France, I think) actually is on the Atari 8-bit Echo now and several posts have come from it. You might check with Bertil on leads.

2:203/22, STraight BBS, 46-31-363973, 9600, Bertil Jagard, Partille

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

4610. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-09 23:26:39 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <119601@cup.portal.com>
Source record: 98927

I've seen some of the more recent 65816 data. I also recently purchased an Apple IIGS accelerator that runs at 5+ MHz. The latest versions of the 65816 run at 10 MHz I believe & compare favorably with the 8 MHz 68000 & 8 MHz 80286. For the last couple of months I've been fooling around with the 8 bits clock, it seems like the final top speed for an 800 may be somewhere around 2-2.5 MHz. 2 is in the bank, 2.5 I'm not sure about & 5 crashes the computer badly with the 120 nsec dram I've got in my machine. I'm not sure if this is the dram or most likely the support chips. BTW: When I said 5 MHz I meant crystal or 2.5 MHz system clock. From what I've heard, the benefits of only a 12% to <50% increase in clock rate leaves most people under whelmed. I'm not doing anything with the Antic refresh rate so the screen should be able to do interlaced modes without as much flicker, but since the clock rate is changed, all the sio etcetera is different so timming for things like telecommunications would not work without a major rewrite. To get a 65816 up to speed it's going to need cache ram which is beyond my limited abilities.
/s

4611. Re: 65816 info... again

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 00:34:26 UTC
From: jharris@cup.portal.com
Message-ID: <119620@cup.portal.com>
Source record: 98926

>...But what does the 65816 do? :)

The 65816 chip is a 6502 compatible, 16 bit processor. It adds many new instructions and addressing modes, 16 bit registers, block memory moves, and much more.

John Harris - jharris@cup.portal.com

4612. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 00:34:40 UTC
From: jharris@cup.portal.com
Message-ID: <119621@cup.portal.com>
Source record: 98928

>Sorry to be so redundant. I just noticed that ALL applications of the
>65816 are slow (<3MHz) and wondered what this chip could really do. In
>other words, would an updated Atari 800 series machine be better off
>with a 65816 or a faster chip with on-board 6502 emulation?

The 65816 can go to 16 MHz I think. I know 8 MHz for sure. Existing 65816 designs may have been influenced by either costs, or by late availability of faster chips. But it will definitely go faster.

The 65816 chip is also potentially quite a bit faster than the 6502 at the same clock speed. Moving memory is over twice as fast. Good use of the 16 bit registers can make code twice as fast also. Other addressing modes and instructions can improve both code speed and size. Most importantly, the 65816 can address up to 16 Megs of linear addressed RAM. All of these things would make significant improvements to an Atari, but would have to be programmed specifically.

Applications heavily dependant on memory moves, such as a text editor, can very likely be patched with the 65816 block move instruction with very little effort. A 2x speed increase is very likely.

Other than that simple example, running existing 8 bit software at a faster speed is a difficult problem. While an 816 CPU might easily run at 8 MHz, the custom Atari chips are still going to have to run at 1.79, creating a dual-speed machine where you will only get the fast speed when using memory outside the base 64K where the custom chips reside. Much like the chip RAM and fast RAM architecture in the Amiga. Since most existing 8 bit applications would run in the 64K 'slow' section of memory, they would not take advantage of the faster CPU.

The way around that, as I understand it, is to redesign the Atari custom chips so that they can run at a faster clock speed. While this creates lots of incredible possibilities, the costs, time, difficulty, and feasibility of such an exercise would be prohibitive.

Anybody happen to have the schematics of the ANTIC etc. chips handy? :-)
That would shorten the development cycle tremendously.

John Harris - jharris@cup.portal.com

4613. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 01:18:07 UTC
From: krishna@max.tiac.net
Message-ID: <3299sf$he5@sundog.tiac.net>
Source record: 99138

Lonnie McClure (lmcclure@delphi.com) wrote:
: BTW, if one did elect to emulate the 6502 with another chip, I would
: vote for one of the ARM series, such as is used in 3DO and the Acorn
: Archimedes and RISC PC machines. Aside from low cost, low power
: consumption, and decently high speed, is is likely the closest to
: the 6502 in architecture. Indeed, the first emulator written for the
: arm was by Acorn, to run software intended for their older 6502-based
: BBC computers.
:

Amiga Emplant is using the "precompile on the fly" technique for Intel
emuation. This first pass is the trick for getting amazing throughput
compared to emulating the CPU realtime. Same could be done with older
CPUs for throughput that would blow the doors off of PCXformer.

So it all depends on how you go about it.

4614. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 01:24:42 UTC
From: krishna@max.tiac.net
Message-ID: <329a8q$he5@sundog.tiac.net>
Source record: 99139

Getting more throughput out of ANTIC/GTIA is beneficial. It has been stated that their speed suits their reslutions. Not really the case entirely. Faster blitting could facilitate polygon animation for one thing. And more color stuffing per screen approaching that of Hold And Modify. So although I think it is unlikely that ANTIC/GTIA can be overdriven or that they will get a formal update, it WOULD have been worthwhile. No graphics mode takes more than 8K of RAM. By the time the 130XE came out, these restrictions were meaningless. A host of additional color depth resolutions would have been possible because there was more than enough RAM to spare. A mode that takes up to 64K would have been possible by using ANTIC banking and dumping screen memory to all 4 banks and have it go through a standard screen cycle reading through the entire 64K leaving all of the main 64K available for CPU code. That is the great magic of ANtic banking, that you essentially get a separate video ram area. But Atari didn't try getting a hardware 80 collumn mode or 320x192x16 GTIA modes or anything. So even within the 64K 1.79mhz limit there was room for expanding what ANTIC/GTIA could generate.

4615. Re: What about multi-coloured graphics?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 01:29:59 UTC
From: krishna@max.tiac.net
Message-ID: <329ain$he5@sundog.tiac.net>
Source record: 99140

One of the benefits of the Atari 8bit was its many text modes. In fact, ANY bitmap mode could be used as if it were a text mode for fast animation using redefined character sets. This was used to good effect in Ballblazer.

The flexibility of the myriad of graphics modes and the dli tricks with the Atari far outweigh the superficial specifications of the individual vanilla modes. But many C= and Apple lovers bring up the 16 vs 4 or 1.5 color depth issue in bitmap/text modes. It's just not that easy to compare 16 FIXED colors with 1.5, 2, 4, 16 hue/shade resolutions from a 128 or 256 color palette. .GIF files demonstrate the benefits of PALETTED fewer colors per screen vs. FIXED colors to use.

4616. Re: Assorted Atari Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 01:31:14 UTC
From: krishna@max.tiac.net
Message-ID: <329al2$he5@sundog.tiac.net>
Source record: 99141

Stephen S Richardson (prefect@bigwpi.WPI.EDU) wrote:

: ComputerEyes video digitizer, with gr.9 software (used for a month)

I'll offer you $40 for this!

4617. MIO 256K vs. 1MB

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 01:45:26 UTC
From: bryedewa@news.delphi.com
Message-ID: <329bfm$nv0@news.delphi.com>
Source record: 99142

I was wondering, what is the difference between a 256K MIO and a 1MB one?
Is the upgrade manageable?

-Bry

4618. Re: MIO 256K vs. 1MB

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 02:09:28 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Aug09.220711.18496@wariat.UUCP>
Source record: 99143

(Bry asks about feasability of upgrading a 256k mio to 1 meg.)
I think such an upgrade is quite more than trivial. The drams are
special and other differences. The question is a bit moot since the
thing to do is wait for FTe's catalog and see what kind of upgrade deal
you can get for your 256k mio. The new mios are gonna have 80 col.,
like FAST 80 col. and other improvements, if I'm not mistaken.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

4619. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 03:10:52 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Aug10.031052.23803@vpnet.chi.il.us>
Source record: 98972
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its August meeting on Tues. Aug. 16 at 7:30 PM (7PM setup), at the College of DuPage, Room K157 (the K building is located on 22nd St. just west of Lambert Rd., in Glen Ellyn). The scheduled demos are: 8-bit: SynFile; ST/TT/Falcon: Tentatively, CD-ROM on a Falcon.

Everyone is welcome to attend.

For more information, send me E-Mail at one of the addresses below, or call SCAT's Graceland North BBS at (708) 545-2554 and leave Mark Biallas or me a message. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

4620. Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 03:19:42 UTC
From: rw@u.washington.edu
Message-ID: <329h0e$d6m@news.u.washington.edu>
Source record: 99146

Does anyone out there know of any BBSes in the USA that still carry
atari 8-bit software? If so, please post or mail me.

4621. 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 09:12:57 UTC
From: pronk@dialis.hacktic.nl
Message-ID: <776538264.AA06547@dialis.hacktic.nl>
Source record: 99027

> BTW, if one did elect to emulate the 6502 with another chip, I would
> vote for one of the ARM series, such as is used in 3DO and the Acorn
> Archimedes and RISC PC machines. Aside from low cost, low power
> consumption, and decently high speed, is is likely the closest to the
> 6502 in architecture. Indeed, the first emulator written for the arm
> was by Acorn, to run software intended for their older 6502-based BBC
> computers.

I use an Acorn A5000 and I would love to emulate an atari on it. The 6502 emulation is indeed very good but I don't know if there is enough processor speed left to emulate the custom chips. Does anyone have sources for the chip emulation?
Without those I would need all the documentation on the chips. Some parts of the rom would need a rewrite to handle IO.

- Eddy

4622. Re: Alternate Reality Works on PC ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 18:34:06 UTC
From: pop@teradata.com
Message-ID: <6577@tdbunews.teradata.COM>
Source record: 99152

In article <3289tu$eg4@bmerha64.bnr.ca> moran@bnr.ca (Gavan Moran) writes:
>Paul Rhodes (par@nntp.leeds.ac.uk) wrote:
>> I can still fonding remember playing Alternate Reality many years ago
>> on my 800XL. I would love to play the game again. Does anyone know if
>> this game works under any of the emulators available.
>
>> I have access to a PC and various Unix boxes.
>
>> thanks in advance
>
>> Paul
>
> There may be a PC version. I know there is an Amiga version of
>'The City' as I have it. I don't think 'The Dungeon' made it off
>of 8-bit machines though :-(
>
>Gavan
>
>--
>email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
> OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

There is/was an IBM version of The City. I haven't been able to
find The Dungeon, however (it doesn't exist?)... Several key points
about the 16-bit version (IBM) vs. the Atari 8-bit:
1: The graphics aren't as nice. (They COULD have been though!!) They
are using either CGA or EGA (CGA is 4 color, so we'll forget that
for the moment)... In EGA, the sky never changes colors (day turning
to night) the sun is a bla white circle in a field of cyan.. I've
never gotten the good day changing like I have on the Atari..
2: Though the text to the songs played in the taverns ARE in the .EXE's,
you never ever see them... and of course there aren't any music in
the taverns (there could have been)
3: In the IBM version you can join GUILDS and learn and cast spells..
Certain stats have to be a certain level AND they have to be
"accepting applications at this time".. :)

Looking back through my old AR news letters, it seems that The City
came out about the same time that The Dungeon came out for the 8-bits.
(Sept. '86 or so?) It seemed, according to the newsletters that it
was a very well loved game, and lots of people were playing it...
Go figure. I think EA owns it now, and then killed it. (In favor
of Bards Tale?)

Ah well..

--
||| Patrick Palmer | pop@elsegundoca.ncr.com
v AT&T Global Information Solutions | Ph: (310) 524-5000
/\ /\ 100 N. Sepulveda Blvd 20-149 | FAX: (310) 524-5520
/// \\\ El Segundo, Ca 90254 | Page:(800) 258-0000 2290492

4623. HELP! Hooking up 2 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 19:58:34 UTC
From: sydtech@winternet.com
Message-ID: <32bbha$rra@blackice.winternet.com>
Source record: 99006

I just got another 1050 today, and am having a bit of a problem....

The drive works just fine by itself - boots up, reads/writes, etc. The problem is trying to get it to work with my current 1050 drive. I've tried every combination of disk select settings and cables, and I just can't get the thing to work properly as a second disk drive. I even tried making it the master boot drive and my current 1050 the second drive, and that doesn't work either. Try to get a directory from DOS and I get an error 38. Try the same thing from inside 850 Express and I get the same thing...

Is there some trick or specific combination of things I have to do to set this up properly?

Thanks...
Scott (who's never had more than 1 drive on his 8 bit!)

4624. Re: HELP! Hooking up 2 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 20:15:01 UTC
From: sydtech@winternet.com
Message-ID: <32bcg5$rv1@blackice.winternet.com>
Source record: 99005

Sydtech (sydtech@winternet.com) wrote:
[snip]
: I get an error 38. Try the same thing from inside 850 Express and I get
: the same thing...

Er, that was supposed to be an error 138....

4625. HELP: XEGS Cart Slot Failure

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 22:34:44 UTC
From: sydtech@winternet.com
Message-ID: <32bkm4$sst@blackice.winternet.com>
Source record: 99014
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I picked up one of these at a thrift shop recently, and it works fine, except for one annoying problem: the cartridge slot doesn't work! Everything else on the thing seems to work, including the built in BASIC, the built in Missile Command, and booting from a 1050 drive.

I took it apart and looked carefully at the slot. Besides tightening up the contacts a little bit, there's nothing visibly wrong with it - all the solder points seem to be in place...

I'm looking for suggestions on what else to look into - I hate to let a good piece of classic equipment go to waste!

Thanks.....Scott

4626. HELP!!! Antics Magazines Wanted!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 22:37:57 UTC
From: btallis@cv.hp.com
Message-ID: <CuCC79.5wM@hpcvsnz.cv.hp.com>
Source record: 99009

Hello all... A few years back ('83-'84) Antic Magazine published a few articles about how to conrol servos or motors with the Atari computer. If any of you might have these articles, PLEASE write me back or call. I've been looking for these articles for a long time and can't seem to find my old copies. I will gladly pay for these articles, so I would be glad to hear from you. Thank you.

Brad Tallis
btallis@cv.hp.com

*** If God drops acid, does he see people? ***

4627. Intel Demo Side B's "SoundTracker 3.0"! WOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-10 23:43:28 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940810164325.24011abf@sonoma.edu>
Source record: 99147

<This message is sent both to c.s.a.8 and Hard Soft, where I got my copy of the Intel Demo (because the copy at an FTP site was corrupt)>

WOW! The thing sounds INCREDIBLE! HOW did they pump 8.25khz out of the Atari doing that type of sound!? Yikes! :) I know a few folks in Atari sound who'd be quite interested in hearing this I'm sure (like Glenn Sauders, for example)

Where can I get a MOD -> MD8 converter!?

Are the folks who made Fampy on Internet? I know the creator of MODPlay 1.22 is.

Thanx!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Whoa, it's weird posting and mailing at the same time!

4628. Re: new atari user

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 00:08:46 UTC
From: ral@iglou.com
Message-ID: <1994Aug11.000846.17562@iglou.com>
Source record: 99013

> NEW ATARI USER
>
> 9 Aug 1994 12:23:32 GMT
> The Black Box, Houston, Tx (713) 480-2686
>
>Hello Atari net gods!
>I need some help that I hope you guys out there in cyberspace can provide.
>I just found an Atari 600xl, a 1050 disk drive, and a 1010 tape drive at
>a garage sale for five bucks. It's a cute little computer, but I know next
>to NOTHING about ataris. I would appreciate some help or comments from
>Atari users out there on what I should do. I would also appreciate it if
>someone would tell me where I can get a DOS disk (any sort) that will
>work with this ancient disk drive.
>Thanks,
>maxw@blkbox.com=--=-=-==-=-=-=-=-=-=--==--==-=--=-=-=-=-=--==---=--==-

If you have no disks at all, the best thing to do would be to find the local Atari user group (if there is one in the area) and pick up a copy of DOS 2.5. If that isn't possible, I know that my user group would probably mail one out for around $3 or so. That should cover postage, disk and envelope.

The 600xl is a bit of a oddball. It only has 16K but can be easily upgraded to 64K. The upgrade takes 3 pieces of wire and 2 memory chips which can be bought for around $2.50 each. I have plans around here somewhere that describe how to do it. I could probably include them in with the copy of DOS 2.5. There is a minor amount of soldering involved and you have to pull a pin or two out of a socket. Other than that, it's about a 30 minute job.

I know that there is a user group in the Alamo area, and I think one in Houston as well.

--
------ Rich Link -------
------ ral@iglou.com ---

4629. Re: Intel Demo Side B's "SoundTracker 3.0"! WOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 02:05:56 UTC
From: phigan@cyberspace.net
Message-ID: <32c124$lsv@cyberspace.com>
Source record: 99149

KENDRICK@sonoma.edu wrote:
: <This message is sent both to c.s.a.8 and Hard Soft, where I got my copy of
: the Intel Demo (because the copy at an FTP site was corrupt)>

I've been talking to the guy from Hard also. He said he'd send me a copy.
I am even more anxious (sp?) now..

--

-------------------------+----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4630. Hobby Tronic 90 secret

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 02:08:19 UTC
From: phigan@cyberspace.net
Message-ID: <32c16j$lsv@cyberspace.com>
Source record: 99148

I know this demo is four years old but I'll say it anyway. I found that when the Gnome demo was being loaded and I held down START (it would then blink twice while skipping the two gnome demo parts) and I'd see three demos which I hadn't seen before..One was REALLY cool (cuz I love dots!). Why doesn't anyone do dot tunnels on the atari?

PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4631. Re: Hobby Tronic 90 secret

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 02:15:19 UTC
From: phigan@cyberspace.net
Message-ID: <32c1jn$lsv@cyberspace.com>
Source record: 99150

Or maybe I just hadn't seen those three because I can't hit START during
the gnome demo unless I do it in the beginning...

```
-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
```

4632. Re: HELP: XEGS Cart Slot Failure

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 02:45:44 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Aug10.224458.11458@wariat.UUCP>
Source record: 99151

(Scott asks about xegs cart slot.)
Immediately comes to mind using an eraser or some other cleaner for the
contacts.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

4633. AC: Final Farewell

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 03:00:35 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408110259.AA164763989@relay2.geis.com>
Source record: 99153

ATARI CLASSICS: Final Farewell August 10, 1994

It pleases me greatly to report that the issuing of refunds to all former subscribers to the old AC is now essentially complete, and as of this date the original publication may be considered officially terminated.

I wish to officially announce my departure from the AC Staff, and hereby declare my resignation therefrom in the positions I occupied, Managing Editor and Circulation Editor.

The status of refunds at this time is as follows:
1.) A batch of 88 refund checks, representing the last of the American refunds and all of the Canadian refunds, was posted on August 9 and should be in the hands of their intended recipients shortly.
2.) A batch of 18 IPMOs and bank drafts, representing refunds to overseas subscribers, was posted today. The IPMOs will take a few weeks for postal processing before final delivery.
3.) Unicorn Publications is presently working up 17 credit card refunds to overseas subscribers. Notices of account credits will be mailed out shortly by Unicorn Publications from Ann Arbor, Michigan.

All together, a total of 351 refunds has been/are being issued. The refund policy as announced in the April AC was followed very nearly as given, except in the case of Australian refunds: one Australian refund was denied and the remainder made by bank draft, in consequence of the discovery that IPMOs are not available to Australia.

The entire stock of back issues of the old AC has been transferred to the magazine's new management in California, including back issues of the AC Software Disk. I will no longer respond to inquiries concerning back issues or subscriptions to AC. Individuals desiring such information about the new AC should contact:

ATARI CLASSICS Magazine
5507 Langford Court
Concord, CA 94521
ATTN: Jim Hood, Managing Editor

A number of people have asked what role I will play in the new AC. I've made myself available to the new management in a consulting/support capacity over the past 6 months and expect to continue in that role for as long as they desire my services. Many people have begged me to continue my "Alchemist" column in the new AC, but regrettably circumstances will not permit me to make contributions of that nature in the forseeable future.

In consequence of unprecedented instability now sweeping the U.S. pharmaceutical industry in the wake of political turmoil surrounding the

Clinton national health plan proposals, many scientists in that industry are experiencing the loss of their jobs and wreckage of their careers. I am one of them. In June the department where I worked for 13 years was abolished, and I became unemployed. A few weeks later I received news that my mother has been diagnosed with terminal cancer. In a few days I'll be leaving for an extended visit to Mesa, Arizona to attend my mother's needs. I trust the 8-bit community will forgive me for placing these serious concerns far above any continued participation in Atari magazines. However, I anticipate being an 8-bit user for quite some time to come, and of course I'm a charter subscriber to the new AC.

The slow pace of refunds over the summer on the part of Unicorn Publications initially hobbled the efforts of our California colleagues to restart the magazine. Many loyal readers apparently held off subscribing to the new AC until they had received their refund from the old AC. By encouraging Unicorn to complete the refund process in a timely manner I expect to see a corresponding boost in support for the new AC in the weeks ahead. Feedback I've received from readers in response to the refund program has consisted mainly of expressions of astonishment that the policies stated in the April issue were actually followed and people had a cash refund in hand from an Atari magazine for the first time in the history of Atari computers. I'm very proud of the legacy AC established in dealing "up-front" with its loyal supporters and hope the new management will continue the tradition.

I don't have any real figures for the present level of support for the new AC, but reasonable estimates place it at around 200 paid subscriptions. Based on my experience I believe the revived publication will probably top out with a subscriber base in the range of 300-350. Unpublished manuscripts remaining in my hands were turned over to the new management following their promise to continue the same policies toward author compensation that I originally established. Recently they've begun aggressively recruiting a staff, and I'm pleased to report many of the former AC Staff will be serving the new publisher. I'm also aware the new management has been in contact with Unicorn Publications to secure transfer of the magazine's 2nd Class mailing permit. They've also made local arrangements that will permit them to print the new AC far more cheaply than Unicorn did, which means they'll be able to survive financially with a smaller subscriber base. All indications point to a revival of AC very soon, I would guess September but must admit that's purely speculative.

Finally, many people have questioned why it was necessary to shut down AC and start it up anew instead of just having the old publisher turn over operations to the new. First, I must point out that plans to shut down AC had already been laid in January 1994, well before Bob Woolley became actively involved in saving the magazine and securing a new publisher. Once the presses began to roll it was too late to stop the process; the best I could do was extend support to the new effort. Second, back in February no one knew what level of support a revived AC might attain. Staff morale was extremely low due to the sharp falloff in renewals in Dec.'93/Jan.'94, and even Bob Woolley and Jim Hood were concerned there might not be enough support to warrant their continuing the effort. The whole period of January-May 1994 was fraught with

unknowns, anxiety, chaos, and instability-- punctuated by power blackouts and disruptions caused by the Killer Winter of '94 (which left me with $2,000 in property damage and a huge mess to clean up). For Unicorn to turn over AC to an unknown third party in such a climate would have been an act of catastrophic stupidity. Due to the uncertainty of future support, Bob Woolley and I mutually agreed any continuation of AC would have to be an independent effort. And finally, neither the Staff nor Publisher of AC had the authority to transfer the magazine's operations even under ideal conditions. Had AC been threatened by some external event (for example, the collapse of its publisher), it would have been within the scope of my authority to transfer the operation elsewhere. But instead, AC was threatened by a failure of support from the very community that brought it into existence. In conferring with Jeff McWilliams (de facto representative of the 615 people whose response to the mail campaign of 1992 authorized him to ask me to start the magazine), we agreed that in view of the situation the correct response was to "give AC back" to the community that authorized its existence. The only way to do that was to release the Staff back to the community and distribute the magazine's financial resources back to the community. We have in effect given AC back to the community from whence it sprang, in consequence of the community's failure to support the original mandate.

People should bear in mind that the revival of AC in California is totally independent of the original AC. All the support given by elements of the old publication to the new have been at a purely personal level, none of it official. For the past 8 months I've walked a fine line between strict adherence to the original proposals upon which AC was founded and my own personal desire to see the AC Experiment live on. Through the intervention of Bob Woolley and a mutual spirit of informal cooperation between elements of the old and new publications, I believe I can at last claim success on both accounts. We have been through a trial by fire, from whence a new AC will arise as a Phoenix from the flames.

For some of you, the refund you receive(d) is merely a check, to be cashed and spent. But for others- those of you still capable of dreaming- that refund check is a ticket to be used to vote yet a second time to continue what still stands as one of the most unique events in the history of personal computers. I hope people will realize the extraordinary effort that has gone into giving the community a second chance to vote, and that you will do so wisely.

Respectfully submitted,

Benjamin L. Poehland
<Managing Editor>
<Circulation Editor>
ATARI CLASSICS Magazine

4634. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 03:34:36 UTC
From: jharris@cup.portal.com
Message-ID: <119728@cup.portal.com>
Source record: 98933

>Amiga Emplant is using the "precompile on the fly" technique for Intel
>emuation. This first pass is the trick for getting amazing throughput
>compared to emulating the CPU realtime. Same could be done with older
>CPUs for throughput that would blow the doors off of PCXformer.

One of the things that makes this EMPLANT trick possible, I believe, is the way file formats on all newer machines are designed to be relocatable. The object file itself contains all of the locations of any addresses used in the program, so that they can be relocated when the program is loaded. Without this information, it wouldn't be possible to distinguish immediate data from addresses, and precompiling couldn't be done accurately. Much the same problem as creating source code from a disassembler.

I also expect a lot of compatability problems with the code translation approach, and EMPLANT is going to have an interpretted mode to fall back on.

A 6-8 MHz 65816 is extremely fast. Many times faster than an Intel CPU at the same clock speed. It's more than fast enough if applications are written for its native mode.

Another neat thing about the 65816, is that it is the only 8-bit to 16-bit evolution where code on the 16-bit machine will wind up smaller, all other things being equal. It's a really efficient implementation.

John Harris - jharris@cup.portal.com

4635. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 03:34:42 UTC
From: jharris@cup.portal.com
Message-ID: <119729@cup.portal.com>
Source record: 98932

>Well, there is one limiting factor, and that is that GTIA generates color
>using the standard 3.59 MHz color clock model, meaning that it can only
>change colors at that rate which is basically what the 160 across mode
>does. This is divided in half for the CPU. If GTIA were no longer limited
>to NTSC compatibility, it could be run faster (with modification) and used
>to drive RGB screens instead. I agree that by the 130XE, there should have
>been SOME change to the graphics modes.

The Amiga is a good example of what can be accomplished, without breaking away from the NTSC scan rates. The first models were capable of 16 colors in 640x200 resolution. Current models display up to 256 colors at 1280x200. (Or 400 vertical using interlace, or 262,000 colors using HAM). All of this can be output directly to NTSC, and while you could never distinguish individual dots at that res, it's great for generating characters with very little staircasing effect. Plus the colors let you anti-alias to smooth the characters even further.

That being said, an ANTIC/GTIA at twice the bandwidth would be able to do 2 colors at 640x200, 4 colors at 320x200, 16 colors at 160x200, and also 4 color players. That would be pretty useful, and not make a major impact on RAM speeds and costs. I wish Atari would have done it.

Basically, the Amiga chipset is operating at 8 times the bandwidth of the Atari 8 bit chips. The new ones at 4 times faster than that.

John Harris - jharris@cup.portal.com

4636. Re: AC: Final Farewell

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 07:53:05 UTC
From: bryedewa@news.delphi.com
Message-ID: <32cld1$gj8@news.delphi.com>
Source record: 99016

Ben,

I sincerely wish you strength in your situation, and I appreciate all you have selflessly given to such niche audiences as we. Without your efforts, many of us would be living with senseless design mistakes made ages ago, and we certainly would not have the understanding of our chosen machines that we have now. I regret that I did not take advantage of AC! the first time, and as I watch the computer industry lose its personality on a day by day basis, I appreciate what supporting such efforts are truly worth.

My prayers are with you.

-Bryan Edewaard

4637. AHHHH!!!!!!! 3D POLYGON GRAPHICS!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 08:29:00 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940811012901.2400e2ab@sonoma.edu>
Source record: 99154

Oh, you folks wanted 3d star destroyers!? Check out the 3d polygon
stuff in Intel Demo side A! F'ING >> AWESOME! <<

Anyways, I had much trouble before with the thing, but now I found that if you
boot up a copy of Chaos Loader (I got a copy of it and CHINIT on a KESoft demo
disk mailed to me a while ago) and then insert the Intel A disk and select one
of the IBM-filenames (CONFIG.SYS, IBMBIO.SYS, AUTOEXEC.BAT, etc..) I hadn't
noticed those last time, but those are the actual files of the demo! Can't
load it from DOS but hell, Chaos Loader stays resident (just do RESET back to
it) and takes nil time to boot! (the code is IN the boot sector! NICE!)

Anyways.. man I almost died when I saw some of this stuff! YEEEOW!

Ok I shut up now and get back to work :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Our5oft coders are GODs! :) (well, so are many other coders, but TONIGHT
they RULE)

4638. Re: new atari user

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 10:35:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940811103519MIS0160@MVS.UDEL.EDU>
Source record: 99017

>The 600xl is a bit of a oddball. It only has 16K but can be easily
>upgraded to 64K. The upgrade takes 3 pieces of wire and 2 memory chips
>which can be bought for around $2.50 each. I have plans around here
>somewhere that describe how to do it. I could probably include them in
>with the copy of DOS 2.5. There is a minor amount of soldering involved
>and you have to pull a pin or two out of a socket. Other than that, it's
>about a 30 minute job.

For those of us who are 'hardware challenged' B&C Computervisions lists
a plug-in upgrade for the 600XL for under $20. My latest catalog is
2 years old, but I think they are still in business. They are in
California and their phone # is (408) 986-9960.

Roger Cole

4639. Intel Outside

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 11:07:05 UTC
From: phigan@cyberspace.net
Message-ID: <32d0op$c2c@cyberspace.com>
Source record: 99007

To those who have seen this wonderful demo, how can I get past the big dot plane (1500 or so dots?)??? I can't hit space or anything! Wouldn't you know it? A demo that promisses PLASMA and other stuff (kinda like Cool Emotion promissed all that good stuff) and I can't load it! bah! At least the sound on the back is cool (good thing I have a USD now!)...

```
-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
```

4640. Re: HELP: XEGS Cart Slot Failure

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 12:21:39 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Aug11.081818.18563@wariat.UUCP>
Source record: 99012

(Followup to my own msg. re- xegs cart. slot.)
You probably already inspected the cart contacts and the slot contacts.
But just in case, a little more. You can use an eraser or emory type
sandpaper on the cart. For the slot contacts, a point of a knife or a
metal fingernail file, cut square on the end if you have to, would
work. Then give a blast of air to blow out the filings. I think the
contacts are gold on my 800xl cart. slot, which means very little
scraping should be done or use a pretty soft cleaner.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

4641. Re: HELP: XEGS Cart Slot Failure

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 13:08:03 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <32d7rj$551@usenet.INS.CWRU.Edu>
Source record: 99015
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

Try cleaning it. Break apart a SNES, Genesis or NES system cleaning kit
piece, and cut it to fit the slot. Do this about 50 times and then try
a cartridge. If it still doesn't work, try again. You can clean the
system cleaner piece with an eraser.

This also works for every other classic system I've seen, it just needs to
be cut to the right size.

Mike
--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

4642. Re: Newell 256k help?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 14:59:54 UTC
From: winston@merk.com
Message-ID: <CuDLnv.1Dp@merk.com>
Source record: 99038

On Thursday, August 4, 1994 at 11:29:51 -0500 (5:29pm EDT ?)
A644690C@vax.edinboro.edu (A. Conover) wrote:

AC> I have a Newell 256k board that a friend gave me a long time ago,
AC> but no documentation. My RAMbo combatable hack upgrade (a friend
AC> of mine built years ago) seems to have died. Instead of fixing it,
AC> I just want to install the Newell.... but I have some questions:
AC> ...
> ...
AC> -Adam Conover.
AC> a644690c@edinboro.edu

Wes Newell can be reached directly on the FIDONET on the international ATARI 8-bit echomail message base called -- simply -- "ATARI". His FIDONET e-mail address is located in Wylie Texas and he participates in the ATARI FIDONET Echomail message base. I'm sure that he could "matrix netmail" you specific answers to any of your inquiries (although I do not speak for Wes.)

P.S. If someone else would like to post a FIDONET e-mail node address, so much the better, but I do not know it off of the top of my head....

4643. ANTIC pin numbering

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 16:03:36 UTC
From: MCURRENT@carleton.edu
Message-ID: <01HFS46GD9HO8WXM5W@carleton.edu>
Source record: 99008

Where's pin 1 on the ANTIC? We noticed a dot by what's usually the last numbered pin. Hopefully this would explain why my machine with MEG130 installed is giving nothing but a black screen.

Reply by e-mail if possible,

4644. HELP!!! Antic Magazines Needed!!! HELP!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 16:23:36 UTC
From: btallis@cv.hp.com
Message-ID: <CuDpJC.G1w@hpcvsnz.cv.hp.com>
Source record: 99020

Hello All-

I am looking for a few articles from old Antic Magazines. I think they were published somewhere
arround '83-'85. There were 3 articles on how to control motors or servos with your Atari computer. If any of you might have these articles, please, please respond. I will gladly pay for the articles and your time. Thank you very much.

Brad Tallis
btallis@cv.hp.com

*** Right now I'm having amnesia and Deja Vu at the same time. I think I've forgotten this before. ***

4645. Re: new atari user

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 17:34:22 UTC
From: cmwagner@gate.net
Message-ID: <32dneu$lnt@tequesta.gate.net>
Source record: 99010

Max Watson (maxw@blkbox.com) wrote:
: I need some help that I hope you guys out there in cyberspace can provide.
: I just found an Atari 600xl, a 1050 disk drive, and a 1010 tape drive at
: a garage sale for five bucks. It's a cute little computer, but I know next
: to NOTHING about ataris. I would appreciate some help or comments from
: Atari users out there on what I should do. I would also appreciate it if
: someone would tell me where I can get a DOS disk (any sort) that will
: work with this ancient disk drive.

It's not exactly an ancient disk drive, but as I recall the 600XL only has 16K RAM (upgradeable to 64K -- probably more), which probably isn't enough to run most of the good programs. If you need help in locating an OS and terminal package then I would be more than happy to help you out, I don't know if you will be able to use it tho. I have an 800XL which comes with 64K of RAM and have seen upgrades to 512K. Still dreaming about doing an upgrade, just don't want to tear apart my computer and do jumpers.

4646. Re: HELP! Hooking up 2 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 17:49:50 UTC
From: cmwagner@gate.net
Message-ID: <32dobu$c56@tequesta.gate.net>
Source record: 99011

Sydtech (sydtech@winternet.com) wrote:
: : I get an error 38. Try the same thing from inside 850 Express and I get
: : the same thing...
: Er, that was supposed to be an error 138....

That would be device timeout (no drive found) according to SpartaDOS and it is probably the same back to Atari DOS, the settings on a 1050 for drive one are you should see only black on the left (the white switch should be behind the black and both should be all the way to the left). For drive two it is: white should be on the left, black on the right. It might be a bad SIO port, try changing your connections, if it is your original drive then make it two and don't use the SIO port that you were trying to chain another drive to, that might be the problem. But you might be simply making a mistake with drive switches.

4647. Tons of old atari 8 bit stuff 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 18:40:41 UTC
From: ericson@ucssun1.sdsu.edu
Message-ID: <32drb9$qqk@gondor.sdsu.edu>
Source record: 99024

I am in the San Diego Area, and have ben hanging on to a ton of
old atari 8 bit stuff that i really do not need.. here's a list, if
anyone would like to make me an offer on all of it or any part, please
leave me mail and I will return it as soon as possible:

130xe
800 w/ 256k piggyback upgrade
850 interface
Rana 1000 Drive
1050 Drive
ADC 1200 modem
Cables for modem, and printer
A ton of old disks

I have the cables for everyhing, and I believe I have most of the
documentation for the majority of the pieces...

Thank you ...
K. Ericson (Flagg on irc)

4648. 130XE Freddie vs RAMBO

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 18:54:52 UTC
From: bryedewa@news.delphi.com
Message-ID: <32ds5s$7bs@news.delphi.com>
Source record: 99025

I was wondering, what is the difference between using a RAMBO and a 130XE when it comes to bank switching? Is RAMBO capable of banking differently for Antic and the 6502 like Freddie?

-Bry

4649. Re: HELP: XEGS Cart Slot Failure

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 19:21:11 UTC
From: sydtech@winternet.com
Message-ID: <32dtn7$6ur@blackice.winternet.com>
Source record: 99031

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Scott asks about xegs cart slot.)
: Immediately comes to mind using an eraser or some other cleaner for the
: contacts.

Tried that first thing. Nada.

4650. Re: 2600/7800/8-bit Carts/Software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 19:45:52 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <32dv5g$p3s@walters.East.Sun.COM>
Source record: 98994

Interested in Microprose's Silent Service for the 8bits
that I saw you had advertised in comp.sys.atari.8bit

Still have it ?

What are your terms of exchange ?

-- Curt

Curtis H. Wilbar Jr.
curtis.wilbar@east.sun.com

4651. Re: ATR-8000/Z-Tec 1000/HArd disk

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 19:58:17 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <32dvsp$p3s@walters.East.Sun.COM>
Source record: 98993

```
>CW> Again, I'm looking for information on how to low level format a MFM
>CW> drivecontrolled by a Xebec bridgeboard connected to the Z-tec 1000
>CW> piggybackboard for the ATR8000. I have several formatters, all of
>CW> them simply lock
>CW> up the ATR8000... I don't know if they need to be given addresses to
>CW> work,or there is some bad hardware, or what... (and of course, I have
>CW> no docson the Zetec-1000 or the Xebec bridgeboard)....
>
> Me too! Except that I am using an Adaptec 4000a card. WIll the Z-Tec
>work with this? Will it work with a SCSI drive?????? Someone MUST know!
>--- FreeMail 1.09
> * Origin: Tim's BBS * Erie, PA * 814-825-1731 * (1:2601/566)

I believe it will work with an Adaptec ADB4000 series (4000,4000a,4010) that
has been wired for SASI. I have the ADB4000 manual, and if I recall
correctly, the info on how to do that is in there.

As I originally posted this, I have contemplated formatting with the ACB400A
configured for SCSI on a Sun. Then change the ACB4000A to SASI (and pray
it doesn't need to be reformated when you make that change), and then it
would be low level formatted and I could use it on my Atari. I prefer not to
do this, as I do not want to be changing board configuration (and it's not
just a jumper change as I recall), and having to use another computer in
order to low level format a hard disk for my atari).

Well, I've begged and begged and begged.... and it has proved reasonably
fruitless..... I have had one response saying that they know an Atari
HD guru, and if he knows anything, he will e-mail me.

If I do figure out and obtain the formatting programs, I will post to the
group for the benefit of the group..... and quite possibly upload to the
Atari archive.....

-- Curt

curtis.wilbar@east.sun.com
```

4652. Re: FlickerTerm80 Set-up cont'd

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 20:01:36 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <32e030$b89@nyheter.chalmers.se>
Source record: 99019

In article <31ft2o$dce@mtu.edu>, Jeffrey J. McWilliams <jjmcwill@next5> wrote:
>Eric Layton (ericl@bert.cs.byu.edu) wrote:

>: FlickerTerm80, but the DOS I was using. I can't get it to run with
>: SpartaDOS 3.2 or DOS 2.5. I don't have MyDOS, but finally got
>: everything (almost) working right on SuperDOS 4.4. Has anyone got

>: -- Eric

>Somebody got it working with SpartaDOS-X, it was either Mike Todd or
>Michael Current, I've not been keeping close enough track to remember which.
>I've used it with SpartaDOS 3.2d and it works okay, both with my
>P:R: Connection and Rverter cable.
>
*
*Just make sure that you issue a KEY OFF if you are using spartadods 3.2d,f
* -------

>Jeff

Fredrik Lundholm

Fredrik Lundholm DDD OO L
D D O O L - RECORDS
d1dol@dtek.chalmers.se DDD OO LLLL

4653. Re: German FidoNet

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 21:08:08 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <32e3vo$bhg@nyheter.chalmers.se>
Source record: 99036

Well, this BBS is located in Sweden,
One of my favourite BBS's..
Me and Per-Erik Peterson has made a few posts through it, though we are
both fido-points now, however the link seems to have been cut with the US
presently.. No new echo mail in a month..

>
>Rick Reaser
>

Fredrik Lundholm
2:203/230.1

4654. Re: German FidoNet

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 21:16:37 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <32e4fl$bie@nyheter.chalmers.se>
Source record: 99030

```
In article <32e3vo$bhg@nyheter.chalmers.se>,
Fredrik Lundholm <d1dol@dtek.chalmers.se> wrote:
>Well, this BBS is located in Sweden,
>One of my favourite BBS's..

Regarding STraight BBS +46363973
-2:203/221

sorry for the messed up posting..

Fredrik Lundholm
```

4655. To Brad Tallis (stuff about Antic Mags)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 22:02:34 UTC
From: rkim@mars.uucp
Message-ID: <32e75q$fai@nic-nac.CSU.net>
Source record: 99021

Brad, I tried E-Mail, but it didn't seem to work.

I do have one of the articles on servo control (part 3). It contains
BASIC/Forth code examples. Why not give me your address (U.S. mail)
and I'll mail it.

Later,
Rich K.
email> rkim@mars.calstatela.edu

4656. Re: WANTED: Atari assembly langauge info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 22:19:40 UTC
From: Conrad Tatge <tatge@delphi.com>
Message-ID: <JU2Tk1U.tatge@delphi.com>
Source record: 99029

If you're looking for valuable source code to compare to the game,
check out my game INCOMING in the Delphi Database. I just found
it posted after being published in ANALOG 8 years ago.

4657. SIO2PC format question

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 22:42:36 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Aug11.224236.11821@ultb.isc.rit.edu>
Source record: 99032

I have a quick question about the SIO2PC disk image format,
for whoever knows the answer for sure.

I've heard of a small conflict on double density (secsize=256)
disk images, dealing with the first three sectors. I know that
on the real disks, they are stored as single density.
Now, in the SIO2PC format, are those three sectors padded to
256 bytes, so that the start of any sector can be found with:
ofs = 16+((sec-1)*256)
as an offset into the SIO2PC file,
or are they stored as only 128 bytes each, so that you have to
do:
if(sec < 4)
ofs = 16+((sec-1)*128;
else
ofs = 16+128*3+((sec-4)*256)

I've been using the first method (the simpler one, even though
it wastes 384 bytes) but will gladly switch to the second method
for compatibility if that's what is currently used. Does
anyone happen to know?

(I've heard of XF2 having a problem with this for SIO2PC....
does anyone also know which way XF2 does it?)

- Frank

feb6399@ultb.isc.rit.edu

4658. Re: 130XE Freddie vs RAMBO

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-11 23:04:08 UTC
From: krishna@max.tiac.net
Message-ID: <32eap8$hkk@sundog.tiac.net>
Source record: 99018

BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:

: I was wondering, what is the difference between using a RAMBO and a 130XE
: when it comes to bank switching? Is RAMBO capable of banking differently
: for Antic and the 6502 like Freddie?

The Freddie allows banked memory to be split so that ANTIC can see an independent memory bank from the CPU. This allows you the freedom to move screen memory outside of the main 64K. This is a great boon for programmers if they ever used it. They'd gain a good 8K or so of usable memory this way. The Newell simulates the Freddie I think, but the RAMBO is a dummy upgrade. The problem with hacks like Newell and Rambo and such is not that it's hard to mimick the Freddie and Antic banking, it's that you only have a handful of bits for bank addressing and the only way to get to big upgrades is to move away from the XE-banking model and stick to "vanilla banking".

I proposed using a 2nd PIA because you would have a full 8-bits to play with outside of PORTB but the problem is that no software can see it so a fallback to PORTB up to the maximum without ruining XE compatibility is still necessary and this creates a complexity for the hardware and the potential RAMDISk handlers to use 2 different addresses simultaneously.

Somehow FTE worked around this problem.

It was really Atari's screw up. Atari could have made a 2nd PIA standard on the XE's and map it right into the motherboard and we wouldn't have had this problem.

But by 1985 the Bucholz/Rambo was already defining a banked-ram standard and Atari followed their technique rather than looking at the problem with bit addressing with larger upgrades.

4659. Atari Reference Card (sorry, not yet)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 01:41:32 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <199408120140.VAA07408@postbox.acs.ohio-state.edu>
Source record: 99022

Well, so much for my hope of having that thing done in a week. (What was that, 3 weeks ago?) Things suddenly got even busier for me; I haven't had any time to even read the newsgroups, let alone type the reference card. It looks like I'll be able to get back to it in 2-3 weeks, after my final exam in my MIPS assembly language class. (Why couldn't they have a 6502 class instead? :-)

See you all in a couple weeks.

---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | rfunk@freenet.columbus.oh.us

4660. Re: To all german users !

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 02:16:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e4ae9bc@ct.se>
Source record: 98956

From: per-erik_peterson@asb2.ct.se

In The summer 30.07.94 Wrote Frederik Holst following stuff...

FH> /T-NETZ/RECHNER/ATARI/8BIT.
FH> If it is not in your local BBS, write me a netmail, I'll tell you,
FH> where the next BBS is, that routs this area.

And what language is used in that Net.??

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

4661. Re: To all german users !

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 02:17:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e4aea91@ct.se>
Source record: 98955

From: per-erik_peterson@asb2.ct.se

In The summer 30.07.94 Wrote Frederik Holst following stuff...

FH> Many of you may think that CSA8 is the only group dealing with your
FH> littel ATARI,

No we have Amarican AtariNet and Fidonet also. That meeting roots between those 2 Net. But the import to Europe from USA is down for the moment and I'm shure wanna now wy. There is some more in this Newsgroup here who also is joining Fido/Atarinet.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

4662. Re: Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 02:31:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e4aee02@ct.se>
Source record: 99054

From: per-erik_peterson@asb2.ct.se

In The summer 01.08.94 Wrote Rob Quianthy following stuff...

RQ> Anyone out there with info on BBS software, please respond. I have
RQ> modem, harddrive, and an 800XL with a burning desire to become
RQ> a BBS. What can I do?

If you read the FAQ you will find this dev.

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

...but I dont think you nead to look there now. Here you have evrything you
need. I have baught BBS Express Pro for my self but I havent start it up yet as
I want to work whith it some more weeks first.!!

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

4663. Re: 130XE Freddie vs RAMBO

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 04:44:41 UTC
From: bryedewa@news.delphi.com
Message-ID: <32eunp$bu2@news.delphi.com>
Source record: 99026

Ahh, thanks for the info. Yes, it seems to me that being able to use
banked RAM seperately for Antic and the CPU could be a real advantage.

-Bry

4664. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 08:01:51 UTC
From: bryedewa@news.delphi.com
Message-ID: <32fa9f$kpo@news.delphi.com>
Source record: 99035

pronk@dialis.hacktic.nl (Eddy Pronk) writes:

>I use an Acorn A5000 and I would love to emulate an atari on it. The 6502
>emulation is indeed very good but I don't know if there is enough
>processor speed left to emulate the custom chips. Does anyone have sources
>for the chip emulation?
>Without those I would need all the documentation on the chips. Some parts of
>the rom would need a rewrite to handle IO.

>- Eddy

Wow, an Acorn user! Being in the US, I've never even seen one (though
I've heard they are quite fast). I wrote a 6502 emulator for the Atari
Falcon030, but could not get decent speed out of it. I tried some DSP
coding to make it faster, but the whole thing got too complicated. The
custom chips are best documented by Atari's 400/800 hardware manual, and
the book "De Re Atari". You will need a decent chunk 'o code just to
convert Display List driven video into a bitmap. I'm considering
different ways to emulate hardware acurately so that all games will run,
but I have not actually started this project again (maybe on a 486 this
time, yeah, I know they SUCK to program). The trick to a successful
emulator is one that keeps count of the number of 6502 instructions it
has done per VBL so it can attempt to account for hardware tricks.

-Bry

4665. 810 Drive alignment Program for Heads!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 08:39:21 UTC
From: bensmith@teleport.com
Message-ID: <32fcfp$s7o@linda.teleport.com>
Source record: 99028

Does anybody have a copy of a program which will let you align 810 drive heads? Please reply in E-Mail to this address: bensmith@teleport.com.

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4666. Re: PCXformer and SIO2PC comments and questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 11:09:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940812110934MIS0160@MVS.UDEL.EDU>
Source record: 99037

In article <khaley.776694161@nova>,
khaley@nova.gmi.edu (Kevin Haley) writes:

>I recently tried out Darek Mihocka's PCXformer 8bit emulation software
>on my 486, and I must say I was very impressed. I have the public domain
>version 2.0, and I have a few questions on 3.0 and SIO2PC.

I was also very impressed. I am planning to order version 3.0
>
>In the docs for PCXformer 2.0, it states 3.0 will be out soon and will
>support sound, P/M collision detection, and joystick support. Is this
>version out yet? Did anyone get it or try it out? And if so, how well
>does it work?

I don't remember where I saw it, but I think the end of September
was the planned release date. I'm sure that when it is released,
there will be a FLOOD of messages about it.
>
>Also, where can I get info on setting up an SIO2PC connection between my
>old 130XE and 486? I have tons of software for my old XE, and now that I
>have seen a good emulator for the PC line, I'd like to port some of it
>over. But I need the docs and instructions (as well as necessary programs)
>to accomplish this. If anyone can direct me to the right place to obtain
>these things, that would be greatly appreciated.

A software-only alternative is UTIL available at the UMICH archive. If you
have a double density capable drive on the Atari (Indus, XF551, Rana,
etc.) and a 5 1/4 drive on your PC, you're in business. Just copy
your Atari files onto a true Double Density (180K) diskette formatted
with MYDOS. Pop the diskette into your PC, run UTIL and the files
will be transferred perfectly onto your hard disk. The instructions
that come with UTIL on the UMICH archive are rather sketchy, but
adequate. If you need further instructions, contact me via EMAIL.

Roger Cole
INTERNET: Roger.Cole@MVS.UDEL.EDU

4667. PCXformer and SIO2PC comments and questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 12:22:41 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.776694161@nova>
Source record: 99033

I recently tried out Darek Mihocka's PCXformer 8bit emulation software on my 486, and I must say I was very impressed. I have the public domain version 2.0, and I have a few questions on 3.0 and SIO2PC.

In the docs for PCXformer 2.0, it states 3.0 will be out soon and will support sound, P/M collision detection, and joystick support. Is this version out yet? Did anyone get it or try it out? And if so, how well does it work?

Also, where can I get info on setting up an SIO2PC connection between my old 130XE and 486? I have tons of software for my old XE, and now that I have seen a good emulator for the PC line, I'd like to port some of it over. But I need the docs and instructions (as well as necessary programs) to accomplish this. If anyone can direct me to the right place to obtain these things, that would be greatly appreciated.

Thanks in advance.

/Kevin

4668. Re: Atari Emulator

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 12:30:37 UTC
From: khaley@nova.gmi.edu
Message-ID: <khaley.776694637@nova>
Source record: 99034

cosc19vt@marge.cc.uh.edu (Wladislaw Szwab) writes:

>I am looking for a Atari emulator. Could anyone please tell me
>where I can find one for an IBM PC ?
>THX.

Get xf2.zip, at wuarchive.wustl.edu in
/pub/msdos_uploads/emulators/atari_800. It's an excellent emulator, from
what I've seen of it so far.

/Kevin

4669. Re: Alternate Reality Works on PC ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 14:59:34 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Aug12.145934.3264@ultb.isc.rit.edu>
Source record: 99048

In article <PAR.94Aug9142746@dcre.nntp.leeds.ac.uk> par@nntp.leeds.ac.uk (Paul Rhodes) writes:
>I can still fonding remember playing Alternate Reality many years ago
>on my 800XL. I would love to play the game again. Does anyone know if
>this game works under any of the emulators available.
>
>I have access to a PC and various Unix boxes.
>
>thanks in advance
>
>Paul

Actually, now that I've got that little PSIOX (Parallel SIO Xfer) utility I wrote that makes ESIO2PC files (extended SIO2PC, with bad sector information) I was able to make ESIO2PC files of the alternate reality disks and boot it up under my emulator... Everything worked fine up until the nice 128-color gate scene where you pick your attributes, and then it locked up. It *did* however give me the correct display-- it just didn't change at all, and it didn't react to any keys.

I'll see if I can figure it out and fix it so it works (yes, I want to play it again too, just for nostalgia's sake) after I get the rest of the emulator ready for release. I'm integrating it with the PSIOX stuff and all my virtual device stuff.

Just for those who don't know-- for the past year, I've been trying to release my Atari 800/XL/XE emulator for X-Windows. (It'll compile on any machine with Unix, and run in text mode if you don't have X-Windows, or it'll work in SVGA mode on a PC running Linux, so it's fairly portable. Shouldn't be too tough to work under DOS either except that I don't have any good development tools under DOS, since I don't really use it)
It's not quite as fast as XF2, I must admit, since it's all in C, and made for portability, but it is far more compatible. (yes, it *does* do the collision detection for P/M graphics, and even some sound, although just through PC speakers right now, since that's all I've got)

As soon as I have it integrated with the other stuff I was doing, I'll release everything.

(and in the meantime, if anyone can send me the format for DiskComm, or any source code that deals with it, it would save me a ton of time and let me release this sooner, rather than reverse-engineering the format....)

Later...

- Frank

(feb6399@ultb.isc.rit.edu)

4670. Re: Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 19:34:39 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <32gisg$614@usenet.INS.CWRU.Edu>
Source record: 99040

In a previous article, rw@u.washington.edu (RWW MD) says:

>Does anyone out there know of any BBSes in the USA that still carry
>atari 8-bit software? If so, please post or mail me.

The Atari Classics Atari Bulletin Board System Listing is kept by Lawrence Estep, whose address is given in the FAQ. (e-mail me for a copy of that)
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

4671. Re: new atari user

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 19:37:47 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <32gj2b$641@usenet.INS.CWRU.Edu>
Source record: 99041

In a previous article, MIS0160@MVS.UDEL.EDU (Roger Cole) says:

>For those of us who are 'hardware challenged' B&C Computervisions lists
>a plug-in upgrade for the 600XL for under $20. My latest catalog is
>2 years old, but I think they are still in business. They are in
>California and their phone # is (408) 986-9960.

Their phone number is the same, but they have a brand-new address. If
anyone needs it, just let me know and I'll mail you my updated
vendor/developer list.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

4672. Re: PCXformer and SIO2PC comments and questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 19:58:57 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <32gka2$7mf@usenet.INS.CWRU.Edu>
Source record: 99042

In a previous article, MIS0160@MVS.UDEL.EDU (Roger Cole) says:

>will be transferred perfectly onto your hard disk. The instructions
>that come with UTIL on the UMICH archive are rather sketchy, but
>adequate. If you need further instructions, contact me via EMAIL.

It may be worth pointing out again that the version of UTIL in myutil.arc
is significantly easier to figure out than all the other versions. I would
suggest that everyone who likes UTIL should be using MyUTIL.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

4673. Re: Intel Outside

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 20:12:41 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32gl3p$nvl@nic-nac.CSU.net>
Source record: 99039

Actually, like I said before, just get Chaos Loader or something, then tell it to load those IBM-mocking files: AUTOEXEC.BAT, IBMBIO.SYS, CONFIG.SYS, etc. I believe NC or NCMAIN is the 3d-poly demo, and whatever is after that is the final scroller (I know! not much!)

I was actually surprised that those files are the acutal programs, not just a dummy directory like in most demos.

Anyways, I can't get past that waving dot thing either (how much do you wanna bet that's just character bitmaps? It's SOO repetative :)) but if you boot with a tiny-loader you'll be able to skip it entirely and see the TRULY AWESOME stuff!!! :)

Where can one contact Our5oft? I have their address from their really small demo (the one that did three graphics modes per scanline and that ton of player/missles) but is that still current!?

Thanx!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
"The Pledge of Allegiance says '..with liberty and justice for all'.
What part of 'all' don't you understand?" --Rep. Pat Schroeder (D) Colorado

4674. Re: PCXformer and SIO2PC comments and questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-12 20:24:45 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32glqd$olg@nic-nac.CSU.net>
Source record: 99043

Hi.. PC XFormer 3.0 isn't done yet, but I'm sure you'll like the docs (grin) cuz I'm writing them. I may actually ask Darek if I can publish a smaller version of it (with less emulator babble) for the rest of us 8bitters. It's becoming a simple little reference for newbies just like the FAQ I wrote, but not in an FAQ format (cuz that'd be sorta dumb for a manual :))...

Anyways, Darek is (last I heard, a few months back when I started the project of writing the docs) is on vacation. His last official release date for 3.0 was September, but I'm pessemistic, because I know how projects tend to take a bit longer. (esp. since I had to explain some of ColorView and Graphics 9 to him! :) hehe.. he's more of a 400/800'er than an XL/XE'r it seems!) But what do I know, like I said, I haven't talked to him in a LONG time.

What I CAN say though is, if 3.0 looks anything like the latest versions of the ST Xformer (so far as the interface) it's going to be one HELL of a program! :)

Good luck! Hey, what ever happened to the 130XEC (emulator card for PCs?)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Speaking of projects.. :)
What machine does Windows 4.0 work best on? A 35mm slide projector.

4675. Re: SIO2PC format question

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 00:52:19 UTC
From: tgreen@metronet.com
Message-ID: <CuG7r8.Aow@metronet.com>
Source record: 99049

In article <1994Aug11.224236.11821@ultb.isc.rit.edu>,
F.E. Barrus <feb6399@ultb.rit.edu> wrote:
>I have a quick question about the SIO2PC disk image format,
>for whoever knows the answer for sure.
>
>I've heard of a small conflict on double density (secsize=256)
>disk images, dealing with the first three sectors. I know that
>on the real disks, they are stored as single density.
>Now, in the SIO2PC format, are those three sectors padded to
>256 bytes, so that the start of any sector can be found with:
> ofs = 16+((sec-1)*256)
>as an offset into the SIO2PC file,
>or are they stored as only 128 bytes each, so that you have to
>do:
> if(sec < 4)
> ofs = 16+((sec-1)*128;
> else
> ofs = 16+128*3+((sec-4)*256)
>
>I've been using the first method (the simpler one, even though
>it wastes 384 bytes) but will gladly switch to the second method
>for compatibility if that's what is currently used. Does
>anyone happen to know?
>
>(I've heard of XF2 having a problem with this for SIO2PC....
>does anyone also know which way XF2 does it?)
>
> - Frank
>
>feb6399@ultb.isc.rit.edu
>

from a quick look at the source code, its looks to
be the second method. afs & my s2pc file image util
agree. However, it looks like the image file size
is set as if the first 3 are 256 bytes. Hmmm.

Todd

--
Todd Greenfield
tgreen@metronet.com

4676. 800XL MPU pin numbering?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 01:40:50 UTC
From: vimx <vimx@delphi.com>
Message-ID: <x03SUJa.vimx@delphi.com>
Source record: 99047

I have a couple of atari XL boards. I would like to modify them to run with a different processor because I like the unique graphics capabilities of Atari, but not the 6502. The chip in the XL appears not to be a real 6502, because when I replace it with a real 6502 it does not work. I need to know the pinout so that I can replace it with a 6800-family part.

4677. Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 02:38:53 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32hbnt$de3@nic-nac.CSU.net>
Source record: 99050

In a little bit I'm going to DCM up a small MyDOS 4.53/4 disk image and
put it on UMICH, as well as the following:

POLYDEMO.DCM - the very nice Polygon demo extracted out of the Intel Outside
demo
INTELA.DCM - the Intel Outside demo itself (I'll DL it straight from
the nova site and into the UMICH site)

And I may package up the INTELB if I can get all of my SIO2PC disk images
working PROPERLY.. but it seems that that is spreading around also (Phigan
(sp?) got it.. where from? nova.pvv site?) so I might not bother with it
too soon.

Anyways.. look for this junk up at UMICH soon!

OH! And look for an article by me in an upcoming _Current_Notes_!!! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I walk strong, proud, and wide!

4678. Reading Drive Info!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 03:03:50 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HFU7GASJ4Y8ZECAR@vax.edinboro.edu>
Source record: 99046

Here is some sample code for reading the Number of Free Sectors, the
number of bytes per sector, and determining the DOS that is running.
I'm still not sure how to tell what DOS a disk was formated under.

the following is TurboBASIC XL

```
0 TRAP #PROG_END
10 DUNIT=$0301
20 DCOMND=$0302
30 _STATUS=$53
40 DVSTAT=$02EA
50 BFLAG=$0700
60 DIM DRIVE{4),BUFFER{40),SECTORS{4),DSKINV{5)
70 INPUT "Enter Drive num: ",DRIVE_NUMBER
80 DRIVE$="D :*"
90 DRIVE{2,2)=STR{DRIVE_NUMBER)
100 SECTOR_SIZE=128
110 FOR X=1 TO 5:READ A:DSKINV{X,X)=CHR{A):NEXT X
120 POKE DUNIT,DRIVE_NUMBER
130 POKE DCOMND,_STATUS
140 ------------------------------
150 OPEN #1,6,0,DRIVE$
160 TRAP #END_DIR
170 INPUT #1,BUFFER$:GOTO 170
180 # END_DIR
190 SECTORS$=BUFFER$
200 FREE_SECTORS=VAL(SECTORS}
210 X=USR(ADR(DSKINV})
220 REM * Is Bit 5 of DVSTAT set? *
230 DENSITY=((PEEK(DVSTAT)&$20)>1)
240 SECTOR_SIZE=SECTOR_SIZE+128*DENSITY
250 FREE_BYTES=SECTOR_SIZE*FREE_SECTORS
260 ? "Free Sectors: ";FREE_SECTORS
270 ? "Bytes/Sector: ";SECTOR_SIZE
280 ? " Free Bytes: ";FREE_BYTES
290 ?
300 IF PEEK(BFLAG)=ASC("S")
310 ? "SpartaDOS ";
320 ? HEX{PEEK($0701))
330 ELSE
340 IF PEEK(BFLAG)=ASC("M")
350 ? "MyDOS"
360 ELSE
370 ? "AtariDOS"
380 ENDIF
```

```
390 ENDIF
400 ----------------------------
410 DATA 104,32,83,228,96
420 REM PLA
430 REM JSR $E450
440 REM RTS
450 # PROG_END:END
```

4679. Re: 800XL MPU pin numbering?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 04:30:07 UTC
From: krishna@max.tiac.net
Message-ID: <32hi8f$ouo@sundog.tiac.net>
Source record: 99044

vimx (vimx@delphi.com) wrote:
: I have a couple of atari XL boards. I would like to modify them to run with
: a different processor because I like the unique graphics capabilities of
: Atari, but not the 6502. The chip in the XL appears not to be a real 6502,
: because when I replace it with a real 6502 it does not work. I need to know
: the pinout so that I can replace it with a 6800-family part.

I don't think you'll have much luck using a 6809 in the Atari 8-bit.
It's a curious notion but not likely. I mean, not only would you have to
try to make it work with the motherboard, you'd have to rewrite the
operating system ROM as well! If you want a better CPU try hacking on a
65816 like what has already been tried with some success.

It's not a stock 6502. It's called a 6502C and it has a different pinout
and an added halt/antic refresh system. This is done via "tri state
buffering" on the 400/800 which uses a stock 6502.

The Atari 7800 Prosystem uses the same CPU as the XL/XEs. Other than
that no other machine has ever used that flavor.

4680. Re: Reading Drive Info!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 04:31:35 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32hib7$iqf@nic-nac.CSU.net>
Source record: 99051

YAY! Thanx! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

A human being should be able to change a diaper, plan an invasion, butcher
a hog, conn a ship, design a bldg, write a sonnet, balance accts, build a
wall, set a bone, comfort the dying, take orders, give orders, cooperate,
act alone, solve equations, analyze new problems, pitch manure, program a
computer, cook a tasty meal, fight efficiently, die gallantly.
Specialization is for insects. - Robert A. Heinlein

4681. Wanted: Atari 2600 emulator :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 06:38:16 UTC
From: falatic@expert.cc.purdue.edu
Message-ID: <falatic.776759896@expert.cc.purdue.edu>
Source record: 99045

Well, does anyone have one that works at all? Perhaps it's archaic,
but I want it anyhow. Drop me e-mail if you have any info at all on this.
Marty
--

Martin F. Falatic (317) 742-1911 | "The Journey is the reward, not the
Materials Science Engineering | destination." - Zen koan
Purdue University, W. Lafayette, IN |================================
INTERNET: Falatic@Expert.CC.Purdue.EDU |
Disclaimer: Opinions expressed are my own, not that of Purdue University.

4682. Re: Atari Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 13:41:28 UTC
From: ral@iglou.com
Message-ID: <1994Aug13.134128.18405@iglou.com>
Source record: 99052

>
> RE: ATARI SOFTWARE
>
>In a previous article, rw@u.washington.edu (RWW MD) says:
>
>>Does anyone out there know of any BBSes in the USA that still carry
>>atari 8-bit software? If so, please post or mail me.
>
>The Atari Classics Atari Bulletin Board System Listing is kept by Lawrence
>Estep, whose address is given in the FAQ. (e-mail me for a copy of that)
>--
>
Lawrence used to be a member of the Louisville user group, AEL, but I
haven't seen him in quite some time. I don't know if he is still in the
area.

In any case, I have several hundred 8-bit files on the AEL BBS, The
Atari Scene. (502)-456-4292. 300-14.4K 24 hrs.

I've transferred most of the 8-bit files from my old 8-bit board onto the
ST. There are 3 8-bit areas, Utility/Application, Games/Entertainment
and Music/Pictures.

I haven't put the old Zmag issues back online since there was little
interest in downloading then.

--
------ Rich Link -------
------ ral@iglou.com ---

4683. Re: Wanted: Atari 2600 emulator :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 19:47:59 UTC
From: krishna@max.tiac.net
Message-ID: <32j81f$h1o@sundog.tiac.net>
Source record: 99053

Martin F. Falatic (falatic@expert.cc.purdue.edu) wrote:
: Well, does anyone have one that works at all? Perhaps it's archaic,
: but I want it anyhow. Drop me e-mail if you have any info at all on this.

Perhaps, but it has proven to be almost impossible to emulate correctly.
Emulating the 6502(7)? NO problem. Emulate TIA and get the whole thing
running at a smooth speed? Nope. That's why you hear people saying "Hey
d00dz! I'm gonna write a 2600 emulator for xxx" and then they disappear
never to be heard from again.

The same thing has happened with the Atari 8-bit until recently.

4684. 16bit sound conversion.. oops

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 20:36:22 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32jas6$fa@nic-nac.CSU.net>
Source record: 98960

UH OH! :)

I was thinking about this the other day (and just remembered), that converting a 16bit sound file into a 4bit Atari sound file isn't quite as easy as converting an 8bit sound file into a 4bit one.

Here's the quick, cheap, dirty, and easy way to do it, which is what I did with Convert4/8:

Read in the whole file.. everything! It doesn't care WHAT the file is!
It could be a text file for all it knows!
Write out the Parrot file header, including "00000" for the size.
Write out the data read in.. all of it, but in nybbles.. ie:
chop the top nybble off of two bytes and put the first byte as the high nybble in the new (outgoing) byte, and the second byte as the low nybble in the new byte. This in turn cuts the size of the new file in (about) one half the size of the original file.
Go back to where the "00000" size was written and write out the true size count (I don't remember if I just did an "open for read/write" and read in a certain number of bytes and started writing when I hit that position, or if I used a NOTE before I originally wrote out the "00000" and then a POINT to get me back to it.

That works fine for 8bit data because it's just that.. 8bit. Anything less is a bit difficult and the same for anything more (like 16bit).. I don't know where the chunks of information start! I could just do every other byte starting from the first byte, but then I might be picking up the wrong pieces of information. I might not have explained it correctly above, so let me try it again with a drawing:

You have a byte: 01011010 The top nybble (0101) is the "most significant" peice of the information. Hell, the
first BIT is THE most significant, but on the
Atari, we're dealing with nybbles for digital
sound, so we cut the 8bit bytes into nybbles
(and later stick them together to save space
and because that's how players like Parrot
deal with the sound).
The bottom nybble, (1010, on the right) is the "least significant" or at least "less significant" peice of the information... it's the 'detail' that 8bit sound players like a sound card on an IBM for example, gets to work with as well as that top 4bit. It's like on the Atari, we have 16 shades of grey, that's 4bits or a nybble. On the PC we'll PRETEND you get 256 (you really don't, but who cares here, right?) shades. That's 8bits or a whole byte. If we were to convert it, we'd simply divide the brightnss (0 to 255) of the PC's pixel by 16 to get it between 0 and 15.

It's not that th PC is 16 times brighter, but only 16 times more 'exact.'

Hmm.. I'm trying to make this make as much sense as possible and as cleanly as possible, so please bare with me if you don't get it. :)

Anyways.. now, on to the 16bit problem. In a 16bit file, we've got 4 nybbles to deal with.. But where to start? On an 8bit file every 8bit peice of information is stored within 8bits, one byte, which can be read in and dealt with accordingly. In the 16bit file, there are TWO bytes, and figuring out whether any one byte is the MOST significant byte (and the next byte is the 'detail') or the LEAST siginificant byte (and the PREVIOUS byte was the MOST significant of the two) is going to be a bit tricky.

I can't just make a program which cuts out every other byte because I may end up with a file which contains ONLY the LEAST significant peices of information, rather than the more USEFUL "MOST significant" peices.

Now, I'm not here complaining or saying "I'll never do it" or asking for "help!", but I guess I'm here to do two things:

1) get a little more >ACTION< in this newsgroup!
2) let you know that 16bit files are currently a no-no with my converter, unless you want to try cutting your files into two halves, one file being all of the odd data, the other being all of the even data, and then converting BOTH of those to 4-bit files and seeing which one worked properly.

I DO have a sound file FAQ but I have not yet looked at it and I don't know if it has ANY details on sound file formats. If it doesn't, THEN I'm stuck and I'm going to have to search for one. I know I've seen a lot of SUN users wanting "WAV->AU" converters on the alt.binaries.sounds.* groups, and a lot of PC users wanting "AU->WAV" converters, and a lot of Mac users wanting "WAV->SND" converters! :) I don't know if there's much hope for me other than getting a copy of some program called "Sox" for Unix (I think? or was it Sun?) and playing with it! Hehe!

Anyways, I hope you liked my little bit about the technical points of 16bit sound files and why I can't yet do them! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Why am I writing this here? I have a REAL article to write!

4685. Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 22:12:05 UTC
From: eric.palm@drs.state.ct.us
Message-ID: <940813180717358@drs.state.ct.us>
Source record: 98957

Dear Mr. Poehland (sorry if I spelled your name wrong). I've read a lot about Atari Classics, but never subscribed, since I like many others have had bad luck with the likes of Antic, STart, and Analog. If there will be a good refund policy in effect for this new ownership, I should like to subscribe

Even though my 2 130XE's aren't my main computer any more. I still have a fascination and love for the Atari 8-bit. I have no particular fondness for my 486 like I do for the 8-bits of yesterday. Please mail me with subscription information.

Thank you

eric.palm@drs.state.ct.us

___ Blue Wave/QWK v2.12

4686. ****8-Bit Bargains****

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-13 22:26:10 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <32jha2$es7@nyx10.cs.du.edu>
Source record: 98958

Atari 8-Bit Stuff for sale:

HARDWARE:

850 Interface with printer cable and modem cable, $50.

1010 cassette Recorder, $10.
(If you buy the cassette drive, you can have a box of over a dozen
game cassettes for an additional $10.)

Reset Button: Plugs into cartridge slot, $10.

SOFTWARE:

1)Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $10.

2)Conversational Italian (learn
Italian with your computer!) - $9.

3) Timewise (Time management), $9.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $4.

7) "Atariwriter" (Cartridge), 2 avail., $20. each.
Excellent word processor for Atari

8) "Atariwriter+" (Disk), includes 130XE version, $20.

9) "SynsStock" (Stock charting) $10.

10) "Sargon III" (Chess program) $10.

11) "Atari Spell Checker" for Atariwriter and Atariwriter+, $15.

12) "GO" (Ancient Japanese game, harder than Chess) $9.

13) "The Newsroom" $10.

14) "Movie Maker" (Animation Construction Set) $10.

15) "Proofreader" (Spelling Checker for Atariwriter), $15.

16) "Your Personal Net Worth", $10.

17) "Managing Your Stocks", $10.

18) "Softporn Adventure", $5.

19) "Pinball Construction Set", $10.

20) "Personal Inventory Manager", $5.

21) The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

22) Atari BASIC version "C" cartridge. Eliminates bugs in built-in versio

"B".

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

Your Atari Computer

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY
SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package
offers that move a lot of items!

****SPECIAL BARGAIN OFFER****: The items above total more than $350.
IF YOU TAKE EVERYTHING---$200. postpaid.

Please reply by e-mail.

4687. Re: I need a European/PAL 8-bit!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 00:36:32 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <138_9408140350@softtech.brisnet.org.au>
Source record: 98961

to:all

blphigan@cyberspace.net (Joe S. Phigan) writes:

>BRYEDEWAARD@DELPHI.COM (bryedewa@news.delphi.com) wrote:
>: Please!! If you have (or can get me) a PAL 800XL, SEND ME MAIL!! I nee
>: to test stuff I am doing on European machines.

>Heh, I have been looking for the same thing but I just want it to view
>those excellent PAL demos...

blActually, that is part of my motive too. ;)

hahahahahaha. suffer. Why don't you try this. Get a PAL antic chip
from best electronics and put it in. If your monitor can handle the 50 hz
refresh rate, you should get to see all the demos. You will notice that the
music is a little slower, and other minor changes.

BTW. The european demos are very good.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY

4688. TEST

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 01:01:37 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <119900@cup.portal.com>
Source record: 98934

Sorry for using up the bandwidth, but I just transfered back to Portal vs Delphi. If by chance anyone sent be mail there, I will not be back to retrieve it. I just cancelled the card I was using for Delphi since it was an easy 800 number & got a new card. FYI this was the same thing I did when I left Portal & apparently the services do not like this at all! They tagged me with over a $100 in fees for pulling this. There goes my computer budget for the next year! Anyway, the real reason I'm posting this is it seems like none of my post are getting through ergro test.

4689. FidoNet 8-bit Echo

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 03:09:48 UTC
From: r.reaserjr1@genie.geis.com
Message-ID: <199408140309.AA050323756@relay2.geis.com>
Source record: 98959

The following is a list of FidoNet BBSes that carry the Atari 8-bit Echo.
It is organized by area code and compiled from the taglines of messages
posted over the past several months on the echo. Hopefully, the format won't
get too messed up and you will be able
to decipher the list. It's actual 93
characters across.

Phone Location Node # BBS Name
SysOp Baud

(204) 889-3608 Winnipeg MB 1:348/104 Ability
Jim Martinuk 9600
(206) 472-6805 Tacoma WA 1:138/245 Permanent Crew Rest
John Schliep 2400
(206) 695-0799 Vancouver WA 1:105/169 Aurora BBS
Scott Hemphill 9600
(210) 333-5360 San Antonio TX 1:387/307 Quantum Leap
Mike Mazzola 9600
(214) 442-0388 Wylie TX 1:124/7028 Wylie Connection
Wes Newell 9600
(216) 478-0548 Canton OH 1:157/629 CanCom BBS
Gary Cox 9600
(219) 674-6040 Osceola IN 1:227/145 Ye Ole Connection
Chris Smith 9600
(301) 292-7955 Fort Washington MD 1:109/412 The Computer Orphanage
Ken LaCapria 9600
(302) 239-7242 Hockessin DE 1:150/120 Inner World BBS
Brian Funk 9600
(305) 472-7715 Fort Lauderdale FL 1:369/120 Bashful Pervert BBS
Bob Patten 9600
(310) 374-7929 Redondo Beach CA 1:102/137 PC Heaven BBS
Tony Reeves 9600
(315) 797-3054 Utica NY 1:2609/507 W.A.A. BBS
Richard Seeley 9600
(317) 356-5519 Indianapolis IN 1:231/370 The Zoo
Bill Jones 9600
(407) 568-8774 Bithlo FL 1:363/153 MoonRose HQ
Kevin Hoffman 9600
(501) 932-6961 Jonesboro AR 1:389/2 The Wizard's Domain
Jon Wagner 9600
(501) 933-9281 Jonesboro AR 1:389/3 The Gameing BBS!
Gary Edwards 9600
(504) 362-1636 New Orleans LA 1:396/80 Assassin's Lair
Todd Jordan 9600
(514) 466-9637 Greenfield Park Qc 1:167/565 Evening Shade

Chris Ross 9600
(516) 579-2069 Seaford NY 1:2619/119 The Arena BBS
Mark Ciochetto 9600
(601) 992-4023 Jackson MS 1:3632/3 MCS Micronet
James Simmons 9600
(602) 459-0013 Sierra Vista AZ 1:309/51 United We Stand America
Bill Starr 9600
(602) 459-6514 Sierra Vista AZ 1:309/35 The Danish Tower BBS
Bill Morris 9600
(602) 464-4817 Mesa AZ 1:114/318 STAR*LINX
Jeff Kovach 9600
(604) 272-5888 Richmond BC 1:153/813 T.R.A.C.E BBS
Terry Schreiber 9600
(604) 323-9698 Vancouver BC 1:153/7091 Miramax BBS
David Poon 9600
(609) 223-0133 Mullica Hill NJ 1:266/52 Python Bbs
Rudy Schmidt 9600
(609) 794-8907 Vineland NJ 1:266/73 Connections! BBS
Michael Nelson 9600
(612) 544-5118 Minneapolis MN 1:282/47 FlightLine BBS
Craig Peterson 9600
(615) 376-7623 Knoxville TN 1:3615/17 Soft Touch
Mary Pinckard 9600
(617) 595-5626 Swampscott MA 1:101/106 NewWorld Magic1
Hal DuPrie 9600
(617) 595-5627 Swampscott MA 1:101/107 NewWorld Magic2
Hal DuPrie 9600
(617) 932-0958 Woburn MA 1:101/435 MMASKS
Herb Oxley 9600
(701) 727-9811 Minot AFB ND 1:14/645 Gamma World
Lance Powell 9600
(702) 435-0786 Las Vegas NV 1:209/745 The Rebel BBS
Terry May 9600
(703) 642-3616 Alexandria VA 1:109/618 Infinite Data Source
John Choi 9600
(706) 868-9726 Martinez GA 1:360/17 The Far Side BBS
Jim Noblett 9600
(713) 461-1682 Houston TX 1:106/6969 STarship
Rich Tietjens 9600
(718) 817-5500 Bronx NY 1:278/103 Fordham Jesuit BBS
Fr. N. Lombardi 9600
(803) 731-3884 Columbia SC 1:376/50 Dreadnaught Class
Julius Edwards 9600
(803) 788-8194 Elgin SC 1:376/112 Jake's Place
Leo Davidson 9600
(805) 734-4742 Vandenberg AFB CA 1:206/2703 FIDOdoor Support BBS
Bryan Hall 9600
(816) 763-3353 Kansas City MO 1:280/66 Synergy
John Hutton 9600
(818) 763-9006 N. Hollywood CA 1:102/836 Computer One

Ed Baker 9600
(904) 268-9203 Jacksonville FL 1:112/57 The Dragon's Domain
B. Himmelstoss 9600
(904) 375-7913 Gainesville FL 1:3601/106 The Den
Ken Sallot 9600
(904) 871-6536 Panama City FL 1:3608/1 221B Baker St
James Young 9600
(904) 769-9688 Panama City FL 1:3608/121 The -< Bejue >-
Larry Black 9600
(916) 737-1844 Sacramento CA 1:203/69 Humanx Commonwealth
Smokey Layton 9600
(916) 448-5840 Sacramento CA 1:203/9264 *Your BBS*
Curtis Delzer 9600
(919) 469-8463 Cary NC 1:151/139 ArenA
Paul Newton 9600
46-31-363973 Partille 2:203/221 STraight BBS
Bertil Jagard 9600
64-3-389-0898 Christchurch 3:770/140 Mirth Control [#1]
Daniel Ayers 9600
64-9-817-2868 Auckland NZ 3:772/480 Hitch-Hiker's
Jamie Walker 2400
64-9-445-0661 Auckland NZ 3:772/1000 PC WORLD-1
Chris Miller 9600

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

4690. Re: 16bit sound conversion.. oops

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 05:29:30 UTC
From: krishna@max.tiac.net
Message-ID: <32ka3q$rm4@sundog.tiac.net>
Source record: 98962

Sox needs a patch to be able to convert from .au to .wav I think which is pretty ridiculous. I assume the market it was aimed for was the workstation market.

My advice is simple. YOu've only got 4 nybbles to worry about. Just go by trial and error to find the significant nybble.

4691. Hard Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 05:54:49 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CuIGFE.Cov@news.Hawaii.Edu>
Source record: 98963

Does anyone know where I can get the appropriate hardware to connect a
SCSI hard drive to a 130XE? I believe a CSS Black Box would work...

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

4692. Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 05:55:46 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CuIGGz.Crr@news.Hawaii.Edu>
Source record: 98965

Does anyone know where I can get Diamond GOS (The 8-bit version of GEM)?

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

4693. XF551 720k/3.5 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 05:56:46 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CuIGIM.Cuu@news.Hawaii.Edu>
Source record: 98964

Does anyone know where I might find the upgrade kit for the XF551 disk
drive to support 720k, 3.5inch disks?

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

4694. Welcome Col. Pollyanna

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 08:14:18 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408140813.AA292122025@relay2.geis.com>
Source record: 98966

As I read a recent post from Col. Reaser I couldn't help feeling nauseated by a certain sickly sweet, faintly familiar odor, which fortunately passed when I came to the next issue of the Digest. Just a coincidence, I'm sure.

I hold the opinion this newsgroup would be somewhat improved if topics could be limited to relevant issues instead of goodie two-shoes preaching more suited to the Primary Sunday School class. Just my opinion, of course.

As for myself, I will always speak plainly in any forum of my choosing. To assist if I can, to raise issues if necessary. I'll even take a flame or 2, but preaching in this forum is enough to sicken us all. Yes, yes, we all know we should be good little boys & girls. But this is the ATARI8 forum, not House Beautiful. I log on here because I want to see the Good, the Bad, & the Ugly when it comes to Atari 8-bits- as I've done for the past 5 years. The plain truth, warts & all. Let's leave the Ivory Snow in the kitchen where it belongs.

I don't have much experience of other newsgroups. Perhaps every newsgroup has a Pollyanna? If so, then maybe this group is just catching up with the times, & I must make allowances.

Okay. Welcome to the Digest, Colonel Pollyanna. Many happy returns.

- Ben Poehland

4695. ANTIC Pin Numbering

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 08:14:44 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408140814.AA292952047@relay2.geis.com>
Source record: 98967

ANTIC Pin Numbering

Uh, gee Michael sorry if this is a bit late, but I'd like to comment on your recent problem with chip markings in the XL/XE computers while you were trying to install a Newell XE 1-meg upgrade.

ANTIC & all the rest of the LSI chips in the XL/XE machines ALL have standard pin numberings. Guaranteed. Absolutely. You have the Alchemist's word on it.

The problem is determining pin #1. For reasons best known to Satan (who has been working at Atari for a *long* time), some LSI chips have dimples next to the notch on the WRONG side of the chip (the upper right side). These dimples mark pin #40. Relative to the notch, pin #1 is ALWAYS on the upper left of the chip. It's like that on all chips, whether they're custom Atari LSI's or just plain-vanilla TTL gates. Perversely, I've even seen a few chips with *no notch* & a dimple at pin #40: this is an outright trap set to snare the unwary weekend solder-jockey. It looks like Michael Current fell into this one, pungi stakes & all. My sympathies....

The easiest way to correctly orient the chip numbering is to always remember that Atari laid out ALL the XL & XE boards with most chips facing left (those that don't face left face the rear of the board). Pin #1 will be the first pin on the side closest to you, at the left end of the chip. (Assuming you have the board oriented with the RF, PBI & SIO ports etc. facing away from you).

This kind of situation is where the SAMS ComputerFacts or Atari field service manuals really can make all the difference between disaster & success if you have no place else to turn to. When I installed my 1-meg in my 800XL & had problems, neither Newell nor CSS was any help. People I knew who had the 1-meg were also no help, since all of them had had someone else do the installation for them (or had given up on it as being too difficult). So I had to tough it out on my own, eventually discovered I had 2 PIA connections crossed. The documentation accompanying the Newell 1-meg upgrades is absolutely horrible, guaranteed failure for the casual hardware hacker & a pain in the ass even for seasoned veterans. Best, B&C, & ATV still sell the Atari hardware manuals, but many people balk at the prices. But it only takes one Newell Experience for you to realize that whatever you paid for these manuals is nothing compared to the aggravation & mental stress they can spare you. I regard my collection of hardware docs as worth their weight in gold, the intial investment has repaid itself a thousand times (even though I too bitched at the prices I had to pay for them; I stopped bitching a few years ago).

Fortunately today things aren't so bad as they were for me. Today people can call Mike Hohman at FTE for Newell problems & at least get knowledgeable/

sympathetic/competent advice-- which is more than Wes Newell ever gave me.

Hope this helps anyone else contemplating a Newell 1-meg upgrade.

- Ben Poehland

PS- In all fairness the Newell 1-meg is a real blast once you get it working. Having a 1-meg RAMdisk is fantastic for making large file uploads or downloads or for splitting large files in memory or ARCing/UNARCing stuff. It's just that Newell's style of product presentation is about as user-unfriendly as it gets. No wonder it wasn't a runaway best-seller. Really a shame. Maybe FTE will revive the product with decent docs & an improved installation procedure. For folks who might not want all the power of the MARS8, just the memory.

4696. APOLOGY OWED TO JEFF MCWILLIAM

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 08:16:42 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408140815.AA297122159@relay2.geis.com>
Source record: 98968

In response to my criticism of Pab Sungenis for his unwarranted attack on Jeff McWilliams, I'm glad to see Pab has come to his senses & proffered the appropriate apology. Well done, Pab!

In his response Pab briefly suggested that such support of classic-8 machines as still exists is mainly here in this newsgroup (or on networks generally?). I can only shake my head at seeing this myopic/chauvinistic view expressed here for the umpteenth time. It seems to be a view held by people who inhabit networks & whose visionary horizons are thereby severely compressed. It just isn't true. I am in possession of what may be described as the largest & most comprehensive database of 8-bit users ever compiled (several thousand names), & although I haven't performed a strict statistical analysis it's a fair estimate that fewer than 25% of those people are on nets. Modems just aren't the most popular peripheral. Not just among 8-bitters, but among the computer world generally, including those of IBM persuasion. Last figure I saw on % network usage was a figure like 20% of computer users. The plain fact is, the vast majority of 8-bitters who subscribe to ANY Atari magazine ARE ONLY REACHED BY POSTAL MAIL.

Pab also invited me to admit that "AC was a mistake".
Geeze, sorry Pab, I can't do that, as your premise is dead wrong.

As Michael Current pointed out, AC isn't a "was", it's an "is". I got this little yellow postcard in the mail yesterday from the new AC in California. Seems they've registered my subscription & are sending me my first issue in the last week of August (I won't be here, but it will be high on my list of mail to retrieve!). Having been unemployed now for several months I too am in dire personal circumstances. But I can spare $34 for a sub to AC.

There are presently 100-200 people supporting the new AC. THEY obviously don't think it was a mistake.

In any event it would be entirely inappropriate for me to make a statement on whether AC is or isn't a mistake. If indeed it is, then it's a mistake on the part of the entire 8-bit community (which is mainly composed of folks who haven't yet discovered the "Information Superhighway", even though the idea itself was born right here in this newsgroup). It would be presumptuous of me to speak for those people.

Strictly speaking, Jeff McWilliams is the only person who is empowered to offer the opinion you requested, as he does represent the original 615 members of the community whose affirmative responses to the question of an all 8-bit magazine were responsible for getting the ball rolling.

Perhaps you would care to pose the question to him?

- Ben Poehland

4697. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 11:26:59 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Aug14132659@nova.lise.unit.no>
Source record: 98969

In article <32hbnt$de3@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:

[...]

> And I may package up the INTELB if I can get all of my SIO2PC disk images
> working PROPERLY.. but it seems that that is spreading around also (Phigan
> (sp?) got it.. where from? nova.pvv site?) so I might not bother with it
> too soon.

Yes, the Intel demo (both disks) is at nova.pvv.unit.no
(/pub/Atari/8bit/demos/intel?.dcm), and has been for quite a while :)
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

4698. URGENT ! VScrolling Routine wanted !

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 12:43:00 UTC
From: freddy@1st-trac.toppoint.de
Message-ID: <5UqFyFzWdEB@freddy.1st-trac.toppoint.de>
Source record: 98982

Help !

Can anybody write me a routine in which the first line in GR.0 ist
scrolled smoothly vertically.
It's been a long a time since I've programmed this and now after I've
scrolled a line the others "jump up". I've forgotten how to solve this
problem.
SO PLEASE WRITE ME A MAIL FAAAST ! EVERY HOUR COUNTS !

CU and Thank you !

Freddy.

Frederik Holst Ulrich-Guenther Str. 101 D-24321 Luetjenburg
Tel.:04381/4476 Internet : freddy@1st-trac.toppoint.de
FIDO-Netz : 2:240/2018.27

CrossPoint v3.02

4699. Info on XE Game System wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 14:12:00 UTC
From: Guido_Lehwalder@p17.wildcat.fido.de
Message-ID: <2e4e42af@p17.f1540.n244.z2.fidonet.org>
Source record: 98991

Freitag, 12 August 1994 15:42, Tom Oughton wrote to Guido Lehwalder:

TO> @ORIGID: <9408121342.AA05020@tomoug.YP.attc>
TO> @REPLYADDR tomoug@tomoug.Auto-trol.COM (Tom Oughton)
TO> @REPLYTO 242:4900/99 Tom Oughton
TO> From: tomoug@tomoug.Auto-trol.COM (Tom Oughton)

TO> * To: Guido_Lehwalder@p17.wildcat.fido.de

TO> I am sorry I had to respond via Email, but I have not been able
TO> to post on to the net. If you think anyone else would like to
TO> know this you can post it for me.

TO> I upgraded my XEGS to 128k with a 130XE compatible upgrade from
TO> Innovative Concepts. in about 1987 or 1988. They are no longer
TO> in the vender's list, but I think it was run out of a house. You
TO> might send them a letter to see if they are still around and if
TO> they have any left. The address is:
TO> Innovative Concepts
TO> 31172 Shawn Drive
TO> Warren, MI 48093

TO> I hope this helps

TO> Tom O.

TO> -+- FIDOGATE 3.8.0BETA5
here the post from Tom :-))

Bye
Guido.

4700. Corvus Hard Drive for sale. Also magazine collection

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 16:20:15 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <32lg7v$cra@charm.magnus.acs.ohio-state.edu>
Source record: 98971

I have an old Corvus hard drive set up to run on an Atari 8oo.
I have both 10 and 20mb units. These are large drives -- buyer pays
shipping. I will include the Atari 8oo (codename Candy, for you
die-hards) with modified personality board (the so-called 'Integrator',
by David & Sandy Small of Magic Sac fame, but in their 6502 heyday
[1983]).

I also have the 'Mirror' card for the drive (allows backups to a VCR
via standard RCA jack. It's the only tape backup system for the 8-bits
that I am aware of -- it would make an interesting study for a
hardware hacker trying to develop a tape backup system). The special
personality board (Integrator) replaces the standard 10K OS ROMS. With
it you can swap drives (physical drives 1 through 8 may be assigned
any number from D1: through D8: -- as can RAMdisks and Corvus volumes).
The Integrator also handles an Axlon RAMdisk at the operating system
level (you can boot from it, run unprotected full disk software from
it, etc, since the OS is patched at the level where it gets and puts
sectors. The hard drive operates the same way. The hard drive plugs
into joystick ports 3 & 4. I have two of these units. I also have
one IBM interface card. I do not have an Axlon RAMdisk. Note: Corvus
drives work only with Atari 8oo's, NOT XL/XE's, since the interface
cards plugs into ports 3 & 4 on the 8oo, and XL/XE machines have only
ports 1 & 2. Second Note: The hard drive is partitioned in either 64
volumes of 180K each, or 128 volumes of 90K each. Any DOS may be
used, since to the DOS, the drive acts like a floppy (the operating
system is patched to handle the hard drive -- there are no device
drivers or special DOS's) [previous numbers were for the 10 mb drive].
Third Note: These drives were previously used to run Atari 8-bit BBS's.
The old 'Carina 1' BBS software comes pre-installed, along with MyDos,
and about 1,000 public domain programs per drive. One was used to run
the A.C.E.C. BBS, the other the Pandora BBS.

Price: Best offer in the next two weeks, however low, gets it. BUYER
PAYS SHIPPING (it is rather heavy) REGARDLESS OF OFFER.

Second item: Huge collection of Antic and Analog (plus a few Explorers
and Current Notes), near complete sets from around 1983 / 1984 up until
they died. I will throw in A.N.A.L.O.G. Compendium (ANALOG stands for
Atari News And Lots of Games, for you afficendos), Atari Software Guidebook
1984, and anything else I can find.

Price: Best offer in the next two weeks, however low, gets it. BUYER
PAYS SHIPPING (it is REALLY heavy) REGARDLESS OF OFFER.

The 8-bit is dead.
Long live the 8-bit.

4701. Re: XF551 720k/3.5 upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 16:53:30 UTC
From: krishna@max.tiac.net
Message-ID: <32li6b$gv8@sundog.tiac.net>
Source record: 98970

John Perez (jperez@uhunix.uhcc.Hawaii.Edu) wrote:
: Does anyone know where I might find the upgrade kit for the XF551 disk
: drive to support 720k, 3.5inch disks?

That's CSS as well.

4702. Re: Atari 600XL memory upgrade info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 17:39:18 UTC
From: ral@iglou.com
Message-ID: <1994Aug14.173918.22541@iglou.com>
Source record: 98973

At the request of several users who have asked for info regarding the upgrading of the 600XL to 64K, the following text has been pulled from the February,1988 issue of Michigan Atari Magazine by Don Neff.

This memory upgrade requires 3 short lengths of wire and two memory chips (HM50464P or equivalent 4464) to provide a full 64K.

In addition, the diagrams have been converted to ASCII characters to give you a better idea of what you will be looking at.

Performing this (or any) modification is done at your own risk.

MAKING THE MODIFICATION:

Open the case of your 600XL and remove the circuit board. The 4416 (4 bit x16K) memory chips, U11 and U12, are located at the front right corner of the cartridge holder. Gently remove both of these chips and replace them with HM50464P (4 bit x 64K) memory chips (or 4464 equivalent).

Remove U16 (a 74LS51 chip to the left of U11) and bend pin #8 up so it sticks straight out from the chip body as shown in Figure 1. Insert U16 back into its socket. Unsolder and lift the lead of resistor R36 (as indicated at point "Y") in Figure 1. Solder a jumper wire between this resister lead and pin #8 of U16 (point "X"). Insulate the ends of the jumper so that they will not touch other parts of the circuit.
of the circuit.

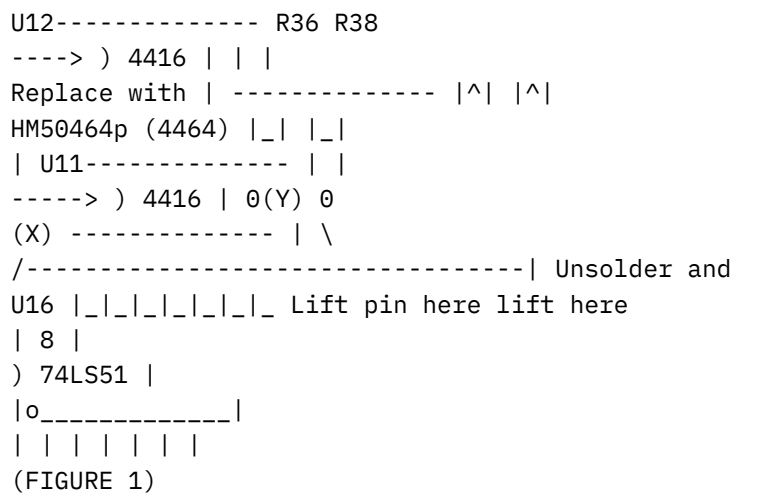
Locate U5 and U6 (74LS158) which are directly in front of U11 and U12. These chips handle the row and column addressing inside the memory matrix. We have to add two lines to these chips. Gently remove U5 and bend pin #3 up so it sticks straight out from the chip body as shown in Figure 2. Insert U5 back into its socket. Now remove U6 and bend pin #10 out and replace it back in its socket. Notice that the two pins you bend are nearly touching the other chip. Cut enough off of each of the two pins to prevent any shorts.

Locate U14 which is to the left of U5 and U6. Notice the circuit traces to the left of U14. We are interested in the two traces indicated in Figure 2 as points "C" and "J". Connect the jumper from the pad at point "C" to point "D" (pin #3 of U5). This jumper sends address bit A15 to U5. Connect jumper from the pad at point "J" to point "K" (pin #10 of U6).

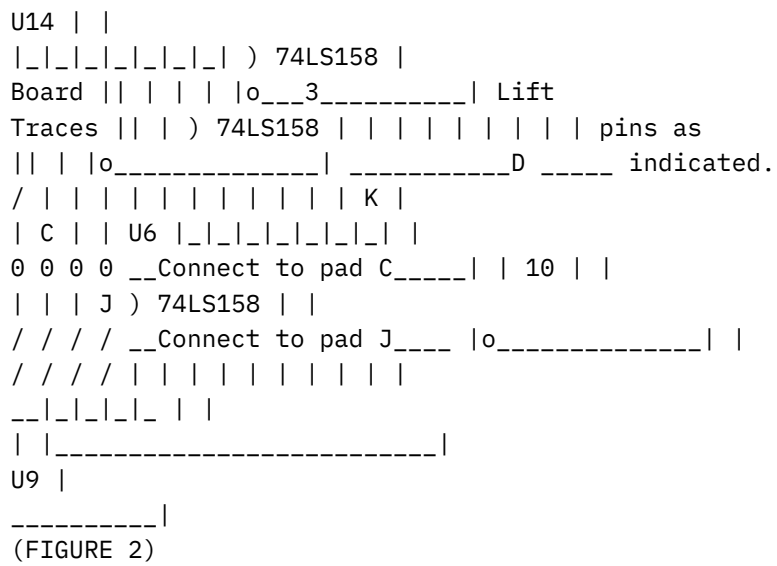
Make sure all your IC ships are inserted properly with their #1 pins in the lower left corner. Check your jumper wiring agains Figures 1 and 2.

You should have a jumper from point "X" to point "Y". You should have a second jumper from point "C" to point "D", and a third jumper between points "J" and "K". Make sure the jumper ends are insulated to prevent shorts with nearby objects. Reassemble your computer case and run the memory self test as a final check.

If all has gone well, you should now have the same memory capacity as a stock 800XL.



(FIGURE 1)


U5 |_|_|_|_|_|_|_|
U14 | |
|_|_|_|_|_|_|_|) 74LS158 |
Board || | | |o___3_____| Lift
Traces || |) 74LS158 | | | | | | | pins as
|| | |o_____| _____D _____ indicated.
/ | | | | | | | | | K |
| C | | U6 |_|_|_|_|_|_|_| |
0 0 0 0 __Connect to pad C_____| | 10 | |
| | | J) 74LS158 | |
/ / / / __Connect to pad J____ |o_____| |
/ / / / | | | | | | | | |
__|_|_|_|_ | |
| |_____|
U9 |
_____|
(FIGURE 2)

--
------ Rich Link -------
------ ral@iglou.com ---

4703. 600XL RAM Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 19:38:31 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408141938.AA282533079@relay2.geis.com>
Source record: 98974

600XL Plug-In RAM Modules for Sale

I have two 64K RAM upgrade modules for the 600XL to sell.
Price: $20 each or $35/both, postpaid in the USA only.

These modules contain 32K RAM that plugs into the PBI of the 600XL. That RAM adds on to the 16K RAM the 600XL already has, giving the 600XL a full 48K RAM which makes it equivalent to the free RAM in a stock 800XL. You just plug it in-- no muss, no fuss, no tools.

The modules are nicely made, the outside case has color & texture that matches the XL case perfectly. No docs, sorry. The modules are made by "RC Systems", a company I've never heard of & probably faded into history a long time ago.

In concert with a Super Video upgrade, this module would make any 600XL fully equivalent to a stock 800XL, only in a smaller package. Pretty cool. These are a very rare beastie.

Contact: Ben Poehland [b.poehland@genie.geis.com]
USA buyers ONLY.
Enquiries after 8/16/94 will be ignored.

- Ben Poehland

4704. Thanks, Everyone!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 19:39:08 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408141938.AA283403117@relay2.geis.com>
Source record: 98975

Thanks, Everyone!

I'd like to express my thanks to the many people who sent me messages expressing their support & concern in the wake my recent official departure from AC. I can't respond to you individually but was deeply moved by the sheer volume of well-wishers.

As to AC, I'm confident that the vision of those involved in the grass-roots movement that began almost three years ago has been entrusted to good hands. The torch has been passed, even if the flame is bit dimmer now than it was when the idea for AC was first hatched in this newsgroup. It's a great comfort to me to know that the final chapter of the AC Experiment has yet to be written, & I look forward to seeing what the revived publication will achieve.

As regards my personal circumstances & the possibility I might make some direct contributions to AC again in the future, I can only say that's an open question. I'm pretty much recovered from the shock of events but can only be philosophical about it. There are just certain things in this world that really are in the hands of a Higher Power, modern science & the global economy notwithstanding.

If an opportunity arises for me to contribute to AC, I shall certainly do so. I have at least 6 tutorial or hardware projects frozen in various states of completion. Those of you who know me understand that my style is not to make a promise unless I'm pretty sure I can deliver. Right now I'm not sure about anything in my future, so I must refrain from making commitments. If The Alchemist should ever make another appearance in AC, it'll just have to be a pleasant surprise.

Again my thanks to everyone.....

- Ben Poehland

4705. SIO2PC For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 19:40:24 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408141939.AA285413183@relay2.geis.com>
Source record: 98976

SIO2PC Kit & RS-232 Chips For Sale

I have an original SIO2PC kit from Nick Kennedy to sell. Price is $40 postpaid. USA buyers ONLY (I've had my fill of foreign currency conversions lately).

Kit includes all electronic parts, docs, & ver 3.11 software. You supply soldering iron & elbow grease. Recommended for experienced hardware freaks only.

I have a few of the hard-to-get RS232 chips to sell, $8 each postpaid in the USA only.

Contact: Ben Poehland [b.poehland@genie.geis.com].
Early bird gets the worm.
Enqiries received after 8/16/94 will be ignored.

- Ben Poehland

4706. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 19:46:09 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32lsa1$2hn@nic-nac.CSU.net>
Source record: 98977

Hmm.. well the copy of the "B" side of Intel Outside demo is like 3k long! :)
It's supposed to be a nearly-full DD disk! :) I'd like to spread it around
as a set of at most ED disks because folks like ME don't HAVE DD drives!
(Yeah, I've got an SIO2PC but knowing me, I'll get really confused if I end
up using DD disks! I'm so used to SD sector counts for files.)
(DON'T TELL ME TO USE SPARTADOS, EITHER! :))

(BTW Thanks for posting the full site address.. I lost it :))

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
C:\DOS>
C:\DOS>RUN
RUN DOS, RUN!

4707. Re: SIO2PC For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 19:54:26 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32lspi$2so@nic-nac.CSU.net>
Source record: 98978

Ben! (1) Glad to see you're doing not-the worst over _AC_. :)
(2) $40 for an SIO2PC kit! Doesn't Nick sell them himself for like $35
(or $50 pre-made) ?? Is this because you're throwing in shipping
but he doesn't?
All: (1) Anyone with a PC and an 8bit, get an SIO2PC! :)
(2) Has anyone got version 3.18 to work? The lastest version I got
working was 3.15i.

Curiously,
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I've gone to the bathroom TWICE already! And I'm going AGAIN!

4708. Re: SIO2PC For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 20:13:45 UTC
From: jlodoen@shell.portal.com
Message-ID: <32lttp$jap@news1.shell>
Source record: 98979

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: All: (1) Anyone with a PC and an 8bit, get an SIO2PC! :)
: (2) Has anyone got version 3.18 to work? The lastest version I got
: working was 3.15i.

Do you have a one-chip or two-chip SIO2PC? The "i" versions default to the one chip style of operations. AT<CR> will switch between the two modes.

I have 3.18i, but I'm using 3.07 most of the time. You can put the 'AT<R>' command on the tail, but the screen jump was annoying to me...

I assume that's your trouble, but I've been wrong.

4709. Re: SIO2PC For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 20:17:33 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <32lu4t$9ra@news.cs.tulane.edu>
Source record: 98980

In article <32lspi$2so@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
> (2) Has anyone got version 3.18 to work? The lastest version I got
> working was 3.15i.

Nick has released version 3.19 to correct several bugs found in 3.18i. Most reg's owners of SIO2PC should have gotten the upgrade by this time.

Mike Todd
Info-Atari8 Digest
Moderator

4710. Re: SIO2PC For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 21:11:25 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32m19t$6lv@nic-nac.CSU.net>
Source record: 98981

No.. actually it was the self-extracting archive that gave me the trouble!
I was able to 'run' it once (and it tried to decompressed but ran out of HD
space) and ever since then I've had little luck with it! Perhaps I'll reftp
it and try it again (perhaps running it on this 386 laptop instead of the
8086 and 286's I had tried it on before :))

-bill (I REALLY need to get off the modem and get some sun!) :)
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
.. naive Alice takes her fatal last step in Blenderland ..

4711. Intel Outside Demo runs under MyDOS! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 22:23:42 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940814152342.24011ae9@sonoma.edu>
Source record: 98983

Hey! You don't need a mini-loader like Chaos! The thing actually runs under MyDOS! COOOL! :) So for those of you who are like I was, unable to get past the 3rd (?) part of side A, just boot up MyDOS or Atari DOS (SpartaDOS (except cart-based) probably won't work) and then tell it to load one of those non-credit files in the disk directory. (example: "AUTOEXEC.BAT" is the polygon demo, "NC.COM" is the Star Wars-ish scroller I think, etc.)

Yay! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
What do you folks think? Really realtime rendered? Or prerendered chsets???

4712. UMich problems! :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 22:58:50 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32m7ja$be9@nic-nac.CSU.net>
Source record: 98984

Hi! I just went to upload a file to UMich, but it says "user anonymous
denied" without saying anything like "too many anonymous users."

What's the deal here!? Are anonymous logins restricted at certain times/days
lately!? Are they denied totally from now on or what!? Heeelp!

Thanx!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I finally get off my butt to do something and I can't even do it!

4713. Re: Intel Outside Demo runs under MyDOS! :)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-14 23:51:39 UTC
From: krishna@max.tiac.net
Message-ID: <32mamb$pvj@sundog.tiac.net>
Source record: 98985

KENDRICK@sonoma.edu wrote:
: Hey! You don't need a mini-loader like Chaos! The thing actually runs under
: MyDOS! COOOL! :) So for those of you who are like I was, unable to get past
: the 3rd (?) part of side A, just boot up MyDOS or Atari DOS (SpartaDOS (except
: cart-based) probably won't work) and then tell it to load one of those
: non-credit files in the disk directory. (example: "AUTOEXEC.BAT" is the
: polygon demo, "NC.COM" is the Star Wars-ish scroller I think, etc.)

Autoexec.bat is probably the most impressive demo I've ever seen for the Atari 8-bit. Well, I'm sure other stuff is cool like showing impossible numbers of PMGs horizontally and all that, but this one is much more "practical". It's not just eye-candy. It's actually a viable multicolored polygon engine. It looks like something Lucasfilm would have come up with. It does "glitch" a little which may be the way it's drawing to the screen but it's still awesome.

I mean, there were lame ANTIC programs for doing line-based polygons in graphics 8 that would take a year to calculate and plot. This one does solid multicolor polygons in real-time with sound so there is SOME CPU availability leftover!

If you don't want to be spoiled, don't read below:
^L

^L

You will think you are watching STARFOX on a SNES in parts of this demo. It starts rendering increasingly complex polygons. Eventually it creates a bird-plane that flaps its wings, and even a HELICOPTER flying around. Not only that, it does some kind of "see through" 2-D thing where one of the sides is an underlying bitmap picture (bugs bunny) which is very cool.

An engine like this could very will be applied to a videogame if there is enough CPU availability leftover. That is, if it is indeed a true engine (which it seems to be) rather than some kind of prerendered hack.

4714. Re: 800XL MPU pin numbering?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 04:50:38 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug15.045038.582@escape.widomaker.com>
Source record: 98996

Glenn M. Saunders (krishna@max.tiac.net) wrote:

: I don't think you'll have much luck using a 6809 in the Atari 8-bit.
: It's a curious notion but not likely. I mean, not only would you have to
: try to make it work with the motherboard, you'd have to rewrite the
: operating system ROM as well! If you want a better CPU try hacking on a
: 65816 like what has already been tried with some success.
^^^^^

Where can one get information on this hack?

--
csh
---
shendrix@escape.widomaker.com (UUCP) | Amd486/40 Linux system
shendrix@pcs.cnu.edu (Internet) | Christopher Newport University

4715. Help! Hooking 2 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 05:53:47 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408150553.AA176659990@relay2.geis.com>
Source record: 98986

Hello Scott,

RE: your problem hooking up the 2nd 1050 drive-- ERROR 138 is the dreaded "Device Timeout", which means that the computer is looking for the drive on the SIO but for some reason can't find it & gave up upon failing to receive an ack after a period of time.

There are several causes for this, ranging from simple to ...messy.

SIMPLE:
You set the switches wrong. Sounds like you've already covered that ground pretty well. Just in case, for D2: the black switch is over to the right & the white one is on the left as you look thru the hole in the back.

MESSY (in order from least messy to most messy):
1.) The drive select switch is bad. It happened to me once. I replaced the switch with one taken from a junker 1050. The drive worked only in the D1: position & no other positions would work. Weird.
2.) Your SIO cable is bad. Try a different one.
3.) The SIO socket(s) in the drive are bad. Not very likely, 1050 sockets were fastened down pretty well, & tho one may get worked loose it's rare for both to fail. I never saw a bad SIO socket in a 1050.
4.) The 3086 chip (U1) is blown. Now it gets hairy. Replacing that chip is a pain in the neck. It's very hard to reach, & 90% of them are soldered. Blowing this chip is usually accomplished by the user making SIO connections with power applied, I consider it a form of user neglect.
5.) The 6532 RIOT chip (U7) is blown. Lotsa fun, now yah gotta pry off the RF shield & go rooting under there. A 1050 with a bad RIOT will act dead. Uh... you *do* have a drawerfull of spare 1050 replacement chips, right? (Once you get into chip-swapping you're in pretty deep!). RIOT failures are disgustingly common, I don't know why.
6.) The 2793 FDC chip (U13) is blown. Rare, but it happens. Expensive little booger, too. Fortunately it's easy to tell if you got a defective FDC, as the drive usually won't initialize properly when you boot it up (with or without the SIO cable connected).

Somewhere in the above will be found the solution to your frustrations, I'm sure. I only have ten 1050's around at the moment, but over the years at least 50 have passed thru my hands (most of which I repaired & sold). The above checklist never failed to reveal the problems in a 1050 that was playing possum.

Hope this helps..... - Ben Poehland

4716. 810 Alignment Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 05:54:08 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408150553.AA176930007@relay2.geis.com>
Source record: 98987

Ben Smith asked for info on 810 alignment software...

I've never been a fan of the 810 but such software is readily available from both Best & B&C for the 1050. Pretty good bet you could get the 810 alignment software from those sources if it's available at all. You might even be able to use the 1050 software since they're both single-sided drives.

However, the alignment software by itself is worthless. You'll need the Dymek Alignment Disk as well. Best sells those also, tho their price is a bit steep. The Dymek disk is a master precision preformatted disk with a certain pattern on it (E-5 pattern, I think) to which all floppy drives of a given capacity are standardized regardless of their system OEM. You can also get the Dymek disk from Jensen Tools in Tempe, Arizona a little cheaper than the Best price.

I hope your tech skills are up to snuff. To do the alignment you'll need a dual-trace oscilloscope with a calibrated timebase, & preferably with a bandwidth of 5MHz or better on the vertical inputs.

You'll also need the alignment procedure, from the Atari Field Service manual (SAMS manuals are worthless for this, they don't give alignment procedures). Again this manual should be available from Best.

You do the alignment using the classic "cat's eye" on the scope display. I've done a few of them on 1050's & hate it. It requires extraordinary skill. Just getting the drive held in the proper position while you diddle the screws & watch the display is a juggling act: you need six arms & eyes in the back of your head. Very much like setting the timing on an old Chrysler 318 V-8 with the distributor back near the firewall & the timing light at the front of the engine. Great fun for masochists.

Hope this helps..... - Ben Poehland

4717. STR() function in C

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 05:54:33 UTC
From: ericl@bert.cs.byu.edu
Message-ID: <ericl.776930073@bert.cs.byu.edu>
Source record: 98988

I am looking for the C (either Ace C or CC8) equivalent of the BASIC STR() function. That is, a function that will convert an integer to a string somewhat quickly. I have been trying to modify the ML code for the Action! StrC() routine with little success.

Also, while I'm at it, I also need the C equivalent of the Turbo-BASIC XL TEXT function that will print (bit-map) letters to a graphics screen. I wrote one myself but it's rather slow.

Any assistance on either of these two topics would be appreciated.

-- Eric

4718. Page6: What's Happening?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 06:11:39 UTC
From: b.poehland@genie.geis.com
Message-ID: <199408150611.AA202501063@relay2.geis.com>
Source record: 98989

Mike asked about Page6 in England...

I don't have details but am aware NAU readers are getting a case of the heebie-jeebies. I received a letter from an AC subscriber last week expressing concern over Page6. First they announced their June issue would be a month late & not appear till July.

But it didn't appear in July either. Now it's well into August & people are still waiting.

I don't know if I'd panic just yet. NAU has been late before, Les Ellingham is always writing editorials apologizing for being late. I'd wait till September before freaking out.

Still, it doesn't sound good. NAU has had a rough year, the tone of Les's editorials has acquired a distinctly more strident timbre lately. They are facing the same problem that almost killed AC: failing support.

I don't think *any* Atari magazine can claim to be in good health these days. If you find one whose reader base is merely static, it's doing well! None I think are actually growing. The healthy magazines are merely losing readers more slowly than the rest.

- Ben Poehland

4719. Re: STR() function in C

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 06:21:20 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32n1h0$4l2@nic-nac.CSU.net>
Source record: 98990

Ok, you want a STR$() type function in C, huh? Hmm.. it's been a few months since I've touched C (and I've never used it on the Atari) so don't trust this thing to work right off the bat! :)

Here's what you want to do.. oh wait, are you using floating numbers or integer numbers? I'll assume you're doing integers because, well, that makes it easier on me :)

Determine the sign of the number.. positive or negative..

if (number<0) should do for that test.. if this is true, then start the string with a "-" character

Now, I'm gonna cheat because I know 2-byte long integers never go above 5 decimal places (-32768 to 32767)

We can do this: go from 10000 down to 1.. take the DIV (/) of the number by these guys and if the result is not 0 (or we're dividing by 1), then add this to the string.. so "1234" would return 0, 1, 2, 3, and 4... 10000 would return oops :) there, I made a boo-boo.. hehe, this would say "10".. (the "1" would be added, and the last "0" would be added)

Time to change my rules. Make

(ugh..stupid modems)

Ok.. Make a flag which keeps us from ending up with strings whcih are padded with "0"s.. (like I was trying to do, but unsuccessfully)

Lemme see how the code would look:

```
void str(char *dest, int source)
{
int flag,count,divisor;

int length; /* I'm used to Action! and BASIC :) .. C strings suck! */

length=0;

if (source<1)
{
dest[0]='-';
length=1;
}

for (count=1;count<=5;count++)
{
divisor=10^(count-1); /* can this be done in C ?? what's the func? */
if (source/divisor<>0 || count==5 || flag==1)
```

```
{
dest[length]=(source/divisor)+'0';
length++;
flag=1;
}
}
}
```

As you can see, I forgot to put a "flag=0" up there with "length=0"..
And I don't remember if an expression like "3^2" returns 9 in C.. or if
you have to use some exponent command.. if anything, just do a "case"
or "if/elseif/elseif/etc" and when "count=1" make it return "10000"

OOH damn! :) That expression is wrong anyways.. 10^(count-1) returns
1, 10, 100, 1000, 10000 ... that's the wrong order.. AND I forgot to
subtract from the source <sigh> :)

As you can see, I'm no good at writing sourcecode online (in an editor I
barely know how to use! :))

You should of course do a: "source=source-(source/divisor)*divisor"..
note: this doesn't work with Floating numbers (like in BASIC).. there you'd
need an equivalent to BASIC's "INT" function.. but seeing as I'm dealing
with INTs anyways in my C code (crap :)) up there, it'd be redundant
redundant :)

have fun!

I hope it's not TOO slow for ya! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
C's a slow and stupid language ANYWays :)
REAL programmers program with: COPY CON PROGRAM.EXE

4720. Re: ANTIC Pin Numbering

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 14:18:44 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <32ntg4$3sb@walters.East.Sun.COM>
Source record: 98999

Regarding Ben's followup on the pin numbering....

I haven't been inside an Atari lately, so I can not confirm if Atari did this or not, but many manufactuers make the solder pad on the underside of the board square for pin #1. This has helped me many times with hard disks and controller cards in PCs when they were not silk screened to indicate pin #1. Hopefully Atari followed this too, and then you can always discover pin #1 by the square solder pad on the "back" of the board.

Hope this helps someone,

-- Curt

curtis.wilbar@east.sun.com

p.s. I'm still begging for information on ATR8000, and Z-tec 1000 hard disk adapter board..... maybe I should post to comp.sys.cpm (if there is one :-O)

4721. Re: Help! Hooking 2 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 14:45:06 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <32nv1i$3sb@walters.East.Sun.COM>
Source record: 99001

Say Ben,

seeing as you've worked on so many 1050s.... what chip is bad if the
drive does the following:

Drive looks fine, put disk in, no problem, go to boot computer,
doesn't see the drive, and the drive busy light starts flashing
on and off and doesn't stop flashing until the power is cycled
(the drive by the way, doesn't even try to access the disk when
the computer is turned on).

Read on for the answer:

It's the CPU on the drive (6507 if mem serves me correctly).
Ever see that one.... an hour of swapping around led me to
find that one....

-- Curt

curtis.wilbar@east.sun.com

4722. Re: Wanted. BBS info. Anyone out there with info on BBS software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 15:04:30 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1994Aug15.090431.2024@atlas.tntech.edu>
Source record: 98992

In article <Cu0BD4.80x@merk.com>, winston@merk.com (Winston Smith) writes:
> Well, that is all the ATARI 8-BIT BBS programs that I know about. I
>hope I haven't left any out by mistake. If so, I apologize.

Well, that seems like a pretty complete list to me. I would like to make a few addendums.

> 6.) OASIS IV
>
> OASIS IV supports networking. I assume that OASIS IV works
>much the same way OASIS JUNIOR III does. I don't know what became of OASIS
>IV as all work seemed to be halted on it once myself and other callers to
>OASIS BBSes made disparaging comments about how difficult the OASIS file
>libraries were to use. We were called ungrateful Atarians (which we were).
>Work in the USA was halted and the program was sold to someone overseas.

Actually, development was shifted to Canada. I don't think that 5.0 was ever released although one of the assistants to the developer was running a 4.7/5.0 beta thing <g>. I was supposed to get a beta of 5.0 to start working on a networking system, but I never did. The guy who was running the crossbreed thing moved from Canada to Georgia. I don't know what ever happened to the developer.

Most of the Oasis BBS's that *I* knew of are down. If anyone wants to run Oasis 4.7, I wrote some code that improves slightly on the built-in networking code. I wish I had time and money to set my Oasis 4.7 BBS up again. :(

> 8.) AT-KEEP
>
> AT-KEEP is the ATARI 8-BIT version of the popular CITADEL "room
>based" BBS program. AT-KEEP is in the public domain and is written -- I
>believe -- in BASIC-XE. From what I understand, AT-KEEP was popular in the
>Loiusiana, USA, area of the world.

AT-Keep WAS written in BASIC-XE, and it had some bugs in it. There was a board in Nashville that was running a HEAVILY modifies version that removed some of the bugs. Can't give more details.

> 11.) The ACS BBS (also known as ANTIC BBS)
>
> The ANTIC "BBS Construction Set" program is another old BBS
>program. This BBS can best be described as full of bugs, however the BBS
>featured a very nice type-over, intra-line editor that made entering
>messages a pleasure. Whether or not these messages would be saved was
>another matter entirely.

I've always heard this referred to as BBCS. What is the ACS?

> 12.) A.M.I.S. BBS (ATARI Message Information Service)
>
> This is the earliest ATARI BBS ever written? I think it was
>written by M.A.C.E., the Michigan ATARI Computer Enthusiasts club. This
>BBS program is so old that it comes with instructions on how to build a
>RING detector circuit for your modem, since public modems were not expected
>to answer the phone! (Now that's old!) This program is so old that you
>are expected to use a disk sector/hex-code editor to manually allocate each
>byte of disk sector space for individual messages. I mean to say... this
>program is --OLD-- ! (I understand that there is a program --EVEN OLDER--
>than A.M.I.S., which was mentioned in COMP.SYS.ATARI.8BIT recently!)
>Needless to say, A.M.I.S. has been modified about three hundred times or so
>over the years. I wouldn't know where you could obtain the last
>incarnation of it, or if you would even want the program if you could
>find it....

Correct. MACE put out AMIS. The reason for the ring detector actually was due to the fact that the 1030 modem did not have an auto-answer mechanism. Later version of 1030-AMIS had a line to uncomment if you were using an XM301 (which DID have auto-answer).

Yeah, my memory is failing me on whether AMIS is the oldest program or not. I want to say that it is, but I also seem to remember something about an earlier program on which AMIS was based.

There are numerous incarnations of AMIS since it is written in BASIC. The last BBS I know of to use it was Molin's Den which was running a version which was heavily modified and had greatly improved file-tranfers. I'm not sure if this molin is the same one that hangs around here and has a role in the umich archive, but Molin's Den WAS in Michigan.

Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com

4723. Accelerators?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 18:19:27 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <CuL9KF.n38@news.Hawaii.Edu>
Source record: 98995

Was an accelerator ever released for the 8-bits? I remember hearing that
one was in development a long time ago but that is the last I heard of it.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio -- Lynx - Jaguar - 400 - 800

4724. Re: STR() function in C

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 21:59:55 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <32oogr$7hd@ns.mcs.kent.edu>
Source record: 98997

On 15 Aug 94 05:54:33 GMT, Eric Layton (ericl@bert.cs.byu.edu) wrote:
: I am looking for the C (either Ace C or CC8) equivalent of the BASIC
: STR() function. That is, a function that will convert an integer to a
: string somewhat quickly. I have been trying to modify the ML code for
: the Action! StrC() routine with little success.

Dunno if Ace C or CC8 has the following function, but it damn well
should - its only standard. :)

```
sprintf(string,"%d",integer); /* char string[MAX_LEN]; int integer; */
```

--BRiT

BTW: The Unix version the 'CC65' package rocks.
--
clisowsk@mcs.kent.edu (BRiTiSH) | Computer Programmers and Significant Others:
aa853@po.cwru.edu (Atari 8-Bit) |"I'm gonna base my next program on her. It'll
BRiT / WolfFood / BFD @AlexMUD | take a lot of time and fucking around and it
telnet mud.stacken.kth.se 4000 | won't put out." --BRiT

4725. K65 Color Config.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 22:26:29 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HFY49NQ0IA90N6IY@vax.edinboro.edu>
Source record: 98998

If anyone cares.....

I just figured out how to modify the colors in Kermit's 80-col screen
to make it a bit more readable.

This was done with v3.7. I don't know if it will work with other versions
or not.

search: Replace with:
AD 35 8E 8D C6 02 A9 xx EA 8D C6 02 (xx = Background Color)
AD 36 8E 8D C5 02 A9 XX EA 8D C5 02 (XX = Text Color)

xx=00 and XX=0C work good for me.

to change the boarder Replace with:
search (FIRST occurence):
AD 37 8E 8D C8 02 A9 xx EA 8D C8 02

These patches replace an Absolute Mode LDA with an Imediate mode one and
place a NOP in to fill the empty byte.

-Adam Conover.
a644690c@edinboro.edu

4726. Re: Accelerators?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-15 23:11:30 UTC
From: krishna@max.tiac.net
Message-ID: <32osn3$ruh@sundog.tiac.net>
Source record: 99000

John Perez (jperez@uhunix.uhcc.Hawaii.Edu) wrote:
: Was an accelerator ever released for the 8-bits? I remember hearing that
: one was in development a long time ago but that is the last I heard of it.

Yeah, it's called the C= Amiga :)

4727. Re: New Atari User

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 02:49:02 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <252_9408160535@flight.org>
Source record: 98907

Quoting from MIS0160@MVS.UDEL.EDU (Roger Cole)

RC>>The 600xl is a bit of a oddball. It only has 16K but can be easily
RC>>upgraded to 64K. The upgrade takes 3 pieces of wire and 2 memory chips
RC>>which can be bought for around $2.50 each. I have plans around here
RC>>somewhere that describe how to do it. I could probably include them in
RC>>with the copy of DOS 2.5. There is a minor amount of soldering involved
RC>>and you have to pull a pin or two out of a socket. Other than that, it's
RC>>about a 30 minute job.
RC>
RC>
RC>For those of us who are 'hardware challenged' B&C Computervisions lists
RC>a plug-in upgrade for the 600XL for under $20. My latest catalog is
RC>2 years old, but I think they are still in business. They are in
RC>California and their phone # is (408) 986-9960.
RC>
Isn't there also another 'plug & play' memory upgrade for the PBI? Isn't
it called the Yorky? I don't know if it is still available, but I thought it
upgraded to 256k...

* PabQwk 2.0 #23 * Jim, I'm a doctor, not a tagline!

Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

4728. 800XL power-supply

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 06:31:18 UTC
From: camp5@academic.csubak.edu
Message-ID: <32pmfm$618@nic-nac.CSU.net>
Source record: 99002

I'm trying to hunt down an Atari 800XL power-supply, or something
compatible. I am not willing to spend a ton but a little is fine. :)
Also, if someone has a cheap 130XE, or cartridges, go ahead and e-mail
an offer!
(And if anyone has a spare space-bar, my 800XL is missing one, and I
could use it! What's a fair price for that?)
*Stiles

4729. Re: STR() function in C

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 06:35:12 UTC
From: ericl@bert.cs.byu.edu
Message-ID: <ericl.777018912@bert.cs.byu.edu>
Source record: 99003

Thanks to those who replied, but I managed to mold the Action! StrC()
routine to suit my needs.

What I really need now is the TEXT function in C, ie. to print a
bit-mapped string to a graphics screen. Like I said, I wrote one myself
but it takes a couple seconds to print a line of text (not too terribly
slow, but still annoying). I would love to know of an ML routine that
accomplishes this, or know where the TEXT routine is located in
Turbo-BASIC XL. Again, any help will be appreciated.

-- Eric

4730. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 08:11:33 UTC
From: phigan@cyberspace.net
Message-ID: <32psbl$muh@cyberspace.com>
Source record: 99004

: working PROPERLY.. but it seems that that is spreading around also (Phigan
: (sp?) got it.. where from? nova.pvv site?) so I might not bother with it

I got it from Tamas Bene (one of the HARD Soft gods). He emailed me a
bunch of stuff.. I can't WAIT for the Joyride demo (next Hard production).

-------------------------+----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4731. Re: I need a European/PAL 8-bit!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 08:19:24 UTC
From: phigan@cyberspace.net
Message-ID: <32psqc$muh@cyberspace.com>
Source record: 98905

Thats all you need to do? Replace the ANTIC chip? There must be more than
that! Won't it crash like 90% of the time?

```
-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
```

4732. Things on my mind

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 08:46:32 UTC
From: phigan@cyberspace.net
Message-ID: <32pud8$muh@cyberspace.com>
Source record: 98906

First off, does anyone know where I can get the hacked disk version of Action? Yeah I know its pirating and all but I have the cartridge of Action! and since I have a 130XE, it messes up if I even slightly move the computer! ARGH! You know how many programs I've lost?? I should save more often but I just forget to. Anyway, why isn't there some kind of an interface that connects thr Atari to the PC's hard drive via a printer port (on both sides)? On the C64, there is 64net which allows you to actually use the PC's hard drive with a cable from the PC's parallel port to the user port. Seeing as how the directories and filenames in DOS and Atari are pretty similar, it shouldn't be very hard to do. Then again, if it WASN'T hard, why would there be a an SIO2PC? I don't like the idea of disk images. I'd rather just use MyUTIL and download everything to my PC. Another thing: Does anyone know if SIO2MIDI works well at all? Sounds kinda flakey (kinda like the ASP Sampler which sucked). Lastly: Can someone mail me the Stereo upgrade plans? I can't find them anywhere! Oh wait, one more thing: I WANT HALLE PROJECT 94! Anyone seen it? Cmon, you German guys have to have seen it! YOU! The guy that was posting of the ABBUC BBS: You MUST have it!

```
-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
Krad warez? Naw, just Atari stuff...
```

4733. Re: Indus GT question

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 10:21:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940816102138MIS0160@MVS.UDEL.EDU>
Source record: 98909

>I purchased a used Indus GT disk drive. Unfortunately, no manual came
>with it. On the rear are 4 switches. The first two set the drive
>number. OK so far. The third is for single or double density.
>All my disks so far are in single or 1050 enhanced format. I would
>like to copy files to double density using MYDOS. I assume that I
>will have to flip the switch to double density to format and copy
>files to the Indus. My question is, do I have to flip the switch
>back to single to read single or enhanced density disks or can it be
>left on double all the time and it'll read in whatever density the
>disk happens to be formatted in? Oh yes, what's the fourth switch
>for? I can't recall what it's called.

The 4th switch is called AUX.

The indus is density smart, ie it will set it self to the density of the disk that is in the drive. what the density switch is for. When the drive is powered up, the drive sets it self up to the density set by the switch. Any disks that are inserted, the drive changes density to suit. I cannot see a real need for this switch with the density smart dosses. I guess it was there for dos xl, because dos xl can only work as single or double, not both at the same time (at least not very easily). You use the indus the same as any other drive, Set density first in dos then format your disk.

Some little known facts.

Hold down drive type button and press track button. This cycles between densitys. A=single B=double C=enhanced. First number is the drive number the drive is set to.

Hold down drive type button and press error button. Drive will set it self up to the density of the disk that is in drive.

The AUX switch has NO function. It is NOT connected to any thing. The only thing i can think of why it is there is because it is a bit hard to get a 3 switch dip.

Please post this to all. My postes to the group do not seem to be getting through.

* Wave Rider 1.0 NR *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Max v2.12 NR

4734. Re: User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 13:50:06 UTC
From: saj@MCS.COM
Message-ID: <32qg6e$96q@Mercury.mcs.com>
Source record: 98908
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

I can confirm that there will be a falcon with a CDROM at the meeting.

Steve

4735. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 15:16:38 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Aug16.151638.7706@ultb.isc.rit.edu>
Source record: 98911

In article <32hbnt$de3@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick)
writes:
>In a little bit I'm going to DCM up a small MyDOS 4.53/4 disk image and
>put it on UMICH, as well as the following:
>
> POLYDEMO.DCM - the very nice Polygon demo extracted out of the Intel Outside
> demo
> INTELA.DCM - the Intel Outside demo itself (I'll DL it straight from
> the nova site and into the UMICH site)

What is this 'nova' site you speak of? What's the full address,
and what do they have there?

>
>And I may package up the INTELB if I can get all of my SIO2PC disk images
>working PROPERLY.. but it seems that that is spreading around also (Phigan
>(sp?) got it.. where from? nova.pvv site?) so I might not bother with it
>too soon.

I tried nova.pvv, and it said it doesn't exist--- so what's the real name?

>-bill
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>I walk strong, proud, and wide!
>

-Frank (feb6399@ultb.isc.rit.edu)

4736. URGENT ! VScrolling Routine wanted !

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 16:36:00 UTC
From: freddy@1st-trac.toppoint.de
Message-ID: <5UyQlMc0dEB@freddy.1st-trac.toppoint.de>
Source record: 98944

Help !

Can anybody write me a routine in which the first line in GR.0 ist
scrolled smoothly vertically.
It's been a long a time since I've programmed this and now after I've
scrolled a line the others "jump up". I've forgotten how to solve this
problem.
SO PLEASE WRITE ME A MAIL FAAAST ! EVERY HOUR COUNTS !

CU and Thank you !

Freddy.

Frederik Holst Ulrich-Guenther Str. 101 D-24321 Luetjenburg
Tel.:04381/4476 Internet : freddy@1st-trac.toppoint.de
FIDO-Netz : 2:240/2018.27

CrossPoint v3.02

4737. Spartados

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 16:45:03 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.31.0010C0B9@informatik.rwth-aachen.de>
Source record: 98910

Hello Folks !

Is here anyone wanting to tell me why Spartados X is MS-Dos-command
compatible and Spartados 3.2F has its own commands ?

Does there exist any programm to translate files from Spartados-disk-format
to Dos 2.5 or Dos 3.0 format ?

Where can I get it ?

Thank you
Matt

4738. R:P: Availability

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 19:54:50 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <32r5ia$eel@nyheter.chalmers.se>
Source record: 98912

Hello 8-bitters!
Spoke with Bob Puff today regarding R:P:conn and blackbox,
he said that R:P is put on hold, due to lacking interest, and difficulties
in obtaining certain hardware..
He hoped that RP: would be available this year alteast..
It was not discontinued.
Another factor was that he was too heavy involved in another projects
right now, what that might be..:-0 ??
Hmm.
I feel that R:P: would fit in nicely for the growing number of SIO2PC
demanding high-speed transfer at reasonable cost..
Well atleast they can use the CP for modeming...

/Fredrik Lundholm
d1dol@dtek.chalmers.se
2:203/230.1

4739. %% Copyrights and the C64

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 22:20:57 UTC
From: oscar@CS.Arizona.EDU
Message-ID: <32re49$m8u@caslon.CS.Arizona.EDU>
Source record: 98914

I've noticed that C64 games are readily (?) available for download at
several FTP sites - they don't seem to have the huge problems with copyrights
we Atari users have... Have they just figured out ways to talk to software
companies, or are they simply choosing to ignore such problems?

Comments, please -
omf

4740. Re: %% Copyrights and the C64

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 22:53:49 UTC
From: jlodoen@shell.portal.com
Message-ID: <32rg1t$8jp@news1.shell>
Source record: 98913

Oscar M Fowler (oscar@CS.Arizona.EDU) wrote:
: I've noticed that C64 games are readily (?) available for download at
: several FTP sites - they don't seem to have the huge problems with copyrights
: we Atari users have... Have they just figured out ways to talk to software
: companies, or are they simply choosing to ignore such problems?

: Comments, please -
: omf

They're ignoring it. I've never heard of any agreements with
software companies being discussed in the relevant area.

4741. Re: R:P: Availability

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-16 23:16:23 UTC
From: krishna@max.tiac.net
Message-ID: <32rhc7$ek@sundog.tiac.net>
Source record: 98915

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:
: Hello 8-bitters!
: Spoke with Bob Puff today regarding R:P:conn and blackbox,
: he said that R:P is put on hold, due to lacking interest, and difficulties
: in obtaining certain hardware..
: He hoped that RP: would be available this year alteast..

Lack of interest? That's a crock. Puff must be totally out of touch.
I've been fanning the hype on the R:P: for a good 6 months and I know
several people are looking forward to it.

Well, if the R:P: doesn't get made I won't put my BBS back up. I'll sell
my MUX and quit being a sysop.

No interest, yeah, right.

4742. Re: %% Copyrights and the C64

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 01:09:10 UTC
From: heinr@sci.kun.nl
Message-ID: <Cunn7B.JH0@sci.kun.nl>
Source record: 98923

In article <32rg1t$8jp@news1.shell> jlodoen@shell.portal.com (Jeff M Lodoen) writes:
>Oscar M Fowler (oscar@CS.Arizona.EDU) wrote:
>: I've noticed that C64 games are readily (?) available for download at
>: several FTP sites - they don't seem to have the huge problems with copyrights
>: we Atari users have... Have they just figured out ways to talk to software
>: companies, or are they simply choosing to ignore such problems?
>
>: Comments, please -
>: omf
>
>They're ignoring it. I've never heard of any agreements with
>software companies being discussed in the relevant area.

Yup, they're ignoring it. I doubt anyone is hurt by spreading
old software. It's very hard to find a place where you can
still get it legally, and these old games are no serious
competition to sales of native modern software.
I've never been much of a C64 fan but that machine shares many
of the same classics with the Atari 8-bit. Emulators like
C64s and C64neu allow me to replay a lot of those games
without having to deal with decomposing floppy disks. But
because the graphics and sound on the Atari versions is often
superior (and sometimes worse, I have to admit it) and just
for nostalgia's sake I'd like to able to do the same with
Atari software.
I hope someone will provide an archive site for commercial
8-bit stuff as well. If I'd get a SIO2PC cable I'd have plenty
to contribute.

Gegroet, Michiel

4743. Re: FidoNet for Europe

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 01:42:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <2e517a70@ct.se>
Source record: 98870

From: per-erik_peterson@asb2.ct.se

In The summer 06.08.94 Wrote Reaser, Richard following stuff...

RR> Guido Lehwalder asked if there was a way to get the FidoNet Atari 8-
RR> bit Echo into Germany. There are already nodes with the echo in
RR> France, Italy, Sweden and the Netherlands (I believe)--so it's "on the
RR> continent." I'll dig around and see if I can get a node list for the
RR> European Zone. We also have Australia and New Zealand actively
RR> participating on the FidoNet 8-bit echo as well.

The link between Europe and USA is still cutted. I dont know why and I'm trying
to find out. I have sent a letter to the Swedish Importer so he can continue
the searching.

If nothing happend soon I think I import the area by myself to Sweden.!!
I miss that area a lot and the discusens is on a cool level.!!

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

4744. WANTED: Burgertime!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 02:10:41 UTC
From: sydtech@winternet.com
Message-ID: <32rrj1$rm0@blackice.winternet.com>
Source record: 98916

Was Burgertime EVER released in any form for the 8-bits?

This is on my "wanted"" list...

Thanks!

4745. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 02:50:24 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32rttg$3g3@nic-nac.CSU.net>
Source record: 98920

That's the thing! I don't REMEMBER the full site address. Victor Parada (sp?)
posted it a day or so ago I believe. I'd check the FAQ if I were you..
I think it's where I got it from.. either that or from Tamas Bene from Hard
Soft (and PHiGaN :), yeah, I can't wait for Joyride either!)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
We REEEEALLLY need a 3d solid-polygon game now.. Spectre anyone? :)

4746. Re: R:P: Availability

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 02:55:23 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32ru6r$3jg@nic-nac.CSU.net>
Source record: 98921

AHH!! THAT SUCKS!!!! :(:(:(

Well, I'm REALLY glad it's not discontinued... WHEW!

Well.. has he given a price on it? I know I need to $pend lot$ of ca$h for
$chool lately :(but I'd REALLY like to get an R:P: as soon as it's out and
I'm willing to prepay for it if I can get it ASAP :)

Thanks for contacting him!!!!!!! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
WARNING: Keyboard not attached. Press F10 to continue.

4747. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 03:35:02 UTC
From: jlodoen@shell.portal.com
Message-ID: <32s0h6$ie8@news1.shell>
Source record: 98917

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: That's the thing! I don't REMEMBER the full site address. Victor Parada (sp?)
: posted it a day or so ago I believe. I'd check the FAQ if I were you..
: I think it's where I got it from.. either that or from Tamas Bene from Hard
: Soft (and PHiGaN :), yeah, I can't wait for Joyride either!)

This was posted by Eyvind Bernhardsen (eyvind@lise.unit.no) in
April....

Being somewhat annoyed with the time it takes to ftp from the US, I've
created a new Atari Classic ftp site. It's at nova.pvv.unit.no (soon
to be ftp.pvv.unit.no), and the directory is /pub/atari/8bit.

4748. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 03:53:32 UTC
From: krishna@max.tiac.net
Message-ID: <32s1js$2hs@sundog.tiac.net>
Source record: 98918

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: : That's the thing! I don't REMEMBER the full site address. Victor Parada (sp?)
: : posted it a day or so ago I believe. I'd check the FAQ if I were you..
: : I think it's where I got it from.. either that or from Tamas Bene from Hard
: : Soft (and PHiGaN :), yeah, I can't wait for Joyride either!)

: This was posted by Eyvind Bernhardsen (eyvind@lise.unit.no) in
: April....

: Being somewhat annoyed with the time it takes to ftp from the US, I've
: created a new Atari Classic ftp site. It's at nova.pvv.unit.no (soon
: to be ftp.pvv.unit.no), and the directory is /pub/atari/8bit.

Should be added to the FAQ.

4749. Re: R:P: Availability

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 04:00:23 UTC
From: krishna@max.tiac.net
Message-ID: <32s20n$2hs@sundog.tiac.net>
Source record: 98919

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: AHH!! THAT SUCKS!!!! :(:(:(

: Well, I'm REALLY glad it's not discontinued... WHEW!

: Well.. has he given a price on it? I know I need to $pend lot$ of ca$h for
: $chool lately :(but I'd REALLY like to get an R:P: as soon as it's out and
: I'm willing to prepay for it if I can get it ASAP :)

: Thanks for contacting him!!!!!!! :)

The "lack of interest" thing is an alibi from Puff I think. The only thing I know of that Puff kinda promised but never delivered on was the VCR backup and he had technical reasons for not releasing that. Puff's so deep into the R:P: thing that it would be a huge embarrassment to him and his company to not finish it. He did that very overt mass mailing talking about the R:P: complete with release date estimates. If he was unsure about whether he WANTED to release it or whether he COULD he never would have gone that far.

Months ago when I talked to him, he said that no matter WHAT happens, that he is dedicated to at least produce an initial batch.

My advice is to keep tabs on it, and when it is released, get one even if you don't have enough money for a HS modem because you won't know how many runs he'll make.

I plan on getting two.

The price is supposed to be no more than $60. He may intellectualize (this is just a guess) a $75 price tag if he throws in a handler disk and manual and built in Term on ROM or something. You know how it is.

It's definitely not meant to be a budget-buster like the BB/FB.

But although I was expecting it to be out any day now, I've given up that mindset and I won't even think about being a sysop anymore until it arrives.

4750. WANTED: SAMS Photo Facts for the Atari!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 05:27:37 UTC
From: bensmith@teleport.com
Message-ID: <32s749$4og@linda.teleport.com>
Source record: 98922

I'm looking for a (hopefully) complete set of SAMS Photo Facts for the
Classic Atari 8 Bit and and the Atari ST/Mega/STe/Mega STe/TT/Falcon lines.

PLEASE Don't reply here as I don't read the NewsGroups Regularly. Send E-Mail
to bensmith@teleport.com or call Ben at (503)256-9974 anytime.

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4751. Re: Spartados

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 11:42:42 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Aug17.074119.22516@wariat.UUCP>
Source record: 98924

(Private mail to Matthias failed, so I'm posting response here.)
Matthias, I think maybe you are new to SpartaDOS. The only thing you
need to do to copy files from a SpartaDOS disk to a DOS 2.5 disk is
type 'copy dn:file.ext dx:' where n and x are the appropriate drive
numbers. Either that, or I don't understand your question. SpartaDOS
is DOS smart, it will copy files to from SpartaDOS, DOS 2(.5) and MyDOS
without any special effort.
--
(Also, DOS 3 is incompatible with everything, not even SpartaDOS will
read/write DOS 3 files.)
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

4752. XF551/DOS XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 16:58:42 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Cuov5v.Gu1@news.Hawaii.Edu>
Source record: 98929

I just picked up a 130XE and XF551 without any documentation. I also got the DOS XE disk. Is there anyone that can give me some help with the features that are unique to the 130XE and XF551? From what I can tell, the double sided, double density format from DOS XE is not compatible with anything else (not even the programs that I have tried to run under it). HELP! Seems kind of silly to have a double sided drive if I'm only using one side.

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

4753. INTEL DEMO DISK 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 17:00:44 UTC
From: jperez@uhunix.uhcc.Hawaii.Edu
Message-ID: <Cuov99.GwJ@news.Hawaii.Edu>
Source record: 98930

Is it just me or is the file for disk two of the Intel Demo bad? When I try to Diskcomm it to a floppy, it tells me that the file has bad bytes. It suggests running FIXDISK (what is that and where can I get it) or downloading again. Any suggestions?

The Borg
jperez@uhunix.uhcc.hawaii.edu
President - Atari Computer Enthusiasts of Hawaii (ACE-HI)
Mega STE - STacy - Portfolio - 2600 - Lynx - Jaguar - 400 - 800 - 130 XE

4754. Re: WANTED: Burgertime!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 17:19:34 UTC
From: ez040248@barney.ucdavis.edu
Message-ID: <Cuow4n.KAA@ucdavis.edu>
Source record: 98931

Scott Butler (sydtech@winternet.com) wrote:
: Was Burgertime EVER released in any form for the 8-bits?

: This is on my "wanted"" list...

: Thanks!

Yes, this was released on the atari 8-bits in the form of a public domain program that runs on Turbo Basic(also public domain). I think my source for this program was the Atari Base(the atari-sponsored BBS). Although the program is written in BASIC, it runs surprisingly fast under Turbo Basic. If you are having trouble finding this, you can e-mail me to see about getting it. The last time I called Atari Base with my computer, only a few 8-bit files remained.
Danny Webster, Davis, California
dpwebster@ucdavis.edu

4755. New Antic archive (Europe)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 17:25:22 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Aug17192522@nova.lise.unit.no>
Source record: 98925

I've mirrored the Antic disk archive (ftp.clark.net) to the ftp site
at nova.pvv.unit.no. The Antic disks can be found in
/pub/Atari/8bit/antic.

Thanks to Kevin Atkinson (kevina@clark.net) for letting me mirror the
disks :)
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

4756. Re: WANTED: Burgertime!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 19:55:01 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <32tpul$ntt@theopolis.orl.mmc.com>
Source record: 98946

In article <32rrj1$rm0@blackice.winternet.com>, sydtech@winternet.com (Scott Butler) writes:
|> Was Burgertime EVER released in any form for the 8-bits?

I have seen, and should still have, a BASIC version of Burgertime for the 8-bit. It played pretty good, not quite arcade quality though.

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4757. Re: INTEL DEMO DISK 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 21:14:07 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32tuiv$kv3@nic-nac.CSU.net>
Source record: 98935

If the copy of INTELB.DCM you have is less than 4k, then yes, it's BAD! :)
It seems to have been truncated. What's sad is it's also a DD disk image.
MOST Atari users on the net have at LEAST a 1050 (which is what MOST of the
european disk images seem to be.. :) In europe it's usually 1050+800xl :))
but folks like me have to deal with getting SIO2PC to work in DD (I'm not
used to that :)) and stuff, so what I'm going to do soon is release the
side B disk as two SD images.. NOT bootable.. NO player on it. The player
is "FORMAT.EXE" on side "A" of the Intel Outside demo. What REALLY sucks is
the SoundTracker player ("FORMAT.EXE" and the boot file on side B) does NOT
like most strange disk formats. I couldn't get it to work under large disk
image files with SIO2PC, nor could I get it to even recognize a disk 'image'
which was created by an installed file! :(So I had to settle with copying
all of the MD8's I had onto my RAMdisk and then make a pair of fresh SD 88k
images in SIO2PC and copy everything to them. That worked, so I'll leave 'e,
('em) like that :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I walk strong, proud, and wide!

4758. Re: INTEL DEMO DISK 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 21:53:44 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Aug17235344@nova.lise.unit.no>
Source record: 98936

In article <32tuiv$kv3@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:

> If the copy of INTELB.DCM you have is less than 4k, then yes, it's BAD! :)

I believe that is the version which is at nova.pvv.unit.no; does anyone have an undamaged version they could upload (or send to me uuencoded, if needs be?)

--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

4759. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 22:10:26 UTC
From: jlodoen@shell.portal.com
Message-ID: <32u1si$smu@news1.shell>
Source record: 98937

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: : Being somewhat annoyed with the time it takes to ftp from the US, I've
: : created a new Atari Classic ftp site. It's at nova.pvv.unit.no (soon
: : to be ftp.pvv.unit.no), and the directory is /pub/atari/8bit.

: Should be added to the FAQ.

It was as of July 26th (section 4.3)...

4760. Re: WANTED: Burgertime!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 22:16:53 UTC
From: jlodoen@shell.portal.com
Message-ID: <32u28l$sto@news1.shell>
Source record: 98938

ez040248@barney.ucdavis.edu wrote:
: Scott Butler (sydtech@winternet.com) wrote:
: : Was Burgertime EVER released in any form for the 8-bits?

: : This is on my "wanted"" list...

: : Thanks!

: Yes, this was released on the atari 8-bits in the form of a public domain
: program that runs on Turbo Basic(also public domain). I think my source
: for this program was the Atari Base(the atari-sponsored BBS). Although
: the program is written in BASIC, it runs surprisingly fast under Turbo
: Basic.

I think this was "BASIC Burger" from ANALOG. It was a demonstration
for a 1K ML routine that made arcade games easier to program. Is it
the same?

4761. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 22:42:20 UTC
From: phigan@cyberspace.net
Message-ID: <32u3oc$qhu@cyberspace.com>
Source record: 98939

Those solid vectors aren't anything to jump at. They're ok, but they could
be done better...

```
------------------------+----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
```

4762. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 23:18:32 UTC
From: krishna@max.tiac.net
Message-ID: <32u5s8$63i@sundog.tiac.net>
Source record: 98940

Joe S. Phigan (phigan@cyberspace.net) wrote:
: Those solid vectors aren't anything to jump at. They're ok, but they could
: be done better...

Did you watch the whole thing with the helicopter? Let's see you do it
:) John Harris said he too thinks the flicker is a PAL thing. Maybe
he'll manage to disassemble it and patch it for NTSC and if that's what
you didn't like, it will run smoother.

4763. Re: INTEL DEMO DISK 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 23:21:27 UTC
From: krishna@max.tiac.net
Message-ID: <32u61n$63i@sundog.tiac.net>
Source record: 98941

The mod-player writer seems to know all about Pokey, but he has no idea how to implement generic I/O to allow any MODERN media.

It's pretty screwed.

4764. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-17 23:56:09 UTC
From: phigan@cyberspace.net
Message-ID: <32u82p$13d@cyberspace.com>
Source record: 98942

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: :) John Harris said he too thinks the flicker is a PAL thing. Maybe
: he'll manage to disassemble it and patch it for NTSC and if that's what
: you didn't like, it will run smoother.

Well thats not what I didn't like about it. I've seen thousands of demos with vectors and those ideas are kinda old. The only idea that was really cool was the fuji logo..But other than that, I have seen it all before and much better done. They could have made the helicopter shape a little better. But anyway, one thing that REALLY surprised me in one demo was an entire house out of solid vector being rotated..This wasn't on the atari tho. Best thing about the intel outside demo was the the scrollers and maybe the fractals (those were surprising!). I had just been watching a fractal demo not five minutes before I saw that. I liked it. But to this day, the Cool Emotion demo by the Hard Soft gods is the best...

BTW: I uploaded intelb.dcm to nova...hopefully, it will up soon. I stuck it in the incoming directory...along with an intel.readme that corrected what the other one said. The other one said it was a MOD player, but it isn't. I corrected it to say MD8 and also added a line saying "This copy of intelb.dcm works" and so on.. I was going to post it uuencoded here, but I decided against it (while I was actually doing it! It kinda screwed out connection to the newsreader for a while)... How come nobody replied to my post about whats on my mind? Geez. People don't reply on here unless they are big experts on something or they have something to gain from it. Maybe its just me but it seems Bill and I are the most active ones! :)

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
Atari?? Whats that? Where's the CPU??

4765. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 01:04:28 UTC
From: krishna@max.tiac.net
Message-ID: <32uc2s$63i@sundog.tiac.net>
Source record: 98943

Joe S. Phigan (phigan@cyberspace.net) wrote:
: Glenn M. Saunders (krishna@max.tiac.net) wrote:
: : :) John Harris said he too thinks the flicker is a PAL thing. Maybe
: : he'll manage to disassemble it and patch it for NTSC and if that's what
: : you didn't like, it will run smoother.

: Well thats not what I didn't like about it. I've seen thousands of demos
: with vectors and those ideas are kinda old. The only idea that was really

Your attitude really BUGS me. I don't know about anyone else, though. I mean, by your text it seems like you are sitting by watching the demo with a smirk on your face saying "ho hum, nothing special". Yet you failed to mention a single example of anything we can compare it to which you claim is better. Also, I have never seen a game use true solid polygons before. Lest you forget, in the late '70s, line polygons were considered the best a slow 6502 could do, hence Elite for the Apple II and such. The best 3-D I've ever seen on the 8-bit for a game was the Lucasfilm 3-d landscape engine, but they did not have a polygon engine.

Bill Kendrick not so long ago asked for some help writing a game in which the presence of at least one large polygon object would be necessary. This engine may fit the bill rather nicely. Overall this demo proved to me what the Atari can do which has NOT been seen before. Unless you can back up your haughtiness with some examples, I won't believe you. If you are comparing the demo cross-platform then you and everyone else knows that isn't fair. I was impressed with the demo for its own sake in the 8-bit domain.

4766. Re: Assorted Atari Stuff For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 03:01:36 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-1708941901360001@avirislab.jpl.nasa.gov>
Source record: 98945

> Atari XF551 360K drive (stock, used about a month before I got my first PC)
> SpartaDOS X cartridge (another one I had for a month before I went PC)

How much for these two?

****
*Miraden | Jaguar, 130XE, 1040ST, STOS, AD&D, etc. *
*Magnum Opus Software | "This place intensionally left blank" *
****

4767. Port B (of the PIA) in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 03:38:06 UTC
From: napoli@bliss.uucp
Message-ID: <CuporI.6HH@bliss.uucp>
Source record: 98900

Can any of Port B of the PIA (sticks 3 and 4) be used in an 800XL? I
was interested in using the joystick ports to control external devices, but
was cramped with only two ports.
I took apart one of my 800XL's and found a 6520 (or CO14793?), which
are the same numbers as the schematics for the Atari 800 that I have
(unfortiantly I don't have schematics for the 800XL). There appear to be two
traces going to two of the pins which correspond to Port B (it looks like they
might go to pins 11 and 14), but I can't trace their origin. The rest of pins
10-17 appear to be unconnected.
When I read from address $D301 (PORTB) I find that bit 1 is 0, which
would corrispond to pin 11 on the PIA chip (the rest of the bits are 1).
Can I use the remaining pins for input and output safely? Also, what
is pin 11/bit 1 (and pin 14?) used for, and why were these two joystick ports
removed from the 800XL (and following models?)? Also, on my Atari 800
schematics, why do the lines from port B have a 4.7K resistor to +5V while
the Port A lines don't?

Also, where can I get this kind of hardware information for the 800XL?

Thanks,
Joshua Napoli
napoli@bliss.stetson.edu

4768. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 07:06:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32v1ac$suc@nic-nac.CSU.net>
Source record: 98947

Heheh.. I bet the same was said for the first sinus-wave scroller :)

Sure, they look pretty crappy and simple, but you've GOT to ALWAYS remember
the fact that they're running at 1.79mhz on an Atari 8bit with a 6502!!!
The BEST part of the whole thing is...

THAT IT EVEN EXISTS!!

I mean, it's hope for anyone who'd like to try it and perhaps one day do
something either more useful or more impressive (or hopefully BOTH!) with this
type of stuff!

Can we say Spectre-XL?

Or a simple version of the DOOM/Wolfenidiot games?! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
"The Brothers Grunt" is the STUPIDEST show I've EVER seen!
What REALLY sucks is the fact that they play >>GOOD<< videos in it!!!
AHHHHH! What the hell was MTV's AOL address? MTV@AOL.COM? >:^(

4769. URGENT ! VScrolling Routine wanted !

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 07:14:00 UTC
From: freddy@1st-trac.toppoint.de
Message-ID: <5V5V9ehldEB@freddy.1st-trac.toppoint.de>
Source record: 98857

Help !

Can anybody write me a routine in which the first line in GR.0 ist
scrolled smoothly vertically.
It's been a long a time since I've programmed this and now after I've
scrolled a line the others "jump up". I've forgotten how to solve this
problem.
SO PLEASE WRITE ME A MAIL FAAAST ! EVERY HOUR COUNTS !

CU and Thank you !

Freddy.

Frederik Holst Ulrich-Guenther Str. 101 D-24321 Luetjenburg
Tel.:04381/4476 Internet : freddy@1st-trac.toppoint.de
FIDO-Netz : 2:240/2018.27

CrossPoint v3.02

4770. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 07:19:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32v22o$t8j@nic-nac.CSU.net>
Source record: 98948

DUDE! I've seen better 3D crap than lame solid 3d houses (I have (had?) a copy of a few VR houses.. one of 'em was Elvis's hehe.. for the >>PC<<... no biggy.. I wasn't impressed. In fact, it was boring, slow, and not as good as it could be. Now, if I saw that on the ATARI, I'd be VERY impressed!!!!!!!!! Sure, it's slow, boring, and not as good as it could be .. on the IBM! I mean, IBM's are supposedly the "best" computer (just ask anyone who either hates Macs or are IBM dealers :)). THey have all the fancy VGA graphics and fast CPUs and huge amounts of RAM and almost all of them have at least a 10mb hard-drive, and math co-processors, so you'd EXPECT a 3d house on one of 'em! But for 3d poly graphics to be rendered realtime on a 6502 is quite amazing! (Perhaps it's show-off time to the C=64 newsgroup? Heheh.. KIDDING! KIDDING!)

Anyways, have you ever seen DOOM or Castle Wolfenstein 3D?? Those are NICE. That type of graphics is what WE need. And I'm FULLY against doing it in ColorView mode even though everyone is so pro-ColorView and pro-4096 colors and all that. Sure, ColorView is great. It's awesome, in fact, BUT, it takes TOO much CPU time and TOOOO much RAM for purposes such as games. For games, stick to OS modes, or (and I'd prefer this) APAC or Pryzm modes. For example, if I were to make a game with digitized graphics and I wanted it to be in color, I'd NOT try to bother getting RGB filters (I mean, animation is a bit hard to do in RGB!... without some expensive video->R/G/B->vide/video/video conversion box or something!) I'd rather spend some time colorizing the Graphics 9 captures (I made a nifty util for that if you're wondering.. it's at the UMich archives: COLORIZ1.ARC I think, in either Graphics, Utilities, or Applications) and saving space, time, and CPU speed when the program is running! :)

But now I'm totally rambling so nevermind...

But still, sure, things like the 3D Poly demo could be better, but did you complain to Alphasystems back in the 80's that Parrot or ComputerEyes could be better?

When I'd look at (relatively) old magazines (compute!, family computing) a few years ago, those looked like the COOLEST things EVER made for the Atari!

Now I think they suck. I'd rather use a PC or something to do the video capture and then convert to GIF and then to APAC, Pryzm, or ColorView.. *brrt* Too bad I can't! :) So I spend HOURS creating stupid little simple demos like DAN9A.ARC and DAN15.ARC (and I might actually make DAN9B.ARC like I planned, but not right now I'm BUSY! :) (hanging around the net like the net-troll that I am! :)))

But still, I mean, like Glenn (?) said, >>YOU TRY TO MAKE IT!<<

Can YOU handle 3d objects with SOLID POLYGON SIDES rendered REALTIME on your Atari XL!? :)

If I had the algorhythms, >I< might be able to!

on a Power-PC! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I'm tellin' you, Martha.. that guy's a ding-dang psycho or somethin'!

B
net-troll I am! :)))

4771. IRC anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 07:29:46 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32v2la$kt@nic-nac.CSU.net>
Source record: 98949

Hey.. Is anyone out there interested in doing a big Atari 8bit IRC chat sometime soon? When Glenn first got a hold of the Intel Outside demo he said something like "e-mail can't show my true emotions about this" and wanted to chat in IRC. Then, since John Harris seemed to be online busy replying to some of my e-mail I wanted to invite him in, but then I had to go eat dinner or something so I ended up vamoosing.

ANYWAYS, I had this sorta feeling that a bright little realtime chat might do us all good!

Soo.. what say you? I shall not propose a time since >I'm< probably the FREE-EST soul out here (read: I have no life.. although I did show off Cooltris and Sludge to a friend today, and then we actually went somewhere together.. and we WALKED! My GOD, I got EXERCISE!!!!)

ANYWAYS,

who'd like to do it? Shall we set just a day/night and then people can pop in and see what's up? I'm NOT volunteering myself as the "official coord-inator" because my phone tends to boot me off a lot and I get into conver-sations with friends or have to do stuff around the house. <end disclaiming excuse :) >

And here are a few people I'd REALLY like to see show up :)

Mike from FTE
Ben Poehland
John Harris
Jeff Potter
I'd say Bob Puff but I know he's not on the net (SOMEONE DONATE AN ACCOUNT TO HIM! :))
Hard Soft
Any of the other infamous Euro-groups/clubs (ABBUC, Our5oft (yeah, right :)), anyone remaining from HTT :), etc. etc. etc.)

Sorry to all those worthy but forgotten :)

BUT, just because you're not in that list of "WE NEED YOU, NOW" folks, doesn't mean you can't join.. I mean, look.. I'm gonna be there (I hope :))

>>> AND <<< (big important final note and plot twist to follow.....)

PERHAPS WE CAN FIND OURSELVES SOMETHING TO DO!! LIKE, A >GROUP PROJECT<!

And maybe it can even become a HABIT!? :)

Well? Am I just being a blithering idiot?

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Well, ok, so I AM being a blithering idiot, forget that question..
Do you folks want to have an IRC "date"?

4772. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 08:09:54 UTC
From: phigan@cyberspace.net
Message-ID: <32v50i$ni@cyberspace.com>
Source record: 98950

Hey, I didn't say I didn't like it. I didn't say "ho hum nothing special".
I said that I have seen many others demos with solid vectors. You
misunderstand me. NOT on the 8bit, on every other machine. All new demos
have a bunch of solid vectors. SURE the demo was nice. SURE it was great
for the 8bit. I am saying that some of the shapes could have been less
blocky. But if I bug you, please ignore my posts.

```
-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
```

4773. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 08:11:59 UTC
From: phigan@cyberspace.net
Message-ID: <32v54f$ni@cyberspace.com>
Source record: 98951

I see all this hipe over the solid vectors. What about Hard's PLASMA? What about the fractals? Why isn't anyone saying anything about that? What about those fast scrollers?? Sheesh!

```
-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
```

4774. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 08:18:04 UTC
From: phigan@cyberspace.net
Message-ID: <32v5fs$ni@cyberspace.com>
Source record: 98952

Actually, I've never seen any GOOD solid vector demos on the PC (wait, actually, I saw one where they had raster bars through the vector). Most PC demos are nothing to look at. I have a stack of Atari demo disks that will barely fit in two disk boxes that allow 10 disks per box (I smash em in there). I only watch demos on the atari. And also, I have a few demos in APAC mode..they're quit nice (even though they flicker n' stuff). OK! Enuff..I'm dropping it.

```
-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
```

4775. Re: IRC anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 09:31:47 UTC
From: phigan@cyberspace.net
Message-ID: <32v9q3$2fp@cyberspace.com>
Source record: 98953

Well what I do all the time is go into #atari and change the topic to
'8bits roq!'...How about we all join #atari.8bit? I can try and put a bot
in there (although my bot always gets killed from efnet). I'm ALWAYS on
IRC. Either that or on Overnet (jive.rahul.net 6665). My bot is called
phigbot. I could put atari stuff on it if you guys want, but like I said,
I never know what to expect from efnet..Lets try #atari.8bit, ok?
I'll mail Tamas Bene about it...You guys mail whoever you can.

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4776. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 11:37:01 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <32vh4t$bpk@nic-nac.CSU.net>
Source record: 98954

For most practical applications, plasmas are useless :) They also look
like well-made chset animations in Gr10 mode :) ehhe

Fractals are (imo) useless... pretty, but useless... other than the nice
math stuff and things like Rescue On Fractalus (or this 5k MARS flyover
demo on the PC which is NIIICE) (YES, 5 KILObytes)

Fast scrollers ... many-point scrollers are ok, but scrolling is scrolling.

PARALLEX scrolling perhaps would be nice for 3d looks in games :)

im very tired, why am i online and not in dreamland? :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Cool, moronathon huhuhu cool huhuhuh huhuuhuhuh Dr. who? huhuhu cool

4777. FOR SALE: Atari 8-bit System (COMPLETE)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 14:30:48 UTC
From: jis@panix.com
Message-ID: <32vrao$s0e@panix.com>
Source record: 98855
Cross-posted to: comp.sys.atari.8bit,ny.forsale

My Atari days are over,

After holding onto, and keeping this thing for who knows how long,
I'm finally getting rid of my old Atari 8-bit system. It's just
sitting around in my place not being used, so I figure, why not
sell it to someone who can actually use it.
I've taken very good care of this system, and for the most
part, it's a mint condition setup. The only thing that makes it
less than "mint" is the fact that I can't guarantee that all of the
software that it comes with works. Some of these disks are over 10
years old you know. But the last time I used it, everything worked
fine.

BEST OFFER FOR _EVERYTHING_ LISTED BELOW (I AM _NOT_ SPLITTING THE
SYSTEM) GETS IT. CASH AND CARRY IN BROOKLYN, NEW YORK ONLY.

E-MAIL ALL OFFERS, COMMENTS AND QUESTIONS TO (JIS@PANIX.COM).

ATARI 800XL: Unmodified. New keyboard put in about a year ago.
Includes power supply, video cable, game/TV switch
and owners guide.

ATARI 1050
DISK DRIVE: U.S. Doubler installed. New drive mechanism
installed about a year ago. Includes power supply,
serial cable, owner's guide, DOS 3.0/2.5 manuals.

ATARI 410
CASSETTE
DRIVE: The original tape drive that came out when the 800
and 400 were first released. I had to re-solder a
few wires, but it still works and actually comes in
it's original packaging

ATARILAB: Starter set and light module. Complete and never
used in original box with cartridges, manuals and
everything.

GAME CONT-
ROLLERS: Atari Trac-Ball, Tac-2 Joystick and Quick-Shot
Joystick.

CARTRIDGES: Atlantis, Star Wars: The Arcade Game, Missile
Command, Asteroids, Pac Man, Centipede, E.T. Phone
Home, K-Razy Antiks and K-Razy Kritters. No

documentation on any of these.

CASSETTES: Space Invaders, Moonbase IO, Hazard Run, Jaw
Breaker, Blue Max, Shamus, Shamus II, Fort
Apocalypse, Protector, Megalegs, Pirate Adventure,
Angle Worms, Action Quest, Canyon Climber, Pacific
Coast Highway, Astro Chase, Preppie and Preppie II.
No documentation on any of the above cassettes,
except for Preppie II.

DISKS: Seven Cities of Gold, Movie Maker, Mail Order
Monsters, 221B Baker Street, The Pawn, Gauntlet,
Ace of Aces and Computer Ambush. All of these
disks come in their original packaging with
documentation.

MORE DISKS: I also have over ten boxes of disks (about 15 disks
per box) filled with software, games and utilities.
All undocumented.

BEST OFFER FOR _EVERYTHING_ LISTED ABOVE (I AM _NOT_ SPLITTING THE
SYSTEM) GETS IT. CASH AND CARRY IN BROOKLYN, NEW YORK ONLY.

E-MAIL ALL OFFERS, COMMENTS AND QUESTIONS TO (JIS@PANIX.COM).

4778. Re: Help! Hooking 2 1050s

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 14:43:47 UTC
From: feb6399@ultb.isc.rit.edu
Message-ID: <1994Aug18.144347.9455@ultb.isc.rit.edu>
Source record: 98858

In article <199408150553.AA176659990@relay2.geis.com> b.poehland@genie.geis.com writes:
>Hello Scott,
>
>RE: your problem hooking up the 2nd 1050 drive-- ERROR 138 is the dreaded
>"Device Timeout", which means that the computer is looking for the drive
>on the SIO but for some reason can't find it & gave up upon failing to
>receive an ack after a period of time.
>
>There are several causes for this, ranging from simple to ...messy.
>
>SIMPLE:
>You set the switches wrong. Sounds like you've already covered that ground
>pretty well. Just in case, for D2: the black switch is over to the right &
>the white one is on the left as you look thru the hole in the back.
>
>MESSY (in order from least messy to most messy):
>1.) The drive select switch is bad. It happened to me once. I replaced the
> switch with one taken from a junker 1050. The drive worked only in the
> D1: position & no other positions would work. Weird.
>2.) Your SIO cable is bad. Try a different one.
>3.) The SIO socket(s) in the drive are bad. Not very likely, 1050 sockets
> were fastened down pretty well, & tho one may get worked loose it's rare
> for both to fail. I never saw a bad SIO socket in a 1050.
>4.) The 3086 chip (U1) is blown. Now it gets hairy. Replacing that chip is
> a pain in the neck. It's very hard to reach, & 90% of them are soldered.
> Blowing this chip is usually accomplished by the user making SIO
> connections with power applied, I consider it a form of user neglect.
>5.) The 6532 RIOT chip (U7) is blown. Lotsa fun, now yah gotta pry off the
> RF shield & go rooting under there. A 1050 with a bad RIOT will act dead.
> Uh... you *do* have a drawerfull of spare 1050 replacement chips, right?
> (Once you get into chip-swapping you're in pretty deep!). RIOT failures
> are disgustingly common, I don't know why.
>6.) The 2793 FDC chip (U13) is blown. Rare, but it happens. Expensive little
> booger, too. Fortunately it's easy to tell if you got a defective FDC, as
> the drive usually won't initialize properly when you boot it up (with or
> without the SIO cable connected).
>
>Somewhere in the above will be found the solution to your frustrations, I'm
>sure. I only have ten 1050's around at the moment, but over the years at
>least 50 have passed thru my hands (most of which I repaired & sold). The
>above checklist never failed to reveal the problems in a 1050 that was
>playing possum.
>
>Hope this helps..... - Ben Poehland

>

Okay, so which of those symptoms would apply to the following scenario:

The drive just gives me a boot error when using the Atari (which
doesn't tell me much)
However.....

When I talk to it directly using the PSIO cable (Parallel SIO interface)
and my PSIOX software (which works fine with my Trak drive)
it responds to a status request okay, but whatever sector I try to
read, I get a NAK as a response for. Oh, also the status response that
came back told me the drive wasn't ready. The microswitch for the door
does work, by the way. In fact, when you close the door, the head seeks
and recalibrates itself properly (I even verified this by manually blocking
the track 0 sensor, and it caused the head to instantly stop.. so that
all works)

So, if the motor spins and the head seeks why would it tell me the
drive isn't ready and give me a NAK?
(I thought that only happened when the sectors was out of range...)

Any help would be greatly appreciated. Also, since I don't have access
to any more 1050's, are any of those chips available from standard
electronics parts suppliers?

Thanks
- Frank

(feb6399@ultb.isc.rit.edu)

p.s. please send me email too if possible, since I might be out of town
for the rest of this week and my local news tends to disappear rather
rapidly.

4779. Re: IRC anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 17:26:40 UTC
From: cmwagner@gate.net
Message-ID: <3305kg$7no@tequesta.gate.net>
Source record: 98856

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Hey.. Is anyone out there interested in doing a big Atari 8bit IRC chat
: sometime soon? When Glenn first got a hold of the Intel Outside demo he
: said something like "e-mail can't show my true emotions about this" and
: wanted to chat in IRC. Then, since John Harris seemed to be online busy
: replying to some of my e-mail I wanted to invite him in, but then I had to
: go eat dinner or something so I ended up vamoosing.

If I am ever in IRC then I am in #atari8, all by myself.

4780. Re: WANTED: Burgertime!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 17:32:29 UTC
From: ez040248@dale.ucdavis.edu
Message-ID: <CuqrEB.Mo9@ucdavis.edu>
Source record: 98859

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: ez040248@barney.ucdavis.edu wrote:
: : Scott Butler (sydtech@winternet.com) wrote:
: : : Was Burgertime EVER released in any form for the 8-bits?

: : : This is on my "wanted"" list...

: : : Thanks!

: : Yes, this was released on the atari 8-bits in the form of a public domain
: : program that runs on Turbo Basic(also public domain). I think my source
: : for this program was the Atari Base(the atari-sponsored BBS). Although
: : the program is written in BASIC, it runs surprisingly fast under Turbo
: : Basic.

: I think this was "BASIC Burger" from ANALOG. It was a demonstration
: for a 1K ML routine that made arcade games easier to program. Is it
: the same?

No, I am quite certain ANALOG had nothing to do with this program. I
forget who wrote the game, but I think he also wrote a game like
"Choplifter" in Turbo Basic. This is actually a full-fledged game with
Fred the egg and the rest of the food characters that try to get you
before you build several hamburgers by walking over the lettuce,
hamburger, bun, and tomato.
Danny Webster

4781. Puff's Company Phone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 20:56:39 UTC
From: andy@rasputin.umd.edu
Message-ID: <330hu8$2t4@umd5.umd.edu>
Source record: 98860

Its been a long time, but I think I am in the market for a b.b.

Now, what is the number for Bob Puffs Company so I can order one-
any maybe pre-order on of these R:P: things.....

Thanks for any info.....

```
--
|_____________________________________________________________|
| |
| Andy Diller |
| suffering in A/UX hell |
| andy@rasputin.umd.edu |
| |
|_____________________________________________________________|
```

4782. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 23:22:11 UTC
From: krishna@max.tiac.net
Message-ID: <330qf3$8pi@sundog.tiac.net>
Source record: 98861

Joe S. Phigan (phigan@cyberspace.net) wrote:
: Hey, I didn't say I didn't like it. I didn't say "ho hum nothing special".
: I said that I have seen many others demos with solid vectors. You
: misunderstand me. NOT on the 8bit, on every other machine. All new demos
: have a bunch of solid vectors. SURE the demo was nice. SURE it was great
: for the 8bit. I am saying that some of the shapes could have been less
: blocky. But if I bug you, please ignore my posts.

It's almost rule #1 in the Atari 8-bit area not to try to apply the same standard for the 8-bit that you do with a 50+mhz 32-bit archetecture. Do you really think the 8-bit can do anything you can't do with that much brute force available on the PC? With that aside, it's still a fact that PCXformer is still unfinished and I personally have doubts it will ever run perfectly due to the vastly different (and in some ways worse) graphics system on the PC.

4783. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-18 23:23:58 UTC
From: krishna@max.tiac.net
Message-ID: <330qie$8pi@sundog.tiac.net>
Source record: 98862

Joe S. Phigan (phigan@cyberspace.net) wrote:
: I see all this hipe over the solid vectors. What about Hard's PLASMA? What
: about the fractals? Why isn't anyone saying anything about that? What
: about those fast scrollers?? Sheesh!

Scrollers don't impress me any more. There is NO practical usage for
scrollers. The plasma was interesting but I could pretty much figure out
how it was done (probably with PMGs) and again has no practical use. The
Fractal generator was interesting, but Fractasia already generates
fractal images much faster than anything previous, and in any mode
including CV15.

4784. Re: Puff's Company Phone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-19 00:19:16 UTC
From: tdrake1@umbc.edu
Message-ID: <330tq4$rni@news.umbc.edu>
Source record: 98863

Andy C. Diller (andy@rasputin.umd.edu) wrote:
: Its been a long time, but I think I am in the market for a b.b.

: Now, what is the number for Bob Puffs Company so I can order one-
: any maybe pre-order on of these R:P: things.....

: Thanks for any info.....

Andy,

Computer Software Services is the name of Bob Puff's company.

Ordering Line: (716) 429-5639
FAX: (716) 247-7158
BBS: (716) 247-7157

I have a Black Box and have had nothing but success with it. It really
brings the Atari 8-bit into the 90s, especially when hooked up to a 14.4
modem with hardware flow control and a hard drive.

Tell him that Tom said hi.

You won't go wrong.

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

4785. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-19 07:35:13 UTC
From: jharris@cup.portal.com
Message-ID: <120306@cup.portal.com>
Source record: 98864

>Did you watch the whole thing with the helicopter? Let's see you do it
>:) John Harris said he too thinks the flicker is a PAL thing. Maybe
>he'll manage to disassemble it and patch it for NTSC and if that's what
>you didn't like, it will run smoother.

Just to clarify, the flicker is most likely caused by the NTSC machines having less CPU time available per frame, (1/60 vs 1/50 second), and the routine may not be executing to completion. To get it to run clean, it would most likely have to reduce the maximum number of vectors/points it was able to process.

I'm not planning on doing any disassembly of the 3D stuff, and would likely have a tough time doing so, since I haven't written any routines of that type. Though, I admit I'd love to have a usable copy of them to be used for some type of game engine.

In fact, I've always been a bit disturbed by the amount of time Europeans put into making demos. I'd sure like to see games, or something else useful be generated by these obviously great coders.

John Harris - jharris@cup.portal.com

4786. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-19 07:35:19 UTC
From: jharris@cup.portal.com
Message-ID: <120307@cup.portal.com>
Source record: 98865

I didn't think much of their effort to map the bitmap pics onto the 3D objects. Since the 6502 doesn't have the power to do the image warping in real time, those pistures aren't going to look very good.

And yet, I would really like to see the same algorithm used with a much simpler repeating pattern or texture. That might look a lot better. The right image on mice 3D object could look very impressive indeed.

John Harris - jharris@cup.portal.com

4787. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-19 12:08:56 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Aug19140858@nova.lise.unit.no>
Source record: 98866

In article <32u82p$13d@cyberspace.com> phigan@cyberspace.net (Joe S. Phigan) writes:

[...]

> BTW: I uploaded intelb.dcm to nova...hopefully, it will up soon.

I replaced the old intelb.dcm with the new one. Should be fine now,
thanks for the upload :)
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

4788. Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-19 13:14:54 UTC
From: sde0015@tu-harburg.d400.de
Message-ID: <332b8e$kl2@rzsun02.rrz.uni-hamburg.de>
Source record: 98867

How do I connect four Joysticks to my 800 XL? I thought
of some selfmade hardware that you plug in the
rear extension slot. Has anybody done this?

Joern

P.S. Guess which game I want to play..

4789. Re: Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-19 14:36:26 UTC
From: kubla@goofy.zdv.Uni-Mainz.DE
Message-ID: <KUBLA.94Aug19163626@goofy.zdv.Uni-Mainz.DE>
Source record: 98868

In article <332b8e$kl2@rzsun02.rrz.uni-hamburg.de> sde0015@tu-harburg.d400.de (Joern Sierwald) writes:

How do I connect four Joysticks to my 800 XL? I thought
of some selfmade hardware that you plug in the
rear extension slot. Has anybody done this?

Joern

P.S. Guess which game I want to play..

Won't work. The ingenious Atari engeneers (or maybe it was the marketing) wanted
a) to create a more serious 'PC' image of the 1200XL
b) spare the costs of an additional latch
So they used the then unused 8 bits of port 3&4 for memory management purposes like ROM enabling (RAM bank switching on the 130 XE)
So you will have to play MULE with 2 sticks or try to find an old 400/800 with four ports.

Dominik
(ARGH! I hate that my XL broke down !!! Hope this XL-Emu for UNIX is coming along soon ...)

--
---
eMail: Dominik.Kubla@Uni-Mainz.DE sMail: Dominik Kubla, Lannerstrasse 53
55270 Ober-Olm, F.R. of Germany
>>> Save the environment NOW! <<< ****** European Union ******

4790. Really WTB: Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-19 18:58:37 UTC
From: camp5@academic.csubak.edu
Message-ID: <332vct$sdv@nic-nac.CSU.net>
Source record: 98869

I'm in the market for a power-supply that works with an Atari 800XL.
If you have one, or know where I can get one, please e-mail! Thanks...
*Stiles

4791. Re: Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-19 19:02:30 UTC
From: jlodoen@shell.portal.com
Message-ID: <332vk6$e90@news1.shell>
Source record: 98871

Joern Sierwald (sde0015@tu-harburg.d400.de) wrote:
: How do I connect four Joysticks to my 800 XL? I thought
: of some selfmade hardware that you plug in the
: rear extension slot. Has anybody done this?

I don't think it's possible. The memory locations for
the 3rd and 4th ports (aka PORTB) are used for accessing
the extra memory of the XLs.

If software reads ports 3/4, you get copies of 1/2.

: Joern

: P.S. Guess which game I want to play..

Basketball? Breakout (8 player!)? Survivor? Silicon Warrior?
Decathlon? Asteroids (y'know, that'd be cool).

Of course you mean the one true game! Mazewar. (I know, I know,
MULE... but there were several 4 player games :)

4792. Atari game cartridges for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-19 21:12:26 UTC
From: Todd McLaughlin <toddm@rahul.net>
Message-ID: <Cusw8r.ED1@rahul.net>
Source record: 98874

```
800/130XE Cartridges $3 each
-----------------------------
3-D Tic-Tac-Toe
Centipede
Defender
Diamond Mine
Donkey Kong
Journey to the Planets
Joust
Jumpman Junior
Jungle Hunt
Miner 2049'er
Missile Command
Space Journey
Star Raiders
Super Breakout

2600 Cartridges $2 each
-----------------------------
27 Tele-Games
Alpha Beam with Ernie
Asteroids
Baseball
Berzerk
Boxing
Casino
Circus Atari
Combat
Cookie Monster Munch
Defender
Demon Attack
Demons to Diamonds
Donkey Kong
Donkey Kong Jr.
E.T.
Fathom
Frogger
Ghostbusters
Gravitar
Haunted House
Kangaroo
Mario Bros.
Math Grand Prix
Millipede
```

Mr. Do
Ms. Pac-Man
Night Driver
Pac-Man
Pigs in Space
Pitfall
Pole Position
Popeye
Q-bert
Shark Attack
Shootin' Gallery
Space Invaders
Space Shuttle
Star Voyager
Star Wars: The Empire Strikes Back
SwordQuest: FireWorld
Video Olympics
Warlords

--
Todd McLaughlin <toddm@rahul.net>

4793. Power Supply Questions (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-19 21:54:49 UTC
From: camp5@academic.csubak.edu
Message-ID: <3339n9$7p5@nic-nac.CSU.net>
Source record: 98872

Well, I've learned that a new power-supply would run me $25. A bit of
a shock for me--nostalgia shouldn't be quite so expensive!! But as a new "Pac
Man" owner, I'm compelled to continue my search.
Does anyone out there own a power supply that they don't need? I'd be
willing to pay $10 or so plus shipping.
I'd really like to know how to rig one, though. I've done it with
a DC Power Box and some wire before, but the picture was pretty grainy. Does
anyone know how to use a normal DC power supply and hook it up to an Atari?
I'd be VERY grateful for directions...
*Stiles

4794. Re: Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-19 22:41:03 UTC
From: krishna@max.tiac.net
Message-ID: <333cdv$krf@sundog.tiac.net>
Source record: 98873

Yes, the best way to have gone with upgraded memory (the real reason they got rid of the other 2 joysticks was to use PortB for banking, even in a 1200XL you can bank the under the OS memory with Port B I believe) would have been to simly stack a PIA on and map that in. But they copied the Bucholz upgrade mapping and the rest is history. It's essentially the formalization of a hack and we've been paying for it ever since due to the lack of available bits.

4795. Re: Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 00:03:40 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <120330@cup.portal.com>
Source record: 98875

It would be a kludge, buts that where I live <g>. I've piggybacked
an extra pia onto the existing one & it's really not that hard. You'd
have to go through the source code for "whatever" & change all refs
from $D300-$D303 to $D600-$D603, but it could be done. If the thing
just uses the shadow registers in ram, you may have to burn another
OS chip. I've never done anything beyond using the 2nd 6502 as a printer
port.
Rick

4796. Re: Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 01:52:24 UTC
From: krishna@max.tiac.net
Message-ID: <333nko$krf@sundog.tiac.net>
Source record: 98876

Rick_Michael_Cortese@cup.portal.com wrote:
: It would be a kludge, buts that where I live <g>. I've piggybacked
: an extra pia onto the existing one & it's really not that hard. You'd
: have to go through the source code for "whatever" & change all refs
: from $D300-$D303 to $D600-$D603, but it could be done. If the thing
: just uses the shadow registers in ram, you may have to burn another
: OS chip. I've never done anything beyond using the 2nd 6502 as a printer
: port.

You mean the 2nd PIA (6520).

4797. SURVEY for new product feasability

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 02:12:00 UTC
From: bryedewa@news.delphi.com
Message-ID: <333opg$ib3@news.delphi.com>
Source record: 98877

I was wondering how much demand there is for an Atari 8-bit to RGB adapter
that would allow the use of, say, an ST monitor. Right now I only have
worked on an NTSC design, but I may consider a PAL version. If you have
an opinion or desire to see such a product, send me mail at:

bryedewaard@delphi.com (posted from this address)

Also tell me what you consider to be a fair price for such a device. I
won't use that information to 'raise' the price, but to set a design limit.

Thanks!
8-bit forever!
-Bry

4798. Black Box and Syquest

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 03:04:58 UTC
From: tdrake1@umbc.edu
Message-ID: <333rsq$i4p@news.umbc.edu>
Source record: 98878

Has anybody out in Atari 8-bit Land tried to hook up their Black Box to one of the new Syquest 3.5 105 meg embedded SCSI drives? I am having problems hooking up mine. Receive a "Mode Select Command Failed" and a "Request Sense Command Failed" message when I attempt to format it. I am using version 1.93 of the HDFMT.COM file and selecting the 'E' option for embedded SCSI drives.

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

4799. Help programming peripheral port

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 03:45:14 UTC
From: cstreete@nyx10.cs.du.edu
Message-ID: <333u8a$13f@nyx10.cs.du.edu>
Source record: 98879

Help..

I need any information anyone can give me or point me at regarding sending
commands at the peripheral port. Ideally, the source to a term program
(300 baud max is fine) would be exactly what I'm looking for.

If you really want to know why, I'll be more than happy to tell you,
but be prepared for a LONG story.

Thanks for any help you can give.

--
Carl Streeter | "Nothing is more frightening than
cstreete@nyx.cs.du.edu (pref)| ignorance in action" --Goethe
streeter@cae.wisc.edu (school)| ...Have you seen my saltshaker?
carls@aspen.plexus.com (work)| Hellooooooo Nurse!

4800. Atari DOS disks with Ultraspeed?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 04:03:07 UTC
From: ripi@aol.com
Message-ID: <333v9r$m9i@search01.news.aol.com>
Source record: 98880

Is there a program that will let me format Atari DOS 2.5-compatible
1050-density disks with the Ultraspeed skew?

Rob

4801. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 04:06:19 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <333vfr$256@terminator.rs.itd.umich.edu>
Source record: 98881
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 20934 Aug 16 02:41 ./8bit/Graphics/dan15.arc
-rw-r--r-- lenn 384 Aug 16 02:41 ./8bit/Graphics/dan15.txt
-rw-r--r-- lenn 59142 Aug 16 02:42 ./8bit/Graphics/dan9a.arc
-rw-r--r-- lenn 348 Aug 16 02:42 ./8bit/Graphics/dan9a.txt
-rw-r--r-- lenn 11819 Aug 17 03:45 ./8bit/Os/mydos453.dcm
-rw-r--r-- lenn 192 Aug 17 03:45 ./8bit/Os/mydos453.txt
-rw-r--r-- lenn 156814 Aug 17 03:47 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4802. DAN??.ARC demos

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 05:25:47 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940819222540.24016eed@sonoma.edu>
Source record: 98882

BTW, the files: DAN9A.ARC and DAN15.ARC (HORRID res, but oh well) are TurboBASIC XL animation demos of an "MTV's The Grind" dancer. (I noticed the archive robot's post just now)

(Also, MYDOS453.ARC is 4.53/4 - just an SD disk with DOS.SYS and DUP.SYS written to them with the 'H' command)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Butthead: Since your like the president, would you go to a third world country in a helicopter, and say "I am the president of the United States, the most powerful country in the world, bow down and kiss my butt!!"
Beavis: yeah, and the streets will flow with the blood of the non-believers.

4803. NEWS-PAPER BACK ISSUES

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 09:43:50 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <199408200943.FAA22727@nextsun.INS.CWRU.Edu>
Source record: 98883

Ok, here's a good deal for you all!

We have now produced 5 printed issues of the News-Paper (our magazine). Get the lot for just $10 inlcuding Air Mail shipping! We must be mad!!

Come on folks, get your $10 to us!

As usual, pay in cash in US$.

We have about 50 sets available, so there's no need to reserve any.

Dean Garraghty.

--
Dean Garraghty Software (D.G.S.) - dx107@cleveland.freenet.edu
D.G.S., 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND.
Phone (in UK): (0302) 855026 / International: +44-302-855-026
D.G.S -- Supporting the Atari 8-bit!!

4804. [--- File Problems ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 09:52:45 UTC
From: winston@merk.com
Message-ID: <CutvFz.K9F@merk.com>
Source record: 98884

As for changing file formats from SPARTADOS to ATARI DOS 2.5.
Well, you can always upload to a BBS with one DOS and then
download with the other DOS. While this won't work with files that are
specifically compiled expecting a SPARTADOS layout, it does work for a
lot of things.

As for FTP-ing from UMICH, that doesn't seem to work anymore. You may
want to try and GOPHER a bit instead. Novices seem to be able to GOPHER
much faster than they can FTP. As a result, the GOPHER ports aren't
tied up for nearly as long as the FTP user ports are.

4805. 1702 focus problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 13:47:00 UTC
From: gregg.wilson@canrem.com
Message-ID: <60.13071.4513.0N1AB28A@canrem.com>
Source record: 98885

Hi all.
Can someone tell me how to focus my old 1702 monitor? It's getting a
bit fuzzy in the corners. Other than that, my 8bit is doing fine.
Thanx.

4806. Re: Atari DOS disks with Ultraspeed?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 16:25:39 UTC
From: krishna@max.tiac.net
Message-ID: <335aq3$e9e@sundog.tiac.net>
Source record: 98886

RIPI (ripi@aol.com) wrote:
: Is there a program that will let me format Atari DOS 2.5-compatible
: 1050-density disks with the Ultraspeed skew?

I think so. It was on Delphi long ago. Jim King would know.

4807. Atari Archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 17:58:31 UTC
From: lenn@expert.cc.purdue.edu
Message-ID: <335g87$2nh@mozo.cc.purdue.edu>
Source record: 98731

For all of you who can't seem to get on the Atari Archive, try amiga.archive.umich.edu or msdos.archive.umich.edu, then just go to the atari section instead. They aren't as busy, I just tried them both and got on the first try each time.

Jody Lenn

--
Jody M. Lenn Umich Atari Posse:
lenn@expert.cc.purdue.edu ||| lenn@atari.archive.umich.edu
||| lenn@terminator.rs.itd.umich.edu
Elevation 14,400 BPS / | \ GEnie: j.lenn1@genie.geis.com

4808. Re: Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 18:55:25 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <120403@cup.portal.com>
Source record: 98887

I stand corrected 6520, actually a 6821, same pin out & $1 cheaper.
Rick

4809. Re: Power Supply Questions (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 18:59:02 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <120404@cup.portal.com>
Source record: 98888

The xl only need a 5v power supply. The pin out for the jack is in
the FAQ & I've found the old Coleco power supplies you can find at
Radio Shack will just do it. Last time I bought one was years ago, but
I think it was only $4.95

4810. Sio2pc Help (slow writes)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-20 22:34:57 UTC
From: gnielsen@clam.rutgers.edu
Message-ID: <Aug.20.18.34.57.1994.10917@clam.rutgers.edu>
Source record: 98889

Hello,

I am having trouble with my newly built Sio2pc cable and I wanted
to see if anyone has a suggestion or answer. The problem is that when
I try to format or write to sio virtual disks the writes are VERY slow
(slower than a real atari drive) and normal the copy aborts with a
error-160. The atari boots fine from Sio2pc and the reading is great.
I have tried Atari DOS 2.5 and the MYDOS 4.5 that came with Sio2pc.

The copy normal write about 4-5 sectors quickly then slows down to
about a sector every 2 seconds. Disk formats almost never work. I have
tried this with just the plan Jane 720 single density disks. The last
kicker is that I have a program that does sector by sector disk
copies, (on the Atari). That program works great, both reading and
writting to normal or virtual disks. I am using sio2pc 3.18i

Thanks for help

Garth C. Nielsen

Please respond with e-mail

4811. Amperage of Atari Power supply

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 00:52:01 UTC
From: camp5@academic.csubak.edu
Message-ID: <3368fh$ff3@nic-nac.CSU.net>
Source record: 98890

Well, I now know that the Atari uses +5VDC and ground. (I knew that before :(...)
Two question:

1) How is shield hooked up?
2) What kind of amperage does the Atari need? (If I get it wrong, what will happen?)
*Stiles

4812. Re: Amperage of Atari Power supply

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 02:30:44 UTC
From: krishna@max.tiac.net
Message-ID: <336e8k$on1@sundog.tiac.net>
Source record: 98891

camp5@academic.csubak.edu wrote:

: Well, I now know that the Atari uses +5VDC and ground. (I knew that
: before :(...)
: Two question:

: 1) How is shield hooked up?
: 2) What kind of amperage does the Atari need? (If I get it wrong, what
: will happen?)

Amps for a stock machine wouldn't need more than 1.5. If you run dongles off it that draw power from it (like a lot of SIO ones do) and/or if you put a large memory uprade into it, you should have at least 2 amps if not more. That's why a lot of hard drive 8-bitters run a line from the clone supply (which is compatible) since that supply has tons of Amps to spare.

Wes Newell tells me that the Atari 800/1200 bricks are different and that they will have enough power to deliver a 1 megabyte 1200. I haven't tested it beyond 256K though....

I don't know what the different between AC and DC is as far as AMPS are concenred....

4813. Atari XE Group BBS info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 04:19:18 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CuvAo6.BEu@freenet.carleton.ca>
Source record: 98892

I noticed when I went through the info for the Atari XE Group BBS, my name was posted as being the SysOp. This may have confused someone because it happens to be in my basement and I often chat with users on there. But in fact my dad (Dave Brown,
AKA Digital Dave) is the SysOp. We have 40 megs of files on line and here's the other info...

Number: (613)225-2896
Location: Nepean, Ont.
Special stuff: On-line games, 8-bit files available for downloading, or you could even contribute and UPLOAD a file or two or three, IBM users are welcome, FileMail is available and E-mailing, 10 message bases(limited for non-members(ie. a few areas not
available to people who are not a part of the club)
Megs Online: 40 megs
Max baud: 2400

One more
thing...if you have CGS colour, or IBM colour ANSI, we support all that fancy stuff(in CoLoUr!!). File protocols available are: CRC-Xmodem, Standard X-modem, L-modem, Y-modem batch, 1K X-modem, F-modem and that's about it. Inform ya later if there's
anything I missed. Hope to see ya around, since I'm new here.

4814. Atari 8-Bit Hardware Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 04:34:10 UTC
From: tdrake1@umbc.edu
Message-ID: <336lg2$pl9@news.umbc.edu>
Source record: 98893

I have the following items for sale:

1 stock 130XE with power supply - $65
2 Percom AT-88 180K DD Drives - $25 each
2 stock 800XLs with power supply - $45 each
1 Atari 400 with 48K and regular keyboard with P/S - $35
1 256K ICD MIO with instructions and P/S - $85
1 Atari XM301 300 Baud modem complete in orig box! - $10
1 RANA 1000 DD Drive in orig box with P/S - $35
1 Atari TRAKBALL controller - $7
2 Commodore 1802 Monitors with split Luma/Chroma video - $65 each
1 stock Atari 1050 Disk Drive with P/S - $40
1 320K 130XE with OMNI OS and P/S - $85
1 Epson 9-pin dot matrix Printer with new ribbon - $35

You pay shipping.

--
-=-=-=

4815. Ack! Intelb.dcm on nova!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 05:07:51 UTC
From: bryedewa@news.delphi.com
Message-ID: <336nf7$i1f@news.delphi.com>
Source record: 98894

Well, the new file is there, but is not readable! The "r" flag is OFF!
How else can I get this demo?

-Bry

4816. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 06:53:31 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <RM5TlMz.lmcclure@delphi.com>
Source record: 98895

In a message dated 8-9-94, Rick Michael Cortese said:

"The latest versions of the 65816 run at 10 MHz I believe &..."

Up until this month, that was the fastest rated version WDC produced.
65816's rated for 14Mhz operation are supposed to be available now.

"To get a 65816 up to speed it's going to need cache ram
which is beyond my limited abilities."

Since the "main" Atari 8-bit RAM is only 64K, perhaps a simpler to
implement shadow RAM scheme could be used. Both accelerators that were
available in the U.S. in the past for the Commodore 64 (one 65816 based,
the other 65C02 based) used this approach.

Also, if anyone cared to reverse engineer the cache design used on
the Transwarp GS and adapt it to the the Atari 8-bits, I doubt a lawsuit
would result, since AE is out of business. <grin>

4817. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 06:55:09 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Rs5T181.lmcclure@delphi.com>
Source record: 98896

In a message dated 8-9-94, John Harris said:

"The 65816 can go to 16 MHz I think."

14Mhz is currently the top rating available on 65816's from WDC. Other parties are evidently licensed to manufacture the 65816, but I expect the fastest versions still come from Western Design Center.

Of course, most CPU's are conservatively rated. Motorola CPU's, for example, and routinely be pushed up 25% beyond their rated speed with no problems, as can some Intel CPUs (with their current "leading edge" CPU at any given time excepted). From what I gather, however, the higher speed 65816's have traditionally been rated close to spec. If the 14Mhz version follows this same path, 16Mhz would probably work, but I for one would be more hesitant in pushing a 14Mhz 65816 than a 16Mhz 68HC000 to 20Mhz.

"While an 816 CPU might easily run at 8 MHz, the custom Atari
chips are still going to have to run at 1.79, creating a
dual-speed machine where you will only get the fast speed
when using memory outside the base 64K where the custom
chips reside."

This is almost certainly the most simple and least expensive approach. Unfortunately, as you later mentioned in your message, this gives little benefit to existing 8-bit applications. For that, one can either use a cache scheme, which is perhaps the most flexible, but most expensive (from an R&D standpoint) or a shadow RAM setup (less expensive on the R&D end, but potentially more expensive in hardware).

A cache setup would have the advantage of boosting all memory, including any non-banked "65816-only" RAM. After all, a 14Mhz 65816 would require VERY fast memory to allow full speed access (i.e., below 40ns), which is out of the range of common DRAM chips. Large quantities of high-speed SRAM can certainly get expensive. <grin>

The problem with a shadow RAM setup is the standard of using banked RAM on the Atari, meaning either the full banked amount would have to be shadowed (more expense), or performance of banked applications could suffer. 64K of high speed SRAM is not a bank breaker, but to duplicate the size of many 256K banked RAM expansions would result in a four-fold increase in cost. Also, there is the problem again of DRAM that would be used for large 65816-specific memory expansions being too slow for the higher speed 65816's. Interleaving this memory would assist somewhat, but depending on the speed differential, can be less effective than a good cache.

A question: Does the ANTIC actually halt the CPU during any acesses, or just under certain conditions? (From what I know, the "halt" function is one of the main differences between the XE/XL "Sally" custom 6502 and a standard 6502). If it does indeed halt the CPU during any accesses (i.e., reading display data and refresh cycles), it might be possible to replace the main RAM with faster rated RAM, and ramp up the clock speed with a separate clock to the CPU. However, even if this scheme worked, one would still have the problem of interfacing with the support chips, which are used to 1.79Mhz speeds, and likely would not tolerate even 3Mhz. Even in this case, there would still need to be a function to drop the CPU speed when accessing areas of memory known to be used for non-RAM purposes.

When all is said and done, a cache appears to be the best overall approach, but sadly may be beyond the resources (engineering knowledge and/or financial) of the Atari 8-bit community.

4818. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 06:56:35 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ruywdqz.lmcclure@delphi.com>
Source record: 98897

In a message dated 8-10-94, John Harris said:

"That being said, an ANTIC/GTIA at twice the bandwidth
would be able to do 2 colors at 640x200, 4 colors at 320x200,
16 colors at 160x200, and also 4 color players. That would
be pretty useful, and not make a major impact on RAM speeds
and costs. I wish Atari would have done it."

Actually, they could have done it without increasing memory speed requirements at all; by doubling the width of the data path. This is half of the approach Commodore used with the AGA chipset, and part of the way Tandy jumped from 256x192 screens with few colors on the Color Computer 2 and prior, to 320x192 16-color screens (and 4-color 640x192) on the Color Computer 3. Perhaps the Tandy example is closer to what Atari could have accomplished, as the CPU remained the same 8-bit unit (the 6809).

Of course, while I had a few ideas pop up such as twin ANTIC/GTIA's in one machine, each accessing separate banks of memory, for expanding color resolution, and possibly on offset clocks in an attempt to increase actual resolution, such approaches are kludgy and ill-advised. The time spent on engineering such approaches would be better spent augmenting the current ANTIC and GTIA with a more modern VDP, preferably one not tied to a specific CPU clock speed. After all, in either the "kludge" case, or that of a totally new, but seconday CPU, old software would still run, but new software would need to be written to make use of the new display capabilities.

It is a tribute to the design of the Atari 8-bit's chipset that it lastest as long as it did in the "active" market, with no update or real augmentation. Of all its contemporaries, it has the oldest chipset design, save for the Apple II, which went through two significant upgrades, the first being the 64K aux board of the Apple IIe, which opened up an "official" 80-column standard and double hi-res, but later the larger upgrade that came in the form of the graphics chip on the IIgs. In Commodore's case, the VIC-II found in the 64 was augmented by the 8563 in the C-128. (There was also the much more capable VIC-III found in the C-65, but since it was never marketed, I am not certain it can be counted). In the case of the Tandy Color Computer, the third version brought a total revamp of graphics capability. Oddly enough, even the graphics capability of the TI-99/4A can be upgraded. Odd, because the first chip to make this possible came out about two years *after* TI quit selling the machine!

4819. Re: XF551/DOS XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 06:58:29 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ru6S9g9.lmcclure@delphi.com>
Source record: 98898

In a message dated 8-17-94, John Perez said:

"From what I can tell, the double sided, double density
format from DOS XE is not compatible with anything else"

If you have the capability to download to your 130XE, I strongly suggest getting ahold of MYDOS or or latest version of SpartaDOS (now shareware).

If you do not have download capability for your 8-bit, perhaps someone can mail you a copy of either or both DOS's. Of course, you could always obtain SpartaDOS directly from FTe (and just pay the shareware fee in advance). I am not certain whether MYDOS is shareware or freeware, but I would imagine similar arrangements could be made in either case.

4820. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 06:59:32 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <RsyRFg0.lmcclure@delphi.com>
Source record: 98899

In a messaged dated 8-13-94, Rick Michael Cortese said:

"I just cancelled the card I was using for Delphi since it
was an easy 800 number & got a new card. FYI this was the
same thing I did when I left Portal & apparently the
services do not like this at all! They tagged me with
over a $100 in fees for pulling this."

Wouldn't it have been simpler to just request Delphi cancel your account?

4821. 8-bit/2600/7800 FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 08:40:18 UTC
From: 71450.1050@compuserve.com
Message-ID: <940821083858_71450.1050_EHB94-1@CompuServe.COM>
Source record: 98901

FOR SALE - ATARI 8-BIT SOFTWARE

MicroProse titles:

F-15 Strike Eagle & Silent Service $5.00/each

SSI Titles:

Computer Ambush, Panzer Grenadier, Reforger '88 $5.00/each or
all 3 for $12.50

Various titles:

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator
Package (XLent Software), Winter Challenge $5.00/each or all 3 for $12.50

FOR SALE - ATARI 2600 CARTS

Realsports Football, Space Invaders
$3/each

FOR SALE - ATARI 7800 CARTS

Asteroids, Ballblazer, Choplifter!, Crossbow, Dig Dug,
Food Fight, Jinks, Joust, Karateka, One-On-One Basketball, Pole Position II,
Robotron:2084, Xevious, Centipede $5/each or 5 for $20

Karateka (cart only) $3

All items are brand new in original boxes.

All prices include shipping. Multiple quantities may be available for some
2600/7800 titles. If interested, contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

4822. Re: Port B (of the PIA) in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 09:02:28 UTC
From: kubla@goofy.zdv.Uni-Mainz.DE
Message-ID: <KUBLA.94Aug21110228@kingluey.zdv.Uni-Mainz.DE>
Source record: 98902

```
PORT B is now used for MMU purposes:

400XL/800XL/1200XL
------------------------
Enabling the OS-ROM
Enabling the BASIC-ROM
Enabling the MATHPAK-ROM
Enabling the SELFTEST-ROM

130XE
---------------------------
Enabling the extended RAM and bankswitching.

XEGS
----------------------------
Enabling the internal game cartridge (forgot what it has been ...)

The easiest way to support your external hardware is to put a PIO on a small
board which will plug into the extension port. If you put ROM on it with the
right MAGIC number on the right address your XL will recognize it at boot time
and plug the driver into the OS. Great, isn't it? It took intel 10 years to
implement something like that for the PC!

Cheers,
Dominik

--
-------------------------------------------------------------------------
eMail: Dominik.Kubla@Uni-Mainz.DE sMail: Dominik Kubla, Lannerstrasse 53
55270 Ober-Olm, F.R. of Germany
>>> Save the environment NOW! <<< ****** European Union ******
```

4823. Re: Port B (of the PIA) in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 09:24:31 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3376gf$2j9@nic-nac.CSU.net>
Source record: 98903

"MATHPAK-ROM"?!?!?!

Hmmm!?

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4824. What is M.U.L.E?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 12:51:34 UTC
From: HPGGD@dish.gla.ac.uk
Message-ID: <9DD5DA1ECA@dish.gla.ac.uk>
Source record: 98904

Ok, I admit it I don't know what the game M.U.L.E is. What is it
about? It seems to have almost cult status.

Gareth Davies.

Gareth Davies

e-mail : HPGGD@DISH.GLA.AC.UK

post : 63 Shaftesbury Rd, 53a Kelvinhaugh St,
Gosport, Glasgow.
Hants. Scotland.
PO12 1RU G3 8PE
UK UK

4825. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 15:23:38 UTC
From: jharris@cup.portal.com
Message-ID: <120450@cup.portal.com>
Source record: 98705

What part of the demo was the Plasma thing you guys are talking about?

Just because they used that 896 point animation system to create a scroller, doesn't mean that's all it can do. It could move any object(s) made up of those points. There is likely to be some use for it where it would be better/faster than some other routine. If the scaling and rotation is hard-wired and table driven, that would limit its uses though.

John Harris - jharris@cup.portal.com

4826. XE Group BBS(cont'd)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 16:27:32 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cuw8Dw.6nz@freenet.carleton.ca>
Source record: 98706

I did miss a few things when I posted the info for the XE Group BBS. Our treasurer is no longer Vince Grienti. In fact he isn't even a member anymore. The position of treasurer has been taken up by Owen and Ed Kalau. Our secretary is still John Ricker, but Christien Lecuyer has taken over the position of editor. Whoever posted the info on the Atari 8-bit BBS, could you please change the info to what I have posted just to keep it up-to-date?

4827. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 17:16:00 UTC
From: jharris@cup.portal.com
Message-ID: <120452@cup.portal.com>
Source record: 98708

>A cache setup would have the advantage of boosting all memory,
>including any non-banked "65816-only" RAM. After all, a 14Mhz 65816
>would require VERY fast memory to allow full speed access (i.e., below
>40ns)...

Is that 40ns figure correct? Is the bus access on the 65816 different from 68000 designs, since 80ns chip are good enough for 25MHz in 68030?

I would guess even the simplest 65816 designs would be at the financial limit of feasibility for the Atari 8. I think cache, even though benefitial, would cross that line.

>A question: Does the ANTIC actually halt the CPU during any acesses, or
>just under certain conditions?

The CPU is halted on any ANTIC accesses to RAM. Including all byte fetches, and memory refresh. This is another benefit to a second memory bus for expanded 65816 memory. Not only can it run at a faster clock, but it can be immune to ANTIC DMA.

John Harris - jharris@cup.portal.com

4828. Re: Ack! Intelb.dcm on nova!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 17:42:18 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Aug21194218@nova.lise.unit.no>
Source record: 98707

In article <336nf7$i1f@news.delphi.com> bryedewa@news.delphi.com (BRYEDEWAARD@DELPHI.COM) writes:

> Well, the new file is there, but is not readable! The "r" flag is OFF!
> How else can I get this demo?

Minor mistake there, probably mine. Oh well, it's fixed now :)
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

4829. Re: What is M.U.L.E?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 23:17:42 UTC
From: tdrake1@umbc.edu
Message-ID: <338nam$23c@news.umbc.edu>
Source record: 98709

GARETH DAVIES (HPGGD@dish.gla.ac.uk) wrote:
: Ok, I admit it I don't know what the game M.U.L.E is. What is it
: about? It seems to have almost cult status.

You are write about M.U.L.E.'s cult status...

It is almost always included on any top ten list of favorite classic games. It was especially great playing it with the old 800 and its four joystick ports, even though I have heard of a hacked 4-player version for the XL in which the 1 and 3 and 2 and 4 players are switched in. Otherwise, you are limited to a maximum of two players on the XL machines.

The game came out in 1983 and is outstanding!

M.U.L.E. stands for Multiple Use Labor Element and the games takes place on the planet of Irata or Atari spelled backwards ;)

It is a game in which up to four players attempt to settle a distant planet with the help of a mule-like machine that everyone learns to hate! but absolutely needs.

You are a planet pioneer and need your M.U.L.E. to mine, farm, haul stuff around, but if you mistreat it, the MULE likes to run away.

The game centers on the exploration and resource development of this planet called Irata. In the basic game, you choose a character, and start with $1000 in money and $300 in Food and Energy. You select a plot of land via a Land Grant each turn. You then decide what you will do with your plot of land - either mining, farming, or producing Energy depending on the type of plot. You then have to outfit your MULE and then install the MULE on one of your plots of land.

There is a store where you can buy and sell. You can trade, transfer MULEs, go to the pub and try to win more money, mine for crystite underground in the Tournament version, or enter into Collusion with another player.

Prices are set by the law of supply and demand. The game also involves economies of scale, the applied theory of production, and most importantly, the Prisoner's Dilemma. That is, in the game of MULE EVERYONE loses if the colony doesn't survive. It is a great game, and was distributed by Electronic Arts, when a good game was considered an art form. Sadly, once can't say that about most of today's games.

You might be able to still get it from B&C Computervisions in California. That is where I got mine.

-=-=-=

4830. Re: What is M.U.L.E?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 23:57:13 UTC
From: bryedewa@news.delphi.com
Message-ID: <338pkp$brg@news.delphi.com>
Source record: 98710

HPGGD@dish.gla.ac.uk (GARETH DAVIES) writes:

>Ok, I admit it I don't know what the game M.U.L.E is. What is it
>about? It seems to have almost cult status.

M.U.L.E. is a 4 player planetary settling/trading game that basically uses the simple laws of free enterprize to turn 4 people violently against each other in the span of about 45 minutes. Once you play it, you'll know what someone means who says "they don't make games like they used to."

M.U.L.E. (Multiple Use Labor Element) was written by Ozark Softscape and sold by Electronic Arts.

-Bry

4831. Re: Ack! Intelb.dcm on nova!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-21 23:59:11 UTC
From: bryedewa@news.delphi.com
Message-ID: <338pof$bui@news.delphi.com>
Source record: 98711

eyvind@lise.unit.no (Eyvind Bernhardsen) writes:

>In article <336nf7$i1f@news.delphi.com> bryedewa@news.delphi.com (BRYEDEWAARD@DELPHI.COM) writes:

>> Well, the new file is there, but is not readable! The "r" flag is OFF!
>> How else can I get this demo?

>Minor mistake there, probably mine. Oh well, it's fixed now :)
>--
Yes, thank you. I hate to be left out in the cold. :)

-Bry

PS. I loved the rotating scroll even if it is messed up on NTSC.

4832. Anyone have the old ATARI game -- Way-Out?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 00:10:59 UTC
From: dsmythe@netcom.com
Message-ID: <dsmytheCuwtuC.Er4@netcom.com>
Source record: 98712
Cross-posted to: alt.folklore.computers,comp.sys.atari.8bit

There was an old game for the Atari 800 called Way-Out that I'd like to get a copy of. The disk we have finally went kaput. It was essentially a 3D maze game, but you were chased/chasing this thing called a "kleptangle" that would steal things from you. Also, at certain points in the game there would be wind that would prevent you from going certain places. If anyone has a copy of this that I could buy/copy/whatever I'd appreciate it. (BTW - we *have* a legal copy, but I don't think the company that made it (don't remember the name) is in business any more.)

D

--
==========
Dave Smythe N6XLP dsmythe@netcom.com (also dsmythe@cs.stanford.edu)
"If you're haptic and you know it, clap your hands! x/~ x/~"

4833. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 00:26:14 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <120468@cup.portal.com>
Source record: 98713

Well, that IIGS accelerator had more parts on it then two Ataris <g>.
My original scheme for auto switching speeds fell flat on it's face.
I tried using the !HALT line to switch a <Parts numbers may vary due to
faulty memory circuits> 74ls157 from the 3.59 to 4.0 clock source &
the thing crashed immediately. I'm hoping against hope that what
happened was the extra ttl load was enough to jinx the signals. Reason
why I have hope is because the existing design works with just a toggle
switch: No debounce or ANYTHING. I thought if I could get away with that,
I could do the !HAULT thing. Quick trip to various parts stores to pick
up a bunch of HCT, HC, C devices but I got busy with work. I also started
working on a picking the sync info off the Antic & sending it through
a 4528 to regenerate proper width sync signals. Too many things going
at once in order to make one thing, faster clock, work in a manner that
people would find acceptable. As some other stuff hits the streets, like
the simm memory upgrade, we'll have faster ram to work with. For the
current stuff all I did was go out & buy a broken clone mother board
that had 100 nsec 256k chips in it. If the computer doesn't work
at a clock rate faster then about 20% over stock I'll probably just
abandon it as not viable. There's a lot of stuff I haven't tried, like
copying the OS ROM to RAM before doing the speed change, but I don't
think I'm going to put much more effort in it. Work for me gets back to
merely a "killer" pace after next weekend so I'll have more time for
jerking around.
Rick

4834. Re: TEST

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 00:38:06 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <120469@cup.portal.com>
Source record: 98714

Yes, but I'm so physically drained from working a couple of jobs & my personal life lately that it has made me stupid. I'm giving serious thought to not driving except to work as I'm probably a menace on the highways in my current state.

4835. Re: Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 06:13:38 UTC
From: Bob_Reynolds@kcbbs.gen.nz
Message-ID: <9494233.22418.15737@kcbbs.gen.nz>
Source record: 98720

I know of such a beastie,an interface which is just 20 odd diodes and 4 sockets for the joysticks.And software to run it.The bloke who designed said we could pass it round so will make a few enquiries.I built the thing for a mate and her boys use it with Mule and Dandy the only progs she has requiring 4 joysticks.Anyone know anymore by the way.Shall I carry on or is`nt this what you are after.Regards Bob.

4836. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 07:01:49 UTC
From: phigan@cyberspace.net
Message-ID: <339igt$3ec@cyberspace.com>
Source record: 98715

Useless? What is a demo? Is there much use to a demo? Its there so you can watch it. Fractals and plasma are part of a demo so that you can watch and be amazed. Not so you can use them. I'd like to see someone make an entire program showing the usefulness of solid vectors. I mean entire.

```
-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
```

4837. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 07:08:43 UTC
From: phigan@cyberspace.net
Message-ID: <339itr$3ec@cyberspace.com>
Source record: 98716

John D Harris (jharris@cup.portal.com) wrote:
: In fact, I've always been a bit disturbed by the amount of time Europeans
: put into making demos. I'd sure like to see games, or something else
: useful be generated by these obviously great coders.

You guys put too much into usefulness. I personally don't like games
because I play them for a few minutes then never touch them again. With
the exception of Pong of course. I play that while on IRC. But anyway, I
love demos. Sit back and enjoy. Thats where you guys are missunderstanding
my opinion. Krishna said things about comparing Ataris to PCs. You know
what I use my PC for? Keeping all my atari files on hard drive. The only
IBM application that I have on my hard drive is Telemate (term program).

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4838. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 07:15:23 UTC
From: phigan@cyberspace.net
Message-ID: <339jab$3ec@cyberspace.com>
Source record: 98717

John D Harris (jharris@cup.portal.com) wrote:
: What part of the demo was the Plasma thing you guys are talking about?

: Just because they used that 896 point animation system to create a
: scroller, doesn't mean that's all it can do. It could move any object(s)
: made up of those points. There is likely to be some use for it where it
: would be better/faster than some other routine. If the scaling and
: rotation is hard-wired and table driven, that would limit its uses though.

: John Harris - jharris@cup.portal.com

--

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4839. Re: Atari DOS disks with Ultraspeed?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 07:28:37 UTC
From: phigan@cyberspace.net
Message-ID: <339k35$3ec@cyberspace.com>
Source record: 98718

RIPI (ripi@aol.com) wrote:
: Is there a program that will let me format Atari DOS 2.5-compatible
: 1050-density disks with the Ultraspeed skew?

: Rob

--

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."

4840. 600XL Video Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 07:38:15 UTC
From: phigan@cyberspace.net
Message-ID: <339kl7$3ec@cyberspace.com>
Source record: 98719

--

```
-------------------------+----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
```

4841. Re: Port B (of the PIA) in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 08:03:27 UTC
From: kubla@goofy.zdv.Uni-Mainz.DE
Message-ID: <KUBLA.94Aug22100327@karlo.zdv.Uni-Mainz.DE>
Source record: 98721

In article William Kendrick writes:

"MATHPAK-ROM"?!?!?!

Hmmm!?

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

YEP. That's the way it is called in my documentation. Let's
have a look at the memory map:

```
0000+-----------------+
| |
| RAM |
| |
4000| - - - - - - - - |
| |
| RAM |
| |
8000| - - - - - - - - +---------------+
| | Modul A |
A000| - - - - - - - - +---------------+---------------+
| | Modul B | ROM-BASIC |
C000|-----------------+---------------+---------------+
| OS-ROM (XL/XE) | RAM (XL/XE) |
D000|-----------------+---------------+
| I/O - Ports |
D800|-----------------+---------------+---------------+
| MATHPAK-ROM | | Exp.bus-ROM |
E000|-----------------+ RAM +---------------+
| | (XL/XE) |
| OS/ROM | |
+-----------------+---------------+
```

So you see that the XL/XE systems have a rather
sophisticated memory management. Anyway the so-called
MATHPAK-ROM was seperated from the OS-ROM, because
the parallelbus initialization was pulling address
lines and checking in that area for expansion-rom
signatures to find out whether there might be a device
to be initialized ...

Maybe the MATHPAK was known under a different name in
the states ?

Cheers,
Dominik

--
---
eMail: Dominik.Kubla@Uni-Mainz.DE sMail: Dominik Kubla, Lannerstrasse 53
55270 Ober-Olm, F.R. of Germany
>>> Save the environment NOW! <<< ****** European Union ******

4842. FOR SALE -- Atari 800 plus mondo accessories, s/w

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 09:42:27 UTC
From: ckulas@netcom.com
Message-ID: <ckulasCuxKAr.251@netcom.com>
Source record: 98722

I have an Atari 800 for sale. It's been so long since I've used it that I don't recall the model and a lot of other particulars. However, I had just about everything you could have for this machine when I stopped using it sometime back in the mid-1980's. It's been stored ever since -- still packed in its ORIGINAL CARTON!

Some stuff I _do_ remember: Had max RAM and many programmers tools including a switch installed to flip it into debugger mode. Had Assembler Cartridge along with some other carts for games, etc. I will sell it with everything I have for it including Percom Master and Slave floppy drives (about $1000 total when I bought 'em), Koala digitizing pad, joysticks, MANY MANY MANY pieces of software (hundreds of disks would not be exaggerating), Tape recorder/player along with software on cassettes.

Much documentation for all of the stuff I have. I kept EVERYTHING, most of it in original packaging. You will get 3-5 LARGE boxes of stuff. Some products never opened. Anyone running an archive or museum?

Please contact me by EMAIL ONLY! at cjkulas@townsend.com and make an offer. I hate ads that ask for an offer but I really have no idea what this stuff is worth. I am located in San Francisco.

4843. Re: Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 10:20:05 UTC
From: sde0015@tu-harburg.d400.de
Message-ID: <339u4l$a7l@rzsun02.rrz.uni-hamburg.de>
Source record: 98724

In article <9494233.22418.15737@kcbbs.gen.nz>, Bob_Reynolds@kcbbs.gen.nz (Bob Reynolds) writes:
|> I know of such a beastie,an interface which is just 20 odd diodes and 4
|> sockets for the joysticks.And software to run it.The bloke who designed
|> said we could pass it round so will make a few enquiries.I built the
|> thing for a mate and her boys use it with Mule and Dandy the only progs
|> she has requiring 4 joysticks.Anyone know anymore by the way.Shall I
|> carry on or is`nt this what you are after.Regards Bob.

This sound exactly like what I'm looking for. I hope the software
works with auto-boot software. I don't know your version of Mule.

Thanks.

Joern

4844. ICET and Flickerterm80

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 10:25:11 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <339ue7$apm@usenet.INS.CWRU.Edu>
Source record: 98723

Well, I've used the demos of these two fine programs long enough to want the full blown versions that support file xfers and (hopefullly) some sort of macro keys.

When are they going to be ready? I'm standing with money in hand!

Bill, another 8bit black hole resident ...

4845. ALL COMPUTER, ELECTRONICS & GAME MACHINE SWAP MEET & RAFFLE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 10:59:59 UTC
From: bensmith@teleport.com
Message-ID: <33a0ff$9i8@sandra.teleport.com>
Source record: 98725
Cross-posted to: pdaxs.calendar.comp,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.misc

SWAP MEET***RAFFLE***SWAP MEET***RAFFLE***SWAP MEET***RAFFLE***SWAP MEET***

YOU are welcome to come to an All Computer & Electronics Swap Meet & Raffle. ALL Computers are welcome such as Atari, Apple, Macintosh, IBM, Commodore, Amiga and all other Computer Types! Also welcome are all types of peripherals, such as Printers, Modems, Monitors, Hard Drives and any kind of Peripherals, Game Machines such as Nintendo, Super Nintendo, Sega Genesis, Jaguar, and Lynx.

A variety of raffle prizes will be raffled. Winners will get a choice of their raffle prize. Also RAFFLE DONATIONS are WELCOME!! Raffle Donations will go toward increasing Raffle Prizes. Raffle Donations should be Computer Hardware or Software and other related Items.

```
.______________________.
| |
| Tickets 2 for $1 |
| |
|______________________|
```

All Computers, Game Machines and Electronics are Welcome!!!

The Swap Meet & Raffle will be held at the NW Service Center at NW 18th and Everrett Street in NW Portland, Oregon. From 7PM - 10PM on September 6th, 1994.

FREE ADMISSION!!! EVERYONE WELCOME!!! GOOD TURNOUT EXPECTED!!!

Table Spaces, $10 a unit. For more info, call Ben at (503)256-9974. Raffle Tickets 2 for a Dollar. This Swap Meet sponsored by ACE of America.

Reply in E-Mail to bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

4846. Re: Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 12:41:00 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CuxsKD.284@cbfsb.cb.att.com>
Source record: 98726

In article <120403@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
>I stand corrected 6520, actually a 6821, same pin out & $1 cheaper.

For whatever it's worth to the hardware hacker types, I believe
the 6520 is the same as a 6820, which is not _quite_ the same as a
6821. Functionally the same, but as i recall (data sheets being
home), the 6821 has active pullups which tristate 100 percent,
whereas the 6820 has either resistive or current sourcing pullups
which part of which are always active, even on input. IE - the
6820 needs no resistive pullup as an input device, the 6821 does,
for a simple switch type input.

--
Richard Dell

4847. Re: Port B (of the PIA) in 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 13:02:03 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <CuxtJF.2w6@cbfsb.cb.att.com>
Source record: 98727

In article <KUBLA.94Aug21110228@kingluey.zdv.Uni-Mainz.DE> kubla@goofy.zdv.Uni-Mainz.DE (Dominik Kubla) writes:
>
>board which will plug into the extension port. If you put ROM on it with the
>right MAGIC number on the right address your XL will recognize it at boot time
>and plug the driver into the OS. Great, isn't it? It took intel 10 years to
>implement something like that for the PC!
>

According to the IBM Technical reference, copyright 1983, this
feature is clearly spelled out. I know it was around as long as
the XT BIOS was around, as that is how the hard drive driver
installed itself. Pre XT, perhaps not a feature of the bios.

-
Richard Dell

4848. Re: Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 13:22:23 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <120493@cup.portal.com>
Source record: 98730

It ought to be possible to create a peripheral device that could plug into either SIO or the two existing joystick ports of the XL, and could accept four joysticks (or any number of any kind of controllers) and "multiplex" the information into the XL in some way. The device would have to "speak" to a driver that knew what was going on and faked the proper values into the RAM shadow locations, and you'd then have to redirect the joystick-examination code of existing programs to look at the RAM shadows exclusively (since the hardware registers alone would no longer be the definitive source of joystick information). All of this would "take some doing," but I see no real reason for it to be considered "impossible." (Heck -- you could probably modify SIO2PC to do this kind of thing.)

Chris
Chris_F_Chiesa@cup.portal.com

4849. % XL -> MultiSync monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 15:39:28 UTC
From: oscar@CS.Arizona.EDU
Message-ID: <33agrg$se@caslon.CS.Arizona.EDU>
Source record: 98729

Hey folks - I've been out of the loop for quite some time and just got to wondering if there was any sort of adapter which would allow me to take an 8bit's video output and display it on a multisync-type PC monitor.

Thanks,
Oscar

4850. FOR SALE: Full ATARI 8-Bit System for $150.00

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 15:50:16 UTC
From: jis@panix.com
Message-ID: <33ahfo$qhd@panix.com>
Source record: 98728
Cross-posted to: comp.sys.atari.8bit,ny.forsale,misc.forsale

My Atari days are over,

After holding onto, and keeping this thing for who knows how long,
I'm finally getting rid of my old Atari 8-bit system. It's just
sitting around in my place not being used, so I figure, why not
sell it to someone who can actually use it.
I've taken very good care of this system, and for the most
part, it's a mint condition setup. The only thing that makes it
less than "mint" is the fact that I can't guarantee that all of the
software that it comes with works. Some of these disks are over 10
years old you know. But the last time I used it, everything worked
fine.

$150.00 CASH AND CARRY IN BROOKLYN, NEW YORK ONLY.

E-MAIL ALL OFFERS, COMMENTS AND QUESTIONS TO (JIS@PANIX.COM).

ATARI 800XL: Unmodified. New keyboard put in about a year ago.
Includes power supply, video cable, game/TV switch
and owners guide.

ATARI 1050
DISK DRIVE: U.S. Doubler installed. New drive mechanism
installed about a year ago. Includes power supply,
serial cable, owner's guide, DOS 3.0/2.5 manuals.

ATARI 410
CASSETTE
DRIVE: The original tape drive that came out when the 800
and 400 were first released. I had to re-solder a
few wires, but it still works and actually comes in
it's original packaging

ATARILAB: Starter set and light module. Complete and never
used in original box with cartridges, manuals and
everything.

GAME CONT-
ROLLERS: Atari Trac-Ball, Tac-2 Joystick and Quick-Shot
Joystick.

CARTRIDGES: Atlantis, Star Wars: The Arcade Game, Missile
Command, Asteroids, Pac Man, Centipede, E.T. Phone
Home, K-Razy Antiks and K-Razy Kritters. No
documentation on any of these.

CASSETTES: Space Invaders, Moonbase IO, Hazard Run, Jaw Breaker, Blue Max, Shamus, Shamus II, Fort Apocalypse, Protector, Megalegs, Pirate Adventure, Angle Worms, Action Quest, Canyon Climber, Pacific Coast Highway, Astro Chase, Preppie and Preppie II. No documentation on any of the above cassettes, except for Preppie II.

DISKS: Seven Cities of Gold, Movie Maker, Mail Order Monsters, 221B Baker Street, The Pawn, Gauntlet, Ace of Aces and Computer Ambush. All of these disks come in their original packaging with documentation.

MORE DISKS: I also have over ten boxes of disks (about 15 disks per box) filled with software, games and utilities. All undocumented.

$150.00 CASH AND CARRY IN BROOKLYN, NEW YORK ONLY.

E-MAIL ALL OFFERS, COMMENTS AND QUESTIONS TO (JIS@PANIX.COM).

4851. About Atari archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 18:28:25 UTC
From: spock@panix.com
Message-ID: <33aqo9$sp4@panix3.panix.com>
Source record: 98732

Hello all,

I have a question about the atari archive at umich. Is there an index file WITH description of all the stuff in 8-bit subdirectory... I've downloaded 0index, but it's just a dir list.

Thanks :)

--
Bart Cichosz
spock@panix.com

4852. Re: Four Joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 22:53:46 UTC
From: krishna@max.tiac.net
Message-ID: <33ba9q$pc5@sundog.tiac.net>
Source record: 98733

The solution is simple. 800s are really only about $20-25 in the used market.

Yes, it wastes space, but it's easy.

4853. Re: ICET and Flickerterm80

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 22:56:51 UTC
From: krishna@max.tiac.net
Message-ID: <33bafj$pc5@sundog.tiac.net>
Source record: 98734

Bill Somrak (aj445@cleveland.Freenet.Edu) wrote:

: Well, I've used the demos of these two fine programs long
: enough to want the full blown versions that support file xfers
: and (hopefullly) some sort of macro keys.

: When are they going to be ready? I'm standing with money in
: hand!

Clay has moved to Korea I believe since he's in th military. He hopes to
find a way to telecommunicate while there. We'll see.

4854. Re: % XL -> MultiSync monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-22 23:02:22 UTC
From: krishna@max.tiac.net
Message-ID: <33bapu$pc5@sundog.tiac.net>
Source record: 98735

Oscar M Fowler (oscar@CS.Arizona.EDU) wrote:
: Hey folks - I've been out of the loop for quite some time and just
: got to wondering if there was any sort of adapter which would allow me
: to take an 8bit's video output and display it on a multisync-type PC
: monitor.

Not much luck for digital video (although you can KINDA do it) but for analog RGB multisyncs you can get monitors that sync down to 15khz and have composite inputs. However, ALL of these monitors do not also support split video, composite is rare as it is. The only RGB monitor that takes RGB, composite, and split, is the C= 1080 series and it isn't multisync. It's just a glorified 17, 18, 1902.

The demand for NTSC monitors will increase in the next year IMHO because of the evolution of console game machines that routinely will use 640x400 reslution (the effective limit of standard NTSC) and these consoles, 3do, Jaguar, and I assume also the CD^32, have high-quality signals for composite and RGB, not just RF like the days of yore.

Whether this creates more 15khz analog monitors is still iffy, but I'm hoping so because multisyncs are way too expensive ant 1080s are aging.

4855. Re: What is M.U.L.E?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-23 03:47:40 UTC
From: sydtech@winternet.com
Message-ID: <33brgs$ale@blackice.winternet.com>
Source record: 98736

I found this in a huge stack of old disks that had been rotting away since the early 80s. I've gotten the hang of it, with the exception of one thing: how does mining for crystite work? How do you survey for crystite?

Thanx,
Scott

4856. Re: Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-23 14:34:10 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <33d1d2$15u@usenet.INS.CWRU.Edu>
Source record: 98737

In a previous article, jperez@uhunix.uhcc.Hawaii.Edu (John Perez) says:

>Does anyone know where I can get Diamond GOS (The 8-bit version of GEM)?

I bought mine from B&C ComputerVisions quite some time ago. I would
suppose they still have it in stock.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

4857. Re: IRC anyone?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-23 15:21:46 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <33d46a$4ti@usenet.INS.CWRU.Edu>
Source record: 98738

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

>I like bots which act as roving FTP servers. The sad fact is that
>getting at the 8-bit files on umich is next to impossible and the mirrors
>aren't updated enough (it seems). A bot server would be a great way to
>get some euro stuff over here.

Don't forget their native Gopher server, gopher.archive.merit.net (hope
that's right. It's in the FAQ.)

Unlike their FTP server, I've found it quite easy to access the archive
using Gopher.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

4858. Re: What is M.U.L.E?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-23 17:20:34 UTC
From: bryedewa@news.delphi.com
Message-ID: <33db52$pdh@news.delphi.com>
Source record: 98739

sydtech@winternet.com (Scott Butler) writes:

>I found this in a huge stack of old disks that had been rotting away
>since the early 80s. I've gotten the hang of it, with the exception of
>one thing: how does mining for crystite work? How do you survey for
>crystite?

You have to use the ASSAY office to find crystite. Usually crystite is found in a pattern of HIGH crystite surrounded by MEDIUM crystite on 4 sides and LOW beyond that. The exception is when a meteorite hits leaving a new HIGH crystite deposit. Crystite is not used by the colony so I'm not quite sure how its value fluctuates.

-Bry

4859. Re: % XL -> MultiSync monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-23 23:38:04 UTC
From: ripi@aol.com
Message-ID: <33e18s$e10@search01.news.aol.com>
Source record: 98740

In article <33agrg$se@caslon.CS.Arizona.EDU>, oscar@CS.Arizona.EDU (Oscar M Fowler) writes:

>Hey folks - I've been out of the loop for quite some time and just
>got to wondering if there was any sort of adapter which would allow me
>to take an 8bit's video output and display it on a multisync-type PC
>monitor.

Not at this time, but my roommate is working on building an 8-bit to RGB adapter, that will let you use an Atari SC1224 or any other monitor that does 15 kHz. It'll look WAY better than even Super Video 2.1 on a monitor with separate chrome and luma (like the 1702). I've seen a preliminary version and it looks GOOD. He hopes to have it out in a month or two.

Rob

4860. Host adapter for hard drive?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-23 23:39:07 UTC
From: ripi@aol.com
Message-ID: <33e1ar$e1j@search01.news.aol.com>
Source record: 98741

What is the model number of the Adaptec host adapter I need to plug an MFM or RLL hard drive into an MIO? I can't remember... and if you know where I can find one, please let me know.

Thanks!

Rob

4861. Spartados

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-23 23:53:13 UTC
From: pab@cnx.sccsi.com
Message-ID: <10a_9408240054@cnx.com>
Source record: 98830

Half naked and half sedated, MATTHIAS BELITZ ran through the streets
screaming something about "Spartados...."

MB>Is here anyone wanting to tell me why Spartados X is MS-Dos-command
MB>compatible and Spartados 3.2F has its own commands ?

Yes. SDX's is the superior interface. And most (if not all) 3.2
commands are still supported.

MB>Does there exist any programm to translate files from
MB>Spartados-disk-format
MB>to Dos 2.5 or Dos 3.0 format ?

MB>Where can I get it ?

It's part of the DOS. It's called COPY. Write to an Atari DOS 2
formatted disk. (With SDX, make sure DEVICE ATARIDOS is in your
CONFIG.SYS; you don't have to worry about it with 3.2.)

___ Olms 1.60 [Evaluation]
+---+
|Pab Sungenis, Vineland NJ WBNJ has no opinions, not even mine|
+---+
|"Let the weak be strong! Let the Right be Wrong! |
| Roll the stone away! Let the guilty pay! It's Independence Day!" |
+---+
October 8th: IT'S TIME! Ask me for details!

4862. Black Box and Syquest

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-23 23:53:13 UTC
From: pab@cnx.sccsi.com
Message-ID: <109_9408240054@cnx.com>
Source record: 98831

C:\TYPE\MAIL\IN\UN-Atari 8\FROM\DRAKE THOMAS\AT\7:38 PM.TXT

DT>Has anybody out in Atari 8-bit Land tried to hook up their Black Box to
DT>one of the new Syquest 3.5 105 meg embedded SCSI drives? I am having
DT>problems hooking up mine. Receive a "Mode Select Command Failed" and a
DT>"Request Sense Command Failed"

Make sure parity checking is disabled. Check your manual and jumpers to
find out how to do this.

___ Olms 1.60 [Evaluation]
+--+
|Pab Sungenis, Vineland NJ WBNJ has no opinions, not even mine|
+--+
|"Let the weak be strong! Let the Right be Wrong! |
| Roll the stone away! Let the guilty pay! It's Independence Day!" |
+--+
October 8th: IT'S TIME! Ask me for details!

4863. Re: ICET and Flickerterm80

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 00:42:13 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33e515$g81@nic-nac.CSU.net>
Source record: 98742

You are SO supposed to use a handler with the SX212 modem! What terminal do you usually use with it? I forget if Ice-T and FlickerTerm-80 do this, but I know BobTerm automatically loads "RS232.COM" from the default directory if it can. If Ice-T and FT80 don't, you'll need to Load it from DOS before-hand.

Have fun!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
He points and he says "there's Beavis" AND SEE, THERE I AM!
Shut up Beavis, Metallica sucks.
Shut up asswipe, your mom's a slut!

4864. AR the Dungeon

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 03:28:11 UTC
From: luf@tiamat.umd.umich.edu
Message-ID: <luf.777698825@tiamat.umd.umich.edu>
Source record: 98745

Has anyone managed to put any of the alternate reality games on disk image for use with the atari emulators? If so, please send me E-mail

luf@tiamat.umd.umich.edu

4865. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 07:19:19 UTC
From: jharris@cup.portal.com
Message-ID: <120723@cup.portal.com>
Source record: 98743

Thanks, to Ivo van Poorten for the description of the scroller.

I'd also like to retract, or at least alter the comments I made about demo coding. It was short-sighted to not realize that some users enjoy watching the demos as much as I like playing well programmed games. As a game programmer at heart, I look at demos and mostly see what those routines could have been used for in a game environment.

Even more important, it was pointed out that keeping the programming experiance fun, is one of the design goals of demos. That's something I can surely relate to, and agree with.

John Harris - jharris@cup.portal.com

4866. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 12:18:51 UTC
From: jcarp@kaiwan.com
Message-ID: <33fdrb$rih@kaiwan.kaiwan.com>
Source record: 98744

I came in late on this thread. Please, could someone tell me a little abouyt this intel demo, what's required to run it (ie, XL, 64K, 256K, drive density, etc.), and most importantly where it can be found? I took a quick look at the umich archive but couldn't find any reference to an "intel" anything.

Many thanks...

-Joe

--
jcarp@kaiwan.com

4867. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 12:44:15 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Z81QdHf.lmcclure@delphi.com>
Source record: 98746

In a message dated 8-21-94, John Harris said:

"Is that 40ns figure correct? Is the bus access on the
65816 different from 68000 designs, since 80ns chip are
good enough for 25MHz in 68030?"

It was a ballpark figure, based on the fact that one 3.6Mhz 6502-based machine I was familiar with (the Laser 128/EX), required 120ns chips. Given a 65C816 at close to 4x the clock speed (14Mhz), a 3x increase in the chip speed of the RAM seemed a conservative estimate. If one looks at the cache RAM on the 65816 accelerators for the Apple IIgs (the fastest production version of which was a "mere" 9Mhz), you will find the SRAM cache certified for speeds faster than that.

According to a text I have on upgrading the AE TransWarpGS for faster operations, it mentions 35ns is apparently "sufficient" for 12.5Mhz. (Evidently this is the speed the TWGS shipped with).

For further consideration, the Tandy Color Computer 3, which runs a 6809 (an offshoot from the early 6800, as the 6502 was) at less than 2Mhz, will sometimes fail to operate properly with some 150ns chips, and thus 120ns chips are recommended. (I have heard the actual requirement is around 137-138ns, but of course, chips are not made at that particular speed rating). <grin>

Compare this to the 8Mhz 68000 in the ST's, which was quite happy with 150ns RAM, and from stories I heard more than one, 170ns RAM in some Mega ST's. (Though where they would have found 170ns, I have no idea).

Back to the 25Mhz 68030, I suspect it would be somewhat happier with 70ns RAM, and perhaps even 60ns. Somewhere buried in one of my collections of old Computer Shopper articles, I have a chart listing various processor speeds and the RAM speed required for 0 wait state operation in a non-cached, non-interleaved design. Although it was Intel oriented, I believe the 680x0 series was covered to some extent. I do recall that once you passed about 20Mhz, properly rated RAM for full speed became hard to come by. (However, 60ns RAM was virtually unheard of at that time, which was during the reign of the 80386. I expect a 25mhz is now the limit).

With all this said, keep in mind despite its banner as a 16-bit CPU, the 65C816 actually still has a data path of 8 bits. Therefore, if a 14Mhz 65816 required the same RAM speed as a 33Mhz 80386DX or 486, this would not mean its performance was the same. Strictly by that comparison, it would appear to be more on the order of a 16Mhz 80386SX,

or a 80386DX or perhaps 486 running at 8Mhz.

4868. Re: % XL -> MultiSync monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 12:46:05 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ze1Qt-d.lmcclure@delphi.com>
Source record: 98747

In a message dated 8-22-94, Oscar Fowler said:

"...and just got to wondering if there was any sort of
adapter which would allow me to take an 8bit's video
output and display it on a multisync-type PC monitor."

If you mean to connect to your typical RGB-only multisync, no, I know
of no ready-made adapter that performs composite-to-RGB analog
conversion. However, even if their were, I suspect the cost would
be as great as one could pick up a used composite color monitor for.

That said, there are some alternatives:

(1) Find one of the few multisyncs that supports composite input.
Unfortunately, about the only affordable one is an older model made
by Mitsibushi (model AUM-1381, I believe, but don't take my memory
of that number as gospel). Cost varies, but typically expect to
pay $150-$200.

(2) If you already have a PC and a multisync, buy one of those
TV-in-a-PC cards (not a video capture card) like "WinTV", and
use your Atari 8-bit as the input source into the card.
Cost: Likely $200-$300.

(3) Some color splitters meant for digitizing apparently have all
three components of RGB available internally. In fact, according
to the docs for my Rombo RGB unit, these are available on the
auxilliary connector, essentially making it a composite-to-RGB
convertor. However, I have yet to test this. Cost: $109 new,
plus cost of proper cabling.

(4) Make your own hack. If you multisync supports 15.75Khz horizontal,
there is a way to get an RGB signal out of the Atari 8-bit.
The caveat is that it would be TTL level (which can be reduced
with the application of resistors, if actually necessary), and
will correspond to the luminance levels of the graphics on screen,
not the actual colors. Get ahold of the December '93 issue of
"Atari Classics" for details. Cost: Whatever you have to pay to
get the back issue if you don't have it, the small costs for
materials, and your time. I once proposed an idea for getting
more colors out of this hack, and actually taking advantage of
RGB analog monitors (vs. RGBI, which it is really set up for),
but it went over like the proverbial lead balloon. <grin>

4869. Re: % XL -> MultiSync monitor?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 12:46:51 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Re9y13b.lmcclure@delphi.com>
Source record: 98748

In a message dated 8-22-94, Glenn Saunders said:

"The demand for NTSC monitors will increase in the next year
IMHO because of the evolution of console game machines that
routinely will use 640x400 reslution"

I expect not, but rather that it will increase demand for A/V and S-video jacks on televisions, especially in the lower price ranges. (While some low end sets have A/V jacks, S-video still only seems to appear on $400-$500+ sets). Who knows, we might even see the return of RGB analog inputs to TV's. (I say 'return', as the Sony KV-1311R of almost ten years ago supported analog RGB, as well as composite).

It is too bad "component television" (for those old enough to remember it) never caught on. Most of the monitors used RGB analog connectors to the video tuner. Of course, this was high-end stuff, but had it proved popular, the standard would doubtlessly have spread across the price spectrum (and your VCR might sport 15.75Khz RGB analog I/O, even if it was still only NTSC resolution on the tape).

4870. Re: Pictures!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 14:07:50 UTC
From: jcarp@kaiwan.com
Message-ID: <33fk7m$54i@kaiwan.kaiwan.com>
Source record: 98749

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

: 1) PORTRAIT.GIF - A nice 320x200x256 picture of a girl which IMHO looks
: VERY nice in ColorView 9 mode (to ME, comparable viewing it in true VGA)

Looks great in HAM, too. :-)

: 2) BILLSCRM.GIF - Me heheheh :) 320x200x256 or something like that

You'rea wacky, crazy guy, Bill. Somehow I imagined you'd have an Albert
Einstein hairdo... not the case. BTW, is that your PC in the background?

-Joe

--
jcarp@kaiwan.com

4871. Re: Host adapter for hard drive?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 14:43:05 UTC
From: kamaro_kid@delphi.com
Message-ID: <hG7QFVZ.kamaro_kid@delphi.com>
Source record: 98750

RIPI <ripi@aol.com> writes:

>What is the model number of the Adaptec host adapter I need to plug an MFM
>or RLL hard drive into an MIO? I can't remember... and if you know where
>I can find one, please let me know.

What you're looking for is an Adaptec 4000a or 4000. These gems will allw
you to use vrtually any MFM hard disk on your 8bi Atari.

I have ONE extra that I may be willing to sell. What do you offer? Bearin
mind that they are going for about $80.00 most places.

--James King
kamaro_kid@delphi.com

4872. Re: Anyone have the old ATARI game -- Way-Out?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 16:41:17 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cv1t0t.9x5@freenet.carleton.ca>
Source record: 98751

In a previous article, dsmythe@netcom.com (Dave Smythe) says:

>There was an old game for the Atari 800 called Way-Out that I'd like
>to get a copy of. The disk we have finally went kaput. It was
>essentially a 3D maze game, but you were chased/chasing this thing
>called a "kleptangle" that would steal things from you. Also, at
>certain points in the game there would be wind that would prevent you
>from going certain places. If anyone has a copy of this that I could
>buy/copy/whatever I'd appreciate it. (BTW - we *have* a legal copy,
>but I don't think the company that made it (don't remember the name)
>is in business any more.)
>
>D
>
>--
>===
>Dave Smythe N6XLP dsmythe@netcom.com (also dsmythe@cs.stanford.edu)
> "If you're haptic and you know it, clap your hands! x/~ x/~"
>

I have that game on the original disk...unfortunately I don't want to sell
it and have no way of copying it. I also have Capture the Flag, which is
similar.

--
What we've got here is failure to communicate. Some -Guns N' Roses,
men just don't understand. So they get what we had Illusion 2, Civil War
here last week. Which is the way he wants it. Well +------------------------
he gets it. I don't like it anymore than you do. | >Jessica Todd's space<

4873. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 18:38:43 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <120748@cup.portal.com>
Source record: 98806

John; I always thought the 65xx series needed faster ram only because
of Page 0 access. A few other people have this same impression. I
think the 6502 is the only one of the processors that has this
feature => your average 68xxx can use twice the clock speed for
any given ram speed. The 80xxx series use so many clock cycles
for a given memory access cycle they really don't need anything
nearly as fast as the 65xx, 68xx. If the assumption is correct some
of your estimates of cost are a little high, but ballpark. You
wouldn't need 128 or 256k of sram, only maybe 4-16k to take up
the lower memory area. That would still allow you to relocate
page zero in a couple of slots like page 6 (this is a feature of
the 65816 right?) but you could use standard 70 nsec simms for the
rest of the memory map. The added complexity of decoding sram vs
ram would add a couple of chips & maybe even limit the clock do
to propagation delays through the added gates, but it should be
an achievable goal.
Rick

4874. E-mail adres changed

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 19:22:49 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.038z@beco.link.xs4all.nl>
Source record: 98752

Hello ALL,

I will write this message to inform you all that my E-mail adres for
INTERNET has changed....

OLD one : bernard@link.hacktic.nl
NEW one : bernard@link.xs4all.nl

So write it down.... Do not use the old one any more...

Greetinx from Bernard Kok (Sysop Bernard)

P.S. can anyone tell me the Internet adres of the man who to write to
my changed E-mail adres so it will also change in the "Who is Who list"?

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

4875. HALLE-94 Demo

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 19:29:49 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.0391@beco.link.xs4all.nl>
Source record: 98753

Hello ALL,

To every one who was looking for the HALLE '94 demo he is NOW on the
atari.archive.umich

He is called : HALL_94_A.DC3 (Diskcom 3)
HALL_94_B.DC3 (Diskcom 3)
HALL_94*.txt (info text file)

I hope every one like the demo.....

Greetinx from Bernard Kok

P.S. Thanx go to my Co-sysop_Charles who has put if on the archive for me.

P.S. 2

My E-mail adres for INTERNET has changed....

OLD one : bernard@link.hacktic.nl
NEW one : bernard@link.xs4all.nl

So write it down.... Do not use the old one any more...

Greetinx from Bernard Kok (Sysop Bernard)

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

4876. ICE-term ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 19:32:41 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.0393@beco.link.xs4all.nl>
Source record: 98754

Hello ALL,

Maybe I have lost some message but I ICE-term already finished.....
If so where can I get a copy of it so I can test it in my PAL computer and
see what is better Flickerterm or ICE-term..... or go I back to
Bobterm 1.21 ....

Greetinx from Bernard Kok

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

4877. ATARI Z-modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 19:34:51 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.0395@beco.link.xs4all.nl>
Source record: 98805

Hello ALL,

I have already get a copy of ATARI ZMODEM receive but my question is, is there laready a ATARI Z-modem SEND ? If so please let me know where I can get a copy of it....

Greetinx from Bernard Kok

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

4878. Printer for 8bit.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 20:10:37 UTC
From: mark@legend.akron.oh.us
Message-ID: <mark.13m8@legend.akron.oh.us>
Source record: 98819

A friend of mine just got an 800XL. He's also got a Supra interface that lets him use any parallel printer. He's looking for a printer for his 8-bit. I'd prefer to get him something with the nice built-in fonts and underline and bold and all that nifty text stuff. No 1027s please. Preferably something that it is easy to come by ribbons for. Reverse tractor feed would be nice. Single sheet capibility would be nice too. He will use it for letter writting and perhaps budgeting. (Anyone know of any good checkbook ledger/budget keeping programs on umich? or in general [comercial]) E-Mail me offers and we'll hammer out a deal. Thanks.

--
Mark E Daniel (Loving SysOp of The Legend BBS)
Inet: mark@legend.akron.oh.us "To the world he was the master/His landsca
pes
medaniel@delphi.com (Direct INet)filled the gallery halls/Now he painted only

portrits/Framed upon his private walls/For a

kinder eye to see us not as we are but as we

dream" [Level 42 "A kinder eye"]

4879. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 20:39:16 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33gb5k$ehh@nic-nac.CSU.net>
Source record: 98807

The Intel Outside Demo was released by Our5oft sometime early this year (it was coded mostly in 1992, so say the scrollers). It seems to run ok on an 800xl with 64k or compatible (ie, 65xe, 130xe, 1200xl, xegs, upgraded 600xl, etc.). At least on NTSC machines, it seems to get stuck in the middle of the third demo (with the wavy dots), but you can easily get to any of the other parts by loading them with a mini boot-sector loader (like Chaos Loader) or even with MyDOS!

Side B (Double-Density) includes about 6 ".MD8" files and a very nice MD8 player. (Anyone know where to get other MD8 files? I'm gonna look at the Fampy DCM files to see if there are any more and if they work with SoundTracker 3.0 (the player on the Intel Outside Demo side B))

Later!
-bill
kendrick@vax.sonoma.edu (.sigless, at school)

4880. Re: Pictures!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 20:43:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33gbd2$f5t@nic-nac.CSU.net>
Source record: 98809

Re: BILLSCRM.GIF

No, that's not my PC.. I only had my 1200xl's back then. That's one of the (25 or so) 486 clones at my old high school.

Speaking of HAM, could some HAMish routine (fitting colors in that type of graphics mode.. that's the DLI-type mode on the Amiga, right???) let us 8bitters convert, say, 16-color (Anime or cartoon) GIFs into like RAMBrandt style files?

Hmmmmmmmmmmmm

-bill
kendrick@vax.sonoma.edu
kendrick@zippy.sonoma.edu

4881. Re: HALLE-94 Demo

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 20:46:22 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33gbiu$fbk@nic-nac.CSU.net>
Source record: 98810

YAY!!!!!!!!!!!!!!!! MORE COOL (hopefully) DEMOS!

I just got the following files from Tamas Bene of Hard Software:

PARTRO.DCM - I forget the name of it
RAYOFHOP.DCM - Ray Of Hope Demo
SWEETA.DCM - Shadow-something (?) demo...
SWEETB.DCM - part2

I can't test them because I'm at school right now, but I will FTP them to
UMICH as soon as I can stinking login! :)

-bill
kendrick@vax.sonoma.edu
kendrick@zippy.sonoma.edu

4882. Re: ICET and Flickerterm80

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 21:04:36 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9408242103.AA22505@brachot.jct.ac.il>
Source record: 98808

> : When are they going to be ready? I'm standing with money in
> : hand!
>
> Clay has moved to Korea I believe since he's in th military. He hopes to
> find a way to telecommunicate while there. We'll see.

Hmm.. I, too have moved. Not to Korea though.. Still in Jerusalem (hey,
which of these are more "nowhere"-like?).

My 8bit is all crapped up. I have no way to read my Ice-T disk with the
sources, because my Rana stopped working, and my Indus.. well, the Indus
is Ok... in single density.

I bought an SIO2PC, but my PC is acting really, really weird lately.
Destructive, too. I thought it was a virus, but the latest version of
McAfee's Scan couldn't find anything.

This seems to have started since I got my sio2pc. Either the hardware craps
up my system, or the software disk I got had a new and unidentified virus..
I dunno. Anyway, when I get a system that WORKS, Ice-T will be coming soon.
If not, well.. Not, I guess.

So I just sit and listen to Phish.
"this isn't who it was if it wasn't who it is"

-ic

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
I wish I were a Phish \/|\/ (using someone else's account)

4883. Where is M.U.L.E. (was What is M.U.L.E?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 23:36:12 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1994Aug25.063614.1256@sfov1.verifone.com>
Source record: 98824

In Article <33brgs$ale@blackice.winternet.com>
sydtech@winternet.com (Scott Butler) writes:
>I found this in a huge stack of old disks that had been rotting away
>since the early 80s. I've gotten the hang of it, with the exception of
>one thing: how does mining for crystite work? How do you survey for
>crystite?
>
>Thanx,
>Scott

You go to the plot of ground and get a sample and take it back to have it analyzed. If you don't get a good analysis, don't bother to mine for crystite. Also, the crystite runs in certain areas, so if the plot of ground next to yours has crystite, your plot may have it too. Don't forget, you can move your mules around to maximize your production.

HELP - I have had the C64 version of M.U.L.E. for years, but have never seen the Atari version. Does anybody know where I can get a copy for the 800? I can't currently FTP to my Atari so I would have to send you a disk.

Thanks,

Bob

PS - watch out for the mooserats!

4884. Re: Host adapter for hard drive?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 23:43:02 UTC
From: ripi@aol.com
Message-ID: <33glu6$80n@search01.news.aol.com>
Source record: 98812

In article <hG7QFVZ.kamaro_kid@delphi.com>, kamaro_kid@delphi.com writes:

>I have ONE extra that I may be willing to sell. What do you offer?
Bearin
>mind that they are going for about $80.00 most places.

$80???? Ack! Thanks, but I think I'll just grab an old SCSI drive, like
a little 30-40 megger, which should be about half that. :)

Rob

4885. XE/XL games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-24 23:46:09 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <33gm41$8l1@usenet.INS.CWRU.Edu>
Source record: 98811

Well, maybe for sale! I found a store selling BRAND NEW copies of two games for use on the XE/XL computers. They are Ballblazer and Hardball, both are cartridge games, and they are shrinkwrapped.

What I want to know is, is anyone interested? And if so, what are they worth to you. Buyer would have to pay shipping, so consider this in any offers. If enough people respond, I can pick them all up. There were about 10 copies of each game.

Mike

4886. Atari 8-bit/2600/7800 software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 00:50:17 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <33gps9$h5k$5@mhadg.inhouse.compuserve.com>
Source record: 98817
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other,rec.games.video.classic,alt.games.video.classic

FOR SALE - ATARI 8-BIT SOFTWARE

MicroProse titles:

F-15 Strike Eagle & Silent Service $5.00/each

Various titles:

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator Package (XLent Software), Winter Challenge $5.00/each or all 3 for $12.50

FOR SALE - ATARI 2600 CARTS

Realsports Football $3

FOR SALE - ATARI 7800 CARTS

Asteroids, Ballblazer, Choplifter!, Food Fight, Joust, Karateka, Pole Position II, Robotron:2084 $5 each or 5/$20

Karateka (cart only) $3

All items are brand new in original boxes.

All prices include shipping. Multiple quantities may be available for some 2600/7800 titles. If interested, contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

4887. MASSIVE AUCTION II - Son of Massive Auction!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 02:30:38 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <33gvoe$hmc@usenet.INS.CWRU.Edu>
Source record: 98813

Games and/or game systems included in this auction include:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI 400
ATARI LYNX COLECOVISION INTELLIVISION ODYSSEY2
SEGA MASTER SYSTEM TEXAS INSTRUMENTS TIMEX SINCLAIR

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON THURSDAY, SEPTEMBER 1ST.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

4) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY.

5) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

6) BUYER PAYS ALL SHIPPING COSTS.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) PLEASE DON'T MAKE A BID UNLESS YOU ARE PREPARED TO BUY AN ITEM.

9) PAYMENT MUST BE MADE IN U.S. FUNDS.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 1.50 ADVENTURE (Atari)
$ 2.50 BASKETBALL (Atari)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 1.00 CANYON BOMBER (Atari)
$ 2.00 CASINO (Atari)
$ 2.00 CIRCUS ATARI (Atari)
$ 1.50 DEMON ATTACK (Imagic)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 DONKEY KONG (Coleco)
$ 1.00 E.T. THE EXTRA-TERRESTRIAL (Atari)

$ 4.00 FIRE FIGHTER (Imagic) -- RIP ON FRONT LABEL
$ 1.50 FOOTBALL (Atari) -- WITH PHOTOCOPY OF PLAYS
$ 2.50 FOOTBALL (Mattel) SAME AS SUPER CHALLENGE FOOTBALL
$ 2.50 FREEWAY (Activision) -- RIPPED NEAR END LABEL
$ 1.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel) -- RIPPED END LABEL
$ 2.00 GOLF (Atari)
$ 2.50 GRAND PRIX (Activision)
$ 1.50 HOME RUN (Atari)
$ 2.50 ICE HOCKEY (Activision)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 JUNGLE HUNT (Atari)
$ 2.50 KEYSTONE KAPERS (Activision)
$ 2.50 MARIO BROS. (Atari)
$ 2.50 MIDNIGHT MAGIC (Atari)
$ 3.50 NIGHT DRIVER (Tele-Games)
$ 1.50 PITFALL (Activision)
$ 4.00 PITFALL II LOST CAVERNS (Activision) -- BADLY RIPPED LABEL
$ 2.50 POLE POSITION (Atari)
$ 3.50 PONG SPORTS (Tele-Games)
$ 2.00 Q*BERT (Parker Brothers)
$ 4.00 RACQUETBALL (Apollo)
$ 1.50 RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 1.50 RIDDLE OF THE SPHINX (Imagic)
$ 2.50 SEAQUEST (Activision)
$ 2.00 SLOT RACERS (Atari)
$ 4.00 SPACE ATTACK (Mattel)
$ 2.50 STARMASTER (Activision)
$ 2.00 STAR VOYAGER (Imagic)
$ 4.00 STEEPLECHASE (Tele-Games)
$ 2.50 SURROUND (Atari)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.50 VANGUARD (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 1.00 VIDEO PINBALL (Atari)
$ 1.50 WARLORDS (Atari)
$ 1.50 YAR'S REVENGE (Atari)

GAMES WITH MANUAL:
$ 1.50 ASTEROIDS (Atari)
$ 6.00 BRIDGE (Activision) -- ALSO INCLUDES TIP BOOK!
$ 1.50 DEFENDER (Atari)
$ 3.00 GOLF (Atari)
$ 2.00 PAC-MAN (Atari)

GAMES WITH BOX:
$ 3.50 BASKETBALL (Atari)
$ 1.50 MISSILE COMMAND (Atari)

GAMES WITH BOX AND MANUAL:
$ 2.50 ASTEROIDS (Atari)
$ 3.50 BOXING (Activision)
$ 2.50 COMBAT (Atari)
$ 3.50 DEFENDER (Atari) -- ALSO INCLUDES COMIC BOOK #1!
$ 4.00 DODGE 'EM (Atari)
$ 4.50 DONKEY KONG (Coleco)
$ 3.00 FOOTBALL (Atari)
$ 4.50 ICE HOCKEY (Activision)
$ 2.50 MISSILE COMMAND (Atari)
$ 4.50 SKIING (Activision)
$ 2.50 SPACE INVADERS (Atari)

GAME WITH NO BOX OR MANUAL:
$ 5.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 3.00 PADDLE CONTROLLERS (Atari)
$ 3.00 PADDLE CONTROLLERS (Atari)
$ 6.00 POINTMASTER JOYSTICK (Discwasher)
$ 6.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

$ 3.00 CENTIPEDE
$ 3.00 DIG DUG
$ 3.00 MARIO BROS.
$ 3.00 STAR RAIDERS

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CHOPLIFTER!
$ 4.00 GALAGA
$ 2.00 POLE POSITION II
$ 3.00 ROBOTRON: 2084
$ 3.00 XEVIOUS

NEW GAMES (STILL SHRINKWRAPPED):
$ 4.00 POLE POSITION II

*****

ATARI 400 COMPUTER:

LOOSE GAMES, NO BOX OR MANUAL:
$ 2.00 DONKEY KONG
$ 3.00 CENTIPEDE
$ 2.50 GORF

$ 2.50 MILLIPEDE

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$10.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 CRYSTAL MINES II
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$12.00 ROBOTRON 2084
$12.00 SLIME WORLD
$15.00 ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

$ 2.00 DONKEY KONG
$ 3.00 ZAXXON

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 2.50 ADVANCED DUNGEONS & DRAGONS
$ 2.50 ARMOR BATTLE
$ 2.50 BEAUTY & THE BEAST (Imagic)
$ 2.00 BOXING
$ 2.50 BURGERTIME
$ 5.00 CARNIVAL (Coleco)
$ 2.50 DEMON ATTACK
$ 5.00 LADY BUG (Coleco)
$ 1.50 LAS VEGAS POKER & BLACKJACK
$ 2.50 LAS VEGAS ROULETTE
$ 2.00 LOCK 'N' CHASE
$ 2.00 NBA BASKETBALL
$ 2.00 NFL FOOTBALL
$ 3.50 SEA BATTLE
$ 5.00 SKIING
$ 2.00 SPACE ARMADA
$ 2.00 SPACE BATTLE
$ 2.00 SPACE HAWK
$ 3.00 SPACE SPARTANS -- VOICE ADAPTER COMPATIBLE, PLAYS W/O IT
$ 2.00 STAR STRIKE
$ 3.00 UTOPIA

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 4.50 ATLANTIS (WITH 2 OVERLAYS)
$ 3.00 BURGERTIME (WITH 1 OVERLAY)
$ 2.50 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 2.50 MAJOR LEAGUE BASEBALL (WITH 1 OVERLAY)
$ 2.50 NIGHT STALKER (WITH 1 OVERLAY)
$ 2.50 SEA BATTLE (WITH 1 OVERLAY)

LOOSE GAMES, WITH MANUAL AND OVERLAY(S). NO BOX:
$ 4.00 AUTO RACING (WITH 2 OVERLAYS)
$ 3.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 4.50 NFL FOOTBALL (WITH 1 OVERLAY, AND ALSO PLAYBOOK)
$ 5.00 SOCCER [SEARS VERSION OF NASL SOCCER] (WITH 2 OVERLAYS)
$ 3.50 SPACE BATTLE (WITH 2 OVERLAYS)

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 5.00 K.C. MUNCHKIN!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX AND MANUAL:
$ 5.00 WONDER BOY III: THE DRAGON'S TRAP

GAMES WITH BOX ONLY:
$ 3.00 BLACK BELT
$ 3.00 JOE MONTANA FOOTBALL
$ 3.00 OUTRUN
$ 4.00 SHINOBI
$ 3.00 THE NINJA
$ 3.00 THUNDERBLADE

BOX AND MANUAL ONLY, NO GAME:
$ 1.00 RAMBO: FIRST BLOOD PART II

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
-- POSTER IS IN MINT CONDITION

****

HARDWARE:

LOT #1

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER
SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)

COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #2

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #3

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #4

ATARI 5200 (W/2 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, RF SWITCHBOX, AND TWO (2) GAMES [NO BOXES FOR GAMES]:

PAC-MAN (WITH MANUAL)
POLE POSITION (WITH MANUAL)

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

MINIMUM OPENING BID OF $25.00

*****

LOT #5

ATARI 5200 (W/4 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY,
ATARI RF/POWER SWITCHBOX, AND TWO (2) GAMES [NO BOXES FOR GAMES]:

$ 3.00 PAC-MAN
$ 4.00 POLE POSITION (WITH MANUAL)

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING
PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

MINIMUM OPENING BID OF $32.00

*****

LOT #6

ATARI 7800 WITH POWER SUPPLY, RF SWITCHBOX, AND ONE (1) GAME:

POLE POSITION II (7800)

I DON'T HAVE ANY WORKING 7800 CONTROLLERS, BUT I WILL INCLUDE INSTRUCTIONS
ON HOW TO MODIFY A SEGA GENESIS CONTROLLER TO WORK ON THE ATARI 7800. I HAVE
ALSO HEARD THAT SEGA MASTER SYSTEM CONTROLLERS CAN BE MODIFIED.

NOTE: REMEMBER THIS SYSTEM ALSO PLAYS ATARI 2600 GAMES.

MINIMUM OPENING BID OF $15.00

*****

LOT #7

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE
POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $16.00

*****

LOT #8

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE
POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $16.00

*****

LOT #9

COLECOVISION SYSTEM WITH SYSTEM MANUAL, POWER SUPPLY, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE (W/MANUAL).

MINIMUM OPENING BID OF $28.00

*****

LOT #10

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER (Coleco). PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #11

INTELLIVISION SYSTEM WITH TWO (2) BUILT IN CONTROLLERS, POWER CORD, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, MANUALS, OR OVERLAYS FOR GAMES]:

ADVANCED DUNGEONS & DRAGONS
BURGERTIME
NFL FOOTBALL
POKER (SAME AS: LAS VEGAS POKER AND BLACKJACK)
SPACE ARMADA
SPACE BATTLE
SPACE HAWK

MINIMUM OPENING BID OF $25.00

*****

LOT #12

ODYSSEY2 SYSTEM WITH ORIGINAL RF SWITCHBOX, POWER SUPPLY, AND TWO (2) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
AJ 9402 - FOOTBALL!

BOTH CONTROLLERS ARE MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE JOYSTICK, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $25.00

*****

LOT #13

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, AND FUNCTION KEY STRIP (FOR KEYBOARD).

MINIMUM OPENING BID OF $15.00

*****

LOT #14

TIMEX SINCLAIR 1000 COMPUTER, WITH 16K EXPANSION ATTACHMENT (T.S. 1016).
REQUIRES A 9V POWER SUPPLY, WHICH IS NOT INCLUDED.

THIS COMPUTER APPEARS TO WORK, BUT BIDDERS SHOULD CONSIDER THE WORST CASE
SCENARIO WOULD BE GETTING THE 16K EXPANSION AND A Z80A CPU.

MINIMUM OPENING BID OF $10.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

4888. Re: ICE-term ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 03:18:18 UTC
From: dlfurman@dorsai.org
Message-ID: <Cv2MII.I51@dorsai.org>
Source record: 98814

Bernard Kok (bernard@beco.link.xs4all.nl) wrote:
: Hello ALL,

: Maybe I have lost some message but I ICE-term already finished.....
: If so where can I get a copy of it so I can test it in my PAL computer and
: see what is better Flickerterm or ICE-term..... or go I back to
: Bobterm 1.21 ....

: Greetinx from Bernard Kok

: --
: Bernard Kok BECO TEL (XL/XE support)
: bernard@link.xs4all.nl Online : every day from 18-06 CET
: Amsterdam Baud : 300 to 14.400
: The Netherlands Phone : +31-(0)20-6326859

I have seen messages about ICE-Term. Is it still being tested? I have
FlickerTerm 80 (thunderous applause and cheers for this one. I can now
see what those ANSI graphics look like. I have not yet gone Clone and the
only computers in my home are my 800 and my 130XE _still!_) Does ICE-T
offer more?
(I post this message as a followup to Bernard's as I could not get to the
earlier messages.)

--
****
* Derek L. Furman | Just Remeber: *
* dlfurman@dorsai.dorsai.org | You are truly UNIQUE.... *
* | Just like EVERYONE ELSE! *

4889. [HELP WANTED] Busted MIO/256K

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 03:27:35 UTC
From: dlfurman@dorsai.org
Message-ID: <Cv2My0.J2J@dorsai.org>
Source record: 98815

I have a MIO/256K version that is busted.
The Green power light is on, but the red access light refuses to 'flash'.
The MIO command runs and says its done its work, but the
<SEL><RESET>command does not bring up the MIO menu.

Is there a place that fixes busted MIOs? I'll dl the vendor FAQ (if not
M.Current expect some mail from me :))

Thanks muchly.

--
****
* Derek L. Furman | Just Remeber: *
* dlfurman@dorsai.dorsai.org | You are truly UNIQUE.... *
* | Just like EVERYONE ELSE! *

4890. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 04:11:42 UTC
From: bryedewa@news.delphi.com
Message-ID: <33h5lu$obs@news.delphi.com>
Source record: 98816

to determine the length of a cycle, take 1 over the number of cycles per second.

8MHz = 8000000 cycles/sec
1/8000000 = .000000125 seconds or 125ns per cycle

fortunatley, RAM is not used once per cycle on most CPUs, so the RAM can be slower with no real performance loss.

-Bry

4891. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 05:30:26 UTC
From: jharris@cup.portal.com
Message-ID: <120817@cup.portal.com>
Source record: 98818

I think I have the RAM speeds figured out. The 6502/65816 take only 1 cycle to access memory, whereas the 680x0 series designs take 4 cycles. Thus at a given clock speed, memory can be accessed much more frequently in the 6502/65816. 35ns for 12.5 MHz 65816 actually works out to 4 times faster than 70ns for 25MHz 68030, so it checks out. Although, it is standard in the Amiga world to only require 70ns when going to 33MHz speeds. As in your example, double the clock speed doesn't have to double the RAM speed, since not all of that clock is used to read memory.

John Harris - jharris@cup.portal.com

4892. Re: About Atari archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 10:39:50 UTC
From: winston@merk.com
Message-ID: <Cv36yG.LsG@merk.com>
Source record: 98821

On Monday, August 22, 1994 at 14:28:25 -0400 (8:28pm EDT?)
spock@panix.com (Bartlomiej Cichosz) wrote:

BC> I have a question about the atari archive at umich. Is there an index
BC> file WITH description of all the stuff in 8-bit subdirectory... I've
BC> downloaded 0index, but it's just a dir list.

Check out a file on the archive that is called, "8bitcat.arc".
It is a catalog of file descriptions. This may be what you are looking
for, but I do not know if it is frequently updated, or when the last
update was.

4893. Re:65816/32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 11:08:44 UTC
From: Mario.Trams@Informatik.TU-Chemnitz.DE
Message-ID: <9408251101.AA02150@sunc7.informatik.tu-chemnitz.de>
Source record: 98820

John Harris wrote:
"Is that 40ns figure correct? Is the bus access on the 65816 different from
68000 designs ..."

Yes, it is different. The 68000 series uses for one bus access four cycles
while the 65xxx series does all work in only one cycle. So you can compare:
a 65816 with 10MHz = a 68000 with 40MHz (only in bus access!)

But the 68000 get 16 bits from the bus in one bus-cycle. The 65816 needs
two cycles to get this 16 bits. If you compare a 68000 and a 65816 with the
same clock-rate the 65816 is two times faster than the 68000 (to get one
word the 68000 needs four cycles and the 65816 needs only two cycles).

Higher CPU Speed stuff:

This time I'm working on an utility that can switch the old clock-rate
asynchronusly to any higher clock-rate. This high speed will be activated
in the above memory banks ($01000-Sffffff). If the CPU accesses to I/O chips
e.g. the higher clock-rate is switched back to the slow 1.79MHz.
This high-speed affects only the CPU! The rest of the system (ANTIC) runs
with the old speed.
The switching logic takes place in a GAL16V8 (there's no further hardware
expect an oszi for the higher clock-rate).
This time I've some trouble with this project :-)
but I'm working....

Mario

Mario.Trams@informatik.tu-chemnitz.de

4894. Re: XE/XL games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 13:07:32 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <33i52k$469@dux.dundee.ac.uk>
Source record: 98822

Michael J. Novak Jr. (dw901@cleveland.Freenet.Edu) wrote:

: Well, maybe for sale! I found a store selling BRAND NEW copies of two
: games for use on the XE/XL computers. They are Ballblazer and Hardball,
: both are cartridge games, and they are shrinkwrapped.

: What I want to know is, is anyone interested? And if so, what are they
: worth to you. Buyer would have to pay shipping, so consider this in any
: offers. If enough people respond, I can pick them all up. There were
: about 10 copies of each game.

Well, I happen to know Page 6 are selling Ballblazer new for a fiver (5 quid)
which must be about $7.50

I got Rescue on Fractalus on ROM for a fiver. I wish I'd bought it years ago!
Anyone who hasn't already got RoF- buy it!!!

-Graeme Fenwick

4895. Re: Page6: What's Happening?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 13:15:38 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <33i5hq$469@dux.dundee.ac.uk>
Source record: 98823

b.poehland@genie.geis.com wrote:
: Mike asked about Page6 in England...
:
: I don't have details but am aware NAU readers are getting a case of the
: heebie-jeebies. I received a letter from an AC subscriber last week expressing
: concern over Page6. First they announced their June issue would be a month
: late & not appear till July.
:
: But it didn't appear in July either. Now it's well into August & people are
: still waiting.
:
: I don't know if I'd panic just yet. NAU has been late before, Les
: Ellingham is always writing editorials apologizing for being late. I'd
: wait till September before freaking out.
:
: Still, it doesn't sound good. NAU has had a rough year, the tone of
: Les's editorials has acquired a distinctly more strident timbre lately.
: They are facing the same problem that almost killed AC: failing support.
:
: I don't think *any* Atari magazine can claim to be in good health these
: days. If you find one whose reader base is merely static, it's doing well!
: None I think are actually growing. The healthy magazines are merely losing
: readers more slowly than the rest.

I recieved a letter from Page 6 on Monday, saying they'd had some problems,
and the fact they hadn't published for a while had left them without income.
In order to get enough money to risk publishing the next issue, they sent a
sale leaflet, with millions of bargains on it. Cassettes from 50p, Zork I for
2 pounds, Fractalus for a fiver. Believe it or not, I'm buying more games now
for my 8 bit Atari than I was when it was my only computer...

-Graeme Fenwick

4896. Re: [HELP WANTED] Busted MIO/256K

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 15:10:25 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <33ic91$q2o@usenet.INS.CWRU.Edu>
Source record: 98825

In a previous article, dlfurman@dorsai.org (Derek_Furman) says:

>Is there a place that fixes busted MIOs? I'll dl the vendor FAQ (if not
>M.Current expect some mail from me :))

From what I understand Fine Tooned Engineering, now the owners of the MIO
product, is doing quite a bit of business fixing MIOs. I'd contact them.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

4897. Re: ATARI Z-modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 20:42:54 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cv3yvI.58C@freenet.carleton.ca>
Source record: 98826

In a previous article, bernard@beco.link.xs4all.nl (Bernard Kok) says:

>Hello ALL,
>
>I have already get a copy of ATARI ZMODEM receive but my question is, is
>there laready a ATARI Z-modem SEND ? If so please let me know where I can
>get a copy of it....
>
>Greetinx from Bernard Kok

Z-modem doesn't exist for the Atari 8-bit, but there is L-Modem, Y-modem,
1K-Xmodem, and F-modem.(L-, Y-, and F-modem are all capable of batch
transfer). Check out the Atari 8-bit BBS to pick up copy of BobTerm v1.22,
which also supports XEP80 and SpartaDos(if modules are included in the
file).

--
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RULEZATARIRULEZATARIRULEZATARIRULEZATARIRULEZATARIRULEZ|>Jessica Todd's Space<

4898. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 21:26:55 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <120873@cup.portal.com>
Source record: 98828

Actually the 125 nsec figure is is just clock cycle time, not memory access access or machine cycle time or memory cycle time. Some of the microprocess, the one in the TI 99/4 comes to mind, used really fast systems clocks like 10MHz with slow cycle times. I could pull out some of my data books to check, but for the most part, if you look at the manufacturers data data sheets they will have a series of square wave signals representing the various signals of the microprocessor. For a 6502 you'll see something like 4 clock transitions total coming from the 01 & 02 clock lines. I believe an 8088 type system uses twice as many ticks of the clock to do the same thing ergo 150 nsec ram in an 8 MHz clone works fine. This is one of the reasons why we only have a maximum of 256 opcodes available to us should anybody stick a 65802 in their machine. The 8088 systems do much more with an instruction & have many more instructions available, but the overhead is there even with a NOP.

4899. Re: ATARI Z-modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-25 22:01:54 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33j4ci$351@nic-nac.CSU.net>
Source record: 98827

BRRRZZZT! WRONG! I'm sorry, how about a consolation prize, Chris! :)

Nope, Z-modem (download only) IS out for the Atari.. it's just an external program you load from DOS (jump to DOS from your terminal then load the downloader.. then you go back to DOS and back to the terminal.. I THINK.. I've never used it (no modem for the 8bit BECAUSE R:P:CONNECTION ISN'T OUT YET!!!!!!!! :) Sorry)

Anyways, it seems you need maybe 3 programs for the Atari just to be able to download! :) Kermit65 or some other kermit-capable terminal for kermit transfers, AtarZmodem for Zmodem download, and BobTerm for most other stuff..

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
If you, like, make out with a frog, then you turn into Prince.

4900. Hal_94_b.dcm

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 00:19:22 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940825171914.2401d66c@sonoma.edu>
Source record: 98829

When I boot this it loads up with the "loading" screen just like on side A but the title is screwed up and then it starts accessing weird sectors (I'm using SIO2PC).. it goes by like 200+ each time.. then it dies because it's trying to read past sector 1040.

Anyone else have problems with this demo (side B.. A works ok) ????

Also, what do you folks think of the other demos put up? I especially like the intro to Sweet Illusion (side A.. I can't get B to unDCM yet cuz of SIO2PC.. I >REALLY< NEED DCM2ATR!! SOMEONE MAKE IT! hehe) .. this is the one were the faces of the coders pop up on the right and bio-data is drawn on the left.. pretty cool.. would look good in a _game_ (hint hint hint)

:)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
For a reply, send a self-abused stomped Antelope to: ...

4901. Fampy 2.3! Hey!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 06:28:20 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33k224$26n@nic-nac.CSU.net>
Source record: 98832

YEAIH! I got Fampy 2.3 to run finally! (Well, not that I've been trying
EVER since I got it! :) .. it's just I figured "Fampy comes with MD8s! I can
listen to those with SoundTracker!" .. then out of curiosity I tried to run it
again and it works!)

Ok, here's the deal.. you make your two disk(side)'s from the FAMPY23.DCM and
FAMPY23B.DCM. You boot side A. Respond to the drive-type prompt with
START or SELECT.. from there, >HOLD SELECT<! The screen will go crazy for
a while (decompression I guess) and then you'll see the title flash on and off.
This is what normally makes our good old NTSC (or at least >MINE<) die (no
lockup that I remember, just a "no, you can't leave!" attitude).

More decompression happens (crazy colorful screen) then you see a screen
which has "D1:________.MD8" on it.. from here, read the docs!! :)
(Select selects a file, Start loads, Shift exits to title I guess..
File loads, press Start to hear, Select/Option to change speed, Shift to
return to loader screen.
Music plays (screen on! hey!) press Shift to return to player/loader screen.)

Have fun!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4902. AHHHHH!! SWEETB.DCM!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 06:32:19 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33k29j$2j9@nic-nac.CSU.net>
Source record: 98833

HELP!!!!!!!!!!!!!!!!!!!!!!

IS THERE ANYONE OUT THERE WITH A DoubleDensity disk drive AND an SIO2PC!?

If you're out there, could you PLEASE get SWEETB.DCM over to an SIO2PC
"ATR" file and e-mail it to me!?

I'm >>> SO <<< SICK OF ERROR 139's! I don't know WHAT I did to get side A
over to a DD ATR image file! (And yes, I've tried everything, even sticking
the ATR file on a floppy and accessing it physically! I even messed with the
timing screen in SIO2PC.. and of course I messed with MyDOS a LOT!!! I even
tried doing something with Atari DOS 2.5, but duh, I forgot it can't handle
DD disks..

I wonder how I ever survived with DOS 2.5 !?!?! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4903. WOW!!!!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 06:34:02 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33k2cq$2jj@nic-nac.CSU.net>
Source record: 98834

Sorry! Me again! I was playing with Fampy 2.3 some more and WOW! It lets
you change the playback rate of the files! BUT NOT ONLY DOES IT PLAY FASTER,
BUT IT DOES >NOT< EFFECT (noticably at least) THE PITCH! WWWWOOOOWWWWW!!! :)

I wonder how well it'd work with the screen OFF! ;) ;) ;)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I love Ataris!

4904. Address of Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 10:59:00 UTC
From: HPGGD@dish.gla.ac.uk
Message-ID: <113F8A741B8@dish.gla.ac.uk>
Source record: 98835

Hi,

Does anyone know the address of Page 6 - I'm not just interested in
the sale but I also want to subscribe.

Thanks.

Gareth.

Gareth Davies

e-mail : HPGGD@DISH.GLA.AC.UK

post : 63 Shaftesbury Rd, 53a Kelvinhaugh St,
Gosport, Glasgow.
Hants. Scotland.
PO12 1RU G3 8PE
UK UK

4905. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 11:57:09 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <xkxSdDl.lmcclure@delphi.com>
Source record: 98837

In a message dated 8-24-94, Rick Michael Cortese said:

"I always thought the 65xx series needed faster ram only
because of Page 0 access."

If I recall correctly, one of the features of the 65816 is (as you said)
the ability to relocate page 0 anywhere in memory. I also believe
page 0 was expanded to 64K in 65816 mode. Of course, it has been many
years since I read over the 65816 spec sheets I had, so this information
is only as reliable as my memory. <grin>

4906. Re: Host adapter for hard drive?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 14:45:14 UTC
From: kamaro_kid@delphi.com
Message-ID: <5s0xlXq.kamaro_kid@delphi.com>
Source record: 98836

RIPI <ripi@aol.com> writes:

>$80???? Ack! Thanks, but I think I'll just grab an old SCSI drive, like
>a little 30-40 megger, which should be about half that. :)

Cant say that I blame you. These Adaptecs are getting more and more
expensive. I too have started to collect SCSI drives - in the event
that all/most of my Adaptecs fail.

--James King
kamaro_kid@delphi. com

4907. Re: Intel Demo and other stuff (MyDOS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 18:06:46 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.03ad@beco.link.xs4all.nl>
Source record: 98763

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

> Side B (Double-Density) includes about 6 ".MD8" files and a very nice MD8
> player. (Anyone know where to get other MD8 files? I'm gonna look at the
> Fampy DCM files to see if there are any more and if they work with SoundTracker
> 3.0 (the player on the Intel Outside Demo side B))
You can try A.N.G. Software... Look in the Vendor list for the adres and
Phone number or FAX number....
Or maybe I can do something for you....

Greetinx from Bernard Kok

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

4908. Re: ATARI Z-modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 18:16:32 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.03af@beco.link.xs4all.nl>
Source record: 98765

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

> In a previous article, bernard@beco.link.xs4all.nl (Bernard Kok) says:

> >Hello ALL,
> >
> >I have already get a copy of ATARI ZMODEM receive but my question is, is
> >there laready a ATARI Z-modem SEND ? If so please let me know where I can
> >get a copy of it....
> >
> >Greetinx from Bernard Kok

> Z-modem doesn't exist for the Atari 8-bit, but there is L-Modem, Y-modem,
> 1K-Xmodem, and F-modem.(L-, Y-, and F-modem are all capable of batch
> transfer). Check out the Atari 8-bit BBS to pick up copy of BobTerm v1.22,
> which also supports XEP80 and SpartaDos(if modules are included in the
> file).

Well if you READ my message, you can read that there is a Z-modem receive
for the ATARI XL/XE (8-bit) but my question is, is there already a Z-modem
SEND for the XL/XE..... And I do know that there is a Bobterm v1.22
but that one was NOT released by Bob Puff him self ! ! !

Greetinx from Bernard Kok

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

4909. Re: ATARI Z-modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 18:19:59 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.03ah@beco.link.xs4all.nl>
Source record: 98764

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

> Anyways, it seems you need maybe 3 programs for the Atari just to be able
> to download! :) Kermit65 or some other kermit-capable terminal for kermit
> transfers, AtarZmodem for Zmodem download, and BobTerm for most other stuff..

Maybe if we ALL ask Bob Puff he can put that Zmodem program in to his
Bobterm 2.0 or so... Zo Bobterm can do Zmodem also...

Gtx. Bernard Kok

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

4910. Re: Where is M.U.L.E. (was What is M.U.L.E?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 19:50:25 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <33lh21$2t3@usenet.INS.CWRU.Edu>
Source record: 98838

In a previous article, bob_s2@sfov1.verifone.com (ail
) says:

>HELP - I have had the C64 version of M.U.L.E. for years, but have never
>seen the Atari version. Does anybody know where I can get a copy for the
>800? I can't currently FTP to my Atari so I would have to send you a disk.

B&C ComputerVisions is where I bought my copy fairly recently.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

4911. XF551 problems (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 22:28:20 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <33lqa4$47j@ns.mcs.kent.edu>
Source record: 98841

It appears that I am subject to XF551 drive problems, again. This time,
it is a beast of a different nature. The drive works perfectly fine for
about 20 minutes or so. But any time after that, when attempting to read
any sector, it will return some of the proper data mixed with random data.
This appears to be a problem with the drive overheating. Previously, I
had to tempararily remove the heatsink to get in to check and replace a
few resistors, as well as hardwire some of the sio cable signals. Recently
after discovering this overheating problem, I have remounted the transistors
applying new heatsink compound (Silicone and Zinc Oxide). But, it appears
that the drive is still overheating. (sigh)
The drive does work fine if I keep a little fan cooling off the heatsink.
Does anyone have any suggestions for me? Is there a way to test transistors?
[Yes, the transistors do get remarkably hot. Hot enough to burn a few
fingers when the metal heat-sink is not mounted.]

The SIO signals that I have wired in are: Read, Write, Command, and 2 Grounds.

--BRiT
--
clisowsk@mcs.kent.edu (BRiTiSH) | Computer Programmers and Significant Others:
aa853@po.cwru.edu (Atari 8-Bit) |"I'm gonna base my next program on her. It'll
BRiT / WolfFood / BFD @AlexMUD | take a lot of time and fucking around and it
telnet mud.stacken.kth.se 4000 | won't put out." --BRiT

4912. Internet Access and the Military

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 22:29:15 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2E5CA7B9@POST0.LAAFB.AF.MIL>
Source record: 98840

Just as a point of reference, the grandfather of the Internet, ARPAnet, started out as a military project under the Department of Defense's Advanced Research Project Agency (ARPA). There have been several name changes in the interim for the military side of the Internet, to include Milnet and now the Defense Digital Network (DDN). DDN forms the backbone for much of the Internet used by Americans. The initial studies and funding for things like packet switched networks and TCP/IP were done by the military as a part of developing the electronic battlefield. TCP/IP was also a Military Standard (MIL-STD) until it became a Federal Information Processing Standard (FIPS).

In 1983 there was actually an Atari 8-bit user group that meet biweekly in the Pentagon. (I was a member.) Over half of my the Atari Club in Colorado Springs (P3ACE) was military. I was also a member of the Naval Postgraduate School Atari Club which met on base. There is even a club at Fort Leavenworth (the Army side, not the Federal Prison side <grin>) There have been and still are Atari Clubs at many, many military installations. Military members have been very avid supporters of Atari computers.

If Clay Halliwell looks around and his job can justify it, he might be able to get a DDN account. Most military base e-mail accounts include DDN (Internet) access these days--and you can even dial in from home. This is all part of the military's plan to make its members more computer literate.

Another point of reference, the Coast Guard is not part of the Department of Defense, it is part of the Department of the Transportation. It only becomes "military" during wartime when it is put under the DoD. Coasties can also be sworn peace officers (police), unlike the military in this country.

Rick Reaser
reaserrl@post2.laafb.af.mil

4913. XF551 software

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 22:45:37 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.00mw@didi.mayn.sub.de>
Source record: 98800

Hello,
somebody asked for a DOS for the XF551, the new BW-DOS is supporting this drive
and also the higher speed. I hope the DOS is soon on the server.
I know the XF Tooldisk, a disk full with special software only for the XF.
It is shareware in germany, and if somebody is interested I can sent by
uue-mail.
Gruss

--

Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

4914. Re: What is M.U.L.E?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 22:58:06 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <33ls1u$jr6@walters.East.Sun.COM>
Source record: 98842

```
It's also always fun to point out that the planet irata
spelled backwards is "Atari" to a C64 M.U.L.E. player/
owner...... the look of annoyance always comes to
their faces.... :-)

Besides, that's better than calling the planet erodommoc :-) !

-- Curt

curtis.wilbar@east.sun.com
```

4915. Re: Address of Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 23:23:25 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-2608941523250001@avirislab.jpl.nasa.gov>
Source record: 98839

In article <113F8A741B8@dish.gla.ac.uk>, HPGGD@dish.gla.ac.uk (GARETH DAVIES) wrote:

> Hi,
>
> Does anyone know the address of Page 6 - I'm not just interested in
> the sale but I also want to subscribe.

Sure, that would be $0600 or 1536. :)

Just couldn't resist but I probably should have.

Miraden

****
*Miraden | Jaguar, 130XE, 1040ST, STOS, AD&D, etc. *
*Magnum Opus Software | "Television is the retina of the minds eye" *
****

4916. Re: What is M.U.L.E?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-26 23:58:04 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <33lvic$jr6@walters.East.Sun.COM>
Source record: 98844

Regarding running M.U.L.E. on a PC...

I believe that their was a PC version at one time (I would suspect it is not too good though... probably CGA, and poor response as many of the PC games of that period were....)

It might work under XF2, but you could probably only play against the computer..... (plus no sound), as long as it doesn't require player missle collision detection (and you find a deprotected copy... I own an original, and deprotected it... even preserving the fancy M.U.L.E. loading screen - don't go calling me a cracker either... I only cracked 3 or 4 things....).

When XF3 comes out, if it has a way of interfacing Atari joysticks to it (or using IBM analog ones... blech) it should work (as long as you have a deprotected version, or aquire one...)

-- Curt

curtis.wilbar@east.sun.com

4917. Atari emulator ideas for PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 00:02:21 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <33lvqd$jr6@walters.East.Sun.COM>
Source record: 98845

This is directed at Atari emulators for PCs....

regarding joystick emulation, etc....

paddle emulation could be done via the PC game port(s). It might
even be possible to build an adapter cable to use Atari paddles on
these ports.

Atari joystick use/emulation could be done in a few ways (or
a combination to provide up to 4 joysticks (when emulating a
400/800)) !

1. should be albe to do hook Atari joysticks to PC printer ports...
as I recall their are 5 lines usable for getting signal imputs..
perfect ! 4 for direction, 1 for trigger
since the PC's support up to 4 parallel ports... 4 joysticks
(but most people only have 1 parallel port, so this is good for
joystick 1)

2. Emulation through PC joysticks..... and possibly even hookups of
resistor networks and Atari joysticks to these ports... good for
2 joysticks.

3. keyboard could be kept as well....

I personally like option #1 at least for joystick 1....

Atari emulator writers are you listening ? :-)

Just some ideas....

Oh, and I do own Ataris.... I'm not just an emulator owner...

-- Curt

curtis.wilbar@east.sun.com

4918. Re: XF551 problems (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 00:21:26 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <33m0u6$cj7@hearst.cac.psu.edu>
Source record: 98843

BRiTiSH (clisowsk@condor.mcs.kent.edu) wrote:

[Stuff about XF deleted]

Okay..can someone explain why the heck my 3.5 inch XF551 mod drive
(eprom upgrade that was published... wooleys I think) always always
flakes out when hooked via the way atari wanted it... but whenever
I mount the stuff off a Switching power supply... 5 volts running into
the floppy power connector and power to the drive itself it works almost %100
flawlessly?!?!?

I have NEVER EVER had a working XF551 drive without gutting it
and hooking it up to 3.5's and seperate power supplies. I never could
ever get the 5.25 mech to work with the board.

And Ive tried 3 XF's!

--
Andrew K. Heller - Making the world safe once again.

Welcome to P$U, please bend over.

4919. Re: XF551 problems (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 00:44:41 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Aug27.004441.22568@iglou.com>
Source record: 98846

I've never had problems with my 551, but if the switching power supply works for you, great. Do you just plug it in in place of the 9V AC supply, or wire it to the circuit board?

--
Bill Marcum bmarcum@iglou.com
"I'll spend my whole paycheck on some old wreck
And brother, I could name you a few..."

4920. 600XL Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 01:10:45 UTC
From: phigan@cyberspace.net
Message-ID: <33m3ql$a3c@case.cyberspace.com>
Source record: 98549

I tried the 600XL 64k upgrade posted a while back and it didn't work. But before you seriously doubt the text file, I messed up when I sawdered one connection and I used different chips (that are supposedly the same thing). Mine are MB81464-10s...If anyone has any updates on this, post em.

```
-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
Still looking for Action! on disk..
```

4921. Re: 600XL Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 01:14:13 UTC
From: phigan@cyberspace.net
Message-ID: <33m415$a3c@case.cyberspace.com>
Source record: 98847

Joe S. Phigan (phigan@cyberspace.net) wrote:

: I tried the 600XL 64k upgrade posted a while back and it didn't work. But
: before you seriously doubt the text file, I messed up when I sawdered one
: connection and I used different chips (that are supposedly the same
: thing). Mine are MB81464-10s...If anyone has any updates on this, post em.

By the way, the guy that posted it says he's ral@iglou.com yet when I mail
him a mailer daemon says there is no such account...FUN..

-------------------------+-----------------------------
PHiGAN / RoLSSaa / NWPAC | 3y3 f1n4ll13 h4v3 4 sh3ll!@#
KGB Editor | "I don't believe in Beattles
SysOp: Murder, Inc. | I just believe in me..."
Action! On disk! Help!

4922. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 01:22:39 UTC
From: bryedewa@news.delphi.com
Message-ID: <33m4gv$2er@news.delphi.com>
Source record: 98848

jharris@cup.portal.com (John D Harris) writes:

>I think I have the RAM speeds figured out. The 6502/65816 take only 1
>cycle to access memory, whereas the 680x0 series designs take 4 cycles.
>Thus at a given clock speed, memory can be accessed much more frequently
>in the 6502/65816. 35ns for 12.5 MHz 65816 actually works out to 4 times
>faster than 70ns for 25MHz 68030, so it checks out. Although, it is

I don't think this is correct either. The fastest instruction on a 6502
is 2 cycles, and the slower ones can be up to 7. RAM is definitely not
used every cycle. Are you saying the fetch is only a cycle? I do not know
if 680x0's use more than a cycle for the actual fetch.

-Bry

4923. Programmers needed to revitalize MULE project

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 01:38:56 UTC
From: krishna@max.tiac.net
Message-ID: <33m5fg$eeo@sundog.tiac.net>
Source record: 98849

[Article crossposted from comp.sys.amiga.programmer]
[Author was Matt Schmill]
[Posted on 26 Aug 1994 21:34:47 GMT]

As is customary, the [one of the] Amiga MULE project[s] is losing its momentum.
I am therefore calling upon ambitious C coders to join the cause and work toward the ultimate goal of a vamped up MULE for the 90's.

The premise is the same, and we hope to leave the original appeal intact while adding flavor and variety to the mix. We have a good portion of code and design in place and a lacking mainly in the area of inertia. That's why we need YOU to make so many people's wishes come true. We have a mailing list and an FTP site, and a sharp set of graphics shaping up.

So come on, already, don't you want to see your name in lights in several, if not DOZENS of peoples homes scrolling across the screen of this decade's hottest amiga game to hit the streets ?

Of course you do...

email replies to schmill@cs.umass.edu

4924. Re: Black Box and Syquest

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 03:07:49 UTC
From: tdrake1@umbc.edu
Message-ID: <33mam5$f6f@news.umbc.edu>
Source record: 98850

Pab Sungenis (pab@cnx.sccsi.com) wrote:
: C:\TYPE\MAIL\IN\UN-Atari 8\FROM\DRAKE THOMAS\AT\7:38 PM.TXT

: DT>Has anybody out in Atari 8-bit Land tried to hook up their Black Box to
: DT>one of the new Syquest 3.5 105 meg embedded SCSI drives? I am having
: DT>problems hooking up mine. Receive a "Mode Select Command Failed" and a
: DT>"Request Sense Command Failed"

: Make sure parity checking is disabled. Check your manual and jumpers to
: find out how to do this.

Parity comes already disabled on this drive. And was able to get another
3.5 to format but on sector verification it would flag a number
of bad errors and an error 029. The 3.5 has a SCSI II embedded controller.
It acts like it is timing out after beginning the verification process.

By the way, there is no problem at all using the Black Box with an 88 Meg
removable and it has an embedded SCSI II also. Do not know if there are
any real differences between the two SCSI controllers.

But something is different!

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

4925. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 04:06:29 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <33me45$qn2@terminator.rs.itd.umich.edu>
Source record: 98851
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 55 Aug 20 04:29 ./8bit/Demos/hal_94.txt
-rw-r--r-- lenn 70172 Aug 20 04:29 ./8bit/Demos/hal_94_a.dc3
-rw-r--r-- lenn 89971 Aug 20 04:29 ./8bit/Demos/hal_94_b.dc3
-rw-r--r-- lenn 157152 Aug 20 04:32 ./8bit/0index
-rw-r--r-- lenn 12925 Aug 25 02:49 ./8bit/Games/balloonr.arc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

4926. [--- DIVER.BAS ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 07:23:35 UTC
From: winston@merk.com
Message-ID: <Cv6n7C.HGt@merk.com>
Source record: 98854

Bill K.,

I haven't tried your soundplayer yet, but thinking about it got me to wondering. There is a famous, small ATARI BASIC program called DIVER.BAS that is very cute. You dive for treasure chests and, as you go down, you leave a stream of bubbles overhead (sort of like R.O.T.O.). Since the program is so tiny, would it be possible to add digital sound effects to it such as sonar pings, air bubbles, and creaking lids? Would there be enough space left in machine RAM for some tiny samples and a player? I always thought that it was a shame that DIVER.BAS never included some realistic sounds since it was such a visually pretty game.

4927. Re: Address of Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 12:03:53 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Aug27140353@nova.lise.unit.no>
Source record: 98852

In article <113F8A741B8@dish.gla.ac.uk>, HPGGD@dish.gla.ac.uk (GARETH DAVIES) wrote:

> Does anyone know the address of Page 6 - I'm not just interested in
> the sale but I also want to subscribe.

From the Summer Sale catalogue which I just recieved in the mail, the address is:

Page 6
PO Box 54
Stafford ST16 1DR
(UK)

And the phone number, for credit card orders, is 0785 213928.
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

4928. URGENT REQUEST: 130XE and Airport X-Ray machines

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 13:37:23 UTC
From: danmcd@sundance.itd.nrl.navy.mil
Message-ID: <33nfij$fpm@ra.nrl.navy.mil>
Source record: 98853

I really miss my 8-bit, and since nobody's working on a Macintosh emulator, I'll have to bring the old thing here to the DC area. Catch is, I'd like to bring it down via airplane, and I don't know how the damned X-Ray machines treat 8-bit equipment.

I'll be bringing back:

130XE
1050 disk drive
Several game cartridges and assorted floppies.
Cables and power supplies.

Will ANY of the above be adversely affected by being run through an airport X-ray machine? It's older equipment, so this is why I'm asking.

Please E-MAIL responses before Sunday night, US time.

Thanks for your help, folks! I'd like to play Star Raiders and do some 6502 programming with MAC/65 again!

--
Daniel L. McDonald | Mail: {danmcd,mcdonald}@itd.nrl.navy.mil --------------+
Computer Scientist | WWW: http://wintermute.itd.nrl.navy.mil/danmcd.html |
Naval Research Lab | Phone: (202) 404-7122 #include <disclaimer.h> |
Washington, DC | "Rise from the ashes, A blaze of everyday glory" - Rush +

4929. Re: What is M.U.L.E? (there is an MS-DOS-Version)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 14:14:27 UTC
From: justinad@vt.edu
Message-ID: <justinad.58.000E3E17@vt.edu>
Source record: 98755

In article <33lvic$jr6@walters.East.Sun.COM> curtis@darkwing.East.Sun.COM (Curtis Wilbar) writes:

>I believe that their was a PC version at one time (I would suspect it
>is not too good though... probably CGA, and poor response as many of
>the PC games of that period were....)

I was looking around wuarchive yesterday, and I found MULE in the /pub/MSDOS_UPLOADS/games directory. It's only a beta, and it still needs some work, but if they patch up the bugs it might be better than the original.

Justin AD

4930. Re: 600XL Ram Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 19:21:26 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Aug27.192126.16576@iglou.com>
Source record: 98756

In article <33m415$a3c@case.cyberspace.com>,
Joe S. Phigan <phigan@cyberspace.net> wrote:
>
>By the way, the guy that posted it says he's ral@iglou.com yet when I mail
>him a mailer daemon says there is no such account...FUN..
>
Must be something wrong with your mailer. I just fingered him, and he
was online this morning. I've had no trouble getting email.

--
Bill Marcum bmarcum@iglou.com
"I'll spend my whole paycheck on some old wreck
And brother, I could name you a few..."

4931. Re: [--- DIVER.BAS ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 19:45:02 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33o53u$kak@nic-nac.CSU.net>
Source record: 98757

Famous!? I haven't seen it!!! :)

And yeah, digital sound'd probably fit if it's small. The player code is INCREDIBLY small (like .5k at the most??) As to where you'd GET the sounds, that's another question.. Internet's good, but also some files are a bit bigger than you'd like (what if you had a sonar ping that was like 5-10k!?) because of the sampling rate used.. Kill bytes in the file I guess....?

Also, remember that digital sound freezes up the system (usually, unless you code stuff in hard-assembly like euro-demo'ers do!)... Also, you'd have to find a place to store a 0 otherwise it'll store it at location 559 and that'll blank your screen when the sound plays! :)

I think most people out here who've played with digital sound a little "know what we're doing" but Dean Garraghty's name pops up :) and so does Tony Ramos (inventor of Parrot, am I right?)

later!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Gimme DIVER.BAS if it's PD/Share/Free! :) :) :)

4932. AHHH!! HELP! NOW! NOW NOW >NOW!!<

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 19:50:30 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33o5e6$ke7@nic-nac.CSU.net>
Source record: 98758

Welp, I've done it.. I've killed my MYDOS.ATR file for SIO2PC.. No, this wasn't just some simple little DOS.SYS + DUP.SYS on a 20k disk image.. this was EVERYTHING.. all of my good utils (TBAS, ARC, UNARC, JVIEW, and on and on and on and on and ON!)

GONE! 360k (well, not FULL, thank god, but maybe 3/4th full) of data WIPED!

NO BACKUP! (Either that or it's not ZIPped.. I searched through ALL OF MY 3.5" DISKS AND MY HARD DRIVE (that I checked twice) FOR *.ZIP)

Sooooooo

HOW CAN ONE RECOVER A PARTIALLY-FORMATTED MYDOS DISK!?

I looked within the image file and the data's there, nothing got 0'd out except the directory I guess, so I think what would help is
1) VTOC fixing it (because it now thinks its only a 92k disk)
2) UNDELETING *.*

BUT THERE'S NO MYDOS UNDELETE!!! (or at least >I< dont have it!)

SOMEBODY HELP ME!!!

It's either this (hope hope hope) or try to look at the root directory (if it EXISTS anymore! :(:(:( ) and try to find all of my spare/original copies of what I had on my master disk!

Thanks in advance!!!!! :(:(:(

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4933. Intel OUTside >GIF<!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 20:27:45 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33o7k1$m6i@nic-nac.CSU.net>
Source record: 98759

HEY! I just got an Intel OUTside logo GIF from alt.binaries.pictures.misc!
I dunno if this is where Our5oft got theirs, all I know is it's like 1200x1000
or so (by 2 colors, thank god!)

Pretty cool! Hey, will JView handle that res? What about At8Gif (the only
other 320x200x2 GIF viewer for Ataris that I know of)??

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4934. Re: XF551 problems (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 20:36:21 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <121065@cup.portal.com>
Source record: 98760

It's been my experience that disk drives use about 1.2 amps from the
12v power supply. I'm not sure which 7812[T,C,..?] Atari used in
the design, but I'd bet dimes to dollars it's the bare minimum considering
the heat sink they used. I traced my problems to certain disks, If the
jacket caused the disk to drag a little extra it was enough to
overload the power supply & error out. I never bothered fixing it, just
gave up & use an ATR.

4935. MASSIVE AUCTION II -- lots of Atari stuff! (update #2)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 22:13:34 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <33odqe$dc9@usenet.INS.CWRU.Edu>
Source record: 98761

SECOND UPDATE!

I will be posting these updates every 24 hours. I will also try to send
E-mail to all bidders, if time allows. Please check the newsgroup you read
the auction message on.

Also, I have used the first part of your E-mail address when listing bids.

****

Games and/or game systems included in this auction include:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI 400
ATARI LYNX COLECOVISION INTELLIVISION ODYSSEY2
SEGA MASTER SYSTEM TEXAS INSTRUMENTS TIMEX SINCLAIR

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, SEPTEMBER 2ND.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

4) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY.

5) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

6) BUYER PAYS ALL SHIPPING COSTS.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) PLEASE DON'T MAKE A BID UNLESS YOU ARE PREPARED TO BUY AN ITEM.

9) PAYMENT MUST BE MADE IN U.S. FUNDS.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 8.00 deaven ADVENTURE (Atari)
$ 2.50 BASKETBALL (Atari)

$ 3.50 BREAKAWAY IV (Tele-Games)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 1.00 CANYON BOMBER (Atari)
$ 2.00 CASINO (Atari)
$ 2.00 CIRCUS ATARI (Atari)
$ 1.50 DEMON ATTACK (Imagic)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 DONKEY KONG (Coleco)
$ 1.00 rickhall E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic) -- RIP ON FRONT LABEL
$ 1.50 rosborn FOOTBALL (Atari) -- WITH PHOTOCOPY OF PLAYS
$ 2.50 FOOTBALL (Mattel) SAME AS SUPER CHALLENGE FOOTBALL
$ 2.50 FREEWAY (Activision) -- RIPPED NEAR END LABEL
$ 1.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel) -- RIPPED END LABEL
$ 2.00 GOLF (Atari)
$ 2.50 GRAND PRIX (Activision)
$ 1.50 HOME RUN (Atari)
$ 2.50 ICE HOCKEY (Activision)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 3.00 rickhall JUNGLE HUNT (Atari)
$ 2.50 JSchappert KEYSTONE KAPERS (Activision)
$ 2.50 JSchappert MARIO BROS. (Atari)
$ 2.50 rosborn MIDNIGHT MAGIC (Atari)
$ 3.50 NIGHT DRIVER (Tele-Games)
$ 2.00 rickhall PITFALL (Activision)
$ 4.00 PITFALL II LOST CAVERNS (Activision) -- BADLY RIPPED LABEL
$ 2.50 POLE POSITION (Atari)
$ 3.50 PONG SPORTS (Tele-Games)
$ 2.00 Q*BERT (Parker Brothers)
$ 4.00 RACQUETBALL (Apollo)
$ 2.00 jlodoen RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 2.00 jlodoen RIDDLE OF THE SPHINX (Imagic)
$ 3.00 rickhall SEAQUEST (Activision)
$ 2.00 SLOT RACERS (Atari)
$ 4.00 SPACE ATTACK (Mattel)
$ 2.50 STARMASTER (Activision)
$ 2.00 STAR VOYAGER (Imagic)
$ 4.00 STEEPLECHASE (Tele-Games)
$ 2.50 SURROUND (Atari)
$ 4.50 jlodoen TOWERING INFERNO (U.S. Games)
$ 3.00 rickhall VANGUARD (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 1.00 VIDEO PINBALL (Atari)
$ 1.50 WARLORDS (Atari)
$ 1.50 YAR'S REVENGE (Atari)

GAMES WITH MANUAL:
$ 1.50 ASTEROIDS (Atari)

$ 6.00 rosborn BRIDGE (Activision) -- ALSO INCLUDES TIP BOOK!
$ 1.50 DEFENDER (Atari)
$ 3.00 GOLF (Atari)
$ 2.00 PAC-MAN (Atari)

GAMES WITH BOX:
$ 3.50 BASKETBALL (Atari)
$ 1.50 MISSILE COMMAND (Atari)

GAMES WITH BOX AND MANUAL:
$ 2.50 ASTEROIDS (Atari)
$ 3.50 JSchappert BOXING (Activision)
$ 2.50 COMBAT (Atari)
$ 3.50 DEFENDER (Atari) -- ALSO INCLUDES COMIC BOOK #1!
$ 4.00 DODGE 'EM (Atari)
$ 4.50 JSchappert DONKEY KONG (Coleco)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JSchappert ICE HOCKEY (Activision)
$ 2.50 MISSILE COMMAND (Atari)
$ 4.50 JSchappert SKIING (Activision)
$ 2.50 SPACE INVADERS (Atari)

GAME WITH NO BOX OR MANUAL:
$ 5.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 4.00 rickhall PADDLE CONTROLLERS (Atari)
$ 3.00 PADDLE CONTROLLERS (Atari)
$ 6.00 POINTMASTER JOYSTICK (Discwasher)
$ 6.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

$ 3.00 CENTIPEDE
$ 3.00 JSchappert DIG DUG
$ 3.00 JSchappert MARIO BROS.
$ 3.00 STAR RAIDERS

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 JSchappert CHOPLIFTER!
$ 4.00 GALAGA
$ 2.00 POLE POSITION II
$ 3.00 ROBOTRON: 2084
$ 3.00 XEVIOUS

NEW GAMES (STILL SHRINKWRAPPED):
$ 4.00 POLE POSITION II

*****

ATARI 400 COMPUTER:

LOOSE GAMES, NO BOX OR MANUAL:
$ 2.00 JSchappert DONKEY KONG
$ 3.00 CENTIPEDE
$ 2.50 GORF
$ 2.50 camp5 MILLIPEDE

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$10.00 BILL AND TED'S EXCELLENT ADVENTURE
$12.00 mattc CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 CRYSTAL MINES II
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$14.00 mattc ROBOTRON 2084
$12.00 SLIME WORLD
$15.00 ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

$ 2.00 DONKEY KONG
$ 3.00 ZAXXON

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 2.50 ADVANCED DUNGEONS & DRAGONS
$ 3.00 jlodoen ARMOR BATTLE
$ 2.50 BEAUTY & THE BEAST (Imagic)
$ 2.00 BOXING
$ 2.50 BURGERTIME
$ 5.00 CARNIVAL (Coleco)
$ 3.00 jlodoen DEMON ATTACK
$ 5.00 JSchappert LADY BUG (Coleco)
$ 1.50 LAS VEGAS POKER & BLACKJACK
$ 2.50 LAS VEGAS ROULETTE
$ 2.00 LOCK 'N' CHASE
$ 2.00 NBA BASKETBALL
$ 2.00 NFL FOOTBALL
$ 3.50 SEA BATTLE

$ 5.00 SKIING
$ 2.00 SPACE ARMADA
$ 2.00 SPACE BATTLE
$ 2.00 SPACE HAWK
$ 3.50 jlodoen SPACE SPARTANS -- VOICE ADAPTER COMPATIBLE, PLAYS W/O IT
$ 2.00 STAR STRIKE
$ 3.00 UTOPIA

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 4.50 ATLANTIS (WITH 2 OVERLAYS)
$ 3.00 JSchappert BURGERTIME (WITH 1 OVERLAY)
$ 2.50 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 2.50 MAJOR LEAGUE BASEBALL (WITH 1 OVERLAY)
$ 3.00 jlodoen NIGHT STALKER (WITH 1 OVERLAY)
$ 3.00 jlodoen SEA BATTLE (WITH 1 OVERLAY)

LOOSE GAMES, WITH MANUAL AND OVERLAY(S). NO BOX:
$ 5.00 hillson AUTO RACING (WITH 2 OVERLAYS)
$ 3.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 4.50 NFL FOOTBALL (WITH 1 OVERLAY, AND ALSO PLAYBOOK)
$ 5.00 SOCCER [SEARS VERSION OF NASL SOCCER] (WITH 2 OVERLAYS)
$ 3.50 SPACE BATTLE (WITH 2 OVERLAYS)

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 5.00 yau K.C. MUNCHKIN!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX AND MANUAL:
$ 5.00 rosborn WONDER BOY III: THE DRAGON'S TRAP

GAMES WITH BOX ONLY:
$ 3.00 camp5 BLACK BELT
$ 3.00 camp5 JOE MONTANA FOOTBALL
$ 3.00 camp5 OUTRUN
$ 4.00 SHINOBI
$ 3.00 camp5 THE NINJA
$ 3.00 camp5 THUNDERBLADE

BOX AND MANUAL ONLY, NO GAME:
$ 1.00 RAMBO: FIRST BLOOD PART II

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
-- POSTER IS IN MINT CONDITION

****

HARDWARE:

LOT #1

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #2

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #3

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #4

ATARI 5200 (W/2 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, RF SWITCHBOX, AND TWO (2) GAMES [NO BOXES FOR GAMES]:

PAC-MAN (WITH MANUAL)
POLE POSITION (WITH MANUAL)

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING
PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

$35 ac446

*****

LOT #5

ATARI 5200 (W/4 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY,
ATARI RF/POWER SWITCHBOX, AND TWO (2) GAMES [NO BOXES FOR GAMES]:

$ 3.00 PAC-MAN
$ 4.00 POLE POSITION (WITH MANUAL)

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING
PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

MINIMUM OPENING BID OF $32.00

*****

LOT #6

ATARI 7800 WITH POWER SUPPLY, RF SWITCHBOX, AND ONE (1) GAME:

POLE POSITION II (7800)

I DON'T HAVE ANY WORKING 7800 CONTROLLERS, BUT I WILL INCLUDE INSTRUCTIONS
ON HOW TO MODIFY A SEGA GENESIS CONTROLLER TO WORK ON THE ATARI 7800. I HAVE
ALSO HEARD THAT SEGA MASTER SYSTEM CONTROLLERS CAN BE MODIFIED.

NOTE: REMEMBER THIS SYSTEM ALSO PLAYS ATARI 2600 GAMES.

$17 hong

*****

LOT #7

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE
POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $16.00

*****

LOT #8

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $16.00

*****

LOT #9

COLECOVISION SYSTEM WITH SYSTEM MANUAL, COLECO POWER SUPPLY, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE (W/MANUAL).

MINIMUM OPENING BID OF $28.00

*****

LOT #10

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER (Coleco). PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #11

INTELLIVISION SYSTEM WITH TWO (2) BUILT IN CONTROLLERS, POWER CORD, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, MANUALS, OR OVERLAYS FOR GAMES]:

ADVANCED DUNGEONS & DRAGONS
BURGERTIME
NFL FOOTBALL
POKER (SAME AS: LAS VEGAS POKER AND BLACKJACK)
SPACE ARMADA
SPACE BATTLE
SPACE HAWK

$28.00 jlodoen

*****

LOT #12

ODYSSEY2 SYSTEM WITH ORIGINAL RF SWITCHBOX, POWER SUPPLY, AND TWO (2) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
AJ 9402 - FOOTBALL!

BOTH CONTROLLERS ARE MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE JOYSTICK, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $25.00

*****

LOT #13

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, AND FUNCTION KEY STRIP (FOR KEYBOARD).

MINIMUM OPENING BID OF $15.00

*****

LOT #14

TIMEX SINCLAIR 1000 COMPUTER, WITH 16K EXPANSION ATTACHMENT (T.S. 1016).
REQUIRES A 9V POWER SUPPLY, WHICH IS NOT INCLUDED.

THIS COMPUTER APPEARS TO WORK, BUT BIDDERS SHOULD CONSIDER THE WORST CASE
SCENARIO WOULD BE GETTING THE 16K EXPANSION AND A Z80A CPU.

$10 galt

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

4936. Re: AHHH!! HELP! NOW! NOW NOW >NOW!!<

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-27 22:36:16 UTC
From: as195@cleveland.Freenet.Edu
Message-ID: <33of50$et6@usenet.INS.CWRU.Edu>
Source record: 98762

In a previous article, kendrick@zippy.sonoma.edu (William Kendrick) says:

>Welp, I've done it.. I've killed my MYDOS.ATR file for SIO2PC.. No, this
>wasn't just some simple little DOS.SYS + DUP.SYS on a 20k disk image.. this
>was EVERYTHING.. all of my good utils (TBAS, ARC, UNARC, JVIEW, and on and
>on and on and on and ON!)
>
>

MS DOS 5 has an Undelete program and I've used it on MS DOS 3.2. I don't
know if it will work on a transformed disk (Atari to IBM or IBM to Atari.)
I can't guarantee the results & I advise that you make a copy of your bad
disk before trying to undelete.
But first:
I had trouble with my used IBM computer when I bought it. It wouldn't
read some disks. Someone told me to clean the floppy drive heads with tape
head cleaner and a cotton swab.
It worked. Now I use a cleaning disk once a month, use my computer daily
& haven't had any problems in months.
I advise cleaning the heads with cleaner and cotton swabs every few months
eventhough the cleaning disk seems to work. There was alot of brown/black
stuff on the heads when I cleaned them with the cotton swab as if friction
between the head and the floppy diskette removed some of the diskette and
deposited it on the heads.
Also, never leave the door closed on your floppy overnight. An Atari 810
drive leaves an indentation on my floppy disks which may or may not cause
troubles.
--

4937. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 00:32:39 UTC
From: jharris@cup.portal.com
Message-ID: <121084@cup.portal.com>
Source record: 98768

>>I think I have the RAM speeds figured out. The 6502/65816 take only 1
>>cycle to access memory, whereas the 680x0 series designs take 4 cycles.
>>Thus at a given clock speed, memory can be accessed much more frequently
>>in the 6502/65816. 35ns for 12.5 MHz 65816 actually works out to 4 times
>>faster than 70ns for 25MHz 68030, so it checks out. Although, it is
>
>I don't think this is correct either. The fastest instruction on a 6502
>is 2 cycles, and the slower ones can be up to 7. RAM is definitely not
>used every cycle. Are you saying the fetch is only a cycle? I do not know
>if 680x0's use more than a cycle for the actual fetch.

Yes, I meant the actual memory fetch is only one cycle. It is 4 cycles on
the 68000, again, just the memory fetch portion. (8 cycles for a load from
memory to a register).

So even though it is not used every cycle, it is used proportionally faster
on a 6502 than it is on a 68000.

John Harris - jharris@cup.portal.com

4938. Re: AHHH!! HELP! NOW! NOW NOW >NOW!!<

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 00:52:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33on54$6oq@nic-nac.CSU.net>
Source record: 98766

No! Hehe.. I said MYDOS! Ok, here's what I had:

SIO2PC had the following drives up:

MYDOS.ATR/p (physical access, it works with the file on the hard drive,
rather than load it and play with it in RAM and save it..)
something.ATR (I dont remember what it was, but I was going to format it)

Anyways, the MYDOS disk image was D1: and the other was D2:.. I accidentally
told MyDOS to find out what type of drive D1: was (rather than set it up manu-
ally as a SD 360k drive) so it said to itself "ok, now D1: is SD 88k"

Then I told it to format it.. I dunno WHAT I was doing, probably typing too
fast and not paying attention. I sorta wish MyDOS's format was a bit more
pissy.. perhaps randomly picking a letter to type if you're sure, so that you
HAVE to pay attention!!! :) ("press '\' to format >> DRIVE 1 << !!!!!!!")

THEN, I went to do whatever I was doing (copying?) to D2: and it said out of
disk space! "WHAT!?" Uh oh, 0000 free sectors! SHHHH...ucks... I killed
it.. I >USED< to have a ZIPped copy of my MYDOS.ATR somewhere but I probably
erased it thinking "nah, I wont be THAT stupid"

I guess I win the "yup, you ARE "THAT stupid"" award this year..

<sigh>

I guess I could try to remember what was on it, but I'd rather just be able
to recover it!

And re: MSDOS undelete.. yeah, I know of that and use it hehehehehehh :)

thanx though!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4939. Test message...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 01:02:54 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <258_9408271930@flight.org>
Source record: 98767

This is just a test message...has anyone seen any other messages from
me recently?

-Dag-

Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

4940. Atari 8 bit Garage Sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 01:08:04 UTC
From: chipdancer@aol.com
Message-ID: <33oo1k$h8e@search01.news.aol.com>
Source record: 98769

I have the following for sale for any reasonable offer:
Indus GT
800XL
2-800s (unknown condition)
810 disk drive

I think I have all the power supplies.
Email: dginbey@mail.tea.texas.gov

Damon in Austin, TX

4941. Re: AHHH!! HELP! NOW! NOW NOW >NOW!!<

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 01:36:31 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <33opmv$ar3@hearst.cac.psu.edu>
Source record: 98770

William Kendrick (kendrick@zippy.sonoma.edu) wrote:

To paraphrase:
: I [deleted] it.

Well...I don't know much about atr files... but if you can get the
data to a real atari mydos disk... with some sector util or something
... then you can use one of the many Double Density disk fixers to
allocate file names for all the lost links. =)

--
Andrew K. Heller - Making the world safe once again.

Rolly Polly Fish heads are never seen drinking Capachino in
Italian restaurants with Oriental women....

4942. Re: ATARI Z-modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 01:48:01 UTC
From: krishna@max.tiac.net
Message-ID: <33oqci$koj@sundog.tiac.net>
Source record: 98771

Bernard Kok (bernard@beco.link.xs4all.nl) wrote:

: Maybe if we ALL ask Bob Puff he can put that Zmodem program in to his
: Bobterm 2.0 or so... Zo Bobterm can do Zmodem also...
^

You must like Zima.

4943. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 04:39:34 UTC
From: bryedewa@news.delphi.com
Message-ID: <33p4e6$91u@news.delphi.com>
Source record: 98772

jharris@cup.portal.com (John D Harris) writes:

>Yes, I meant the actual memory fetch is only one cycle. It is 4 cycles on
>the 68000, again, just the memory fetch portion. (8 cycles for a load from
>memory to a register).

>So even though it is not used every cycle, it is used proportionally faster
>on a 6502 than it is on a 68000.

> John Harris - jharris@cup.portal.com

Huh... Sorry I was so dense. :) Well, I wonder what makes it so fast, maybe
the fewer addressing modes?

-Bry

4944. Re: Test message...

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 05:04:16 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33p5sg$iho@nic-nac.CSU.net>
Source record: 98773

Yes, I saw a message from you today.. in reply to one of my posts I think
even...??

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Wait, weren't you useing PABQWK?

4945. Re: AHHH!! HELP! NOW! NOW NOW >NOW!!<

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 05:07:47 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33p633$imb@nic-nac.CSU.net>
Source record: 98774

I dont think putting it on a real floppy would make any difference.. Atari's
treat SIO2PC ATR images as if they were real disk drives on the SIO port.
A sector copier works from ATR to real disk or ATR to ATR or, as we all know,
real disk to real disk.

I think I may just say "screw it," try to look for at least SOME of the files
(I always had 0 REM SAVE"D:<filename.ext>":RUN at the beginning of all of
MY Atari BASIC / TurboBASIC XL programs for quick saving (LIST 0, upupup,
ctrl-delete 6 times, return :)) so I can find those.. also, I'll probably
notice titles and/or menus of programs within the sector data) and then try
to remake my collection by looking on my 12s of disks :)

<sigh>

This suck-suck-suck-SUCKS!!!!!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4946. Sweet Illusion demo

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 05:09:15 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33p65r$ina@nic-nac.CSU.net>
Source record: 98775

Go get SWEETA.DCM and SWEETB.DCM if you have an XL and the ability to make DD disks!

The first intro to SWEETA is NICE... it reminds me of well-made NES games or even Amiga games... That type of intro would be GOOD for a complex space game...

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4947. Email address

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 06:09:04 UTC
From: ral@iglou.iglou.com
Message-ID: <1994Aug28.060904.1764@iglou.com>
Source record: 98776

Joe S. Phigan:

Sorry you had trouble getting through to me, but it must have been
something on your end. I've gotten several requests for the 600xl
upgrade and have replied to all of them so far. I even posted it
here in the comp.sys.atari.8bit area publicly.

Try again. You [N^might also try sending email to
rich.link@tfd.iglou.com.
Also, I'm on GEnie. If you have an account there, the address is
R.LINK1.

Barring that, I have a BBS at 502-456-4292. I'll put the file online
tonight and you can call and download it there if nothing else. The file
will be called 600XLMOD.TXT and will be in the General Interest area.

If you have more trouble, please post a reply here.

--
------ Rich Link -------
------ ral@iglou.com ---

4948. IDE hard drive on 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 06:12:40 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Aug28.061240.898@escape.widomaker.com>
Source record: 98780

I have finally finished college and I'm starting to put some of my old
computers back together. I ran UNIX for the last 3 years and that
system is still my main system. However, I am working on getting an
Atari ST working again. I also have lot's of old Atari 8-bit stuff.

What I would like to know is the following:

* best overall interface system (for hard drives mostly)
* do any of the available interfaces allow the use of IDE hard drives?

I have an Atari 850 interface but nothing else (besides disk drives
and a 256K Atari 800XL).
--
csh
----
shendrix@escape.widomaker.com | Linux and BSD

4949. Atari 8bit hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 12:10:56 UTC
From: ninja@Deakin.Edu.Au
Message-ID: <33pusg$rq8@sol.ccs.deakin.edu.au>
Source record: 98777

I have the following hardware for sale:

Atari 600XL (with 1064 RAM expansion module)
Atari 800 (with 48K)
Memory module for the 800 (32K)
810 disk drive
Koala Pad
1010 tape drive.

Also available:

1050 disk drive
810 disk drive
1027 printer

Make an offer.

--

Paul
ninja@eros.ccs.deakin.edu.au

4950. Re: Intel OUTside >GIF<!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 14:03:23 UTC
From: jcarp@kaiwan.com
Message-ID: <33q5fb$agq@kaiwan.kaiwan.com>
Source record: 98778

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: HEY! I just got an Intel OUTside logo GIF from alt.binaries.pictures.misc!
: I dunno if this is where Our5oft got theirs, all I know is it's like 1200x1000
: or so (by 2 colors, thank god!)

: Pretty cool! Hey, will JView handle that res? What about At8Gif (the only
: other 320x200x2 GIF viewer for Ataris that I know of)??

I can go grab it and scale it down for you if you want. What size would
you prefer, 320x200? Being only 2 colors, it'd look quite cool in GR.8
mode.

-Joe

--
jcarp@kaiwan.com

4951. For sale (need cash for project)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 19:07:53 UTC
From: kamaro_kid@delphi.com
Message-ID: <Rk9SOcB.kamaro_kid@delphi.com>
Source record: 98779

3 slave CSS multiplexor with about 60' of 34pin ribbon cable.

This unit is complete with 3 roms, manual, ribbon cable, 3 slave carts
and one master cart.

Everything needed to setup your very own Atari network. Will work on
virtually every computer (800xl, 130xe, 600xl, 1200xl, etc.)

Asking $225.00 or best offer.

3 slave MUX brand new with THAT much ribbon cable would cost
somewhere around $350.00 (roughly)

--James King
kamaro_kid@delphi.com

4952. Re: Fractasia v2.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 20:58:06 UTC
From: rlziegler@aol.com
Message-ID: <33qtou$36h@search01.news.aol.com>
Source record: 98781

In article <01HDVO4AE2CY8Y6GIC@vax.edinboro.edu>,
A644690C@vax.edinboro.edu (A. Conover) writes:

:Is anybody interested?
Yes!! There can never be enough software for these wonderful machines.

4953. Re: Intel OUTside >GIF<!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-28 21:29:18 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33qvje$2ab@nic-nac.CSU.net>
Source record: 98782

GUESS WHAT!? HAHA! I was WRONG! The thing was over > 2000 < x 1000+ x 2 !!
That's HUGE! Yeah, sure, if you can scale it (and you actually WANT to!)
go ahead! Perhaps put it on .pictures.misc or something? :)

Thanx

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

4954. Atari 8-bit/2600/7800 software FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 02:49:53 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <33ricinuk1@mhadg.inhouse.compuserve.com>
Source record: 98783
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other,rec.games.video.classic,alt.atari.2600,alt.games.video.classic

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator Package (XLent Software), Winter Challenge $5.00/each or all 3 for $12.50

FOR SALE - ATARI 2600 CARTS

Realsports Football, Venture $3 each

FOR SALE - ATARI 7800 CARTS

Asteroids, Ballblazer, Choplifter!, Food Fight, Joust, Karateka, One-On-One Basketball, Pole Positiion II, Realsports Baseball, Robotron:2084 $5 each or 5 for $20

Karateka (cart only) $3

All items are brand new in original boxes.

All prices include shipping. Multiple quantities may be available for some 2600/7800 titles. If interested, contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

4955. cheats for Conan the Barbarian game

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 03:45:17 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CvA2FH.Dw4@freenet.carleton.ca>
Source record: 98784

Does anybody know the 'unlimited lives' cheat for the game Conan the
Barbarian? A freind of mine with a broken modem wants to know.

--
The spell can't be broken |Chris Brown ba930
You all have been chosen -Metal Church, |aka Fisherman
You're dying for me Blessing in |-----------------------
Demoralized servants to my every need Disguise |>Jessica Todd's space<

4956. Can I use Sio2pc on 286-PC??

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 04:15:46 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9408290410.AA01902@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 98785

Hi, all.

I think most people who read c.s.a.8 are using Sio2pc with FUN, I have one question.

I am thinking of PC. I might will buy 286-PC for use Sio2pc. CAN I USE SIO2PC WITH 286-PC??

A only one my fear is lack of speed. Most users uses 486-PC, I think, and Sio2pc must runs well on 486-PC. But when on 286-PC, I am doubting this 286-PC's speed.

I still don't get Atari130xe.... I sent money already... :-(

Thanks!! Please answer me!!
--
Tetsuo Oda (OdaMan de PON the AMIGA / ATARI 8bit / MSX)

4957. Re: Intel OUTside >GIF<!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 04:44:01 UTC
From: rlziegler@aol.com
Message-ID: <33rp2h$b71@search01.news.aol.com>
Source record: 98786

Hey! that sounds neat! Is there any way I can get that gif from Amreica
On Line..?
From what I've seen, there internet access isn't quite up to par... I
can't download from it. If you could put it on a local BBS and leave it's
number here, I could get it. Thanks!!

4958. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 05:05:38 UTC
From: jharris@cup.portal.com
Message-ID: <121142@cup.portal.com>
Source record: 98788

>Huh... Sorry I was so dense. :) Well, I wonder what makes it so fast, maybe
>the fewer addressing modes?

I think it's just good design. :-) And the 65816 adds more addressing
modes without loosing the one cycle access. Intel chips have lousy
addressing modes, and slow memory access.

Any hardware experts care to enlighten us as to how the 6502 performs
memory fetches in one cycle, while other chips are slower?

John Harris - jharris@cup.portal.com

4959. Re: I Need A European/Pal 8-B

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 05:05:44 UTC
From: jharris@cup.portal.com
Message-ID: <121143@cup.portal.com>
Source record: 98789

>M > hahahahahaha. suffer. Why don't you try this. Get a PAL antic chip
>M >from best electronics and put it in. If your monitor can handle the 50 hz
>M >refresh rate, you should get to see all the demos. You will notice that the
>M >music is a little slower, and other minor changes.
>M >
>M > BTW. The european demos are very good.
>
> So, you have actually tried this? And it works? What type of monitor
>do you have?

There are more changes required besides the ANTIC chip. The crystal, and
several other parts. I think the oscillator section is replaced. I
haven't actually done a PAL mod, but my partner did have to do some, and so
even though the info is sketchy, it is a fairly involved mod.

John Harris - jharris@cup.portal.com

4960. Re: Can I use Sio2pc on 286-PC??

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 05:38:36 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <33rs8s$2i3@nic-nac.CSU.net>
Source record: 98787

OdaMan! Hi! SIO2PC works well with my 8086! It's using a PRE-286 CPU!
BUT.. for some reason I have had trouble running SIO2PC with 386 and 486
CPUs! THat's crazy! (Does anyone know why this is?)

As long as the 286 you get can talk to the COM ports (RS232 I/O ports) at
19.2k bps or higher, you're ok..

Good luck! Did that guy who's supposed to send you the 130XE ever tell you
how he mailed it!?

Later!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
That was a pin?

4961. Re: IDE hard drive on 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 06:03:02 UTC
From: ripi@aol.com
Message-ID: <33rtmm$chd@search01.news.aol.com>
Source record: 98790

In article <1994Aug28.061240.898@escape.widomaker.com>,
shendrix@escape.widomaker.com (Shannon Hendrix) writes:

>What I would like to know is the following:

>* best overall interface system (for hard drives mostly)
>* do any of the available interfaces allow the use of IDE hard drives?

To my knowledge, there is no way to use an IDE drive on an 8-bit or an ST.
The only ST that has an IDE drive really isn't an ST. It's that thing
they called the Falcon030.

The best drive to use on the 8-bit is a SCSI drive. I just bought a used
Quantum 50 megger for $50, which I'm going to plug into an ICD MIO when it
arrives in a week or so. If you look around, you can score a 256K MIO for
around $80.

Rob

4962. MASSIVE AUCTION II - update #3 (includes lots of Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 08:20:23 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <33s5o7$gv0@usenet.INS.CWRU.Edu>
Source record: 98791

THIRD UPDATE!

I will be posting these updates every 24 hours. I will also try to send
E-mail to all bidders, if time allows. Please check the newsgroup on which
you read the auction message.

Also, I have used the first part of your E-mail address when listing bids.

****

Games and/or game systems included in this auction include:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI 400
ATARI LYNX COLECOVISION INTELLIVISION ODYSSEY2
SEGA MASTER SYSTEM TEXAS INSTRUMENTS TIMEX SINCLAIR

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, SEPTEMBER 2ND.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

4) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY.

5) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

6) BUYER PAYS ALL SHIPPING COSTS.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) PLEASE DON'T MAKE A BID UNLESS YOU ARE PREPARED TO BUY AN ITEM.

9) PAYMENT MUST BE MADE IN U.S. FUNDS.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 8.00 deaven ADVENTURE (Atari)
$ 2.50 BASKETBALL (Atari)

$ 3.50 BREAKAWAY IV (Tele-Games)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 1.00 CANYON BOMBER (Atari)
$ 2.00 CASINO (Atari)
$ 2.00 CIRCUS ATARI (Atari)
$ 1.50 DEMON ATTACK (Imagic)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 DONKEY KONG (Coleco)
$ 1.00 rickhall E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic) -- RIP ON FRONT LABEL
$ 1.50 rosborn FOOTBALL (Atari) -- WITH PHOTOCOPY OF PLAYS
$ 2.50 FOOTBALL (Mattel) SAME AS SUPER CHALLENGE FOOTBALL
$ 2.50 FREEWAY (Activision) -- RIPPED NEAR END LABEL
$ 1.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel) -- RIPPED END LABEL
$ 2.00 GOLF (Atari)
$ 2.50 GRAND PRIX (Activision)
$ 1.50 HOME RUN (Atari)
$ 2.50 ICE HOCKEY (Activision)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 3.00 rickhall JUNGLE HUNT (Atari)
$ 2.50 JSchappert KEYSTONE KAPERS (Activision)
$ 2.50 JSchappert MARIO BROS. (Atari)
$ 2.50 rosborn MIDNIGHT MAGIC (Atari)
$ 3.50 NIGHT DRIVER (Tele-Games)
$ 2.00 rickhall PITFALL (Activision)
$ 4.00 cciha PITFALL II LOST CAVERNS (Activision) -- BADLY RIPPED LABEL
$ 2.50 POLE POSITION (Atari)
$ 3.50 PONG SPORTS (Tele-Games)
$ 2.00 Q*BERT (Parker Brothers)
$ 4.00 RACQUETBALL (Apollo)
$ 2.00 jlodoen RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 2.00 jlodoen RIDDLE OF THE SPHINX (Imagic)
$ 3.00 rickhall SEAQUEST (Activision)
$ 2.00 SLOT RACERS (Atari)
$ 4.00 SPACE ATTACK (Mattel)
$ 2.50 STARMASTER (Activision)
$ 2.00 STAR VOYAGER (Imagic)
$ 4.00 cciha STEEPLECHASE (Tele-Games)
$ 2.50 SURROUND (Atari)
$ 5.00 cciha TOWERING INFERNO (U.S. Games)
$ 3.00 rickhall VANGUARD (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 1.00 VIDEO PINBALL (Atari)
$ 1.50 WARLORDS (Atari)
$ 1.50 YAR'S REVENGE (Atari)

GAMES WITH MANUAL:
$ 1.50 ASTEROIDS (Atari)

$ 6.00 rosborn BRIDGE (Activision) -- ALSO INCLUDES TIP BOOK!
$ 1.50 DEFENDER (Atari)
$ 3.00 GOLF (Atari)
$ 2.00 PAC-MAN (Atari)

GAMES WITH BOX:
$ 3.50 BASKETBALL (Atari)
$ 1.50 MISSILE COMMAND (Atari)

GAMES WITH BOX AND MANUAL:
$ 2.50 ASTEROIDS (Atari)
$ 3.50 JSchappert BOXING (Activision)
$ 2.50 COMBAT (Atari)
$ 3.50 DEFENDER (Atari) -- ALSO INCLUDES COMIC BOOK #1!
$ 4.00 DODGE 'EM (Atari)
$ 4.50 JSchappert DONKEY KONG (Coleco)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JSchappert ICE HOCKEY (Activision)
$ 2.50 MISSILE COMMAND (Atari)
$ 4.50 JSchappert SKIING (Activision)
$ 2.50 SPACE INVADERS (Atari)

GAME WITH NO BOX OR MANUAL:
$ 5.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 4.00 rickhall PADDLE CONTROLLERS (Atari)
$ 3.00 PADDLE CONTROLLERS (Atari)
$ 6.00 POINTMASTER JOYSTICK (Discwasher)
$ 6.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

$ 3.00 CENTIPEDE
$ 3.00 JSchappert DIG DUG
$ 3.00 JSchappert MARIO BROS.
$ 3.00 STAR RAIDERS

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 JSchappert CHOPLIFTER!
$ 4.00 GALAGA
$ 2.00 POLE POSITION II
$ 3.00 ROBOTRON: 2084
$ 3.00 XEVIOUS

NEW GAMES (STILL SHRINKWRAPPED):
$ 4.00 POLE POSITION II

*****

ATARI 400 COMPUTER:

LOOSE GAMES, NO BOX OR MANUAL:
$ 2.00 JSchappert DONKEY KONG
$ 3.00 CENTIPEDE
$ 3.00 SKNOX GORF
$ 3.00 SKNOX MILLIPEDE

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$10.00 BILL AND TED'S EXCELLENT ADVENTURE
$12.00 mattc CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 CRYSTAL MINES II
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$14.00 mattc ROBOTRON 2084
$12.00 SLIME WORLD
$15.00 ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

$ 2.00 DONKEY KONG
$ 3.00 ZAXXON

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 2.50 ADVANCED DUNGEONS & DRAGONS
$ 3.00 jlodoen ARMOR BATTLE
$ 2.50 BEAUTY & THE BEAST (Imagic)
$ 2.00 BOXING
$ 2.50 BURGERTIME
$ 5.00 CARNIVAL (Coleco)
$ 3.00 jlodoen DEMON ATTACK
$ 5.00 JSchappert LADY BUG (Coleco)
$ 1.50 LAS VEGAS POKER & BLACKJACK
$ 2.50 LAS VEGAS ROULETTE
$ 2.00 LOCK 'N' CHASE
$ 2.00 NBA BASKETBALL
$ 2.00 NFL FOOTBALL
$ 3.50 SEA BATTLE

$ 5.00 SKIING
$ 2.00 SPACE ARMADA
$ 2.00 SPACE BATTLE
$ 2.00 SPACE HAWK
$ 3.50 jlodoen SPACE SPARTANS -- VOICE ADAPTER COMPATIBLE, PLAYS W/O IT
$ 2.00 STAR STRIKE
$ 3.00 max UTOPIA

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 4.50 ATLANTIS (WITH 2 OVERLAYS)
$ 3.00 JSchappert BURGERTIME (WITH 1 OVERLAY)
$ 2.50 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 2.50 MAJOR LEAGUE BASEBALL (WITH 1 OVERLAY)
$ 3.00 jlodoen NIGHT STALKER (WITH 1 OVERLAY)
$ 3.00 jlodoen SEA BATTLE (WITH 1 OVERLAY)

LOOSE GAMES, WITH MANUAL AND OVERLAY(S). NO BOX:
$ 5.00 hillson AUTO RACING (WITH 2 OVERLAYS)
$ 3.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 4.50 NFL FOOTBALL (WITH 1 OVERLAY, AND ALSO PLAYBOOK)
$ 5.00 SOCCER [SEARS VERSION OF NASL SOCCER] (WITH 2 OVERLAYS)
$ 3.50 SPACE BATTLE (WITH 2 OVERLAYS)

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 5.00 yau K.C. MUNCHKIN!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX AND MANUAL:
$ 5.00 rosborn WONDER BOY III: THE DRAGON'S TRAP

GAMES WITH BOX ONLY:
$ 3.00 camp5 BLACK BELT
$ 3.00 camp5 JOE MONTANA FOOTBALL
$ 3.00 camp5 OUTRUN
$ 4.00 SHINOBI
$ 3.00 camp5 THE NINJA
$ 3.00 camp5 THUNDERBLADE

BOX AND MANUAL ONLY, NO GAME:
$ 1.00 RAMBO: FIRST BLOOD PART II

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
-- POSTER IS IN MINT CONDITION

****

HARDWARE:

LOT #1

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #2

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #3

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #4

ATARI 5200 (W/2 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, RF SWITCHBOX, AND TWO (2) GAMES [NO BOXES FOR GAMES]:

PAC-MAN (WITH MANUAL)
POLE POSITION (WITH MANUAL)

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING
PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

$35 ac446

*****

LOT #5

ATARI 5200 (W/4 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY,
ATARI RF/POWER SWITCHBOX, AND TWO (2) GAMES [NO BOXES FOR GAMES]:

$ 3.00 PAC-MAN
$ 4.00 POLE POSITION (WITH MANUAL)

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING
PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

$32.00 GEOFFOLTMAN

*****

LOT #6

ATARI 7800 WITH POWER SUPPLY, RF SWITCHBOX, AND ONE (1) GAME:

POLE POSITION II (7800)

I DON'T HAVE ANY WORKING 7800 CONTROLLERS, BUT I WILL INCLUDE INSTRUCTIONS
ON HOW TO MODIFY A SEGA GENESIS CONTROLLER TO WORK ON THE ATARI 7800. I HAVE
ALSO HEARD THAT SEGA MASTER SYSTEM CONTROLLERS CAN BE MODIFIED.

NOTE: REMEMBER THIS SYSTEM ALSO PLAYS ATARI 2600 GAMES.

$17 hong

*****

LOT #7

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE
POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $16.00

*****

LOT #8

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $16.00

*****

LOT #9

COLECOVISION SYSTEM WITH SYSTEM MANUAL, COLECO POWER SUPPLY, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE (W/MANUAL).

MINIMUM OPENING BID OF $28.00

*****

LOT #10

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER (Coleco). PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #11

INTELLIVISION SYSTEM WITH TWO (2) BUILT IN CONTROLLERS, POWER CORD, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, MANUALS, OR OVERLAYS FOR GAMES]:

ADVANCED DUNGEONS & DRAGONS
BURGERTIME
NFL FOOTBALL
POKER (SAME AS: LAS VEGAS POKER AND BLACKJACK)
SPACE ARMADA
SPACE BATTLE
SPACE HAWK

$28.00 jlodoen

*****

LOT #12

ODYSSEY2 SYSTEM WITH ORIGINAL RF SWITCHBOX, POWER SUPPLY, AND TWO (2) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
AJ 9402 - FOOTBALL!

BOTH CONTROLLERS ARE MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE JOYSTICK, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $25.00

*****

LOT #13

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, AND FUNCTION KEY STRIP (FOR KEYBOARD).

MINIMUM OPENING BID OF $15.00

*****

LOT #14

TIMEX SINCLAIR 1000 COMPUTER, WITH 16K EXPANSION ATTACHMENT (T.S. 1016).
REQUIRES A 9V POWER SUPPLY, WHICH IS NOT INCLUDED.

THIS COMPUTER APPEARS TO WORK, BUT BIDDERS SHOULD CONSIDER THE WORST CASE
SCENARIO WOULD BE GETTING THE 16K EXPANSION AND A Z80A CPU.

$10 galt

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

4963. Re: IDE hard drive on 8-bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 12:40:13 UTC
From: kamaro_kid@delphi.com
Message-ID: <5Gwy2OF.kamaro_kid@delphi.com>
Source record: 98792

Actually, Bob Wooley HAS been using an IDE drive with his 1200xl, but it would cost around $250.00 to build the custom interface that he's created.

--James King
kamaro_kid@delphi.com

4964. New uploads to Umich

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 12:41:30 UTC
From: kamaro_kid@delphi.com
Message-ID: <xE4RO0C.kamaro_kid@delphi.com>
Source record: 98793

I've heard of all these great files and demos, Intel OUTSIDE gif, European demos, etc. - yet I havent seen them uploaded anywhere.

I've logged onto WUARCHIVE multiple times, but the files are never there.

Now that UMICH is near impossible to logon to, should we go to another site for new uploads?

--James King
kamaro_kid@delphi.com

4965. Re: XF551 problems (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 17:09:10 UTC
From: potter@escmail.orl.mm.com
Message-ID: <33t4nm$prl@theopolis.orl.mmc.com>
Source record: 98795

In article <33lqa4$47j@ns.mcs.kent.edu>, clisowsk@condor.mcs.kent.edu (BRiTiSH) writes:
|> It appears that I am subject to XF551 drive problems, again. This time,
...
|> The drive does work fine if I keep a little fan cooling off the heatsink.
|> Does anyone have any suggestions for me? Is there a way to test transistors?

A problem I have seen with other Atari drives involves the filter
capacitor in the power supply circuit. This should be the largest
round tin-can-like component with a plastic wrapper. When one of
these shorts out, the voltage regulator is stuck with trying to
dissipate the current coming out of the transformer and being shorted
to ground. Try replacing the filter cap with an equivalent (or larger
as far as capacitance or voltage rating) device, and see if that allows
everything else to run cooler.

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

4966. Re: New uploads to Umich

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 17:33:40 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <33t65k$lna@usenet.INS.CWRU.Edu>
Source record: 98794

In a previous article, kamaro_kid@delphi.com says:

>Now that UMICH is near impossible to logon to, should we go to another
>site for new uploads?

It's easy to logon to. Does Delphi offer Gopher? I think it does. Point your Gopher client to gopher.archive.merit.edu and choose Merit Software Archives. Fast and easy.

Although, you can't upload with Gopher. But as Jody Lenn pointed out, you can FTP to msdos.archive.umich.edu or amiga.archive.umich.edu and just maneuver to the Atari directories just fine. They may not appreciate people doing that, but it works for now.

Finally, you can always upload to Merit/UMich by mailing uuencoded files to lenn@atari.archive.umich.edu.

4967. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 18:51:07 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <121164@cup.portal.com>
Source record: 98585
Body handling: HTML body converted to readable text

I don't want to try & pass myself off as knowing what I'm talking about, but I've got the impression the 6502 could be defined as the first generation RISC processor. Matter of fact, I've heard T400 & T800 series are derivative of the 6502. I started out with an 1802 based system & remember some of the discussion that was going on at the time before the terms 'complex instruction vs reduced instruction' were in vogue. What I heard is the silicon in a 6502 only allows for a maximum of 256 instructions where some of the other processors can have literally thousands of instructions. The micro code in a 6502 needs fewer tics to decode the limited instructions. Comparing the 6502 to an 1802 or any of the other processors i.e. 80xx, Z80, the CISC have the ability to do two instructions at once. A classic example is auto incrementing an index register. So what we do with a STA $4000,X: INX sequence they can do with a 'Store via X & increment' instruction. The down side of that scheme is even when you just want to do something simple like an INX or PHA you still have all the overhead of the micro code's instruction decoding & enough tics on the clock to execute what could be a two stepper for us going on. On the plus side fo CISC is you can write really small code. I've never really tried to do a comparison myself . but I'd guess a
Z80 or 8088 could do the same thing a 6502 could in maybe 25% less code. Hard to believe when you see the bloated MS DOS programs, but those things probably won out over the 6502 in a lot of applications just because you could use a single/smaller ROM.

4968. Re: Can I use Sio2pc on 286-PC??

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 18:59:46 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <121165@cup.portal.com>
Source record: 98584

I've used a sio2pc with an AT&T 6300! Foud one of these dinosaurs with
a 20 meg hard drive for $45 so it's sole purpose in life is to live
on my Atari's sio cable. The 6300 is only a 8 MHz 8086 system.

4969. Re: Can I use Sio2pc on 286-PC??

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 19:33:40 UTC
From: jlodoen@shell.portal.com
Message-ID: <33td6k$112@news1.shell>
Source record: 98583

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: OdaMan! Hi! SIO2PC works well with my 8086! It's using a PRE-286 CPU!
: BUT.. for some reason I have had trouble running SIO2PC with 386 and 486
: CPUs! THat's crazy! (Does anyone know why this is?)

When I first had my SIO2PC cable built, there was lots of confusion.
It worked perfectly on my friend's ancient Compaq portable (size of
a sewing machine).. but not on the 486. Turns out the combo serial/parallel
card was incompatible. Plugged in an old serial card and it's worked
ever since.

4970. Intel outside GIF

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 19:43:01 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.00nz@didi.mayn.sub.de>
Source record: 98676

Hello I know this intel outside GIF from my Amiga,
I think it was painted by an Amiga user, and there some more of
similar pics like this.
(all joke pics from Intel and Windows logos...)
Gruss

--

Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

4971. Re: New uploads to Umich

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 19:44:19 UTC
From: kamaro_kid@delphi.com
Message-ID: <x+ywWCD.kamaro_kid@delphi.com>
Source record: 98796

What happened to just FTP'ing to atari.archive.umich.edu - and uploading files directly into atari/8bit/New?? Why are they making it so difficult?

-James King
kamaro_kid@delphi.com

4972. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-29 21:55:13 UTC
From: buesc911@raven.csrv.uidaho.edu
Message-ID: <33tlg1$5g6@owl.csrv.uidaho.edu>
Source record: 98592

John D Harris (jharris@cup.portal.com) wrote:

: Any hardware experts care to enlighten us as to how the 6502 performs
: memory fetches in one cycle, while other chips are slower?

The 6502 is actually pipelined- it loads from memory into a buffer and then
waits for the previous instruction to finish. Kind of like a Pentium.
:)

Brent

4973. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 00:23:11 UTC
From: krishna@max.tiac.net
Message-ID: <33tu5f$2nd@sundog.tiac.net>
Source record: 98797
Body handling: HTML body converted to readable text

Rick_Michael_Cortese@cup.portal.com wrote:
: I don't want to try & pass myself off as knowing what I'm talking about, but
: I've got the impression the 6502 could be defined as the first generation
: RISC processor. Matter of fact, I've heard T400 & T800 series are
: derivative of the 6502. I started out with an 1802 based
: system & remember some of the discussion that was going on at the
: time before the terms 'complex instruction vs reduced instruction' were
: in vogue. What I heard is the silicon in a 6502 only allows for a maximum
: of 256 instructions where some of the other processors can have literally
: thousands of instructions. The micro code in a 6502 needs fewer tics to
: decode the limited instructions. Comparing the 6502 to an 1802 or any
: of the other processors i.e. 80xx, Z80, the CISC have the ability to do
: two instructions at once. A classic example is auto incrementing an
: index register. So what we do with a STA $4000,X: INX sequence they
: can do with a 'Store via X & increment' instruction. The down side of
: that scheme is even when you just want to do something simple like an
: INX or PHA you still have all the overhead of the micro code's
: instruction decoding & enough tics on the clock to execute what
: could be a two stepper for us going on. On the plus side fo CISC is
: you can write really small code. I've never really tried to do a
: comparison myself . but I'd guess a
: Z80 or 8088 could do the same thing a 6502 could in maybe 25% less
: code. Hard to believe when you see the bloated MS DOS programs, but
: those things probably won out over the 6502 in a lot of applications
: just because you could use a single/smaller ROM.

I was intrigued to learn that the 1802 is the CPU in the Voyager probes
:) Anyway, there is still a thread going on (I think) in the
amiga.advocacy group about CISC vs. RISC in which the main focus centers
on whether the 6502 qualifies. Many people have said such of the 6502,
including Tom Hunt not so long ago. Many programmers seem to recognize
this facet of the 6502 in comparison to the Z80 at least... It does seem
to be much easier to learn ML on a 6502 type archetecture where you are
only dealing with a few registers than the 6809 or Z80 with far more
registers and addressing modes. You probably start thinking in terms of
building subroutines from the "primitives" instead of learning tons of
register manipulations to do things in other CPUs. It seems to me you
can get lost dealing with a zillion CPU registers and potentially screw
something up very easily, whereas with the 6502 it's all "external" and
easier to conceptualize.

4974. Looking for an sio2pc remote programs for spartados

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 03:55:42 UTC
From: kevina@clark.net
Message-ID: <33uaju$de@explorer.clark.net>
Source record: 98798

Hello there,

I was wondering if anyone has created a quick an dirty utility
that will allow you to send a command string to Sio2pc via the SpartsDOS
command line.

If not I was wondering if someone would be willing to write one
for me and all the other Sio2pc users with SpartaDOS.

It would be rather simple to do all you have to do is send a 128
byte sector to D9: or ID #39h with the instrution string given in the
command line and then wait to see if there is a sector in responce (For the
'R") command.

If someone would be intersted in writing one but does not have
the tecnical deatail I would be glad to assest you in that area. I would
write it myself except the only Atari language I know is Atari BASIC.

Any help would be appreshated.

>> Kevin <<

4975. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 05:57:22 UTC
From: bryedewa@news.delphi.com
Message-ID: <33uho2$k2v@news.delphi.com>
Source record: 98799

Rick_Michael_Cortese@cup.portal.com writes:

>I don't want to try & pass myself off as knowing what I'm talking about, but
>I've got the impression the 6502 could be defined as the first generation
>RISC processor. Matter of fact, I've heard T400 & T800 series are
>derivative of the 6502. I started out with an 1802 based
>system & remember some of the discussion that was going on at the
>time before the terms 'complex instruction vs reduced instruction' were
>in vogue. What I heard is the silicon in a 6502 only allows for a maximum
>of 256 instructions where some of the other processors can have literally
<stuff deleted>

Well, this is somewhat correct. The 6502 only uses a byte for opcode. The
individual bits all mean something and the combinations of them make up
the logical instructions. This means the instructions are not "interpreted"
but rather trigger direct microcode sequences. This is similar to RISC
except that the operations require a cycle each rather than a single cycle
as per RISC CPUs. The instr. set and layout of the 6502 is simpler than
most CPUs of the day (look at the setup of a Z80!) and this made it
effecient and easy to learn. Its best traits IMHO.

-Bry

4976. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 16:32:53 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <121233@cup.portal.com>
Source record: 98801

It's funny, but you hit the nail on the head with the zillion register comment! The 1802 had 16 x 16 bit general purpose registers that could be used as the program counter or anything else for that matter. What happened <foggy memory> was people would use them as pointers or program counters to their mods & canned subroutines. So let's say someone adds a video chip, he just takes over PC #0, let's say someone else added a color video board, he takes over PC #1. Since the thing comes up with PC #0 as the official PC & most people only had maybe one subroutine in their code, blammo! you'd have to rewrite everything. It was chaos. All that was needed was a little organization, but it never happened. Having to go in & patch your code with only a cassette hex key board & 32 byte ROM was a hassle. When I mentioned the 1802 on the probe Wooley jumped in & said he had one too. Small world.

4977. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 17:45:28 UTC
From: deaven@ishmael.ameslab.gov
Message-ID: <33vr7o$nhu@news.iastate.edu>
Source record: 98802

Glenn M. Saunders <krishna@max.tiac.net> wrote:
[some interesting 6502 stuff deleted]
>this facet of the 6502 in comparison to the Z80 at least... It does seem
>to be much easier to learn ML on a 6502 type archetecture where you are
>only dealing with a few registers than the 6809 or Z80 with far more
>registers and addressing modes. You probably start thinking in terms of
>building subroutines from the "primitives" instead of learning tons of
>register manipulations to do things in other CPUs. It seems to me you
>can get lost dealing with a zillion CPU registers and potentially screw
>something up very easily, whereas with the 6502 it's all "external" and
>easier to conceptualize.

I have always thought of page zero on 6502 systems as being 256
pseudo-registers, since they can be used for indirection access modes.
I don't know how the experts qualify what makes a true register, but
viewed this way the 6502 is a well-adorned CPU.

Finding this thread made me remember when, knowing only 6502
assembler, I sat down to read about the VAX architecture. Wow, was I
ever bowled over. In my naive state of mind, I kept looking through
the manuals, searching for the _real_ instruction set -- surely, I
thought to myself, all of these instructions are somehow interpreted
by the assembler as macros...

--
David Deaven deaven@ishmael.ameslab.gov
A504 Physics tel 515-294-6878
Ames Laboratory fax 515-294-0689
Ames IA 50011

4978. Re: XF551 problems (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 20:11:33 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3403pl$10lv@hearst.cac.psu.edu>
Source record: 98803

Bill Marcum (bmarcum@iglou.iglou.com) wrote:

: I've never had problems with my 551, but if the switching power supply
: works for you, great. Do you just plug it in in place of the 9V AC
: supply, or wire it to the circuit board?

just plug the standard PC power cable into the 4pin conductor
leading from the motherboard to the floppy drive...then another
into the drive. Thing works like a dream then.
I removed all the hardwired stuff and put standard headers in.

--
Andrew K. Heller - Making the world safe once again.

Rolly Polly Fish heads are never seen drinking Capachino in
Italian restaurants with Oriental women....

4979. MASSIVE AUCTION II - update #5 (lots of Atari included)

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 20:36:17 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <340581$dve@usenet.INS.CWRU.Edu>
Source record: 98804

FIFTH UPDATE!

I will be posting these updates every 24 hours. I will also try to send
E-mail to all bidders, if time allows. Please check the newsgroup on which
you read the auction message.

Also, I have used the first part of your E-mail address when listing bids.

****

Games and/or game systems included in this auction include:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI 8-bit
ATARI LYNX COLECOVISION INTELLIVISION ODYSSEY2
SEGA MASTER SYSTEM TEXAS INSTRUMENTS TIMEX SINCLAIR

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, SEPTEMBER 2ND.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

4) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY.

5) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

6) BUYER PAYS ALL SHIPPING COSTS.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) PLEASE DON'T MAKE A BID UNLESS YOU ARE PREPARED TO BUY AN ITEM.

9) PAYMENT MUST BE MADE IN U.S. FUNDS.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 8.00 deaven ADVENTURE (Atari)
$ 2.50 BASKETBALL (Atari)

$ 3.50 BREAKAWAY IV (Tele-Games)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 1.00 rcr CANYON BOMBER (Atari)
$ 2.00 CASINO (Atari)
$ 2.00 CIRCUS ATARI (Atari)
$ 1.50 DEMON ATTACK (Imagic)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 DONKEY KONG (Coleco)
$ 1.00 rickhall E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 rcr FIRE FIGHTER (Imagic) -- RIP ON FRONT LABEL
$ 1.50 rosborn FOOTBALL (Atari) -- WITH PHOTOCOPY OF PLAYS
$ 2.50 FOOTBALL (Mattel) SAME AS SUPER CHALLENGE FOOTBALL
$ 2.50 FREEWAY (Activision) -- RIPPED NEAR END LABEL
$ 1.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel) -- RIPPED END LABEL
$ 2.00 GOLF (Atari)
$ 2.50 GRAND PRIX (Activision)
$ 1.50 HOME RUN (Atari)
$ 2.50 rcr ICE HOCKEY (Activision)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 3.00 rickhall JUNGLE HUNT (Atari)
$ 2.50 JSchappert KEYSTONE KAPERS (Activision)
$ 2.50 JSchappert MARIO BROS. (Atari)
$ 2.50 rosborn MIDNIGHT MAGIC (Atari)
$ 3.50 NIGHT DRIVER (Tele-Games)
$ 2.00 rickhall PITFALL (Activision)
$ 4.50 beiles PITFALL II LOST CAVERNS (Activision) -- BADLY RIPPED LABEL
$ 2.50 POLE POSITION (Atari)
$ 3.50 PONG SPORTS (Tele-Games)
$ 2.00 rcr Q*BERT (Parker Brothers)
$ 4.00 RACQUETBALL (Apollo)
$ 2.00 jlodoen RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 2.50 rcr RIDDLE OF THE SPHINX (Imagic)
$ 3.00 rickhall SEAQUEST (Activision)
$ 2.00 rcr SLOT RACERS (Atari)
$ 4.00 reed SPACE ATTACK (Mattel)
$ 2.50 STARMASTER (Activision)
$ 2.00 reed STAR VOYAGER (Imagic)
$ 4.00 cciha STEEPLECHASE (Tele-Games)
$ 2.50 rcr SURROUND (Atari)
$ 5.50 jlodoen TOWERING INFERNO (U.S. Games)
$ 3.00 rickhall VANGUARD (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 1.00 kmhebert VIDEO PINBALL (Atari)
$ 1.50 WARLORDS (Atari)
$ 1.50 jlodoen YAR'S REVENGE (Atari)

GAMES WITH MANUAL:
$ 1.50 ASTEROIDS (Atari)

$ 6.00 rosborn BRIDGE (Activision) -- ALSO INCLUDES TIP BOOK!
$ 1.50 DEFENDER (Atari)
$ 3.00 GOLF (Atari)
$ 2.00 PAC-MAN (Atari)

GAMES WITH BOX:
$ 3.50 BASKETBALL (Atari)
$ 1.50 MISSILE COMMAND (Atari)

GAMES WITH BOX AND MANUAL:
$ 2.50 ASTEROIDS (Atari)
$ 3.50 JSchappert BOXING (Activision)
$ 2.50 COMBAT (Atari)
$ 3.50 DEFENDER (Atari) -- ALSO INCLUDES COMIC BOOK #1!
$ 4.00 DODGE 'EM (Atari)
$ 4.50 JSchappert DONKEY KONG (Coleco)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JSchappert ICE HOCKEY (Activision)
$ 2.50 MISSILE COMMAND (Atari)
$ 4.50 JSchappert SKIING (Activision)
$ 2.50 SPACE INVADERS (Atari)

GAME WITH NO BOX OR MANUAL:
$ 5.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 4.00 rickhall PADDLE CONTROLLERS (Atari)
$ 3.00 PADDLE CONTROLLERS (Atari)
$ 6.00 POINTMASTER JOYSTICK (Discwasher)
$ 6.00 QUICKSHOT JOYSTICK (Spectravision)

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ATARI 5200:

$ 3.00 CENTIPEDE
$ 3.00 JSchappert DIG DUG
$ 3.00 JSchappert MARIO BROS.
$ 3.00 STAR RAIDERS

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ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 4.00 linley CHOPLIFTER!
$ 4.00 linley GALAGA
$ 2.00 POLE POSITION II
$ 3.00 linley ROBOTRON: 2084
$ 3.00 linley XEVIOUS

NEW GAMES (STILL SHRINKWRAPPED):
$ 4.00 POLE POSITION II

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 2.00 JSchappert DONKEY KONG
$ 3.00 CENTIPEDE
$ 3.00 SKNOX GORF
$ 3.00 SKNOX MILLIPEDE

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$10.00 BILL AND TED'S EXCELLENT ADVENTURE
$12.00 mattc CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 CRYSTAL MINES II
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 Chris_F ROBOTRON 2084
$12.00 SLIME WORLD
$15.00 ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

$ 2.00 DONKEY KONG
$ 3.00 yau ZAXXON

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 2.50 ADVANCED DUNGEONS & DRAGONS
$ 3.00 jlodoen ARMOR BATTLE
$ 2.50 BEAUTY & THE BEAST (Imagic)
$ 2.00 jlodoen BOXING
$ 2.50 jlodoen BURGERTIME
$ 5.00 CARNIVAL (Coleco)
$ 3.00 jlodoen DEMON ATTACK
$ 5.00 JSchappert LADY BUG (Coleco)
$ 1.50 LAS VEGAS POKER & BLACKJACK
$ 2.50 LAS VEGAS ROULETTE
$ 2.00 LOCK 'N' CHASE
$ 2.00 NBA BASKETBALL
$ 2.00 NFL FOOTBALL
$ 3.50 SEA BATTLE

$ 5.00 SKIING
$ 2.00 SPACE ARMADA
$ 2.00 SPACE BATTLE
$ 2.00 SPACE HAWK
$ 3.50 jlodoen SPACE SPARTANS -- VOICE ADAPTER COMPATIBLE, PLAYS W/O IT
$ 2.00 STAR STRIKE
$ 3.50 jlodoen UTOPIA

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 4.50 ATLANTIS (WITH 2 OVERLAYS)
$ 3.00 JSchappert BURGERTIME (WITH 1 OVERLAY)
$ 2.50 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 2.50 MAJOR LEAGUE BASEBALL (WITH 1 OVERLAY)
$ 3.00 jlodoen NIGHT STALKER (WITH 1 OVERLAY)
$ 4.50 tom SEA BATTLE (WITH 1 OVERLAY)

LOOSE GAMES, WITH MANUAL AND OVERLAY(S). NO BOX:
$ 5.50 tom AUTO RACING (WITH 2 OVERLAYS)
$ 3.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 4.50 NFL FOOTBALL (WITH 1 OVERLAY, AND ALSO PLAYBOOK)
$ 5.00 tom SOCCER [SEARS VERSION OF NASL SOCCER] (WITH 2 OVERLAYS)
$ 3.50 SPACE BATTLE (WITH 2 OVERLAYS)

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 5.00 yau K.C. MUNCHKIN!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX AND MANUAL:
$ 7.00 scott.mccall WONDER BOY III: THE DRAGON'S TRAP

GAMES WITH BOX ONLY:
$ 3.00 camp5 BLACK BELT
$ 3.00 JOE MONTANA FOOTBALL
$ 3.00 camp5 OUTRUN
$ 4.00 SHINOBI
$ 3.00 camp5 THE NINJA
$ 3.00 camp5 THUNDERBLADE

BOX AND MANUAL ONLY, NO GAME:
$ 1.00 RAMBO: FIRST BLOOD PART II

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
-- POSTER IS IN MINT CONDITION

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HARDWARE:

LOT #1

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #2

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #3

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #4

ATARI 5200 (W/2 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, RF SWITCHBOX, AND TWO (2) GAMES [NO BOXES FOR GAMES]:

PAC-MAN (WITH MANUAL)
POLE POSITION (WITH MANUAL)

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING
PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

$35 ac446

*****

LOT #5

ATARI 5200 (W/4 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY,
ATARI RF/POWER SWITCHBOX, AND TWO (2) GAMES [NO BOXES FOR GAMES]:

$ 3.00 PAC-MAN
$ 4.00 POLE POSITION (WITH MANUAL)

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING
PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

$32.00 GEOFFOLTMAN

*****

LOT #6

ATARI 7800 WITH POWER SUPPLY, RF SWITCHBOX, AND ONE (1) GAME:

POLE POSITION II (7800)

I DON'T HAVE ANY WORKING 7800 CONTROLLERS, BUT I WILL INCLUDE INSTRUCTIONS
ON HOW TO MODIFY A SEGA GENESIS CONTROLLER TO WORK ON THE ATARI 7800. I HAVE
ALSO HEARD THAT SEGA MASTER SYSTEM CONTROLLERS CAN BE MODIFIED.

NOTE: REMEMBER THIS SYSTEM ALSO PLAYS ATARI 2600 GAMES.

$18 U37690

*****

LOT #7

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE
POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $16.00

*****

LOT #8

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $16.00

*****

LOT #9

COLECOVISION SYSTEM WITH SYSTEM MANUAL, COLECO POWER SUPPLY, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE (W/MANUAL).

MINIMUM OPENING BID OF $28.00

*****

LOT #10

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER (Coleco). PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #11

INTELLIVISION SYSTEM WITH TWO (2) BUILT IN CONTROLLERS, POWER CORD, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, MANUALS, OR OVERLAYS FOR GAMES]:

ADVANCED DUNGEONS & DRAGONS
BURGERTIME
NFL FOOTBALL
POKER (SAME AS: LAS VEGAS POKER AND BLACKJACK)
SPACE ARMADA
SPACE BATTLE
SPACE HAWK

$37.00 jlodoen

*****

LOT #12

ODYSSEY2 SYSTEM WITH ORIGINAL RF SWITCHBOX, POWER SUPPLY, AND TWO (2) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
AJ 9402 - FOOTBALL!

BOTH CONTROLLERS ARE MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE JOYSTICK, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $25.00

*****

LOT #13

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL RF SWITCHBOX, AND FUNCTION KEY STRIP (FOR KEYBOARD).

$15 tom

*****

LOT #14

TIMEX SINCLAIR 1000 COMPUTER, WITH 16K EXPANSION ATTACHMENT (T.S. 1016). REQUIRES A 9V POWER SUPPLY, WHICH IS NOT INCLUDED.

THIS COMPUTER APPEARS TO WORK, BUT BIDDERS SHOULD CONSIDER THE WORST CASE SCENARIO WOULD BE GETTING THE 16K EXPANSION AND A Z80A CPU.

$10 galt

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

4980. Re: cheats for Conan the Barbarian game

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 23:05:21 UTC
From: dlfurman@dorsai.org
Message-ID: <CvDEsy.HM9@dorsai.org>
Source record: 98674

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: Does anybody know the 'unlimited lives' cheat for the game Conan the
: Barbarian? A freind of mine with a broken modem wants to know.

There was a file that gave you unlimited lives. Not sure of the name of
it though....

--
****
* Derek L. Furman | Just Remeber: *
* dlfurman@dorsai.dorsai.org | You are truly UNIQUE.... *
* | Just like EVERYONE ELSE! *

4981. sio2pc problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 23:07:45 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9408302306.AA11013@brachot.jct.ac.il>
Source record: 98655

I have an SIO2PC, and I use it with my 800 and 1200xl, alongside an 8088 PC-XT.

Once in a while, in the middle of loading something, it just pauses for 5 seconds or so, then continues as if nothing had happened.
This happens in the middle of getting a directory, during booting, while loading software, etc. It's the same on both my Ataris (I have no way to test this on other PCs).

The delays don't cause any errors or anything.. They just piss me off.

Anyone got any ideas? This thing cost me $50!!!!!!!

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
I wish I were a Phish \/|\/ (using someone else's account)

4982. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 23:08:29 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_778288073@rtfm.mit.edu>
Source record: 98658
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 27-Aug-94

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Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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==========
1.1) What is this 8-bit Atari FAQ List?

The Atari 8-Bit Computers Frequently Asked Questions List was created to provide answers to many commonly asked questions found in news:comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8. It is in a constant state of development.

Much of this FAQ List is geared toward providing information on the various Internet resources available for 8-bit Atari users.

Where to get the latest copy of the 8-bit Atari FAQ List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

This FAQ List is automatically posted to news:comp.sys.atari.8bit, the Info-Atari8 Digest, INFO-A8, news:comp.answers, and news:news.answers, every 30 days.

==========
1.2) What is an Atari 8-bit computer?

Under construction

==========
2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to news:comp.sys.atari.8bit automatically appear in the Internet's Info-Atari8 Digest and in BITNET's INFO-A8.

[I'd like to include the charter for news:comp.sys.atari.8bit here. Anyone know where to get it?]

==========
2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest

possible audience when making 8-bit Atari announcements.

==========
2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating the usefulness, or uselessness, of all Atari computing platforms. If you're into flaming about Atari 8-bit computers, this is the place for you.

==========
2.4) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on news:comp.emulators.misc.

==========
2.5) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements.

The moderator may be contacted at mailto:emulators-request@qualcomm.com

==========
3.1) What is the Info-Atari8 Digest?

If you do not have Usenet access, but you do have Internet e-mail access, you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:info-atari8-request@pine.cse.nau.edu

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in BITNET's INFO-A8.

Note that any posting sent to mailto:info-atari8@pine.cse.nau.edu will NOT be cross-posted to the Usenet side. The Moderator is presently working to correct this.

The Info-Atari8 Digest Moderator is:
Mike Todd, mailto:snyder10@convex1.TCS.Tulane.EDU

==
3.2) What is INFO-A8?

If you do not have Usenet access, but you are on BITNET, you can access this group through the INFO-A8 listserv.

The BITNET subscription commands are:

tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

This is not a standard BITNET mailing list. It is a distribution of the Internet's Info-Atari8 Digest. In order to send mail to all of the subscribers, both in BITNET and the other networks you should not send your mail to the BITNET address (INFO-A8@MARIST) but instead send to the Internet address: mailto:comp-sys-atari-8bit@cs.utexas.edu.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST. Please note that this command must NOT be sent to the BITNET list address INFO-A8@MARIST or to mailto:comp-sys-atari-8bit@cs.utexas.edu, but to the LISTSERV address LISTSERV@MARIST.

Contributions sent to this list are automatically archived. You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST. These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

Please note that it is presently possible for anybody to determine that you are signed up to the list through the use of the "REVIEW" command, which returns the network address and name of all the subscribers. If you do not wish your name to be available to others in this fashion, just issue a "SET INFO-A8 CONCEAL" command to LISTSERV@MARIST. More information on LISTSERV commands can be found in the "General Introduction guide", which you can retrieve by sending an "INFO GENINTRO" command to LISTSERV@MARIST.

The INFO-A8 maintainers (not moderators) are:
HARRY@MARIST (A Harry Williams)
mailto:RAVI@SPEEDY.MCNC.ORG (Ravi Subrahmanyan)
mailto:RAVI@MCNC.ORG (Ravi Subrahmanyan)
mailto:BILLW@SCORE.STANFORD.EDU (Bill Westfield)

INFO-A8 was created on December 9, 1986.

==
3.3) How can I access the Merit/UMich Archive by e-mail?

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file server

To learn about using BART to access the Merit/UMich Archive, send
e-mail to: mailto:atari@atari.archive.umich.edu. The subject of the
message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto:lenn@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

==
3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line
body with line one help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

==
3.5) How can I post to Usenet newsgroups by e-mail?

Given a Usenet newsgroup name in the form news.group.name, you have at
least these two choices:

a) mailto:news-group-name@cs.utexas.edu

b) mailto:news.group.name@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar

gateways if you can post to Usenet directly.

==========
4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. Our 8-bit Atari Archivist is Jody Lenn, mailto:lenn@atari.archive.umich.edu; the Atari Archive as a whole is maintained by Mickey Boyd, mailto:boydm@atari.archive.umich.edu. The best way to contact the Atari Archivists is mailto:atari-archivists@atari.archive.umich.edu.

The convention for Anonymous FTP sites is to accept "anonymous" as your user name, and your e-mail address as your password. All of the following FTP sites follow this convention.

Downloading

(Try the site nearest you first)

a) ftp://atari.archive.umich.edu/atari/8bit
(141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/mirrors/archive.umich.edu/atari/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, Great Britain)

d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://nic.switch.ch/mirror/atari/8bit
(130.59.1.40, Switzerland)

Remember to set file type to BINARY when downloading non-text files (.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in:
ftp://atari.archive.umich.edu/atari/8bit/New
(141.211.120.11, United States)

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files (.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file describing what your upload is, so our 8-Bit Archivist will be sure to place it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

Newly uploaded items may be found in
ftp://atari.archive.umich.edu/atari/8bit/Newitems

==========
4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston
University. It is maintained by Adam Bryant, mailto:adb@albert.bu.edu.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20, United States)
(user name "anonymous"; password is your e-mail address)

==========
4.3) What is the PVV Archive?

This is an Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no. PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)
(user name "anonymous"; password is your e-mail address)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

==========
4.4) What is the ClarkNet Archive?

This 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net

ftp://ftp.clark.net/pub/atari
(user name "anonymous"; password is your e-mail address)

==========
5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is like a huge public bulletin board system,
and it is the hub system of the NPTN, the National Public Telecomputing
Network. Those persons with full Internet access can TELNET (this does
not mean FTP) to telnet://freenet-in-a.cwru.edu,
telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu
(129.22.8.32, 129.22.8.51). Applications for free accounts are handled
online, or you may browse the system as a visitor. Once logged-in, type
"go atari" to reach the Atari SIG. Those who add their names to the Atari
SIG user directories are automatically members of the official Atari user
group C.A.I.N. - Central Atari Information Network. Send correspondence
and press releases to mailto:xx004@cleveland.freenet.edu. The Atari SIG's
8-Bit Computers Support Area is maintained by Michael Current,
mailto:aa700@cleveland.freenet.edu, the 8-Bit Technical Forum is
maintained by Craig Lisowski, mailto:aa853@cleveland.freenet.edu, and the
Atari SIG Manager is Len Stys, mailto:aa399@cleveland.freenet.edu.

==========
5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)
Via Modem: 216/742-3072

Youngstown Free-Net Atari SIGOps:

Joe Perkins (mailto:ac742@yfn.ysu.edu)
Joe Sabatino (mailto:ab588@yfn.ysu.edu)

Atari SIG (mailto:xx140@yfn.ysu.edu)

==========
5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)
Via Modem: 613/780-3733

National Capital Free-Net Atari SIGOp:

Christopher Browne (mailto:aa454@Freenet.carleton.ca)

==========
6.1) How can I retrieve files from the Merit/UMich Archive through Gopher?

The Merit/UMich Archive has a native Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari directory. I personally recommend this method for downloading from the Merit/UMich Archive.

There is also a mirror archive site with a Gopher server:

gopher://src.doc.ic.ac.uk/11/computing/systems/atari/umich/8bit

==========
7.1) What is the Atari Classic Homepage?

Maintained by Eyvind Bernhardsen, mailto:eyvind@pvv.unit.no. Point your Web client to:

http://www.pvv.unit.no/~eyvind/atari/

==========
7.2) What is the Atari 8-Bit Home Page?

Run by mailto:ipoorten@cs.vu.nl (Ivo van Poorten). The URL is:

http://www.cs.vu.nl/~ipoorten/8bit.html

==========
7.3) What is the Atari 8-Bit Resort?

This one is kept by mailto:un55@rz.uni-karlsruhe.de, Marek Tomczyk. URL:

http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html

==========
7.4) What is the Atari 8bit Home Page?

This home page is kept by Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl

http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/atari/hp.html

==========
7.5) How can I access the Merit/UMich Archive by AFS?

Downloading

Just cd /afs/umich.edu/group/itd/archive/atari/8bit
[What is the propsero:// URL for this?]

Uploading

Just cp the file into /afs/umich.edu/group/itd/archive/atari/8bit/New
[What is the propsero:// URL for this?]

==========
8.1) What print magazines support the 8-bit Atari?

Atari 8-Bit Alive
Damon Walker
RD #1 Box 62
Salem, NJ 08079
CIS: 74354,3015
bimonthly, $8/three issues

Atari Classics
5507 Longford Court
Concord, CA 94521-1614
1 Year 2 Years 3 Years
USA 2rd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARI-magazyn
ul. Wasilkowskiego 7
02-776 Warsaw
POLAND
phone: 643-18-40, Friday 13.00-15.30
Address of publisher:
Wydawnictwo "Bajtek"
ul. Rapperswilska 12
03-956 Warsaw
POLAND

phone: 617-50-70
Monthly. Price: 22000 zl (about 1$)
Foreign subsriptions also available

ATARImagazin
Power Per Post
Postfach 1640
D-75006 Bretten
Germany
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Boot!
LACE (London Atari Computer Enthusiasts)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
75p / issue (quarterly)
mailto:trew@sna.co.umist.ac.uk

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
tel: (703) 450-4761
FAX: (703) 430-2618
GEn: JOE.WATERS
CIS: 74005,1270
published bi-monthly
$24 per year ($44/2 years)
foreign surface: $30/year ($55/2 years)
disk subscriptions: $48/year ($92/2 years)
foreign disk subscriptions: $57/yr ($109/2 yrs)
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,
Australia, $58

Historically Brewed
Historical Computer Society
10928 Ted Williams Place
El Paso, TX 79934
bimonthly, $18/yr, $3 single issue

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
ST16 1DR England
tel: 0785-213928
FAX: 0785-54335
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

News-Paper
DGS
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT only)
U.K.: #6.00 / 4 issues
Europe: #8.00 / 4 issues
U.S.A.: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues
mailto:dx107@cleveland.freenet.edu

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat ATARI
Agencja Wydawnicza B.I.M.
PO BOX 178
Warsaw 4
POLAND
Very irregular

T.W.A.U.G.
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
UK: #1.95 1 issue
UK: #11.00 6 issues (bimonthly)

includes either disk or cassette

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

==========
8.2) What disk magazines support the 8-bit Atari?

8-Bit Magazin
Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Diskmagazin
A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
fl10.00/disk

Strange Invasion
Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
single issue 5DM
6 issues (1/2 year) 25DM

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
25DM for 6 months (6 issues)

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
bi-monthly

==========
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into
100% printable ASCII characters, so that the file may be posted or e-mailed
anywhere a text message can go. The 8-bit Atari is perfectly capable of
UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files.
Merit/UMich: Cc65/dumasuu.arc

==========
9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

==========
9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)
Boston: {util,comm}/superarc.uue

==========
10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the emulators that are usable.

1) ST Xformer 2.55, from Branch Always Software
a freeware 8-bit Atari emulator for the Atari ST.
Merit/UMich: /atari/Emulators/stxf255.lzh

2) PC Xformer 2.0, from Branch Always Software
a freeware 8-bit Atari emulator for DOS/Windows/OS/2.
Merit/UMich: Xf2/xf2.zip
ClarkNet: /systems/msdos/emulators/xf2.zip

==========
11.1) What are the best telecommunications programs available?

Here are some of the more popular PD/shareware terminal programs
available on the archives:

BobTerm, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename:

ftp://atari.archive.umich.edu/atari/8bit/Telecomm/bterm12.arc

Kermit-65, public domain by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65v37.arc - latest version
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65doc.arc - documentation
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/omnicom.arc

VT850, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/vt850b1.arc

==========
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs on the archives of this variety. Note
that these require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. See MyUTIL.
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - Try this one first!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

==========
11.3) Can I read/write DOS disks on an 8-bit Atari?

If your highest-capacity floppy drive on your Atari system is the
Atari 1050, you won't be able to use ATARIO, SpartaRead, or UTIL. You

still have the following alternative:

Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

==========
11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin
port.)

The right hand pin on the 'long' side of a female 'D'
connector is #1. There are 13 holes on this 'long'
side, 12 holes on the 'short' side. The numbers go from
#1 on the right to #13 on the left on the 'long' side
and from #14 to #25 from right to left on the 'short'
side. #25 is closest to being under #13. A male
connector is the mirror image of this.

Most terminal programs allow a null connection, without a
carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about
30 feet long, is to use two female DB25 connectors and
some three or more conductor cable. Using the two DB25
female connectors allows unplugging your modem and
plugging in the null modem cable. This also avoids the
confusion of the wide variety of serial port jacks on
different computers. Almost all computers connect into
the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An
850 Interface Module, P:R:Connection, Multi I/O, Black
Box (by Computer Software Services) or similar device
that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a
male DB9 to male DB25 modem cable to connect to your
modem. So why not use this cable as your null modem
cable as well?

For higher speed connections, above about 9600 bps on the
8-bit, you need the flow control lines. You also need
a Multi I/O or Black Box, which use the PBI (parallel bus),

then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

==========
12.1) What 5.25" floppy disk drives are available?

original by: mailto:Krishna@max.tiac.net (Glenn M. Saunders)

--KEY---------------
*=my recommendations
**=good for easy mass storage, but slow
***=same as ** but with nice Z80 CP/M system in which CP/M drive acccess
is parallel only thus faster.

Manufacturer	Name	Sides/density	Data rate/name/notes
Atari	810	SS SD	19.2k standard
Happy	810	SS SD/DD	? Warp speed
Atari	1050	SS SD/ED	19.2k standard
Happy	1050	SS SD/ED/DD	Warp speed USDoubler/
Super Archiver	1050 *	SS SD/ED/DD	Ultra Speed 50+K
Speedy	1050	SS SD/ED/DD	78K mode (European)
unknown	DOS	restrictions	
Atari	XF551 *	DS SD/ED/DD	38K burst mode (USD comp.)
Will do 720K XF DS system now considered			
w/3.5" mod "standard".			

from CSS
Percom Various/RFD ** Various
Any IBM mech
from SS/SD
5.25 to 720K
3.5" 19.2K standard only
NOTE: no ED Unique DS system
Trak Various ** See above Caching system for speedup
Unknown compatibility in
fast mode with MYDOS and
Sparta
Unique DS system
Indus GT SS SD/ED/DD Synchromesh mode usable
with SDX and DOSXL only.
Astra Double-D? DS SD/DD? standard /LEDs and such
Rana 1000 SS SD/ED/DD standard /LEDs and such
can format disks on a
stand alone basis
Floppy board various * Any standard very fast parallel
DOS-transparent
Requires Black Box
DS system configurable for
XF Percom or ATR style
HDI various Any standard very fast SIO? European
SWP ATR-8000 *** Any standard standard
except 1.2 and unique DS system
1.44 meg (HD)
Atari 1450XLD drives DS SD/ED DD? standard, requires DOS4
unusual DS system
Only prototypes exist
Atari XF521 3.5" system Unreleased

==========
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

==========
12.3) What do I need to connect a hard drive to my 8-bit Atari?

original my mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.

Printer and modem, modem
will handle 14.4K baud
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==========
12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.18i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio2pc38.exe
PVV: sio2pc/sio2pc38.lzh

==========
13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.21 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
Merit/UMich: Fte/fte32g.arc (SpartaDOS)
Merit/UMich: Os/mydos453.dcm (MYDOS)

==========
13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL (1983) 16-64K, BASIC, PBI, XL OS
800XL (1983) 64K, BASIC, PBI, XL OS
800XE (1987?)same as 130XE but 64K. Mostly eastern Europe.
65XE (1985) same as 800XL minus PBI
130XE (1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach. keybd.

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige &
black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col., print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col.
XDM121 Printer -80 col., letter quality
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D

1064 -64K RAM module for 600XL
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

==========
13.3) What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

Power Adapter Plug (all but 400, 800):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
(from _Mapping the Atari, Revised Edition_ by Ian Chadwick)
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3

25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5v dc?) 48. NC (+5v dc?)
49. Audio input 50. GND

--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -

7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

==========
14.1) What product developers or vendors support the 8-bit Atari?

There are two files available:

1) Atari 8-Bit Computers: Vendors and Developers
Available from:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers
mailto:mcurrent@carleton.edu
and all other archives of Usenet FAQ lists.

2) "The Official **AC** Vendor List" is maintained by Atari Classics
magazine's Advertising Editor, Bob Scholar,
mailto:r.scholar@genie.geis.com. This list focuses on North America, but
all sources listed have been personally confirmed by the AC staff.

==========
14.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is
maintained by Lawrence Estep, AC's Telecommunications Editor,
mailto:71450.1050@compuserve.com.

==========
14.3) Where is my nearest 8-bit Atari user group?

An 8-bit Atari user group listing is maintained by Atari Classics
magazine's Exchange Editor, James King, mailto:KAMARO_KID@delphi.com.

==========
14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit News / Stupid Question / Emulator Help FAQ" is
maintained by Bill Kendrick, mailto:kendrick@vax.sonoma.edu. You can
write to Bill at New Breed Software, 59 Palm Lane, Novato, CA 94945.

==========
End of atari-8-bit/faq
==========

4983. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 23:08:31 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_778288073@rtfm.mit.edu>
Source record: 98657
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 27-Aug-94

Additions/suggestions/comments/corrections having to do with this
Vendor/Developer List are requested. Please send to:

Michael D. Current
mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of the Atari 8-Bit Computers
Vendors and Developers List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

================================================================

"All" commercial vendors and developers should be listed here. "Major"
shareware developers are also listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List, available separately.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com
```

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Developer: various hardware and software

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@sunny.dab.ge.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577

tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet, Menu Print Elite, Loopz, Helter Skelter,
Bomb Blaster, Pro Paint

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Retail Store Hours:
Thurs & Fri 10am-6pm; Sat 10am-5pm
Mail Order Hours:
Tue-Fri 10am-6pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood Street
Simi Valley, CA 93065-5646
tel: (805) 579-9954

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513
FAX: (206) 885-5893

CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer, PC Xformer (June 20, 1994)

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

D.G.S.
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950

Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack, Arena, Bubble Zone

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

Horizon Computers
601 South Broadway, Suite B

Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24

D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: PD/freeware/shareware

Lex-Tronics
see: DataQue Products

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
POLAND
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),

Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata

-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street

Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@sunny.dab.ge.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,

CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.2

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454

Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

Developer: UltiFont, The New Atari XL/XE Map Book by Andrew C. Thompson

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

4984. IceT - wanna post it

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 23:11:17 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9408302310.AA11025@brachot.jct.ac.il>
Source record: 98656

I want to upload the current, slightly buggy, but better, version of Ice-T.

This I will do, as soon as someone answers this question:

When downloading Xmodem (128-byte, vanilla type) through Ice-T, text files
pass through glitchlessly, but whenever I try to get a binary file
(8-bit data), it gets the first packet fine, but the checksum is wrong
in the second packet, and it just retries till it gives up.

I know that 8-bit data IS coming through, and that no "translation" is
being done by the R: handler. I also tried playing with the settings
of the remote host, and it didn't help.

If I don't get any help with this, Ice-T will have an Xmodem text downloader
only... :(

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
I wish I were a Phish \/|\/ (using someone else's account)

4985. Re: Looking for an sio2pc remote programs for spartados

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-30 23:32:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <121256@cup.portal.com>
Source record: 98659

```
You'd have to be a little more specific. For one thing, you mentioned
D9: & at least through version 3.17 or so, only drives 1-4 are supported.
If all you need to do is see if a drive is there, just issue a open for
directory read from basic & trap any errors; no directory => no drive.
```

4986. Re: Can I use Sio2pc on 286-PC??

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 00:46:00 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9408310040.AA01175@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 98660

Hi, all. And I thank to all who answered me. :)

OK, I see. Sio2pc can run on 8086/8MHz.
To tell the details, there is a PC called "TeraDrive" in Japan.
It has 80286. And it has MEGADRIVE(GENESYS) in it.
Yes, it has 80286(for PC), 68000 and Z80(for MEGADRIVE/GENESYS).
TeraDrive is true PC and I found out a man who want to sell it by
20,000yen(USD$200). I am thinking I want to buy it for Sio2pc.

And I can play "Indy 500mile" on it. :)

My Atari130xe still isn't arrived. I mailed him who sold it to
me, but I still don't receive his reply now.

OK, thanks!!
--
Tetsuo Oda (OdaMan de PON the AMIGA / ATARI 8bit / MSX)

4987. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 04:11:07 UTC
From: jharris@cup.portal.com
Message-ID: <121311@cup.portal.com>
Source record: 98663

While the 6502 fails to meat today's specific criteria for RISC operation, it was definitely designed with the RISC state-of-mind for its time. To me, the concept of RISC assumes that most of the time a CPU is executing the most basic of operations. Complex opcodes, even when they are provided, are used much less often. Thus, optimum performance is acheived by making the basic stuff as fast as possible, and not worrying about losing out in some of the complex stuff. I beleive in this design philosophy, and think RISC always comes out way ahead.

I've written both 6502 and Z80 code. While source code on the Z80 may turn out marginally smaller due to the CISC nature, the object code was definitely bigger. All 6502 opcodes are one byte, where many Z80 opcodes were two bytes. Another factor, is that zero-page, and some of the excellent abilities to directly access memory for certain instructions, (where the Z80 required an indirect pointer to memory), all effectively reduced the object code size. The 65816 is even more efficient, utilizing 255 out of the 256 available instructions, and it is the most efficient processor in terms of code size that I have run across.

There have been some comments about RISC, pipelining, and micro-code that address the 6502 speed in executing instructions, but so far, no one has explained why the memory fetch only takes one cycle. Advanced 68000 CPUs have pipelining and streamlined architecture than can execute instructions in just one cycle. But they still slow down to that same 4 cycle wait when doing a memory fetch. Atari's nifty RISC CPU in the Jaguar has a similarly long time to access RAM. So what causes the holdup, and why can a chip as old as the 6502 do it in one cycle?

I just reread Brent's comment about pipelining allowing the chip to load RAM into a buffer. I also looked again at the 6502 specs. The detailed intruction timing still shows that the memory byte can be fetched the very next cycle after fetching the address bytes, which would seem to eliminate pipelining as a solution. The book describes the pipelining process as being able to execute internal CPU operations while the memory fetch is taking place, but still states the memory fetch takes only one cycle.

John Harris - jharris@cup.portal.com

4988. Re: Looking for an sio2pc remote programs for spartados

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 04:11:15 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <340vt3$a52@nic-nac.CSU.net>
Source record: 98661

Hey! V.3.15i of SIO2PC supports any drive numbers from 1-8 (and up to 4 drives
.. doesnt make too much sense, that...)

Also, sometimes if MyDOS isnt set up for D9: as a RAMDisk, and I try ot
access D9:.. SIO2PC starts going weird.. and it says its operating on
device "39" (hex) (9=the 9 in D9:, just as "31"="D1:", etc.)

weird
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
BTW I havent kept up too much on this thread :)

4989. Re: Looking for an sio2pc remote programs for spartados

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 04:51:38 UTC
From: kevina@clark.net
Message-ID: <34128q$n58@explorer.clark.net>
Source record: 98662

In article <340vt3$a52@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Hey! V.3.15i of SIO2PC supports any drive numbers from 1-8 (and up to 4 drives
>.. doesnt make too much sense, that...)
>
>Also, sometimes if MyDOS isnt set up for D9: as a RAMDisk, and I try ot
>access D9:.. SIO2PC starts going weird.. and it says its operating on
>device "39" (hex) (9=the 9 in D9:, just as "31"="D1:", etc.)
>
>weird

Yes that becuase sio2pc uses d9: for its remote program and when you
write to it sio2pc gets all weird...

read the docs and it tells you will see why..

>> Kevin <<

4990. Re: ICE-term ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 10:15:35 UTC
From: winston@merk.com
Message-ID: <CvE9u0.Myy@merk.com>
Source record: 98664

What is ICE-T ? Hmm... the best description for the beta-release of ICE-T that I can come up with is "KERMIT-65 put into overdrive". ICE-T gives you 80 columns at 4800 BPS or so, and uses drop-down menus similar to DE-TERM and TERM80 for changing the settings. It supports partial ISO graphics characters for drawing boxes and such. Essentially it is a "faster" VT100 emulator that uses ATARI display lists to handle screen mapping rather than resorting to bitwise updatng of the entire graphics page A LA C64 style (KERMIT-65 is a direct port of the C64 KERMIT-65 and uses none of the special ATARI graphics hardware for screen management). As far as I know, the beta-release of ICE-T is a faster VT100 emualtor that does text modes. There is no ANSI to my knowledge, yet, but keep in mind that this is a "work in progress" that is still under construction, as far as I know.

4991. [--- FORTH Editors ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 11:26:26 UTC
From: winston@merk.com
Message-ID: <CvED44.16K@merk.com>
Source record: 98666

I thought that I would go back and try some Forth, but ran into a problem. Is there any method for using a modern text editor like T:EDIT or TEXTPRO with one of those ancient Forth environments that uses their own DOS routines? Is there any way of replacing any of those clunky antiques with some faster inline code? One of the main advantages to having Forth is the ability to interpret and compile directly from inside of the editor. Losing this ability would be a major setback. Has anyone come up with a pratical solution to using these clunky Forth editor screens? (In ten years I would hope that someone has come up with a workable solution for a better 1K block editor than what the 1983 Forth packages provided.) Is this what resident DOSes are for, to jump in and out of DOS from Forth to DOS editor and back to Forth again? What is the pratical solution?
Thank you.

4992. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 12:03:02 UTC
From: davidn9000@aol.com
Message-ID: <341rhm$2or@search01.news.aol.com>
Source record: 98665

In article <2v5l3i$46k@access2.digex.net>, malak@access.digex.net (Michael Malak) writes:

>The ports of original Apple games to the
>Atari 8-bit just did plot-and-replot, and inevitably lost a lot in
>the port because the Apple had more colors than the Atari, and
>also different joysticks.

Hmmm... I believe the Apple II sported 16 colors at best, and the Atari was way ahead on graphics over all the other 8-bits (C64, Apple, CGA/EGA) since its advanced graphics modes supported 256 colors. Many, many games look a LOT better on the Atari than the Apple versions, whether they were original to the Atari or not. And as a matter of preference, I like digital joysticks much better than the analog sticks on IBM and Apple. Arcade machines use mostly digital joysticks (or used to anyway).

Just my 2 cents.
David

4993. Free Atari mags and DE RE ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 12:19:02 UTC
From: davidn9000@aol.com
Message-ID: <341sfm$2uc@search01.news.aol.com>
Source record: 98667

Following up for grabs (FREE) except you pay postage:

DE RE ATARI (the classic hackers guide to Atari computers)
Softside magazines:

31 Jul 82
33 Sep. 82
34 Oct. 82
35 Nov. 82
36 Dec. 82
37 Jan. 83
38 Feb. 83
39 Mar. 83
40 Apr. 83
42 Jul. 83
43 Aug. 83
44 Sep. 83

Email DavidN9000@aol.com if interested.

4994. Atari 810/Archiver

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 12:21:05 UTC
From: davidn9000@aol.com
Message-ID: <341sjh$2ut@search01.news.aol.com>
Source record: 98668

Atari 810 disk drive with Archiver chip set installed. Runs great. Will copy most protected games. Includes all cables, manuals, etc.

$45 plus shipping

Email DavidN9000@aol.com if interested.

4995. Okimate 10 Color printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 12:24:02 UTC
From: davidn9000@aol.com
Message-ID: <341sp2$304@search01.news.aol.com>
Source record: 98669

Okimate 10 Color printer for sale with Atari Plug'n'Play interface. Prints black w/ black ribbon and color with Oki color ribbons. Great for paint programs, Koala pad stuff, etc.

$45 plus shipping

Koala Pad with stylus, KoalaPainter cartridge all manuals. Everything in great condition.

$30 plus shipping.

Take BOTH for $65!!

Email DavidN9000@aol.com if interested

4996. sio2pc problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 12:59:09 UTC
From: "Robert R. Anschuetz II" <rra@orl1.orlando.loral.com>
Message-ID: <1994Aug31.125909.23356@wdl.loral.com>
Source record: 98670

In article <9408302306.AA11013@brachot.jct.ac.il> Elad Bruck,
bruck@brachot.jct.ac.il writes:
>I have an SIO2PC, and I use it with my 800 and 1200xl, alongside an 8088
>PC-XT.
>Once in a while, in the middle of loading something, it just pauses for
>5 seconds or so, then continues as if nothing had happened.
>This happens in the middle of getting a directory, during booting,
>while loading software, etc. It's the same on both my Ataris (I have no
>way to test this on other PCs).

I have the same problem with my 486-33, but only when WRITING to
SIO2PC, not reading from it. This made copying disks a lengthy procedure,
since it would copy about 12 sectors, then think for 5 seconds, then copy
5 more. I finally realized that if I hit the break key, it would wake my
800XL out of its sleep. I thought of this because this was a fix for my
400 when it went to sleep during IO transfer. On some programs, pressing
the break key causes the program to abort though (like with MYDOS copy
disk).

Oh, another thing I forgot. When I'm writing to SIO2PC running full speed
on my 486-33, the timeouts would be longer than 5 seconds, and the
timeouts would cause some programs to "give up". If I turned "turbo" off
on
my 486-33 (turning the clock down to who-knows-what speed), the sleep
periods would diminish to the 5 seconds I mentioned previously.

The funny thing is, I never have to slow down the clock or press break
when
reading from an SIO2PC disk, it's just writing that causes the problem.

I wonder if adjusting the timing parameters in the SIO2PC software would
fix any of this. I tried, but it didn't seem to make a difference.

Robert

4997. 8 Bit games in FTP archives.

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 14:47:59 UTC
From: 932907da@cent.gla.ac.uk
Message-ID: <932907da.778344479@cent.gla.ac.uk>
Source record: 98686

I'm sure there's a flaw in this idea somewhere - there usually is:

Is it possible to e-mail files to FTP archives ? If it is, then it
may be possible to e-mail files via the anonymous mail server
in Finland (?) This would avoid possible legal comeback from
putting commercial games (which are no longer produced) on to the
archives. If I had the necessary cables, I might give it a go.

If you don't already have the details on how to contact the anon server,
then I'll post them to you if you ask me.

Gareth Davies.

HPGGD@DISH.GLA.AC.UK

4998. Family History

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 17:38:47 UTC
From: dveldhui@ci.phoenix.az.us
Message-ID: <Pine.3.03.9408311055.A4995-a100000@ns1.lib.ci.phoenix.az.us>
Source record: 98671

Hi,
Thought I'd give you folks a try.
I have the program "Family History" for my 800 xl but no
documentation/user's manual. Can someone out there help?
Thanks
Debbie

##
DEBBIE VELDHUIS
dveldhui@ci.phoenix.az.us
Phoenix Public Library
12 East McDowell Rd.
Phoenix, AZ 85004
Fax: 602-261-8800 ^---^
Voice: 602-262-4608 / o o \
\ /
Yesterday is history. (_o_)
Tomorrow is a mystery. u
But today is a gift... "Max"
that's why is called
the present!

##

4999. 800XL's Power Supply Voltage

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 18:31:45 UTC
From: jekst16+@pitt.edu
Message-ID: <342iah$fr3@usenet.srv.cis.pitt.edu>
Source record: 98672

[No readable article body recovered]

5000. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 19:35:35 UTC
From: jlodoen@shell.portal.com
Message-ID: <342m27$r9v@news1.shell>
Source record: 98673

In article <2v5l3i$46k@access2.digex.net>, malak@access.digex.net (Michael Malak) writes:
: >The ports of original Apple games to the
: >Atari 8-bit just did plot-and-replot, and inevitably lost a lot in
: >the port because the Apple had more colors than the Atari, and
: >also different joysticks.

UNTRUE! The Apple II hi-res mode was goofy. 280x192 in mono. Color took two pixels, and there were only six colors! (black, white, green, purple, red and blue) There were two sets of b/w, one would clash with purple/green the other with red/blue... A nightmarish system.

I had an Apple before the Atari. Most games look many times better on the Atari, but not all ports took advantage of it. Here's one, Snake Byte... instead of using 4-voice sound, it pumped sound through the "buzzer" just like the Apple II version!

And most of the classics started on the Atari (IMHO).

5001. Power spec's, need help to complete!

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 21:20:28 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <Pine.3.89.9408311626.A19843-0100000@blue.weeg.uiowa.edu>
Source record: 98675

Here's what I have so far. Please post or mail any comments, and help
fill in the missing info!

Power supply requirements for all 8-bit Atari computers and peripherals

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output). The
power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,
and often preferable because such supplies run cooler and last longer.

9 V AC 18 VA (2.0 A) transformer or
9 V AC 31 VA (3.4 A) transformer:
400,800,1200XL,810,822,850,1050,XF551

5 V DC 1.0 A (5.0 W) adapter or
5 V DC 1.5 A (7.5 W) adapter:
600XL,800XL,65XE,130XE,XE Game System

9 V DC 500 mA (4.5 W) adapter:
XEP80,SX212

9.5 V AC 40 VA (4.2 A) transformer:
1027

9 V AC 27 VA (3.0 A) transformer:
1025

These have internal power supplies:
410,820,825,1029,XC11,XC12

The power supply requirements for the following are still needed:
830 modem
835 modem
1010 program recorder
1020 printer/plotter
1030 modem
XDM121 printer
XMM801 printer
XM301 modem

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

5002. Sio2PC 319i

Newsgroup: comp.sys.atari.8bit
Date: 1994-08-31 23:36:18 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <34345i$2pf@news.cs.tulane.edu>
Source record: 98677

The problem everyone has been having with the Sio2PC is due to a bug in the software. Nick is sending out an updated/fixed version of the software to all reg'd users of the Sio2PC. Anyway, I've just sent the fixed version to the archive (atari.archive.umich.edu) called sio319i.exe. This is a selfextracting file for your MsDos system. If you have any problems, please let me know and I'll either send you a copy of the software (if you can not get it from the archive) or pass your questions on to Nick the next time I talk to him.

Mike Todd
Info-Atari8 Digest
Moderator

5003. Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 00:40:34 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CvFDvM.B0@freenet.carleton.ca>
Source record: 98678

```
Ladies and Gents, a new discovery has been made! You can type out ANSI
characters on AnsiTerm by doing the key combination of
<shift>+<atari/inverse key>. Then you can type out ANSI characters by
pressing just about any key on the board. Shift and number characters also
work. Get out of Ansi mode the same way you got in...
```

--
The spell can't be broken Chris Brown ba930
You all have been chosen -Metal Church, aka Fisherman
You're dying for me Blessing in Phone:(613)225-2896
Demoralized servants to my every need Disguise Nepean, Ontario

5004. Sparta X and Integrator

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 04:07:57 UTC
From: bjcorr@delphi.com
Message-ID: <9409010002591.DLITE.bjcorr@delphi.com>
Source record: 98679

Can anyone tell me how to get Sparta X to work with an Integrator Board (a modified OS that has a built in interface for Axlon 128k boards and Corvus HD's on 800's). All my disk based dos's (except TopDos!) have no problemns with it, but SDX totally ignores the interface, wont even boot unless I try to get to the Integrator mini-menu by holding down OPTION while I boot up. Then it just ignores it! Seeing as how the patch to the Corvus is at the OS level I don't see how SDX can blow off the Integrator so casually! My integrator is a modified RamRod board, is this a FTE question? My old RamRod board with OSN6 and Omnimon never had a problemn! I even didled with SDX's config.sys file to make it behave better, no luck. AND, SDX (when I get it to work) tells me I have NO free banks of RAM and no ramdisk, then lets me format d:9!(But I only get 376 sectors on the Ramdisk) Weird.
I can certainly live with another dos, but SDX and a ramdisk and the Corvus would be SOOOO nice!
Any Sparta X Guru's out there?
Ben Corr - BJCORR@Delphi.com

5005. MASSIVE AUCTION II - update #6 (includes lots of Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 07:13:26 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <343uum$3rf@usenet.INS.CWRU.Edu>
Source record: 98680

SIXTH UPDATE!

I will be posting these updates every 24 hours. I will also try to send
E-mail to all bidders, if time allows. Please check the newsgroup on which
you read the auction message.

Also, I have used the first part of your E-mail address when listing bids.

****

Games and/or game systems included in this auction include:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI 8-bit
ATARI LYNX COLECOVISION INTELLIVISION ODYSSEY2
SEGA MASTER SYSTEM TEXAS INSTRUMENTS TIMEX SINCLAIR

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, SEPTEMBER 2ND.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

4) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY.

5) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

6) BUYER PAYS ALL SHIPPING COSTS.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) PLEASE DON'T MAKE A BID UNLESS YOU ARE PREPARED TO BUY AN ITEM.

9) PAYMENT MUST BE MADE IN U.S. FUNDS.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 8.00 deaven ADVENTURE (Atari)
$ 2.50 BASKETBALL (Atari)

$ 3.50 BREAKAWAY IV (Tele-Games)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 1.00 rcr CANYON BOMBER (Atari)
$ 2.00 CASINO (Atari)
$ 2.00 CIRCUS ATARI (Atari)
$ 1.50 DEMON ATTACK (Imagic)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 DONKEY KONG (Coleco)
$ 1.00 rickhall E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 rcr FIRE FIGHTER (Imagic) -- RIP ON FRONT LABEL
$ 1.50 rosborn FOOTBALL (Atari) -- WITH PHOTOCOPY OF PLAYS
$ 2.50 FOOTBALL (Mattel) SAME AS SUPER CHALLENGE FOOTBALL
$ 2.50 FREEWAY (Activision) -- RIPPED NEAR END LABEL
$ 1.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel) -- RIPPED END LABEL
$ 2.00 GOLF (Atari)
$ 2.50 GRAND PRIX (Activision)
$ 1.50 HOME RUN (Atari)
$ 2.50 rcr ICE HOCKEY (Activision)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 3.00 rickhall JUNGLE HUNT (Atari)
$ 2.50 JSchappert KEYSTONE KAPERS (Activision)
$ 2.50 JSchappert MARIO BROS. (Atari)
$ 2.50 rosborn MIDNIGHT MAGIC (Atari)
$ 3.50 NIGHT DRIVER (Tele-Games)
$ 2.00 rickhall PITFALL (Activision)
$ 4.50 beiles PITFALL II LOST CAVERNS (Activision) -- BADLY RIPPED LABEL
$ 2.50 POLE POSITION (Atari)
$ 3.50 PONG SPORTS (Tele-Games)
$ 2.00 rcr Q*BERT (Parker Brothers)
$ 4.00 RACQUETBALL (Apollo)
$ 2.00 jlodoen RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 2.50 rcr RIDDLE OF THE SPHINX (Imagic)
$ 3.00 rickhall SEAQUEST (Activision)
$ 2.00 rcr SLOT RACERS (Atari)
$ 4.00 reed SPACE ATTACK (Mattel)
$ 2.50 root STARMASTER (Activision)
$ 2.00 reed STAR VOYAGER (Imagic)
$ 4.00 cciha STEEPLECHASE (Tele-Games)
$ 2.50 rcr SURROUND (Atari)
$ 5.50 jlodoen TOWERING INFERNO (U.S. Games)
$ 5.50 stronae VANGUARD (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 1.00 kmhebert VIDEO PINBALL (Atari)
$ 1.50 WARLORDS (Atari)
$ 1.50 jlodoen YAR'S REVENGE (Atari)

GAMES WITH MANUAL:
$ 1.50 ASTEROIDS (Atari)

$ 6.00 rosborn BRIDGE (Activision) -- ALSO INCLUDES TIP BOOK!
$ 1.50 DEFENDER (Atari)
$ 3.00 GOLF (Atari)
$ 2.00 PAC-MAN (Atari)

GAMES WITH BOX:
$ 3.50 BASKETBALL (Atari)
$ 1.50 MISSILE COMMAND (Atari)

GAMES WITH BOX AND MANUAL:
$ 2.50 ASTEROIDS (Atari)
$ 3.50 JSchappert BOXING (Activision)
$ 2.50 COMBAT (Atari)
$ 3.50 DEFENDER (Atari) -- ALSO INCLUDES COMIC BOOK #1!
$ 4.00 DODGE 'EM (Atari)
$ 4.50 JSchappert DONKEY KONG (Coleco)
$ 3.00 FOOTBALL (Atari)
$ 5.00 reed ICE HOCKEY (Activision)
$ 2.50 MISSILE COMMAND (Atari)
$ 4.50 JSchappert SKIING (Activision)
$ 2.50 SPACE INVADERS (Atari)

GAME WITH NO BOX OR MANUAL:
$ 5.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 4.00 rickhall PADDLE CONTROLLERS (Atari)
$ 3.00 rcr PADDLE CONTROLLERS (Atari)
$ 6.00 POINTMASTER JOYSTICK (Discwasher)
$ 6.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

$ 3.00 CENTIPEDE
$ 3.00 DIG DUG
$ 3.00 JSchappert MARIO BROS.
$ 3.00 JSchappert STAR RAIDERS

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 4.00 linley CHOPLIFTER!
$ 4.00 linley GALAGA
$ 2.00 POLE POSITION II
$ 3.00 linley ROBOTRON: 2084
$ 3.00 linley XEVIOUS

NEW GAMES (STILL SHRINKWRAPPED):
$ 4.00 POLE POSITION II

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$10.00 pvl DONKEY KONG
$ 3.00 CENTIPEDE
$ 3.00 SKNOX GORF
$ 3.00 SKNOX MILLIPEDE

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$10.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 CRYSTAL MINES II
$12.00 stronae ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$18.00 stronae ROBOTRON 2084
$12.00 stronae SLIME WORLD
$15.00 cshotton ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

$ 2.00 DONKEY KONG
$ 3.00 yau ZAXXON

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 2.50 ADVANCED DUNGEONS & DRAGONS
$ 3.00 jlodoen ARMOR BATTLE
$ 2.50 BEAUTY & THE BEAST (Imagic)
$ 2.00 jlodoen BOXING
$ 2.50 jlodoen BURGERTIME
$ 5.00 CARNIVAL (Coleco)
$ 3.00 jlodoen DEMON ATTACK
$ 5.00 JSchappert LADY BUG (Coleco)
$ 1.50 LAS VEGAS POKER & BLACKJACK
$ 2.50 LAS VEGAS ROULETTE
$ 2.00 LOCK 'N' CHASE
$ 2.00 NBA BASKETBALL
$ 2.00 NFL FOOTBALL
$ 3.50 SEA BATTLE

$ 5.00 SKIING
$ 2.00 SPACE ARMADA
$ 2.00 SPACE BATTLE
$ 2.00 SPACE HAWK
$ 3.50 jlodoen SPACE SPARTANS -- VOICE ADAPTER COMPATIBLE, PLAYS W/O IT
$ 2.00 STAR STRIKE
$ 3.50 jlodoen UTOPIA

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 4.50 ATLANTIS (WITH 2 OVERLAYS)
$ 3.00 JSchappert BURGERTIME (WITH 1 OVERLAY)
$ 2.50 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 2.50 MAJOR LEAGUE BASEBALL (WITH 1 OVERLAY)
$ 3.00 jlodoen NIGHT STALKER (WITH 1 OVERLAY)
$ 4.50 tom SEA BATTLE (WITH 1 OVERLAY)

LOOSE GAMES, WITH MANUAL AND OVERLAY(S). NO BOX:
$ 5.50 tom AUTO RACING (WITH 2 OVERLAYS)
$ 3.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 4.50 NFL FOOTBALL (WITH 1 OVERLAY, AND ALSO PLAYBOOK)
$ 5.00 tom SOCCER [SEARS VERSION OF NASL SOCCER] (WITH 2 OVERLAYS)
$ 3.50 SPACE BATTLE (WITH 2 OVERLAYS)

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 5.00 yau K.C. MUNCHKIN!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX AND MANUAL:
$ 7.00 scott.mccall WONDER BOY III: THE DRAGON'S TRAP

GAMES WITH BOX ONLY:
$ 3.00 camp5 BLACK BELT
$ 3.00 JOE MONTANA FOOTBALL
$ 3.00 camp5 OUTRUN
$ 4.00 SHINOBI
$ 3.00 camp5 THE NINJA
$ 3.00 camp5 THUNDERBLADE

BOX AND MANUAL ONLY, NO GAME:
$ 1.00 RAMBO: FIRST BLOOD PART II

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
-- POSTER IS IN MINT CONDITION

****

HARDWARE:

LOT #1

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #2

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #3

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

MINIMUM OPENING BID OF $23.00

*****

LOT #4

ATARI 5200 (W/2 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, RF SWITCHBOX, AND TWO (2) GAMES [NO BOXES FOR GAMES]:

PAC-MAN (WITH MANUAL)
POLE POSITION (WITH MANUAL)

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING
PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

$35 ac446

*****

LOT #5

ATARI 5200 (W/4 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY,
ATARI RF/POWER SWITCHBOX, AND TWO (2) GAMES [NO BOXES FOR GAMES]:

$ 3.00 PAC-MAN
$ 4.00 POLE POSITION (WITH MANUAL)

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING
PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

$32.00 GEOFFOLTMAN

*****

LOT #6

ATARI 7800 WITH POWER SUPPLY, RF SWITCHBOX, AND ONE (1) GAME:

POLE POSITION II (7800)

I DON'T HAVE ANY WORKING 7800 CONTROLLERS, BUT I WILL INCLUDE INSTRUCTIONS
ON HOW TO MODIFY A SEGA GENESIS CONTROLLER TO WORK ON THE ATARI 7800. I HAVE
ALSO HEARD THAT SEGA MASTER SYSTEM CONTROLLERS CAN BE MODIFIED.

NOTE: REMEMBER THIS SYSTEM ALSO PLAYS ATARI 2600 GAMES.

$20 payton

*****

LOT #7

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE
POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $16.00

*****

LOT #8

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $16.00

*****

LOT #9

COLECOVISION SYSTEM WITH SYSTEM MANUAL, COLECO POWER SUPPLY, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE (W/MANUAL).

MINIMUM OPENING BID OF $28.00

*****

LOT #10

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER (Coleco). PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #11

INTELLIVISION SYSTEM WITH TWO (2) BUILT IN CONTROLLERS, POWER CORD, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, MANUALS, OR OVERLAYS FOR GAMES]:

ADVANCED DUNGEONS & DRAGONS
BURGERTIME
NFL FOOTBALL
POKER (SAME AS: LAS VEGAS POKER AND BLACKJACK)
SPACE ARMADA
SPACE BATTLE
SPACE HAWK

$37.00 jlodoen

*****

LOT #12

ODYSSEY2 SYSTEM WITH ORIGINAL RF SWITCHBOX, POWER SUPPLY, AND TWO (2) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
AJ 9402 - FOOTBALL!

BOTH CONTROLLERS ARE MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE JOYSTICK, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $25.00

*****

LOT #13

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, AND FUNCTION KEY STRIP (FOR KEYBOARD).

$15 tom

*****

LOT #14

TIMEX SINCLAIR 1000 COMPUTER, WITH 16K EXPANSION ATTACHMENT (T.S. 1016).
REQUIRES A 9V POWER SUPPLY, WHICH IS NOT INCLUDED.

THIS COMPUTER APPEARS TO WORK, BUT BIDDERS SHOULD CONSIDER THE WORST CASE
SCENARIO WOULD BE GETTING THE 16K EXPANSION AND A Z80A CPU.

$20 rfreynol

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5006. Re: [--- FORTH Editors ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 10:37:09 UTC
From: paulvl@python.es.ele.tue.nl
Message-ID: <PAULVL.94Sep1123709@python.es.ele.tue.nl>
Source record: 98681

Currently ANS-FORTH is soon to be released, it specs
can be retrieved (PostScript document >200 pages) from
anonymous ftp.
ANS-FORTH is the new FORTH standard and it has words
to compile new words from source files, not FORTH blocks.
These source files you can edit with the editor of your
choice.
I don't know if this is allready implemented for your
system, but I'm currently working on a port for my
commodore 64 (6502 based).
Maybe there are some PD FORTH out there you can use.
I know of several PD FORTHs that are written in C
and can be compiled on several systems.

Greetings from Paul.
--
==
==Paul=van=Loon=(paulvl@es.ele.tue.nl)==UnDeR=CoNsTrUcTiO=================
==Information=Engeneering=student=======================N=================
==

5007. 8 bit software $ALE!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 11:51:07 UTC
From: davidn9000@aol.com
Message-ID: <344f7b$pfa@search01.news.aol.com>
Source record: 98682

Atari 8 bit software for sale
All software on original disks and with complete documentation.

Solo Flight
Broadsides
Maxi Golf
Karateka
Pool 400
*Forms Generator
*Silent Butler
*Home Filing Manager
*Homepak
*Micro Filer
*Timewise
Computer Quarterback
Galaxian
Flight Simulator II
The Bookkeeper (WITH CX-85 keypad) $15
*Atariwriter
*Atari Proofreader
*NewsStation
Pro Football Facts/Predictions
*Home Financial Mgt
Night Raiders
Championship Golf

$6 each for above games, $8 each productivity (marked with *)

Atari 7800 Game Carts: $8 each (NEW!!). Reg. card/docs/box.
Ballblazer
Xevious
Joust

Add $2 for 1st game/ $1 each additional game for US Priority Mail (2
days).
Email to DAVIDN9000@aol.com if interested

5008. 8-bit goodies SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 11:54:04 UTC
From: davidn9000@aol.com
Message-ID: <344fcs$pgh@search01.news.aol.com>
Source record: 98683

I have an original 810 drive that has been enhanced with the Atari archiver chip. Lots of software too -- carts and disks. Also an OKIMATE 10 color printer (if you can find the color ribbons, works great) with an Atari plug'n'play interface module. Also KoalaPad with software, WICO joystick, etc. All power supplies, cables, bag o' extras and goodies (cables,chips, ROMs, etc.)

810...$45
Oki 10...$45
Koala Pad...$30
Wico arcade stick...$10
Bag o' goodies and miscellaneous Atari books FREE when you buy 2 or more items!
Please respond via email to DAVIDN9000@aol.com

5009. Re: Sparta X and Integrator

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 12:00:50 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep01.075736.2340@wariat.UUCP>
Source record: 98684

(Ben asks about why his integrator board won't work with Sparta X.)
I'm not a guru, maybe John Harris will answer you. The OSNXL os is a
modified 800 os and uses C000 memory. So does Sparta X use C000. I
think there's a way to tell Sparta X to NOT use RAM under the OS. Then
it should work. Check your book.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5010. Re: Mystery Game

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 12:05:02 UTC
From: davidn9000@aol.com
Message-ID: <344g1e$pkc@search01.news.aol.com>
Source record: 98685

In article <2vh7of$pqa@bmerha64.bnr.ca>, moran@bnr.ca (Gavan Moran)
writes:

> I vaguely remember a game for the 8 bit Atari which reminds me of
> Fire and Ice on the ST (I've never actually seen Fire and Ice working
> though!) The game was set in Arctic conditions and your character
> was, I think, a penguin. It was a game in which you had to jump over
> obstacles and it was rather good.

> Does this ring any bells?

It was called PENGO, I believe. Have fun!
David

5011. Power Supplies redux?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 13:33:53 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <121405@cup.portal.com>
Source record: 98695

It figures. Last week, or maybe the week before, someone posted here a summary of the power supplies used by the various Atari systems, peripherals, etc. I didn't need it at the time, but now I do. Anybody got a copy they could repost or mail me? Thanks in advance.

What I _Really_ need, in case it isn't in that list after all, is the specs on the power requirement for an Indus GT drive. (I could also use information on any "special features" of this drive, and any software required in order to use same.) Bought this puppy last week, used, without power supply, software, or docs. Oh well, what do I expect for $35 ? :-)

Chris

5012. Q: F-15 Eagle DOCS?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 13:35:30 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <121406@cup.portal.com>
Source record: 98696

Yes, I know someone just posted that he's SELLING F-15 Eagle, WITH docs, but I'm asking on behalf of a friend who got the DISK, used, WITHOUT docs, and wants the docs WITHOUT having to buy the disk all over again (de-priving someone else of it, for one thing). Anybody got F-15 Eagle DOCS they'd be willing to send/explain?

Chris

5013. Re: 8 Bit games in FTP archives.

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 14:29:34 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Sep1162936@nova.lise.unit.no>
Source record: 98688

In article <932907da.778344479@cent.gla.ac.uk> 932907da@cent.gla.ac.uk (Gareth Davies) writes:

> I'm sure there's a flaw in this idea somewhere - there usually is:
>
> Is it possible to e-mail files to FTP archives ? If it is, then it
> may be possible to e-mail files via the anonymous mail server
> in Finland (?) This would avoid possible legal comeback from
> putting commercial games (which are no longer produced) on to the
> archives. If I had the necessary cables, I might give it a go.

All that means is that if the archive maintainer(s) are ever arrested for piracy, they won't be able to tell anyone who uploaded the games.
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ "MS Word is an ugly, clanking, God-awful mess of a program." -DNA

5014. Black Box with SpartaDos X 4.21 Query

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 15:38:11 UTC
From: tdrake1@umbc.edu
Message-ID: <344sh3$1lb@news.umbc.edu>
Source record: 98690

Anybody out there using a 256K Newell 800XL with a Black Box and the SpartaDOS X 4.21 cartridge? Having a problem when using the cart with this combination...

Have the following setup...

Atari 800XL with 256K Newell Upgrade
Black Box

When I attempt to use SpartaDOS X 4.21 with this combination, the screen locks, with a lot of garbage displayed. Sometimes I get configuration errors. When the BB is removed the X cart works fine.

NOTE: The use of the BB and the X cart works fine on a STOCK 800XL and with expanded memory 130XEs.

Any ideas???

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

5015. Re: Sparta X and Integrator

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 18:47:52 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep01.144553.8471@wariat.UUCP>
Source record: 98687

(Russ talks to Russ about Ben's SDX cart and integrator.)
Russ is wrong again. The OSNXL is ROM, so I tested it and SpartaDOS
3.2 works with it. I guess it (SD and Ramrod) the SD bank switches to
the RAM under the ROM and the omnimon in OSNXL is in ROM. Babble.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5016. intelout 320x200??

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 20:29:23 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9409012027.AA19382@brachot.jct.ac.il>
Source record: 98689

Has anyone scaled the Intel-outsie GIF down to 320x200??
Jview seems to choke (loads in only left 1/2 of screen) when I try
to load in the GIF as-is... :(
This is a job for a PC.. anyone?

thanx

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
I wish I were a Phish \/|\/ (using someone else's account)

5017. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-01 22:08:05 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <345jc5$1bn@theopolis.orl.mmc.com>
Source record: 98691

In article <121233@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
|> When I mentioned the 1802 on
|> the probe Wooley jumped in & said he had one too. Small world.

For the record, the 1802 (Cosmac Elf) was the first processor that I
actually owned (first one I personally used was the SWTPC 6800). I had
my old home-brew setup until about a year ago. I might still have some
of the old books...

--
Jeff Potter
....potter@sunny.dab.ge.com
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

5018. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 00:10:41 UTC
From: dlfurman@dorsai.org
Message-ID: <CvH75t.BJI@dorsai.org>
Source record: 98693

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: Ladies and Gents, a new discovery has been made! You can type out ANSI
: characters on AnsiTerm by doing the key combination of
: <shift>+<atari/inverse key>. Then you can type out ANSI characters by
: pressing just about any key on the board. Shift and number characters also
: work. Get out of Ansi mode the same way you got in...
:
: --
: The spell can't be broken Chris Brown ba930
: You all have been chosen -Metal Church, aka Fisherman
: You're dying for me Blessing in Phone:(613)225-2896
: Demoralized servants to my every need Disguise Nepean, Ontario
Hmm. I can't get ANSITERM to kick into 2400 baud....

--
****
* Derek L. Furman | Just Remeber: *
* dlfurman@dorsai.dorsai.org | You are truly UNIQUE.... *
* | Just like EVERYONE ELSE! *

5019. Stuff for Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 00:59:36 UTC
From: tdrake1@umbc.edu
Message-ID: <345tdo$5s9@news.umbc.edu>
Source record: 98694

I have the following Atari equipment for sale:

1 800XL (64K) with p/s, manual, switch box, cable
in original box! $35.00

1 Atari 850 Interface with p/s and printer cable $30.00

1 XE Game System with base/keyboard/power supply
and keyboard extension cable $35.00

1 new model Atari 2600 (Model C) (the real small one)
with power supply $25.00

1 old model Atari 2600 (Model A) Sears variant with
six switches and power supply $20.00

1 Atari XM301 300 baud modem in original box $ 7.00

1 RANA 1000 DD Drive (180K in original box) with
power supply and I/O cable $25.00

1 Epson MX-80 9-pin dot matrix printer with new
ribbon in box $25.00

You pay shipping.

--
-=-=-=

5020. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 01:45:59 UTC
From: krishna@max.tiac.net
Message-ID: <34604n$h8t@sundog.tiac.net>
Source record: 98697

Derek_Furman (dlfurman@dorsai.org) wrote:
: Hmm. I can't get ANSITERM to kick into 2400 baud....

That's why I think it's next to USELESS.

5021. Huge Atari ST sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 03:03:36 UTC
From: jrl8@bonjour.cc.columbia.edu
Message-ID: <3464m8$fcu@apakabar.cc.columbia.edu>
Source record: 98692
Cross-posted to: ny.forsale,nj.forsale,misc.forsale,comp.sys.atari.st,comp.sys.atari.8bit,rec.games.video.marketplace

I have the following Atari ST equipment for sale. I would like
to sell everything together, but would consider serious offers
to break up the systems. I've reduced my asking price to $600
for the entire lot. Game players take note --- there is
gold in the list below!

I *will* accept offers to break up the package.

Atari 1040ST computer system w/mouse (TOS in ROM), loose power
cable but works perfectly (includes built-in 3.5" drive)
Atari 520ST computer system w/mouse (TOS in ROM), works sometimes

2 Atari SC1224 color monitors
Atari SF354 single sided 3.5" disk drive

Supra 30 megabyte fast hard disk with NeoDesk operating system

All power cables, power supplies, and cables are included to
hook up everything.

The following software, all with original disks, boxes, and manuals:
Word Writer 2.0 Timeworks (barely used)
Timeworks Desktop publishing Timeworks (with bound manuals, never used)
Crazy Cars Titus
International Soccer Microdeal
Wizards Crown SSI
Questron II SSI
Heroes of the Lance SSI
SDI Cinemaware Interactive Movie
TetraQuest Microdeal
Prime Time First Row Software
Starglider Rainbird
Starglider II Rainbird
F15 Strike Eagle Microprose
Rings of Zilfin SSI
Speed Buggy Data East
Typhoon Thompson Broderbund
Guild of Thieves Rainbird
Outrun Sega
Captain Blood Mindscape, Inc.
Road Runner Mindscape, Inc.
Road Wars Electronic Arts
Obliterator Psygnosis
Sinbad Cinemaware Interactive Movie
Defender of the Crown Cinemaware Interactive Movie

Pinball Wizard Accolade
Bubble Ghost Accolade
Ultima IV Origin Systems (+ cluebook)
Dungeon Master FTL (no box)
Virus Rainbird (no docs)
Moebius Origin Systems (doesn't work)

The following software has original disks and manuals but no boxes:
Aegis Animator/ST Aegis
Impossible Mission 2 Epyx
ST Basic Atari
Flash Antic Software
Block Out California Dreams
SimCity Maxis
High Roller Mindscape
Time Bandit Michtron
Barbarian Psygnosis
Airball MicroDeal
Airball Construction Set MicroDeal
Skyfox EA
Neochrome Painting Program Atari
UMS Rainbird
ST Wars Miles Computing
Chaos Strikes Back FTL
Swiftar Accustar Software, Inc.

Plus dozens of other games (Rogue, Test Drive, Sundog, etc.) with
just original disks (no box or manuals), plus a TON of shareware
on disks, plus old Atari distribution disks (DB master one, megaroids,
languages, etc), plus an entire collection of START disks representing
about twenty issues.

There are also duplicates of some of the software (Dungeon
Master, Time Bandit, etc).

Please call or email if interested!

Best regards,
-JRL

James R. Lendino | |
Computer Science | i486 | Phone: (212)-853-7166
Columbia S.E.A.S. |______| Internet: jrl8@columbia.edu

5022. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 03:09:52 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <346520$j9n@charm.magnus.acs.ohio-state.edu>
Source record: 98698

In article <xkxSdDl.lmcclure@delphi.com>,
Lonnie McClure <lmcclure@delphi.com> wrote:
>In a message dated 8-24-94, Rick Michael Cortese said:
>
> "I always thought the 65xx series needed faster ram only
> because of Page 0 access."
>
>If I recall correctly, one of the features of the 65816 is (as you said)
>the ability to relocate page 0 anywhere in memory.

I wonder if this is similar to what the 6809 can do. It has a
specific register that determines where "page 0" accesses go. This
can be a major headache if at runtime that register isn't set to what
you expected it to be.

(I'm not really back yet. Really. Soon, though.)
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5023. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 03:33:08 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3466dk$f1j@nic-nac.CSU.net>
Source record: 98699

(ANSIterm=USELESS cuz cant go into 2400 says Glenn)

Ok.. let's get Itay to implement ANSI in Ice-T.. I have a hunch that FT80
can't because it's restricted to like 128 characters, right? ANSI
technically is

VT codes
+ IBM high ASCII (256 characters)
+ color (optional but helps a HELL of a lot)
+ music (optional probably rarely used)

Ice-T does VT codes, is high-speed (uses a fast scroller) and is in bitmapped
mode (characters limited only by the RAM and/or disk space (like CGS) avail-
able to hold the chsets.. or actually limited to 2000, because that's
all an 80 x 25 screen can hold ;))

If we could somehow incorporate CV8 mode into Ice-T or FT, we'd have COLOR!
(8 of them).. then I know FT has brights/blinkers (dunno how exactly..
brights are done with PMGfx, right???), so that's 16 and blinkers.. cool!

Of course, do CV modes work ok with R: handlers and could you go above
300 bps with one turned on!? ;)

(THEN we can start talking about settling with an ANSI OFFLINE viewer
which does color, bright, blink, etc... but for now, online would be
pretty cool :))

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

5024. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 03:34:35 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3466gb$jcb@charm.magnus.acs.ohio-state.edu>
Source record: 98640

In article <121311@cup.portal.com>,
John D Harris <jharris@cup.portal.com> wrote:
>While the 6502 fails to meat today's specific criteria for RISC operation,
>it was definitely designed with the RISC state-of-mind for its time. To
>me, the concept of RISC assumes that most of the time a CPU is executing
>the most basic of operations. Complex opcodes, even when they are
>provided, are used much less often. Thus, optimum performance is acheived
>by making the basic stuff as fast as possible, and not worrying about
>losing out in some of the complex stuff. I beleive in this design
>philosophy, and think RISC always comes out way ahead.

I just finished a class on programming the MIPS RISC architecture.
Some of its important characteristics:
- All instructions are 32 bits, including operands. Most actual
opcodes take 6 of those bits. The processor doesn't have to worry
about figuring out how long each instruction will be.

- 32 "general purpose" registers, a few of which are normally reserved
for special functions such as stack pointers.

- NO push/pull stack instructions. All stack manipulation must be
done by separately changing the stack pointer and storing/retrieving
the info. This is a real pain to program, but it makes multiple
pushes/pulls more efficient; you can change the pointer only once for
the whole batch, rather than once for each piece. (So N consecutive
pushes/pulls requires N+1 instructions that are harder to understand
that PHA or PLA.)

- It does have multiply and divide instructions, and built-in
floating-point, with a bunch of floating point registers. Does that make the
6502 more reduced than RISC?

Just thought you might be interested.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5025. Sweet Illusions Side B

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 03:35:19 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3466hn$f2b@nic-nac.CSU.net>
Source record: 98700

Ok.. thanks to DCM2DSK (YAY!) I got the SWEETB.DCM file into an ATR so I could boot it..

one problem

it doesnt boot.. it calls me a lamer and says to flip the disk and press reset or something

argh! :)

My problem is side A of the demo sorta crashes when it gets to the plasma demo (the vertical scrollers pop up and wham it goes nuts).. SHIFT doesnt do anything at ALL.. Console keys do nothing.. keyboard keys = nothing. RESET=reboot

damn

anyway to get to the demos on side B without using side A!?!?!?!

any hackers out there wanna try to fix this problem for me (and i'll guess all other NTSC users) !?!

:)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

5026. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 03:46:27 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <34676j$jdq@charm.magnus.acs.ohio-state.edu>
Source record: 98642

In article <3466dk$f1j@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>(ANSIterm=USELESS cuz cant go into 2400 says Glenn)
>
>Ok.. let's get Itay to implement ANSI in Ice-T.. I have a hunch that FT80
>can't because it's restricted to like 128 characters, right? ANSI
>technically is
>
> VT codes
>+ IBM high ASCII (256 characters)
>+ color (optional but helps a HELL of a lot)
>+ music (optional probably rarely used)
>
>Ice-T does VT codes, is high-speed (uses a fast scroller) and is in bitmapped

Minor point, but it might prevent frustration later: I think the
codes for the arrow keys are different between vt100 and ANSI.

This has made a lot of people very angry, and been widely regarded as a bad
move.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5027. Unix on 6502? (From hp48 newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 04:04:38 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <34688m$jfo@charm.magnus.acs.ohio-state.edu>
Source record: 98703

The hp48 (programmable calculator with 4-bit "Saturn" processor)
newsgroup has been talking about porting a Unix C compiler to the
hp48. I thought Atari people might be interested in this part.

In article <33m5c9$1qi@harry.lloyd.com>, Howard Chu <howard@lloyd.com> wrote:
>In article <1994Aug22.024027.11762@kf8nh.wariat.org>,
>Brandon S. Allbery <bsa@kf8nh.wariat.org> wrote:
>>In article <CuwLEp.5u4@europa.com>, caesarw@europa.com (Caesar Wong) says:
>>| Seth Arnold (hideki@agora.rdrop.com) wrote:
>>| : If the code for multi-taskers are written in C, as I would guess, would
>>| : it be at all possible to port some multi-tasking code to the HP?
>
>>| I dunno, isn't NT supposed to be portable? ;-)..
>
>>Show me a 24MB HP48 and I'll think about it. :-)
>
>>++Brandon (...and then there's the one who suggested porting Linux... :-)
>
>2 reactions immediately came to mind, competing for attention...
>
>1 - c'mon, the original Unix ran in a 64K address space... You guys are so
>spoiled!
>
>2 - dang, the Saturn only has an 8 level return stack, how the hell do you
>write a multithreaded OS under such tight constraints?
>
>Heck, it would probably be more feasible to write on a 6502...

I like that idea. Imagine an 800xl running Unix. Hey, they did it on
the Apple IIgs.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5028. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 05:28:13 UTC
From: bryedewa@news.delphi.com
Message-ID: <346d5d$k4f@news.delphi.com>
Source record: 98704

deaven@ishmael.ameslab.gov (David Deaven) writes:

> I have always thought of page zero on 6502 systems as being 256
>pseudo-registers, since they can be used for indirection access modes.
>I don't know how the experts qualify what makes a true register, but
>viewed this way the 6502 is a well-adorned CPU.

<deletion>

I agree. Since Zero-page addressing only takes one extra cycle over registers
it is like having 256 extra pseudo-registers except that all "T"ransfer
and "S"tore (others escape me at the moment) instructions need a real
register.

The 6502 solution was rather elegant and led to nice-tight opcodes. Ya know
what I don't understand: Atari also used the 65xx in the VCS (Stella) and
yet it only has a clock speed of 1.19 (.333 of the color clock) whereas the
400/800 uses 1.79 (.5 of the color clock) and is a nice divide by 2. The
divide by 3 in the VCS is not as easy a circuit to build. Maybe the 6502
wasn't as fast then? The fact that the VCS's TIA could not do any DMA really
eats up that CPU time. I have new respect for VCS programmers, especially
since the VCS doesn't even maintain TV frames itself(!).

Boy did I digress. :)

-Bry

5029. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 06:20:29 UTC
From: jharris@cup.portal.com
Message-ID: <121448@cup.portal.com>
Source record: 98701

The thing is, if the code was ported from the Apple II, it was often ported in the hi-res mode, in which the Atari has only 4 colors to the Apple's 6. Any uses of dithering unfortunately widened that gap. Thus, those programs look worse on the Atari, but only because of not using the strongest points of the machine.

Code that starts on the Atari, looks much worse when converted to the Apple, by a much wider margin too. Thus, it depends on where the game originated, and whether it was ported directly in hi-res graphics, as to which version looked better.

Joysticks are a funny double-sided matter. There is no question that analog sticks are superior, since they return much more information, and always at least as much information as their digital counterparts. The hard part is, it takes some decent code to make the best use of them, and joystick interface code (or user interface code in general) is unquestionably the most neglected part of software design. That's really strange, because it is by far the most important part of a piece of software. I don't understand why most programmers don't seem to feel this way.

Anyway, as it turns out, poorly implemented analog interfaces can actually wind up much worse than a decent digital interface, but that is a fault of the code and not of the input device. I recently got a chance to play Wing Commander on an IBM, (actually Privateer) after already playing the Amiga version with a digital interface. In the Amiga version, it was hard to make fine adjustments for aiming, and I was really looking forward to flying with an analog stick. Sadly, Privateer's interface is one of the worst I've seen, and it was much harder to make fine adjustments than even the Amiga version. Sigh...

Still nothing beats a well designed analog stick interface. I just wish there were more examples of them.

John Harris - jharris@cup.portal.com

5030. Re: Sparta X and Integrator

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 06:20:36 UTC
From: jharris@cup.portal.com
Message-ID: <121449@cup.portal.com>
Source record: 98702

Sorry, I don't have, and don't use SDX. I really know very little about it. Thanks for the plug though. :-)

John Harris - jharris@cup.portal.com

5031. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 08:43:30 UTC
From: jlodoen@shell.portal.com
Message-ID: <346oji$htn@news1.shell>
Source record: 98509

John D Harris (jharris@cup.portal.com) wrote:
: The thing is, if the code was ported from the Apple II, it was often
: ported in the hi-res mode, in which the Atari has only 4 colors to the
: Apple's 6. Any uses of dithering unfortunately widened that gap. Thus,
: those programs look worse on the Atari, but only because of not using the
: strongest points of the machine.

You're completely right. Hmmm, lemme see here... Yeah, in the
Apple II History it mentions that the Revision 0 Apple IIs could
only handle four colors (black,white,violet,green), I've seen old
hi-res stuff that had that limitation. Woz figured out a way to add blue&red
and Rev 1 had it.

Wonder what he added? Anyway, Drol came over pretty good. Music
added, not as colorful but those fade-outs were neat.

: Code that starts on the Atari, looks much worse when converted to the
: Apple, by a much wider margin too. Thus, it depends on where the game
: originated, and whether it was ported directly in hi-res graphics, as to
: which version looked better.

I just read a review of "Archon Ultra", and the author fondly remembers
Apple II Archon... Ouch. After playing the Atari version on my cousin's
and coming home to my Apple it was a let down (except for that title
screen, wow, wish I kept a capture).

: John Harris - jharris@cup.portal.com

5032. Re: Power Supplies redux?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 10:18:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940902101839MIS0160@MVS.UDEL.EDU>
Source record: 98505

In article <1994Sep02.100919.23218@wariat.UUCP>,
Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

>(Chris Chiesa asks about Indus GT power supply.)
>The power requirement list by M. Current is only Atari hardware.
>The Indus GT takes a brick that looks like the 1050 brick and has the
>same plug on the end. DO NOT interchange an Atari 9v AC power supply
>with the Indus. The Indus is a 33 watt, output 1.95 amp 11.5v DC!
>I have no idea how you can come up with a replacement supply.

Best Electronics has a replacement power supply for the Indus. I
bought one about a year ago and if I remember correctly, paid $15 for
it.

Roger Cole INTERNET:Roger.Cole@MVS.UDEL.EDU

5033. Re: Power Supplies redux?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 14:12:00 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep02.100919.23218@wariat.UUCP>
Source record: 98507

(Chris Chiesa asks about Indus GT power supply.)
The power requirement list by M. Current is only Atari hardware.
The Indus GT takes a brick that looks like the 1050 brick and has the
same plug on the end. DO NOT interchange an Atari 9v AC power supply
with the Indus. The Indus is a 33 watt, output 1.95 amp 11.5v DC!
I have no idea how you can come up with a replacement supply.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5034. Software FOR SALE: Atari 8-bit/2600/7800 & Commodore 64/128

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 14:44:57 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <347dp9$2uc$1@mhadg.inhouse.compuserve.com>
Source record: 98508
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other,rec.games.video.classic,alt.atari.2600

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator
Package (XLent Software), Winter Challenge $5.00/each or all 3 for $12.50

FOR SALE - ATARI 2600 CARTS

Realsports Football $3

FOR SALE - ATARI 7800 CARTS

Asteroids, Ballblazer, Choplifter!, Food Fight, Karateka, Pole Position II
$4 each

Karateka (cart only) $3

FOR SALE - COMMODORE 64/128 SOFTWARE

Dave Winfield's Batter Up! (Avant-Garde) $6.00
Candy Land (Gametek) $5.00
Fisher Price: Firehouse Rescue, Little People Bowling Alley, My Grand Piano,
School Bus Driver $5.00 each
Shark Attack! (Greg Norman's Golf Simulator) (Virgin Software) $7.50
Pocket Planner 2 Spreadsheet, Pocket Filer 128/64 (Digital Solutions),
The Filer (Spinnaker) $3.00 each
Bop 'N Rumble (Mindscape) $5.00

USED: Professional Gambler (Load & Go) $2.50, Star Rank Boxing (Gamestar) $3.00

All items are brand new in original boxes unless noted.

All prices include shipping. Multiple quantities may be available for some
2600/7800 titles. If interested, contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--
Lawrence Estep
71450.1050@COMPUSERVE.COM

"FRIENDS DON'T LET FRIENDS DRIVE DRUNK!"

5035. Emulator/hardware to play 2600 on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 14:48:07 UTC
From: longjon@clark.net
Message-ID: <347dv7$5ob@clarknet.clark.net>
Source record: 98506

Newbie alert!
I read the FAQ, but I didn't really see anything about playing
2600 cartridges on a PC. A friend of mine did it (supposedly),
and I was wondering if there was any way you guys knew to do it...
Any info appreciated!
Thanks.
longjon@clark.net

5036. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 18:26:03 UTC
From: robin@mks.com
Message-ID: <1994Sep2.182603.5097@mks.com>
Source record: 98538

In article <33tlg1$5g6@owl.csrv.uidaho.edu>,
Brent Buescher <buesc911@raven.csrv.uidaho.edu> wrote:
>John D Harris (jharris@cup.portal.com) wrote:
>
>: Any hardware experts care to enlighten us as to how the 6502 performs
>: memory fetches in one cycle, while other chips are slower?
>
>The 6502 is actually pipelined- it loads from memory into a buffer and then
>waits for the previous instruction to finish. Kind of like a Pentium.
>:)

The 6502 uses the two phases of the clock in ways that most CPUs don't.
During the first phase it indicates that it wants to read/write data and
tells where the source/destination is. On the second phase it actually
reads/writes the data.
Most other CPUs do not use their clock phases and thus have to indicate
the location where they want to read/write data in once cycle and then read/
write the data in the following cycle. Burst-mode transfers are faster in
that one cycle sets up the location of an intial read/write address and the
following cycles read/write the data from/to successive memory locations.
This requires a more complicated memory interface.

- Robin

5037. Halle 94 #2

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 19:11:24 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <347tcs$94q@nyheter.chalmers.se>
Source record: 98510

Well has anyone gotten hal_94_b.dc3 to undcm?
Shit, feels like I tried everything, dowloaded it both on PC and
XE but nada, nor DCMTODSK or DISCKOMM mamages it..

I now suspect that the version at atari.archive.umich.edu is corrupt..

WFR/
Fredrik Lundholm
d1dol@dtek.chalmers.se

5038. Re: Unix on 6502? (From hp48 newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 21:44:08 UTC
From: Karll the Ghoull <AKH104@psuvm.psu.edu>
Message-ID: <94245.174408AKH104@psuvm.psu.edu>
Source record: 98513

In article <34688m$jfo@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:
>>
>>2 reactions immediately came to mind, competing for attention...
>>
>>1 - c'mon, the original Unix ran in a 64K address space... You guys are so
>>spoiled!
>>
>>2 - dang, the Saturn only has an 8 level return stack, how the hell do you
>>write a multithreaded OS under such tight constraints?
>>
>>Heck, it would probably be more feasible to write on a 6502...
>
>I like that idea. Imagine an 800xl running Unix. Hey, they did it on
>the Apple IIgs.
>

ER...who did what with the IIgs??? Ported a Unix os???|?|?
Cool. (what were the main differences between the IIgs and the IIe?)
and what were the requirements for the unix os? =)

I wouldn't even know were to begin to even contemplate doing unix
for the 8bit... only to start all over and rewrite all the basic
BSD routines in assembly. That would be the only way to actually
have speed and space.

On a side note, I always wanted to port Unix to Pascal...
The Pascal Unix System. hehehehe That would be fun|||
(Darn |||| this IBM 3179G doesn't even have standard key maps||)

-The Ghoull Hath Spoken

+---+
| Rolly Polly Fishheads are never seen drinking capachino in Italian |
| restaurants with oriental women..... |
+---+

5039. Re: Unix on 6502? (From hp48 newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 22:37:56 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3489g4$peu@charm.magnus.acs.ohio-state.edu>
Source record: 98514

```
In article <94245.174408AKH104@psuvm.psu.edu>,
Karll the Ghoull <AKH104@psuvm.psu.edu> wrote:
>In article <34688m$jfo@charm.magnus.acs.ohio-state.edu>,
>rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:
>>>1 - c'mon, the original Unix ran in a 64K address space... You guys are so
>>>spoiled!
[...]
>>>Heck, it would probably be more feasible to write on a 6502...
>>
>>I like that idea. Imagine an 800xl running Unix. Hey, they did it on
>>the Apple IIgs.
>
> ER...who did what with the IIgs??? Ported a Unix os???|?|?
> Cool. (what were the main differences between the IIgs and the IIe?)
> and what were the requirements for the unix os? =)

There is a Unix for the Apple IIgs. I have seen it running on
a friend's machine (he's a big IIgs fan). I don't know anything more
about it. (I could give you his email address, though.)

The main difference between the IIgs and the IIe is that the gs has a
65816.

>I wouldn't even know were to begin to even contemplate doing unix
>for the 8bit... only to start all over and rewrite all the basic
>BSD routines in assembly. That would be the only way to actually
>have speed and space.

Forget assembly, and forget speed and space. :-)
I guarantee that you could never do it with a stock Atari.
You also couldn't have some of the more modern unix niceties, such as
Emacs.
The starting point would be a (ANSI) C compiler, probably a port of
gcc, and a few defined standards for libraries. (I know we have C
compilers, but I think they'd choke on most code written for Unix.
The hp48 people already have a cross-compiler almost ready. (They're
not going for Unix, though, just C.)

> On a side note, I always wanted to port Unix to Pascal...
>The Pascal Unix System. hehehehe That would be fun|||

Um. Why? Pascal can't do as much as C.
("C -- all the power of assembly language combined with all the
readability of assembly language." - anon. :-)
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
```

"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5040. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 22:56:14 UTC
From: krishna@max.tiac.net
Message-ID: <348aie$gve@sundog.tiac.net>
Source record: 98512

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: (ANSIterm=USELESS cuz cant go into 2400 says Glenn)

: Ok.. let's get Itay to implement ANSI in Ice-T.. I have a hunch that FT80
: can't because it's restricted to like 128 characters, right? ANSI
: technically is

: VT codes
: + IBM high ASCII (256 characters)
: + color (optional but helps a HELL of a lot)
: + music (optional probably rarely used)

If you consider the fact that 3x8 characters can't adequately represent
more than half of the IBMASCII high-bit characters, FlickerTerm 80's
IBMASCII subset isn't all tha limiting (although his choice of characters
to support is still in question).

I don't know how you'd get color to work with Ice-T, but the same PMG
underlay technique for blinkers and brights could probably be thrown into
ICE-T.

5041. Re: Unix on 6502? (From hp48 newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-02 23:01:30 UTC
From: krishna@max.tiac.net
Message-ID: <348asa$gve@sundog.tiac.net>
Source record: 98511

Any machine that gets a solid ANSI C development package for it could potentially run one of the PD Unix systems out on FTP. It pretty much takes a 16-bit machine as a minimum, which is why the IIGS can do it.

Even if you get Unix to compile on an 816 Atari, I'm not sure the hardware would support the kind of multitasking which Unix wants to do, especially considering the Mhz problem.

Not only that, the custom disk format of Unix would wreak havok with the delicate hard drive systems we manage to get to work on the 8-bits. Unix mounts drives all on one common device. It would be a major undertaking...

5042. Re: Unix on 6502? (From hp48 newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 02:22:26 UTC
From: dlfurman@dorsai.org
Message-ID: <CvJ7xG.HAx@dorsai.org>
Source record: 98515

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: The hp48 (programmable calculator with 4-bit "Saturn" processor)
: newsgroup has been talking about porting a Unix C compiler to the
: hp48. I thought Atari people might be interested in this part.

: In article <33m5c9$1qi@harry.lloyd.com>, Howard Chu <howard@lloyd.com> wrote:
: >In article <1994Aug22.024027.11762@kf8nh.wariat.org>,
: >Brandon S. Allbery <bsa@kf8nh.wariat.org> wrote:
: >>In article <CuwLEp.5u4@europa.com>, caesarw@europa.com (Caesar Wong) says:
: >>| Seth Arnold (hideki@agora.rdrop.com) wrote:
: >>| : If the code for multi-taskers are written in C, as I would guess, would
: >>| : it be at all possible to port some multi-tasking code to the HP?
: >
: >>| I dunno, isn't NT supposed to be portable? ;-)..
: >
: >>Show me a 24MB HP48 and I'll think about it. :-)
: >
: >>++Brandon (...and then there's the one who suggested porting Linux... :-)
: >
: >2 reactions immediately came to mind, competing for attention...
: >
: >1 - c'mon, the original Unix ran in a 64K address space... You guys are so
: >spoiled!
: >
: >2 - dang, the Saturn only has an 8 level return stack, how the hell do you
: >write a multithreaded OS under such tight constraints?
: >
: >Heck, it would probably be more feasible to write on a 6502...

: I like that idea. Imagine an 800xl running Unix. Hey, they did it on
: the Apple IIgs.

: --
: ---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------

Funny. I recall in the early days, the 800 OS being compared to UNIX for
its design of the IOCBs...
(Geeze I'm old...)

--
****
* Derek L. Furman | Just Remeber: *
* dlfurman@dorsai.dorsai.org | You are truly UNIQUE.... *
* | Just like EVERYONE ELSE! *

5043. Atari Power Supply list

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 02:24:49 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep02.222408.2969@wariat.UUCP>
Source record: 98516

I originally started to e-mail Michael Current some
information about Atari power supplies I have. However, I
think this may be of general interest.
What I've found disturbs me as I have thought before 'If
it has the same plug, it must be ok to plug it in'. WRONG.
I found 3 different power supplies with the same plug. Plug
the wrong one in and SOMETHINGS GONNA BURN or if you're
lucky a fuse will blow.
The three items are a 1 meg MIO, Indus GT and the most
common of them all, the 9vac 1020, 800, do all brick
#CO17945.
The 1 meg MIO is a 9.3v DC, 1.95 amp.
(An ATARI power supply #CO18187)
The Indus GT is 11.5v DC, 1.95 amp.
The CO17945 is 9v ac, 3.4 amp.
All three have the same plug.
My 256k MIO uses the CO17945.

(Just to answer M. Current's question.)
1027 printer: #CO61636
9.5v ac output
40 va, 60 watts
The CO17945 came with my 1020s. I'm not sure about the 1010,
but pretty sure it also came with a CO17945.
The prettiest power supply I have is one with the 800xl
style black bottom and louvered off-white top supply for the
xl/xe. It is #CO81982.
Finally, Michael, BE SURE to take that Indus GT off of the
CO17945 compatible devices.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5044. complete ATR 8000 system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 03:47:38 UTC
From: ccastn1@phantom.oit.gatech.edu
Message-ID: <348rkq$fu3@phantom.oit.gatech.edu>
Source record: 98517

I have the following complete ATR 8000 system for sale, all for $250 plus shipping. (I will not sell individual parts, because I have no need for a partial system.) Reply by e-mail to ccastn1@oit.gatech.edu.

- Atari 8-bit (choice of 800, 800XL, or 130XE)
- Atari 1050 with US Doubler
- Atari XEP-80
- ATR8000 w/64K
- 5.25" and 3.5" high-density drives, in case with power supply
- all cables, most manuals, lots of software

(I will sell the other two 8-bits for $40 each or $70 for both, plus shipping.)

5045. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 04:02:55 UTC
From: jharris@cup.portal.com
Message-ID: <121530@cup.portal.com>
Source record: 98520

Until Jeff mentioned 'Cosmic Elf', I had no recollection of the 1802. Now I remember. Stirred up lots of old memories.

I almost did the 'Elf'. Almost a 6800. Almost an IMSAI. (Actually wrote my first ML program on one of those, composed and typed in on those front panel switches without anything on paper. That was pretty wild looking back on it). Then decided to get a PET, although when I went into the store they had an Atari 800 sitting there that just arrived that day. I think I made the right choice. :-)

John Harris - jharris@cup.portal.com

5046. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 04:03:02 UTC
From: jharris@cup.portal.com
Message-ID: <121531@cup.portal.com>
Source record: 98522

>The 6502 solution was rather elegant and led to nice-tight opcodes. Ya know
>what I don't understand: Atari also used the 65xx in the VCS (Stella) and
>yet it only has a clock speed of 1.19 (.333 of the color clock) whereas the
>400/800 uses 1.79 (.5 of the color clock) and is a nice divide by 2. The
>divide by 3 in the VCS is not as easy a circuit to build. Maybe the 6502
>wasn't as fast then? The fact that the VCS's TIA could not do any DMA really
>eats up that CPU time. I have new respect for VCS programmers, especially
>since the VCS doesn't even maintain TV frames itself(!).

I bet both the 6502 and the custom logic were not up to speed at the time
the VCS was created. Or else cost prohibitive.

Yeah that VCS programming is really incredible. My favorite VCS quote:

VCS resolution is 160 by how fast your code is.

:-)

John Harris - jharris@cup.portal.com

5047. Re: Top Ten 8bit Games was:8bit down

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 04:03:08 UTC
From: jharris@cup.portal.com
Message-ID: <121532@cup.portal.com>
Source record: 98521

>...in the
>Apple II History it mentions that the Revision 0 Apple IIs could
>only handle four colors (black,white,violet,green), I've seen old
>hi-res stuff that had that limitation. Woz figured out a way to add blue&red
>and Rev 1 had it.
>
>Wonder what he added?

He added a 1/2 color clock delay circuit. Owners of multiple Atari machines may remember than the artifacted colors changed from the CTIA to the GTIA chips, and later changed back to the original setting. Somewhere in GTIA, a 1/2 color clock delay came up, which Atari eventually fixed.

Anyway, the Apple II had the ability to program this delay on a byte by byte basis, by using the top bit of each byte. Thus, a byte only has 7 bits of actual screen pixel data, (making the whole screen 280 pixels), and one bit that determines which set of colors to use. An interesting side effect, is that the delay effects white pixels too of course, shifting them over slightly. You could actally alternate white pixels when doing diagonal lines, making an apparent smoother resolution. Having to adjust a byte at a time limited its usefulness though, and not too many people took advantage of it. You also couldn't have any colored pixels in the area, because the colors would be getting swapped.

John Harris - jharris@cup.portal.com

5048. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 04:06:16 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <348sno$b2u@terminator.rs.itd.umich.edu>
Source record: 98518
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 158176 Sep 1 15:26 ./8bit/Sio2pc/sio319i.exe
-rw-r--r-- lenn 336 Sep 1 15:26 ./8bit/Sio2pc/sio319i.txt
-rw-r--r-- lenn 5796 Sep 1 15:26 ./8bit/Spartados/filenote.arc
-rw-r--r-- lenn 75 Sep 1 15:26 ./8bit/Spartados/filenote.txt
-rw-r--r-- lenn 7182 Sep 1 15:27 ./8bit/Fte/shellgx.sfx
-rw-r--r-- lenn 210 Sep 1 15:27 ./8bit/Fte/shellgx.txt
-rw-r--r-- lenn 158516 Sep 1 15:33 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5049. Re: Sparta X and Integrator

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 04:31:27 UTC
From: bjcorr@delphi.com
Message-ID: <9409030024591.DLITE.bjcorr@delphi.com>
Source record: 98519

>(Russ talks to Russ about Ben's SDX cart and integrator.)
>Russ is wrong again. The OSNXL is ROM, so I tested it and SpartaDOS
>3.2 works with it. I guess it (SD and Ramrod) the SD bank switches to
>the RAM under the ROM and the omnimon in OSNXL is in ROM. Babble.

Yeah, I figured it might be a bank switching problemn (I have an AXLON board
also,) so I told Sparta to use BANKED memory in the CONFIG.SYS, no dice.
Since the Integrater intercepts disk I/O at the SIO level I can only assume
that SDX does not use SIO for disk R/W's. Can anyone verify this?
Ben Corr (BJCORR@Delphi.com)

5050. UltraSpeed Format

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 06:07:24 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3493qs$p2n@usenet.INS.CWRU.Edu>
Source record: 98523

A while back someone mentioned looking
for a program to format Ultra Speed disks.
I have a couple of programs but they were kind
of long.

This program will allow you to format an
Ultra Speed Disk. It only does a physical
format of the disk, it does not write any info
to the disk. With MyDos, you can write this
information by appending a /N after the drive
number in the format function.

```
----------cut-------------
0 REM Ken Siders ver 09.01.94
2 DIM A$(128),M$(4)
3 A$=CHR$(0):A$(128)=CHR$(0):A$(2)=A$
5 ? CHR$(125)
10 ? "HI SPEED FORMAT":? :?
11 FOR I=1 TO 12:READ Z:A$(I,I)=CHR$(Z):NEXT I
12 ? :? "BREAK TO EXIT":? :?
15 TRAP 15:? "DRIVE ";:INPUT DR
16 IF DR<1 OR DR>9 THEN 15
18 ?
20 TRAP 20:? "SELECT DENSITY"
21 ? " 1=SINGLE":? " 2=1050 DOUBLE"
22 ? " 3=DOUBLE"
24 ?
30 INPUT D:IF D<1 OR D>3 THEN 20
40 TRAP 40000
50 IF D=2 THEN A$(4,4)=CHR$(26):REM 26 SECS/TRCK
60 IF D=3 THEN A$(7,7)=CHR$(1):A$(8,8)=CHR$(0):REM 256 BYT/SC
70 IF D=2 OR D=3 THEN A$(6,6)=CHR$(4):REM DOUBLE DENSITY FORMAT
100 SEC=4:SECTORS=18:IF D=2 THEN SECTORS=26
110 P=13:RESTORE 30000:IF D=2 THEN RESTORE 30100
120 IF D=3 THEN RESTORE 30200
130 READ A:A$(P,P)=CHR$(A)
140 IF A THEN P=P+1:GOTO 130
200 ? :? "INSERT DISK TO FORMAT IN DRIVE ";DR
210 ? "PRESS <F> KEY, OTHER TO ABORT"
220 CLOSE #7:OPEN #7,4,0,"K:"
230 GET #7,KEY:CLOSE #7
240 IF KEY<>ASC("F") THEN ? "ABORTED...":END
300 ? "FORMATTING..."
310 POKE 768,48+DR
320 POKE 769,1
```

```
330 POKE 770,ASC("f")
340 POKE 771,128
350 POKE 773,INT(ADR(A$)/256)
360 POKE 772,ADR(A$)-256*PEEK(773)
370 POKE 774,160:POKE 775,0
380 POKE 776,128:POKE 777,0
390 M$="hLY":M$(4)=CHR$(228)
400 Q=USR(ADR(M$))
410 IF PEEK(771)=1 THEN ? :? "NO ERRORS.":? :? :GOTO 11
420 ? "ERROR #";PEEK(771)
999 REM ---- CONFIG DATA (SD)----
1000 DATA 40,0,0,18,0,0,0,128,255,0,0,0
29999 REM SECTOR ORDER-SINGLE
30000 DATA 4,8,12,16,1,5,9,13,17
30010 DATA 2,6,10,14,18,3,7,11,15,0
30020 REM SECTOR ORDER-1050 DBL
30100 DATA 4,8,12,16,20,24,1,5,9,13
30110 DATA 17,21,25,2,6,10,14,18,22
30120 DATA 26,3,7,11,15,19,23,0
30150 REM SECTOR ORDER-DOUBLE
30200 DATA 4,8,12,16,1,5,9,13,17
30210 DATA 2,6,10,14,18,3,7,11,15,0
----------cut-------------
```

Ken Siders
cp576@Cleveland.freenet.edu

5051. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 06:42:17 UTC
From: krishna@max.tiac.net
Message-ID: <3495s9$rfr@sundog.tiac.net>
Source record: 98524

John D Harris (jharris@cup.portal.com) wrote:
: >The 6502 solution was rather elegant and led to nice-tight opcodes. Ya know
: >what I don't understand: Atari also used the 65xx in the VCS (Stella) and
: >yet it only has a clock speed of 1.19 (.333 of the color clock) whereas the
: >400/800 uses 1.79 (.5 of the color clock) and is a nice divide by 2. The
: >divide by 3 in the VCS is not as easy a circuit to build. Maybe the 6502
: >wasn't as fast then? The fact that the VCS's TIA could not do any DMA really
: >eats up that CPU time. I have new respect for VCS programmers, especially
: >since the VCS doesn't even maintain TV frames itself(!).

I think that the 6507 in the 2600 runs also at 1.79mhz. The reason being
is that the 7800 uses an XL/XE CPU at 1.79mhz. In order to "emuate" the
6507 and use the built-in TIA/RIOT for 2600 mode, either you'd need to
switch crystals or they both run at the same clock. I seriously doubt
that there is a separate crystal to slow it by a fraction of a mhz.

5052. Re: Sparta X and Integrator

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 06:45:40 UTC
From: krishna@max.tiac.net
Message-ID: <34962k$rfr@sundog.tiac.net>
Source record: 98526

ben corr (bjcorr@delphi.com) wrote:
: >(Russ talks to Russ about Ben's SDX cart and integrator.)
: >Russ is wrong again. The OSNXL is ROM, so I tested it and SpartaDOS
: >3.2 works with it. I guess it (SD and Ramrod) the SD bank switches to
: >the RAM under the ROM and the omnimon in OSNXL is in ROM. Babble.

: Yeah, I figured it might be a bank switching problemn (I have an AXLON board
: also,) so I told Sparta to use BANKED memory in the CONFIG.SYS, no dice.
: Since the Integrater intercepts disk I/O at the SIO level I can only assume
: that SDX does not use SIO for disk R/W's. Can anyone verify this?
: Ben Corr (BJCORR@Delphi.com)

Sparta screws with things, yes. That is how it allows you to switch
drive assignments. A useful, but redundant feature for BB/MIO users.

With Sparta diskbased the high speed SIO can be removed to make it MUX
compatible. With SDX no software patch will provide this, it needs to be
revised. A MUXable SDX (which FTE supposedly will have sooner or later)
might work with your unit.

5053. Re: UltraSpeed Format

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 06:49:46 UTC
From: krishna@max.tiac.net
Message-ID: <3496aa$rfr@sundog.tiac.net>
Source record: 98525

Formatting an US disk is only half of it. There is a software patch to allow MYDOS and AtariDOS to recognize it I believe. If there isn't there is always the Black Box or the US+ OS which impose high speed on any DOS via the hardware which is really cool. I use 1.44 megabyte high speed PBI floppies on MYDOS which are even beyond ultra speed in throughput of course...

5054. MASSIVE AUCTION II - It's Over!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 10:18:54 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <349iie$2rg@usenet.INS.CWRU.Edu>
Source record: 98527

Many thanks to all who send bids. If you receive E-mail from me, then
you were a high bidder.

Mike
--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5055. Re: Unix on 6502? (From hp48 newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 15:43:06 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <34a5ia$13v@charm.magnus.acs.ohio-state.edu>
Source record: 98528

In article <348asa$gve@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>Any machine that gets a solid ANSI C development package for it could
>potentially run one of the PD Unix systems out on FTP. It pretty much
>takes a 16-bit machine as a minimum, which is why the IIGS can do it.

I think it might be possible on an 8-bit, but probably not really
useful.

>Even if you get Unix to compile on an 816 Atari, I'm not sure the
>hardware would support the kind of multitasking which Unix wants to do,
>especially considering the Mhz problem.
>
>Not only that, the custom disk format of Unix would wreak havok with the
>delicate hard drive systems we manage to get to work on the 8-bits. Unix
>mounts drives all on one common device. It would be a major undertaking...

It would take some work in the kernel (which would replace the
essentials of the Atari OS), but I think it could be done.

The bigger problem would be software. None of our Atari software
would run, and most Unix software would probaly be too slow or want too
much memory.

Basically it would be something to say "see, we can do that", but it
probably wouldn't be very useful. Kinda like all those graphics demos
floating around.

I would be really impressed if somebody did it.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5056. Re: Unix on 6502? (From hp48 newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 17:16:36 UTC
From: crow@coos.dartmouth.edu
Message-ID: <34ab1k$873@dartvax.dartmouth.edu>
Source record: 98529

rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>Glenn M. Saunders <krishna@max.tiac.net> wrote:
>>Any machine that gets a solid ANSI C development package for it could
>>potentially run one of the PD Unix systems out on FTP. It pretty much
>>takes a 16-bit machine as a minimum, which is why the IIGS can do it.

>I think it might be possible on an 8-bit, but probably not really
>useful.

Agreed, though the main problem would be memory management. Unix
assumes separate address spaces for each process. You would probably
need to use a 130XE or such and bank-select to swap processes in and
out. You could use disk to swap out processes when you run out of
memory. Each process would be 16, 32, or 48K in size, with the OS
using 16K, possibly 32K with its own bank selecting.

For a compiler, I would suggest trying to use GCC as a cross-compiler,
though I'm not sure if GCC could deal with the 8-bit architecture.

We would never be able to get a secure system, since there's no way to
stop a process from modifying the OS registers and such.

You would want a load-Atari-OS-and-halt command--probably the most
useful one you could write.

>>Not only that, the custom disk format of Unix would wreak havok with
>>the delicate hard drive systems we manage to get to work on the
>>8-bits. Unix mounts drives all on one common device. It would be a
>>major undertaking...

>It would take some work in the kernel (which would replace the
>essentials of the Atari OS), but I think it could be done.

I would tend to be even more optimistic here. Accessing the disk
drives would likely be less complicated than with the Atari OS. It
would require re-writing some of the driver code, but it would likely
be quite stable.

>The bigger problem would be software. None of our Atari software
>would run, and most Unix software would probaly be too slow or want too
>much memory.

>Basically it would be something to say "see, we can do that", but it
>probably wouldn't be very useful. Kinda like all those graphics demos
>floating around.

>I would be really impressed if somebody did it.

Exactly.
--
/---\
| Scandals of the Clinton administration: |
| URL: http://glastonbury.dartmouth.edu/~crow/whitewater/scandal.html |
\---/

5057. Problem with P:R: Connection and printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 20:15:12 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CvKLLC.FDq@freenet.carleton.ca>
Source record: 98530

I just recently got a P:R: Connection, and I have it hooked into my Epson RX-80F/T. For some odd reason it will print on only one line. I tried it with Print Shop, and the printer was receiving line feeds just fine. But when I print regular text, it won't get line feeds and will only print on one line. What am I doing wrong?

--
The spell can't be broken • Chris Brown ba930
You all have been chosen -Metal Church, • aka Fisherman
You're dying for me Blessing in • Phone:(613)225-2896
Demoralized servants to my every need Disguise • 72 Woodfeild Drive

5058. Re: Unix on 6502? (From hp48 newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 20:52:52 UTC
From: krishna@max.tiac.net
Message-ID: <34ann4$gj6@sundog.tiac.net>
Source record: 98531

Another thing about Unix and earlier CPUs is that they probably have a different archetecture which is better suited to multitasking than the 6502. The 6809 for instance definitely has traits which make it easier to multitask with. The 65816 (even in 802 emulation) would be able to do it I'm pretty sure, but not the 6502. When unix was running in 64K archetectures in the early days I bet the machines they used were much different from the 6502 and perhaps more like the 6809.

5059. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-03 23:27:48 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZywwOzM.lmcclure@delphi.com>
Source record: 98532

In a message dated 8-30-94, BRYEDEWAARD@DELPHI.COM said:

"The 6502 only uses a byte for opcode. The individual bits
all mean something and the combinations of them make up
the logical instructions. This means the instructions are
not "interpreted" but rather trigger direct microcode sequences."

Unless I am very seriously mistaken, microcode is not involved in the
6502 at all. Rather, like many of its early 8-bit brethren (such as
the 6809), its instructions are "hardwired", which also partially
explains their high cycle speed and relatively small instruction sets.

5060. Re: intelout 320x200??

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-04 00:51:36 UTC
From: krishna@max.tiac.net
Message-ID: <34b5mo$ksi@sundog.tiac.net>
Source record: 98534

Elad Bruck (bruck@brachot.jct.ac.il) wrote:
: Has anyone scaled the Intel-outsie GIF down to 320x200??
: Jview seems to choke (loads in only left 1/2 of screen) when I try
: to load in the GIF as-is... :(
: This is a job for a PC.. anyone?

I do know that GIFs that are like 1200x400 or some extra wide format will work with Jview, but it will only load half the screen (the left I think) and then you have to manually slide the zoom over. Sometimes you can't slide all the way you want in one pass. I had a few pics like this. If it looks like Jview is choking see if the zoom window will move.

5061. Q: Seagate 157N 48M HD geometry? ICD MIO?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-04 01:02:35 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <121626@cup.portal.com>
Source record: 98536
Cross-posted to: comp.periphs.scsi,comp.sys.atari.8bit

Hello all. I'm posting this for a friend of mine who doesn't have Internet access; I _do_ regularly read comp.sys.atari.8bit but _not_ comp.periphs.scsi, so if you're reading this in the latter would you please email me even if you also post here? I'll return the favor by emailing YOU if you ever pop up with that request in any group _I_ frequent. Thanks in advance.

My friend's question(s):

He has just acquired a Seagate 48meg hard drive, model 157N he tells me, and wants to connect it to a "Multi-I/O" (aka "MIO") unit (an Atari 8-bit device controller, familiar to the c.s.a.8 folks if not the c.p.s. people). The device has the usual line of pinholes for termination resistor packs, but does NOT have the resistor packs themselves; I assume these are needed, as this is his first and only SCSI disk drive so far. Am I correct in this assumption, or can someone with more info about the MIO say otherwise? (My friend doesn't have MIO docs, incidentally; can he get them from Fine-Tooned Engineering now, or anywhere else?)

More importantly, the MIO's "drive configuration" display asks for drive information such as "# cylinders," "# heads," start and end sectors (for partitioning, I presume). We don't KNOW how many cylinders, heads, and (therefore) sectors are on this drive; can YOU tell us?

And finally, the MIO's configuration display asks for an "ID,LUN" which is a pair of numbers (looks like small integers). Can someone please tell us what these numbers should be? (I expect one of them will be the drive's SCSI ID; anybody know how to read the jumper pack on the drive? There's one jumper present so I am assuming it's set for "ID 1.")

Thanks in advance for any light anyone can shed; my friend thanks you also.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

5062. Re: intelout 320x200??

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-04 01:15:28 UTC
From: kamaro_kid@delphi.com
Message-ID: <RW0xWzA.kamaro_kid@delphi.com>
Source record: 98533

If I can find/get the Intel outside GIF, I'd be more than happy to scale it down on my PC. Where is it located?

--James King
kamaro_kid@delphi.com

5063. Tink's Adventure

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-04 02:04:11 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep03.220247.17524@wariat.UUCP>
Source record: 98535

I have two grandchildren. They seem to like Tink's Adventure. A
graphics adventure for 3-8 year olds. I requires a little supervision
and teaches alphabet/number/keyboard skills. If you have it and want
to make a working copy, I made a patch for it.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5064. intel demo.. huh? where?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-04 07:29:19 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940904002943.24023351@sonoma.edu>
Source record: 98537

I need to tell Rick Reaser where the Intel Outside demo is and I thought it was on UMich (I got it through e-mail from Hard Soft) but it hasn't been put there yet.. what FTP site is it at!?

PLEASE respond by email if you can to either RIck or I or both (Cc :)) because the Unix system I use to read mail is down lately <cry> so I can't newsread (and am not patient enough to figure out the VAX one and catch up on everything <sigh>)

thanx in advance!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
"The Mystery Machine sure broke down a lot, didn't it?" - Comment about Scooby Doo

5065. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-04 20:20:41 UTC
From: Ordania-DM@cup.portal.com
Message-ID: <121684@cup.portal.com>
Source record: 98488

Glub...glub...glub...
Ok, here's what my dimwitted memory tells me about memory fetches and
instruction execution on the 6502 and all the rest. :)
6502 - fetches 1 byte per cycle, max fetch of 3 bytes to perform an
instruction from start to finish. (er...bad editor - it takes at MOST
3 bytes to get the entire instruction into the CPU.)
68000/80x86 - reads in 4 bytes for all instructions (I think it is 4)

Ok...don't know about the 68000/80x86, but the 6502 starts executing each
instruction as soon as it has the OPCODE-instruction fetched.
The OPCODE-instruction determines whether more bytes are fetched.
The net effect is that the 6502 can do full instructions in 1 cycle, whereas
the other chips do it in a minimum of 4 cycles (1 cycle per byte fetched).
For 'speed' comparisons I've always used 4 (80x86) = 2 (68xxx) = 1 (6502)
instructions.
NOTE: Whenever the 6502 instruction takes more than 1 cycle per byte fetched
it is because it is writing bytes to memory. Any good book on the 6502
will list the cycles required for each instruction along with notes indicatin
that 'branches take 1 extra cycle when the branch is taken', etc.

Charles Hughes
(hope that helps :)

5066. Re: Looking for an sio2pc remote programs for spartados

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-04 22:05:19 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <CvMLCv.Dow@freenet.buffalo.edu>
Source record: 98496

Remote? Try the file sio319i.exe on atari.archive.umich.edu:Atari\8bit\Sio2pc.
I think you'll find what you want in this latest release (

5067. Re: sio2pc problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-04 22:07:46 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <CvMLGz.DzF@freenet.buffalo.edu>
Source record: 98495

Same solution as for remote. This was a known bug apparently and the latest release of sio2pc on atari.archive.umich.edu refers to this problem being fixed I believe.

5068. Can sio2pc be multitasked?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-04 22:31:24 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9409042230.AA00358@brachot.jct.ac.il>
Source record: 98498

Since I'm gonna buy a video-card for my PC (which will also be my Atari's
disk drive), I have two options:
A) External box, totally independent of PC. Takes control of SVGA monitor.
PC can be doing something else in the meantime, a button switches between
watching TV / PC. Cost of box: $300.
B) Interal card. Requires software to run, and takes total control of PC.
Doesn't need Windows to run.
Better quality of TV picture - I *THINK*. Cost: $200.

My question is this: If I take the B choice (cheaper), will I be able to
multitask the TV driver software, AND the Sio2pc software, to run
simultaneously -- even though they may both require precise timing?

This is important for me.. $100 is alot of money!

Thanks for any suggestions!

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
I wish I were a Phish \/|\/ (using someone else's account)

5069. Re: Looking for an sio2pc remote programs for spartados

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-04 23:21:20 UTC
From: jlodoen@shell.portal.com
Message-ID: <34dkph$2o1@news1.shell>
Source record: 98539

Phillip M. Fries (ah818@freenet.buffalo.edu) wrote:

: Remote? Try the file sio319i.exe on atari.archive.umich.edu:Atari\8bit\Sio2pc.
: I think you'll find what you want in this latest release (

The original post was asking about a remote program for
SpartaDOS. One usable from the command line. The REMOTE
program included doesn't work that way.

The source for REMOTE is in this latest SIO2PC
release, BTW.

jlodoen@shell.portal.com

5070. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 00:25:29 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <121695@cup.portal.com>
Source record: 98565

Chuck; what are you up to? Did you keep some of your 8 bit stuff or
are you just net surfing?
BTW: I d/l your ramboot program but haven't had a chance to check it out
yet.
Rick

5071. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 02:45:51 UTC
From: krishna@max.tiac.net
Message-ID: <34e0ov$njg@sundog.tiac.net>
Source record: 98540

Rick_Michael_Cortese@cup.portal.com wrote:
: Chuck; what are you up to? Did you keep some of your 8 bit stuff or
: are you just net surfing?
: BTW: I d/l your ramboot program but haven't had a chance to check it out
: yet.
: Rick

For the record, Chuck was responsible for most of the research on adding a 2nd PIA chip and various PIA2 projects. He's probably not the only one who's tried it but he's the only one to write up the text file on performing the upgrade.

5072. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 03:14:55 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep5.031455.2468@escape.widomaker.com>
Source record: 98553

jharris@cup.portal.com (John D Harris) writes:

>I bet both the 6502 and the custom logic were not up to speed at the time
>the VCS was created. Or else cost prohibitive.

I was thinking that the VCS used a CPU called the 6507. I know that it
did not have a 6502 (at least the ones I took apart didn't). Wasn't
it also a 4-bit CPU with like a 1K address space?

>Yeah that VCS programming is really incredible. My favorite VCS quote:

>VCS resolution is 160 by how fast your code is.

Sometimes I can't believe what people were able to make that little
thing do.

Anyone know who designed it? I've forgotten. Was it Rod Holt?
--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

5073. Re: Can sio2pc be multitasked?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 04:10:50 UTC
From: crow@coos.dartmouth.edu
Message-ID: <34e5oa$n57@dartvax.dartmouth.edu>
Source record: 98568

In <9409042230.AA00358@brachot.jct.ac.il> bruck@brachot.jct.ac.il (Elad Bruck) writes:

>My question is this: If I take the B choice (cheaper), will I be able to
>multitask the TV driver software, AND the Sio2pc software, to run
>simultaneously -- even though they may both require precise timing?

I take it you have SIO2PC now? If so, see how well it runs under
Windows, especially with some other CPU-intensive stuff running. My
experience has been that my 386-20 starts getting problems if I run
SIO2PC under Windows. If you have a 386-40 or 486, you probably will
be OK. With a 286 or 8088, you would certainly want to avoid
multitasking SIO2PC.

The best thing, though, is to experiment. One simple thing to do is
to write a short BASIC, C, or shell program that is simply an endless
loop. Then run SIO2PC and your test program as separate DOS
applications under Windows. If SIO2PC works, then buy the cheaper
monitor.

--PC
--
We're sorry, the .sig you have selected has been deleted or is no longer in
service. If you think you have read this .sig in error, please disconnect
and try your news reader again. Thank-you.

5074. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 04:28:34 UTC
From: jharris@cup.portal.com
Message-ID: <121713@cup.portal.com>
Source record: 98541

This message was EMailed to me with the intent that I forward it to the appropriate newsgroup. Actually, my newsreader limits me to replies to existing messages, so I wasn't able to post this to the topic it belonged in. I waited a few days to see if other messages would pop up, (so I could reply), but don't want to delay this any longer.

The topic was about installing a PAL ANTIC chip, and I had replied that there were several other changes required to make a PAL conversion. Apparently, a partial solution can be obtained with just the ANTIC substitution, so here is the intended message:

==========

From: Masstorage@closer.brisnet.org.au (Masstorage)

That is true IF you want a full pal machine. I have done it myself. Change antic, gtia. Add a 74LS74 plus some componets around it, Change the main crystal to the slighty slower PAL one and add the colour crystal.

The main reason i said the ANTIC mod is so all NTSC machines can see the written-for-PAL demos without doing major changes like above. I have ran a PAL machine with an NTSC antic for a while. It ran fine. I also ran a NTSC gtia with a PAL antic. It also ran fine but i only had a B/W display because the tv cannot display NTSC color....

Please repost this to the news group, I cannot post to the group For some unknown reason.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

5075. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 04:28:52 UTC
From: jharris@cup.portal.com
Message-ID: <121714@cup.portal.com>
Source record: 98542

>I think that the 6507 in the 2600 runs also at 1.79mhz. The reason being
>is that the 7800 uses an XL/XE CPU at 1.79mhz. In order to "emuate" the
>6507 and use the built-in TIA/RIOT for 2600 mode, either you'd need to
>switch crystals or they both run at the same clock. I seriously doubt
>that there is a separate crystal to slow it by a fraction of a mhz.

No. The 2600 6507 runs at 1.19 MHz -- basically what 1/3 the colorburst
works out to. It has to run at that speed, because that's what all the
cycle counting in 2600 programs was based on.

For the 7800 to run 2600 games, it has to be switchable to that clock
speed.

John Harris - jharris@cup.portal.com

5076. Re: Unix on 6502? (From hp48 newsgroup)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 04:46:13 UTC
From: ScottM@cup.portal.com
Message-ID: <121716@cup.portal.com>
Source record: 98543

>I wouldn't even know were to begin to even contemplate doing unix
>for the 8bit... only to start all over and rewrite all the basic
>BSD routines in assembly. That would be the only way to actually
>have speed and space.
>
It shouldn't be too bad. My friend and I did a Unix-ish port to the
Commodore 64 (Hey, it's what we had :-)). We used a cartridge called the
Quick Brown Box to hold the main parts of the program and swapped them in
and out as needed. It didn't multitask but it worked. We called it Matrix.
I've been trying to dig up the disks for a few months. If/when I find them
it shouldn't be too difficult to bring it over to the Atari.

+--+
| Scott Maxwell - scottm@cup.portal.com |
| Welcome to the Internet, future home of |
| The Techno-Babble Turnpike |
+--+

5077. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 04:46:29 UTC
From: junkster@coho.halcyon.com
Message-ID: <34e7r5$nku@news.halcyon.com>
Source record: 98546

John D Harris <jharris@cup.portal.com> wrote:
>
>The 65816 is even more efficient, utilizing
>255 out of the 256 available instructions, and it is the most efficient
>processor in terms of code size that I have run across.

I always wondered about this. My one nagging doubt has been
because 16-bit immediate values are always encoded as 16-bit values, even
if the value is less than 255. The 8086, for example, can sign extend
an 8-bit immediate into a 16-bit register. You pay for it with larger
opcodes, of course, so the simpler 65816 solution might win out.

James Hague
junkster@halcyon.com

5078. Re: Power Supplies redux?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 04:51:19 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <B0+TWbf.lmcclure@delphi.com>
Source record: 98564

In a message dated 9-2-94, Russ Gilbert said:

"The Indus is a 33 watt, output 1.95 amp 11.5v DC!
I have no idea how you can come up with a replacement
supply."

Likely the output from +12 volt line of a standard PC power supply
would work. I doubt the voltage variance of less than 4.35% would
cause any problems.

5079. DOS -> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 06:29:37 UTC
From: st000271@hrz1.hrz.th-darmstadt.de
Message-ID: <st000271.181.2E6ABAD0@hrz1.hrz.th-darmstadt.de>
Source record: 98544

Hello !

Some weeks ago I got from a FTP-Server a programm called "UTIL",for reading
and writing atari disks in a 5 1/4 disk drive of a PC.But there were to much
problems.
Are there any programms that could manage the correct writing and reading of
atari disks on a PC ?

If you can answer the question,please post here or better you send me an email.

Thank you for your help,

BYE
Marc

M.Egelhofer
E-Mail-Adress:
ST000271@hrz1.hrz.th-darmstadt.de

"Man sieht nur mit dem Herzen gut.Das Wesentliche ist f&#65533;r
die Augen unsichtbar" (Exupery)

5080. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 07:40:14 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_778750806@rtfm.mit.edu>
Source record: 98569
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 2-Sep-94

Additions/suggestions/comments/corrections having to do with this
Vendor/Developer List are requested. Please send to:

Michael D. Current
mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of the Atari 8-Bit Computers
Vendors and Developers List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

================================================================

"All" commercial vendors and developers should be listed here. "Major"
shareware developers are also listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List, available separately.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com
```

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Developer: various hardware and software

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@escmail.orl.mmc.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577

tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet, Menu Print Elite, Loopz, Helter Skelter,
Bomb Blaster, Pro Paint

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Retail Store Hours:
Thurs & Fri 10am-6pm; Sat 10am-5pm
Mail Order Hours:
Tue-Fri 10am-6pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood Street
Simi Valley, CA 93065-5646
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513

FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer 2.55, PC Xformer 2.0

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616

Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

D.G.S.
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701

tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit, Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection, R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21, SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, Small Business Management, Small Business Management for the 130, Express! Professional, MARS 8

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack, Arena, Bubble Zone

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System, Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572

Vendor: ????

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: PD/freeware/shareware

Lex-Tronics
see: DataQue Products

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
POLAND
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235

-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman

-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@escmail.orl.mmc.com
CIS: 74030,2020

GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.2

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454

Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

Developer: UltiFont, The New Atari XL/XE Map Book by Andrew C. Thompson

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

5081. Re: DOS -> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 08:10:50 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <CvnDE3.99C@freenet.buffalo.edu>
Source record: 98545

Since I.□m in the same boat you are, I'll respond here with what
I've found out: and hopefully someone wiser will educate both of us.

Almost all the utilities that I've found to write Atari disks on the
PC require that yout Atari drive be double density. The 1050 drive is
NOT double density, but rather some unique species called enhanced
density or whatever.

Util, from what I've read posted here and there, will only work on
a real 360kb floppy disk drive. NOT a highh denisty floppy disk
drive. There are 3 different versions of the UTIL program on
the UMich archive. The only one I could get to work on the format-
ting of an Atari disk on the 360kb IBM drive was the earliest version.
They're all under different names also. The latest is called myutil.zip.
The prior version is filed under ataridsk.arc, and the earliest version
is under pcxfer.arc. If I recall, they were all in different directories
also. So you'll have to look throughj the stuff. Probabbly the Utilities
and the Diskutils directories.

There is a demo program there called Mule that you can look at that can
write to an Atari dsik that can then be read by a 1050 drive, but not
directly. Its pretty limited.

Since my need to transfer files is limietd I think I'll opt out for the
joystick transfer described by Rick Cortese of california. Limited to
30kb files, but a real easy cable hack. I found his file on a local
bulletin board. No direct way to reach him. Left an address of 20802
Laurel Roaf, Los Gatos, Ca 95030 in the description file, but its a 1991
address. The instructions show pinouts and you can cobble the piece to-
gether for next to nothing with spare parts. Oh yea, its also slow.
300 baud as is. Its just a stright dump.

I just want to leran forth on the Atari so I can safely play around
with whatever I want to do with it and not fear messing up critical
stuff on my PC. A nice disk capable transfer would be a dream, but
from reading I get the impression that there can never be any such
compatibility between the Atari 1050 and an IBM floppy drive. Some-
thing to do with the design of the IBM disk controller.

I'd look into SIo2PC if you really need some disk service. It allows
you to use the IBM hard drive as you Atari disk (I understand). The
author offers to put the interface box tofether for you for $50.00,
which includes the costs of the parts and the shareware license. □

Well, if anyone can enlighten us further on this subject it would be
appreciated. Thanks much.

Phillip Fries
ah818@freenet.buffalo.edu

5082. Re: DOS -> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 12:03:53 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep05.075345.7394@wariat.UUCP>
Source record: 98547

(Somebody asks about a program to read/write Atari disks with the IBM.)
'Util' is the best I am aware of for a program to do this with no cables/interface required. The two gentlemen who seem to be having problems with 'Util' might just need a little experimenting and patience. If you just type 'util' at the command line in DOS, you will get the list of commands. A sort of help if you will. It would have been nice if the author would have put a Title, author and version number in that 'help' screen. But I am grateful to him anyway, I use 'Util' all the time. What it boils down to for most purposes are the following two commands.
util /r /b a: (read an Atari disk in drive a:)
util /w /b filename from current directory (write a file from IBM to Atari)
util /l a: gives the directory in A: and is useful just to see if the Atari disk in the drive is reading properly.
Finally the Atari disk MUST be a MYDOS double density disk. Util will not read SpartaDOS or DOS 2.5, etc.
Keep in mind that a single sided double density Atari disk is a 180k disk. Single density and the 'enhanced' 1050 type density will not be readable by 'Util'.
Also, a followup msg. about this mentioned 'high' density. High density is a 1.2 meg 5.25" disk on the IBM. Atari disk drives don't use 'high' density.
Of course the next level up for Atari<->DOS communication is the sio2pc program and cable/interface.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5083. Re: DOS -> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 12:07:54 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep05.080456.7394@wariat.UUCP>
Source record: 98548

(A little more about 'Util' and Atari->DOS read/writing.)
The person who wants to do Forth work on his Atari:
I don't see much how 'Util' read/writing by IBM will help with doing
Forth on the Atari. Forth generally doesn't use standard filenames,
but has its own unique DOS and 'page' structure. This falls under the
category of Forth disks are not MYDOS disks and 'Util' requires use of
MYDOS disks.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5084. Re: DOS -> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 15:05:49 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CvnwLp.C13@freenet.carleton.ca>
Source record: 98551

In a previous article, st000271@hrz1.hrz.th-darmstadt.de (Marc Egelhofer, Student, FB07) says:

>Hello !
>
>Some weeks ago I got from a FTP-Server a programm called "UTIL",for reading
>and writing atari disks in a 5 1/4 disk drive of a PC.But there were to much
>problems.
>Are there any programms that could manage the correct writing and reading of
>atari disks on a PC ?

Yes, there is a better alternative, and everyone here has been talking
about it for quite a long time (only most of the existence of this SIG).
It's called SIO2PC, and it will read/write Atari disks no problem.

--
It isn't you, it isn't me, • Chris Brown ba930
Search for things that you can't see, • aka Fisherman
Going blind, out of reach, • Phone:(613)225-2896
Somewhere in the vasoline -Stone Temple Pilots • Nepean, Ontario

5085. Re: DOS -> Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 15:21:59 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CvnxCn.Cy2@freenet.carleton.ca>
Source record: 98550

In a previous article, ah818@freenet.buffalo.edu (Phillip M. Fries) says:

>Almost all the utilities that I've found to write Atari disks on the
>PC require that yout Atari drive be double density. The 1050 drive is
>NOT double density, but rather some unique species called enhanced
>density or whatever.

Look further, though. The Atari XF551 writes at 360K. And if you have heard of ICD(bought out by Fine Tooned Engineering), they have a US Doubler that will make disks double density. CIS, the company owned by Bob Puff...creator of BobTerm, SuperArc, UnArc, and DisComm...has come out with a modification for the XF551 that will allow you to read/write Atari ST and IBM 3.5" disks, and he has SEVERAL other disk drive and computer modifications available through his company.

--
It isn't you, it isn't me, • Chris Brown ba930
Search for things that you can't see, • aka Fisherman
Going blind, out of reach, • Phone:(613)225-2896
Somewhere in the vasoline -Stone Temple Pilots • Nepean, Ontario

5086. Re: Power Supplies redux?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 15:22:59 UTC
From: krishna@max.tiac.net
Message-ID: <34fd4j$e9t@sundog.tiac.net>
Source record: 98552

Lonnie McClure (lmcclure@delphi.com) wrote:
: In a message dated 9-2-94, Russ Gilbert said:
:
: "The Indus is a 33 watt, output 1.95 amp 11.5v DC!
: I have no idea how you can come up with a replacement
: supply."

The Atari 5200 uses the same supply.

5087. Re: Problem with P:R: Connection and printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 17:05:09 UTC
From: stronae@rice.edu
Message-ID: <34fj45$g68@larry.rice.edu>
Source record: 98557

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: I just recently got a P:R: Connection, and I have it hooked into my Epson
: RX-80F/T. For some odd reason it will print on only one line. I tried it
: with Print Shop, and the printer was receiving line feeds just fine. But
: when I print regular text, it won't get line feeds and will only print on
: one line. What am I doing wrong?

Check your DIP switches and change the one dealing with LFs and CRs.

.

--

\ (713) 630-8982 Beating the odds again: \
\ stronae@owlnet.rice.edu ATARI! 800/1200XL/LYNX/Falcon \
\ maestro@cybernet.cse.fau.edu Locked, loaded, and ready to go. \

5088. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 17:15:56 UTC
From: krishna@max.tiac.net
Message-ID: <34fjoc$gm1@sundog.tiac.net>
Source record: 98558

Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
: jharris@cup.portal.com (John D Harris) writes:

: I was thinking that the VCS used a CPU called the 6507. I know that it
: did not have a 6502 (at least the ones I took apart didn't). Wasn't
: it also a 4-bit CPU with like a 1K address space?

The 6507 is to the 6502 what the EC chips are to the standard chips in
the 68K series. In other words, less addressability. I believe it comes
out to 13 bit addressability (8K) but the cart space can only accomodate
4K linearly so for all intents and purposes it is 4K.

: Anyone know who designed it? I've forgotten. Was it Rod Holt?

Same guy as the Atari 8-bit, Jay Miner. How could you not see the
similarities? The PMGs and the 128 color palette and the screen saver
color cycling are the easiest to notice.

5089. Re: Problem with P:R: Connection and printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 21:20:28 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CvoDy4.8s0@freenet.carleton.ca>
Source record: 98560

In a previous article, stronae@rice.edu (Kenneth Ryan Matheis) says:

>Check your DIP switches and change the one dealing with LFs and CRs.

Yup...I did that. It works just fine now. Happy happy joy joy.

--
It isn't you, it isn't me, • Chris Brown ba930
Search for things that you can't see, • aka Fisherman
Going blind, out of reach, • Phone:(613)225-2896
Somewhere in the vasoline -Stone Temple Pilots • Nepean, Ontario

5090. Re: Problem with P:R: Connection and printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 21:49:11 UTC
From: stronae@rice.edu
Message-ID: <34g3on$m30@larry.rice.edu>
Source record: 98555

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: Yup...I did that. It works just fine now. Happy happy joy joy.

Glad to hear it! Just make sure now that Print Shop isn't screwing up.
This is what happened with my Star NX-10; I had to keep switching that DIP
everytime I used Print Shop.

--

\ (713) 630-8982 Beating the odds again: \
\ stronae@owlnet.rice.edu ATARI! 800/1200XL/LYNX/Falcon \
\ maestro@cybernet.cse.fau.edu Locked, loaded, and ready to go. \

5091. Re: Emulator/hardware to play 2600 on PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 21:54:25 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <34g42h$22f@nic-nac.CSU.net>
Source record: 98561

Hi.. many of us aren't as familiar with 2600's as we are with 400/800/XL/XE's (which is what this newsgroup is technically about.. even though I guess a 2600 can count as an 8bit Atari) so I suggest you pose this question to either the folks at comp.emulators.misc or one of the .video.games / .video.games.classics newsgroups. They'd (probably) be more help than most of us..

PS- I don't THINK there is one, esp. since I've seen posts asking if one was made and no replies saying "yes", but just "tell me if you find one!" :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!

5092. Re: Halle 94 #2

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 21:56:21 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <34g465$269@nic-nac.CSU.net>
Source record: 98562

I've gotten 94_b to undcm, but when it boots it just dies.. I'll take it from your post that a replacement hasn't been uploaded yet :)

Anyone out there with a WORKING copy of 94_b wanna upload it?

Also, anyone wanna try to hack Sweet Illusions B for me so I can USE it!
(all I get is "boot side A!" but when I DO boot side A, it dies during one of the demos so I'll never get to the "flip disk" or whatever)

harumph!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Tiffany, Debbie Gibson, Wilson Phillips, The Bangles . . .
just one chick from L7 could kick all their asses combined.
-- Beavis & Butthead

5093. Re: UltraSpeed Format

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 21:59:21 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <34g4bp$283@nic-nac.CSU.net>
Source record: 98554

GIVE ME THAT PATCH!! ARRGH! :)

SIO2PC totally ROCKs with SpartaDOS and the Ultra-Speed mode.. also, I think
most of the Top Magazin's also say "hey, this can go FAST... let's do it"
and it seems to go, what, twice as fast?

That I would LIKE :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

5094. Re: Problem with P:R: Connection and printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 22:13:28 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep05.181155.14306@wariat.UUCP>
Source record: 98556

(Talk about setting Epson printer dip switch for cr/lf.)
Somebody said their p:r: connection worked ok, but Print Shop did not
work ok with the same dip switch setting. The problem is, you didn't
configure Print Shop for the correct printer and run the test.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5095. Atari 8bit IRC channel made (with (almost) 24hr bot keeping it alive)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 22:35:18 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940905153536.240232c4@sonoma.edu>
Source record: 98586

Here's the email I got from the creator of the channel and the bot.

For those who don't know, IRC is a chat area for Internet.. it contains
'channels' in which people gather and talk to each other realtime.

later!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

Date: Mon, 5 Sep 1994 11:38:46 +0200 (MET DST)
From: Tomasz Tatar <tatar@student.uci.agh.edu.pl>
Subject: RE: About IRC and other...

Hi, there!

I've done my BOT, but I think it isn't perfect. It should be on channel
#Atari8, but it isn't sometimes. It's problem with IRC server, my ircII
background process... Nevermind. Channel is created! Lets we start talking!
Tell your friends about this channel (maybe post on USENET?).

Oops! I am Morgan on IRC and my bot is XE_BOT !!!

What about .sig ???

See you...

Tomasz M. Tatar
tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/index.html

5096. RICK REASER! WHERE ARE YOU!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-05 22:38:06 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940905153822.240232c4@sonoma.edu>
Source record: 98563

I've lost Rick Reasers non-genie address and every time I try to email him at
his genie account (r.reaserjr1 @ genie.gs.com) i get this junk in reply:

Date: Mon, 05 Sep 1994 18:31:21 -0400 (EDT)
From: PMDF Mail Server <postmaster@tink.com>
Subject: Undeliverable mail: SMTP delivery failure

--Boundary (ID jzgMUqTHppV4l3wVZ7OpJQ)
Content-type: TEXT/PLAIN; CHARSET=US-ASCII

The message could not be delivered to:

r.reaserjr1@genie.gs.com: Remote system's reason for rejecting: unknown host or domain:
r.reaserjr1@genie.gs.com

--Boundary (ID jzgMUqTHppV4l3wVZ7OpJQ)
MIME-version: 1.0
Content-type: MESSAGE/RFC822

Received: from VAX.SONOMA.EDU by tink.com (PMDF V4.3-8 #5880)
id <01HGRH6AWUKW8WWFGT@tink.com>; Mon, 05 Sep 1994 18:31:15 -0400 (EDT)
Date: Mon, 05 Sep 1994 15:29:10 -0700 (PDT)
From: KENDRICK@sonoma.edu
Subject: test message
To: r.reaserjr1@genie.gs.com
Message-id: <940905152910.240232c4@sonoma.edu>
Content-type: TEXT/PLAIN; CHARSET=US-ASCII
Content-transfer-encoding: 7BIT

tell me if this gets to you.. i've had lots a trouble getting mail to you.. the
first two times were my fault (1) forgot part of address :) 2) typo) and the
third time is just some weird mail problem !?

thanx
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

----------end-quote(tm)----------

5097. Re: Problem with P:R: Connection and printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 00:24:53 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CvoMHI.I9n@freenet.carleton.ca>
Source record: 98588

In a previous article, stronae@rice.edu (Kenneth Ryan Matheis) says:

>Glad to hear it! Just make sure now that Print Shop isn't screwing up.
>This is what happened with my Star NX-10; I had to keep switching that DIP
>everytime I used Print Shop.

Did you think of re-configuring Print Shop? Just set it so that it says
"BROKEN DIAMOND" when it asks what was printed out on the printer test. I
did that and it works fine now. It tells Print Shop not to send line feeds
to the printer.

--
It isn't you, it isn't me, • Chris Brown ba930
Search for things that you can't see, • aka Fisherman
Going blind, out of reach, • Phone:(613)225-2896
Somewhere in the vasoline -Stone Temple Pilots • Nepean, Ontario

5098. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 02:48:39 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <121775@cup.portal.com>
Source record: 98559

Talk about getting the cart before the horse. The REAL point here is
that RISC is 60's technology all over again. Gimme the VAX (very CISC)
instruction set ANY day!

Chris

5099. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 03:00:18 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <121776@cup.portal.com>
Source record: 98595

Speaking of term programs... I finally got my first look at ANSIterm and FlickerTerm this weekend. Both are ... interesting. However, my poor ol' buddy who brought them over to my house had a hell of a time demonstrating them to me, because we couldn't get my fairly new ZOOM FAXmodem to perform commands issued at 9600 from the Atari. The same modem works fine with the Atari at 2400, and with my Amiga at 9600, and the Atari at 9600 communicates with the Amiga at 9600 if I use a null-modem cable. So-- all three pieces, in and of themselves, work fine, and two of the three possible pairwise interconnections work fine -- but the third, Atari-to-modem, doesn't -- at 9600. EVERYBODY's happy at 2400. Any thoughts on this from you gurus? Oh, BTW, I'm using an 800XL with an 850 Interface.

Chris

5100. Re: Power Supplies redux?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 03:03:30 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <121777@cup.portal.com>
Source record: 98566

Thanks to all who replied about my Indus GT power supply question. I think maybe I'll hit up Best Electronics for one.

Chris

5101. Any problems with AC refund checks?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 03:05:36 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <121778@cup.portal.com>
Source record: 98567

A fellow on Bob Puff's bulletin board says his Atari Classics subscription refund check bounced, adding insult to injury as it were... I only just that same week got around to depositing MY AC refund check and am wondering whether mine is going to bounce too. Anybody else had problems? Anybody else wait this long to deposit their check?

Chris

5102. Re: RICK REASER! WHERE ARE YOU!?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 03:21:33 UTC
From: romer@access1.digex.net
Message-ID: <34gn7t$n99@news1.digex.net>
Source record: 98604

: I've lost Rick Reasers non-genie address and every time I try to email him at
: his genie account (r.reaserjr1 @ genie.gs.com) i get this junk in reply:

[minutiae deleted]

: r.reaserjr1@genie.gs.com: Remote system's reason for rejecting: unknown host or domain:
r.reaserjr1@genie.gs.com

[message deleted]

I think the problem is the host name. GEnie accounts are reached at:
user.name@genie.geis.com

5103. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 04:45:21 UTC
From: krishna@max.tiac.net
Message-ID: <34gs51$263@sundog.tiac.net>
Source record: 98570

Chris_F_Chiesa@cup.portal.com wrote:
: Talk about getting the cart before the horse. The REAL point here is
: that RISC is 60's technology all over again. Gimme the VAX (very CISC)
: instruction set ANY day!

RISC evolved due to the advancements in RAM technology which has allowed for faster memory. Also, since RISC tends to result in larger code, I don't think this was the philosophy in the early days when RAM was very expensive. Pre-chip days everything was transistor boards and ferrite cores and all that messy stuff.

5104. Quick MIO Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 05:01:02 UTC
From: ripi@aol.com
Message-ID: <34gt2e$8u8@search01.news.aol.com>
Source record: 98594

I am using a 256K MIO and I'm trying to use a Seagate ST138N 30MB hard drive. Unfortunately, after the drive formats (HDFMTPH9) I cannot HDFMTDIR both
partitions (1-53550,53550-107100). The second partition says "Drive Not Configurable." If I use the first partition after HDFMTDIR, the drive reports errors
after a few copies. Is this drive just shot, or am I doing something wrong?

5105. 130XE System FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 05:05:34 UTC
From: exxess@hopi.dtcc.edu
Message-ID: <34gtau$hp2@hopi.dtcc.edu>
Source record: 98593

FOR SALE:

(1) Atari 130XE Computer
(2) 1050 Disk Drive
(3) 1050 Disk Drive
(4) XM301 Modem
(5) Okimate 10 Printer
(6) 2 Joysticks; 2 Paddle Controllers

All documentation, serial I/O cables, and power supplies included
Monitor NOT included - RGB cable included, TV switchbox NOT included

Programs:

Cartridge:

(1) Atari Assembler Editor
(2) Atari AtariWriter Word Processor
(3) Atari Typo Attack
(4) Atari The Learning Phone (Plato)
(5) Atari Eastern Front (1941)
(6) Atari Ms. Pac-Man
(7) Atari Robotron 2084
(8) Atari Pole Position

Disk:

Commercial:

(1) Synapse SynCalc
(2) Electronic Arts Financial Cookbook
(3) Atari AtariWriter Plus
(4) Electronic Arts Music Construction Set
(5) Hayden Software Sargon III Chess
(6) subLOGIC Flight Simulator II
(7) Epyx LucasFilm Games Rescue on Fractalus!
(8) Epyx LucasFilm Games Ballblazer
(9) Electronic Arts Realm of Impossibility
(10) Activision Ghostbusters
(11) Synapse Blue Max
(12) Antic BackTalk
(13) Atari XE Term
(14) Antic Printer Driver Construction Set
(15) Atari Family Finances

Documentation included for all the above.

Public Domain:

Includes telecommunications, compression & programming utilities,
graphics, games, and various versions of DOS.

All merchandise in very good condition.

Make an offer at exxess@hopi.dtcc.edu (you pay shipping)

Thanx for reading. *:-)

5106. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 12:15:40 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep06.081029.23661@wariat.UUCP>
Source record: 98602

(Chris Chiesa talks about using BobTerm a 96 or 14.4 fax modem and an 850.)
I think you've reached the limit of what the 8-bit can do. A while back I posted a msg. about how fast the 8-bit can go. The 850/p:r: can only go reliably at about 4800. With a MIO or BB, you can set your modem for 14.4k but only go about 10k baud. The screen is only about 5k baud, if I remember correctly, faster with Doug Woukon's screen accelerator. BobTerm is the fastest term program I've used, you can set the dce rate at 19.2k baud. I haven't tried Ice-T or Flickerterm. The thing is, I don't think you are going to go faster than about 4800 baud with a p:r: or 850. Also, you are probably using data compression which effectively quadruples text transmission rates. Basically the speed is choking the 8-bit.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5107. Re: Any problems with AC refund checks?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 12:16:57 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep06.081608.23661@wariat.UUCP>
Source record: 98599

```
(Talk about a bounced AC refund check.)
I know this is going to irritate B.P. I got mine and deposited it and
it did not bounce. But I didn't let it sit around.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
*********************************************************************
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
*********************************************************************
```

5108. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 14:52:14 UTC
From: robin@mks.com
Message-ID: <1994Sep6.145214.7963@mks.com>
Source record: 98574

In article <ZywwOzM.lmcclure@delphi.com>,
Lonnie McClure <lmcclure@delphi.com> wrote:
>
>In a message dated 8-30-94, BRYEDEWAARD@DELPHI.COM said:
>
> "The 6502 only uses a byte for opcode. The individual bits
> all mean something and the combinations of them make up
> the logical instructions. This means the instructions are
> not "interpreted" but rather trigger direct microcode sequences."
>
>Unless I am very seriously mistaken, microcode is not involved in the
>6502 at all. Rather, like many of its early 8-bit brethren (such as
>the 6809), its instructions are "hardwired", which also partially
>explains their high cycle speed and relatively small instruction sets.

I've read 6502 documentation that mentions that it uses a "hybrid design"
which indicates to me that it uses a mix of both hardwiring and microcode.

- Robin

5109. Re: Problem with P:R: Connection and printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 14:54:49 UTC
From: stronae@rice.edu
Message-ID: <34hvrp$9eb@larry.rice.edu>
Source record: 98597

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: >everytime I used Print Shop.

: Did you think of re-configuring Print Shop? Just set it so that it says
: "BROKEN DIAMOND" when it asks what was printed out on the printer test. I
: did that and it works fine now. It tells Print Shop not to send line feeds
: to the printer.

That was the funny part. I tried reconfiguring it, and no dice. I was stuck
with what I had avail. Fortunately it was no biggie to keep switching the
DIP...

Thanks!

--

\ (713) 630-8982 Beating the odds again: \
\ stronae@owlnet.rice.edu ATARI! 800/1200XL/LYNX/Falcon \
\ maestro@cybernet.cse.fau.edu Locked, loaded, and ready to go. \

5110. complete Atari/ATR 8000 system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 15:14:57 UTC
From: ccastn1@phantom.oit.gatech.edu
Message-ID: <34i11h$ekl@phantom.oit.gatech.edu>
Source record: 98571
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

(This is a re-post, with some items added.)

I have the following complete ATR 8000 system for sale, all for $250 plus shipping. (I will not sell individual parts, because I have no need for a partial system.) Reply by e-mail to ccastn1@oit.gatech.edu.

- Atari 8-bit (choice of 800, 800XL, or 130XE)
- Atari 1050 with US Doubler
- Atari XEP-80
- Atari 830 interface
- Atari 1010 tape drive
- ATR8000 w/64K
- 5.25" and 3.5" high-density drives, in case with power supply
- all cables, power supplies, a joystick, most manuals, lots of software

(I will sell the other two 8-bits for $40 each or $70 for both, plus shipping.)

5111. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 15:41:26 UTC
From: buesc911@crow.csrv.uidaho.edu
Message-ID: <34i2j6$qsj@owl.csrv.uidaho.edu>
Source record: 98596

John D Harris (jharris@cup.portal.com) wrote:

: There have been some comments about RISC, pipelining, and micro-code that
: address the 6502 speed in executing instructions, but so far, no one has
: explained why the memory fetch only takes one cycle. Advanced 68000 CPUs
: have pipelining and streamlined architecture than can execute instructions
: in just one cycle. But they still slow down to that same 4 cycle wait when
: doing a memory fetch. Atari's nifty RISC CPU in the Jaguar has a similarly
: long time to access RAM. So what causes the holdup, and why can a chip as
: old as the 6502 do it in one cycle?

A couple of interesting things to note: I have been working a lot with the
TI DSP chips (they sell a neat "starter kit" with a CPU w/on chip RAM and
a 14 bit A/D and D/A converter with an assembler and debugger that runs on
a PC clone for $99- the whole thing is about the size of a small index card
and connects up via RS232) and they fetch from memory in one cycle- I
think. Maybe it's two. I do know from having played with a fancy logic
analyzer that when you do consecutive reads and writes to external memory,
it doesn't even bother "deselecting" external memory. So the line just
goes high and stays high until the write is done. Pretty slick. (This was
from running a memory test program on some external memory). Also, I have
heard that the Rockwell DSP chips are extremely similar to the 6502...
which makes sense. A 6502 with a one-cycle multiply-add and loop (which is
what DSP chips are basically designed to do- this is for digital filters
and FFTs but also does vector dot products and matrix multiplication FAST)
running at 20 Mhz would be a pretty decent DSP. Well, it would have to
have sixteen bit registers too, but you get the idea.

Brent

5112. Re: Sparta X and Integrat

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 17:35:06 UTC
From: pab@cnx.sccsi.com
Message-ID: <31f_9409070855@cnx.com>
Source record: 98629

blah blah blah UN-Atari 8 blah blah blah blah RUSS GILBERT blah blah
blah blah blah blah blah Re: Sparta X and Integrat blah....

RG>I'm not a guru, maybe John Harris will answer you. The OSNXL os is a
RG>modified 800 os and uses C000 memory. So does Sparta X use C000. I
RG>think there's a way to tell Sparta X to NOT use RAM under the OS. Then
RG>it should work. Check your book.

SpartaDOS X uses $CFFF for banking, as Axlon memory boards did, in an
Atari 800.

There is no way to use SDX in a stock 800.

---
* QMPro 1.52 * Here I sit, in a tizzy; all my favorite boards are busy

___ Olms 1.60 [Evaluation]
+---+
|Pab Sungenis, Vineland NJ WBNJ has no opinions, not even mine|
+---+
| "This is the legend of Hothead Paisan...." |
| No time for guilt, and packin' a gun." |
+---+
October 8th: IT'S TIME! Ask me for details!

5113. Re: Any problems with AC refund checks?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 19:08:03 UTC
From: aj445@cleveland.Freenet.Edu
Message-ID: <34iemj$ctm@usenet.INS.CWRU.Edu>
Source record: 98572

In a previous article, Russ.Gilbert@apk.wariat.org (Russ Gilbert) says:

>(Talk about a bounced AC refund check.)

Just got call from my bank on Friday, 9/2 .... The check from
the publisher bounced ... boy was I ticked!

Bill

(who may never buy anything Atari Related again!)

5114. send

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 20:37:59 UTC
From: james_king@email.state.ut.us
Message-ID: <f9.1195.28.0C4685D8@email.state.ut.us>
Source record: 98577

```
send 8bit/0index
path james_king@email.state.ut.us
end
```

5115. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 21:15:14 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cvq8DF.2M7@freenet.carleton.ca>
Source record: 98589

In a previous article, Chris_F_Chiesa@cup.portal.com () says:

>Speaking of term programs... I finally got my first look at ANSIterm
>and FlickerTerm this weekend. Both are ... interesting. However, my
>poor ol' buddy who brought them over to my house had a hell of a time
>demonstrating them to me, because we couldn't get my fairly new ZOOM
>FAXmodem to perform commands issued at 9600 from the Atari. The same
>modem works fine with the Atari at 2400, and with my Amiga at 9600,
>and the Atari at 9600 communicates with the Amiga at 9600 if I use a
>null-modem cable. So-- all three pieces, in and of themselves, work
>fine, and two of the three possible pairwise interconnections work
>fine -- but the third, Atari-to-modem, doesn't -- at 9600. EVERYBODY's
>happy at 2400. Any thoughts on this from you gurus? Oh, BTW, I'm
>using an 800XL with an 850 Interface.

I'm using a P:R: Connection with AnsiTerm and FlickerTerm and they won't work with any modem higher than 1200baud for some reason. Also, I don't really like the way that FlickerTerm works...you practically have to be an expert programmer to use it, since most of the commands require shift+control codes that usually end up doing something to whatever you're doing on-line. Not good...

--
It isn't you, it isn't me, • Chris Brown ba930
Search for things that you can't see, • aka Fisherman
Going blind, out of reach, • Phone:(613)225-2896
Somewhere in the vasoline -Stone Temple Pilots • Nepean, Ontario

5116. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-06 22:54:55 UTC
From: krishna@max.tiac.net
Message-ID: <34is00$see@sundog.tiac.net>
Source record: 98601

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: (Chris Chiesa talks about using BobTerm a 96 or 14.4 fax modem and an
: 850.)
: I think you've reached the limit of what the 8-bit can do. A while
: back I posted a msg. about how fast the 8-bit can go. The 850/p:r: can
: only go reliably at about 4800. With a MIO or BB, you can set your
: modem for 14.4k but only go about 10k baud. The screen is only about
: 5k baud, if I remember correctly, faster with Doug Woukon's screen
: accelerator. BobTerm is the fastest term program I've used, you can
: set the dce rate at 19.2k baud. I haven't tried Ice-T or Flickerterm.
: The thing is, I don't think you are going to go faster than about 4800
: baud with a p:r: or 850. Also, you are probably using data
: compression which effectively quadruples text transmission rates.
: Basically the speed is choking the 8-bit.

I don't think the screen speed is the problem. Tom Hunt recently said he wrote a custom screen handler that will go way way fast, like 50K baud or something.

Even considering the FlickerTerm or Bobterm overhead, I think you have more than enough scrolling speed to support 19.2K fully or even beyond. With bold enabled FlickerTerm drops down to 1024CPS but that's about the only logjam. The throughput is going to be as good as your interface in the end. Bob Puff would not have considered faster speed settings for Bobterm for his R:P: interface if he didn't think it would handle it.

The fact is that the P:R: and 850 BARELY do 9600 on a GOOD day. Not all can do it. But that's not the 8-bit's fault. If you guys want a better cheap interface, call up Puff. For some reason he sees "lack of interest" in the R:P: interface !!!

5117. My ATARI was arrived yesterday!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 00:51:13 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9409070046.AA01255@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 98598

Hi, all!!

My Atari130xe was arrived yesterday!! I was waiting about one
month!!
But unfortunately, he didn7t bundle manuals and disks. So I don't
know its usage.

HELP!! CAN I MAKE BOOTABLE FLOPPY DISKS?? I HAVE NO OS NOW.
If I can't, can someone send bootable OS disks to me??

When I power on Atari, there is many message "BOOT ERROR". If disk
drive is powered off, there is no message and I can play in BASIC.

Please HELP. Thanks!!

Atari130xe is very small. I didn't think Atari is a such a small
machine. :)

--
Tetsuo Oda (OdaMan de PON the AMIGA / ATARI 8bit / MSX)

5118. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 00:58:51 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <34j38b$lb7@charm.magnus.acs.ohio-state.edu>
Source record: 98575

In article <121684@cup.portal.com>,
Charles K Hughes <Ordania-DM@cup.portal.com> wrote:
>Glub...glub...glub...
>6502 - fetches 1 byte per cycle, max fetch of 3 bytes to perform an
> instruction from start to finish. (er...bad editor - it takes at MOST
> 3 bytes to get the entire instruction into the CPU.)
>68000/80x86 - reads in 4 bytes for all instructions (I think it is 4)
>
>Ok...don't know about the 68000/80x86, but the 6502 starts executing each
>instruction as soon as it has the OPCODE-instruction fetched.
>The OPCODE-instruction determines whether more bytes are fetched.
>The net effect is that the 6502 can do full instructions in 1 cycle, whereas
>the other chips do it in a minimum of 4 cycles (1 cycle per byte fetched).
>For 'speed' comparisons I've always used 4 (80x86) = 2 (68xxx) = 1 (6502)
>instructions.

But the 6502 has to take time to determine how many bytes to read
before doing anything; if you always know your instructions are 4
bytes long, you save time by not checking for the instruction length
each time. (On an 8-bit machine, 2 bytes would probably be used.)
I don't think there are many new chips being designed to use
variable-length instructions.

>NOTE: Whenever the 6502 instruction takes more than 1 cycle per byte fetched
>it is because it is writing bytes to memory. Any good book on the 6502
>will list the cycles required for each instruction along with notes indicatin
>that 'branches take 1 extra cycle when the branch is taken', etc.

I was about to say that I thought even a NOP took 2 cycles, but I
might be thinking of the 6809, and I can't find anything in my Atari
books about instruction cycles.....
(Does anyone have a listing of them?)
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5119. Wanted: Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 00:59:53 UTC
From: tdrake1@umbc.edu
Message-ID: <34j3a9$g9s@news.umbc.edu>
Source record: 98603

Looking for anyone willing to sell their February 1993 issue of Atari Classics. Willing to pay up to $8.00 including shipping.

Thanks.

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

5120. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 01:07:12 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_778899943@rtfm.mit.edu>
Source record: 98573
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 2-Sep-94

Additions/suggestions/comments/corrections having to do with this
Vendor/Developer List are requested. Please send to:

Michael D. Current
mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of the Atari 8-Bit Computers
Vendors and Developers List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

================================================================

"All" commercial vendors and developers should be listed here. "Major"
shareware developers are also listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List, available separately.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com
```

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Developer: various hardware and software

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@escmail.orl.mmc.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577

tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet, Menu Print Elite, Loopz, Helter Skelter,
Bomb Blaster, Pro Paint

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Retail Store Hours:
Thurs & Fri 10am-6pm; Sat 10am-5pm
Mail Order Hours:
Tue-Fri 10am-6pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood Street
Simi Valley, CA 93065-5646
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513

FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer 2.55, PC Xformer 2.0

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616

Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

D.G.S.
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701

tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit, Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection, R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21, SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, Small Business Management, Small Business Management for the 130, Express! Professional, MARS 8

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack, Arena, Bubble Zone

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System, Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572

Vendor: ????

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: PD/freeware/shareware

Lex-Tronics
see: DataQue Products

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
POLAND
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235

-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman

-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@escmail.orl.mmc.com
CIS: 74030,2020

GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.2

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454

Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

Developer: UltiFont, The New Atari XL/XE Map Book by Andrew C. Thompson

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

5121. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 01:35:07 UTC
From: krishna@max.tiac.net
Message-ID: <34j5cb$s9@sundog.tiac.net>
Source record: 98581

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: I'm using a P:R: Connection with AnsiTerm and FlickerTerm and they won't
: work with any modem higher than 1200baud for some reason. Also, I don't
: really like the way that FlickerTerm works...you practically have to be an
: expert programmer to use it, since most of the commands require
: shift+control codes that usually end up doing something to whatever you're
: doing on-line. Not good...

FlickerTerm copies most of the hotkeys from Bobterm and Kermit. Those familiar with both would feel right at home with FlickerTerm. If you don't lke shift+control hotkeys you must not like Bobterm therefore you are definitely in the minority!

I usually change term settings in the term menu (option T) so I can see the flags (like bold/blink on off). The option H help menu gives you online help, what could be easier? It's unavoidable to have funky hotkeys with a keyboard with so few keys.

FlickerTerm's support of VT100 is EXTENSIVE. The numeric keypad, arrow keys, even the freaking VT100 LEDs. Bold and blink, backquote, tilde, etc... CR vs. CR/LF settings IN/out, true vs. simulated tab, null and bell generation (which is really never used), brackets, control ^, \, _ support (some editors take those), and on and on. We kept on suggesting things to Clay to add to the VT100 support to get to this point. It's really fully featured.

The only 2 things it needs is a hardware flow control toggle for Black Box users and a reoganization of IBMASCII translation towards more of what PabQwk supports (the common vs. the uncommonly used ones).

I don't know why Flick won't go over 1200 baud for you as long as you have a fast enough modem and your dialup is 2400 or above. I dial in and connect at 19.2 with my Hayes Accura 144 and Black Box interface no problem.

5122. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 01:47:35 UTC
From: stucjone@eku.acs.eku.edu
Message-ID: <1994Sep6.204735.3459@eku.acs.eku.edu>
Source record: 98600

```
The Following Items Are For Sale:

Magnavox Mono-Chrome Monitor
RCA Outouts.............................$30 + Shipping

All prices are flexible....Make offers....

Kildon
```

5123. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 02:41:50 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep06.223746.6447@wariat.UUCP>
Source record: 98591

(Rob Funk asks if anybody has a list of 6502 instruction cycles.)
Don't you just love these engineering stuff? I really like it. It's
over my head like the book I have and may try to actually read one day
which also contains a table of 6502 instruction cycles.
'6502 Assembly Language Programming' by Lance Leventhal Osbourne, 1979.
ISBN 0-931988-27-6.
I do use the book for the instruction set explanations when I'm a bit
confused about what an instruction does.
The NOP takes 2 clock cycles.
Now, if I had a scanner, maybe I could enter the table and post it some
place.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5124. HELP for beginner of ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 03:05:34 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9409070300.AA03017@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 98580

Hi, all.

Are there some free document of ATARI-BASIC??
I want command reference guide like document. It is very hard to
get books from USA/Euro. for Japanese, so I want free ducument.

If someone has nice one, please mail it to me.

Thanks!!
--
__ | Tetsuo Oda (OdaMan the AMIGA) ||| Amiga1200(EC020)
__ /// | PFU Software Laboratory Limited, Japan ||| Amiga500(68000)
\\\/// | odaman@pfu.fujitsu.co.jp / | \ Atari130xe(6502)
\XX/ | C:\WINDOWS> DEL *.* HeeeHooo!! :-) ATARI MSXturboR(R800)
AMIGA Mr. Jay Miner who made AMIGA passed away, but AMIGA is still ALIVE!!
My ATARi130xe has DEAD GUMMY keyboard... :-(

5125. Re: HELP for beginner of ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 06:20:09 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <34jm2p$c9c@nic-nac.CSU.net>
Source record: 98631

OtA, check out my Atari Newbie / Stupid Questions / Emulator Help FAQ for information on some of the simpler stuff on BASIC. From there, >I< don't know of any good free electronic-media BASIC tutorials, but I'm sure just being patient and asking questions on the net could help at least a little.
:)
I'll e-mail the FAQ as well as post it here and on comp.emulators.misc!

Have fun!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Keeper of the Atari 8-bit Newbie/Emulator FAQ file!
:)

5126. Atari 8-bit Newbie / Stupid Questions / Emulator Help FAQ REVISION 0.4!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 14:58:59 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940907075737.24025f3f@sonoma.edu>
Source record: 98576
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
NEW! NEW! NEW! NEW! No more repeats of version 0.3! YES! I ADDED SOMETHING!

__
The Unofficial Atari 8bit ||||
Newbie / Stupid Question / Emulator Help _||||_
FAQ `\\ //'
`\/'
By Bill Kendrick
Revision 0.4 !! PLEASE !!
September 7, 1994 ASK MORE QUESTIONS

Differences from Rev.0.3: Added info on DCM2DSK.
PLEASE also refer to: MyDOS 4.5 documents, SIO2PC documents,
XF2 documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto::mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto::mcurrent@carleton.edu

Objective of this file:
Much discussion has gone on in the comp.sys.atari.8bit Usenet
newsgroup about the newly released (mid 1994) Atari 8bit emulator for
IBM / MSDOS based computers, the PC X-Former 2.0 (XF2 for short). Many
people in the 8-bit community have gotten, well, fed up with the XF2-based
questions which do not pertain to them, or to the really dumb questions
which are in fact understandable to new or rusty Atari 8-bit users, but
have just gotten on the nerves of some of the comp.sys.atari.8bit
readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2
questions.
This FAQ will present answers to simple questions like "how do I turn
```

off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL)
and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari
8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a
suplement for the many official and unofficial files floating around the
net (like the official FAQ, the Vendor/Developer List, the Who's Who list,
etc.).

---=== XF2 Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may
require the XL/XE Operating System (which XF2 does not emulate).
A.2.2) Be sure you turned BASIC off before trying to load it if it cannot
run with BASIC on.
A.2.3) It may just refuse to run on the XF2 emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note:
on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported
on the XF2.
A.4.2) (See Question 2).

Q.5) How do I exit XF2 and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS
parameter after the "XF2" command. (DOS25.XFD and MYDOS45.ATR are
both DOS boot-disk-images and are both in the XF2.ZIP file).

Q.7) How do I use MSDOS files with XF2?
A.7.1) Add the files to the command line and use them as their respective
drives (be sure the first drive is a DOS-bootable disk image).
Example: XF2 MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS
4.50 disk image and D2: will be a write-protected disk which contains
only the file "filename.ext". Note: there are bugs in XF2 which
make accessing files from different directories a bit hard, just use
the MOVE (or COPY and DEL) commands in MSDOS to get the file to the
directory where you call XF2 from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities
directory at the UMICH archives) which allows you to access files
within a MyDOS/compatible .ATR disk image without using an SIO2PC

or the XF2. S2PC let's you read, write, delete, change directory,
and view the directory of a MyDOS/compatible .ATR disk image. It
can be used via command-line parameters from MSDOS, or as a menu.

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XF2 and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big
as the disk they represent (an 88k disk image will use 88k on the
IBM). .ATR files are used by SIO2PC (see below) as well as the XF2
(and the S2PC program mentioned above). .XFD files are used by
ST X-Former (the Atari 8-bit emulator for Atari ST's) and
PC X-Former (XF2).

Q.9) What's SIO2PC?
A.9.1) Refer to the XF2 and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use
of a simple (and relatively inexpensive) cable, makes the IBM act
as though it were an Atari disk drive. (Up to four drives, actually).
It uses disk image files (.ATR's) and can also let the Atari access
single IBM files (much like XF2 does) as a single file all alone in
its own disk. It also currently allows Print-Thru (all access to the
Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.50 (because these topics seem the most
relevant to the less-knowledged/experienced XF2 users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or
disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both
"del" and "rd" in MSDOS.)

[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XF2, it's much quicker to just copy one .XFD or .ATR to
another).
[K]
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for
example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)
disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a
disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more
than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,
etc.!
After the "D:" device name comes the filename. Of the most used
DOSes, only MyDOS supports lowercase letters in filenames, but
since most programs force uppercase entry for filenames, nobody
really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu
interface. When it asks for a source and destination, you can
use wildcards (* and ? like in most other DOSes) to copy more

than one file at a time. You can also present no destination
so that a file can be copied from one disk in drive 1 to another
disk in drive 1, for example, and the DOS will ask you to insert
each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the
normal directory of a disk, except the they happen to be WITHIN
that normal directory, or even another subdirectory. For example,
you can have your disk divided up into the "GAMES" files, the
"GRAPHICS" files and the "SOUNDS" files. A directory of the disk
(the "root" or "base" or "trunk" directory) will simply list the
three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then,
if you ask for a directory listing of the "GAMES" subdirectory,
you will see the files (and perhaps other subdirectories) within
the "GAMES" directory. Think of it as a tree. For people familiar
with Macintoshes, "Folders" are simply subdirectories. A window
which appears when you open a "Disk" Icon is the "root", and all
of the "Folders" within it have more windows in them which also
have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes
are not necessarily using drive 1, and MyDOS and SpartaDOS may
already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current'
or 'default' directory to a different place (a different drive or
a subdirectory). "D:" can stand for "D1:" (like AtariDOS always
does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR
DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a
bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory,
files, multiple devices (up to 9 on MyDOS and newer SpartaDOS,
8 on AtariDOS)
E: editior - readable, writeable. This is how input from the
keyboard and output to the screen is normally handled. If
you wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
K: keyboard - readable. This is just the keyboard. Input from
it is not 'echoed' back like with the "E:ditor".
P: printer - writeable. Send data to this and it will appear
on the printer. You can print files (documents, etc.) by
using "P:" as the destination. The Atari XL/XE OSes support

"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference
Manual). (As of today, 7/23/94, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines

(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XF2 users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with
SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum
COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum

COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XF2 doesn't support sound! But, anyways, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)
Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The
character exists, but must be set into screen RAM by hand. Oh well,
at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them.
When simply entering text, type [ESC] then the edit key and the
character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an
ESC beforehand, so first type [ESC],[ESC] to make an ESCape character
appear, then type [ESC] then the edit key and the character for that
edit key should appear. When the PRINT statement is executed, the
first ESCape (which you typed as two [ESC]'s) will make the editor
SHOW the following character (even if it is an edit character), then
the character which you entered (with [ESC] and then the edit key)
will make that character appear. This makes it difficult to align
a set of PRINT statements which make a multi-line picture or menu
which uses viewed edit keys. It is probably best to have all of the
lines in your program with the PRINT statements that can fit visible
on the screen, then edit them (without putting any of the ESCape
characters in, then when the picture looks like how you want it on
the screen, move the cursor to on top of each edit-key character and
press [Control]+[>] (Control-Insert). A blank space should appear
under the cursor and the rest of the line should move right. Now,
type [ESC],[ESC] and an ESCape edit-key character should appear
where the blank space was. When you are finished doing that for
each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE
PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1"
to turn on the no-edit mode (ALL characters except End Of Lines
will appear, even ClearScreens!) When you want to go back into
normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called
"Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE
series (and probably on the 5200 and 7800 but I cannot confirm this).
When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc)
minutes, the screen colors begin changing, thus protecting your TV
or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the
command "POKE 77,0" at least once every few minutes (IF the screen is
active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having
location "77" set to "0", or set location "77" to "128" with
"POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'
with auxillary mode 'c'. Channel 'a' must be
free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer

OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).
NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?
A.1.1) If you have double-density Atari disks, you can use the program "Util" on the IBM which can read double-density Atari disks. Please see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE to copy files, one file at a time, 20k chunks at a time, from the Atari to the IBM. You first must format a 180k disk on your IBM, the run MULE on your Atari to get a file onto the MULE disk, then run MULE on the IBM to get the file onto the IBM. Tedious, isn't it? MULE wasn't meant to be a fully-functional program, just a demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari, you can get an external IBM drive and the Black Box's add-on, the Floppy-Board and simply copy files from your Atari disks or hard drive(s) onto IBM disks via the floppy board, then load them up on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your IBM into a set of Atari disk drives. You need the SIO2PC cable (which you can purchase, assembled or unassembled, or buy parts and build it yourself) and the SIO2PC software (available at UMICH). Connect your IBM to your Atari, load SIO2PC, and then run the program FILE2PC on the Atari to transfer files to the IBM's hard drive. Or instead create a disk image within SIO2PC and copy files from one disk (a real Atari floppy) to another (the SIO2PC image) with the Atari or MyDOS "C"opy command. If you want to extract files out of the SIO2PC disk image file and store them on your IBM's hard drive or floppies as single files, either again use FILE2PC or use S2PC, an IBM program which can extract files from or add files to MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your Atari 8-bit, you can download files from the huge collection available at FTP sites and Atari 8-bit supporting bulletin boards and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari 8-bit and your IBM together via modems, you can do it via null-modem, OR you can upload files from your Atari to some bulletin board or account you have access to, and then connect the modem to your IBM and download the files.

Q.3) Is there any easier way to get Disk Communicator (Atari disk image) files to and from SIO2PC disk images other than using Disk Comm. on my Atari! I mean, both files are disk images! They're both on my PC's hard drive! <cry>
A.4) Yes! There's a (currently it seems buggy) new IBM program out called DCM2DSK. (Why "DSK" and not "ATR", I don't know.) The current version is '0' and it's available at UMich's archives and probably elsewhere. Filename: "DCM2DSK0.ZIP" in the SIO2PC directory.

---=== Where to FTP files mentioned in this FAQ: ===---
The PC X-Former can be downloaded from the "ftp.clark.net" FTP site:
Directory/file-path: systems/msdos/emulators/xf2.zip
The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* [all files are SIO2PC/utility files]
MULE: atari/8bit/Utilities/????
Util: atari/8bit/Utilities/????

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC X-FORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

Contacts:

I (Bill Kendrick) can be contacted at:
mailto::kendrick@vax.sonoma.edu
on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups, or
New Breed Software, 59 Palm Lane, Novato, CA 94945.

Darek Mihocka, the author of the PC X-Former can be contacted at:
mailto::darekm@microsoft.com
on the "comp.sys.atari.8bit" and other newsgroups, or
Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.

Michale Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto::mcurrent@carleton.edu

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Childlessness is Hereditary.
If your parents didn't have any children,
then you won't have any children either.

5127. WANTED!! ATARI 2600 Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 15:50:56 UTC
From: tfunk@ksu.ksu.edu
Message-ID: <34knh0$52v@matt.ksu.ksu.edu>
Source record: 98637

recently bought an atari 2600.

I know it is ancient but it is still fun.

I am looking for games especially Kaboom.

I am interested in any games.

Send me the names and prices.

I will get back to you soon.

Thanks.

tfunk@matt.ksu.ksu.edu

5128. Re: Atari 8-bit Newbie / Stupid Questions / Emulator Help FAQ REVISION 0.4!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 16:05:44 UTC
From: fms@highpower.cs.umd.edu
Message-ID: <34koco$hln@mimsy.cs.umd.edu>
Source record: 98578
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

clawsona@yvax.byu.edu wrote:
: I think that the most PRESSING question that should be placed in the FAQ is:
: Why would somebody WANT to emulate an 8-bit Atari on their multi-thousand
: dollar 486?

Most people buying IBM PCs will never understand it, don't even try.

Marat

5129. Re: Atari 8-bit Newbie / Stupid Questions / Emulator Help FAQ REVISION 0.4!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 16:07:53 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <34kogp$d1i@nic-nac.CSU.net>
Source record: 98579
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

Why emulate an Atari 8bit on your 486? I've got ONE answer most people will agree with (although I can't say this from experience)...

M.U.L.E.!

-bill

5130. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 16:26:50 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cvrpor.32A@freenet.carleton.ca>
Source record: 98649

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

>
>FlickerTerm copies most of the hotkeys from Bobterm and Kermit. Those
>familiar with both would feel right at home with FlickerTerm. If you
>don't lke shift+control hotkeys you must not like Bobterm therefore you
>are definitely in the minority!
>
>I usually change term settings in the term menu (option T) so I can see
>the flags (like bold/blink on off). The option H help menu gives you
>online help, what could be easier? It's unavoidable to have funky
>hotkeys with a keyboard with so few keys.
>
>FlickerTerm's support of VT100 is EXTENSIVE. The numeric keypad, arrow
>keys, even the freaking VT100 LEDs. Bold and blink, backquote, tilde,
>etc... CR vs. CR/LF settings IN/out, true vs. simulated tab, null and
>bell generation (which is really never used), brackets, control ^, \, _
>support (some editors take those), and on and on. We kept on suggesting
>things to Clay to add to the VT100 support to get to this point. It's
>really fully featured.

I have one question, how do you make the VT100 LEDs work? Also, Bobterm
uses regular CTRL+arrow key combinations, not SHIFT+CONTROL+arrow keys. I
still use AnsiTerm instead of Flick80.

--
It isn't you, it isn't me, • Chris Brown ba930
Search for things that you can't see, • aka Fisherman
Going blind, out of reach, • Nepean, Ontario
Somewhere in the vasoline -Stone Temple Pilots • "Stop the normalness!"

5131. Re: Atari 8-bit Newbie / Stupid Questions / Emulator Help FAQ REVISION 0.4!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 16:27:06 UTC
From: clawsona@yvax.byu.edu
Message-ID: <1994Sep7.092706.9102@yvax.byu.edu>
Source record: 98582
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

I think that the most PRESSING question that should be placed in the FAQ is:
Why would somebody WANT to emulate an 8-bit Atari on their multi-thousand
dollar 486?

:)

5132. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 17:22:02 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_778958471@rtfm.mit.edu>
Source record: 98590
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 2-Sep-94

Additions/suggestions/comments/corrections having to do with this
Vendor/Developer List are requested. Please send to:

Michael D. Current
mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of the Atari 8-Bit Computers
Vendors and Developers List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

================================================================

"All" commercial vendors and developers should be listed here. "Major"
shareware developers are also listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List, available separately.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com
```

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Developer: various hardware and software

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@escmail.orl.mmc.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577

tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet, Menu Print Elite, Loopz, Helter Skelter,
Bomb Blaster, Pro Paint

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Retail Store Hours:
Thurs & Fri 10am-6pm; Sat 10am-5pm
Mail Order Hours:
Tue-Fri 10am-6pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood Street
Simi Valley, CA 93065-5646
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513

FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer 2.55, PC Xformer 2.0

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616

Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

D.G.S.
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701

tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit, Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection, R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21, SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, Small Business Management, Small Business Management for the 130, Express! Professional, MARS 8

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack, Arena, Bubble Zone

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System, Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572

Vendor: ????

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: PD/freeware/shareware

Lex-Tronics
see: DataQue Products

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
POLAND
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235

-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman

-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@escmail.orl.mmc.com
CIS: 74030,2020

GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.2

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454

Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

Developer: UltiFont, The New Atari XL/XE Map Book by Andrew C. Thompson

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

5133. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 18:46:40 UTC
From: robin@mks.com
Message-ID: <1994Sep7.184640.13814@mks.com>
Source record: 98624

In article <34fjoc$gm1@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
>: jharris@cup.portal.com (John D Harris) writes:
>
>: I was thinking that the VCS used a CPU called the 6507. I know that it
>: did not have a 6502 (at least the ones I took apart didn't). Wasn't
>: it also a 4-bit CPU with like a 1K address space?
>
>The 6507 is to the 6502 what the EC chips are to the standard chips in
>the 68K series. In other words, less addressability. I believe it comes
>out to 13 bit addressability (8K) but the cart space can only accomodate
>4K linearly so for all intents and purposes it is 4K.

I think the 6507 also had 128 bytes of on-chip RAM as well as one or more
I/O ports. I could be wrong though, I'm going from memory.

- Robin

5134. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 18:50:54 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <34l22e$qft@charm.magnus.acs.ohio-state.edu>
Source record: 98619

In article <1994Sep06.223746.6447@wariat.uucp>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>(Rob Funk asks if anybody has a list of 6502 instruction cycles.)
>Don't you just love these engineering stuff? I really like it. It's
>over my head like the book I have and may try to actually read one day
>which also contains a table of 6502 instruction cycles.

I have to admit, I'm just barely staying afloat here. :-)

>'6502 Assembly Language Programming' by Lance Leventhal Osbourne, 1979.
>ISBN 0-931988-27-6.
>I do use the book for the instruction set explanations when I'm a bit
>confused about what an instruction does.
>The NOP takes 2 clock cycles.

...which is one more than the number of bytes fetched. (NOP is a
1-byte instruction.)

>Now, if I had a scanner, maybe I could enter the table and post it some
>place.

That reminds me... I still have a lot of typing to do. Too bad most
of the OSU computer labs, including the ones with scanners, are
closed for another couple of weeks.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5135. Re: Any problems with AC refund checks?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 21:26:12 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <34lb5k$cl5@usenet.INS.CWRU.Edu>
Source record: 98644

In a previous article, aj445@cleveland.Freenet.Edu (Bill Somrak) says:

>In a previous article, Russ.Gilbert@apk.wariat.org (Russ Gilbert) says:
>
>>(Talk about a bounced AC refund check.)
>
>Just got call from my bank on Friday, 9/2 .... The check from
>the publisher bounced ... boy was I ticked!
>
>Bill
>
>(who may never buy anything Atari Related again!)

If either of you are interested in finding out why your checks bounced, why don't you try contacting the people who wrote you the check? Unicorn simply changed their name to Pegasus Press, publishers of Connect magazine.

Pegasus Press
3487 Braeburn Circle
Ann Arbor, MI 48108-2619
BBS: 313-973-9137
FAX: 313-973-0411
CIS: 70007,4640
mailto:pegasus@cyberspace.org
GEnie: CONNECT.MAG
Delphi: CONNECTNM9
AOL: CONNECT

For the record, I cashed my AC refund check successfully months ago.

I also hope everyone realizes the new Atari Classics will not be published by Unicorn/Pegasus, and has absolutely no relation to them.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5136. .DSK Extension: A disk image file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 21:40:47 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <Cvs480.6r5@freenet.buffalo.edu>
Source record: 98617

I've been trying to find a forth language for the Atari 8bit, and down-
loaded the one on the UMich archive. When unarced I ended up with two
files with a .dsk extension. Just on the off chance that these might be
mislabled .dcm files I tried to convert them with dcmtodsk. They are not
.dcm files. Might these possibly be just staright dumps of the original
disks? Or maybe an image format that I haven't heard of?

I'd also be interested in any pointers to 8bit forths that anyone might
be willing to provide. Particularly where they might be obtained or
where one might find dovumentation.

Oh, yea. I'm working on an 800XL. I'm also not well versed in the 8bit
world. Haven't touched my Atari in the past 8 years, and never did any
system level work with it back then. I can generally follow the conver-
sations on this board, but I'd hate to have to repeat them to someone
else.

I wonder, following the general conversatioons of this board, why the
8bit Atari hasn't been marketed as a lab kit to high schools and junior
highs? It seems to me that this is a good machine for e[eriementing wih
systems level code and exotic language implementations. With schools
starting to drop basic as their introductory language and switch to C,
etc, one notes that all these basic lan - er, fundamental languages -
are avainable for the Atari also. And you can eperiment to your heart's
content without worrying about blowing up the class' main stay Mac or
PC. I guess, from what I've read here, that even the assembler language
for the 6502 is fairly easy to laern? Just a thought.

Phillip Fries
ah818@freenet.buffalo.edu

5137. FlickerTerm with SX212

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 21:40:59 UTC
From: stronae@rice.edu
Message-ID: <34lc1b$ejh@larry.rice.edu>
Source record: 98618

Here is, chances are, a REALLY stupid question. It seems that FlickerTerm currently needs an R: handler to work or something. How do we direct-connect SX212 modem owners use FlickerTerm?

Thanks!

--
```
-------------------------------------------------------------------------
\ (713) 630-8982 Beating the odds again: \
\ stronae@owlnet.rice.edu ATARI! 800/1200XL/LYNX/Falcon \
\ maestro@cybernet.cse.fau.edu Locked, loaded, and ready to go. \
-------------------------------------------------------------------------
```

5138. Re: Atari 8-bit Newbie / Stupid Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 21:58:06 UTC
From: curtis@darkwing.East.Sun.COM
Message-ID: <34ld1e$947@walters.East.Sun.COM>
Source record: 98587

Why would PC folks want an Atari emulator ?

Well, being a PC and Atari owner, I can give some reasons
(as I too want a good emulator... XF2 is the best I've seen to date)

1. An ex-Atari owner, looking to enjoy past glories w/o having to
hunt, buy, and possibly fix an Atari....
2. A current Atari owner, who wants to run the occasional Atari classic
without having to resort to using the Atari all the time. (I myself
am sort of multi-homed... and don't feel like setting up an Atari at
both locations).
3. To play M.U.L.E (kinda goes w/1 and 2... :-)

For example, I am covered by reason 1 with respect to Apple][.
I am covered by reason 2 (and 3) for Atari.

Maybe you like having 4 computers all set up in one place (maybe you have
the room to do this... maybe you have the room to do so in two places...
I know I don't). This magic # 4.. comes from: PC, Atari, C64, Apple

Well, just my opinions on emulators..... not to mention, as time goes
on, getting parts, and maintaining the classic Ataris will become more
difficult.

Also, regarding issue #1... it seems that classic Atari prices have risen
somewhat in the past few years .... either that, or their are less sellers
and most sellers are those trying to earn a few extra bucks by buying
bunches of stuff at a time, and reselling for best dollar they can get....

Later,

-- Curt

Curtis H. Wilbar Jr.
Technical Support Engineer
SunService
curtis.wilbar@east.sun.com

5139. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 21:59:07 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <121915@cup.portal.com>
Source record: 98608

I pulled out my old 1802 stuff because of some of the statements about relative merits of different processors. Stuff is so old it looks like the Dead Sea Scrolls. Anyway, there may be a few errors in this because I'm doing it off the top of my head on a word processor. There's other ways of doing it, but:

POINT #1 Size of code vs 6502
POINT #2 can page zero be considered registers

Let's say you want to do a simple memory move, 6502 would be something like 4 pages $2000M TO $4000M:

```
LDA $40
STA DEST+1
LDA $00
STA DEST
LDA $20
STA START+1
LDA $00
STA START
LDX #$4
LDY #$0
LOOP1
LDA (START),Y
STA (DEST),Y
DEY
BEQ LOOP1
INC START+1
INC DEST+1
DEX
BMI END
BPL LOOP1
END
BRK
```

I get about 37 bytes with the BRK at the end. On an 1802 the same thing would go something like this <REM: I never learned 1802 nemonics>. Note the equivalent of the 6502 A reg is called D on the 1802:

```
$F8 $40 LOAD D REG WITH HIGH DEST
$B1 PUT IT IN HIGH PART OF REG #1
$F8 $00 LOW IN D
$A1 PUT IN LOW PART OF REG #1
$F8 $20 SOURCE LOAD AS ABOVE
```

```
$B2 REG #2
$F8 $00
$A2
$42 LOAD D WITH DATA POINTED TO BY REG #2
$51 STORE CONTENTS OF D @ REG #2 POINTER
$12 INC REG #2 THIS IS A 16 BIT INC
$11 INC REG #1 DITTO
$91 GET HI REG #1
$FB $07 COMPARE: HAS IT BEEN INC FROM 4 TO 8?
$3A $0C BNZ $0C BACK
$00 IDLE/HALT
```

22 bytes. Both could have been written smaller, but both used the same style of programing & it illustrates my point #1 on size of code very well. Most other examples I could think of such as branching, math, subroutines, etcetera are similar. I haven't really delved that much into Z80 & 80xx, but what I have seen shows a similar reduction in memory requirements. Aside from the power restrictions of running on a Plutonium based thermoelectric supply, the 1802 WAS the right choice for Voyager when you consider the size of cmos rams available when it was built.

Point #2 the 6502 can use page zero memory locations to perform some register like functions, but so few that it doesn't make a lot of sense to say they are the same as real registers. For example, you can also do a JSR($5000), but you wouldn't consider saying there's 64k of registers in a 800xl. *IF* they could be used in a single op code like TAY or TXA then they would qualify, but if it looks like a duck, walks like a duck, quacks like a duck, it's memory. I've even heard about some Z80 designs that don't even use ram, just a ROM with the program & internal registers for all data storage & manipulation. Try that with a 6502 & you'll really see some of the limitations we have.

The 6502 is my processor of choice, but I can see why some people prefer other processors. A limitation of the 1802 is you only have a maximum o 7 hardware devices, since a 6502 uses memory mapped devices, it's only limited by address space. You could do memory mapped stuff on a 1802, but then you lose some of the features that make the ability to have 7 hardware devices directly accessible by the processor desirable.

5140. 1Mx1 ZIP DRAMs

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 22:43:02 UTC
From: potter@escmail.orl.mmc.com
Message-ID: <34lflm$7a6@theopolis.orl.mmc.com>
Source record: 98466

I've found a place in Orlando that has a fair supply of 1M x 1 ZIP
DRAMs (Mitsubishi?). If these are anything worth tracing, I can check
into speeds and prices. Were these the ones used in MIOs?

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

5141. Re: Ansi on AnsiTerm!!! tada!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 22:43:45 UTC
From: krishna@max.tiac.net
Message-ID: <34lfn1$3ed@sundog.tiac.net>
Source record: 98612

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: I have one question, how do you make the VT100 LEDs work? Also, Bobterm
: uses regular CTRL+arrow key combinations, not SHIFT+CONTROL+arrow keys. I
: still use AnsiTerm instead of Flick80.

You have to find a utility that uses the LEDs. Unfortunately I have found none, but I did try testing it by cat-ing text files with the escape codes in them and they work.

As for the arrows, there are 2 ways to do it. If you HAVE to use the same keys as the arrow caps, use select and normal arrows. Else use shift control with the goofy < and >. Bobterm does not support VT100 arrows at all. You can not read sh^Left arrow and sh^Right arrow from the keyboard so that's why Kermit and Flick chose < and >.

Also, regular ^^, ^\, and ^_ have their unique ASCII codes associated with them. Clay thought about moving them up to the top row of numbers but decided to keep them where the keycaps have them. Pico uses some of these hotkeys for instance. Therefore using straight control arrows was out of the question.

You must appreciate that every decision made in the key mapping was considered heavily before finalization.

If you like Ansiterm, more power to you. I won't waste my 14.4 on it.

5142. Re: HELP for beginner of ATARI

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 22:45:08 UTC
From: krishna@max.tiac.net
Message-ID: <34lfpk$3ed@sundog.tiac.net>
Source record: 98611

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: OtA, check out my Atari Newbie / Stupid Questions / Emulator Help FAQ for
: information on some of the simpler stuff on BASIC. From there, >I< don't
: know of any good free electronic-media BASIC tutorials, but I'm sure just
: being patient and asking questions on the net could help at least a little.
: :)
: I'll e-mail the FAQ as well as post it here and on comp.emulators.misc!

After he gets his null modem setup he can pick up TurboBasic and play
with that, which has good documentation to go along with it on disk.

5143. Re: .DSK Extension: A disk image file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 23:20:05 UTC
From: jlodoen@shell.portal.com
Message-ID: <34lhr5$6m8@news1.shell>
Source record: 98464

Phillip M. Fries (ah818@freenet.buffalo.edu) wrote:

: I've been trying to find a forth language for the Atari 8bit, and down-
: loaded the one on the UMich archive. When unarced I ended up with two
: files with a .dsk extension. Just on the off chance that these might be
: mislabled .dcm files I tried to convert them with dcmtodsk. They are not
: .dcm files. Might these possibly be just staright dumps of the original
: disks? Or maybe an image format that I haven't heard of?

I just checked the files (fortha.arc and forthb.arc) and the DSK files
are DCM files. DCM files seem to always begin with (hex) FA 01, and
they do.

I don't trust DCMTODSK, it just seems to miss parts of the file. If
you want to convert on the PC, run Diskcomm under PC-Xformer. I just
did.

jlodoen@shell.portal.com

: Phillip Fries
: ah818@freenet.buffalo.edu

5144. Re: .DSK Extension: A disk image file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 23:47:27 UTC
From: krishna@max.tiac.net
Message-ID: <34ljef$3ed@sundog.tiac.net>
Source record: 98623

The Apple became the educational machine, not the Atari. It's ironic because the Atari is easier to plug+play than the Apple and it has more eye-catching graphics and games to appeal to kids but that's life.

5145. Re: FlickerTerm with SX212

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-07 23:48:37 UTC
From: krishna@max.tiac.net
Message-ID: <34ljgl$3ed@sundog.tiac.net>
Source record: 98622

Kenneth Ryan Matheis (stronae@rice.edu) wrote:

: Here is, chances are, a REALLY stupid question. It seems that FlickerTerm
: currently needs an R: handler to work or something. How do we
: direct-connect SX212 modem owners use FlickerTerm?

use RVERTER.COM from the BOBTERM disk. Your only problem will occur
going to and from FlickerTerm while online. FlickerTerm will not be able
to read carrier detect off the SX-212 and will resend the init string
each time.

5146. ATARI DISK DRIVE WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-08 00:23:10 UTC
From: jcash@darkeyes.csd.sgi.com
Message-ID: <CvsBqn.Ay9@odin.corp.sgi.com>
Source record: 98620

Got a spare Atari disk drive to sell that I can stick on my Classic Atari 800?
So long as your somewhere in between Sunnyvale and San Francisco I'll come
to your place to pick it up. Email me and tell me how much you would
be willing to sell it for. I need the cable also. If you have the cable to
sell, but no the disk drive also let me know.

Thanks tons and tons!!!

-Julian

5147. Unix accounts...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-08 02:41:44 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <34ltl8$q8s@hearst.cac.psu.edu>
Source record: 98605

um..this is rather an odd thing but...

I am willing to setup Full shell access/unlimited bandwidth
to the internet..etc... unix accounts...for uh..say...
Atari stuff! =)

We can start by um... offering me one of those great silver
banners. =)

I am running BSD/386... on a 486 (ick..hack... I only use it for
unix or for playing pinball under dos...THATS IT) everything
else gets done on the Atari.

The system will be active from now till dec 5 and then jan 12 thru
may 5.

Get another email account! Get 2 megs of space!... get a place to talk
with other atari 8 bit users...

get a place to develop Xwindows 8bit emulators!

whatever...

--
Andrew K. Heller - Making the world safe once again.

Rolly Polly Fish heads are never seen drinking Cappuccino in
Italian restaurants with Oriental women....

5148. Re: Atari emulator ideas for PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-08 03:01:26 UTC
From: darekm@microsoft.com
Message-ID: <CvsJ2E.FBD@microsoft.com>
Source record: 98606

In article <33lvqd$jr6@walters.East.Sun.COM> curtis@darkwing.East.Sun.COM writes:
>This is directed at Atari emulators for PCs....
>
>regarding joystick emulation, etc....

[stuff about using 4 printer ports deleted]

Those are interesting suggestions. Seeing as how PC Xformer 3.0 will be released in a few weeks I can't say that I'll have time to add any sort of "printer port reading joysticks" support, but it's an idea for future versions. Maybe those German guys who produced the laughable 800XL emulator might give it a try <grin> since you did direct your posting at anyone writing 8-bit emulators.

I do have one request of you and anyone else planning to use the 130XE version of PC Xformer. I need 130XE demos!!!!

If you can email me specific names of files and ftp sites where I can find them, I need p/d demos or games that specifically require the use of a 130XE or 320XE. Not an 800XL, not a 65XE, not a 400/800.

PC Xformer 3.0 will include two versions on the disk, one a 130XE emulator, and one a 320XE emulator (a 130XE that has 256K of extended memory instead of only 64K), so I need to have those features well tested over the next few weeks.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

5149. Re: .DSK Extension: A disk image file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-08 03:53:46 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <CvsLHn.AAF@freenet.buffalo.edu>
Source record: 98607

Thanks for the advice, Jeff. At least I know these are standard dcm files now so I'll hang on to them. Aptopo XF2, anyone know how to run that sucker witha monochrome monitor? Believe it or not, there are people in the PC world who have not fallen prey to the proposition that color is the answer to all things. I crunch a lot of numbers in my environment and I just don't want to waste the time pushing color pixels around the screen. the number 645.372 is still 645.372 no matter what color its in.

Any and all advice appreciated by an Atari amatuer!

Phillip Fries
ah818@freenet.buffalo.edu

5150. The New Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-08 15:10:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940908151007MIS0160@MVS.UDEL.EDU>
Source record: 98610

Has anyone received a copy of the "New" Atari Classics magazine. I received a postcard in early August stating that the first issue would be sent first class mail 'during the last week of August.' I would imagine that if mailings went as advertised it shouldn't take 9 days for first class mail to reach the east coast.

Roger Cole
INTERNET: Roger.Cole@MVS.UDEL.EDU

5151. Re: Atari 8-bit Newbie / Stupid Questions / Emulator Help FAQ REVISION 0.4!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-08 17:47:27 UTC
From: dq645@cleveland.Freenet.Edu
Message-ID: <34ninf$t04@usenet.INS.CWRU.Edu>
Source record: 98609
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

In a previous article, kendrick@zippy.sonoma.edu (William Kendrick) says:

>Why emulate an Atari 8bit on your 486? I've got ONE answer most people will
>agree with (although I can't say this from experience)...
>
> M.U.L.E.!

That's very true. Not to mention the possibility of *archiving* many
programs (yes, GAMES mostly, in my case) available ONLY on the 8-bit platform.

I believe the proper word is "nostalgia". M.U.L.E. is one example. There
are PLENTY of titles out there that were never released for the PC or Mac or
any other "current" or "more sophisticated" platform, and the gameplay in
many of those far surpasses that of many PC/Mac titles out now (but -- I'm
not saying that they're all better than DOOM! ;-)

Not to mention the fact that the Atari 8-bit is a wonderful machine, and
some people (myself included) enjoy working on it from time to time...

Barry

5152. Looking for a working copy of Ice-T

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-08 19:32:00 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CvtsxC.5wp@freenet.carleton.ca>
Source record: 98614

```
Does anyone within the Ottawa/Carleton area have a working copy of Ice-T?
My copy has a bad CRC, so it'S rather useless. Anyone within the 613
and/or 819 area code that has it, E-mail me and see if we can set up a
time when we could xfer the program.
```

--
It isn't you, it isn't me, • Chris Brown ba930
Search for things that you can't see, • aka Fisherman
Going blind, out of reach, • Nepean, Ontario
Somewhere in the vasoline -Stone Temple Pilots • "Stop the normalness!"

5153. Ice-T in color? bold?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-08 22:30:39 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9409082229.AA00601@brachot.jct.ac.il>
Source record: 98615

Ice-T cannot be in color, since no I/O, or 80-column bit-mapping can be done
with the 6502 taking up 99% of program time changing the pallette each
scanline.

Ice-T can't have bold characters either. PMGs used to enhance characters
need a FT-like display to work.
Everybody put on their thinking caps, and figure out why. (hint: How many
sprites does the Atari have?)

As for ANSI and stuff, well, the program's using up the 48K it's
allowed to. I don't know how, and if I'm allowed, to use anything
above that. Nobody's helped me on this, so I guess it's everybody's loss.
Add that to the fact that I don't have an expanded machine.
And my disk drives and my SIO2PC'ed PC are all dying.

v1.0 betabugger will, unfortunately, have to be released in its
current state.

Faster generally, more reliable, a few fixed VT100 weirditudes
Fine scroll(with bug in up-scroll)
Back scroll
X-modem, with bug NOBODY's helped me solve (thanks guys).
A few annoying bugs I haven't managed to kill.

SOON.

-itay

--- Itay Chamiel, Jerusalem, Israel / | \ bruck@brachot.jct.ac.il ---
I wish I were a Phish \/|\/ (using someone else's account)

5154. Re: Ice-T in color? bold?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 00:30:18 UTC
From: krishna@max.tiac.net
Message-ID: <34oaaq$qm7@sundog.tiac.net>
Source record: 98621

Elad Bruck (bruck@brachot.jct.ac.il) wrote:
: Ice-T cannot be in color, since no I/O, or 80-column bit-mapping can be done
: with the 6502 taking up 99% of program time changing the pallette each
: scanline.

: Ice-T can't have bold characters either. PMGs used to enhance characters
: need a FT-like display to work.
: Everybody put on their thinking caps, and figure out why. (hint: How many
: sprites does the Atari have?)

5 sprites (missiles as a 5th PMG) means 5*8 bits = 40 bits bandwidth.
Fills screen with (quad?) width.

I don't think FlickerTerm is accurate to every 80 collumn character when
it comes to bold. I'm not sure it can be. I think it would work with a
Gr.8 screen too.

5155. Rick Reaser's Email addresses

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 00:58:26 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2E6E50AF@POST0.LAAFB.AF.MIL>
Source record: 98613

Here's my addresses

r.reaserjr1@genie.geis.com
reaserrl@post2.laafb.af.mil
72130.2073@compuserve.com

I'm also on FidoNet in the Atari 8-bit echo. (Forgot the node number.)

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

5156. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 02:23:07 UTC
From: krishna@max.tiac.net
Message-ID: <34ogub$qm7@sundog.tiac.net>
Source record: 98626

Robin Blondon (robin@mks.com) wrote:

: I think the 6507 also had 128 bytes of on-chip RAM as well as one or more
: I/O ports. I could be wrong though, I'm going from memory.

I think the 128 bytes in the 2600 come from the RIOT chip, not the CPU,
but I'm not certain.

5157. For sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 02:24:29 UTC
From: JRD@Harlequin.COM
Message-ID: <CvuC0u.Hn9@harlequin.com>
Source record: 98628

1 130XE. Works perfectly. Also some random game carts, Defender,
Asteroids,
Missile command, Centipedes etc.

Best offer takes it.

Please reply via email.

JRD@harlequin.com

5158. PCTASK running SIO2PC on Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 02:25:02 UTC
From: krishna@max.tiac.net
Message-ID: <34oh1u$qm7@sundog.tiac.net>
Source record: 98627

This is aimed at Atari 8-bitters who also have Amigas. Have you managed to run SIO2PC on the Amiga using PCTASK and use the stock serial port to interface to the 8-bit? I'd assume the standard I/O speed of 19.2K would be all you could pull at best...

5159. cross post from GEnie

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 04:03:30 UTC
From: snyder10@rs6.tcs.tulane.edu
Message-ID: <34omqi$k9t@news.cs.tulane.edu>
Source record: 98616

Here's something of interest I thought I'd cross post from GEnie

Mike

Category 5, Topic 7
Message 16 Sat Sep 03, 1994
MYTEK [MIKE] at 21:08 EDT

**** ATTENTION - LIMITED TIME OFFER ****

Prism Studio's very future, rest's in your hands. I am looking for SIX confirmed orders to appear by March 1st 1995.

Yes, that's right, I said it's future depends upon receiving these orders by the deadline date mentioned.

To some this may seem strange, but to anyone who is trying to market a product to the ever shrinking 8Bit Atari user base (or has tried and died), you know the reality of the saying "When in a business for oneself, it is wisest to use other peoples money to produce product, than to use your own". This seems to be especially true in this marketplace, where you may only sell one or two of something, hardly enough to justify the cost of having professionally made P.C. Boards made. It is for this reason, I need to see a minimum number of orders, before setting the production wheels rolling. I have already written off the R&D time and materials this product required to materialize, but I simply can't afford to sink any more money into the venture, if it isn't what people want or need.

Here's how it will work: between now and March 1st, I will accept orders at the going rate of $184 ($179 plus $5.00 S&H), preferably these orders should be via personal check written out to MYTEK. I will HOLD these checks until the required number of orders has been met, at which time they would be cashed and production would begin. If the required number is not met, than all checks will be returned to their owners, and the Prism Studio project will be shutdown. If you want COLOR genlocking on this platform, than please don't let this happen. If for whatever reason, you change your mind about waiting for the product, and assuming you had previously sent in a check, I will promptly return your check if requested, with no hard feelings.

This really is a good deal for such a product as this (compares with similar units on the IBM platform going for $300 or more), don't take my word for it, check out the review in the June/July issue of Current Notes. If you support this product, then I will support you, by offering other products to expand upon this one, adding even more features.

When the SIX orders have arrived, I'll let everyone know personally
with a phone call, that has made this possible (be sure to include your phone#
when you order).

Once again: Order Info....

MYTEK

P.O.B. 750396

Petaluma, CA 94975-0396

Thanks, sincerely, Michael St. Pierre (2nd Mike?)

5160. FOR SALE: Atari 8-bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 04:21:08 UTC
From: tdrake1@umbc.edu
Message-ID: <34onrk$7sp@news.umbc.edu>
Source record: 98630

I have the following items for sale:

U-Print A Parallel Printer Interface - $15.00

2 Atari ST mice (can be used with the 8-bit)
one is the original ST mouse - $10.00 each

1 320K RAM Atari 130XE with RAMROD OmniOS chip
(with docs) has three OSs built-in with 80 column
mode and 1.5 amp power supply (sealed black one). Includes a 4-jack
monitor cable. $85.00

1 256K RAM (Newell compatible with docs and technical data) Atari 800XL
with Atari Classics SuperVideo 2.1 upgrade (an outstanding picture on a
split chroma-luma composite monitor!) with chroma/composite only switch.
You have to see it to believe it! Brilliant colors when used on a decent
split chroma-luma monitor like the Commodore 1084! Includes a 4-jack
monitor cable. - $75.00

1 highly modified Atari 800 with Newell RAMROD XL (includes the FASTCHIP
XL floating point routines in ROM, which can give you up to 4 times! the
speed of the original and keyboard speed is doubled in speed, OMNIMON,
RAMDISK handler (up to 256K RAM for a total of 288K!), original owner's
manual, power supply, coldstart switch,
and more! 52K RAM mode! Switch selectable. Graphics modes 12, 13, 14,
and 15 have been added. Improved baud rate from cassette (up to 1250!)
This is twice as fast as normal! Full
instructions, technical data are provided. Yes, it
will play a 4-person game of M.U.L.E.! - $90.00

You pay shipping.

Send e-mail if interested.

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

5161. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 05:09:07 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_779087326@rtfm.mit.edu>
Source record: 98625
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 2-Sep-94

Additions/suggestions/comments/corrections having to do with this
Vendor/Developer List are requested. Please send to:

Michael D. Current
mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of the Atari 8-Bit Computers
Vendors and Developers List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

================================================================

"All" commercial vendors and developers should be listed here. "Major"
shareware developers are also listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List, available separately.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com
```

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Developer: various hardware and software

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@escmail.orl.mmc.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577

tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet, Menu Print Elite, Loopz, Helter Skelter,
Bomb Blaster, Pro Paint

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Retail Store Hours:
Thurs & Fri 10am-6pm; Sat 10am-5pm
Mail Order Hours:
Tue-Fri 10am-6pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood Street
Simi Valley, CA 93065-5646
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513

FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer 2.55, PC Xformer 2.0

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616

Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

D.G.S.
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701

tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit, Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection, R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21, SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, Small Business Management, Small Business Management for the 130, Express! Professional, MARS 8

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack, Arena, Bubble Zone

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System, Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572

Vendor: ????

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: PD/freeware/shareware

Lex-Tronics
see: DataQue Products

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
POLAND
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235

-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman

-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@escmail.orl.mmc.com
CIS: 74030,2020

GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.2

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454

Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

Developer: UltiFont, The New Atari XL/XE Map Book by Andrew C. Thompson

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

5162. Is Anyone Using Quick?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 10:21:23 UTC
From: Simon.Brownlee@CEN.JRC.IT
Message-ID: <34q68s$6al@dicscs4.jrc.it>
Source record: 98638

So, is anyone else using Quick? I recently bought a copy, and have been busy putting together a few demo programs (and getting used to some of it's bad points).

But there seems to be a serious lack of example source code about. I've got the English version of the support disk, but I'd really like some examples or documentation on multitasking and using the ramdisk for compiled subroutines.

I remember reading that the QuickMagazin is published in Germany. Are any copies translated into english, or will I have to stick with the german version. Is it even available outside of Germany?

Any help from any Quick programmers would be welcome.

Simon.Brownlee@cen.jrc.it
scosjb@sncom1.scs.dra.hmg.gb

5163. Re: DOOM 2 - LEVEL 2 - I`

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 11:15:15 UTC
From: jons@stud.cs.uit.no
Message-ID: <1994Sep9.111515.16880@news.uit.no>
Source record: 98461

-=> Quoting Jester@pegasus.ms.sub.org to All <=-

Je> Hallo !

Je> How do I get passed Level 2

Je> I cannot get the red key, I'm stuck , help me, please !

Je> Bye
Je> Chris

Je> ---
Je> - e-mail : jester@pegasus.ms.sub.org
Je> ---
Je> - ## CrossPoint v3.02 ##

You have to stand on the box in the corner...

... RAM = Rarely Adequate Memory

• Blue Wave/QWK v2.12 •

5164. help

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 11:15:27 UTC
From: jons@stud.cs.uit.no
Message-ID: <1994Sep9.111527.16938@news.uit.no>
Source record: 98459

```
This is just a test... Please ignore
```

... The last thing I saw was this Big Blue Wave!

 Blue Wave/QWK v2.12

5165. help

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 11:15:38 UTC
From: jons@stud.cs.uit.no
Message-ID: <1994Sep9.111538.16996@news.uit.no>
Source record: 98462

```
This is just a test... Please ignore
```

... The last thing I saw was this Big Blue Wave!

 Blue Wave/QWK v2.12

5166. Re: Quick MIO Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 14:42:58 UTC
From: eliassen@aviris382.jpl.nasa.gov
Message-ID: <eliassen-0909940642580001@avirislab.jpl.nasa.gov>
Source record: 98632

In article <34gt2e$8u8@search01.news.aol.com>, ripi@aol.com (RIPI) wrote:

> I am using a 256K MIO and I'm trying to use a Seagate ST138N 30MB hard
> drive. Unfortunately, after the drive formats (HDFMTPH9) I cannot HDFMTDIR
> both
> partitions (1-53550,53550-107100). The second partition says "Drive Not
> Configurable." If I use the first partition after HDFMTDIR, the drive
> reports errors
> after a few copies. Is this drive just shot, or am I doing something
> wrong?

Be sure the ST138N formats 256 byte sectors or you're out of luck with
that drive.

Miraden

****
*Miraden | Jaguar, 130XE, 1040ST, STOS, AD&D, etc. *
*Magnum Opus Software | "Television is the retina of the minds eye" -T2000 *
****

5167. Re: Sparta X and Integrat

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 16:20:21 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <34q205$3r5@usenet.INS.CWRU.Edu>
Source record: 98633

In a previous article, pab@cnx.sccsi.com (Pab Sungenis) says:

>SpartaDOS X uses $CFFF for banking, as Axlon memory boards did, in an
>Atari 800.
>
>There is no way to use SDX in a stock 800.

I guess it depends on what you mean by "stock." It certainly works in a 48K
800. Usability is limited, as you have to "use none" so it takes up a
large chunk of user memory. Also, some commands (I'm thinking ARC
included) don't work because there isn't enough memory available. But you
can definitely use SDX with an 800 lacking an Axlon upgrade.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5168. Re: The New Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 16:28:18 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <34q2f2$4le@usenet.INS.CWRU.Edu>
Source record: 98634

In a previous article, MIS0160@MVS.UDEL.EDU (Roger Cole) says:

>Has anyone received a copy of the "New" Atari Classics magazine. I
>received a postcard in early August stating that the first issue would
>be sent first class mail 'during the last week of August.' I would
>imagine that if mailings went as advertised it shouldn't take 9 days
>for first class mail to reach the east coast.

I'm not too concerned yet. Considering the ambitious schedule they
assigned to themselves, I figure they deserve at least a month's leeway
before we start panicking. My impression is that they're bound and
determined to make their version of AC a success. If it takes them an
extra few weeks to get started, so be it.

You can bet you'll hear about it here when they do get an issue out the door.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5169. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 19:13:48 UTC
From: clay@supra.com
Message-ID: <34qc5c$d00@v_mail.supra.com>
Source record: 98446

Brent Buescher writes:

> Also, I have
> heard that the Rockwell DSP chips are extremely similar to the 6502...
> which makes sense. A 6502 with a one-cycle multiply-add and loop (which is
> what DSP chips are basically designed to do- this is for digital filters
> and FFTs but also does vector dot products and matrix multiplication FAST)
> running at 20 Mhz would be a pretty decent DSP. Well, it would have to
> have sixteen bit registers too, but you get the idea.

Rockwell's processors (C29, C39, C40, etc...) are pretty much what you
describe. Some varient runs DSP and controller functions on their 28.8
and 14.4 modem chipsets...

They're clocked obscenely fast-- anyone for a 40MHz 6502? :-)

-Clay

-=-=-==-
Clayton N. Cowgill Supra Corporation clay@supra.com
Macintosh Product Manager 206.905.1400

5170. Atari 5200 cartridge hacking?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 19:16:53 UTC
From: clay@supra.com
Message-ID: <34qcb5$d00@v_mail.supra.com>
Source record: 98646

Has anyone out there done any Atari 5200 -> Atari 800 (whatever)
conversions?

A *long* time ago I was working on PacMan and Gremlins and never
finished. I just got a 5200 "meteroids" cart that I'm curious to
try to port...

Any info appreciated.

-Clay

-=-=-==-
Clayton N. Cowgill Supra Corporation clay@supra.com
Macintosh Product Manager 206.905.1400

5171. Power supply list nearing completion!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 21:09:41 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <Pine.3.89.9409091604.A139286-0100000@blue.weeg.uiowa.edu>
Source record: 98460

PLEASE check your collection of Atari power supplies and let me know of
any discrepancies between what you have and what I list. All details are
important!

Power supplies for 8-bit Atari computers and peripherals

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adaptor (DC output). The
power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,
and often preferable because such supplies run cooler and last longer.

Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

5 V DC 1.0 A (5.0 W) Atari#CO70042 adaptor:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adaptor:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adaptor:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adaptor:
XL/XE

9 V DC 500 mA (4.5 W) Atari#CO16353 adaptor:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adaptor:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adaptor:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (22 W) Atari#CA019141 adaptor:
Indus GT

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adaptor:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA);FTe P:R: Connection

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA016751 adaptor:
830
??? V DC ???? A (???? W) Atari#CA060535 adaptor:
835
XC11 program recorder (no brick needed -> internal or SIO source?)
XC12 program recorder (no brick needed -> internal or SIO source?)

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5172. Re: .DSK Extension: A disk image file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 21:15:31 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <CvvsDx.A7u@cerc.wvu.edu>
Source record: 98651

From article <34ljef$3ed@sundog.tiac.net>, by krishna@max.tiac.net (Glenn M. Saunders):
> The Apple became the educational machine, not the Atari. It's ironic
> because the Atari is easier to plug+play than the Apple and it has more
> eye-catching graphics and games to appeal to kids but that's life.
>
>
Giving a free computer to each school (in cal. I believe) is prob. why the
apple took off so well. It was one hell of a marketing coup. If only Atari
could have been so bold. <sigh>

nathanc

*I was wasted, & I was wasting time

5173. Re: Atari 5200 cartridge hacking?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 23:39:55 UTC
From: krishna@max.tiac.net
Message-ID: <34qrob$17k@sundog.tiac.net>
Source record: 98648

Clay Cowgill (clay@supra.com) wrote:
: Has anyone out there done any Atari 5200 -> Atari 800 (whatever)
: conversions?

: A *long* time ago I was working on PacMan and Gremlins and never
: finished. I just got a 5200 "meteroids" cart that I'm curious to
: try to port...

: Any info appreciated.

Gremlins has been done already.

Space Dungeon and Pacman Jr have also been done.

5174. Re: .DSK Extension: A disk image file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 23:44:28 UTC
From: jduer@mdcs2.cs.mdcc.edu
Message-ID: <CvvzA4.KzM@serval.net.wsu.edu>
Source record: 98650

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: Phillip M. Fries (ah818@freenet.buffalo.edu) wrote:

: : I've been trying to find a forth language for the Atari 8bit, and down-
: : loaded the one on the UMich archive. When unarced I ended up with two
: : files with a .dsk extension. Just on the off chance that these might be
: : mislabled .dcm files I tried to convert them with dcmtodsk. They are not
: : .dcm files. Might these possibly be just staright dumps of the original
: : disks? Or maybe an image format that I haven't heard of?

: I just checked the files (fortha.arc and forthb.arc) and the DSK files
: _are_ DCM files. DCM files seem to always begin with (hex) FA 01, and
: they do.

: I don't trust DCMTODSK, it just seems to miss parts of the file. If
: you want to convert on the PC, run Diskcomm under PC-Xformer. I just
: did.

Version 0.1 of DCMTODSK had a rather glaring bug in it which has since been corrected. I have version 0.2 beta available but have been unable to get on atari.archive.umich.edu to upload it.

Until I can get on a.a.u.e, if you're interested in a copy, please mail me at nienna@tigger.indirect.com and I will send you a copy. Thanks go to Bill Kendricks for pointing this one out. Further details about the bug are listed in the documentation.

Jason

5175. Quick FTe update

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-09 23:44:58 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Zq2xHWC.ftooned@delphi.com>
Source record: 98645

Hi Everybody,

Things are still very busy here at FTe. The catalogs are still running
late, but there will be a nice ad appearing in the "new" Atari Classics.
(Which should be out in a few more weeks) I haven't forgotten about
anyone, and after I can get a few LARGE projects out of the way, I
will have a lot more time to get back on-line.
I am planning on going to Germany in October, so if anyone has info
on the ABBUC show and dates, please drop me a line via E-Mail.
Thanks to everyone for patience and support! Things are getting
better, so I'm optimistic about getting the new stuff into production
very soon. More on this later.

Mike

5176. DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 01:27:09 UTC
From: cmwagner@gate.net
Message-ID: <34r21d$u0s@tequesta.gate.net>
Source record: 98654

Does anyone have any information on the DCM disk format? I am looking for any information that I can use. I would like to write a atr/xfd to dcm disk conversion program in C, so I can atleast use these .ATR and .XFD format programs. I could always use XF2, emulate the disk and run DISK COMMUNICATOR, but I would rather not waste my time with an emulator.

5177. Re: Atari 5200 cartridge hacking?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 01:39:37 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <34r2op$g10@ucsbuxa.ucsb.edu>
Source record: 98652

In article <34qrob$17k@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

>Clay Cowgill (clay@supra.com) wrote:
>: Has anyone out there done any Atari 5200 -> Atari 800 (whatever)
>: conversions?

>: A *long* time ago I was working on PacMan and Gremlins and never
>: finished. I just got a 5200 "meteroids" cart that I'm curious to
>: try to port...

>: Any info appreciated.

>Gremlins has been done already.

>Space Dungeon and Pacman Jr have also been done.

The 5200 versions of Space Invaders and Centipede (which have
better graphics than the 8-bit cartridge versions) have also
been ported to the 8-bits. I've never seen a copy of
Meteroids though.

Hint: if you have the 5200 versions (Gremlins, Moon Patrol,
Mario Brothers) load a Translator on XE machines (use the
400/800 OS) because the sound will be dramatically improved.
(Especially on Gremlins.)

5178. Scrolling Ad Software Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 01:47:06 UTC
From: jilesexec@aol.com
Message-ID: <34r36q$6s1@search01.news.aol.com>
Source record: 98653

Looking for a program which would allow my 130XE to scroll an
advertisement or slogan across my monitor (nonstop) so that I can welcome
customers at the front door with an electronic ad.
Please respond by e-mail to JilesExec@aol.com.

5179. Re: .DSK Extension: A disk image file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 02:04:22 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.14qe@legend.akron.oh.us>
Source record: 98635

There is a public domain Forth (with docs) at Rubber City BBS (216)
376-0885).
Bob Stout

5180. Re: Atari 5200 cartridge hacking?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 02:21:00 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <34r56c$v77@hearst.cac.psu.edu>
Source record: 98455

David Tipton (6500dtpt@ucsbuxa.ucsb.edu) wrote:
: In article <34qrob$17k@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

: >Clay Cowgill (clay@supra.com) wrote:
: >: Has anyone out there done any Atari 5200 -> Atari 800 (whatever)
: >: conversions?

: >: A *long* time ago I was working on PacMan and Gremlins and never
: >: finished. I just got a 5200 "meteroids" cart that I'm curious to
: >: try to port...

: >: Any info appreciated.

: >Gremlins has been done already.

: >Space Dungeon and Pacman Jr have also been done.

: The 5200 versions of Space Invaders and Centipede (which have
: better graphics than the 8-bit cartridge versions) have also
: been ported to the 8-bits. I've never seen a copy of
: Meteroids though.
:
: Hint: if you have the 5200 versions (Gremlins, Moon Patrol,
: Mario Brothers) load a Translator on XE machines (use the
: 400/800 OS) because the sound will be dramatically improved.
: (Especially on Gremlins.)

Um...er... anybody want to discuss obtaining these offline? =)

I got the Jr. But I always thought it was a non released computer
version. I never knew they made it for the 5200.

--
Andrew K. Heller - Making the world safe once again.

Rolly Polly Fish heads are never seen drinking Cappuccino in
Italian restaurants with Oriental women....

5181. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 04:06:49 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <34rbcp$qd3@terminator.rs.itd.umich.edu>
Source record: 98456
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 74605 Sep 6 00:47 ./8bit/Games/gizmocst.arc
-rw-r--r-- lenn 429 Sep 6 00:47 ./8bit/Games/gizmocst.txt
-rw-r--r-- lenn 77883 Sep 6 00:47 ./8bit/Games/gizmoram.arc
-rw-r--r-- lenn 357 Sep 6 00:47 ./8bit/Games/gizmoram.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5182. Re: ATARI DISK DRIVE WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 04:10:28 UTC
From: Tim Irvin <ziggy29@rahul.net>
Message-ID: <CvwBLH.Bt4@rahul.net>
Source record: 98458

Julian Cash (jcash@darkeyes.csd.sgi.com) wrote:
: Got a spare Atari disk drive to sell that I can stick on my Classic Atari 800?
: So long as your somewhere in between Sunnyvale and San Francisco I'll come
: to your place to pick it up. Email me and tell me how much you would
: be willing to sell it for. I need the cable also. If you have the cable to
: sell, but no the disk drive also let me know.

: Thanks tons and tons!!!

For what it's worth, Santa Clara isn't between Sunnyvale and SF, but it's
really close and you're sure to find what you need at B&C on Scott Blvd.
in Santa Clara. I believe a reconditioned 810 sells for around $70 there.

--
Tim Irvin * Disclaimer: I purchased my own account to avoid
ziggy29@rahul.net * needing disclaimers.
15.5/ 7-8 / .556 / 2 **
********** .plan under construction; est. completion 9/94.

5183. Re: .DSK Extension: A disk image file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 06:49:56 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <Cvwlz8.Hn7@freenet.buffalo.edu>
Source record: 98463

Hmmmm,

It really is too bad that Atari didn't market iteself approriately for
the times. Interestingly thopugh, I think, maybe, there is a trend
out there to turn back to some basics and reevaluate the direction
that computer programming/languages took a few years back. I find it
interesting to note that recent trends in the concepts of genetic
programming were brought to the fore again by John Holland at UMich
by coming up with the concept of the genetic algorithm. Know how he
developed that concept? On his Commodore home computer with 8k of
memory, and coded the thing in binary (yep, not assembler.). Of course,
Holland has been around since the beginning, being a member of rthe
development team for IBM's very first computer. (early 50s, I believe),
I just find it interesting that he came up with this idea by cutting
back to the basics and not allowing himself to be restricted by limitations
that choosing an advanced o processor or language might put on his development
work.

Likewise, there seems to be a similar trend in people looking at forth
as a viable language; precisely because you can get back to bits and bolts
of your machine with the language and because its not as restrictive as
the languages that have developed over the past few years, e.g. C, C++, Lisp,
etc. Maybe the 6502 isn't as "old" and "outdated" as many people might
have one believe. After all, usefulness is defined by your ovjective.

Phillip Fries
ah818@freenet.buffalo.edu

5184. Re: Is Anyone Using Quick?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 07:03:16 UTC
From: Mike <72347.3353@CompuServe.COM>
Message-ID: <34rlnk$e6n$1@mhadg.inhouse.compuserve.com>
Source record: 98465

I've used the demo version of W□□Qwick, but I'Ve never gotten an answer back from the fellow who sells it in the States. As far as the Quick Mag'S on disk, Dean Garraghty has them and he does show up here from time to time.

```
--
Mike Todd
Info-Atari8 Digest
Moderator
```

5185. A few Atari books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 13:34:48 UTC
From: atariman@athena.mit.edu
Message-ID: <34sclo$6f0@senator-bedfellow.MIT.EDU>
Source record: 98636

I picked up these books brand new at various times in the past 2 years, and I thought someone here might be interested in buying them. Included with the description is the original price of the book, just to give you a better idea of the quality of the book. I have set no prices on the books, so if you are interested, just make me an offer, postage included, on the items you want. If you have any questions, feel free to ask.

1) The Musical Atari
Make the Atari play music - up to 4 voices
167 pages paperback Author: Glicksman $14.95

2) Atari Player-Missile Graphics in BASIC
173 pages spiral paperback Author: Seyer $14.95

3) Your Atari Computer
400/800 everything
465 pages paperback Author: Lon Poole $17.95

- Shane Shaffer
atariman@athena.mit.edu

5186. Re: A few Atari books for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 15:50:00 UTC
From: krishna@max.tiac.net
Message-ID: <34skj8$mun@sundog.tiac.net>
Source record: 98639

Shane D Shaffer (atariman@athena.mit.edu) wrote:

: 2) Atari Player-Missile Graphics in BASIC
: 173 pages spiral paperback Author: Seyer $14.95

This is a cool book. Kinda rare too I think. All the PMG handling is
via strings which is interesting.

5187. TurboBASIC XL time fix

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 16:13:00 UTC
From: ac941@leo.nmc.edu
Message-ID: <9409101620.AA03960@leo.nmc.edu>
Source record: 98641

Friends,

I captured the following post back on Sun, 10 Jul 1994 02:33:56 GMT.

Begin>>>

Subject: USA TBXL Runtime

I'm wondering where I can get a copy of the TurboBASIC XL runtime package which has a fixed clock (ie, doesn't gain 10 seconds per minute.. inotherwords, it goes from 0:00 to 1:00 when in reality, a stopwatch or something would only say 0:50) ???

Thanx
-bill
---
reply

Hi Bill,

This comes to you courtesy of Ted Skrecky (I'm not on InterNet). He usually captures comp.sys.atari.8bit and passes it on via our club BBS.

I'm glad you raised the question as, when I patched Turbo for NTSC, I never thought about RUNTIME since I shun (read "despise") compilers and have little interest in BASIC except as a handy calculator. The only reason I did the fix in the first place was to see if it could be done. Subsequently, there never was a "TurboBASIC XL runtime package which has a fixed clock". There is as of now.

The code for time functions in all versions of Turbo (XL, 800 aka Frost, and Tom Hunt's Sparta mod) is identical albeit at different addresses. Your query lead me to put RUNTIME through a disassembler and I discovered that the code is only slightly different and again, at a different address.

If you load RUNTIME into TextPRO or a Turbo string and do two simple substitutions, the same patch should be effected. First you find a floating point number for vblanks per day (24x60x60xvbi/second). The PAL value is 4.32*100^3. For NTSC, this needs to be changed to 5.184*100^3. To do this find the byte sequence 67,4,50,0,0,0 (should be at byte 9806 counting from 1) and substitute bytes 67,5,24,64,0,0

Bytes 9854-9859 consist of two JSR's, one to a multiply by 5 routine and the next to a multiply by 10. For NTSC, this is changed to a single call to a multiply by 60 routine and three NOP's. So find 32,12,252,32,6,252 and substitute 32,45,252,234,234,234. Neither "find" sequence occurs anywhere else in the program.

I took a test clock program I'd written for the interpreter mod, compiled it, and ran it over a five hour period. It lost about 20 seconds which is the same as the modified interpreter and similar to Sparta's TDLINE.

If you want more info, I can be contacted on the USF net (cross netted with the Forem net) under the enigmatic handle of my initials "jkp". Of course, you could also hurl invective at me through Ted via InterNet <g>.

John Picken

<<<End

This is much appreciated for the Turbo Runtime module. However, I seem to have missed any posting on how to fix TurboBASIC XL itself. Could someone please pass on the substitutions that will cause TurboBASIC XL to run time properly with NTSC power?

Thank you in advance!

--
=- -==- -=*=- -=*=- -=*=- -=*=- -=*=- -=*=- -=*=- -=*=- -=*=- -=*=- -=*
Douglas E. Goudie To know all things is not permitted.
ac941@leo.nmc.edu -- Horace (65 - 8 B.C.)

5188. Night Mission Pinball password?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 16:36:07 UTC
From: ripi@aol.com
Message-ID: <34sn9n$jbs@search01.news.aol.com>
Source record: 98643

What's the password that gets you into the settings page in Night Mission Pinball? I can't for the life of me remember...

Rob

5189. Re: Night Mission Pinball password?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 18:17:44 UTC
From: kamaro_kid@delphi.com
Message-ID: <xs4R-el.kamaro_kid@delphi.com>
Source record: 98647

I have the original Night Mission Pinball game, and I dont recall
ever having to enter a password..

Hmm..
--James King
kamaro_kid@delphi.com

5190. Re: Ansi on AnsiTerm!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 19:58:01 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <122033@cup.portal.com>
Source record: 98457

Russ Gilbert responds to my question(s) about using BobTerm at 9600
to my FAXmodem through an 850...

>I think you've reached the limit of what the 8-bit can do. [...]
>BobTerm is the fastest term program I've used, you can
>set the dce rate at 19.2k baud. I haven't tried Ice-T or Flickerterm.
>The thing is, I don't think you are going to go faster than about 4800
>baud with a p:r: or 850. Also, you are probably using data
>compression which effectively quadruples text transmission rates.
>Basically the speed is choking the 8-bit.

I can understand this being the case if a big chunk of text were coming
in from the modem and either the 850/Atari buffers are filling up OR
the hardware chips themselves couldn't cycle fast enough -- but would
this still be true when all I'm doing is typing a few characters OUT
to the modem (ATDT511<CR> for instance)? Surely there's nothing much
to "keep up with" at hunt-and-peck typing speeds?

I could understand the Atari hardware being "unable to keep up" at
the bit, or individual character, level, but then how do you explain
that the Atari side can talk directly to my Amiga at 9600 with no
problems? I'm still not convinced we've solved the case.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

5191. Re: FlickerTerm with SX212

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-10 23:09:44 UTC
From: stronae@rice.edu
Message-ID: <34tebo$vh@larry.rice.edu>
Source record: 98467

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Kenneth Ryan Matheis (stronae@rice.edu) wrote:

: : Here is, chances are, a REALLY stupid question. It seems that FlickerTerm
: : currently needs an R: handler to work or something. How do we
: : direct-connect SX212 modem owners use FlickerTerm?

: use RVERTER.COM from the BOBTERM disk. Your only problem will occur
: going to and from FlickerTerm while online. FlickerTerm will not be able
: to read carrier detect off the SX-212 and will resend the init string
: each time.

Thanks! I just remembered the append feature DOS has while copying, etc.
--

\ (713) 630-8982 Beating the odds again: \
\ stronae@owlnet.rice.edu ATARI! 800/1200XL/LYNX/Falcon \
\ maestro@cybernet.cse.fau.edu Locked, loaded, and ready to go. \

5192. Re: Night Mission Pinball password?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 00:02:02 UTC
From: ripi@aol.com
Message-ID: <34thdq$pqi@search01.news.aol.com>
Source record: 98468

In article <xs4R-eI.kamaro_kid@delphi.com>, kamaro_kid@delphi.com writes:

>I have the original Night Mission Pinball game, and I dont recall
>ever having to enter a password..

Hmm... okay, how then do you get to the settings page? I know you have to
type SOMETHING on the keyboard to get there...

Rob

5193. Re: Ansi on AnsiTerm!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 04:55:57 UTC
From: kdegroff@rmii.com
Message-ID: <34u2kt$efk@potogold.rmii.com>
Source record: 98469

Chris_F_Chiesa@cup.portal.com wrote:
: Russ Gilbert responds to my question(s) about using BobTerm at 9600
: to my FAXmodem through an 850...

... Some text omitted...

: I can understand this being the case if a big chunk of text were coming
: in from the modem and either the 850/Atari buffers are filling up OR
: the hardware chips themselves couldn't cycle fast enough -- but would
: this still be true when all I'm doing is typing a few characters OUT
: to the modem (ATDT511<CR> for instance)? Surely there's nothing much
: to "keep up with" at hunt-and-peck typing speeds?

: I could understand the Atari hardware being "unable to keep up" at
: the bit, or individual character, level, but then how do you explain
: that the Atari side can talk directly to my Amiga at 9600 with no
: problems? I'm still not convinced we've solved the case.

I have an 850 with a LineLink 144e (cheap 14.4 fax/modem) and I run it at 9600 baud using Bobterm. I have the same problem of the modem not being able to accept commands. I found that if you go to terminal mode and type a bunch of a's then go to dial, it will work everytime. Apparently, the modems train their baud rate on the "a" of the "at" and the 850 confuses this training (must be some timing problem in the bit stream). But, apparently the modems can get synced up if you give enougn a's. From that point on, there seems to be no problem with the 9600 baud rate -- files transfer just fine. I also tried a P:R: Connection and it is not quite as good as the 850 - I could not use 9600 baud with it.

Kent DeGroff --

5194. Re: Atari 5200 cartridge hacking?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 07:03:00 UTC
From: ulf@zodiac.toppoint.de
Message-ID: <5Wf8zrb1D5B@avatar.zodiac.toppoint.de>
Source record: 98481

On 09.09.94, clay@supra.com (Clay Cowgill) wrote ...

c>Has anyone out there done any Atari 5200 -> Atari 800 (whatever)
c>conversions?
c>
c>A *long* time ago I was working on PacMan and Gremlins and never
c>finished. I just got a 5200 "meteroids" cart that I'm curious to
c>try to port...
I know that Gremlins (5200) and PacMan (5200) were converted to the 8bit,
but I have no idea how it was done :(! If you need more details on
Gremlins and PacMan, feel free to send me a message.

Ulf

Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
CrossPoint v3.02

5195. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 09:48:46 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_779276853@rtfm.mit.edu>
Source record: 98470
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 2-Sep-94

Additions/suggestions/comments/corrections having to do with this
Vendor/Developer List are requested. Please send to:

Michael D. Current
mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of the Atari 8-Bit Computers
Vendors and Developers List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

================================================================

"All" commercial vendors and developers should be listed here. "Major"
shareware developers are also listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List, available separately.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com
```

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Developer: various hardware and software

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@escmail.orl.mmc.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577

tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet, Menu Print Elite, Loopz, Helter Skelter,
Bomb Blaster, Pro Paint

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Retail Store Hours:
Thurs & Fri 10am-6pm; Sat 10am-5pm
Mail Order Hours:
Tue-Fri 10am-6pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood Street
Simi Valley, CA 93065-5646
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513

FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer 2.55, PC Xformer 2.0

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616

Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

D.G.S.
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701

tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack, Arena, Bubble Zone

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System,
Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572

Vendor: ????

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: PD/freeware/shareware

Lex-Tronics
see: DataQue Products

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
POLAND
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235

-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman

-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@escmail.orl.mmc.com
CIS: 74030,2020

GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.2

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454

Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

Developer: UltiFont, The New Atari XL/XE Map Book by Andrew C. Thompson

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

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End of atari-8-bit/vendev
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5196. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 10:48:22 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_779280501@rtfm.mit.edu>
Source record: 98471
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 2-Sep-94

Additions/suggestions/comments/corrections having to do with this
Vendor/Developer List are requested. Please send to:

Michael D. Current
mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of the Atari 8-Bit Computers
Vendors and Developers List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto:mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

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"All" commercial vendors and developers should be listed here. "Major"
shareware developers are also listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List, available separately.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com
```

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

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This list won't be accurate and complete without YOUR help!

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A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Developer: various hardware and software

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@escmail.orl.mmc.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577

tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet, Menu Print Elite, Loopz, Helter Skelter,
Bomb Blaster, Pro Paint

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Retail Store Hours:
Thurs & Fri 10am-6pm; Sat 10am-5pm
Mail Order Hours:
Tue-Fri 10am-6pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood Street
Simi Valley, CA 93065-5646
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513

FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer 2.55, PC Xformer 2.0

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616

Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

D.G.S.
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

Dorsett Educational Systems
408 Mission Drive
Camarillo, CA
U.S.A. 93010
tel: 1-800-654-3871 message
tel: (805) 654-3871 voice
FAX: (805) 484-3327
Developer: Educational Master Cartridge, about 1000 programs in 64 courses

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701

tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit, Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection, R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21, SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, Small Business Management, Small Business Management for the 130, Express! Professional, MARS 8

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack, Arena, Bubble Zone

Gralin International
11 Shillito Road
Parkstone, Poole, Dorset
England BH12 2BN
Vendor: new hardware, commercial software
Developer: MIDIMaster II, DigiDrum II, Replay Sound Sampling System, Datari Serial Interface & Multi-Viewterm

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572

Vendor: ????

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: PD/freeware/shareware

Lex-Tronics
see: DataQue Products

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
POLAND
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235

-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
Net: trew@sna.co.umist.ac.uk
Vendor: PD/freeware/shareware

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman

-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@escmail.orl.mmc.com
CIS: 74030,2020

GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.2

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454

Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Tiger Developments
159 Warley Road
Halifax, West Yorkshire
England HX1 3TW
tel: 0422 351845
Vendor: Kult, Miecze Valdgira (each for UK distribution only)
Developer: Lizard, Speed Fox, Mission Zircon, Tarkus and the Crystal of Fear, Programmer's Workshop Volumes 1-4, Boing II, Tarkus and the Orbs of Doom (Tarkus II), The Citadel

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

Developer: UltiFont, The New Atari XL/XE Map Book by Andrew C. Thompson

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

5197. for waiting users, xftools etc. etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 12:11:38 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.00vu@didi.mayn.sub.de>
Source record: 98492

Hi there,
some people are waiting for uue.-mails from me fro following software
-XFTOOLS a disk with very good software for standart xf551 (great)
-Inteloutside.iff one of different intel-outside pics from my amiga
-some more.. I do not know all

The reason is the bbs where I have acces to the Internet sometimes has
problems and now there is a problem again.
It is also not possible to sent to the archive (shit)
SO guys please wait 8 days more..

--

Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5198. System(s) for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 14:46:00 UTC
From: johnsonh@med.unc.edu
Message-ID: <34v578$tjs@bigblue.oit.unc.edu>
Source record: 98472

Well, here's the list of what I have. If you want something, make an offer and let me know. I would greatly prefer to get rid of everything to the same person, so preference will be given to anyone who wants everything.

800- Died a couple of months ago. Quit working during an Omniwriter session, which was a real bummer. Screen locked up and refused to respond to system reset; I swapped processors without luck. Probably an easy fix. Has Omnimon/Omniview board installed.

800XL- Works fine, with a new keyboard. No problems.

1050- With Happy mod. Seems to have some trouble on double density, although I have swapped out the drive mech.

2 Rana 1000 drives- These work very well, including double density.

XDM121, I think- The daisy wheel printer. Really nice for word processing, especially with Omniwrite. Works like a dream, with spare (unused) ribbon and daisywheel.

1030- 300 baud modem. I recommend only if you have no other choice, as 300 is so damn slow.

410- Program recorder. Needs a new belt, but can be rigged to work as is.

Enough serial cables and power supplies to run and connect everything at once.

Monitor cable, for the 800.

2 trackballs, the real deal from Wico.

Several joysticks.

An offensively large number of books and magazines (Analog, Antic, Compute, De Re Atari, Technical Reference manual, all kinds of programming and hardware stuff).

Far too many disks to describe. Figure about 100-120. Not all will work, in all likelihood, since many are 10+ years old, but they were readable as of May when my 800 bit it.

Want specifics, or just want it all? Email me.

Thanks,

Harry
--
Everyone is entitled to an opinion, and yours is wrong.

johnsonh@med.unc.edu Harry Johnson

5199. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 16:56:56 UTC
From: bryedewa@news.delphi.com
Message-ID: <34vcso$i7l@news.delphi.com>
Source record: 98474

krishna@max.tiac.net (Glenn M. Saunders) writes:

>I think that the 6507 in the 2600 runs also at 1.79mhz. The reason being

I got the 1.19 MHz figure right from the Stella manual.

-Bry

5200. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 17:00:04 UTC
From: bryedewa@news.delphi.com
Message-ID: <34vd2k$iau@news.delphi.com>
Source record: 98475

Lonnie McClure <lmcclure@delphi.com> writes:

>Unless I am very seriously mistaken, microcode is not involved in the
>6502 at all. Rather, like many of its early 8-bit brethren (such as
>the 6809), its instructions are "hardwired", which also partially
>explains their high cycle speed and relatively small instruction sets.

This is possible. I know the 6502 has a function heirarchy that
processes the "bits" of an instruction on a per-cycle basis. If this
could be piplined, the 6502 could go REAL 1 cycle RISC. :)

-Bry

5201. Archived articles was Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 18:26:24 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cvz9w0.7w2@cbfsb.cb.att.com>
Source record: 98486

In article <121915@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
> I pulled out my old 1802 stuff because of some of the
> statements about relative merits of different processors.
> Stuff is so old it looks like the Dead Sea Scrolls. Anyway,

I know I have neglected this news group for a month or so .. but
coming back to an 1802 discussion??? My first micro! Anyways ...
I have occasionally noticed references to INFO8 digest and such ..
does this mean there is an archive of expired articles somewhere??
They have greatly shortened all the holding times one these
groups, and I can no longer just catch up once a week or so.

--
Richard Dell

5202. Re: Atari 5200 cartridge hacking?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 19:33:15 UTC
From: jlodoen@shell.portal.com
Message-ID: <34vm1r$m18@news1.shell>
Source record: 98487

Ulf Petersen (ulf@zodiac.toppoint.de) wrote:
: On 09.09.94, clay@supra.com (Clay Cowgill) wrote ...

: c>Has anyone out there done any Atari 5200 -> Atari 800 (whatever)
: c>conversions?
: c>
: c>A *long* time ago I was working on PacMan and Gremlins and never
: c>finished. I just got a 5200 "meteroids" cart that I'm curious to
: c>try to port...
: I know that Gremlins (5200) and PacMan (5200) were converted to the 8bit,
: but I have no idea how it was done :(! If you need more details on
: Gremlins and PacMan, feel free to send me a message.

I'm interested in that Pac-Man. Do you have it? (NTSC version).
I've got the computer version, but without intermissions it
gets old real fast.

As to why the 5200 versions were enhanced, or were not released
for the computer... the 5200 could address 32K via the cart port,
the computers 16K.

Eventually the computer people learned about bank-switching (XE
carts like FSII), but some games were never coming over.

: Ulf

: ---
: Ulf Petersen, GERMANY InterNet: ulf%antic@cls.de
: MAILBOX/FAX: 04381/4739 / ANTIC - Die Box im Norden / 8N1 / 300-19200 BPS
: ## CrossPoint v3.02 ##

5203. Need a working copy of Ice-T

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 21:29:04 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CvzICH.BwH@freenet.carleton.ca>
Source record: 98501

```
Is there anyone in the Ottawa/Carleton area(or area code 613 or 819) that
could send me a working copy of ICE-T? Mine has a bad CRC so is kind of
useless. Just e-mail me and we'll see if we can set up a time when we
could xfer it.
```

--
It isn't you, it isn't me, • Chris Brown ba930
Search for things that you can't see, • aka Fisherman
Going blind, out of reach, • Nepean, Ontario
Somewhere in the vasoline -Stone Temple Pilots • "Stop the normalness!"

5204. Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 21:41:03 UTC
From: ripi@aol.com
Message-ID: <34vthf$ejc@search01.news.aol.com>
Source record: 98502

I happened across an old catalog of 8-bit Ataris, and was wondering if there is enough interest for me to scan the pictures.

I figure 640x480 in 256 colors is sufficient, unless there is greater demand for 24-bit TIFFs in higher resolutions.

I can provide pictures now of the 600XL, 800XL, 1200XL, 1400XL and 1450XLD. I can also dig up pics of various peripherals.

I'm also sure I can find pictures of the 400 and 800 and their peripherals.

So everybody let me know what you'd like to see, what size and so forth. I don't have FTP access, so I may post them here as UUEncoded files. I have access to Delphi, but never have gotten their FTP working well.

Rob

5205. Transfer Assistance - Buffalo, NY

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 22:41:37 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <CvzLpE.BKu@freenet.buffalo.edu>
Source record: 98478

I've got some Atari software on my PC that I'd like to get onto my 800XL but, als, no way yo make the transfer. I was under the impression that the local Atari 8bit board, the Wizard's Attic, was still up and going, but 2 weeks of trying to hail them only produces a busy signal no matter when I try (eben at 3:00 in the morning). This doesn't appear to bode well for the local 8bit community.

If anyone from Buffalo would be willing to give me a hand or point me to a local users group that miht be able to help me out I'd sure appreciate it. Thanks.

Phillip Fries
ah818@freenet.buffalo.edu

5206. BAD CHECKS FROM UNICORN PUBS.

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-11 23:34:28 UTC
From: b.poehland@genie.geis.com
Message-ID: <199409112334.AA275536445@relay2.geis.com>
Source record: 98473

DISHONORED PAYMENTS FROM WILLIAM & PATRICIA RAYL T/A UNICORN PUBLICATIONS

During the past 10 days I have received a rising tide of complaints & inquiries regarding dishonored checks issued by Unicorn publications & mailed by me, in conjunction with the refund policy described in the April 1994 issue of ATARI CLASSICS Magazine. In view of the increasing seriousness of the matter I feel compelled to quell any rumors spreading on the networks by presenting the facts as I know them.

Of the approximately 350 refunds that were issued, I believe the great majority of them have been paid. At this time it is my impression that fewer than 50 subscribers are affected by the problem.

In the following text, "Unicorn Publications" collectively refers to both William R. Rayl & Patricia L. Snyder-Rayl, who bear all moral & legal responsibility for the situation.

The facts of the matter & the status of the situation are as follows:

1.) During the period Aug.22-Sept.9, 1994, funds in Unicorn's account were drawn down below viability at least twice, for unknown periods of time in each case. During these periods an unknown number of items were dishonored by their bank. I am aware of 6 incidences of fees levied by banks on refund recipients due to NSF checks, plus an additional 5 cases of checks being deliberately witheld from presentation due to fears they would not be honored. I estimate the total number of individuals affected by bad checks could exceed 20.

2.) The reason for the account failures is stupidity amounting to criminal negligence on the part of Unicorn, who apparently wrote checks with wild abandon & failed to keep competent records, even though they were in possession of exact information as to the balance of funds on hand as well as the total cost of refund payments to be issued. This is not the first documented occurrence of Unicorn passing bad checks on the AC account. Problems were experienced in 1992 & again in 1993.

3.) At the present time the account is once again viable, & I am urging all recipients still holding checks to negotiate them at once. Funds from uncashed checks will end up becoming your gift to Unicorn, which they certainly do not deserve.

4.) Despite my requests, Unicorn has failed to account for a further 18 refunds which were to have been handled by them personally, as they had to be processed through credit cards. In view of the deplorable attitudes & unethical behavior exhibited by Unicorn, it is reasonable to assume all the people due credit card refunds have been defrauded.

5.) A Certified Notice was mailed to Unicorn on September 8 informing them of potential criminal liability & advising them of steps to be taken if they wish to avoid felony prosecution. A deadline of September 30 was set for them to resolve all complaints, including complaints for charges incurred from dishonored checks that were subsequently paid when presented a 2nd or 3rd time.

6.) A complaint was filed with the Ann Arbor Police Department on September 9, & a preliminary investigation is now in progress.

7.) I am presently awaiting arrival of complaint forms from the Office of the U.S. Postal Inspector. If Unicorn dishonors the Sept. 30 deadline, a felony complaint of Postal Fraud will be filed. Recipients outside the U.S. who may be defrauded by Unicorn would have to file a complaint with their national postal service, who would likely turn it over to U.S. postal authorities.

8.) Some people have blamed me personally for the bad checks. I wish to make it clear that I never at any time bore any responsibility or authority for financial management of AC's funds, that was entirely Unicorn's responsibility. They bulk-mailed the checks to me, & I served merely as their agent in sending them to individual subscribers. I had no idea which checks were good & which were bad. The perfidious behavior of Unicorn has placed me in an extremely compromising position. Not to mention, I too was nailed with charges from my own bank due to a bad check they passed to me. I officially resigned from AC on August 10, 1994. I am as much a victim- if not more so- as the people who have complained to me.

9.) Unicorn Publications (T/A Pegasus Press) may be contacted by e-mail on CompuServe at: 70007.4640 or via the Internet to Compuserve at: 70007.4640@compuserve.com, or on GEnie at: CONNECT.MAG or via Internet to GEnie at: connect.mag@genie.geis.com. They may also be reached by voice at: 1-313-973-8825, ask for Bill Rayl. Written complaints should be sent to: Unicorn Publications, 3487 Braeburn Circle, Ann Arbor MI 48108. Readers who wish to verify funds may call Bank 1 in Ypsilanti MI at: 1-313-434-7314, ask for Gail Thompson, or call the branch number at: 1-313-572-7800. The number for the Washtenaw County prosecuting attorney's office is: 1-313-994-2380. The number for the Ann Arbor Police Department is: 1-313-994-2661.

10) A defrauded reader in Florida, Vern McColloch, is considering a possible class-action civil lawsuit to recover damages. He may be contacted at: 1-305-792-1942 or in writing: 3721 S.W. 59th Terrace #5, Davie FL 33314-2643.

11) A number of recipients forwarded their refund payments to AC's new publisher, Jim Hood. Jim is aware of the Unicorn problem & is reported to be holding an unknown number of checks. The impact of Unicorn's bad checks upon the new publisher is at present unknown, although some people have expressed fear that Unicorn's bad checks could wreck the renewal of the magazine. That would be tragic for the people who've signed up for the new publication.

12) During the latter half of August when this problem first developed, I was away in Arizona attending the personal needs of my mother who is dying of cancer. I only became aware of it during the first week of September after I returned home & got caught up on my mail. This totally inexcusable situation has thus hit me at a particularly difficult time. In their communications to me on the subject, Unicorn rubs salt in the wound by failing to express any personal culpability for creating the problem or expressing any remorse or regret for the intense distress they have visited upon so many people. The cold-blooded, reptilian attitude exhibited by Mr. & Mrs. Rayl toward the parties they've defrauded is utterly unconscionable.

- Benjamin L. Poehland

5207. Starpath CD project

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 00:15:50 UTC
From: krishna@max.tiac.net
Message-ID: <3506jm$88r@sundog.tiac.net>
Source record: 98477

I'm planning on creating a "Complete Starpath/Arcadia" `CD-ROM'
for the Atari 2600. CD-ROM? Well, kinda. The Starpath games were
distributed on tapes, so I'd like to remaster all the tapes (NTSC and
PAL) all onto one CD with some home-brew DTP and the like and sell it at
cost. It's a matter of convenience and preservation that I'm doing
this. We have to do this before the tapes demagnetize or break or
develop too many dropouts.

I have used the "filter" utility in my shell account to preprocess
specific messages depending on the subject header field. I can use it to
build lists of email addresses and I can use simple shell utilities to
count lines and let me know how many people are interested in this or
that. If you would be interested in buying a Starpath CD (Starpath
interface required obviously and assume a price no higher than $20 but
probably lower) then send me email with a subject of CD_LIST. If you have
a well-preserved collection of Starpath tapes you are willing to lend me,
send me a concise list of titles and set the subject to TAPE_DONATE. Then
later on I will decide on "donators" and contact them via email. I will
use the CD_LIST to determine the size of the CD duplication run.

Keep your eyes on rec.games.video.classic for periodic updates.

Thanks.

5208. PAL machines use same peripherals?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 00:49:18 UTC
From: bryedewa@news.delphi.com
Message-ID: <3508ie$75g@news.delphi.com>
Source record: 98479

I noticed that PAL machines use a 3.54 instead of a 3.57 clock. Doesn't this mean that a PAL machine will not be able to use American peripherals since the clock is derived from this crystal?

-Bry

5209. Re: Atari 5200 cartridge hacking?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 00:53:32 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3508qc$9ad@usenet.INS.CWRU.Edu>
Source record: 98480

In a previous article, jlodoen@shell.portal.com (Jeff M Lodoen) says:

>I'm interested in that Pac-Man. Do you have it? (NTSC version).
>I've got the computer version, but without intermissions it
>gets old real fast.

Ever been to the ninth key and beyond? All your favorite patterns suddenly
don't work at all, as the ghosts seem to become a lot more unpredictable,
as do the effective lengths of the power pills.

Still no intermissions, but I find it plenty exciting.

(high score around 250,000 or so. I can look it up.)
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5210. Re: .DSK Extension: A disk image file?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 01:00:27 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <35097b$9jc@usenet.INS.CWRU.Edu>
Source record: 98476

In a previous article, jduer@mdcs2.cs.mdcc.edu (Joe Duerstock) says:

>Version 0.1 of DCMTODSK had a rather glaring bug in it which has since been
>corrected. I have version 0.2 beta available but have been unable to get on
>atari.archive.umich.edu to upload it.

Besides FTPing to atari.archive.umich.edu, you can try FTPing to
msdos.archive.umich.edu or amiga.archive.umich.edu and just cd'ing to the
Atari/8bit/New directory from there.

You can also always uuencode the upload and mail to
lenn@atari.archive.umich.edu.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5211. Re: Archived articles was Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 01:14:34 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <350a1q$b11@usenet.INS.CWRU.Edu>
Source record: 98482

In a previous article, rdell@cbnewsf.cb.att.com (richard.b.dell) says:

>I know I have neglected this news group for a month or so .. but
>coming back to an 1802 discussion??? My first micro! Anyways ...
>I have occasionally noticed references to INFO8 digest and such ..
>does this mean there is an archive of expired articles somewhere??
>They have greatly shortened all the holding times one these
>groups, and I can no longer just catch up once a week or so.

Read the FAQ List under "What is INFO-A8?" INFO-A8 is a listserv which redistributes the Info-Atari8 Digest, which in itself is a mail redistribution of comp.sys.atari.8bit postings. The site where INFO-A8 originates archives about a year's worth of INFO-A8's, last time I checked.

Anyone with Internet e-mail can get to the archived collection of INFO-A8 issues. I think that section in the FAQ is geared toward people on BITNET (which used to be where all the listservs were), rather than the Internet. Let me know if you have trouble making the translation.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5212. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 01:19:53 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <350abp$bbe@usenet.INS.CWRU.Edu>
Source record: 98483

In a previous article, ripi@aol.com (RIPI) says:

>I happened across an old catalog of 8-bit Ataris, and was wondering if
>there is enough interest for me to scan the pictures.
>
>I figure 640x480 in 256 colors is sufficient, unless there is greater
>demand for 24-bit TIFFs in higher resolutions.
>
>I can provide pictures now of the 600XL, 800XL, 1200XL, 1400XL and
>1450XLD. I can also dig up pics of various peripherals.
>
>I'm also sure I can find pictures of the 400 and 800 and their
>peripherals.

YES! It sounds like you have the recently-famous catalog with the flying 600XL, 800XL, 1400XL, and 1450XLD on the cover. I really wish I didn't lose mine.

You know what would really be cool? If you scanned everything you could, then coordinated it with one or more of the 8-bit Atari WWW page moderators so they could provide graphics in their offerings. I know at least one was looking for such pictures.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5213. Re: ATARI DISK DRIVE WANTED

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 01:30:34 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <350avq$cek@usenet.INS.CWRU.Edu>
Source record: 98484

In a previous article, ziggy29@rahul.net (Tim Irvin) says:

>For what it's worth, Santa Clara isn't between Sunnyvale and SF, but it's
>really close and you're sure to find what you need at B&C on Scott Blvd.
>in Santa Clara. I believe a reconditioned 810 sells for around $70 there.

B&C recently moved from the Scott Blvd address. Phone numbers are the
same, different street address, same city. I can extract from my
vendor/developer list if anyone's interested.

5214. faq-server goes haywire

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 01:37:02 UTC
From: MCURRENT@carleton.edu
Message-ID: <01HGZZ7N4O2Q8WWC00@carleton.edu>
Source record: 98485

I apologize for the every-other-day postings of the vendor/developer list. As you may or may not be aware, I do not post my FAQ Lists myself, but make use of the faq-server service of the *.answers moderation team. I'm trying to make it quit posting my vendor/developer list like this as soon as possible.
-Michael

Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5215. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 03:15:04 UTC
From: ripi@aol.com
Message-ID: <350h3o$k2r@search01.news.aol.com>
Source record: 98489

In article <350abp$bbe@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu (Michael Current) writes:

You know what would really be cool? If you scanned everything you could, then coordinated it with one or more of the 8-bit Atari WWW page moderators
so they could provide graphics in their offerings. I know at least one was
looking for such pictures.

Um, okay. But what are the WWW page moderators? I'd be more than happy to, but I've never heard of them. :)

Rob

PS: Okay, we have two official "Hell Yes"ses. <grin>

5216. Re: PCTASK running SIO2PC on Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 03:45:26 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <350ism$qle@nic-nac.CSU.net>
Source record: 98490

I think Oda Tetseu (sp?) tried the PC emulator for Amigas with SIO2PC but..
although it didn't work, it also didn't seem to work completely right on an
IBM clone.. so it could be the hardware... I dunno.

I'm still waiting for mail so I can try and diagnose anything (at first, heh,
he was using "I"nstall to load disk images instead of "L"oad.. tsk tsk..
time to read the manual again! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I hate PC's.. I hate Windows.. I hate slow Macs.. I'm not in a good mood, huh

5217. Re: cross post from GEnie

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 03:48:23 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <350j27$qon@nic-nac.CSU.net>
Source record: 98491

HOLY <ahem>

WHOA! That guy's like, in the next town north of here! I pass through it
5 days a week coming home on the bus from school!! :)

Does the guy have a ph# or street address? Perhaps I'll see if he'll let
me play with the thing cuz I'm a bit interested in it (my friend likes to make
movies.. he hasn't really ever finished one yet, but we do sorta have ok
editing facilities and I've made an ok vertical scroller for credits.. but
genlock'd be pretty cool too! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Small world!!

5218. Re: Scrolling Ad Software Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 03:55:13 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <350jf1$r32@nic-nac.CSU.net>
Source record: 98493

Man, there's probably a LOT of that out there! Heheh.. if you wanted, you could even use a sector editor and hack into a demo (like the one's from Europe) and change the text in the scrollers and you'll have whatever nifty thing is in the background .. in the background.. that make sense.
??

ANYWAYS, or write something simple in TurboBASIC XL like:

```
10 GRAPHICS 15+16:SETCOLOR 0,0,15:POKE 559,35
15 DIM A$(100)
20 A$=" Welcome to my store...."
25 A$(LEN(A$)+1)=" "
30 DO
35 X=X-1
40 IF X<0 THEN X=7
45 IF X=7 THEN Y=Y+1:IF Y>LEN(A$)-48 THEN Y=1
50 TEXT X,32,A$(Y)
55 LOOP
```

oops. ok, that won't work, but it's close.. if you can stand the letters vanishing instantly at the left edge and the screen having a border than just remove the "POKE 559,35" and change "-48" to "-40" and it'll look ok I guess.. a bit small

I must be bored. :) Nevermind that, I know there's quite a bit of scroller software out there for the purpose you stated.. :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

5219. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 03:58:50 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <350jlq$r8j@nic-nac.CSU.net>
Source record: 98494

YES! POST 'EM! (A 130XE would be handy, too :))

ALL OF 'EM! GIF format's good for us because the newest graphics viewing
software only supports GIFs (APACView and JViewXL)

YAY! Thanx! :)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

5220. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 04:06:08 UTC
From: krishna@max.tiac.net
Message-ID: <350k3g$ej9@sundog.tiac.net>
Source record: 98497

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: YES! POST 'EM! (A 130XE would be handy, too :))

: ALL OF 'EM! GIF format's good for us because the newest graphics viewing
: software only supports GIFs (APACView and JViewXL)

If I want to look at an Atari 8-bit, I need only look at what I'm typing
on. In over 24-bit color mind you.

5221. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 05:00:08 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <350n8o$smt@ns.mcs.kent.edu>
Source record: 98499

On 11 Sep 1994 23:15:04 -0400, RIPI (ripi@aol.com) wrote:
: Um, okay. But what are the WWW page moderators? I'd be more than happy
: to, but I've never heard of them. :)
: Rob

Uhm, I have a little HomePage with a spot for Atari info on it. I do plan on expanding it quite a bit. I also have a link to sme of the other Home Pages that I know of. The url is http://nimitz.mcs.kent.edu/~clisowsk

--BRiT
--
clisowsk@mcs.kent.edu (BRiTiSH) | Computer Programmers and Significant Others:
aa853@po.cwru.edu (Atari 8-Bit) |"I'm gonna base my next program on her. It'll
BRiT / WolfFood / BFD @AlexMUD | take a lot of time and fucking around and it
telnet mud.stacken.kth.se 4000 | won't put out." --BRiT

5222. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 05:15:11 UTC
From: Steve Cullen <74511.1632@CompuServe.COM>
Message-ID: <350o4v$q9e$1@mhadg.inhouse.compuserve.com>
Source record: 98500

Why is the Atari catalog recently famous? By the way, I have
that one plus the one with the 400/800 in it.

Steve C.

5223. Re: PAL machines use same peripherals?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 05:53:28 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Sep12.055328.20993@iglou.com>
Source record: 98503

In article <3508ie$75g@news.delphi.com>,
BRYEDEWAARD@DELPHI.COM <bryedewa@news.delphi.com> wrote:
>I noticed that PAL machines use a 3.54 instead of a 3.57 clock. Doesn't this
>mean that a PAL machine will not be able to use American peripherals since
>the clock is derived from this crystal?
>
Most Atari peripherals do not care about the clock speed, as they are
connected through the serial bus at 19200 bits per second.

--
Bill Marcum bmarcum@iglou.com
"Say, do any of you guys know how to Madison?"

5224. FlickerTerm display

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 06:34:48 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199409120634.AA214461673@relay2.geis.com>
Source record: 98504

I've been experimenting with the FlickerTerm display, and have come up with an interrupt (VBI, 23 bytes plus setup routine) which provides a display of 80 columns out of 96. It merely toggles the high byte in the LMS of the display list, then changes HSCROL. I'm looking at writing E: and S: drivers. Has anyone else been experimenting with the FlickerTerm mode? I've tried using the ROM character set (or did I forget to load the FT set ;-) it almost works, and shows a large degree of kerning, which I thought was kind of neat.

Does anyone know of methods to fool the OS when you set up a horizontally scrolling display? Right now, as soon as the HSCROL bit is set in the display list, GR.0 lines take up 48 bytes each. In FT mode, that's an extra 192 bytes for each screen. Added to the 960 bytes/screen of normal GR.0 that's 1152; and for ease of calculation for offsets etc. I use a page boundary, which loses another 128 bytes per screen. I'd like to return to the standard 40 bytes to conserve memory (2 pages), but I don't want to create a d/l with an LMS on every line. If I implement E: and S: handlers I could hide some in those two areas, but I'd rather have a contiguous block. Anyone have any bright ideas?

Dave Paterson

The opinions and ideas expressed herein
are not those of a sane man.
You have been warned...

5225. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 07:52:39 UTC
From: jharris@cup.portal.com
Message-ID: <122165@cup.portal.com>
Source record: 98405

> POINT #1 Size of code vs 6502

The 65816, which is the processor I called the most memory efficient, can do your memory move example in 12 bytes, vs 22 for 1802 and 30+ 6502. That's assuming the chip was in 16 bit register mode already, or else you would need 2 bytes to switch into 16 bit mode first, and 2 more bytes to switch to 8 bit mode after the move, if necessary. So 16 bytes max.

> POINT #2 can page zero be considered registers

Registers on other machines are often used for counters, and indirect memory pointers, of which ZP can do both. While I don't call a 6502 a machine with 256+3 registers, I don't usually have major problems doing what I need to accomplish within the confines of the chip. The main thing I run into, is needing to add something when I don't want to trash the A register. The 68000 having 8 data registers is really nice in that regard.

John Harris - jharris@cup.portal.com

5226. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 07:52:46 UTC
From: jharris@cup.portal.com
Message-ID: <122166@cup.portal.com>
Source record: 98406

I have more partial answers to the memory fetch cycle issues, including one totally unexpected point.

According to a very good hardware designer I know, most CISC chips these days perform a clock divide by two as the very first thing, instantly doubling the length of time the CPU spends doing anything, when comparing to the clock frequency. So a 25MHz 68030 is really operating at 12.5MHz. The reason this apparently takes place, is to get a perfect 50/50 duty cycle on the clock pulses. Since clock ocsillators were apparently not perfectly clean, many chip makers found it difficult to perform all of their timing on the raw clock pulse, and so create their own within the chip.

So this gives a 2 to 1 speed difference compared to the 6502. But the 68000 is 4 times slower, and the additional 2 to 1 factor would appear to be caused by the 6502 utilizing both phases of the clock pulse. The chip does different operations on each half (phase) of the clock pulse, where the 68000 uses only one of the halves.

Okay, so the clock divide by two, and using only half the clock pulse, comes up with the 4 to 1 speed difference of the chip. The only question that remains unanswered, is why don't more chip designers do things the way the 6502 does them. Somewhere, there must be some tradeoffs, difficulties, or drawbacks to the 6502 method, or more designers would be using it.

In the case of the Amiga computer, the half clock phase is put to great use, by designing custom chips that operate on the opposite phase, and can does interleave bus accesses with the 68000 without slowing either chip down. In the Atari8, every time Antic need to access the bus it has to halt the 6502, slowing the system down a bit. It is really nice that the Amiga chips can utilize what would normally be wasted space. While this is a wonderful design, it can't be a typical example, and so there must be more reasons.

John Harris - jharris@cup.portal.com

5227. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 13:01:45 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cw0ply.1HC@cs.vu.nl>
Source record: 98407

krishna@max.tiac.net (Glenn M. Saunders) writes:

>Robin Blondon (robin@mks.com) wrote:

>: I think the 6507 also had 128 bytes of on-chip RAM as well as one or more
>: I/O ports. I could be wrong though, I'm going from memory.

>I think the 128 bytes in the 2600 come from the RIOT chip, not the CPU,
>but I'm not certain.

That's true. It's the same as in a 1050 diskdrive.

Ivo.

5228. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 13:12:22 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cw0q0n.1MK@cs.vu.nl>
Source record: 98408

ripi@aol.com (RIPI) writes:

>In article <350abp$bbe@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu
>(Michael Current) writes:

>You know what would really be cool? If you scanned everything you could,
>then coordinated it with one or more of the 8-bit Atari WWW page
>moderators
>so they could provide graphics in their offerings. I know at least one
>was
>looking for such pictures.

>----

>Um, okay. But what are the WWW page moderators? I'd be more than happy
>to, but I've never heard of them. :)

This sounds really great! I have almost unlimmeted space in my local
ftp directory which also stores some of the documents I provide by ftp and
through the World Wide Web. It would be cool to create a huge catalog
of all Atari 8-bit hardware with pictures and addictional info!
If you scanned them at 640x480 in 256 colors it wouldn't be a problem as
far as disk space is concerned. I would scale them down to an appropriate
size for inclussion in the page itself and when you click on the small
image it'll span an external viewer and show the full picture.
What do ya think?

>Rob

Greetings,
Ivo van Poorten

||| Ivo van Poorten <ipoorten@cs.vu.nl> aka The Gatekeeper |||
||| Visit my Atari 8-Bit Home Page !!! |||
_/ | _ The URL is http://www.cs.vu.nl/~ipoorten/8bit.html _/ | _
ATARI or ftp all offered stuff at: ftp.cs.vu.nl/pub/ipoorten 8-BIT

5229. complete ATR8000 system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 14:02:05 UTC
From: ccastn1@phantom.oit.gatech.edu
Message-ID: <351n0t$9rv@phantom.oit.gatech.edu>
Source record: 98424
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

(This is a re-post, with some items added.)

I have the following complete ATR 8000 system for sale, all for $250 plus shipping. (I will not sell individual parts, because I have no need for a partial system.) Reply by e-mail to ccastn1@oit.gatech.edu.

- Atari 8-bit (choice of 800, 800XL, or 130XE)
- Atari 1050 with US Doubler
- Atari XEP-80
- Atari 830 interface
- Atari 1010 tape drive
- ATR8000 w/64K
- 5.25" and 3.5" high-density drives, in case with power supply
- all cables, power supplies, a joystick, most manuals, lots of software

(I will sell the other two 8-bits for $40 each or $70 for both, plus shipping.)

5230. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 14:28:32 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bk-RXio.kamaro_kid@delphi.com>
Source record: 98409

If you scan the pics, upload them to the atari 8bit database, and I'll FTP them to the archives.

I'm the 8bit manager of Delphi's Atari Advantage database.

--James King
kamaro_kid@delphi.com

5231. Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 14:51:05 UTC
From: karjala@hol.ath.forthnet.gr
Message-ID: <9409121725.D4219kv@hol.ath.forthnet.gr>
Source record: 98410

I need help here. I'm trying to load bigdemo on my XF2 emulator. I haven't got an atari computer, just the XF2 emulator on the PC, and a modem, with which I get bigdemo.

The trouble is that the bigdemo dcm file is 120 Kbytes, which is too much for XF2.

What would you do to play play bigdemo on XF2 if you didn't have an atari?

I know there's an xfd file that represents an empty dual density disk for use with xf2. I found that in xf2's directory. I suspect my question comes down to how do I move the bigdemo.dcm file from DOS into the special empty dual density xfd. Any suggestions?

Thanks
Alex

5232. Supra Parallel I-face

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 15:03:43 UTC
From: 00tsvegh@bsuvc.bsu.edu
Message-ID: <1994Sep12.100343.34023@leo.bsuvc.bsu.edu>
Source record: 98413

I have recently aquired a MPP-1150 parallel printer interface, made by
Supra Corp. I got it at a thrift store and have no docs at all for it.
It has an Atari type serial interface cable and a parallel cable with
a centronix type connector.

If anyone has any info to share about this unit I would be very grateful.
I'm especiall interested in parallel pin outs. Are they standard?
Any info would be a help. Thanks. Please E-mail as I am not able to
get to this news group on a regular basis.

TV

5233. Re: Atari 5200 cartridge hacking?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 15:56:38 UTC
From: clay@supra.com
Message-ID: <351tnm$c6i@v_mail.supra.com>
Source record: 98415

I wrote:

>A *long* time ago I was working on PacMan and Gremlins and never
>finished. I just got a 5200 "meteroids" cart that I'm curious to
^^^^^^^^^
>try to port...

Whoa, what the hell is that? "Meteorites" is the name of the game.
Don't know how I came up with "meteroids"-- must have been Friday. :-)

-=-=-==-
Clayton N. Cowgill Supra Corporation clay@supra.com
Macintosh Product Manager 206.905.1400

5234. Re: FlickerTerm display

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 16:01:24 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <351u0k$3si@nic-nac.CSU.net>
Source record: 98411

I have no help to give, but I would REALLY like to see an FT-80 style E:
handler!!

AND I MEAN >REALLY<! Just make it work ok with TurboBASIC XL and Action! :)

-bill!

5235. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 16:03:49 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <351u55$42a@nic-nac.CSU.net>
Source record: 98412

Hi.. although I don't think BIGDEMO will work on the XF2 (because it's an Atari 400/800 emulator, not an XL/XE emulator), what you need to use to made disks out of DCM files is either:

1) DiskCommunicator 3.2 for the Atari or
2) DCM2DSK for the IBM

DiskCommunicator converts disks to DCMs and vice versa.
DCM2DSK converts DCMs to ATRs for SIO2PC and the XF2. The first beta release is buggy but a new one is coming out as soon as the author can get a copy to UMich. (I can't wait! :))

-bill!

5236. 6502 instruction cycles (fwd)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 16:14:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <199409121613.MAA10992@bottom.magnus.acs.ohio-state.edu>
Source record: 98416

```
Forwarded message:
>From: Masstorage@closer.brisnet.org.au (Masstorage)
>Date: 11 Nov 94 11:55:56 +1000
>
> 2 cycle instrucions.
>
>ADC, AND, CMP, EOR, ORA, SBC, CPX, CPY ,LDA, LDX, LDY all immediate
>addressing. ie LDA #08
> TAX, TXA, TAY, TYA, TSX, TXS, DEX, DEY, INX, INY, ROL A, ROR A, ASL A
> LSR A, CLI, SEI, CLC, SEC, CLD, SED, CLV, NOP
> all branch instructions. (note add 1 cycle if branch occurs to location in
>same page, add 2 cycles if branch to another page. no branch takes 2 cycles)
>
> 3 cycle instructions
>
> LDA, STA, LDX, LDY, STX, STY, ADC, AND, BIT, CMP, EOR, ORA, SBC, CPX, CPY
>all zero page direct.
> JMP, PHA, PHP,
>
> 4 cycle instructions.
>
> LDA, STA , LDX, LDY, STX, STY, CMP, ADC, AND, CMP, EOR, ORA, SBC Both zero
>page indexed and absouute.
>
> BIT, CPX, CPY absolute only
> PLA, PLP
>
>
> 5 cycle instructions.
>
> LDA, STA absolute indexed, ie LDA $EEEE,X or Y
> INC, DEC, ROL, ROR, ASL, LSR zero page.
> JMP ($EEEE)
>
>
> 6 cycle instructions.
>
> LDA , STA, ADC, AND, CMP, EOR, ORA, SBC both pre and post indexed
>indirect.
> RTI, JSR, RTS
>
> INC, DEC, ROL, ROR, ASL, LSR both zero page indexed and absolute
> ie INC $EE,X , INC $EEEE
>
```

>
>
> 7cycle instructions
>
> INC $EEEE,X , DEC $EEEE,X , ROL $EEEE,X , ASL $EEEE,X , LSR $EEEE,X , BRK
>
>
>
> According to my book, some instructions take an extra cycle if a page
>boundry is crossed. Unless otherwise noted, I have added the cycle in.
>
>
>Please post this to the group. I cannot for some reason..
>
> * Wave Rider 1.0 [NR] *
>... UNREGISTERED EVALUATION COPY
>--- Blue Wave/Maximus
>

Thanks!

-Rob

5237. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 16:26:59 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <351vgj$6b8@usenet.INS.CWRU.Edu>
Source record: 98414

In a previous article, ripi@aol.com (RIPI) says:

>Um, okay. But what are the WWW page moderators? I'd be more than happy
>to, but I've never heard of them. :)

Four different WWW 8-bit Atari hompages were covered in the last posting of
the FAQ List, along with the mail addresses of their moderators. I can
certainly send anyone a copy if you need one.

A summary of the World Wide Web is beyond the scope of this article. :)

But if you're really curious I'm sure several of us could give it a shot.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5238. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 16:30:36 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <351vnc$6qc@usenet.INS.CWRU.Edu>
Source record: 98417

In a previous article, 74511.1632@CompuServe.COM (Steve Cullen) says:

>Why is the Atari catalog recently famous? By the way, I have
>that one plus the one with the 400/800 in it.

It's sort of a collector's item because it so thoroughly covers the unreleased 1400XL and 1450XLD. I think it came up recently because outside of the publicity photo sent to the magazines, and the different photo in the Best catalog, this Atari product catalog is the only place to get a good look at what these models were to be like.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5239. Re: Any problems with AC refund checks?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 17:05:34 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3521ouilc3@mhadf.inhouse.compuserve.com>
Source record: 98418

Michael,

I received a copy of a letter sent to Unicorn (Bill & Pattie Rayl, publishers) by Ben Poehland, former AC Managing Editor, regarding this situation today. He is giving them until 9/30 to make ammends to all persons who have received bad checks from them, and if this is not done, legal action by postal authorities and others may be taken.

Just a word of caution...Connect magazine, a telecommunications publication, is being published by the same folks under the company name Pegasus Press. Use extreme caution with this publication right now because the state of the Rayl's financial situation is very unclear right now.

Lawrence Estep
AC Telecomm. Editor

NOTE: All opinions above are my own, and may not necessarily reflect the opinions of other AC staff.

--
Lawrence Estep / 71450.1050@COMPUSERVE.COM
REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

5240. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 18:41:59 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <122187@cup.portal.com>
Source record: 98428

Granted the 65816 is going the right direction, but there's still other features of 15 year old CISC micros that would make them competitive with a 65816 today. Low end device where speed isn't that important but cost is. Memory mapped I/O is a good example. I said the 1802 is limited to only 8 devices on the buss, but the Atari only has 4 devices in it other then Sally. For reading/writting to the PIA you're still going to need a STA $D3XX while an 1802 or 8088 just uses an OUT instruction. I think the OUT on a 8088 may be a 2 byter because of the number of hardware devices they have available, but on an 1802 <foggy memory> I belive the device is encoded in the instructions lower 3 bits. But hey, Western Digital is still alive & you said they only use 255 out of a posible 256 instructions on the 65816? If they really wanted to they could it as a 2 byter & allow 256 devices on the buss while not taking over any RAM/ROM locations for memory mapping. For some strange reason I prefer the memory mapped approach, but I can't give any good reason.
BTW: I haven't done 1802 code in 12 years, but I'd bet with the Store VIA X & DEC the example I gave could go down to 16-18 bytes. But then I loaded immediate #0 twice in the 6502 example so that could've been shortened by a couple of bytes too.
Rick

5241. Re: Night Mission Pinball password?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 19:46:06 UTC
From: maba@simpson.ruhr.de
Message-ID: <3527le$1o@simpson.ruhr.de>
Source record: 98420

RIPI (ripi@aol.com) wrote:
: What's the password that gets you into the settings page in Night Mission
: Pinball? I can't for the life of me remember...

: Rob

Hi,

try to type FIX and you'll be zoomed into Fix-Mode.

Tschau,

/Martin/

--

```
+------------------+--------------------------------+------------------+
| Martin Bartsch | Internet: maba@simpson.ruhr.de | |||||| MiNT is |
| Am Waldesrand 14a | | |||||| Now TOS |
| D-58093 Hagen | Fax: +49 2331 589761 | _// || \\_ |
| Germany | | /_/ || \_\ |
+------------------+--------------------------------+------------------+
```

5242. Re: Help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 20:16:56 UTC
From: jlodoen@shell.portal.com
Message-ID: <352cvo$ejs@news1.shell>
Source record: 98419

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Hi.. although I don't think BIGDEMO will work on the XF2 (because it's an
: Atari 400/800 emulator, not an XL/XE emulator), what you need to use to made
: disks out of DCM files is either:

: 1) DiskCommunicator 3.2 for the Atari or
: 2) DCM2DSK for the IBM

: DiskCommunicator converts disks to DCMs and vice versa.
: DCM2DSK converts DCMs to ATRs for SIO2PC and the XF2. The first beta release
: is buggy but a new one is coming out as soon as the author can get a copy to
: UMich. (I can't wait! :))

There is a third way that I've used. On UMich there is a program
in the Sio2pc directory named atarimg.exe, an MS-DOS file. It
will make single and enhanced density images that XF2 and SIO2PC
will read... Just but the too-big file in an enhanced image and
you can to the DCM conversion with Diskcomm.

I know some have had trouble with Diskcomm giving error 139 when
trying to format enhanced images under XF2. Don't format! It doesn't
crash on writing like with SIO2PC.

It has worked for me.

: -bill!

5243. Atari 8-bit Omnibus

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-12 22:39:14 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199409122239.AA185009543@relay2.geis.com>
Source record: 98429

Since Atari dropped the 8-bit computer line it's become progressively more difficult to find software and equipment for our Atari 8-bit computers. The days of Antic and Analog issues filled with ads are gone. Many suppliers and software authors can no longer afford to advertise.

Back in April, I decided to try to remedy this. I sent out a mailing to over ninety suppliers, inviting them to send in free ads for "The Atari 8bit

Omnibus". This resource guide will be available for sale beginning October 10th for $5 US, including shipping and handling. Once it's being printed I will release full ordering information.

Right now, I'm offering the same free advertising to the rest of the Atari 8bit community. Free classified ads will be accepted, subject to the following limitations:

(1) Maximum 50 words/ad, two ads per person. Editor decides what constitutes a word. Editor will edit oversize ads.

(2) All ads must pertain to the Atari 8-bit computer line.

(3) All ads must include the advertiser's full name and postal address. Email and phone numbers are a good idea as well.

(4) Advertisers offering software may only offer software originals. Ads offering pirated software will be refused.

(5) Editor and publisher are not responsible for personal losses dues to situations arising from these ads.

(6) Hope nobody was scared off by all this.

(7) Send ads via Email to:
D.PATERSON2@genie.geis.com
Use the message title: Omnibus Ad

Thanks for your support. Watch for the release announcement later this month.

5244. Re: FlickerTerm display

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 01:46:16 UTC
From: krishna@max.tiac.net
Message-ID: <353098$fkf@sundog.tiac.net>
Source record: 98432

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: I have no help to give, but I would REALLY like to see an FT-80 style E:
: handler!!!

: AND I MEAN >REALLY<! Just make it work ok with TurboBASIC XL and Action! :)

: -bill!

Clay is coming back. He just emailed me. If you want to speed up his
arrival, email him with info on how to subscribe to the digest version of
this newsgroup via email. I guess he doesn't have a newsgroup service.
His email address will be in a different post of mine.

5245. Clay is back

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 01:50:22 UTC
From: krishna@max.tiac.net
Message-ID: <3530gu$fkf@sundog.tiac.net>
Source record: 98433

```
His new address is: ehalliwell@emh.kunsan.af.mil

--
-Sig file under construction.
```

5246. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 02:10:09 UTC
From: ripi@aol.com
Message-ID: <3531m1$b92@search01.news.aol.com>
Source record: 98422

In article <Cw0q0n.1MK@cs.vu.nl>, ipoorten@cs.vu.nl (Ivo van Poorten)
writes:

>If you scanned them at 640x480 in 256 colors it wouldn't be a problem as
>far as disk space is concerned. I would scale them down to an appropriate
>size...

Okay, I'll provide them in 640x480x256, and if you want, I can send TIFs
at the same size (since that's how they'll originate), so when you scale
them down, they'll still look good.

I figure 99% of all 8-bitters have other machines that they use, so TIFs
shouldn't be a problem for the really picky types. :)

What's the name of your FTP site, and where do you want me to put them?

Rob

5247. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 02:11:01 UTC
From: ripi@aol.com
Message-ID: <3531nl$b9c@search01.news.aol.com>
Source record: 98423

In article <Bk-RXio.kamaro_kid@delphi.com>, kamaro_kid@delphi.com writes:

>If you scan the pics, upload them to the atari 8bit database, and I'll
FTP
>them to the archives.

Okay, if I can't get FTP to work, I'll do just that.

Rob

5248. Re: Atari 8-bit Omnibus

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 02:32:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <35330k$22q@nic-nac.CSU.net>
Source record: 98421

Hey! Sounds like a cool idea! How will one order the source guide?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Count me in!

5249. Re: cross post from GEnie

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 03:36:42 UTC
From: Mike <72347.3353@CompuServe.COM>
Message-ID: <3536oa$4tf$1@mhadg.production.compuserve.com>
Source record: 98426

Not that he posted, I'll have to drop him a line and see if I can get
something from him. Though now that I think about it, you might check out
old articles about the TransKey, you might find his PH# there...

--
Mike Todd
Info-Atari8 Digest
Moderator

5250. Re: Scrolling Ad Software Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 03:39:32 UTC
From: Mike <72347.3353@CompuServe.COM>
Message-ID: <3536tk$4tf$2@mhadg.production.compuserve.com>
Source record: 98427

He may also want to check out Mboard2000 by Pab Sungenis, maybe not quite what he wants but it is a very good system for information display or for use with hotel/cable close cir. systems.

--
Mike Todd
Info-Atari8 Digest
Moderator

5251. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 03:42:11 UTC
From: bryedewa@news.delphi.com
Message-ID: <35372j$160@news.delphi.com>
Source record: 98425

krishna@max.tiac.net (Glenn M. Saunders) writes:

>William Kendrick (kendrick@zippy.sonoma.edu) wrote:
>: YES! POST 'EM! (A 130XE would be handy, too :))

>: ALL OF 'EM! GIF format's good for us because the newest graphics viewing
>: software only supports GIFs (APACView and JViewXL)

>If I want to look at an Atari 8-bit, I need only look at what I'm typing
>on. In over 24-bit color mind you.

You don't get this "picture" concept do ya? Many people have taken pictures
of things they could also look at.

-Bry

5252. DCM2DSK2.ZIP

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 04:53:12 UTC
From: jduers01@solix.fiu.edu
Message-ID: <353b7p$b1m@serss0.fiu.edu>
Source record: 98436

It seems I have been having some trouble getting all of my various net services together as of late and as such been suffering some disorganization because of it. Hopefully, that should end as of now, because I have an "official" account at school which should let me handle all the news and mail I want. SO...I have mailed copies of version 0.2 beta to those people I have gotten requests from and I have also mailed it to the atari.archive.umich.edu coordinator, so hopefully it should be widely available.

In other news, I also have a SCOPY -> .DSK converter and a SpartaDOS .DSK reader (handy for moving files from the 8-bit to the PC) in the works. I will see about offering these for public consumption depending on public demand for them.

Jason

5253. Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 05:21:45 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199409130521.AA145803672@relay2.geis.com>
Source record: 98430

I believe that ANALOG Computing had an article on the 5200 in issue 15, which included information on porting software from the 8-bit to the 5200. I don't have the issue any more, but I seem to remember that the chips are the same, except that the mapping into memory was different (especially in the $Dxxx area). The joysticks were different as well.

I remember seeing a Xevious port which was outstanding; best scrolling shoot-em-up I ever had for my Atari.

Dave Paterson

If taglines are outlawed, only outlaws will have taglines...

5254. Software wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 08:19:32 UTC
From: betz@numerik.fb6.uni-siegen.de
Message-ID: <353nak$lfm@si-nic.hrz.uni-siegen.de>
Source record: 98431

Hi Atari-Users,

I have got an old 130XE with a 1050-Floppy-Drive standing
unused in the attic because I don't want to hack in the original
Atari BASIC (no ELSE-block in IF, so everything will be a matter of GOTO).
It is a pity not to use the machine.

If someone in Europe has programs, compilers, interpreters or
utilities on 1050-floppies or game-port cartridges for sale,
please contact me by email. I also take them for free :-)
(Europe because of easy payment and shipping)

Thank you for your interest,
Ernst.
--
Ernst Albert Betz | Tel.:(49)--(0)271 / 740-4368
Universitaet-GH Siegen, FB Mathematik | Email: betz@numerik.fb6.uni-siegen.de
Hoelderlinstr. 3 |
D-57068 Siegen, Germany |

5255. Re: Ansi on AnsiTerm!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 14:26:20 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cw2o3x.CDJ@cbfsb.cb.att.com>
Source record: 98434

In article <122033@cup.portal.com> Chris_F_Chiesa@cup.portal.com writes:
>Russ Gilbert responds to my question(s) about using BobTerm at 9600
>to my FAXmodem through an 850...
>
<deleteions and deleted quotes>

>the hardware chips themselves couldn't cycle fast enough -- but would
>this still be true when all I'm doing is typing a few characters OUT
>to the modem (ATDT511<CR> for instance)? Surely there's nothing much
>to "keep up with" at hunt-and-peck typing speeds?
>
>I could understand the Atari hardware being "unable to keep up" at
>the bit, or individual character, level, but then how do you explain
>that the Atari side can talk directly to my Amiga at 9600 with no
>problems? I'm still not convinced we've solved the case.
>
>

The Atari hardware does not allow interrupt driven keyboard input.
The keyboard is polled thru it's matrix looking for a key press by
software (as I recall). All comparasons to_any_ system with
interrupt driven keyboard routines will find the Atari method
lacking ... especially for those of us used to typing ahead.
There is no way for the Atari to know a key is pressed until it
goes to look for it, which makes it easy for the Atari to miss
keys.

--
Richard Dell

5256. MASSIVE AUCTION III

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 15:29:49 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <354ghd$d3u@usenet.INS.CWRU.Edu>
Source record: 98435

Auction updates will be posted approximately every 24 hours, and bidders
will receive a copy of the update via E-mail at the same time.

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI 8-bit
ATARI LYNX COLECOVISION INTELLIVISION
ODYSSEY2 SEGA MASTER SYSTEM TEXAS INSTRUMENTS TOMY TUTOR
TRS-80 COLOR COMPUTER VECTREX

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON TUESDAY, SEPTEMBER 20TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY.

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. PLEASE DON'T BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 1.00 AIR-SEA BATTLE (Atari) -- NO END LABEL

$ 1.00 ASTEROIDS (Atari) -- NO END LABEL
$ 2.50 ASTROBLAST (Mattel) -- RIPPED END LABEL
$ 2.50 BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.00 BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 2.00 BREAKOUT (Atari) -- NO END LABEL
$ 5.00 BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.00 CANYON BOMBER (Atari)
$ 4.00 CARNIVAL (Coleco)
$ 2.00 CASINO (Atari)
$ 2.50 CENTIPEDE (Atari)
$ 2.00 CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 1.50 DEMON ATTACK (Imagic)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 DONKEY KONG (Coleco)
$ 2.50 DRAGSTER (Activision)
$ 2.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 FOOTBALL (Atari) WITH PHOTOCOPY OF PLAYS
$ 2.50 FOOTBALL (Mattel) SAME AS SUPER CHALLENGE FOOTBALL
$ 1.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel) -- RIPPED END LABEL
$ 2.50 GALAXIAN (Atari)
$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 JOUST (Atari)
$ 2.50 MARIO BROS. (Atari)
$ 3.50 MAZE MANIA (Tele-Games)
$ 1.00 MISSILE COMMAND (Atari)
$ 3.50 NIGHT DRIVER (Tele-Games)
$ 2.00 OUTLAW (Atari)
$ 2.00 PAC-MAN (Atari) -- RIPPED END LABEL
$ 3.50 PAC-MAN (Tele-Games)
$ 2.50 PHOENIX (Atari)
$ 1.50 PITFALL! (Activision)
$ 2.50 POLE POSITION (Atari) -- RIPPED LABEL
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)
$ 1.50 RAIDERS OF THE LOST ARK (Atari)

$ 2.00 REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 1.50 RIDDLE OF THE SPHINX (Imagic)
$ 1.50 RIVER RAID (Activision)
$ 2.50 SKIING (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 2.00 SLOT RACERS (Atari)
$ 4.00 SPACE ATTACK (Mattel)
$ 2.50 SPACE CAVERN (Apollo)
$ 1.00 SPACE INVADERS (Atari) -- NO END LABEL
$ 2.50 STARMASTER (Activision)
$ 1.50 STAR RAIDERS (Atari)
$ 2.00 STREET RACER (Atari) -- NO END LABEL
$ 2.00 SWORDQUEST EARTHWORLD (Atari)
$ 2.00 SWORDQUEST FIREWORLD (Atari)
$ 3.50 TANKS-PLUS (Tele-Games)
$ 2.50 TARGET FUN (Tele-Games)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.00 VIDEO PINBALL (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 1.50 WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)
$ 2.00 COMBAT (Atari)
$ 2.00 DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.00 FOOTBALL (Atari)
$ 3.00 GOLF (Atari)
$ 2.00 PAC-MAN (Atari)
$ 3.50 POLE POSITION (Atari)
$ 2.00 SPACE INVADERS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)
$ 2.00 STAR VOYAGER (Imagic) -- INCLUDES TRAY

GAMES WITH BOX AND MANUAL:
$ 3.00 ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 4.00 DEFENDER (Atari) -- ALSO INCLUDES COMIC BOOK #1!
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 3.00 SPACE INVADERS (Atari)

GAME WITH NO BOX OR MANUAL:
$13.00 INDY 500 (Atari) -- ALSO INCLUDES TWO (2)
DRIVING CONTROLLERS.
$ 6.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #1)
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 6.00 POINTMASTER JOYSTICK (Discwasher)
$ 6.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 DIG DUG

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CHOPLIFTER
$ 3.00 KARATEKA

NEW GAMES (STILL SHRINKWRAPPED):
$ 4.00 POLE POSITION II

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 DONKEY KONG (Atari)
$ 5.00 GORF (Roklan)
$ 5.00 STAR RAIDERS (Atari)

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 ROBOTRON 2084
$12.00 SLIME WORLD
$15.00 ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 Q*BERT (Parker Brothers)
$ 3.00 SMURF: RESCUE IN GARGAMEL'S CASTLE
$ 3.00 VENTURE
$ 3.00 ZAXXON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 3.50 LADYBUG (WITH 1 OVERLAY)

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG
$ 5.00 PITSTOP

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 ADVANCED DUNGEONS & DRAGONS: TREASURE OF TARMIN
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 DEMON ATTACK (Imagic)
$ 3.00 DRAGON FIRE (Imagic)
$ 4.00 ELECTRIC COMPANY: MATH FUN
$ 4.00 ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.50 GOLF
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 LOCK 'N' CHASE
$ 4.00 LOCO-MOTION
$ 2.50 MAJOR LEAGUE BASEBALL
$ 2.50 NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 2.50 PBA BOWLING
$ 3.00 PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 4.00 THE DREADNAUGHT FACTOR (Activision)
$ 3.00 TRIPLE ACTION
$ 3.00 TRON DEADLY DISCS
$ 3.00 TRON MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 2 OVERLAYS) [SAME AS ADV. D&D]

$ 3.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 3.50 TENNIS (WITH 2 OVERLAYS)
$ 3.50 TRON DEADLY DISCS (WITH 1 OVERLAY)

LOOSE GAMES, WITH MANUAL AND OVERLAY(S). NO BOX:
$ 6.00 ATLANTIS (WITH 2 OVERLAYS AND TRAY)
$ 5.00 NFL FOOTBALL (WITH 1 OVERLAY, AND ALSO PLAYBOOK)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 4.00 B-17 BOMBER (VOICE COMPATIBLE)
$ 3.50 NFL FOOTBALL (WITH 2 PLAYBOOKS)

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 SPACE SPARTANS (VOICE COMPATIBLE)
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, AND OVERLAY(S). NO MANUAL:
$ 4.50 ADVANCED DUNGEONS & DRAGONS (WITH 1 OVERLAY)
$ 4.50 ARMOR BATTLE (WITH 1 OVERLAY)
$ 4.50 ASTROSMASH (WITH 1 OVERLAY)
$ 5.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS, AND TRAY)
$ 5.00 BURGERTIME (WITH 2 OVERLAYS)
$ 5.00 DEMON ATTACK (WITH 2 OVERLAYS, AND TRAY)
$ 4.50 FROG BOG (WITH 2 OVERLAYS)
$ 4.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 4.50 NASL SOCCER (WITH 2 OVERLAYS)
$ 4.00 NIGHT STALKER (WITH 1 OVERLAY)
$ 5.00 PITFALL (WITH 2 OVERLAYS AND TRAY)
$ 4.50 SNAFU (WITH 2 OVERLAYS)
$ 4.50 SPACE ARMADA (WITH 1 OVERLAY)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)
$ 4.50 SPACE HAWK (WITH 2 OVERLAYS)

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 6.00 BOMB SQUAD (VOICE COMPATIBLE) [WITH 2 OVERLAYS)
$ 6.00 DEMON ATTACK (WITH 2 OVERLAYS, TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN (WITH 2 OVERLAYS)
$ 5.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 5.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 5.50 MAJOR LEAGUE BASEBALL (WITH 2 OVERLAYS)
$ 5.00 NASL SOCCER (WITH 1 OVERLAY)
$ 6.50 NFL FOOTBALL (WITH 2 OVERLAYS, AND PLAYBOOK)
$ 5.50 SEA BATTLE (WITH 2 OVERLAYS)

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 BASEBALL
$ 3.00 BOWLING/BASKETBALL

$ 3.00 ELECTRONIC TABLE SOCCER
$10.00 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 5.00 K.C. MUNCHKIN
$ 3.00 MATH-A-MAGIC/ECHO
$ 3.00 MONKEYSHINES

GAMES WITH BOX. NO MANUAL:
$ 4.00 BLOCKOUT/BREAKDOWN
$ 4.00 FOOTBALL
$ 4.00 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 5.00 ALIEN INVADERS - PLUS
$ 5.00 ALPINE SKIING
$ 5.00 BASEBALL
$ 5.00 BOWLING/BASKETBALL
$ 5.00 COMPUTER GOLF
$ 5.00 LAS VEGAS BLACKJACK
$ 3.00 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
$ 5.00 SUB CHASE/ARMORED ENCOUNTER

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX AND MANUAL:
$ 6.00 PARLOUR GAMES

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
-- POSTER IS IN MINT CONDITION

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 POOYAN
I WILL TRADE THIS GAME FOR ANY TWO TOMY TUTOR GAMES THAT I DON'T HAVE, IN
SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL
PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY TWO VECTREX GAMES THAT I DON'T HAVE, IN
SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL
PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

****

HARDWARE:

LOT #1 - THERE ARE TWO OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00

*****

LOT #2 - THERE ARE FOUR OF THESE SYSTEMS AVAILABLE, THE TOP 4 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
COMBAT (Atari)
DONKEY KONG (Coleco)
E.T. THE EXTRA TERRESTRIAL (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00
BID #4) MINIMUM OPENING BID OF $25.00

*****

LOT #3

ATARI 5200 (W/4 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND ONE (1) GAME [NO BOX OR MANUAL FOR GAME]:

POLE POSITION

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

MINIMUM OPENING BID OF $25.00

*****

LOT #4

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $17.50

*****

LOT #5

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND POLE POSITION CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $17.50

*****

LOT #6

COLECOVISION SYSTEM WITH SYSTEM MANUAL, COLECO POWER SUPPLY, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE (W/MANUAL).

MINIMUM OPENING BID OF $28.00

*****

LOT #7

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER (Coleco). PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #8

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
MAJOR LEAGUE BASEBALL
LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

MINIMUM OPENING BID OF $25.00

*****

LOT #9

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM
ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE
OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE BATTLE (WITH BOX AND 1 OVERLAY)
BASEBALL (SAME AS MAJOR LEAGUE BASEBALL)
LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

MINIMUM OPENING BID OF $25.00

*****

LOT #10

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE

(SEE INTELLIVISION GAME LIST FOR THREE INTELLIVOICE COMPATIBLE GAMES!)

MINIMUM OPENING BID OF $10.00

*****

LOT #11

ODYSSEY2 SYSTEM WITH ORIGINAL RF SWITCHBOX, POWER SUPPLY, AND ONE CARTRIDGE
[NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

BOTH CONTROLLERS ARE MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE
JOYSTICK, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $25.00

*****

LOT #12

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND BUILT IN POWER SUPPLY. CAN PLAY CARTRIDGE GAMES.

MINIMUM OPENING BID OF $20.00

*****

LOT #13

SEGA MASTER SYSTEM WITH ONE CONTROLLER, *NEW* POWER SUPPLY, RF SWITCHBOX, AND FOUR (4) GAMES. TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

AND TWO (2) CARTRIDGES:

PENGUIN LAND
SHANGHAI (WITH BOX)

MINIMUM OPENING BID OF $25.00

*****

LOT #14

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL RF SWITCHBOX, AND FUNCTION KEY STRIP (FOR KEYBOARD).

MINIMUM OPENING BID OF $20.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

5257. Re: Ansi on AnsiTerm!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-13 23:55:58 UTC
From: krishna@max.tiac.net
Message-ID: <355e6e$h6q@sundog.tiac.net>
Source record: 98437

richard.b.dell (rdell@cbnewsf.cb.att.com) wrote:
: The Atari hardware does not allow interrupt driven keyboard input.
: The keyboard is polled thru it's matrix looking for a key press by
: software (as I recall). All comparasons to_any_ system with
: interrupt driven keyboard routines will find the Atari method
: lacking ... especially for those of us used to typing ahead.
: There is no way for the Atari to know a key is pressed until it
: goes to look for it, which makes it easy for the Atari to miss
: keys.

Yes and no. Sparta manages to get around this with "key on" ya know.

5258. Wanted: Kyan Pascal

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 00:57:06 UTC
From: ripi@aol.com
Message-ID: <355hp2$3c7@search01.news.aol.com>
Source record: 98440

I have an ancient copy of Kyan Pascal I bought back in high school, and it never worked worth a damn.

But I've heard that the newest (whatever that is) version works pretty well. If this is true, I'm interested in finding a copy. If you have one, please drop me a line.

Thanks!

Rob

5259. Who makes the "Who is Who list"

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 02:50:41 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.03fp@beco.link.xs4all.nl>
Source record: 98447

Hello All,

Can anyone write me a message with the E-mail adres from the maker of the
WHO is WHO list...
I must write that man a message because my e-mail adres is changed....
Please........

Thanx and greetinx from Bernard Kok (bernard@link.xs4all.nl)
This my NEW adres

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

5260. Pinouts Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 05:32:08 UTC
From: ripi@aol.com
Message-ID: <3561so$8hn@search01.news.aol.com>
Source record: 98443

I'm trying to use one of Radio Shack's little solder-type jumpber boxes (DB25) to make an adapter to use a modem with an MIO or P:R: Connection...

I have the pinouts in the manual to go from DB9 to DB25, but I don't have the pinouts of a NORMAL one to compare to, or the pinouts (preferably) of what I need to connect in this jumper box (probably all of one wire different) to use it as an adapter.

Does anyone out there have this info?

Rob

5261. Re: Ansi on AnsiTerm!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 06:09:59 UTC
From: jharris@cup.portal.com
Message-ID: <122363@cup.portal.com>
Source record: 98445

>The Atari hardware does not allow interrupt driven keyboard input...

On the contrary, the Atari keyboard interface is IRQ interrupt driven.
I've also done programs which turn off the IRQ's and read the keyboard port
(only one hardware register) on vertical blank, and I use type ahead
buffers with both methods. Missing keys would be a fault of the specific
software program, because the hardware is very capable.

John Harris - jharris@cup.portal.com

5262. Atariem2 - ROMCOPY

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 10:59:10 UTC
From: etlprcr@etlxd30.ericsson.se
Message-ID: <1994Sep14.105910.15000@ericsson.se>
Source record: 98448

Hi,

Has anyone tried using the ROMCOPY program which comes in the Atariem2.zip package? I tried using it in XF2 (which it claims should work) and although it seems to run with no errors, it doesn't copy anything to the disk image. Help!

Ta, Zargwog...

My company wants nothing to do with my views....probably just as well!

5263. Help - Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 12:10:32 UTC
From: marcoux@vmssg.enet.dec.com
Message-ID: <356phi$i64@mrnews.mro.dec.com>
Source record: 98439

Anyone have an idea on the following?

Bought some original game disks from a netter and I'm currently having problems with 2 of the games. AD - the City, and AD - the Dungeon. Both games have the same behavior. After the title screen/intro/char disk initialization is finished I'm eventually queried to insert disk2 side-1..after a short read it ask the same ?..acts as if it's the wrong disk. If I place one of the other disk instead of the correct one the read is very,very short followed by the same message. This leads me to believe it likes something about the correct disk, but eventually rejects it and prompts for action. I'm using a 65XE and have tried 3 diff drives, 2 810's and an indus. A gut feel tell's me that both of these disk are not bad.

Could I be having a compatibility issue with the 65XE?

I've been looking to obtain these 2 games for somtime and was hoping to play them through the fall/winter months ;-)

The doc's for 'the Dungeon' refer to "THe Dungeon Guide"...the seller wasn't familiar with it. Anyone have a copy available?

Ronm

5264. Re: Ansi on AnsiTerm!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 12:21:16 UTC
From: rdell@cbnewsf.cb.att.com
Message-ID: <Cw4CzH.FE1@cbfsb.cb.att.com>
Source record: 98438

In article <122363@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:
>>The Atari hardware does not allow interrupt driven keyboard input...
>
>On the contrary, the Atari keyboard interface is IRQ interrupt driven.

Just goes to show what relying on memory of schematics not looked
at recently will do! Thanks for the correction, and I should have
known Atari would build the function into their custom logic
chips.

--
Richard Dell

5265. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 13:22:03 UTC
From: vparada@inf.utfsm.cl
Message-ID: <356tdr$22v@inti.inf.utfsm.cl>
Source record: 98449

Please post any answer... I'm trying to extract files from a .DCM
disk in unix, just to read/print the docs without transfering it to
a PC and running the emulator, or transfer only the right binary
to my 8 bit. Of course, I must check the format type of the unDCM
disk image before process it.

Thanks... ++Vitoco
--
Lic. Victor Andres Parada Gomez __ __ Universidad Tecnica
Ingenieria Civil en Informatica o-''))_____\\ Federico Santa Maria,
mailto:vparada@inf.utfsm.cl "--__/ * * *) Valparaiso, CHILE.
http://www.inf.utfsm.cl/~vparada/ c_c__/-c____/ (+56)32-626364x431 :-)

5266. Re: Pictures of old 8-bit Ataris

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 15:47:38 UTC
From: tatar@student.uci.agh.edu.pl
Message-ID: <3575uq$los@galaxy.uci.agh.edu.pl>
Source record: 98441

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: You know what would really be cool? If you scanned everything you could,
: then coordinated it with one or more of the 8-bit Atari WWW page moderators
: so they could provide graphics in their offerings. I know at least one was
: looking for such pictures.

I think it is great idea!
I'd like place some Atari photos on my Big Atari 8bit Home Page, but
I didn't get any of them. Unfortunatelly, I haven't too many space on my
disk, so I can't keep all 640x480x256 graphics. However, I'll place them
after scaling down. Mail your pictures to The Gatekeeper, I suggest. I'll get
all of them from your archive and choose some photos to use on my pages.

RIPI, Gatekeeper, what do you think?

Tomasz M. Tatar
tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/index.html

5267. Tons of old atari 8 bit stuff 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 16:27:26 UTC
From: ericson@ucssun1.sdsu.edu
Message-ID: <35789e$r1q@gondor.sdsu.edu>
Source record: 98442

This will be the last posting of all the old atari stuff. AAfter this it
will be going to my nephew for what I am sure will be total destruction.

Now here's the deal; I have several old atari components and a 3
drawer cabinet full of software. I have NO ROOM for this junk and I want
it gone. If you wish to make me an offer leave me mail and DO NOT include
shipping (I had a couple of offers that were so rediculous that they
wouldn't even cover shipping; I will NOT pay to get rid of them.) Nuff said.

The items are:
800 w/ 256k ram upgrade
850 interface w/ modem and printer cables
1050 drive in sparkling condition
Rana 1000 drive
(Believe it or not a Gorilla Banana Printer)
A 3 drawer file of 5.25" disks
And possibly a sparkling 130xe (waiting for a response from someone)

The story goes like this: I liked atari alot, I discovered IBM about 8
months after I bought the 130 and the 1050 so they went into a box, into
a closet in my parents house. I now have them and have vowed to rid
myself of them in less than 30 days (arbitrary #) you can leave me mail
if you are intrested; I check it usually twice daily. I will reply to all
serious offers the same day I get the message. The only exception to this
rule is on the weekends)

Kevin.
ericson@UCSSUN1.sdsu.edu
Flagg on irc
Thank you for your intrest.

5268. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 17:23:50 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <357bj6$fbo@charm.magnus.acs.ohio-state.edu>
Source record: 98451

In article <356tdr$22v@inti.inf.utfsm.cl>,
Victor Parada G. <vparada@inf.utfsm.cl> wrote:
>Please post any answer... I'm trying to extract files from a .DCM
>disk in unix, just to read/print the docs without transfering it to
>a PC and running the emulator, or transfer only the right binary
>to my 8 bit. Of course, I must check the format type of the unDCM
>disk image before process it.

I know this isn't exactly what you want, but it _might_ help until
someone gives more info: try the unix "strings" command. Of course,
this won't work if DCM is a compressed format.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5269. Re: Atari 5200 cartridge hacking?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 17:55:20 UTC
From: dougj@sco.COM
Message-ID: <1994Sep14.175520.19677@sco.COM>
Source record: 98454

In article <5Wf8zrb1D5B@avatar.zodiac.toppoint.de> ulf@zodiac.toppoint.de (Ulf Petersen) writes:
>On 09.09.94, clay@supra.com (Clay Cowgill) wrote ...
>c>Has anyone out there done any Atari 5200 -> Atari 800 (whatever)
>c>conversions?
>c>
>c>A *long* time ago I was working on PacMan and Gremlins and never
>c>finished. I just got a 5200 "meteroids" cart that I'm curious to
>c>try to port...
>
>I know that Gremlins (5200) and PacMan (5200) were converted to the 8bit,
>but I have no idea how it was done :(! If you need more details on
>Gremlins and PacMan, feel free to send me a message.

Speaking of porting and hacking, does anyone here know anything about POKEYs? Most of my hacking is involved with Atari's old arcade lineup, and I'm having trouble figuring out how the POKEY chips worked. (POKEY == 40-pin chip marked CO12294-01, often with an AMD logo on it...)

A fellow hacker suggested I check out c.s.a.8bit; apparently there are some 7800 carts which use the same chip, and judging from the porting discussion in progress, there are plenty of people here also enjoy programming in silicon :-)

Does anyone have a list of carts that used this chip (Hey, I may get lucky in a surplus store someday!), and more interestingly, does anyone have any info on how to program/play with these chips?

(If you respond via news, please send me a copy via e-mail; our newsfeed has been a bit spotty recently...)

Thanx in advance,
Doug.

--
Douglas W. Jefferys Internet: dougj@sco.com
SCO Canada, Inc. Uucp: ...uunet!sco!dougj
#include<std_disclaim.h> /* These are my opinions; who else would want 'em? */

5270. ANTIC Forth. Does it exist?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 21:31:42 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <Cw52Gz.4uz@freenet.buffalo.edu>
Source record: 98444

I've been looking for forth language packages for the Atari 8bit
and ran across a very breif reference to an ANTIC forth, or what
appeared to be such a reference, in an old message posted somewhere.
Does anyone know if such a creature ever existed? Or where one might
find it?

Pointers to any other forths for the Atari 8bit would be appreciated
also. Thanks.
Phillip Fries
ah818@freenet.buffalo.edu

5271. Atari 2600/7800/8-bit and C-64 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-14 23:51:55 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3582arhpc1@mhade.inhouse.compuserve.com>
Source record: 98355
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other,rec.games.video.classic,alt.atari.2600,alt.games.video.classic

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator
Package (XLent Software), Winter Challenge $5.00/each or all 3 for $12.50

F-15 Strike Eagle & Silent Service (Microprose) $5 each

Star Raiders cartridge (Atari) used-cart only $3

FOR SALE - ATARI 2600 CARTS

Realsports Football $3

FOR SALE - ATARI 7800 CARTS

Asteroids, Ballblazer, Choplifter!, Food Fight, Karateka, Pole Position II
$4 each

Karateka (cart only) $3

FOR SALE - COMMODORE 64/128 SOFTWARE

Dave Winfield's Batter Up! (Avant-Garde) $6.00
Candy Land (Gametek) $5.00
Fisher Price: Firehouse Rescue, Little People Bowling Alley, My Grand Piano,
School Bus Driver $5.00 each
Shark Attack! (Greg Norman's Golf Simulator) (Virgin Software) $7.50
Pocket Planner 2 Spreadsheet, Pocket Filer 128/64 (Digital Solutions),
The Filer (Spinnaker) $3.00 each
Bop 'N Rumble (Mindscape) $5.00

USED: Professional Gambler (Load & Go) $2.50, Star Rank Boxing (Gamestar) $3.00

All items are brand new in original boxes unless noted.

All prices include shipping. Multiple quantities may be available for some
2600/7800 titles. If interested, contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--
Lawrence Estep / 71450.1050@COMPUSERVE.COM
REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

5272. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 00:52:42 UTC
From: shendrix@escape.widomaker.com
Message-ID: <1994Sep15.005242.5236@escape.widomaker.com>
Source record: 98371

d.paterson2@genie.geis.com wrote:
: I believe that ANALOG Computing had an article on the 5200 in issue 15,
: which included information on porting software from the 8-bit to the 5200.
: I don't have the issue any more, but I seem to remember that the chips are
: the same, except that the mapping into memory was different (especially in
: the $Dxxx area). The joysticks were different as well.

I have that issue close by. You got it right. A few other things about
the cartridge port are different and some of the chips are slightly
different. Seems like one or two video modes were not exactly the same
as the computer systems.
--
csh
---
shendrix@escape.widomaker.com | Linux and BSD

5273. Re: Help - Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 02:17:28 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <122401@cup.portal.com>
Source record: 98450

I had the same problem with the disks. Sometimes you can just keep one of the consol keys pressed & read it numerous times, others I'd wait for the disk to spin down a little then press a key before it completely stopped. Really anoying.

5274. INFO-A8 archives

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 04:52:09 UTC
From: jduers01@solix.fiu.edu
Message-ID: <358jtp$s8e@serss0.fiu.edu>
Source record: 98360

Does anyone know if archives of the Info-Atari-8 digest are kept anywhere? I'd like to see about getting back issues, if possible. If not, I would like to see about possibly either starting an archive of my own, or see about keeping them on atari.archive.umich.edu, assuming they have the room.

Any information would be appreciated.

Jason

5275. For Sale or Trade...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 06:10:54 UTC
From: kamaro_kid@delphi.com
Message-ID: <5k3xPu2.kamaro_kid@delphi.com>
Source record: 98362

I have the following hardware items for sale or trade:

Best offers take!
---

3 slave CSS Multiplexor -- $225.00 obo

3 x Stock 800xl's w/SuperVideo and SuperAudio upgrades & socketed

2 x 850 R:/P: interface

2 x PR:C R/P: interface

3 x color composite monitors (one C-1702, one Magnavox, one datamate)

1 x Stock Atari 1050 disk drive

1 x Indus GT disk drive

1 x 256k MIO complete w/180meg hard drive, case w/ps & adaptec & cables

2 x R-Time8 carts w/new batteries

1 x Action! cartridge w/manual

1 x MAC/65 cartridge w/manual

1 x Basic XL w/binder bound manual

1 x XEGS complete w/original carts, lightgun and joystick.. BRAND NEW!

Voice phone calls to: James King @ 801-969-1468 or email at:

--James King
kamaro_kid@delphi.com

5276. Re: DCM format

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 06:42:42 UTC
From: cmwagner@gate.net
Message-ID: <358qd2$10nq@tequesta.gate.net>
Source record: 98452

Victor Parada G. (vparada@inf.utfsm.cl) wrote:
: Please post any answer... I'm trying to extract files from a .DCM
: disk in unix, just to read/print the docs without transfering it to
: a PC and running the emulator, or transfer only the right binary
: to my 8 bit. Of course, I must check the format type of the unDCM
: disk image before process it.

Will do. I really don't want to waste time reverse engineering something
when the information is already available, and there is already utilities
for the IBM (and other platforms) that let you manipulate DCM format images.

I heard that DCM is using RLE for compression, but what is the escape code
and how is the header setup and what does it mean? Oh well.

5277. Wanted: Anyone who's used a MIO w/ a SCSI drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 08:02:07 UTC
From: mattk@netcom.com
Message-ID: <mattkCw5vnK.Hu5@netcom.com>
Source record: 98363

I'm trying to help Chris F. Chiesa run a ST157N with a MIO. Does anyone know if this is a drive that the MIO won't work with?

Basically, HELP!....anyone, I mean anyone, who uses an MIO with SCSI, or has used one...

I have a mio, but haven't tried to put a drive on it....

Thanks...
Matt
mattk@netcom.com

5278. Scrolling Ad Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 13:12:42 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2E7847DC@POST0.LAAFB.AF.MIL>
Source record: 98453

The best program for scrolling ads is Pab Sungenis' Message Board 2000. The program was originally written as a Cable TV menu thing. It was reviewed in Current Notes by Mike Todd, who tested it at a convention, I believe. I think it runs in TurboBASIC (CTH) with SpartaDOS and is shareware.

5279. Verkaufe 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 14:11:28 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.45.000E3161@informatik.rwth-aachen.de>
Source record: 98357

Hallo folks !

To all non-german readers of this article: I only want to sell this stuff in Germany and so I'll write the message in german - I think this would be o.k.

Verkaufe 600XL mit 64KB Erweiterung (Atari 1064), Top-Zustand, unverbastelt, alle Chips gesockelt (Atari war damals noch spendierfreudig), mit funktionsf�higem Original-Netzteil, TV-Kabel, leider ohne Handb�cher und Original-Verpackung.

Gebote bitte an :belitz@genesis.informatik.rwth-aachen.de

Matt

P.S. Verkaufe unter Umst�nden Floppy 1050 (Top-Zustand, nicht erweitert) mit dem 600XL im Paket .

5280. Re: INFO-A8 archives

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 14:13:30 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bm4yH-C.kamaro_kid@delphi.com>
Source record: 98359

Ha! This wont help you any, but I've kept hardcopy back issues of Comp-sys-atari-8bit. Gonna have to start tossing them out, as I'm running out of space to put all these boxes..

--James King
kamaro_kid@delphi.com

5281. Re: Wanted: Anyone who's used a MIO w/ a SCSI drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 14:15:02 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bk4wnpO.kamaro_kid@delphi.com>
Source record: 98370

The ST157N will indeed work with an MIO. He needs to get the HDFMTPH8 or 9 program to format it first.. THEN he can partition.

More than likely, he's using an older HDMFTPHx.com program that isnt really formatting correctly.

I had the same problems with two 180meg SCSI drives..

--James King
kamaro_kid@delphi.com

5282. Reference Manaul

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 15:21:59 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940915082216.2402ef1f@sonoma.edu>
Source record: 98356

AHHH!! THE REFERANCE MANUAL IS AWESOME! WHY DIDN'T I KNOW ABOUT IT UNTIL NOW!?

:)

I think we need to take files like that, my Newbie FAQ, the XF3 docs (which is getting HUGE), self-teaching books like "Atari BASIC: XL Edition", and of course "De Re Atari", "Mapping The Atari", etc. and make this huge book called:

"Atari Classics for Dummies
(A reference for the rest of us)"

Hehehhehehehehehehheheheheheheh

5283. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 16:01:02 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <359r3u$ldl@hearst.cac.psu.edu>
Source record: 98361

Shannon Hendrix (shendrix@escape.widomaker.com) wrote:
: d.paterson2@genie.geis.com wrote:
: : I believe that ANALOG Computing had an article on the 5200 in issue 15,
: : which included information on porting software from the 8-bit to the 5200.
: : I don't have the issue any more, but I seem to remember that the chips are
: : the same, except that the mapping into memory was different (especially in
: : the $Dxxx area). The joysticks were different as well.

: I have that issue close by. You got it right. A few other things about
: the cartridge port are different and some of the chips are slightly
: different. Seems like one or two video modes were not exactly the same
: as the computer systems.
: --
: csh

anybody want to send me their copy for a few bux? or scan the article in
and send it to me? please? =)

: --
: shendrix@escape.widomaker.com | Linux and BSD

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5284. 800s and 810s cheap!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 17:14:16 UTC
From: "David W. Carr" <74022.2104@CompuServe.COM>
Message-ID: <359vd8$5rv$1@mhadg.production.compuserve.com>
Source record: 98364

I have got about 30 - 810 disk drives and 25 - 800s that came out of a local school.
I really don't need that many. I will let them go for $20 each, this price includes
shipping. So it is really about $10 + $10 for shipping (from U.S. Mail from Germany).
They are somewhat dirty and have some writting on them, most of which comes off.
But they have been ops checked and they work. I do not have power supplies for
them though.
David W. Carr
74022,2104 CIS

--
David W. Carr

5285. Re: Black Box with SpartaDos X 4.21 Query

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 17:17:03 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HH54PSYG4Y8ZHMPK@vax.edinboro.edu>
Source record: 98358

To the person having the problems with the SpartaDOS....

I was having the EXACT same problems with my MIO and RAMBO upgraded machine. I discovered that the problem was really in the SDX hardware. There is a support chip on the cart (a PAL or PLA I think) that seems to be flakey on a number of older carts. Did you swap a 4.21 ROM into an older Cart???

The reason I believe that it is the hardware is because I tried another cart. and all of my problems went away. Anyway... The problem only seems to happen with the PBI in use. Try this.... If you have ACTION! or MAC/65 or another language cart, plug it in on top of the SDX cart and see if the symtoms change. If they do, I would highly suspect the SDX to be at fault. Try to find another one to test.

-Adam Conover.
a644690c@edinboro.edu

5286. jrd

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 18:45:28 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <122461@cup.portal.com>
Source record: 98365

A while back someone with the initials jrd posted a 130xe for sale.
I figured with (26*26*26-1) possible combinations of intials the
chances of two people having the same initials is something like
1 in 17,575 & even if you say 200 people use this newsgroup, that's
still only about 1 in 88. Was that the J. R. Dunning or just someone
with the same initials?
Rick

5287. Re: Scrolling Ad Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-15 22:41:51 UTC
From: krishna@max.tiac.net
Message-ID: <35aijf$oi0@sundog.tiac.net>
Source record: 98369

Reaser, Richard L., LtCol (REASERRL@POST2.LAAFB.AF.MIL) wrote:
: The best program for scrolling ads is Pab Sungenis' Message Board 2000. The
: program was originally written as a Cable TV menu thing. It was reviewed in
: Current Notes by Mike Todd, who tested it at a convention, I believe. I
: think it runs in TurboBASIC (CTH) with SpartaDOS and is shareware.

Yeah, but you could always contact John Harris since that's his bread and
butter.

5288. Re: Wanted: Anyone who's used a MIO w/ a SCSI drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-16 00:21:08 UTC
From: ripi@aol.com
Message-ID: <35aodk$bmv@newsbf01.news.aol.com>
Source record: 98368

In article <mattkCw5vnK.Hu5@netcom.com>, mattk@netcom.com (Matt Koundakjian) writes:

>I'm trying to help Chris F. Chiesa run a ST157N with a MIO. Does anyone

>know if this is a drive that the MIO won't work with?

Hmmm... not sure you can. My roommate was trying to make a ST138N work with one, and it won't. It's not compatible with 256-byte sectors. They CAN be made to work, but I hear it requires that you send the drive off to some hard drive repair shop to have the master tracks rewritten. Not worth the trouble, IMO. Instead, we've each picked up some old Miniscribe 8425 20-meggers from old Macs that should work just fine (we'll know when they arrive next week).

Rob

5289. 800xl's for sale/trade for 5200's

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-16 02:16:58 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <35av6q$p52@hearst.cac.psu.edu>
Source record: 98367

I have several 800xl's forsale... I got a crate of em... I cleaned
all the cases and all.. some have the yellow sun stain..others do not
includes power supplies and monitor cable.

I am looking for trading for 5200 software...
anybody? anybody?
=)

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5290. Small Business Systems (SBS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-16 03:23:40 UTC
From: kamaro_kid@delphi.com
Message-ID: <RQ8xXVM.kamaro_kid@delphi.com>
Source record: 98372

Looking to purchase a copy of Small Business Systems for the Atari 8bit.

Anybody have a copy that they'd like to sell off?

5291. Reference Manual!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-16 14:53:37 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940916075356.2403067c@sonoma.edu>
Source record: 98366

No WONDER nobody pointed out the ref.manual to me! I guess not many people KNEW about it! (I just got three letters all asking the same thing - where did you get it? can I FTP it or can you email it to me?) :)

I'll re-find my copy (I originally got it from OdaMan The Amiga (the guy from Japan.. I think he's the only c.s.a.8'r from Japan?) who got it from some OTHER people before he even got ahold of his 130xe) a

Once I find my copy I'll put it up on UMICH either ZIPped or ARCd (probably ARCd for people who can't handle ZIP.. I know that I had a little trouble with UnZIP :))

Also I'll see if I can break it up as well and upload a smaller version (for folks with 88k-or-less drives)

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
88k-or LESS what am I TALKING about!? :) <sigh>

5292. MASSIVE AUCTION III - UPDATE #2 (includes lots of Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-16 17:25:54 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <35ckf2$j02@usenet.INS.CWRU.Edu>
Source record: 98377

```
AUCTION UPDATE #2:
------------------
Auction updates will be posted approximately every 24 hours, and bidders
will receive a copy of the update via E-mail at the same time.

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

**************************************

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI 8-bit
ATARI LYNX COLECOVISION INTELLIVISION
ODYSSEY2 SEGA MASTER SYSTEM TEXAS INSTRUMENTS TOMY TUTOR
TRS-80 COLOR COMPUTER VECTREX

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON TUESDAY, SEPTEMBER 20TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY.

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. PLEASE DON'T BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:
-----------
IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.
```

LOOSE GAMES, NO BOX OR MANUAL:
$ 1.00 AIR-SEA BATTLE (Atari) -- NO END LABEL
$ 1.00 ASTEROIDS (Atari) -- NO END LABEL
$ 2.50 ASTROBLAST (Mattel) -- RIPPED END LABEL
$ 2.50 BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.00 veifler BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 2.00 BREAKOUT (Atari) -- NO END LABEL
$ 5.00 BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.00 CANYON BOMBER (Atari)
$ 4.00 CARNIVAL (Coleco)
$ 2.00 CASINO (Atari)
$ 2.50 mistered CENTIPEDE (Atari)
$ 2.00 CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 1.50 DEMON ATTACK (Imagic)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 DONKEY KONG (Coleco)
$ 2.50 DRAGSTER (Activision)
$ 2.00 veifler E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 FOOTBALL (Atari) WITH PHOTOCOPY OF PLAYS
$ 2.50 FOOTBALL (Mattel) SAME AS SUPER CHALLENGE FOOTBALL
$ 2.00 garpoo FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel) -- RIPPED END LABEL
$ 3.00 orlando GALAXIAN (Atari)
$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 veifler GRAND PRIX (Activision)
$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 veifler JOUST (Atari)
$ 3.00 garpoo MARIO BROS. (Atari)
$ 3.50 MAZE MANIA (Tele-Games)
$ 1.00 MISSILE COMMAND (Atari)
$ 3.50 NIGHT DRIVER (Tele-Games)
$ 2.00 OUTLAW (Atari)
$ 2.00 PAC-MAN (Atari) -- RIPPED END LABEL
$ 3.50 PAC-MAN (Tele-Games)
$ 2.50 rra PHOENIX (Atari)
$ 1.50 veifler PITFALL! (Activision)
$ 2.50 POLE POSITION (Atari) -- RIPPED LABEL
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)

$ 1.50 veifler RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 1.50 veifler RIDDLE OF THE SPHINX (Imagic)
$ 1.50 RIVER RAID (Activision)
$ 2.50 SKIING (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 2.00 SLOT RACERS (Atari)
$ 4.00 veifler SPACE ATTACK (Mattel)
$ 2.50 veifler SPACE CAVERN (Apollo)
$ 1.00 SPACE INVADERS (Atari) -- NO END LABEL
$ 2.50 veifler STARMASTER (Activision)
$ 1.50 mistered STAR RAIDERS (Atari)
$ 2.00 STREET RACER (Atari) -- NO END LABEL
$ 2.00 veifler SWORDQUEST EARTHWORLD (Atari)
$ 2.00 veifler SWORDQUEST FIREWORLD (Atari)
$ 3.50 TANKS-PLUS (Tele-Games)
$ 2.50 TARGET FUN (Tele-Games)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.00 VIDEO PINBALL (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 1.50 WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)
$ 2.00 COMBAT (Atari)
$ 2.00 DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.00 FOOTBALL (Atari)
$ 3.00 GOLF (Atari)
$ 2.00 veifler PAC-MAN (Atari)
$ 4.00 garpoo POLE POSITION (Atari)
$ 2.00 SPACE INVADERS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)
$ 2.00 reed STAR VOYAGER (Imagic) -- INCLUDES TRAY

GAMES WITH BOX AND MANUAL:
$ 3.00 veifler ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 4.00 veifler DEFENDER (Atari) -- ALSO INCLUDES COMIC BOOK #1!
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 3.00 veifler SPACE INVADERS (Atari)

GAME WITH NO BOX OR MANUAL:
$13.00 veifler INDY 500 (Atari) -- ALSO INCLUDES TWO (2)
DRIVING CONTROLLERS.
$ 6.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #1)
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 6.00 POINTMASTER JOYSTICK (Discwasher)
$ 6.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 DIG DUG

*****

ATARI 7800

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 clay CHOPLIFTER
$ 3.00 clay KARATEKA

NEW GAMES (STILL SHRINKWRAPPED):
$ 4.00 POLE POSITION II

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 DONKEY KONG (Atari)
$ 5.00 STAR RAIDERS (Atari)

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 ROBOTRON 2084
$12.00 SLIME WORLD
$15.00 bryanw ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 LADYBUG
$ 3.00 Q*BERT (Parker Brothers)
$ 3.00 atariman SMURF: RESCUE IN GARGAMEL'S CASTLE
$ 3.00 VENTURE
$ 3.00 ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG
$ 5.00 PITSTOP

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 rkinnen ADVANCED DUNGEONS & DRAGONS: TREASURE OF TARMIN
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 DEMON ATTACK (Imagic)
$ 3.00 rkinnen DRAGON FIRE (Imagic)
$ 4.00 ELECTRIC COMPANY: MATH FUN
$ 4.00 ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.50 GOLF
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 LOCK 'N' CHASE
$ 4.00 rkinnen LOCO-MOTION
$ 2.50 MAJOR LEAGUE BASEBALL
$ 2.50 NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 2.50 atariman PBA BOWLING
$ 3.00 veifler PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 4.00 veifler THE DREADNAUGHT FACTOR (Activision)
$ 3.00 TRIPLE ACTION
$ 3.00 TRON DEADLY DISCS
$ 3.00 TRON MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 2 OVERLAYS) [SAME AS ADV. D&D]
$ 3.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)

$ 3.50 TENNIS (WITH 2 OVERLAYS)
$ 3.50 TRON DEADLY DISCS (WITH 1 OVERLAY)

LOOSE GAMES, WITH MANUAL AND OVERLAY(S). NO BOX:
$ 6.00 ATLANTIS (WITH 2 OVERLAYS AND TRAY)
$ 5.00 NFL FOOTBALL (WITH 1 OVERLAY, AND ALSO PLAYBOOK)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 4.00 B-17 BOMBER (VOICE COMPATIBLE)
$ 3.50 NFL FOOTBALL (WITH 2 PLAYBOOKS)

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 veifler SPACE SPARTANS (VOICE COMPATIBLE)
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, AND OVERLAY(S). NO MANUAL:
$ 4.50 ADVANCED DUNGEONS & DRAGONS (WITH 1 OVERLAY)
$ 4.50 ARMOR BATTLE (WITH 1 OVERLAY)
$ 4.50 ASTROSMASH (WITH 1 OVERLAY)
$ 5.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS, AND TRAY)
$ 5.00 kelley BURGERTIME (WITH 2 OVERLAYS)
$ 5.00 DEMON ATTACK (WITH 2 OVERLAYS, AND TRAY)
$ 4.50 FROG BOG (WITH 2 OVERLAYS)
$ 4.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 4.50 NASL SOCCER (WITH 2 OVERLAYS)
$ 4.00 NIGHT STALKER (WITH 1 OVERLAY)
$ 5.00 kelley PITFALL (WITH 2 OVERLAYS AND TRAY)
$ 4.50 SNAFU (WITH 2 OVERLAYS)
$ 4.50 SPACE ARMADA (WITH 1 OVERLAY)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)
$ 4.50 SPACE HAWK (WITH 2 OVERLAYS)

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 6.00 BOMB SQUAD (VOICE COMPATIBLE) [WITH 2 OVERLAYS)
$ 6.00 DEMON ATTACK (WITH 2 OVERLAYS, TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN (WITH 2 OVERLAYS)
$ 5.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 5.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 5.50 MAJOR LEAGUE BASEBALL (WITH 2 OVERLAYS)
$ 5.00 NASL SOCCER (WITH 1 OVERLAY)
$ 6.50 NFL FOOTBALL (WITH 2 OVERLAYS, AND PLAYBOOK)
$ 5.50 SEA BATTLE (WITH 2 OVERLAYS)

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 BASEBALL
$ 3.00 BOWLING/BASKETBALL
$ 3.00 ELECTRONIC TABLE SOCCER

$10.00 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 5.00 K.C. MUNCHKIN
$ 3.00 MATH-A-MAGIC/ECHO
$ 4.00 gt2378b MONKEYSHINES

GAMES WITH BOX. NO MANUAL:
$ 4.00 BLOCKOUT/BREAKDOWN
$ 4.00 FOOTBALL
$ 4.00 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 5.00 ALIEN INVADERS - PLUS
$ 5.00 ALPINE SKIING
$ 5.00 BASEBALL
$ 5.00 BOWLING/BASKETBALL
$ 5.00 COMPUTER GOLF
$ 5.00 LAS VEGAS BLACKJACK
$ 3.00 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
$ 5.00 SUB CHASE/ARMORED ENCOUNTER

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX AND MANUAL:
$ 6.00 gt2378b PARLOUR GAMES

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
-- POSTER IS IN MINT CONDITION

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 POOYAN
I WILL TRADE THIS GAME FOR ANY TWO TOMY TUTOR GAMES THAT I DON'T HAVE, IN
SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL
PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY TWO VECTREX GAMES THAT I DON'T HAVE, IN
SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL
PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

****

HARDWARE:

LOT #1 - THERE ARE TWO OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) $25.00 mistered
BID #2) $25.00 rra
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #2 - THERE ARE FOUR OF THESE SYSTEMS AVAILABLE, THE TOP 4 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
COMBAT (Atari)
DONKEY KONG (Coleco)
E.T. THE EXTRA TERRESTRIAL (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) $25.00 garpoo
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #3

ATARI 5200 (W/4 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND ONE (1) GAME [NO BOX OR MANUAL FOR GAME]:

POLE POSITION

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

MINIMUM OPENING BID OF $25.00

*****

LOT #4

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $17.50

*****

LOT #5

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND POLE POSITION CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $17.50

*****

LOT #6

COLECOVISION SYSTEM WITH SYSTEM MANUAL, COLECO POWER SUPPLY, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE (W/MANUAL).

MINIMUM OPENING BID OF $28.00

*****

LOT #7

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER (Coleco). PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #8

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
MAJOR LEAGUE BASEBALL

LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

$25.00 kelley

*****

LOT #9

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE BATTLE (WITH BOX AND 1 OVERLAY)
BASEBALL (SAME AS MAJOR LEAGUE BASEBALL)
LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

MINIMUM OPENING BID OF $25.00

*****

LOT #10

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE

(SEE INTELLIVISION GAME LIST FOR THREE INTELLIVOICE COMPATIBLE GAMES!)

MINIMUM OPENING BID OF $10.00

*****

LOT #11

ODYSSEY2 SYSTEM WITH ORIGINAL RF SWITCHBOX, POWER SUPPLY, AND ONE CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

BOTH CONTROLLERS ARE MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE JOYSTICK, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $25.00

*****

LOT #12

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND BUILT
IN POWER SUPPLY. CAN PLAY CARTRIDGE GAMES.

MINIMUM OPENING BID OF $20.00

*****

LOT #13

SEGA MASTER SYSTEM WITH ONE CONTROLLER, *NEW* POWER SUPPLY, RF SWITCHBOX,
AND FOUR (4) GAMES. TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

AND TWO (2) CARTRIDGES:

PENGUIN LAND
SHANGHAI (WITH BOX)

MINIMUM OPENING BID OF $25.00

*****

LOT #14

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, AND FUNCTION KEY STRIP (FOR KEYBOARD).

MINIMUM OPENING BID OF $20.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5293. Re: ANTIC Forth. Does it exist?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-16 20:20:51 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <35cun3$1fh@usenet.INS.CWRU.Edu>
Source record: 98373

In a previous article, ah818@freenet.buffalo.edu (Phillip M. Fries) says:

>I've been looking for forth language packages for the Atari 8bit
>and ran across a very breif reference to an ANTIC forth, or what
>appeared to be such a reference, in an old message posted somewhere.
>Does anyone know if such a creature ever existed? Or where one might
>find it?

I'm pretty sure it's listed in the B&C ComputerVisions catalog. They
bought out all of Antic's commercial offerings a few years ago. Give them
a call.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5294. Re: Who makes the "Who is Who list"

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-16 20:25:28 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <35cuvo$1kd@usenet.INS.CWRU.Edu>
Source record: 98374

In a previous article, bernard@beco.link.xs4all.nl (Bernard Kok) says:

>Can anyone write me a message with the E-mail adres from the maker of the
>WHO is WHO list...

"Who's Who in the Atari Community" is a list maintained by Len Stys, SIG
Manager of the Cleveland Free-Net Atari SIG. Write to the SIG at
xx004@cleveland.freenet.edu.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5295. Re: INFO-A8 archives

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-16 20:30:21 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <35cv8t$21a@usenet.INS.CWRU.Edu>
Source record: 98375

In a previous article, jduers01@solix.fiu.edu (jason a duerstock) says:

>Does anyone know if archives of the Info-Atari-8 digest are kept anywhere?
>I'd like to see about getting back issues, if possible. If not, I would like
>to see about possibly either starting an archive of my own, or see about
>keeping them on atari.archive.umich.edu, assuming they have the room.

Last I looked about a year's worth of Info-Atari8 Digests were archived by
the INFO-A8 listserv. You can get INFO-A8 and it's associated files from
the Internet, though I'm afraid it may not be completely obvious how to do
so from my BITNET-oriented description in the FAQ. Give it a shot and let
me know if you run into trouble. Meanwhile I'll update the INFO-A8 section
of the FAQ to be usable by both BITNET and Internet users.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5296. INFO-A8 archives

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-16 22:38:57 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <35d6q1$3hm@news.cs.tulane.edu>
Source record: 98376

```
jj> Does anyone know if archives of the Info-Atari-8 digest are kept
jj> anywhere? I'd like to see about getting back issues, if possible. If
jj> not, I would like to see about possibly either starting an archive of
jj> my own, or see about keeping them on atari.archive.umich.edu, assuming
jj> they have the room.

The listserv has about a year's worth on hand, to get a complete list of the
files they have, send a letter to listserv@vm.marist.edu with the line,
INDEX INFO-A8 also, you should send a letter with the line INFO to get
a list of other command available.

Mike Todd
Info-Atari8 Digest
Moderator
--- MegaMail 2.10 #1430
```

5297. Atari systems & games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 00:24:49 UTC
From: Todd McLaughlin <toddm@rahul.net>
Message-ID: <Cw8ztD.AC5@rahul.net>
Source record: 98378

```
System Hardware
-------------------------
Atari 2600 with 2 joysticks + paddles
Keypad thing with 12 buttons
Trackball
2 extra joysticks
extra paddles

Atari 130XE
1030 disk drive

400/800/130XE Disks
-------------------------
Decision in the Desert
Nato Commander

800/130XE Cartridges
-------------------------
3-D Tic-Tac-Toe
Centipede
Defender
Donkey Kong
Jungle Hunt
Missile Command
Star Raiders
Super Breakout

2600 Cartridges
-------------------------
27 Tele-Games
Asteroids
Baseball
Berzerk
Boxing
Casino
Circus Atari
Combat
Defender
Demon Attack
Demons to Diamonds
Donkey Kong
Donkey Kong Jr.
E.T.
Frogger
Ghostbusters
```

Gravitar
Haunted House
Kangaroo
Mario Bros.
Math Grand Prix
Millipede
Mr. Do
Ms. Pac-Man
Night Driver
Pac-Man
Pitfall
Pole Position
Popeye
Q-bert
Space Invaders
Space Shuttle
Star Voyager
Star Wars: The Empire Strikes Back
SwordQuest: FireWorld
Video Olympics
Warlords

--
Todd McLaughlin <toddm@rahul.net>

5298. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 04:06:13 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <35dpvl$5m7@terminator.rs.itd.umich.edu>
Source record: 98399
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 9027 Sep 13 02:37 ./8bit/Sio2pc/dcm2dsk2.zip
-rw-r--r-- lenn 158998 Sep 13 02:42 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5299. Re: For Sale or Trade...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 04:22:44 UTC
From: bjcorr@delphi.com
Message-ID: <9409170017591.DLITE.bjcorr@delphi.com>
Source record: 98379

What are the Supervideo and Superaudio upgrades?
Ben Corr (BJCORR@Delphi.com)

5300. Atari 8-Bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 04:32:26 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <35drgq$6ul@nyx10.cs.du.edu>
Source record: 98381

Atari 8-Bit Stuff for sale:

HARDWARE:

1010 cassette Recorder plus about a dozen game cassettes. $10.

Reset Button: Plugs into cartridge slot, $10.

SOFTWARE:

1) Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $10.

2) Sublogic FLIGHT SIMULATOR 2 plus JAPAN SCENERY Disk, $25.

3) Timewise (Time management), $9.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $4.

7) "Atariwriter" (Cartridge), 2 avail., $20. each.
Excellent word processor for Atari

8) "Atariwriter+" (Disk), includes 130XE version, $20.

9) "SynsStock" (Stock charting) $10.

10) "Sargon III" (Chess program) $10.

11) "Atari Spell Checker" for Atariwriter and Atariwriter+, $15.

12) "GO" (Ancient Japanese game, harder than Chess) $9.

13) "The Newsroom" $10.

14) "Movie Maker" (Animation Construction Set) $10.

15) "Proofreader" (Spelling Checker for Atariwriter), $15.

16) "Your Personal Net Worth", $10.

17) "Managing Your Stocks", $10.

18) "Softporn Adventure", $5.

19) "Pinball Construction Set", $10.

20) The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

21) Atari BASIC version "C" cartridge. Eliminates bugs in built-in version "B".

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package offers that move a lot of items!

****SPECIAL BARGAIN OFFER****: The items above total more than $275. IF YOU TAKE EVERYTHING---$125. postpaid.

Please reply by e-mail.

5301. Re: Atari 5200

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 04:56:06 UTC
From: bryedewa@news.delphi.com
Message-ID: <35dst6$7d0@news.delphi.com>
Source record: 98380

shendrix@escape.widomaker.com (Shannon Hendrix) writes:

>I have that issue close by. You got it right. A few other things about
>the cartridge port are different and some of the chips are slightly
>different. Seems like one or two video modes were not exactly the same
>as the computer systems.
>--
>csh
>---
>shendrix@escape.widomaker.com | Linux and BSD

Which issue? Could the info be uploaded?

-Bry

5302. Re: [--- Structure Your BASIC ---] (was: Software wanted!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 11:56:48 UTC
From: winston@merk.com
Message-ID: <Cw9vur.L7p@merk.com>
Source record: 98396

On Tuesday, September 13, 1994 at 08:19:32 GMT (3:19am EDT ?)
betz@numerik.fb6.uni-siegen.de (Ernst A. Betz) wrote:

EB> Hi Atari-Users,
EB>
EB> I have got an old 130XE with a 1050-Floppy-Drive standing
EB> unused in the attic because I don't want to hack in the original ATARI
EB> BASIC (no ELSE-block in IF, so everything will be a matter of GOTO).
EB> It is a pity not to use the machine.

I believe that Frank Ostrowski's public domain "TURBO BASIC" has an IF-THEN-ELSE block structure included in it, and it is designed for European ATARI 8-bits with a 50hz power cycle (has a TIME$ function and everything).

For BASICs that lack an ELSE conditional you can just reverse the nature of the conditional IF test. The "GOTO" is no more out of place than the "ELSE" is. The code size isn't significantly different. The only "strange" thing about the code is that the default "ELSE" case comes above the IF. There was a series of articles in BYTE MAGAZINE showing the programmer how to write top-down structured BASIC programs using unstructured BASICs. I found the series quite helpful. It covered IF-THEN-ELSE, REPEAT-UNTIL, WHILE, CASE, and other familiar block structures and how to implement them in the earlier unstructured BASICs of the late 1970's / early 1980's. The technique used is fairly straight-forward:

```
IF a=8 THEN
PRINT "EIGHT"
ELSE
PRINT "NOT EIGHT"
ENDIF
```

...becomes...

```
IF a<>8
PRINT "NOT EIGHT" :REM ELSE
GOTO 100
PRINT "EIGHT" :REM IF
100 REM ENDIF
```

In this case the "GOTO" isn't "sloppy" as it does the same thing that the "ELSE" does, only in this case the ELSE doesn't reverse the conditional IF test because we have already reversed it at ahead of time at the start of the block. So you --CAN-- use an ELSE block "only with a GOTO". Likewise a WHILE, a CASE, etc. After all, the assembly language

which actually runs the programs only uses GOTOs called jumps and branches (IFs with GOTOs).

P.S. Please forgive me if you know all of this already.

5303. Re: For Sale or Trade...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 15:18:24 UTC
From: kamaro_kid@delphi.com
Message-ID: <RS5yXZQ.kamaro_kid@delphi.com>
Source record: 98382

SuperVideo provides a cleaner, sharper video image - and allows you to use an XL computer on a split video monitor..

SuperAudio removes all the background distortion and humming.

--James King
kamaro_kid@delphi.com

5304. MASSIVE AUCTION III - UPDATE #3 (Atari 8-bit, and other Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 15:41:08 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <35f2ml$6t9@usenet.INS.CWRU.Edu>
Source record: 98383

AUCTION UPDATE #3:

Auction updates will be posted approximately every 24 hours, and bidders
will receive a copy of the update via E-mail at the same time.

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI 8-bit
ATARI LYNX COLECOVISION INTELLIVISION
ODYSSEY2 SEGA MASTER SYSTEM TEXAS INSTRUMENTS TOMY TUTOR
TRS-80 COLOR COMPUTER VECTREX

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON TUESDAY, SEPTEMBER 20TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY.

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. PLEASE DON'T BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 2.00 sfoiles AIR-SEA BATTLE (Atari) -- NO END LABEL
$ 1.00 ASTEROIDS (Atari) -- NO END LABEL
$ 2.50 ASTROBLAST (Mattel) -- RIPPED END LABEL
$ 2.50 BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.00 veifler BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 3.00 sfoiles BREAKOUT (Atari) -- NO END LABEL
$ 5.00 BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.00 CANYON BOMBER (Atari)
$ 4.00 CARNIVAL (Coleco)
$ 2.00 CASINO (Atari)
$ 2.50 mistered CENTIPEDE (Atari)
$ 3.00 sfoiles CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 1.50 sfoiles DEMON ATTACK (Imagic)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 sfoiles DONKEY KONG (Coleco)
$ 2.50 DRAGSTER (Activision)
$ 2.00 veifler E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 garpoo FOOTBALL (Atari) WITH PHOTOCOPY OF PLAYS
$ 2.50 FOOTBALL (Mattel) SAME AS SUPER CHALLENGE FOOTBALL
$ 4.00 sfoiles FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel) -- RIPPED END LABEL
$ 4.00 sfoiles GALAXIAN (Atari)
$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 veifler GRAND PRIX (Activision)
$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 4.00 sfoiles JOUST (Atari)
$ 3.00 garpoo MARIO BROS. (Atari)
$ 3.50 MAZE MANIA (Tele-Games)
$ 1.00 MISSILE COMMAND (Atari)
$ 3.50 sfoiles NIGHT DRIVER (Tele-Games)
$ 2.00 sfoiles OUTLAW (Atari)
$ 2.00 PAC-MAN (Atari) -- RIPPED END LABEL
$ 3.50 PAC-MAN (Tele-Games)
$ 2.50 rra PHOENIX (Atari)
$ 3.00 sfoiles PITFALL! (Activision)
$ 3.00 sfoiles POLE POSITION (Atari) -- RIPPED LABEL
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)

$ 1.50 veifler RAIDERS OF THE LOST ARK (Atari)
$ 2.00 garpoo REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 1.50 veifler RIDDLE OF THE SPHINX (Imagic)
$ 2.00 rfreynol RIVER RAID (Activision)
$ 2.50 SKIING (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 3.00 sfoiles SLOT RACERS (Atari)
$ 5.00 sfoiles SPACE ATTACK (Mattel)
$ 5.00 sfoiles SPACE CAVERN (Apollo)
$ 1.00 SPACE INVADERS (Atari) -- NO END LABEL
$ 3.00 sfoiles STARMASTER (Activision)
$ 2.00 sfoiles STAR RAIDERS (Atari)
$ 2.00 sfoiles STREET RACER (Atari) -- NO END LABEL
$ 3.00 sfoiles SWORDQUEST EARTHWORLD (Atari)
$ 3.00 sfoiles SWORDQUEST FIREWORLD (Atari)
$ 3.50 sfoiles TANKS-PLUS (Tele-Games)
$ 2.50 TARGET FUN (Tele-Games)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.00 VIDEO PINBALL (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 1.50 sfoiles WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)
$ 2.00 COMBAT (Atari)
$ 2.00 DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.00 FOOTBALL (Atari)
$ 3.00 GOLF (Atari)
$ 2.00 veifler PAC-MAN (Atari)
$ 4.00 garpoo POLE POSITION (Atari)
$ 2.00 SPACE INVADERS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)
$ 2.00 reed STAR VOYAGER (Imagic) -- INCLUDES TRAY

GAMES WITH BOX AND MANUAL:
$ 3.00 veifler ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 4.00 veifler DEFENDER (Atari) -- ALSO INCLUDES COMIC BOOK #1!
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 3.00 veifler SPACE INVADERS (Atari)

GAME WITH NO BOX OR MANUAL:
$13.00 veifler INDY 500 (Atari) -- ALSO INCLUDES TWO (2)
DRIVING CONTROLLERS.
$ 6.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #1)
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 6.00 POINTMASTER JOYSTICK (Discwasher)
$ 6.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 clay DIG DUG

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 clay CHOPLIFTER
$ 3.00 clay KARATEKA

NEW GAMES (STILL SHRINKWRAPPED):
$ 4.00 POLE POSITION II

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 sfoiles DONKEY KONG (Atari)
$ 5.00 GEOFFOLTMANS STAR RAIDERS (Atari)

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 ROBOTRON 2084
$12.00 stronae SLIME WORLD
$15.00 bryanw ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 muckn LADYBUG
$ 3.00 muckn Q*BERT (Parker Brothers)
$ 3.00 atariman SMURF: RESCUE IN GARGAMEL'S CASTLE
$ 3.00 muckn VENTURE
$ 3.00 ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG
$ 5.00 GEOFFOLTMANS PITSTOP

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 rkinnen ADVANCED DUNGEONS & DRAGONS: TREASURE OF TARMIN
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 DEMON ATTACK (Imagic)
$ 3.00 rkinnen DRAGON FIRE (Imagic)
$ 4.00 ELECTRIC COMPANY: MATH FUN
$ 4.00 ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.50 tom GOLF
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 LOCK 'N' CHASE
$ 4.00 rkinnen LOCO-MOTION
$ 2.50 tom MAJOR LEAGUE BASEBALL
$ 2.50 NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 2.50 atariman PBA BOWLING
$ 3.00 veifler PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 4.00 veifler THE DREADNAUGHT FACTOR (Activision)
$ 3.00 TRIPLE ACTION
$ 3.00 TRON DEADLY DISCS
$ 3.00 tom TRON MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 2 OVERLAYS) [SAME AS ADV. D&D]
$ 3.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)

$ 3.50 TENNIS (WITH 2 OVERLAYS
$ 3.50 TRON DEADLY DISCS (WITH 1 OVERLAY)

LOOSE GAMES, WITH MANUAL AND OVERLAY(S). NO BOX:
$ 6.00 ATLANTIS (WITH 2 OVERLAYS AND TRAY)
$ 5.00 NFL FOOTBALL (WITH 1 OVERLAY, AND ALSO PLAYBOOK)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 7.00 rfreynol B-17 BOMBER (VOICE COMPATIBLE)
$ 3.50 tom NFL FOOTBALL (WITH 2 PLAYBOOKS)

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 7.00 rfreynol SPACE SPARTANS (VOICE COMPATIBLE)
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, AND OVERLAY(S). NO MANUAL:
$ 4.50 ADVANCED DUNGEONS & DRAGONS (WITH 1 OVERLAY)
$ 4.50 ARMOR BATTLE (WITH 1 OVERLAY)
$ 4.50 ASTROSMASH (WITH 1 OVERLAY)
$ 5.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS, AND TRAY)
$ 5.00 kelley BURGERTIME (WITH 2 OVERLAYS)
$ 5.00 DEMON ATTACK (WITH 2 OVERLAYS, AND TRAY)
$ 4.50 FROG BOG (WITH 2 OVERLAYS)
$ 4.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 4.50 NASL SOCCER (WITH 2 OVERLAYS)
$ 4.00 NIGHT STALKER (WITH 1 OVERLAY)
$ 5.00 kelley PITFALL (WITH 2 OVERLAYS AND TRAY)
$ 4.50 SNAFU (WITH 2 OVERLAYS)
$ 4.50 SPACE ARMADA (WITH 1 OVERLAY)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)
$ 4.50 SPACE HAWK (WITH 2 OVERLAYS)

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 8.00 rfreynol BOMB SQUAD (VOICE COMPATIBLE) [WITH 2 OVERLAYS)
$ 6.00 DEMON ATTACK (WITH 2 OVERLAYS, TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN (WITH 2 OVERLAYS)
$ 5.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 5.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 5.50 MAJOR LEAGUE BASEBALL (WITH 2 OVERLAYS)
$ 5.00 NASL SOCCER (WITH 1 OVERLAY)
$ 6.50 NFL FOOTBALL (WITH 2 OVERLAYS, AND PLAYBOOK)
$ 5.50 SEA BATTLE (WITH 2 OVERLAYS)

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 BASEBALL
$ 3.00 BOWLING/BASKETBALL
$ 3.00 ELECTRONIC TABLE SOCCER

$10.00 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 5.00 K.C. MUNCHKIN
$ 3.00 MATH-A-MAGIC/ECHO
$ 4.00 gt2378b MONKEYSHINES

GAMES WITH BOX. NO MANUAL:
$ 4.00 BLOCKOUT/BREAKDOWN
$ 4.00 FOOTBALL
$ 4.00 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 5.00 ALIEN INVADERS - PLUS
$ 5.00 ALPINE SKIING
$ 5.00 BASEBALL
$ 5.00 BOWLING/BASKETBALL
$ 5.00 COMPUTER GOLF
$ 5.00 LAS VEGAS BLACKJACK
$ 3.00 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
$ 5.00 SUB CHASE/ARMORED ENCOUNTER

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX AND MANUAL:
$ 6.00 gt2378b PARLOUR GAMES

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
-- POSTER IS IN MINT CONDITION

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 POOYAN
I WILL TRADE THIS GAME FOR ANY TWO TOMY TUTOR GAMES THAT I DON'T HAVE, IN
SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL
PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY TWO VECTREX GAMES THAT I DON'T HAVE, IN
SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL
PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

****

HARDWARE:

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) $35.00 sfoiles
BID #2) $25.00 mistered
BID #3) $25.00 rra

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
COMBAT (Atari)
DONKEY KONG (Coleco)
E.T. THE EXTRA TERRESTRIAL (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) $25.00 garpoo
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #3

ATARI 5200 (W/4 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND ONE (1) GAME [NO BOX OR MANUAL FOR GAME]:

POLE POSITION

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

$25.00 marison

*****

LOT #4

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $17.50

*****

LOT #5

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND POLE POSITION CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

$17.50 sfoiles

*****

LOT #6

COLECOVISION SYSTEM WITH SYSTEM MANUAL, COLECO POWER SUPPLY, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE (W/MANUAL).

MINIMUM OPENING BID OF $28.00

*****

LOT #7

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER (Coleco). PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #8

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
MAJOR LEAGUE BASEBALL

LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

$25.00 kelley

*****

LOT #9

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE BATTLE (WITH BOX AND 1 OVERLAY)
BASEBALL (SAME AS MAJOR LEAGUE BASEBALL)
LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

$25.00 reed

*****

LOT #10

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE

(SEE INTELLIVISION GAME LIST FOR THREE INTELLIVOICE COMPATIBLE GAMES!)

MINIMUM OPENING BID OF $10.00

*****

LOT #11

ODYSSEY2 SYSTEM WITH ORIGINAL RF SWITCHBOX, POWER SUPPLY, AND ONE CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

BOTH CONTROLLERS ARE MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE JOYSTICK, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $25.00

*****

LOT #12

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND BUILT
IN POWER SUPPLY. CAN PLAY CARTRIDGE GAMES.

MINIMUM OPENING BID OF $20.00

*****

LOT #13

SEGA MASTER SYSTEM WITH ONE CONTROLLER, *NEW* POWER SUPPLY, RF SWITCHBOX,
AND FOUR (4) GAMES. TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

AND TWO (2) CARTRIDGES:

PENGUIN LAND
SHANGHAI (WITH BOX)

MINIMUM OPENING BID OF $25.00

*****

LOT #14

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, AND FUNCTION KEY STRIP (FOR KEYBOARD).

$20.00 tom

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5305. FOR SALE: 850 INTERFACE MODULE

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 16:36:02 UTC
From: chipdancer@aol.com
Message-ID: <35f5ti$h2r@newsbf01.news.aol.com>
Source record: 98384

Look what I found hiding in my garage: Atari 850 Interface Module with
serial and parallel cables. What's it worth to you? I'll ship collect plus
shipping to the best offer. Please email direct to:
dginbey@mail.tea.texas.gov or if that doesn't work:
dginbey@tenet.edu
Damon

5306. Unix Accounts...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 16:38:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <f17_9409171604@flight.org>
Source record: 98393

Quoting from ANDREW K. HELLER to ALL

> um..this is rather an odd thing but...
>
> I am willing to setup Full shell access/unlimited bandwidth
> to the internet..etc... unix accounts...for uh..say...
> Atari stuff! =)
>
> We can start by um... offering me one of those great silver
> banners. =)
>
> I am running BSD/386... on a 486 (ick..hack... I only use it for
> unix or for playing pinball under dos...THATS IT) everything
> else gets done on the Atari.
>
> The system will be active from now till dec 5 and then jan 12 thru
> may 5.
>
> Get another email account! Get 2 megs of space!... get a place to talk
> with other atari 8 bit users...
>
> get a place to develop Xwindows 8bit emulators!
>
> whatever...

Ok, this message was a little vague, how about some more info on
this?

*-Dag- --> dag.hugdahl@flight.org
`

*---
* .QWKsilver v0.21 beta! * .QWK for the Atari XL/XE! *
* "ERROR- 255 (Programmer Deleted)" *

Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

5307. Re: For Sale or Trade...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 18:25:49 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Sep17202549@bob.lise.unit.no>
Source record: 98385

In article <RS5yXZQ.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:

> SuperVideo provides a cleaner, sharper video image - and allows you to use
> an XL computer on a split video monitor..

My 800XL works fine on a split video monitor as it is. Did you mean
XE, or are European models different from the US ones?
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ This space unintentionally left blank. Stem JA 28. November!

5308. ATARI GAME BLOWOUT!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 19:18:05 UTC
From: chipdancer@aol.com
Message-ID: <35ffdd$jaa@newsbf01.news.aol.com>
Source record: 98387

With a tear in my eye, I am offering all my old Atari 800 software for sale. I have so many pleasant memories and emotions associated with these games that I hate to part with them. But for practical reasons I must. Heres what I have:
Cartridges:Lode Runner w/docs,Bug Hunt with XE Light Gun,Star Raiders (original box and docs) (of course SR is why I initially bought my Atari!),Missile Command w/orig box and docs,Return of Jedi orig box, PacMan, Frogger, DigDug,CongoBongo, Miner 2049er.
DISKS:Ballblazer orig box & docs, Aztec Challenge orig box (great cover art!), The Last V8, Ninja, Jawbreaker, Lunar Leeper, Oil's Well, Kikstart, Castle Wolfenstein, Ali Baba & 40 Thieves, Track & Field, Decathalon, One on One, Preppie 1&2, Timerunner, Serpentine, Defender, Spy vs Spy 1&2,Necromancer, Deluxe invaders, Apple Panic, Fort Apocolypse, Choplifter, Flight Simulator 2, Joust, Centipede, Gamestar Baseball, Archon, Pole Position, Kangaroo, QBert, MsPacman, ET, Worms?, Blue Max, Berzerk, BC, Capt Beeble, Dimension X, Spy Hunter, Frogger 2, War Games, Strip Poker, Football, Tumble Bugs, Darts, Great American Cross Country Road Race, Moon Patrol, Starwars, Legacy, Jungle Hunt, Tennis, Jiuce, Berzerk, Mountain King, Crossfire, Revenge, Pitfall 2, Mr. Do, Shamus 1&2, Jumpman & Jumpman JR, Slot Trivia, Chop Suey, Karateka, Andromeda, Pathfinder, Caverns of Mars, Dandy, 7 Card Stud, Ken Uston's Pro Blackjack, Pharoa's Curse, Popeye, Astrochase, Survivor, Boulders & Bombs, Bruce Lee, Gyrus, Bowling, Capture the Flag, Shadow World, Protector 2, O'Riley's Mine, Sargon 2&3 chess, Wizard of Wor, Super Breakout, ET Krazy Shootout, Livewire, Hacker, Donkey Kong, Pharoa's Curse, Gorf, Mouskattack, Legionairre, Silent Service, Dimension X, Spy Hunter, Murder on the Zinderneuf, Hellcat Ace, Mig Alley Ace, Zork 1&2, The Halley Project, Colourspace, Solo Flight, Scram, Eastern Front 1941, Millionaire, Final Flight, Mr. Robot Factory, Stone of Sysyphus, Letter Perfect 6.0, the Nightmare, Scott Adams Golden Voyage and Pirate Adventure, Chopper Rescue, Floyd of the Jungle, Dallas Quest, Temple of Apshai Trilogy, In Search of Most Amazing Thing, Planetfall, Starcross, Ghostbusters, Hardball, Homepak.
Whew! I will ship collect to the best offer. Please email direct to: dginbey@mail.tea.texas.gov or if that isn't working to: dginbey@tenet.edu
Damon

5309. Atari 2600/7800/8-bit and C-64/128 Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 20:39:15 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <35fk5j$4kv$2@mhadg.production.compuserve.com>
Source record: 98391
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other,alt.atari.2600

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator Package (XLent Software), Winter Challenge $5.00/each or all 3 for $12.50

F-15 Strike Eagle & Silent Service (Microprose) $5 each

FOR SALE - ATARI 2600 CARTS

Realsports Football $3

FOR SALE - ATARI 7800 CARTS

Ballblazer, Karateka, Pole Position II
$4 each

Karateka (cart only) $3

FOR SALE - COMMODORE 64/128 SOFTWARE

Dave Winfield's Batter Up! (Avant-Garde) $6.00
Candy Land (Gametek) $5.00
Fisher Price: Firehouse Rescue, Little People Bowling Alley, My Grand Piano, School Bus Driver $5.00 each
Shark Attack! (Greg Norman's Golf Simulator) (Virgin Software) $7.50
Pocket Planner 2 Spreadsheet, Pocket Filer 128/64 (Digital Solutions), The Filer (Spinnaker) $3.00 each
Bop 'N Rumble (Mindscape) $5.00
F-15 Strike Eagle (Microprose) $5.00

USED: Professional Gambler (Load & Go) $2.50, Star Rank Boxing (Gamestar) $3.00

SPECIAL OFFER: Purchase all of the Commodore 64/128 software for only $50

All items are brand new in original boxes unless noted.

All prices include shipping. Multiple quantities may be available for some 2600/7800 titles. If interested, contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--
Lawrence Estep / 71450.1050@COMPUSERVE.COM
REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

5310. Re: [--- Structure Your BASIC ---] (was: Software wanted!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 21:00:15 UTC
From: fbnx@aol.com
Message-ID: <35flcv$kr6@newsbf01.news.aol.com>
Source record: 98390

In article <Cw9vur.L7p@merk.com>, winston@merk.com (Winston Smith) writes:
>There was a series of articles in BYTE MAGAZINE showing the
>programmer how to write top-down structured BASIC programs using
>unstructured BASICs. I found the series quite helpful. It covered
>IF-THEN-ELSE, REPEAT-UNTIL, WHILE, CASE, and other familiar block
>structures and how to implement them in the earlier unstructured >BASICs
of the late 1970's / early 1980's.

Any idea which issues, or about what time? I'd love to see the article!

- Mark

5311. BUNCH O JOYSTICKS AND TRACKBALL FOR SALE!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-17 22:51:01 UTC
From: chipdancer@aol.com
Message-ID: <35frsl$m9n@newsbf01.news.aol.com>
Source record: 98395

I am selling a big box full of joysticks including:
Wico Trackball (great for Missle Command and Centipede)
Power Stick (2)
Suncom Slik Stick
Wico Boss
Mindscape Power Player
Wico Command Control with metal shaft
Atari paddles
Kraft square beige (2)
Epyx 500XJ ergonomic grip
Wico rubberized ergonomic grip
generic no-name
Misc 800 cables and connectors
Databyte power supply 9v 3.4 amp

So that's 10 joysticks, a trackball, paddles and misc junk. I would like
to sell it all together. If you're interested, please make me an offer.
Email directly to:
dginbey@mail.tea.texas.gov and if that doesn't work try:
dginbey@tenet.edu
Damon

5312. Re: For Sale or Trade...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 00:38:31 UTC
From: krishna@max.tiac.net
Message-ID: <35g267$32p@sundog.tiac.net>
Source record: 98386

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
: In article <RS5yXZQ.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:

: > SuperVideo provides a cleaner, sharper video image - and allows you to use
: > an XL computer on a split video monitor..

: My 800XL works fine on a split video monitor as it is. Did you mean
: XE, or are European models different from the US ones?

No it doesn't. Not unless it was already hacked or you are mistakenly
using the composite line for chroma.

5313. Re: Scrolling Ad Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 01:59:44 UTC
From: jharris@cup.portal.com
Message-ID: <122679@cup.portal.com>
Source record: 98388

>Yeah, but you could always contact John Harris since that's his bread and
>butter.

I already wrote to the poster, but assume my product is not what he is after, and is quite expensive. I also don't normally sell just the software by itself, since it's designed on a board that fits inside the machine.

John Harris - jharris@cup.portal.com

5314. Pictures of old 8-bits (again)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 02:28:03 UTC
From: ripi@aol.com
Message-ID: <35g8jj$pld@newsbf01.news.aol.com>
Source record: 98389

Okay, the vote seems to be in, and I will begin scanning the pictures this week. I hope to start posting them by next weekend, possibly sooner. I will more than likely post them on Delphi, and their 8-bit sysop will post them on an FTP site.

I will upload 640x480 GIFs and TIFs of each pic (or a suitable similar size if 640x480 turns out to be too large).

Rob

5315. ACE of America BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 04:15:40 UTC
From: kamaro_kid@delphi.com
Message-ID: <pe8QnNU.kamaro_kid@delphi.com>
Source record: 98392

If anyone can, please provide a list of non-Pro! BBS's.. namely ACE of America, other Carina boards and maybe even some Forem or other brand BBS's..

Thanks..
--James King
kamaro_kid@delphi.com

5316. For Sale ATR 8000

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 04:54:00 UTC
From: mbates@netcom.com
Message-ID: <mbatesCwB6y1.BpL@netcom.com>
Source record: 98397

ATR 8000 for sale. in REALLY good shape. This is an interface for modems, printers, & floppy drives. I am asking $45 + shipping or best offers. I am also very interested in trades for software or hardware for 2600 or Mac or ST.
-Marlin

5317. Antic/Analog magazines wanted:

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 14:51:42 UTC
From: kamaro_kid@delphi.com
Message-ID: <JA2RnVu.kamaro_kid@delphi.com>
Source record: 98398

I'm looking for the following magazines:

ANTIC

Anything Pre-Dec/Jan 83
July 83
Jan 84
May 84
Sept 84
Oct 84
Nov 87
March 88
Sept 89
Dec 89
Jan 90
Anything after July 90

ANALOG

Issue 1-11
Issues 16-17
Issues 20-21
Issue 23
Issue 25
Issues 29-31
Issue 34
Issues 62-69
Issue 78
Anything after Issue 79

--James King
kamaro_kid@delphi.com

5318. Macintosh to Atari Classic file transfer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 17:43:21 UTC
From: nthewarapp@ea.com
Message-ID: <nthewarapp-1809941843210001@nthewarapperuma.ea.com>
Source record: 98402

My first post in this newsgroup! -- it's been interesting reading the articles posted here over the past few weeks.

I just moved house and took all my old computers down from the attic; I've got 9....I still don't want to get rid of any!

After all these years my Atari 800XL is still my favourite....it was the one I really used a lot, for games, programming, everything really.

Now I have the room to set it up in my new place, I want to transfer some files from the Internet to my Atari Classic and get it in use again.

At work I have a Macintosh wired to Internet via the company network.
I don't have a serial interface to my Atari, so I'm considering purchasing one so I can send files downloaded on my Macintosh to my Atari.

I have access to every type of computer, all of which are networked at work, and it seems like the most popular methods of transferring files to the Atari are IBM PC based.

I tried the "UTIL" program to transfer files from IBM PC 360k 5 1/4" disk to the Atari, but couldn't get it to work (v1.1.5) -- I tried over a dozen different PCs, including an old XT dug up because it had a 360k only drive (not 1.2M, as I'd heard UTIL only worked on 360k-only drives). No joy.

The program formatted the disk on the IBM OK, and appeared to transfer files to the disk from the IBM PC OK, but all the files had only 1 sector in them, and the Atari wouldn't read the disk.

Any more hints from anyone? -- using "UTIL" would be logistically easier than buying an Atari serial interface, IF I could get it to work.
We've got so many PCs here, even the brand of PC and/or OEM floppy drive that "UTIL" works on would be useful to know.

If that doesn't work...and I'm close to giving up, I'll use a null modem serial transfer from Mac to Atari.

Having read the Atari 8-bit FAQ, I know there are the following serial interfaces available:

* 850 Interface Module
* P:R:Connection
* Multi I/O {can do over 9600 baud}
* Black Box (by Computer Software Services) {can do over 9600 baud }

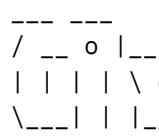
So my main question is, which would you recommend; for price, availability and functionality?

I only really need the serial port - it would be nice to transfer files at
19,200 baud, but I don't think it's a must.

The most important part right now is availability....as I'm itchin' to use
my Atari again.
I have no idea where to look to buy one; can you recommend a supplier?
If at all possible, I'd like to purchase from a UK supplier, but if not,
then I could order from the U.S. via my company's U.S. office.

Thanks for any help you can provide.

Neil



--

/--\
Neil Thewarapperuma at Electronic Arts Europe (nthewarapp@ea.com)
E A S P O R T S IF IT'S IN THE GAME, IT'S IN THE GAME.
Opinions expressed above don't necessarily represent those of my employer
\--/

5319. Stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 18:02:30 UTC
From: osteele@u.washington.edu
Message-ID: <35hvbm$nam@news.u.washington.edu>
Source record: 98400

Title	Maker	Price
1010 Program Recorder	Atari	$12.00
1027 Printer	Atari	$12.00
1050 Disk Drive	Atari	$75.00
130 XE Computer	Atari	$74.00
410 Program Recorder	Atari	$8.00
600 XL Computer	Atari	$38.00
800 XL Computer	Atari	$52.00
810 Disk Drive	Atari	$75.00
Basic	Atari	$9.00
Basic XL	OSS	$19.00
Conversational French	Atari	$14.00
Conversational Spanish	Atari	$14.00
DOS 2	Atari	$9.00
DOS 3	Atari	$10.00
Gato XE	Spec. Holobyte	$9.00
MAC/65	OSS	$12.00
Macro Assembler	Atari	$11.00
More! Graphics	Pierstorff	$2.00
Paddle Controllers	Atari	$12.00
SynCalc	Synapse	$12.00
Tax Advantage 85	C Arrays	$3.00

```
-------------------------------------------------------------------------
| Telelink 1 | Atari | $11.00 |
-------------------------------------------------------------------------
```

5320. Hardware items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 18:03:20 UTC
From: osteele@u.washington.edu
Message-ID: <35hvd8$nap@news.u.washington.edu>
Source record: 98401

Will accept best offers on the items below (willing to trade for items
that interest me):

Computer Type	Title	Maker	Price
Atari 8-bit	1010 Program Recorder	Atari	$12.00
Atari 8-bit	1027 Printer	Atari	$12.00
Atari 8-bit	1050 Disk Drive	Atari	$75.00
Atari 8-bit	130 XE Computer	Atari	$74.00
Atari 8-bit	410 Program Recorder	Atari	$8.00
Atari 8-bit	600 XL Computer	Atari	$38.00
Atari 8-bit	800 XL Computer	Atari	$52.00
Atari 8-bit	810 Disk Drive	Atari	$75.00
Atari 8-bit	Basic	Atari	$9.00
Atari 8-bit	Basic XL	OSS	$19.00
Atari 8-bit	Paddle Controllers	Atari	$12.00
Atari 8-bit	Telelink 1	Atari	$11.00
Atari 8-bit	P:R: Connection	ICD	$0.00
Atari 8-bit	ProModem 1200	Prometheus	$0.00

5321. TurboBASIC XL time fix

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 18:19:27 UTC
From: ud264@freenet.Victoria.BC.CA
Message-ID: <1994Sep18.181927.7000@freenet.victoria.bc.ca>
Source record: 98404

Subject: TurboBASIC XL time fix

In article #19989, Douglas E. Goudie asked about the NTSC time fix for
TurboBASIC XL.

Douglas,

The following three programs will fix all known versions of Turbo BASIC
and RUNTIME.COM for NTSC time (if I could get enthusiastic about BASIC
I might consider combining them into one). With the 800 version (aka
FROST BASIC) you must boot the Turbo disk as the BASIC is part of
"DOS.SYS". The other versions simply require some version of Turbo to
run.

Enjoy,

John Picken
Victoria, Canada

```
1 . Turbo BASIC Mod jkp 11 Dec 93
2 .
3 . This works with Turbo BASIC XL
4 . and with TB32Q.COM (Tom Hunt's
5 . SpartaDOS mod).
6 .
8 CLS :? :LIST 100,140:? :? "Set line 110 then enter CONT"
9 STOP
10 ------------------------------
11 M=18400:DIM T$(M),F$(64),N$(13),S$(64):T$(M)=CHR$(0):POKE 82,8:
POKE 694,0:POKE 702,64:CLS :PRINT
100 ------------------------------
110 N$="D1:*?????.ARB"
120 . New autorun filespec. You can make it "D8:?????*.ARB", etc. If you
don't want to make any change then
130 . make N$="D:AUTORUN.BAS". Whatever you do, the length of N$ must be 13.
140 ------------------------------
150 ? " TURBO-BASIC Modifier":PRINT
160 ? "CAUTION work on a copy":? "This program is FINAL.":? "It won't work
on files"
170 ? "once they are modified":? "(including this mod!)"
180 ? :? "Insert TURBO-BASIC disk":? "Enter complete filespec":? :
INPUT "=> ",F$
190 TRAP 900:OPEN #1,4,0,F$
200 TRAP 210:BGET #1,ADR(T$),M
210 CLOSE :T$=T$(1,DPEEK($0358))
220 .
```

```
230 . Look for floating point
240 . number for jiffies per day
250 .
260 FOR X=1 TO 6:READ Y:S$(X)=CHR$(Y):NEXT X:DATA 67,4,50,0,0,0
270 X=INSTR(T$,S$):ON X=0 GOTO 890
280 .
290 . Change it for NTSC
300 .
310 T$(X+1,X+1)=CHR$(5)
320 T$(X+2,X+2)=CHR$(24)
330 T$(X+3,X+3)=CHR$(64)
340 .
350 . Look for two jsr's in TBXL.
360 . These are multiply by 5 and
370 . then multiply by 10 calls.
380 .
390 RESTORE 390:FOR X=1 TO 6:READ Y:S$(X)=CHR$(Y):NEXT X:DATA 32,242,251,
32,236,251
400 X=INSTR(T$,S$):ON X=0 GOTO 530
410 .
420 . Replace with a single call to
430 . a multiply by 60 routine and
440 . three NOP's as space filler.
450 . .
460 RESTORE 460:FOR X=X TO X+5:READ Y:T$(X,X)=CHR$(Y):NEXT X:DATA 32,19,
252,234,234,234
470 GOTO 610
480 .
490 . Look for two jsr's in TB32Q
500 . Same calls but to different
510 . addresses.
520 .
530 RESTORE 530:FOR X=1 TO 6:READ Y:S$(X)=CHR$(Y):NEXT X:DATA 32,152,82,32
,172,82
540 X=INSTR(T$,S$):ON X=0 GOTO 890
550 .
560 . Replace as above but to
570 . different address
580 .
590 RESTORE 590:FOR X=X TO X+5:READ Y:T$(X,X)=CHR$(Y):NEXT X:DATA 32,205,
82,234,234,234
600 VERSION=1:. Flag TB32Q
610 X=INSTR(T$,"YDAER"):ON X=0 GOTO 890
620 .
630 . Change the prompt here. Note
640 . that it must be 5 characters
650 . long and is in reverse order.
660 .
670 IF VERSION
680 T$(X,X+4)="obruT":. TB32Q
```

```
690 ELSE
700 T$(X,X+4)="OBRUT":. Turbo XL
710 ENDIF
720 .
730 X=INSTR(T$,"D:AUTORUN.BAS"):ON X=0 GOTO 890
740 T$(X,X+12)=N$
750 ? :? "TURBO-BASIC patched":? "for NTSC.";
760 IF N$<>"D:AUTORUN.BAS" THEN ? " Autorun":? "filespec changed."
770 ? :? "START to write file"
780 R=PEEK(53279):ON R<>6 GOTO 780
790 S$="":? :? :? "Ready to write file.":? :? "Enter new filespec or"
800 ? "(caution) to write to":? F$:PRINT
810 ? CHR$(156);"just hit Return":INPUT "=> ",S$:IF S$="" THEN S$=F$
820 ? S$:F$=S$:TRAP 830:UNLOCK S$
830 TRAP 900:OPEN #1,8,0,S$
840 BPUT #1,ADR(T$),LEN(T$):CLOSE
850 ? :? "Another copy START":? :? "Quit program OPTION"
860 M=PEEK(53279):ON M=6 GOTO 810:ON M<>3 GOTO 860
870 POKE 82,2:? :TRAP 40000:END
880 . Crude error handlers
890 ? "File previously modified":GOTO 870
900 CLOSE :? :? " DISK ERROR #";ERR:? :ON S$="" GOTO 180:GOTO 850
```

```
10 . TB800FIX must be run under the
20 . 800 version (DOS.SYS)
30 .
40 DIM A$(13),P$(5),E$(40)
50 .
60 . Change DOS write command here
70 .
80 A$="P":. Use "W" for verify
90 IF A$<>"W" THEN A$="P"
100 POKE 1913,ASC(A$)
110 .
120 . Change autorun filespec here
130 . It must be 13 chars long
140 .
150 . A$="D:AUTORUN.BAS"
160 A$="D1:*?????.ARB"
170 .
180 IF LEN(A$)<>13 THEN E$="Error in Autorun filespec length":GOTO 580
190 E$="Error in Autorun filespec device"
200 IF A$(1,1)<>"D" THEN 580
210 IF A$(2,2)<>":" AND A$(3,3)<>":" THEN 580
220 FOR X=1 TO 13
230 POKE 10255+X,ASC(A$(X))
240 NEXT X
250 .
260 . Change prompt here
270 . It must be 5 chars long but
```

```
280 . could be something
290 . like "> " or whatever
300 .
310 . P$="READY"
320 P$="Turbo"
330 IF LEN(P$)<>5 THEN E$="Error in Prompt length":GOTO 580
340 FOR X=5 TO 1 STEP -1
350 POKE 14511+X,ASC(P$(X))
360 NEXT X
370 .
380 . Fix DOS 2 for burst i/o bug
390 . and time for North America
400 TRAP 460
410 DO
420 READ X,Y
430 POKE X,Y
440 LOOP
450 .
460 ? "Done! ";
470 INPUT "Press Return to write",A$
480 CLOSE #1
490 TRAP 510
500 UNLOCK "D1:DOS.SYS"
510 TRAP 600
520 OPEN #1,8,0,"D1:DOS.SYS"
530 CLOSE #1
540 TRAP 40000
550 PRINT
560 ? "Press Break to quit"
570 GOTO 470
580 ? E$
590 END
600 ? " Disk error #";ERR
610 GOTO 550
620 .
630 . Fix a bug in DOS 2 burst i/o.
640 . Refer to Mapping The Atari
650 .
660 DATA 2592,130,2593,19,2594,73,2595,12,2596,240,2597,36,2598,106,2599,
234,2625,16,2773,31
670 .
680 . Fix Turbo time functions for NTSC
690 .
700 DATA 21033,5,21034,24,21035,64,21085,205,21087,234,21088,234,21089,234

10 . Runtime mod jkp 8 Jul 94
11 . Fixes the time in
12 . runtime.com for NTSC
13 M=11000:DIM T$(M),F$(64),S$(64)
14 T$(M)=CHR$(0):POKE 82,8:CLS
```

```
15 ?:?"RUNTIME.COM Modifier"
16 ?:?"Insert source disk and"
17 ?"enter complete filespec"
18 ?:INPUT "=> ",F$
19 TRAP 81:OPEN #1,4,0,F$
20 ?:?"Reading ";F$
21 TRAP 22:BGET #1,ADR(T$),M
22 CLOSE:T$=T$(1,DPEEK($0358))
23 ?:?"Modifying ";F$(4)
24 .
25 . Look for floating point
26 . number for jiffies per day
27 .
28 DATA 67,4,50,0,0,0
29 . $43 Bcd exponent (excess 64)
30 . $04,$50 mantissa=4.500000 (*100^3)
31 .
32 FOR X=1 TO 6
33 READ Y:S$(X)=CHR$(Y)
34 NEXT X
35 X=INSTR(T$,S$):ON X=0 GOTO 79
36 .
37 . Change it for NTSC: exponent
38 . unchanged, mantissa becomes
39 . 5.184000
40 .
41 T$(X+1,X+1)=CHR$(5):. $05
42 T$(X+2,X+2)=CHR$(24):. $18
43 T$(X+3,X+3)=CHR$(64):. $40
44 .
45 . Look for two jsr's in RT.
46 . These are multiply by 5 and
47 . then multiply by 10 calls.
48 .
49 DATA 32,12,252,32,6,252
50 FOR X=1 TO 6
51 READ Y:S$(X)=CHR$(Y)
52 NEXT X
53 X=INSTR(T$,S$):ON X=0 GOTO 79
54 .
55 . Replace with a single call to
56 . a multiply by 60 routine and
57 . three NOP's as space filler
58 .
59 DATA 32,45,252,234,234,234
60 FOR X=X TO X+5
61 READ Y:T$(X,X)=CHR$(Y)
62 NEXT X
63 ?:?"RUNTIME.COM patched for"
64 ?"NTSC. Ready to write file."
```

```
65 ?:?"Enter new filespec or to"
66 ?"write to ";F$
67 ?"just hit Return":?
68 S$="":INPUT "=> ",S$
69 IF S$="" THEN S$=F$
70 F$=S$:TRAP 71:UNLOCK S$
71 TRAP 81:OPEN #1,8,0,S$
72 BPUT #1,ADR(T$),LEN(T$):CLOSE
73 ?:?"Press Start for another copy"
74 ?:?"Press Option to exit program"
75 M=PEEK(53279):ON M=6 GOTO 65
76 ON M<>3 GOTO 75
77 TRAP 40000:POKE 82,2:END
78 . Crude error handlers
79 ?"File previously modified"
80 GOTO 77
81 CLOSE :?:?"DISK ERROR #";ERR:?
82 ON S$="" GOTO 16:GOTO 77
```

5322. In CAIN Newsletter THIS Month! Check it out!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 20:31:42 UTC
From: xx004@cleveland.Freenet.Edu
Message-ID: <35i83e$3s3@usenet.INS.CWRU.Edu>
Source record: 98403
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.advocacy,rec.games.video.atari,rec.games.video.classic

```
-
/ \
Don't Miss! / \
/ \ CAIN0994.ZIP!
This Exciting issue! / \
__________/ \_________
\ /
160k issue! \ Sep 15, 1994 Vol.I No.6 / 40k supplement!
\ /
_____________________________________________|_____________
/_________________ CAIN ________-_____________/
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/____|_|_|__________ ______| |_________/
/____/__|__\_________ Central Atari ______| |________/
/____/___|___\________ Information Network ____| | | |_____/
/_____________________________________________________________/
/ / \ \
August / / \ \ September
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The Official Online Newsletter of the Cleveland Free-Net Atari SIG

The Cleveland Free-Net Community Computer System is accessible worldwide!

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telnet freenet-in-{a,b,c}.cwru.edu (129.22.8.32 or 129.22.8.51)

216/368-3888 | 300-14400 bps | type 'go atari' at any menu

Covering:
7800/XE/XL/800/400,FALCON030/ST/TT/ST(e),PORTFOLIO,LYNX,JAGUAR

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THIS MONTH IN CAIN NEWSLETTER:

-=-=-=- CAIN Atari Fun Fest 94 Report! -=-=-=-

-=-=-=- CAIN 1994 Jaguar Letter Writing Campaign!! -=-=-=-

-=- Atari SIG Conference No More? -=- CAIN Atari Fun Fest 94 Show
-=- New 16/32-Bit Computers SIGOp! Exhibitor List!
-=- CAIN Atari Fun Fest 94 Prize -=- Atari Gaming Classic: Pitfall
Report Map & Treasures

-=- NOISE in Greater Cleveland Area! -=- Lynx: New games from
-=- Video Gamers Need Not Wait (PR) Telegames!
-=- Atari Abolishes All Rules with -=- Lynx: Lynx CAIN Show Report
Brutal Sports Football! (PR) -=- Lynx: Summer Steal Deal
-=- Jaguar Tips & Tricks Publication Extended!
available soon (PR) -=- Jag: AvP & DOOM Update
-=- Alien Vs. Predator Advertisement! -=- Jag: AvP, Iron Soldier, and
-=- Wolf 3-D on Babbages Top 10 List other mini-reviews!
-=- European Trade Show Report! -=- Jag: Brutal Sports Football
-=- Jag Site Returns Reviews
-=- Jaguar in "History of Computing"! -=- Jag: BSF Strategy Tips!
-=- 8-Bit: Atari Classics Report -=- Jag: Retailer Game Release
-=- 8-Bit: 8-Bit FidoNet Echo BBS List! Date List
-=- 8-Bit: Commentary! -=- Jag: Messages of Interest!
-=- 16/32-Bit: The Persistence of -=- Jag: Commentary
Vision Raytracer Review -=- Head Organizer Show Report!

-=-=- CAIN Atari Fun Fest 94 Responses -=-=-

-=-=- Upcoming Atari Shows -=-=-

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Or write: xx004@cleveland.freenet.edu for a copy!

To be added to e-mail distribution list, write xx004@cleveland.freenet.edu
(but only if you plan on remaining on the list)

5323. MASSIVE AUCTION III - UPDATE #4 (includes lots of Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-18 23:39:57 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <35ij4d$p22@usenet.INS.CWRU.Edu>
Source record: 98305

AUCTION UPDATE #4:

Auction updates will be posted approximately every 24 hours, and bidders
will receive a copy of the update via E-mail at the same time.

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

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Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI 8-bit
ATARI LYNX COLECOVISION INTELLIVISION
ODYSSEY2 SEGA MASTER SYSTEM TEXAS INSTRUMENTS TOMY TUTOR
TRS-80 COLOR COMPUTER VECTREX

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON TUESDAY, SEPTEMBER 20TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY.

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. PLEASE DON'T BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 2.00 sfoiles AIR-SEA BATTLE (Atari) -- NO END LABEL
$ 1.00 ASTEROIDS (Atari) -- NO END LABEL
$ 2.50 ASTROBLAST (Mattel) -- RIPPED END LABEL
$ 2.50 BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.00 veifler BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 3.00 sfoiles BREAKOUT (Atari) -- NO END LABEL
$ 5.00 BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.00 CANYON BOMBER (Atari)
$ 4.00 CARNIVAL (Coleco)
$ 2.00 CASINO (Atari)
$ 2.50 mistered CENTIPEDE (Atari)
$ 3.00 sfoiles CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 1.50 sfoiles DEMON ATTACK (Imagic)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 sfoiles DONKEY KONG (Coleco)
$ 2.50 DRAGSTER (Activision)
$ 2.00 veifler E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 garpoo FOOTBALL (Atari) WITH PHOTOCOPY OF PLAYS
$ 2.50 FOOTBALL (Mattel) SAME AS SUPER CHALLENGE FOOTBALL
$ 4.00 sfoiles FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel) -- RIPPED END LABEL
$ 4.00 sfoiles GALAXIAN (Atari)
$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 veifler GRAND PRIX (Activision)
$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 4.00 sfoiles JOUST (Atari)
$ 3.00 garpoo MARIO BROS. (Atari)
$ 3.50 MAZE MANIA (Tele-Games)
$ 1.00 MISSILE COMMAND (Atari)
$ 4.00 garpoo NIGHT DRIVER (Tele-Games)
$ 2.00 sfoiles OUTLAW (Atari)
$ 2.00 PAC-MAN (Atari) -- RIPPED END LABEL
$ 3.50 PAC-MAN (Tele-Games)
$ 2.50 rra PHOENIX (Atari)
$ 3.00 sfoiles PITFALL! (Activision)
$ 3.00 sfoiles POLE POSITION (Atari) -- RIPPED LABEL
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)

$ 1.50 veifler RAIDERS OF THE LOST ARK (Atari)
$ 2.00 garpoo REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 1.50 veifler RIDDLE OF THE SPHINX (Imagic)
$ 2.50 stronae RIVER RAID (Activision)
$ 2.50 SKIING (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 3.00 sfoiles SLOT RACERS (Atari)
$ 5.00 sfoiles SPACE ATTACK (Mattel)
$ 5.00 sfoiles SPACE CAVERN (Apollo)
$ 1.00 SPACE INVADERS (Atari) -- NO END LABEL
$ 3.00 sfoiles STARMASTER (Activision)
$ 2.00 sfoiles STAR RAIDERS (Atari)
$ 2.00 sfoiles STREET RACER (Atari) -- NO END LABEL
$ 3.00 sfoiles SWORDQUEST EARTHWORLD (Atari)
$ 3.00 sfoiles SWORDQUEST FIREWORLD (Atari)
$ 3.50 sfoiles TANKS-PLUS (Tele-Games)
$ 2.50 TARGET FUN (Tele-Games)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.00 VIDEO PINBALL (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 1.50 sfoiles WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)
$ 2.00 COMBAT (Atari)
$ 2.00 DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.00 FOOTBALL (Atari)
$ 3.00 GOLF (Atari)
$ 2.00 veifler PAC-MAN (Atari)
$ 4.00 garpoo POLE POSITION (Atari)
$ 2.00 SPACE INVADERS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)
$ 2.00 reed STAR VOYAGER (Imagic) -- INCLUDES TRAY

GAMES WITH BOX AND MANUAL:
$ 3.00 veifler ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 4.00 veifler DEFENDER (Atari) -- ALSO INCLUDES COMIC BOOK #1!
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 3.00 veifler SPACE INVADERS (Atari)

GAME WITH NO BOX OR MANUAL:
$13.00 veifler INDY 500 (Atari) -- ALSO INCLUDES TWO (2)
DRIVING CONTROLLERS.
$ 6.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #1)
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 6.00 POINTMASTER JOYSTICK (Discwasher)
$ 6.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 clay DIG DUG

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 clay CHOPLIFTER
$ 3.00 clay KARATEKA

NEW GAMES (STILL SHRINKWRAPPED):
$ 4.00 POLE POSITION II

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 sfoiles DONKEY KONG (Atari)
$ 5.00 GEOFFOLTMANS STAR RAIDERS (Atari)

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 ROBOTRON 2084
$12.00 stronae SLIME WORLD
$15.00 bryanw ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 muckn LADYBUG
$ 3.00 muckn Q*BERT (Parker Brothers)
$ 3.00 atariman SMURF: RESCUE IN GARGAMEL'S CASTLE
$ 3.00 muckn VENTURE
$ 3.00 ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG
$ 5.00 GEOFFOLTMANS PITSTOP

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 rkinnen ADVANCED DUNGEONS & DRAGONS: TREASURE OF TARMIN
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 DEMON ATTACK (Imagic)
$ 3.00 rkinnen DRAGON FIRE (Imagic)
$ 4.00 ELECTRIC COMPANY: MATH FUN
$ 4.00 ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.50 tom GOLF
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 LOCK 'N' CHASE
$ 4.00 rkinnen LOCO-MOTION
$ 2.50 tom MAJOR LEAGUE BASEBALL
$ 2.50 NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 2.50 atariman PBA BOWLING
$ 3.00 veifler PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 4.00 veifler THE DREADNAUGHT FACTOR (Activision)
$ 3.00 TRIPLE ACTION
$ 3.00 TRON DEADLY DISCS
$ 3.00 tom TRON MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 2 OVERLAYS) [SAME AS ADV. D&D]
$ 3.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)

$ 3.50 TENNIS (WITH 2 OVERLAYS)
$ 3.50 TRON DEADLY DISCS (WITH 1 OVERLAY)

LOOSE GAMES, WITH MANUAL AND OVERLAY(S). NO BOX:
$ 6.00 ATLANTIS (WITH 2 OVERLAYS AND TRAY)
$ 5.00 NFL FOOTBALL (WITH 1 OVERLAY, AND ALSO PLAYBOOK)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 7.00 rfreynol B-17 BOMBER (VOICE COMPATIBLE)
$ 3.50 tom NFL FOOTBALL (WITH 2 PLAYBOOKS)

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 7.00 rfreynol SPACE SPARTANS (VOICE COMPATIBLE)
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, AND OVERLAY(S). NO MANUAL:
$ 4.50 ADVANCED DUNGEONS & DRAGONS (WITH 1 OVERLAY)
$ 4.50 ARMOR BATTLE (WITH 1 OVERLAY)
$ 4.50 ASTROSMASH (WITH 1 OVERLAY)
$ 5.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS, AND TRAY)
$ 5.00 kelley BURGERTIME (WITH 2 OVERLAYS)
$ 5.00 DEMON ATTACK (WITH 2 OVERLAYS, AND TRAY)
$ 4.50 FROG BOG (WITH 2 OVERLAYS)
$ 4.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 4.50 NASL SOCCER (WITH 2 OVERLAYS)
$ 4.00 NIGHT STALKER (WITH 1 OVERLAY)
$ 5.00 kelley PITFALL (WITH 2 OVERLAYS AND TRAY)
$ 4.50 SNAFU (WITH 2 OVERLAYS)
$ 4.50 SPACE ARMADA (WITH 1 OVERLAY)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)
$ 4.50 SPACE HAWK (WITH 2 OVERLAYS)

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 8.00 rfreynol BOMB SQUAD (VOICE COMPATIBLE) [WITH 2 OVERLAYS)
$ 6.00 DEMON ATTACK (WITH 2 OVERLAYS, TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN (WITH 2 OVERLAYS)
$ 5.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 5.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 5.50 MAJOR LEAGUE BASEBALL (WITH 2 OVERLAYS)
$ 5.00 NASL SOCCER (WITH 1 OVERLAY)
$ 6.50 NFL FOOTBALL (WITH 2 OVERLAYS, AND PLAYBOOK)
$ 5.50 SEA BATTLE (WITH 2 OVERLAYS)

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 BASEBALL
$ 3.00 BOWLING/BASKETBALL
$ 3.00 ELECTRONIC TABLE SOCCER

$10.00 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 5.00 K.C. MUNCHKIN
$ 3.00 MATH-A-MAGIC/ECHO
$ 4.00 gt2378b MONKEYSHINES

GAMES WITH BOX. NO MANUAL:
$ 4.00 BLOCKOUT/BREAKDOWN
$ 4.00 FOOTBALL
$ 4.00 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 5.00 ALIEN INVADERS - PLUS
$ 5.00 ALPINE SKIING
$ 5.00 BASEBALL
$ 5.00 BOWLING/BASKETBALL
$ 5.00 COMPUTER GOLF
$ 5.00 LAS VEGAS BLACKJACK
$ 3.00 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
$ 5.00 SUB CHASE/ARMORED ENCOUNTER

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX AND MANUAL:
$ 6.00 gt2378b PARLOUR GAMES

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
-- POSTER IS IN MINT CONDITION

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 POOYAN
I WILL TRADE THIS GAME FOR ANY TWO TOMY TUTOR GAMES THAT I DON'T HAVE, IN
SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL
PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY TWO VECTREX GAMES THAT I DON'T HAVE, IN
SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL
PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

****

HARDWARE:

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) $35.00 sfoiles
BID #2) $25.00 mistered
BID #3) $25.00 rra

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
COMBAT (Atari)
DONKEY KONG (Coleco)
E.T. THE EXTRA TERRESTRIAL (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) $25.00 garpoo
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #3

ATARI 5200 (W/4 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND ONE (1) GAME [NO BOX OR MANUAL FOR GAME]:

POLE POSITION

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

$25.00 marison

*****

LOT #4

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $17.50

*****

LOT #5

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND POLE POSITION CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

$17.50 sfoiles

*****

LOT #6

COLECOVISION SYSTEM WITH SYSTEM MANUAL, COLECO POWER SUPPLY, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE (W/MANUAL).

MINIMUM OPENING BID OF $28.00

*****

LOT #7

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER (Coleco). PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #8

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
MAJOR LEAGUE BASEBALL

LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

$25.00 kelley

*****

LOT #9

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE BATTLE (WITH BOX AND 1 OVERLAY)
BASEBALL (SAME AS MAJOR LEAGUE BASEBALL)
LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

$25.00 reed

*****

LOT #10

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE

(SEE INTELLIVISION GAME LIST FOR THREE INTELLIVOICE COMPATIBLE GAMES!)

MINIMUM OPENING BID OF $10.00

*****

LOT #11

ODYSSEY2 SYSTEM WITH ORIGINAL RF SWITCHBOX, POWER SUPPLY, AND ONE CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

BOTH CONTROLLERS ARE MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE JOYSTICK, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $25.00

*****

LOT #12

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND BUILT IN POWER SUPPLY. CAN PLAY CARTRIDGE GAMES.

MINIMUM OPENING BID OF $20.00

*****

LOT #13

SEGA MASTER SYSTEM WITH ONE CONTROLLER, *NEW* POWER SUPPLY, RF SWITCHBOX, AND FOUR (4) GAMES. TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

AND TWO (2) CARTRIDGES:

PENGUIN LAND
SHANGHAI (WITH BOX)

$25.00 dgb

*****

LOT #14

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL RF SWITCHBOX, AND FUNCTION KEY STRIP (FOR KEYBOARD).

$20.00 tom

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

5324. Re: For Sale or Trade...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 00:11:30 UTC
From: bjcorr@delphi.com
Message-ID: <9409182010591.DLITE.bjcorr@delphi.com>
Source record: 98306

Thanks for the info, I never heard of these upgrades, where do you get info
on them? Are they available for 800's also?
Ben Corr
(bjcorr@delphi.com)

5325. Re: Antic/Analog magazines wanted:

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 01:25:21 UTC
From: kamaro_kid@delphi.com
Message-ID: <RqxSHbp.kamaro_kid@delphi.com>
Source record: 98307

Just as a follow-up to my request for Antic and Analog magazines:

I already have duplicates of several issues.. I only need the specific
issues listed.

Thanks.

--
-+-+-+

5326. 6502 assembler

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 01:56:00 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9409190150.AA01462@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 98394

Hi, ATARI freaks!!

I am planning start machine language programming on Atari now.
I got A65 from UMICH already.

I think 6502 si very similler to 6809, does 6502 have same
commands as 6809??
And let me know nice editor you are using. I got TextPro too,
and I tried it. It has 40 columns, if there is 80 columns editor,
let me know.
Or is it better than coding on Atari to code on PC or other
machine??

Thanks dor your reading!!
--
Tetsuo Oda (OdaMan de PON the ATARI 8bit DEMO lover)
odaman@pfu.fujitsu.co.jp, KHB07735@niftyserve.or.jp
I think 8bit/Games/GAUNTLET.COM is very nice game!! :-)

5327. Hardware items for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 02:08:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <13e_9409190535@flight.org>
Source record: 98318

I'm interested in the 600XL but am only willing to give $15 (that includes the shipping costs) for it. Typically 600XLs go for around $5 to $10 here.

Fidonet: Michael Fitzpatrick 1:282/47
Internet: Michael.Fitzpatrick@flight.org

| Standard disclaimer: The views of this user are strictly his own.
| From FlightLine BBS [MSP] (612)544-5118 Aviation & Sim Resource

5328. Help -- ATARI 800 XL and 1050 diskdrive.

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 07:28:12 UTC
From: s9311912@jupiter.up.ac.za
Message-ID: <35jeic$est@inet.up.ac.za>
Source record: 98308

Hi,

During the weekend I recieved two Atari 800 xl's and two 1050 atari diskdrives, I don't know anything about these stuff but did manage to get it working.

I do not know how old they are but the are working..
I would like to ask all you intelegent life out there for some answers to a few of my questions, here they are !!!

1. There is 2 io ports on the disk dirves, which one do I use ?
2. On what voltage does the drive operate ? (I didn't recieve the PSU)
3. What does the 'drive select' swtich do ?
4. What type of disks does the drive use ?
5. What type of carridges does the computer use ?
6. How can one interface the disk drive with the computer ? (I didn't receive any cables)
7. What is the parallel bus connection for ?
8. How much memory does the machine have ?
9. A pinout of the IO cable would be appreciated.
10. Pinouts of the Monitor/Power connection ?

Thanx,
Carl

PS: I'm A PC man ..... Just checking out these ATARI's for fun ....

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==
* _/_/_/ _/_/_/_/ _/_/_/_/ *
* _/ _/ _/ Carl F. Swart (That's ME) *
* _/ _/_/_/ _/_/_/ S9311912@rkw-risc.cs.up.ac.za *
* _/ _/ _/ CARL@scinet2.up.ac.za *
* _/_/_/ _/ _/_/_/_/ S9311912@mella.ee.up.ac.za *
* ============================== *
==
"Only the lonely..." - Elvis Presley

5329. Pinouts of 800 XL ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 12:42:20 UTC
From: tvdm@urix5.uni-muenster.de
Message-ID: <35k0vc$oep@urix5.uni-muenster.de>
Source record: 98309

Hello, i've just got an old and used 800 XL.
I got also a tape-recorder "Phonemark" from someone else.
It seems to fit to the Atari 800 XL, but i dont want to destroy my 800XL,
because the tape-recorder (looks a little like the CBM-Datasette)
is from Phonemark and not from Atari themselves.

Does anyone have technical Specifications of the 800 XL, e.g:
pinout-descriptions,schematics of the hardware .... and is able too mail
them to me?

Thank you and ,please, excuse my bad english

Timm von der Mehden tvdm@math.uni-muenster.de

5330. Re: For Sale or Trade...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 14:05:50 UTC
From: kamaro_kid@delphi.com
Message-ID: <pUySfVu.kamaro_kid@delphi.com>
Source record: 98310

The audio and video upgrades only exist for the XL and XE series machines.

--James King
kamaro_kid@delphi.com
--
-+-+-+

5331. Re: Help -- ATARI 800 XL and 1050 diskdrive.

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 15:18:33 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <CwDuIy.8nB@freenet.buffalo.edu>
Source record: 98311

Try telenet to the Cleveland Freenet. Not sure what its ID is, but it can usually be found on most gophers of any sig nificance. Sometimes its a bit hard to get through because of use.

Once you get on type "go atari". You'kll find yourself in an Atari SIG and I believe under the 8bit menu selection you'll find a technical reference manual for the Atari 400/800/800xl. All kins of good information there ala your enquiry. If you want a copy of it all you'll probably have to run the 15 chapers or so through to your session log file. At least that's what I had to do.

Phillip Fries
ah818@freenet.buffalo.edu

5332. Re: For Sale or Trade...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 16:18:47 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <35kdl7$khp@theopolis.orl.mmc.com>
Source record: 98313

In article <35g267$32p@sundog.tiac.net>, krishna@max.tiac.net (Glenn M. Saunders) writes:
|>
|> : My 800XL works fine on a split video monitor as it is. Did you mean
|> : XE, or are European models different from the US ones?
|>
|> No it doesn't. Not unless it was already hacked or you are mistakenly
|> using the composite line for chroma.
|>

Reading this reminds me of what a local 8-bitter found. His 800XL worked
fine with a Comm. 1702 monitor with a cable he bought from Sears. We
found this cable doing just that: sending composite video as chroma.
We did the AC "Super Video" upgrade, and the quality improved tremendously.
The color fringing on GR.0 text screens vanishes (as does artifacting with
GR.8), and readability of letters "M" and "W" improves.

So the point is: your split video monitor being driven by a stock 800XL is
probably giving you no more quality than a non-split video monitor. Do
the Super Video upgrade and change your cable to match the correct pins
coming out for luma/chroma.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

5333. Re: ANTIC Forth. Does it exist?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 16:53:25 UTC
From: buesc911@crow.csrv.uidaho.edu
Message-ID: <35kfm6$s9l@owl.csrv.uidaho.edu>
Source record: 98312

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: In a previous article, ah818@freenet.buffalo.edu (Phillip M. Fries) says:

: >I've been looking for forth language packages for the Atari 8bit
: >and ran across a very breif reference to an ANTIC forth, or what
: >appeared to be such a reference, in an old message posted somewhere.
: >Does anyone know if such a creature ever existed? Or where one might
: >find it?

: I'm pretty sure it's listed in the B&C ComputerVisions catalog. They
: bought out all of Antic's commercial offerings a few years ago. Give them
: a call.

It was actually the PD Fig-Forth; Antic sold it as part of their PD
collection. I think it's on the archive.

Brent

5334. C64 news group

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 17:33:54 UTC
From: kmarszal@undergrad.math.uwaterloo.ca
Message-ID: <CwE0sK.IHv@undergrad.math.uwaterloo.ca>
Source record: 98314

I am wondering whether there exist a group dedicated to Commodore
64? I've scanned the group names but there is nothing with 'commodore' or
c64 in the name; at the same time the other 8bit computers seemed to be
covered. Any ideas?
Thanx in advance.
Kathleen

5335. Atari games for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 17:58:36 UTC
From: stuarts@empress.gvg.tek.com
Message-ID: <35kjgc$hkb@gv-gate.gvg.tek.com>
Source record: 98315
Cross-posted to: rec.games.video.atari,comp.sys.atari.8bit

If you have a better place to post this offer, please tell me (by E-mail: I don't read this group normally).

I have the following Atari 800 games for sale:

Cartridges:
Pac Man $5
Star Raiders $5 (one of the greatest games ever!)
Missile Command $5
Basic programming $5

Disk (5.25") with box
Mule (Electronic Arts) Great 1-4 player game $6
Seven Cities of Gold $5
Grandma's House $4 (fun kids game)

Disk (5.25") only - no box or instructions
Block Buster $2
Shamus $2
Survivor $2

Postage is $3 for any number of games purchased.

Please E-mail stuarts@empress.gvg.tek.com

Stuart Smith
StuartS@empress.gvg.tek.com

5336. Re: Pinouts of 800 XL ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 18:44:58 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <122880@cup.portal.com>
Source record: 98317

I have a very worn copy of the schematic for the 800xl. If you can't find something for the European 800xl I could mail a copy of it to you. It's the North American version of the schematic, but it's fairly accurate for all versions.
Rick

5337. Re: Pinouts of 800 XL ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 18:46:44 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Sep19204645@nova.lise.unit.no>
Source record: 98316

In article <35k0vc$oep@urix5.uni-muenster.de> tvdm@urix5.uni-muenster.de (Timm von der Mehden) writes:

[...]

> Does anyone have technical Specifications of the 800 XL, e.g:
> pinout-descriptions,schematics of the hardware .... and is able too mail
> them to me?

I got the 800XL field service manual from Page 6 in the UK, it has all
of the above. You should be able to find their address/phone# in the
FAQ/developer list (sorry, I don't have it at hand right now).
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ This space unintentionally left blank. Stem JA 28. November!

5338. MASSIVE AUCTION III - UPDATE #5 (includes lots of Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 20:00:58 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <35kqlq$sgd@usenet.INS.CWRU.Edu>
Source record: 98319

```
AUCTION UPDATE #5 -- NEXT TO LAST UPDATE:
-----------------------------------------
I will post, and e-mail, one more update to this auction, tomorrow morning
(Tuesday). Please don't forget that the auction ends at 11:59 p.m. EST,
tomorrow night. Bid accordingly!

Mike

***

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

**************************************

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI 8-bit
ATARI LYNX COLECOVISION INTELLIVISION
ODYSSEY2 SEGA MASTER SYSTEM TEXAS INSTRUMENTS TOMY TUTOR
TRS-80 COLOR COMPUTER VECTREX

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON TUESDAY, SEPTEMBER 20TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY.

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. PLEASE DON'T BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:
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ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 2.00 sfoiles AIR-SEA BATTLE (Atari) -- NO END LABEL
$ 1.00 ASTEROIDS (Atari) -- NO END LABEL
$ 2.50 jdavis ASTROBLAST (Mattel) -- RIPPED END LABEL
$ 2.50 BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.00 veifler BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 3.00 sfoiles BREAKOUT (Atari) -- NO END LABEL
$ 5.00 BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.00 rhino CANYON BOMBER (Atari)
$ 4.00 CARNIVAL (Coleco)
$ 2.00 CASINO (Atari)
$ 2.50 mistered CENTIPEDE (Atari)
$ 3.00 sfoiles CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 1.50 sfoiles DEMON ATTACK (Imagic)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 sfoiles DONKEY KONG (Coleco)
$ 2.50 DRAGSTER (Activision)
$ 2.00 veifler E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 garpoo FOOTBALL (Atari) WITH PHOTOCOPY OF PLAYS
$ 2.50 FOOTBALL (Mattel) SAME AS SUPER CHALLENGE FOOTBALL
$ 4.00 sfoiles FROGGER (Parker Brothers)
$ 2.50 jdavis FROGS AND FLIES (Mattel) -- RIPPED END LABEL
$ 4.00 sfoiles GALAXIAN (Atari)
$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 veifler GRAND PRIX (Activision)
$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 4.00 sfoiles JOUST (Atari)
$ 3.00 garpoo MARIO BROS. (Atari)
$ 3.50 MAZE MANIA (Tele-Games)
$ 1.00 rhino MISSILE COMMAND (Atari)
$ 4.00 garpoo NIGHT DRIVER (Tele-Games)
$ 2.00 sfoiles OUTLAW (Atari)
$ 2.00 PAC-MAN (Atari) -- RIPPED END LABEL
$ 3.50 PAC-MAN (Tele-Games)
$ 2.50 rra PHOENIX (Atari)

$ 3.00 sfoiles PITFALL! (Activision)
$ 3.00 sfoiles POLE POSITION (Atari) -- RIPPED LABEL
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)
$ 1.50 veifler RAIDERS OF THE LOST ARK (Atari)
$ 2.00 garpoo REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 1.50 veifler RIDDLE OF THE SPHINX (Imagic)
$ 2.50 stronae RIVER RAID (Activision)
$ 2.50 rhino SKIING (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 3.00 sfoiles SLOT RACERS (Atari)
$ 5.00 sfoiles SPACE ATTACK (Mattel)
$ 5.00 sfoiles SPACE CAVERN (Apollo)
$ 1.00 SPACE INVADERS (Atari) -- NO END LABEL
$ 3.00 sfoiles STARMASTER (Activision)
$ 2.00 sfoiles STAR RAIDERS (Atari)
$ 2.00 sfoiles STREET RACER (Atari) -- NO END LABEL
$ 3.00 sfoiles SWORDQUEST EARTHWORLD (Atari)
$ 3.00 sfoiles SWORDQUEST FIREWORLD (Atari)
$ 3.50 sfoiles TANKS-PLUS (Tele-Games)
$ 2.50 TARGET FUN (Tele-Games)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.00 rhino VIDEO PINBALL (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 1.50 sfoiles WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)
$ 2.00 COMBAT (Atari)
$ 2.00 rhino DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.00 FOOTBALL (Atari)
$ 3.00 GOLF (Atari)
$ 2.00 veifler PAC-MAN (Atari)
$ 4.00 garpoo POLE POSITION (Atari)
$ 2.00 SPACE INVADERS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)
$ 2.00 reed STAR VOYAGER (Imagic) -- INCLUDES TRAY

GAMES WITH BOX AND MANUAL:
$ 3.00 veifler ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 4.00 veifler DEFENDER (Atari) -- ALSO INCLUDES COMIC BOOK #1!

$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 3.00 veifler SPACE INVADERS (Atari)

GAME WITH NO BOX OR MANUAL:
$13.00 veifler INDY 500 (Atari) -- ALSO INCLUDES TWO (2)
DRIVING CONTROLLERS.
$ 6.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 rhino ATARI 2600 PADDLE CONTROLLERS (PAIR #1)
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 6.00 POINTMASTER JOYSTICK (Discwasher)
$ 6.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 clay DIG DUG

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 clay CHOPLIFTER
$ 3.00 clay KARATEKA

NEW GAMES (STILL SHRINKWRAPPED):
$ 4.00 POLE POSITION II

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 sfoiles DONKEY KONG (Atari)
$ 5.00 GEOFFOLTMANS STAR RAIDERS (Atari)

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 ROBOTRON 2084
$12.00 stronae SLIME WORLD

$15.00 bryanw ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.50 bsulliv LADYBUG
$ 3.50 bsulliv Q*BERT (Parker Brothers)
$ 3.00 atariman SMURF: RESCUE IN GARGAMEL'S CASTLE
$ 3.50 bsulliv VENTURE
$ 3.50 bsulliv ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG
$ 5.00 GEOFFOLTMANS PITSTOP

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 rkinnen ADVANCED DUNGEONS & DRAGONS: TREASURE OF TARMIN
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 DEMON ATTACK (Imagic)
$ 3.00 rkinnen DRAGON FIRE (Imagic)
$ 4.00 ELECTRIC COMPANY: MATH FUN
$ 4.00 ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.50 tom GOLF
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 LOCK 'N' CHASE
$ 4.00 rkinnen LOCO-MOTION
$ 2.50 tom MAJOR LEAGUE BASEBALL
$ 2.50 NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 2.50 atariman PBA BOWLING
$ 3.00 veifler PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 4.00 veifler THE DREADNAUGHT FACTOR (Activision)
$ 3.00 TRIPLE ACTION
$ 3.00 TRON DEADLY DISCS
$ 3.00 tom TRON MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 2 OVERLAYS) [SAME AS ADV. D&D]
$ 3.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 3.50 TENNIS (WITH 2 OVERLAYS)
$ 3.50 TRON DEADLY DISCS (WITH 1 OVERLAY)

LOOSE GAMES, WITH MANUAL AND OVERLAY(S). NO BOX:
$ 6.00 ATLANTIS (WITH 2 OVERLAYS AND TRAY)
$ 5.00 NFL OOTBALL (WITH 1 OVERLAY, AND ALSO PLAYBOOK)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 7.00 rfreynol B-17 BOMBER (VOICE COMPATIBLE)
$ 3.50 tom NFL FOOTBALL (WITH 2 PLAYBOOKS)

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 7.00 rfreynol SPACE SPARTANS (VOICE COMPATIBLE)
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, AND OVERLAY(S). NO MANUAL:
$ 4.50 ADVANCED DUNGEONS & DRAGONS (WITH 1 OVERLAY)
$ 4.50 ARMOR BATTLE (WITH 1 OVERLAY)
$ 4.50 ASTROSMASH (WITH 1 OVERLAY)
$ 5.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS, AND TRAY)
$ 5.00 kelley BURGERTIME (WITH 2 OVERLAYS)
$ 5.00 DEMON ATTACK (WITH 2 OVERLAYS, AND TRAY)
$ 4.50 FROG BOG (WITH 2 OVERLAYS)
$ 4.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 4.50 NASL SOCCER (WITH 2 OVERLAYS)
$ 4.00 NIGHT STALKER (WITH 1 OVERLAY)
$ 5.00 kelley PITFALL (WITH 2 OVERLAYS AND TRAY)
$ 4.50 SNAFU (WITH 2 OVERLAYS)
$ 4.50 SPACE ARMADA (WITH 1 OVERLAY)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)
$ 4.50 SPACE HAWK (WITH 2 OVERLAYS)

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 8.00 rfreynol BOMB SQUAD (VOICE COMPATIBLE) [WITH 2 OVERLAYS)
$ 6.00 DEMON ATTACK (WITH 2 OVERLAYS, TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN (WITH 2 OVERLAYS)
$ 5.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 5.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 5.50 MAJOR LEAGUE BASEBALL (WITH 2 OVERLAYS)
$ 5.00 NASL SOCCER (WITH 1 OVERLAY)
$ 6.50 NFL FOOTBALL (WITH 2 OVERLAYS, AND PLAYBOOK)
$ 5.50 SEA BATTLE (WITH 2 OVERLAYS)

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 jdavis BASEBALL
$ 3.00 jdavis BOWLING/BASKETBALL
$ 3.00 jdavis ELECTRONIC TABLE SOCCER
$10.00 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 5.00 K.C. MUNCHKIN
$ 3.00 MATH-A-MAGIC/ECHO
$ 4.00 gt2378b MONKEYSHINES

GAMES WITH BOX. NO MANUAL:
$ 4.00 BLOCKOUT/BREAKDOWN
$ 4.00 FOOTBALL
$ 4.00 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 5.00 ALIEN INVADERS - PLUS
$ 5.00 ALPINE SKIING
$ 5.00 BASEBALL
$ 5.00 BOWLING/BASKETBALL
$ 5.00 COMPUTER GOLF
$ 5.00 LAS VEGAS BLACKJACK
$ 3.00 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
$ 5.00 SUB CHASE/ARMORED ENCOUNTER

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX AND MANUAL:
$ 6.00 gt2378b PARLOUR GAMES

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
-- POSTER IS IN MINT CONDITION

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 POOYAN
I WILL TRADE THIS GAME FOR ANY TWO TOMY TUTOR GAMES THAT I DON'T HAVE, IN
SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL
PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY TWO VECTREX GAMES THAT I DON'T HAVE, IN

SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

****

HARDWARE:

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) $35.00 sfoiles
BID #2) $25.00 mistered
BID #3) $25.00 rra

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, RF SWITCHBOX, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
COMBAT (Atari)
DONKEY KONG (Coleco)
E.T. THE EXTRA TERRESTRIAL (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) $25.00 garpoo
BID #2) $25.00 rhino
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #3

ATARI 5200 (W/4 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND ONE (1) GAME [NO BOX OR MANUAL FOR GAME]:

POLE POSITION

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

$25.00 marison

*****

LOT #4

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $17.50

*****

LOT #5

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND POLE POSITION CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

$17.50 sfoiles

*****

LOT #6

COLECOVISION SYSTEM WITH SYSTEM MANUAL, COLECO POWER SUPPLY, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE (W/MANUAL).

$28.00 bsulliv

*****

LOT #7

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER (Coleco). PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #8

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
MAJOR LEAGUE BASEBALL
LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

$25.00 kelley

*****

LOT #9

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE BATTLE (WITH BOX AND 1 OVERLAY)
BASEBALL (SAME AS MAJOR LEAGUE BASEBALL)
LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

$25.00 reed

*****

LOT #10

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE

(SEE INTELLIVISION GAME LIST FOR THREE INTELLIVOICE COMPATIBLE GAMES!)

MINIMUM OPENING BID OF $10.00

*****

LOT #11

ODYSSEY2 SYSTEM WITH ORIGINAL RF SWITCHBOX, POWER SUPPLY, AND ONE CARTRIDGE
[NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

BOTH CONTROLLERS ARE MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE
JOYSTICK, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $25.00

*****

LOT #12

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILTIN BASIC LANGUAGE, AND BUILT
IN POWER SUPPLY. CAN PLAY CARTRIDGE GAMES.

MINIMUM OPENING BID OF $20.00

*****

LOT #13

SEGA MASTER SYSTEM WITH ONE CONTROLLER, *NEW* POWER SUPPLY, RF SWITCHBOX,
AND FOUR (4) GAMES. TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

AND TWO (2) CARTRIDGES:

PENGUIN LAND
SHANGHAI (WITH BOX)

$26.00 strife

NOTE: trade negotiations are in progress for this item, but I'm still
going to accept bids, in case the trade doesn't go thru.

*****

LOT #14

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, AND FUNCTION KEY STRIP (FOR KEYBOARD).

$20.00 tom

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,

please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5339. Video upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-19 23:46:26 UTC
From: krishna@max.tiac.net
Message-ID: <35l7si$9ri@sundog.tiac.net>
Source record: 98320

It should also be noted that the XL/XEs are the only ones that NEED video upgrades. The 800 has fine video and all signals are supported. I don't know how clean or dirty the 800's audio is. There was a hack for adding a monitor output for the 400, pretty sure it only has RF which sux.

5340. Re: Macintosh to Atari Classic file transfer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 00:40:59 UTC
From: lginzb@ccat.sas.upenn.edu
Message-ID: <35lb2r$rfd@netnews.upenn.edu>
Source record: 98321

In article <nthewarapp-1809941843210001@nthewarapperuma.ea.com> nthewarapp@ea.com (Neil Thewarapperuma) writes:
>
>
>At work I have a Macintosh wired to Internet via the company network.
>I don't have a serial interface to my Atari, so I'm considering purchasing
>one so I can send files downloaded on my Macintosh to my Atari.
>
>
>The program formatted the disk on the IBM OK, and appeared to transfer
>files to the disk from the IBM PC OK, but all the files had only 1 sector
>in them, and the Atari wouldn't read the disk.

I had a similar experience with one of the PC "Atari readers" about two years ago.. My Indus GT having gone to meet its maker years ago, I had a bunch of double density disks that I couldn't read on the Atari side. I read off a bunch of files (most of them binary) and transferred them back to the Atari using a couple of 1200 baud modems hooked together (all I had handy). It did OK with recovering the text files, but none of the binaries worked. Looking at them with a sector editor, I had the sneaking suspicion that the IBM was goofing up in not discarding the last three bytes of each sector-- the length and pointer bytes-- before assembling the sectors into a new chain to be written to the PC hard drive. It could be a coincidence, but each file gained 3 bytes per sector.

>
>If that doesn't work...and I'm close to giving up, I'll use a null modem
>serial transfer from Mac to Atari.

Anyone who's had luck with this, I'd love to hear advice. I still have tons of Paperclip text files I'd like to transfer to my Mac. (And anyone who could post or mail either a list of the ATASCII codes for underline, italic, etc. in a Paperclip file, or a filter/Apple File Exchange module for the same would earn my eternal gratitude).

> >
>Having read the Atari 8-bit FAQ, I know there are the following serial
>interfaces available:
>
>* 850 Interface Module
>* P:R:Connection
>* Multi I/O {can do over 9600 baud}
>* Black Box (by Computer Software Services) {can do over 9600 baud }

As I recall, the P:R:Connection can also do 19200 baud. I dimly remember hacking a copy of AMODEM to obtain it. As I recall, the standard Atari R: driver reserved *two* different byte values for 9600 baud. Using the P:R: Connection R: driver, the higher "9600" call would actually give you 19.2. Whether an unmodified Atari could handle receiving I/O at 19.2, I have no idea, though. (Yes, I know that the SIO theoretically did 19.2bps operation when dealing with a disk drive, but in practice with DOS 2.0 or 2.5, you were lucky to get throughput of half that. Maybe I'm completely wrong-- I have no idea how Synchromesh or a modded 1050 got improved speed, not being much of a hardware person.)

>
>I only really need the serial port - it would be nice to transfer files at
>19,200 baud, but I don't think it's a must.

Considering that you could transfer a full 180K disk in something like 10 seconds at 19.2....:)

--
Lionel Artom Ginzburg lginzb@ccat.sas.upenn.edu

5341. Re: Video upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 01:39:33 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <35legl$q3v@hearst.cac.psu.edu>
Source record: 98325

Glenn M. Saunders (krishna@max.tiac.net) wrote:

: It should also be noted that the XL/XEs are the only ones that NEED video
: upgrades. The 800 has fine video and all signals are supported. I don't
: know how clean or dirty the 800's audio is. There was a hack for adding
: a monitor output for the 400, pretty sure it only has RF which sux.

There is also a hack for adding RGB to the 800.

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5342. Re: C64 news group

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 02:56:52 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Sep20.025652.10927@iglou.com>
Source record: 98327

The C64 newsgroup is comp.sys.cbm.

--
Bill Marcum bmarcum@iglou.com
"Say, do any of you guys know how to Madison?"

5343. Re: Pinouts of 800 XL ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 03:02:27 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Sep20.030227.11087@iglou.com>
Source record: 98322

If the tape recorder has a 13-pin connector like the one on the 800XL, I don't know of anything other than Atari-compatible equipment which uses that particular kind of connector.

--
Bill Marcum bmarcum@iglou.com
"Say, do any of you guys know how to Madison?"

5344. Re: C64 news group

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 03:17:15 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <122923@cup.portal.com>
Source record: 98324

Try comp.sys.cbm as in Commadore Business Machines. Be forwarned though, they differ from most news groups in that instead of a couple of threads with dozens of relpies (relavant & irrelavant) they seem to consist mostly of single posts for questions that go unanswered.
Rick

5345. Re: Macintosh to Atari Classic file transfer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 03:53:42 UTC
From: krishna@max.tiac.net
Message-ID: <35lmc6$fh1@sundog.tiac.net>
Source record: 98323

Lionel Ginzburg (lginzb@ccat.sas.upenn.edu) wrote:

: Considering that you could transfer a full 180K disk in something like 10
: seconds at 19.2....:)

Uh, no. 19.2k baud per second (which for the purpose of this discussion let's assume means bits per second) NOT bytes per second. If it were 19.2K bytes per second then yes, transferring 180K would take a little less than 10 seconds at 19,000 CPS. But even 14.4 baud modems with data compression can't do that much I don't think.

For the purpose of data, the theoretical limit is 56K baud off the SIO. The main problem with RS232 (let's assume a buffered UART hanging off the SIO like an R:P: would be) is the overhead in the RS232 handler as serviced by a 1.79mhz processor. It still has to move bytes in and out of SIO and therefore your practical limit is somehwere between 1400 CPS.

It can, however, manage to drive MIDI at the full 31.x baud rate which is pretty impressive.

It's the software/clock speed that's the problem. That's why sloppy term/BBS code from not so long ago couldn't even do 2400 sometimes. It takes very optimized code to do high-speed RS232 on the Atari and at this time it's just barely keeping up at an acceptable rate with 14.4k modems which is a miracle.

5346. Re: Help -- ATARI 800 XL and 1050 diskdrive.

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 04:31:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <35loii$os5@nic-nac.CSU.net>
Source record: 98326

AH! THAT'S WHERE THE REF.MANUAL CAME FROM (is now, at least), EH!?
(Cleveland Freenet)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

5347. Re: C64 news group

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 05:44:02 UTC
From: darrins@uniwa.uwa.edu.au
Message-ID: <35lsr2$g50@styx.uwa.edu.au>
Source record: 98328

Kathleen Marszalek (kmarszal@undergrad.math.uwaterloo.ca) wrote:
: I am wondering whether there exist a group dedicated to Commodore
: 64? I've scanned the group names but there is nothing with 'commodore' or
: c64 in the name; at the same time the other 8bit computers seemed to be
: covered. Any ideas?
: Thanx in advance.
: Kathleen

--
Check out comp.sys.cbm! Also your server ccnga.uwaterloo.ca has heaps
of C64 stuff on it!!!!!!!!!

Regards
Darrin Smith
darrins@uniwa.uwa.edu.au
Ph.D Student
Department of Physiology
University of Western Australia

5348. MASSIVE AUCTION III - LAST UPDATE (includes lots of Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 15:14:24 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <35mu8g$129@usenet.INS.CWRU.Edu>
Source record: 98330

AUCTION UPDATE #6 -- LAST UPDATE (S.T. you can relax now!):

NOTE: this is the LAST UPDATE for MASSIVE AUCTION III, place all bids accordingly. There will be no more posted or e-mailed updates for this auction. This last bidding period will last until 11:59 p.m. EST, on Tuesday, 9/20/94. PLEASE DO NOT SEND BIDS AFTER THAT TIME, AS THEY WILL NOT BE ACCEPTED.

If you are a high bidder in the auction, then you will receive e-mail from me telling you what items you were the high bidder on. If you don't receive e-mail from me by Wednesday night, you were not a high bidder. I won't post the final bids, since I feel that the sale price is private, between myself and the high bidder.

To facilitate the process of getting the items to the high bidders, I would ask that everyone who has a current high bid, and anyone placing them in response to this post, send me your complete postal mail address, so that I may send you an estimated shipping cost along with the high bid notification. Some of you have already sent your address, but I ask you to please send it again, so I don't have to go thru all the old mail.

Thanks to all who participated in this auction!

Mike

***

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI 8-bit
ATARI LYNX COLECOVISION INTELLIVISION
ODYSSEY2 SEGA MASTER SYSTEM TEXAS INSTRUMENTS TOMY TUTOR
TRS-80 COLOR COMPUTER VECTREX

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON TUESDAY, SEPTEMBER 20TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY.

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. PLEASE DON'T BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 2.00 sfoiles AIR-SEA BATTLE (Atari) -- NO END LABEL
$ 1.00 ASTEROIDS (Atari) -- NO END LABEL
$ 2.50 jdavis ASTROBLAST (Mattel) -- RIPPED END LABEL
$ 2.50 BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.00 veifler BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 rhino BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 4.00 rhino BREAKOUT (Atari) -- NO END LABEL
$ 5.00 BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.00 rhino CANYON BOMBER (Atari)
$ 4.00 rhino CARNIVAL (Coleco)
$ 2.00 CASINO (Atari)
$ 2.50 mistered CENTIPEDE (Atari)
$ 3.00 sfoiles CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 1.50 sfoiles DEMON ATTACK (Imagic)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 sfoiles DONKEY KONG (Coleco)
$ 2.50 DRAGSTER (Activision)
$ 2.00 veifler E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 garpoo FOOTBALL (Atari) WITH PHOTOCOPY OF PLAYS
$ 2.50 FOOTBALL (Mattel) SAME AS SUPER CHALLENGE FOOTBALL
$ 4.00 sfoiles FROGGER (Parker Brothers)
$ 2.50 jdavis FROGS AND FLIES (Mattel) -- RIPPED END LABEL

$ 4.00 sfoiles GALAXIAN (Atari)
$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 veifler GRAND PRIX (Activision)
$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 5.00 rhino JOUST (Atari)
$ 3.00 garpoo MARIO BROS. (Atari)
$ 3.50 MAZE MANIA (Tele-Games)
$ 1.00 rhino MISSILE COMMAND (Atari)
$ 4.00 garpoo NIGHT DRIVER (Tele-Games)
$ 2.00 sfoiles OUTLAW (Atari)
$ 2.00 PAC-MAN (Atari) -- RIPPED END LABEL
$ 3.50 PAC-MAN (Tele-Games)
$ 3.50 rhino PHOENIX (Atari)
$ 3.00 sfoiles PITFALL! (Activision)
$ 4.00 rhino POLE POSITION (Atari) -- RIPPED LABEL
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)
$ 1.50 veifler RAIDERS OF THE LOST ARK (Atari)
$ 2.00 garpoo REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 1.50 veifler RIDDLE OF THE SPHINX (Imagic)
$ 2.50 stronae RIVER RAID (Activision)
$ 2.50 rhino SKIING (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 3.00 sfoiles SLOT RACERS (Atari)
$ 5.00 sfoiles SPACE ATTACK (Mattel)
$ 5.00 sfoiles SPACE CAVERN (Apollo)
$ 1.00 SPACE INVADERS (Atari) -- NO END LABEL
$ 3.00 sfoiles STARMASTER (Activision)
$ 2.00 sfoiles STAR RAIDERS (Atari)
$ 2.00 sfoiles STREET RACER (Atari) -- NO END LABEL
$ 3.00 sfoiles SWORDQUEST EARTHWORLD (Atari)
$ 3.00 sfoiles SWORDQUEST FIREWORLD (Atari)
$ 3.50 sfoiles TANKS-PLUS (Tele-Games)
$ 2.50 TARGET FUN (Tele-Games)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.00 rhino VIDEO PINBALL (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 1.50 sfoiles WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)
$ 2.00 COMBAT (Atari)
$ 2.00 rhino DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)

$ 3.00 FOOTBALL (Atari)
$ 3.00 GOLF (Atari)
$ 2.00 veifler PAC-MAN (Atari)
$ 4.00 garpoo POLE POSITION (Atari)
$ 2.00 SPACE INVADERS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)
$ 2.00 reed STAR VOYAGER (Imagic) -- INCLUDES TRAY

GAMES WITH BOX AND MANUAL:
$ 3.00 veifler ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 4.00 veifler DEFENDER (Atari) -- ALSO INCLUDES COMIC BOOK #1!
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 3.00 veifler SPACE INVADERS (Atari)

GAME WITH NO BOX OR MANUAL:
$13.00 veifler INDY 500 (Atari) -- ALSO INCLUDES TWO (2)
DRIVING CONTROLLERS.
$ 6.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 rhino ATARI 2600 PADDLE CONTROLLERS (PAIR #1)
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 6.00 POINTMASTER JOYSTICK (Discwasher)
$ 6.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 clay DIG DUG

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 clay CHOPLIFTER
$ 3.00 clay KARATEKA

NEW GAMES (STILL SHRINKWRAPPED):
$ 4.00 POLE POSITION II

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 sfoiles DONKEY KONG (Atari)
$ 5.00 GEOFFOLTMANS STAR RAIDERS (Atari)

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 ROBOTRON 2084
$12.00 stronae SLIME WORLD
$15.00 bryanw ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.50 bsulliv LADYBUG
$ 4.00 GEOFFOLTMANS Q*BERT (Parker Brothers)
$ 3.00 atariman SMURF: RESCUE IN GARGAMEL'S CASTLE
$ 3.50 bsulliv VENTURE
$ 3.50 bsulliv ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG
$ 5.50 ccafrell PITSTOP

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 rkinnen ADVANCED DUNGEONS & DRAGONS: TREASURE OF TARMIN
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 DEMON ATTACK (Imagic)
$ 3.00 rkinnen DRAGON FIRE (Imagic)
$ 4.00 ELECTRIC COMPANY: MATH FUN
$ 4.00 ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.50 tom GOLF
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 LOCK 'N' CHASE
$ 4.00 rkinnen LOCO-MOTION

$ 2.50 tom MAJOR LEAGUE BASEBALL
$ 2.50 NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 2.50 atariman PBA BOWLING
$ 3.00 veifler PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 4.00 veifler THE DREADNAUGHT FACTOR (Activision)
$ 3.00 TRIPLE ACTION
$ 3.00 TRON DEADLY DISCS
$ 3.00 tom TRON MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 2 OVERLAYS) [SAME AS ADV. D&D]
$ 3.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 3.50 TENNIS (WITH 2 OVERLAYS)
$ 3.50 TRON DEADLY DISCS (WITH 1 OVERLAY)

LOOSE GAMES, WITH MANUAL AND OVERLAY(S). NO BOX:
$ 6.00 ATLANTIS (WITH 2 OVERLAYS AND TRAY)
$ 5.00 NFL FOOTBALL (WITH 1 OVERLAY, AND ALSO PLAYBOOK)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 7.00 rfreynol B-17 BOMBER (VOICE COMPATIBLE)
$ 3.50 tom NFL FOOTBALL (WITH 2 PLAYBOOKS)

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 7.00 rfreynol SPACE SPARTANS (VOICE COMPATIBLE)
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, AND OVERLAY(S). NO MANUAL:
$ 4.50 ADVANCED DUNGEONS & DRAGONS (WITH 1 OVERLAY)
$ 4.50 ARMOR BATTLE (WITH 1 OVERLAY)
$ 4.50 ASTROSMASH (WITH 1 OVERLAY)
$ 5.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS, AND TRAY)
$ 5.00 kelley BURGERTIME (WITH 2 OVERLAYS)
$ 5.00 DEMON ATTACK (WITH 2 OVERLAYS, AND TRAY)
$ 4.50 FROG BOG (WITH 2 OVERLAYS)
$ 4.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 4.50 NASL SOCCER (WITH 2 OVERLAYS)
$ 4.00 NIGHT STALKER (WITH 1 OVERLAY)
$ 5.00 kelley PITFALL (WITH 2 OVERLAYS AND TRAY)
$ 4.50 SNAFU (WITH 2 OVERLAYS)
$ 4.50 SPACE ARMADA (WITH 1 OVERLAY)
$ 4.50 SPACE BATTLE (WITH 2 OVERLAYS)

$ 4.50 SPACE HAWK (WITH 2 OVERLAYS)

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 8.00 rfreynol BOMB SQUAD (VOICE COMPATIBLE) [WITH 2 OVERLAYS)
$ 6.00 DEMON ATTACK (WITH 2 OVERLAYS, TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN (WITH 2 OVERLAYS)
$ 5.00 LAS VEGAS POKER & BLACKJACK (WITH 2 OVERLAYS)
$ 5.50 LOCK 'N' CHASE (WITH 2 OVERLAYS)
$ 5.50 MAJOR LEAGUE BASEBALL (WITH 2 OVERLAYS)
$ 5.00 NASL SOCCER (WITH 1 OVERLAY)
$ 6.50 NFL FOOTBALL (WITH 2 OVERLAYS, AND PLAYBOOK)
$ 5.50 SEA BATTLE (WITH 2 OVERLAYS)

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 jdavis BASEBALL
$ 3.00 jdavis BOWLING/BASKETBALL
$ 3.00 jdavis ELECTRONIC TABLE SOCCER
$10.00 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 5.00 K.C. MUNCHKIN
$ 3.00 MATH-A-MAGIC/ECHO
$ 4.00 gt2378b MONKEYSHINES

GAMES WITH BOX. NO MANUAL:
$ 4.00 BLOCKOUT/BREAKDOWN
$ 4.00 FOOTBALL
$ 4.00 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 5.00 ALIEN INVADERS - PLUS
$ 5.00 ALPINE SKIING
$ 5.00 BASEBALL
$ 5.00 BOWLING/BASKETBALL
$ 5.00 COMPUTER GOLF
$ 5.00 LAS VEGAS BLACKJACK
$ 3.00 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
$ 5.00 SUB CHASE/ARMORED ENCOUNTER

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX AND MANUAL:
$ 6.00 gt2378b PARLOUR GAMES

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
-- POSTER IS IN MINT CONDITION

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 POOYAN
I WILL TRADE THIS GAME FOR ANY TWO TOMY TUTOR GAMES THAT I DON'T HAVE, IN
SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL
PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY TWO VECTREX GAMES THAT I DON'T HAVE, IN
SIMILAR CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE. I WILL
PAY TO SHIP THIS GAME TO YOU, AFTER YOU SHIP THE OTHER GAMES TO ME.

****

HARDWARE:

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER
SUPPLY, RF SWITCHBOX, AND SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
COMBAT (Atari)
DEFENDER (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) $35.00 sfoiles
BID #2) $25.00 mistered
BID #3) $25.00 rra

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

ATARI 2600 SYSTEM (6 SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER
SUPPLY, RF SWITCHBOX, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
COMBAT (Atari)
DONKEY KONG (Coleco)
E.T. THE EXTRA TERRESTRIAL (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, NOTHING ELSE NEEDED TO PLAY!

BID #1) $25.00 garpoo
BID #2) $25.00 rhino
BID #3) $25.00 ftiernan

*****

LOT #3

ATARI 5200 (W/4 JOYSTICK PORTS), ONE ATARI CONTROLLER, ATARI POWER SUPPLY,
AND ONE (1) GAME [NO BOX OR MANUAL FOR GAME]:

POLE POSITION

THE CONTROLLER IS WORKING, BUT THE CONTACTS ON THE INSIDE NEED CLEANING
PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON
HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

$25.00 marison

*****

LOT #4

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND PAC-MAN CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE
POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $17.50

*****

LOT #5

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, RF SWITCHBOX, AND POLE POSITION
CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE
POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

$17.50 sfoiles

*****

LOT #6

COLECOVISION SYSTEM WITH SYSTEM MANUAL, COLECO POWER SUPPLY, COLECO RF
SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE (W/MANUAL).

$28.00 bsulliv

*****

LOT #7

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER (Coleco). PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #8

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
MAJOR LEAGUE BASEBALL
LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

$25.00 kelley

*****

LOT #9

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND RF SWITCHBOX. SYSTEM ALSO COMES WITH FIVE (5) GAMES [TWO OF WHICH HAVE BOX, AND 1 OVERLAY. THE OTHER THREE ARE LOOSE GAMES -- NO BOXES, MANUALS, OR OVERLAYS]:

NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE BATTLE (WITH BOX AND 1 OVERLAY)
BASEBALL (SAME AS MAJOR LEAGUE BASEBALL)
LAS VEGAS POKER AND BLACKJACK
SEA BATTLE

THERE IS NO POWER SUPPLY WITH THIS SYSTEM. THE SPECIFICATIONS ARE AS FOLLOWS:

MODEL 5872-9629 (Mattel)
INPUT: 120 VAC, 60 HZ, 25 W
OUTPUT: AC 16.7 V, 1 A

$25.00 reed

*****

LOT #10

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE

(SEE INTELLIVISION GAME LIST FOR THREE INTELLIVOICE COMPATIBLE GAMES!)

MINIMUM OPENING BID OF $10.00

*****

LOT #11

ODYSSEY2 SYSTEM WITH ORIGINAL RF SWITCHBOX, POWER SUPPLY, AND ONE CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

BOTH CONTROLLERS ARE MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE JOYSTICK, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $25.00

*****

LOT #12

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND BUILT IN POWER SUPPLY. CAN PLAY CARTRIDGE GAMES.

MINIMUM OPENING BID OF $20.00

*****

LOT #13

SEGA MASTER SYSTEM WITH ONE CONTROLLER, *NEW* POWER SUPPLY, RF SWITCHBOX, AND FOUR (4) GAMES. TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

AND TWO (2) CARTRIDGES:

PENGUIN LAND
SHANGHAI (WITH BOX)

$26.00 strife

NOTE: trade negotiations are in progress for this item, but I'm still going to accept bids, in case the trade doesn't go thru.

*****

LOT #14

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL RF SWITCHBOX, AND FUNCTION KEY STRIP (FOR KEYBOARD).

$20.00 tom

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5349. UNIX on Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 15:33:00 UTC
From: u253022@niesel.dkrz.de
Message-ID: <1994Sep20.153300.6237@news.dkrz.de>
Source record: 98331

Hi there,

is there any UNIX system available for the 800 XL?

Highly apreciate any information.

Cheers
JS

5350. Re: Macintosh to Atari Classic file transfer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 16:08:38 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <35n1e7$8b9@usenet.INS.CWRU.Edu>
Source record: 98332

In a previous article, nthewarapp@ea.com (Neil Thewarapperuma) says:

>I tried the "UTIL" program to transfer files from IBM PC 360k 5 1/4" disk
>to the Atari, but couldn't get it to work (v1.1.5) -- I tried over a dozen
>different PCs, including an old XT dug up because it had a 360k only drive
>(not 1.2M, as I'd heard UTIL only worked on 360k-only drives). No joy.
>
>The program formatted the disk on the IBM OK, and appeared to transfer
>files to the disk from the IBM PC OK, but all the files had only 1 sector
>in them, and the Atari wouldn't read the disk.

It sounds a lot like you're forgetting to use the binary flag. Would this
be possible?

You also mention the Atari wouldn't read the disk. I've found I have
better chances of success when I format the disk with the Atari first,
then use MyUTIL on the PC to make the transfers. This way you should at
least know you can read the disk both with the Atari and with MyUTIL.

Hope this helps,
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5351. Re: Help -- ATARI 800 XL and 1050 diskdrive.

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 16:22:23 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <35n27v$ani@usenet.INS.CWRU.Edu>
Source record: 98333

In a previous article, s9311912@jupiter.up.ac.za () says:

>1. There is 2 io ports on the disk dirves, which one do I use ?

Either one, they're identical. It's a daisy-chain system, so if you obtain
a second disk drive you'll connect it to your first drive rather than the
(already occupied) port on the computer.

>2. On what voltage does the drive operate ? (I didn't recieve the PSU)

9 V AC, about 31 watts is good.

>3. What does the 'drive select' swtich do ?

It selects whether this will act as Drive 1, Drive 2, 3, or 4 in your
system. With one drive, you need it selected to be Drive 1.

>4. What type of disks does the drive use ?

Single Sided, Single or Double Density. 128K. Must be formatted by or for
the Atari.

>5. What type of carridges does the computer use ?

Cartridges specifically for the Atari.

>6. How can one interface the disk drive with the computer ? (I didn't
>receive any cables)

You just need an SIO cable (unique to the Atari).

>7. What is the parallel bus connection for ?

A few advanced products use it, such as the Black Box from CSS and the
Multi I/O from FTe.

>8. How much memory does the machine have ?

They came with 64K.

>9. A pinout of the IO cable would be appreciated.
>10. Pinouts of the Monitor/Power connection ?

Both provided in the FAQ List, which I could mail to you if you'd like.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5352. Re: 6502 assembler

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 17:07:33 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <35n4sl$3ka@charm.magnus.acs.ohio-state.edu>
Source record: 98334

In article <9409190150.AA01462@rocky.unoke.pfu.fujitsu.co.jp>,
OdaMan the AMIGA <odaman@pfu.fujitsu.co.jp> wrote:
> I think 6502 si very similler to 6809, does 6502 have same
>commands as 6809??

There are many similarities, but the 6502 lacks a lot of what the 6809
has. 6809 has a multiplication instruction and two separate stacks,
for examlple, while the 6502 doesn't have the MUL, and has only one
stack.
I hate to say this here, but I think the 6809 is easier to program
than the 6502. Whether that makes it better or not is up to your
personal preference, though.

> And let me know nice editor you are using. I got TextPro too,
>and I tried it. It has 40 columns, if there is 80 columns editor,
>let me know.

I like the Action editor best. I think there's a separate, disk-based
version around somewhere, but I don't remember what it's called. It
fakes 80 columns (or more) with horizontal scrolling.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5353. Re: Help -- ATARI 800 XL and 1050 diskdrive.

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 18:12:08 UTC
From: cmwagner@gate.net
Message-ID: <35n8lo$18gg@tequesta.gate.net>
Source record: 98337

s9311912@jupiter.up.ac.za wrote:
: 1. There is 2 io ports on the disk dirves, which one do I use ?

You can use either one, the serial bus on the Atari is kind-of a daisy chain scheme, plug one from the computer into the drive, then from the drive plug another cable to another drive or another serial bus device.

: 2. On what voltage does the drive operate ? (I didn't recieve the PSU)

The 1050 disk drive power supply has an output of 9 VAC, and 31 VA, input of 120V, 60Hz, 50W, it is a fairly common power supply with Atari computers, it is used both on the 1050 and XF551, and probably some other disk drives and components.

: 3. What does the 'drive select' swtich do ?

These switches allow you to select the device number of the drive, it is necessary to have different device numbers otherwise there will be (probably) a device timeout. On the 1050 the switches are as follows:

There is two switches, one is usually behind the other, a black and white switch, here is the combinations for each of the four device numbers:

Drive 1: black only on left side (white should be behind the black switch)
Drive 2: white on left, black on right
Drive 3: black only on right (white should be behind the black switch)
Drive 4: black on right, white on left

: 4. What type of disks does the drive use ?

The 1050 is a single sided, enhanced density drive, so it should take SS/DS DD diskettes (DS is your best bet, notch them and you can flip them and write to both sides), with the right DOS you can initialize the disks to their full capacity with this type of drive.

: 5. What type of carridges does the computer use ?

I guess you mean cartridges, they are cartridges that are for Atari Computers, anything else will not work, most will say they are for the Atari 800, but they should still work.

: 6. How can one interface the disk drive with the computer ? (I didn't
: receive any cables)

Check the vendors list (posted here frequently) for a company called American TechnaVision, they sell the cables which are commonly referred to as SIO cables.

: 7. What is the parallel bus connection for ?

There is very few devices that can take advantage of the PBI, there was a memory upgrade that could be hooked into an 800XL and provide 256K RAM, it might be still around, I think it was Yorky? But the PBI can have many uses it provides most of the necessary signals from the processor, so you can always design a device around it.

: 8. How much memory does the machine have ?

The 800XL (stock) has 64K RAM, but I have seen upgrades from 256K and higher.

: 9. A pinout of the IO cable would be appreciated.
: 10. Pinouts of the Monitor/Power connection ?

I can and would help you with these, but my books are buried, if no one answers it then drop me a note and I will reply during the weekend (when I am not working).

5354. Hard Times (hacks)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 18:32:46 UTC
From: d92-pro@donau.nada.kth.se
Message-ID: <D92-PRO.94Sep20203247@donau.nada.kth.se>
Source record: 98335
Cross-posted to: comp.sys.atari.advocacy,comp.sys.atari.8bit

Ok, as a first time poster, i'll apologize for anything upsetting it
the following text.
(so, done! Flame shield is UP! *8))
I suddenly remembered my old (OLD) atari 1040STFM,
lying in a box totally in peices, and thought to myself

- Wonder if I could connect it to my modem (2400Bps), and sotof
connect it to my schools modempool, and read my mail?

After some small assambling (of peices), and some checking of disk's,
(with about 60% or so broken/jumbled)
I came to insight of what i had to work with:
1 atari 1040STFM, one 2400bps hayes modem, and (gasp) KERMIT.
(and yes, it DOES connect to the computer, AND to my school. WHEE!)
so, what to do now is one teeny-weeny bit of improvement,
to replace the KERMIT ver. 1.05 beta (or something) to a neater,
nicer, more user-friendly communications tool.
I finally am tired of manually typing ATD<nr>, ATH, AT&W AT<foo>......

Any suggestions?

Oh. Uhm. Since i dont hang around in this newsgroup too much
(actually, firsttime-visit)
I'd rather have reply's by mail to
d92-pro@nada.kth.se
(and yes, I will trim up the answers, and repost them on request)

/Many thanx in advance,
Phil

Philip Roos_____o_____.:/_____
Lilli¿½v. 43 4tr 128 45 Bagarmossen . ,,///;, ,;/
tel. 6499556 . o::::::::;;///
email: d92-pro@nada.kth.se,mole@sune.stacken.kth.se >:::::::::;;\\\
"Order is just an illusion. ''\\\\\'" ';\
Just like water flowing in one direction"-myself ';\

--
Philip Roos_____o_____.:/_____
Lilli¿½v. 43 4tr 128 45 Bagarmossen . ,,///;, ,;/
tel. 6499556 . o::::::::;;///
email: d92-pro@nada.kth.se,mole@sune.stacken.kth.se >:::::::::;;\\\
"Order is just an illusion. ''\\\\\'" ';\
Just like water flowing in one direction"-myself ';\

5355. Re: Macintosh to Atari Classic file transfer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 21:42:09 UTC
From: lginzb@ccat.sas.upenn.edu
Message-ID: <35nkvh$pig@netnews.upenn.edu>
Source record: 98338

In article <35lmc6$fh1@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>Lionel Ginzburg (lginzb@ccat.sas.upenn.edu) wrote:
>
>: Considering that you could transfer a full 180K disk in something like 10
>: seconds at 19.2....:)
>
>Uh, no. 19.2k baud per second (which for the purpose of this discussion
>let's assume means bits per second) NOT bytes per second. If it were
>19.2K bytes per second then yes, transferring 180K would take a little
>less than 10 seconds at 19,000 CPS. But even 14.4 baud modems with data
>compression can't do that much I don't think.

No, they can't. I've gotten 3000cps sending text files with a 14.4,
(with a mac serial port set to 57.6) but I'd guess that's about the upper
limit unless you're sending files that are amazingly compressable. Like
.BMP files in the IBM world, or maybe Koalapad files with an Atari.

Give me credit for a bit of exaggeration, though. :) 19200 baud seems
ridiculous after all those years of taking an hour to receive a 64K text
file on my 1030....

>For the purpose of data, the theoretical limit is 56K baud off the SIO.
>The main problem with RS232 (let's assume a buffered UART hanging off the
>SIO like an R:P: would be) is the overhead in the RS232 handler as
>serviced by a 1.79mhz processor. It still has to move bytes in and out
>of SIO and therefore your practical limit is somehwere between 1400 CPS.

I also suspect that unless you're sending or receiving straight to a RAMdisk
or a hard drive that you're not even going to get that. (Maybe with
syncromesh or one of the modification schemes for the 1050.) An
unmodified 1050 or 810 disk drive (having never used one of the Atari
true double-density drives, I can't comment on them) is going to slow
things down considerably when the Atari loads/writes out the buffer.

But this is all besides the point-- anyone have any advice on an Atari to
Mac linkup?

--
Lionel Artom Ginzburg lginzb@ccat.sas.upenn.edu

5356. Re: Video upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-20 22:50:32 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <35novo$5f7@theopolis.orl.mmc.com>
Source record: 98336

In article <35legl$q3v@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
|> There is also a hack for adding RGB to the 800.

Really? True RGB? I'd be interested in hearing about it. I've seen
Bob Woolley's article in Atari Classics for monochrome TTL video.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

5357. Reference Manual!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-21 03:53:57 UTC
From: kendrick@zippy.sonoma.EDU
Message-ID: <9409210355.AA06770@zippy.sonoma.EDU>
Source record: 98329

```
I uploaded the following files to UMich just now:

refman.zip <- The Reference Manual text file ZIPped
refman.txt <- A text file listing author credits and a table of contents

have fun!!!!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
```

5358. Re: Reference Manual!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-21 04:37:51 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <35odav$682@charm.magnus.acs.ohio-state.edu>
Source record: 98340

In article <9409210355.AA06770@zippy.sonoma.edu>,
William Kendrick <kendrick@zippy.sonoma.EDU> wrote:
>I uploaded the following files to UMich just now:
>
> refman.zip <- The Reference Manual text file ZIPped
> refman.txt <- A text file listing author credits and a table of contents
>
>have fun!!!!

Now I know how Tantalus felt....
I can see refman.txt and refman.zip, but when I try to get them, I
just get "Permission Denied."

I guess I'll have to try again tomorrow.
I wonder how much of the reference card I'm working on is in there...
(I'm about half done, and I'll post or upload a preliminary version as
soon as I get some error codes typed. I'm not quite sure how to
handle those character charts, though.)
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5359. Re: [--- Structure Your BASIC ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-21 10:03:34 UTC
From: winston@merk.com
Message-ID: <CwH59z.1xu@merk.com>
Source record: 98343

In article <Cw9vur.L7p@merk.com>, winston@merk.com (Winston Smith) writes:
WS> There was a series of articles in BYTE MAGAZINE showing the
WS> programmer how to write top-down structured BASIC programs using
WS> unstructured BASICs. I found the series quite helpful. It covered
WS> IF-THEN-ELSE, REPEAT-UNTIL, WHILE, CASE, and other familiar block
WS> structures and how to implement them in the earlier unstructured
WS> BASICs of the late 1970's / early 1980's.

On Saturday, September 17, 1994 at 17:00:15 -0400
fbnx@aol.com (FBNX) wrote:

F> Any idea which issues, or about what time?
F> I'd love to see the article!

1.) CREATIVE COMPUTING, MAY 1984, Vol. 10, No. 5 ($2.95)
2.) CREATIVE COMPUTING, JUNE 1994, Vol. 10, No. 6 ($2.95)
3.) CREATIVE COMPUTING, JULY 1984, Vol. 10, No. 7 ($2.95)
4.) CREATIVE COMPUTING, SEPTEMBER 1984, Vol. 10, No. 9 ($2.95)

Whoops! My mistake, did I say BYTE ? I should have said CREATIVE
COMPUTING. The pertinent information follows:

1.) CREATIVE COMPUTING, MAY 1984, Vol. 10, No. 5 ($2.95)

Cover color: Black fading to Midnight Blue
(Cover picture: Young executive type with feet up on desk and
left hand on keyboard typing on a WANG professional computer. A flower
vase with two pink flowers rests on the table by his feet. A corner-cut
banner high in the righthand corner reads: "POWERLINE PROTECTION".)

"In This Issue" Table of Contents (Note: Special red seal
commemorating CCs 10th Anniversary) Sub-heading box Chapter Title --
"APPLICATIONS & SOFTWARE". Starting Page given: p. 152. Article Title --
"Structured Programming In BASIC" by Leuhrmann, subtitled: "Part 1:
Top-down BASIC".

PAGES USED: 152, 153, 154, 155, 156 (6 pages)

(Synopsis: The author of the article is Arthur Luehrmann. This
article explains top-down programming style and how to use sub-routines.
The exercise is to write a program that generates a full song when given
two motifs to combine.)

2.) CREATIVE COMPUTING, JUNE 1994, Vol. 10, No. 6 ($2.95)

Cover color: Grey fading away to white off-tope
(Cover Picture: EPSON Equity green screen monitor with
pie-chart. Wall Street Journal on left side. Memotech keyboard and

printer. Cup of coffee above Memotech. SORD IS-11 laptop. A high-light corner-cut banner across the top right-hand corner reads: ELECTRONIC SPREADSHEETS.)

"In This Issue" Table of Contents, Sub-heading box Chapter Title -- "ARTICLES" (Note the change from being under the "APPLICATIONS & SOFTWARE" box. Starting Page given: p. 152. Article Title -- "Structured Programming In BASIC" by Leuhrmann, subtitled: "Part 2: Control Blocks".

PAGES USED: 152, 157, 158, 160, 163 (5 pages)

(Synopsis: The author of the article, Arthur Luehrmann discusses the BASIC language and the nature a "spaghetti coding". The author goes on to explain how modular, structured coding blocks can be written within the limitations of an unstructured BASIC by structuring the BASIC yourself. He describes the LOOP block conditional. He describes the IF-THEN-ELSE conditional. He codes a decision block that queries the user for input while avoiding the traps of spaghetti coding.)

3.) CREATIVE COMPUTING, JULY 1984, Vol. 10, No. 7 ($2.95)

Cover color: Light olive green
(Cover Picture: A paintbrush with a wire coming out of the back of it is sloshing wet paint onto a monitor's glass tube front. The words "Focus on Graphics" appear just above the brush. A high-light corner-cut has a picture of the new Macintosh and the HP110 laptop.)

"In This Issue" Table of Contents, sub-heading box Chapter Title -- "APPLICATIONS & SOFTWARE". Starting Page given: p. 125. Article Title -- "Structured Programming In BASIC" by Leuhrmann, subtitled: "Part 3: An Application" (Note: Evidently the printers goofed last issue and now moved it back to the correct chapter box in the table of contents.)

PAGES USED: 125, 126, 129, 132, 135, 136 (6 pages)

(Synopsis: The author of the article, Arthur Luehrmann no longer discusses theory and technique, but rather, uses a "hands on" approach to demonstrate how to program an application in BASIC using the top-down technique, even though the BASIC is unstructured. The example he leads the reader through is an example of a "Mastermind(tm)"-like game applied to text words. What amazes this reader is that the finished code looks as clear to understand as PASCAL, even thought the author is coding in an unstructured BASIC ! AMAZING!)

4.) CREATIVE COMPUTING, SEPTEMBER 1984, Vol. 10, No. 9 ($2.95)

Cover color: Navy blue
(Cover picture: Blueprint orthagonal three perspective drawing of the front and side views of a monitor and drive unit as well as a keyboard unit are laid across a table. On top of the blueprint we see: a disk drive unit and its print-circuit controller board, a monitor, a needle-nose pliers, a Sakata monitor, a screwdriver, a memory board chock-full of RAMs, a Hercules graphics board. In the middle of all this

we find the following words: "Upgrading Your PC". There is a red corner-cut banner in the top right-hand corner proclaiming, "ENTERTAINMENT SOFTWARE".)

"In This Issue" Table of Contents, sub-heading box Chapter Title -- "APPLICATIONS & SOFTWARE". Starting Page given: p. 171. Article Title -- "Structured Programming In BASIC" by Leuhrmann, subtitled: "Part 4: ANSI BASIC, Macintosh BASIC, and True BASIC"

PAGES USED: 171, 173, 174, 175, 177 (6 pages)

(Synopsis: The author of the article, Arthur Luehrmann, discusses the early roots of BASIC development at Dartmouth College, the problems reconciling Dartmouth BASIC with Bill Gates' BASIC, the new ANSI BASIC and True BASIC, and the state of "modern" (i.e. 1984) BASIC today. The author them goes on to show his guessing game coding example as it is coded using the new 1984 ANSI BASIC.)

* * * * *

Well, that is all the information that I could dig up. Glad I could be of help!

5360. .alf Extension - What is it?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-21 11:24:50 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <CwH91E.LHs@freenet.buffalo.edu>
Source record: 98342

In getting back into my Atari 800XL I've been browsing the net to find what's available information-wise and came across a file that, I believe, is a 6502 assembler tutor. Unfortunately it looks to be a dsk image of some type. Tries using dcm2dsk2 on it, but no luck. Unrecognized format. Tried unarcing it also. Again no luck. Any ideas anyone?

What I'm looking for is some basic tutorial on 6502 assembler to use and guide me in learning forth on the Atari. Always open to being educated.

Phillip Fries
ah818@freenet.buffalo.edu

5361. Atari 7800 Games

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 00:50:53 UTC
From: acid@iconz.co.nz
Message-ID: <35qkde$kei@status>
Source record: 98212

Are there any Atari 7800 games in the pd, I have an eprom burner and no games to play, either that or does some one want to sell me a decent size collection and ship it down to New Zealand?

5362. Free Classified Ads

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 02:43:06 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199409220242.AA240381775@relay2.geis.com>
Source record: 98339

As previously announced, The Atari 8-bit Omnibus will be released this October. It will be a comprehensive guide to resources for the 8-bit Atari. Free classified ads are available until midnight, September 30. Whether it's a "Wanted", "For Sale", "BBS Number" or any other sort of 8-bit related ad, send it to the Omnibus!

Free classified ads will be accepted, subject to the following limitations:

(1) Maximum 50 words/ad, two ads per person. Editor decides what constitutes a word. Editor will edit oversize ads.

(2) All ads must pertain to the Atari 8-bit computer line.

(3) All ads must include the advertiser's full name and postal address. Email and phone numbers are a good idea as well.

(4) Advertisers offering software may only offer software originals. Ads offering pirated software will be refused.

(5) Editor and publisher are not responsible for personal losses dues to situations arising from these ads.

(6) Hope nobody was scared off by all this.

(7) Send ads via Email to:
D.PATERSON2@genie.geis.com
Use the message title: Omnibus Ad

Thanks for your support. Watch for the release announcement later this month.

5363. Portfolio pics

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 10:48:25 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9409230427.AA10518@emh.kunsan.af.mil>
Source record: 98341

Say there... does anyone know if there's a program for the Atari that will display Portfolio .PGC format pictures?

5364. Nurso

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 13:49:20 UTC
From: Christian Nitsch <Christian.Nitsch@muenst.Boerde.DE>
Message-ID: <2e818b5c.12@muenst.Boerde.DE>
Source record: 98261

```
Test
```

5365. Atari 800 + Goodies For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 14:03:51 UTC
From: jim@cbnewsl.cb.att.com
Message-ID: <CwJB2K.4G7@cbnewsl.cb.att.com>
Source record: 98345

HELP. If I can't sell my Atari 800 system to some deserving soul, my wife will make me put it out in a garage sale. I have:

* Atari 800 CPU with 48 kbytes of RAM
* Atari 410 tape unit
* Percom SS DD Disk Drive
* Atari 850 interface module
* All Atari specific cables and power supplies
* Cartridges - Basic
Turmoil
Star Raiders
Atariwriter
Centipede
Missile Command
* Software - DOS (Percom)
Music Construction Set
Adept
Matchmaker Spanish Vocabulary
Conversational Spanish (Audio + Programs on tape - early multimedia!)
Syncalc (Spreadsheet)
Spell Magic (Spell checker for Atariwriter)
12 disks of misc games
* Documentation - Atari 800 User Guide
Atari 410 Owner's Guide
Percom Disk Drive and Percom DOS Manuals
Basic Manual
De Re Atari Programmer's Guide
Operating System User's Manual
Operating System Source Listing
Hardware Manual
* Missing - Joysticks
TV/Game switch

All are in working order. I'm asking $75.00 + shipping. I'd be willing to donate the system to anyone who would acknowledge a $350 equipment donation on letterhead of a school, etc that can get me an income tax deduction.

Please reply via email.

Jim Malcolm
Located in Madison (eastern Morris county) New Jersey
908 582 3095 (work phone)
jim@post.att.com

5366. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 14:42:55 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <CwJCvK.AqI@freenet.buffalo.edu>
Source record: 98209

> kamaro_kid@delphi.com queries about IRC chats.

The Cleveland Freenet used to run Atari SIG on-line chats on a
regular basis, but I've heard that their IRC capabilities were
recently cut off by the Freenet Board? Don't know for sure though.
--
Phillip M. Fries
ah818@freenet.buffalo.edu

5367. Sale: Atari 800 & more...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 14:49:27 UTC
From: chohh@rtsg.mot.com
Message-ID: <35s5hn$h2n@delphinium.cig.mot.com>
Source record: 98221

I have:
Atari 800
Tape drive
Printer
Cartridges: Basic & Millipede & Miner49er

I have all of the accessory required to use this, like
power supply, joy stick, manuals, etc...

Everything here is good as new.

Iam asking $50 + shipping.

Local purchaser preferred, I'm in chicago/NW suburban area.

5368. Monitor hookup and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 15:04:07 UTC
From: petras@lehman.com
Message-ID: <CwJDuv.9rE@lehman.com>
Source record: 98344

Hi,

I have an Atari 800 and an old color monitor with two RCA inputs (audio and video). Does anyone sell, or can I make, a cable from the 800's monitor out to this monitor (ie; split the signal to audio and video). Will I require some sort of RF modulator too? Thanks in advance.

gp.

5369. Re: Monitor hookup and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 19:14:40 UTC
From: jlodoen@shell.portal.com
Message-ID: <35sl30$dvb@news1.shell>
Source record: 98205

George Petras (petras@lehman.com) wrote:

: Hi,

: I have an Atari 800 and an old color monitor with two RCA inputs (audio
: and video). Does anyone sell, or can I make, a cable from the 800's monitor
: out to this monitor (ie; split the signal to audio and video). Will I
: require some sort of RF modulator too? Thanks in advance.

Here's a diagram:

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma

(5 isn't always connected, but all you need to worry about are 2, 3 and 4.)
The plug is a 5-pin DIN connector. You can get pre-made cables from:

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.
San Leandro, CA
U.S.A. 94577
tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

And thanks to Michael D. Current for making all this information
easy to find.

jlodoen@shell.portal.com

: gp.

5370. Hal_94_b

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 19:43:43 UTC
From: KENDRICK@sonoma.edu
Message-ID: <940922124407.240376d1@sonoma.edu>
Source record: 98208

Did anyone out here get the Halle Project 1994 demo from UMich to work?

My copy starts reading sectors in very large jumps (instead of 100, 101, 102, etc. it goes like 100, 200, 300..800 and then it dies).

If you got it and you have a PAL machine and it works, then I'm screwed.

If you got it and you have a PAL machine and it DOESN'T work, then IT'S screwed and someone'll have to reUpload it :)

If you got it and you have an NTSC machine and it WORKS, then I guess I'm screwed too!

thanx in advance!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

ON A SIDE NOTE: Did anyone out here get the PARTRO.DCM demo to work? I made a hacked copy of it which can be loaded from MyDOS.. when I try to load the demo parts by booting (OR loading from MyDOS), all they do is jump to the Self Test... if you too have this problem, tell me and I'll UL my hacked copy to UMich (or at least the TBXL code which you can run to fix the parts)

Later!

5371. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 19:59:28 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <35snn0$5gd@news.cs.tulane.edu>
Source record: 98346

In article <hwwXwuA.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>I know its been discussed before, but has anybody taken the idea to
>fruitiion and actually done any IRC chats about the 8bit Atari? IF so,
>what/how do I access them?

It's been talked about...sadly, nothing really has been done. There was a
fellow on IRC for a while under the name MrSpock who held open a channel
#atari. Oddly the only thing he'd say when you joined the channel was
"go away", I know several people that this happened to. As far as how, I just
set up an IRC user end here and log into dwey.texas as my server. Last I
checked, the IRC on Freenet was up, just a closed system...

Mike Todd

5372. Re: Carina, other Non-Pro! BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 20:02:09 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <35sns1$5h8@news.cs.tulane.edu>
Source record: 98347

In article <pS5WAiD.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>Still looking for a list of Non Pro! BBS's to call - namely the Carina
>support board and any other interesting and unique 8bit Atari BBS's.

I've been calling David Hunts Carina node about once every two weeks, I'll have to capture a few of the other board names and numbers and upload 'em here. Thanks go to Glenn for getting me Davids number in the first place.

Mike Todd

5373. Re: New Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 20:35:56 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <35sprc$ckd@usenet.INS.CWRU.Edu>
Source record: 98348

In a previous article, kamaro_kid@delphi.com
(du!howland.reston.ans.net!swrinde!news.dell.com!tadpole.com!uunet!news.delphi.com!usenet
) says:

>Does anybody know when the first issue of the NEW Atari Classics Magazine
>will be released? My check was mailed in at least 2+ months ago, but
>I havent heard anything yet..

Did you get the post card acknowledging your check? Most of us received
that several weeks ago.

They were hoping to have their first issue out by now, but I guess that was
just too ambitious of a goal. The most recent rumors were late
September/early October.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5374. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 21:03:40 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CwJul4.J5I@freenet.carleton.ca>
Source record: 98352

In a previous article, kamaro_kid@delphi.com () says:

>I know its been discussed before, but has anybody taken the idea to
>fruitiion and actually done any IRC chats about the 8bit Atari? IF so,
>what/how do I access them?

At about midnight, IRC starts. Just type /join #Atari8-bit and there you
go. Your own Atari 8-bit channel on IRC. BTW: Would anybody be interested
in creating an Atari 8-bit IRC bot? I'd only be able to join in on
weekends, but it sounds like a good idea.
--
Who's he? He's an asshole sir. How many assholes have we got on this
ship? ...YO!! I knew it...I'm surrounded by assholes! <klunk> Keep
firing, assholes! -Dark Helmet, SpaceBalls | =>Jessica Todd's Space <= |
Chris Brown aka Fisherman ba930@freenet.carleton.ca "Stop the normalness!"-Me

5375. Re: Carina, other Non-Pro! BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 21:38:13 UTC
From: kamaro_kid@delphi.com
Message-ID: <xu5044F.kamaro_kid@delphi.com>
Source record: 98349

What is David Hunt's BBS number? He runs Ace of America, doesnt he? Please post the number.

Thanks.

--
-+-+-+

5376. Re: Portfolio pics

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 22:21:29 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <35t019$nvb@theopolis.orl.mmc.com>
Source record: 98351

In article <9409230427.AA10518@emh.kunsan.af.mil>, ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) writes:
|> Say there... does anyone know if there's a program for the Atari that will
|> display Portfolio .PGC format pictures?

Gosh Clay, I thought you were the one that wrote it!

Welcome to c.s.a.8bit!!

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

5377. Re: Video upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-22 22:40:42 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <35t15a$qkf@hearst.cac.psu.edu>
Source record: 98350

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:

: If you really want to see the Atari 1200XL video shine, or for that
: matter, any other AC SV 2.1 upgraded 800XL or even 130XE, hook up the luma
: and chroma to a Commodore 1084 monitor! The 1084 is even better than ANY
: of the other Commodore monitors. It is that good. I could hardly believe

I beg to differ. The 1702 is the best.

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5378. Atari Hardware For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 00:10:20 UTC
From: tdrake1@umbc.edu
Message-ID: <35t6dc$rrj@news.umbc.edu>
Source record: 98353

I am in the process of clearing out some of my "extra" Atari hardware...
Here goes the list. You would pay shipping.

1 Atari 130XE with 320K RAM and 1.5A power supply --- $50

1 Atari 800XL with Atari Classics SuperVideo Upgrade
and 256K RAM with 1.5A power supply ---------- $50

1 stock 64K RAM Atari 800XL no power supply --------- $25

1 stock 64K RAM Atari 800XL no power supply -------- $25

1 Atari 800 with RAMROD XL, OmniMon, etc.
has 52K of useable RAM with power supply and
instructions ------------------------------------ $40

1 Atari 2600 Jr. no power supply ------------------- $10

1 Sears (Atari 2600) Tele-Games machine with p/s --- $10

2 Atari ST mice ----------------------------------- $5 each

If interested send e-mail.

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

5379. Percom drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 03:01:16 UTC
From: amszorny@mtu.edu
Message-ID: <199409230300.XAA17657@mtu.edu>
Source record: 98207

I was wondering if any body new how to set up a Percom drive in MyDos 4.5 for double density. It asks for the # of tracks, etc. and I don't have a clue what the numbers should be. Oh yeah, is there a way to set this drive up as drive #2? Any information at all about this drive would be very helpfull such as the baud rate (19.2K?), which dos'es work best with it and such. Thanks, Andy (amszorny@mtu.edu)

5380. Re: New Atari Classics Magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 03:29:13 UTC
From: kamaro_kid@delphi.com
Message-ID: <BCy3I+R.kamaro_kid@delphi.com>
Source record: 98354

Michael Current <aa700@cleveland.Freenet.Edu> writes:

>Did you get the post card acknowledging your check? Most of us received
>that several weeks ago.

Nope, I never got a postcard. Maybe my check was cashed after their
mailing or something.

--
-+-+-+

5381. Scanned digitized images

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 03:36:41 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bgz2w+R.kamaro_kid@delphi.com>
Source record: 98206

Just curious how the great folks at ABBUC scan all the images in - for use with their ABBUC magazines?

Are you doing it on an 8bit Atari - or some other machine? If on an XL/XE, what software/hardware are you using?

I have computereyes, but the resolution is terrible - even if sitting directly in front of the video camera.

Any ideas/suggestions greatly appreciated.

--
-+-+-+

5382. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 05:52:44 UTC
From: kamaro_kid@delphi.com
Message-ID: <Bq7U4Mc.kamaro_kid@delphi.com>
Source record: 98211

I've never used IRC before. I have access to it here on Delphi,
but am not familiar with it. Is there a site address that I need
to access first?

--
-+-+-+

5383. Re: Carina, other Non-Pro! BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 07:09:54 UTC
From: snyder10@rs6.tcs.tulane.edu
Message-ID: <35tv02$mvk@news.cs.tulane.edu>
Source record: 98210

In article <xu5044F.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>What is David Hunt's BBS number? He runs Ace of America, doesnt he? Please
>post the number.

I did a quick capture, here's a small list.
ACE of America 503-761-9074 (300-9600)
Starship 509-536-7842
Select BBS 916-392-7279
Cat's Lair 716-337-3628

And something for Clay...

[illegible]
[illegible] 1-509-536-7842
[illegible] 9/6/94 10:51am

Yes the key is set to off. Flick80
works on my 130xe and my 65xe but not
on my 1200xl that has been upgraded to
256k. I have tryed MYDos,SpartaDos and
SMARTDos. The Computer just does not
work with it I guess.

and something for everyone that should be taken with just a bit of salt...
Don't worry about the odd-ball characters, they're just invers Atascii...
this is a direct capture from Ace of America BBS.

[illegible]
[illegible] 4 of 33
[illegible] 7/2/94 - 12:21:08am
[illegible] 1-The Shadow
[illegible] 4-Jeremy
[illegible] MagMa update
[illegible] MagMa update
[illegible] 0 [illegible]

As I told you earlier on the phone,
while I was stationed back East, I had
occasion to track down MagMa Ltd. and
find out some neat new facts, as well
as pick up a few goodies.

MagMa it seems is basically closing
out, and moving to Greenwood, BC. Due
to his inability to find the parts

needed for most of his line, coupled with Atari's dropping the computer line, he has entered into negotiations with Comp-A-Tari to purchase the rights for his line of goods. C-A-T is located in Beaver Creek Oregon, and the owner is the former President of the Beaver Creek Atari Club. He is planning on negotiating with Shadow to further the programming, and help in marketing these wares. To date, Shadow has been unable to give me a progress report though.

I did manage to pick up one of MagMa's 80 column carts though, along with the Terminal Cart, and I can tell you first hand, they are better than anything I've seen for the 8-bit in a long time. I guess the catch 22 is if C-A-T can find the needed parts to keep this stuff alive. I guess only time will tell.

Glad to be back home, and even happier to see Terry Ortman has been muzzled.

Jeremy
Vancouver, USA

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Say, Did Magma still have the Ram upgrade Carts they had like 10 years ago? ie: 1 meg or whatever plug in ram cart for xl/xe systems??

and a listing of whatever new (or old) products would be cool.. haven't heard

anything aout that company in oh, 6 or so years myself!

Satellite TV, The Future is NOW!

********** ********頸*******
********** 14 of 33
********** 7/4/94 - 1:06:41am
********** All
********** 0-Doc
******□* Sparta WARNING!!!
******堠* Sparta WARNING!!!

é** ****************.*
******堠* 1-716-337-3628
*******□ 7/3/94 3:32pm

To anyone using the recently released versions of SpartaDOS X32G or X32GX from FTE...

Be aware that at least two BBS Express Pro sysops have had problems with this DOS not closing files that have been opened for read and/or update.

SysOp*Crazy on the Inside The 8-Bit West BBS had a hard drive partiton get a scrambled directory tree and file allocation table as a result. And I had a file from one directory somehow end up in a totally different directory with an invalid filename (i.e. hearts in the filename).

I was able to erase the invalid file using wildcards and fix the damage using CLEANUP.COM from the SpartaDOS Toolkit. SysOp*Craz was not so lucky and had to rebuild a hard drive partition.

When using these new DOS versions, bear in mind that the amount of testing that has been done on them is rather minimal. It is suggested that you try it out on floppies only for awhile. I myself have gone back to X32C.DOS until FTE addresses the subject directly.

A public service message from:

Doc, SysOp

Starfleet Sickbay BBS

716-873-4833. 300 to 14.4k BPS

Satellite TV, The Future is NOW!

Unfortunately, they were out of all
of the Ram-Carts. He says he has been
unable to get the needed chips.

The good news is he is negotiating
with C-A-T to take over the entire
line and market it. Since my last
post, I was able to reach Shadow, and
he confirmed that if indeed C-A-T did
aquire the rights, Shadow Software
would be the marketing agent for the
goods. This list is pretty
impressive, but I can't say as to when
it will be available or if the rights
will actually be obtained by C-A-T.
Shadow said it was not yet a done deal.

The line consists of:

1-16 meg Ram-Carts
Clock Cart
80-Column Cart
GOS Cart (DeskTop by Shadow on Cart)
Midi Cart
Terminal Cart with or w/o built in
modem, featuring full color ANSI, and
80 columns.
LAN Cart(s)
CADD/CAM Cart
8-Cart adapter (Maxi-Cart)
and an XE Adapter

He also said Carts were in the works for Carina on a Cart (v3.0!!!), a HD interface Cart, and a Disk Utilities Cart. If this makes it to our area, perhaps this stuff will be available really soon. (Come to find out, Shadow has done a lot of programming on some of this stuff)

While I haven't confirmed this with Shadow (I forgot), it looks like Carina v3.0 may be cart based, pretty interesting.

Jeremy
Vancouver, USA

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►►►►►□► MagMa update
►►►►►堠► Carina on Cart
►►►►►►►► 19

You are partially correct. We have been working on putting MOE, and the transfer protocols, and a few other things on cartridge to free up the RAM which is taken up by MOE now, and also to greatly increase the d/l protocols and speed. I am basically trying to put all time critical stuff on cartridge, but it is yet to be seen if it will all work as planned.

The Shadow

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Tom Hunt has updated some of his programs for the new 3.2g/gx versions of SpartaDOS (but see my previously posted warning about this DOS version). The CTH Command Shell has been updated, and also SnapShot (the task-switching program).

On another front, John Picken has come up with a modified version of MyDOS and a ramdisk handler that he wrote, that allows (get this) SpartaDOS and MyDOS to share a common ramdisk! He's written versions of his ramdisk handler for both the X32D and X32g/gx versions of SpartaDOS.

John also updated the disassembly of the XE operating system that's been floating around for a few years. His version is much more heavily commented and should be of interest to programmers who can save a lot of time by using this as a reference instead of doing your own disassemblies of the Ataris OS.

And Larry Harris' Atar-Z-Modem has been updated, the latest version supports the Z-Modem RESUME function!

He who thinks the 8-bit is dead, has his head in the sand or does not own a modem. <grin>

==>Doc<==

Satellite TV, The Future is NOW!

5384. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 10:45:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940923104543MIS0160@MVS.UDEL.EDU>
Source record: 98219

Would someone be kind enough to explain what an IRC chat is?

Roger Cole
INTERNET: Roger.Cole@MVS.UDEL.EDU

5385. Re: [--- Structure Your BASIC ---] (was: Software wanted!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 10:51:37 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <35ubvp$4g1@news.belwue.de>
Source record: 98214

Winston Smith (winston@merk.com) wrote:
> I believe that Frank Ostrowski's public domain "TURBO BASIC" has an
^^^^^^^^^^^^
> IF-THEN-ELSE block structure included in it, and it is designed for
> European ATARI 8-bits with a 50hz power cycle (has a TIME$ function and
> everything).

Caution: TB is *not* PD in Germany (believe me or not) :((

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

5386. Re: Carina, other Non-Pro! BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 11:41:05 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <CwKz4H.I44@freenet.buffalo.edu>
Source record: 98215

> In response from snyder10@rs6.tcs.tulane.edu (Mike Todd) there
> is a lengthy message from "Doc", sysop StarFleet Siockbay at
> 716-873-4833

I've been trying to raise this Carina Board for the past 3 weeks,
since its local to my area. Nothing but a phone company message
saying that the line is being checked for problems.

The Cat's Lair, mentioned elsewhere in this string, is active.
--
Phillip M. Fries
ah818@freenet.buffalo.edu

5387. The ABBUC!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 11:58:00 UTC
From: Christian Nitsch <Christian.Nitsch@muenst.Boerde.DE>
Message-ID: <2e82c2c4.12@muenst.Boerde.DE>
Source record: 98283

Hello Users of ATARI 8 BIT Computers! Do you know ABBUC? It's the world greatest club for ATARI XL/XE. You pay 5 German marks per month. Every Quartal, you get the Magazin+Disk(many good Programms!) Every half jear, you get a special-Magazin with a gratis programm which costs much money, if you buy it! The authors of this programms are mainly members of the ABBUC and give them only to other members of the ABBUC. There many services for ATARI XL/XE too! For example:a great PD-Pool, a repair-service for Computers and Floppys, Help Services for many problems.
Write to:Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
Or call the ABBUC-Mailbox:7.00 pm - 7.00 am:300-14400 bps,8/n/1 with the following number:Germany 02366/39623
Its great to be a member of the world greatest ATARI XL/XE club. Its international! There are members of Poland, Hungary, Greatbritain, USA
Waiting for you
the member Christian Nitsch
PS:ABBUC means ATARI BIT BYTER USER CLUB!

5388. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 12:38:10 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CwL1ro.MI6@cs.vu.nl>
Source record: 98216

kamaro_kid@delphi.com writes:

>I know its been discussed before, but has anybody taken the idea to
>fruitiion and actually done any IRC chats about the 8bit Atari? IF so,
>what/how do I access them?

There's already an IRC channel called #atari8 maintained by Tomasz Tatar
from Poland.

Ivo

5389. german newsgroup t-netz.rechner.atari.8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 12:47:02 UTC
From: belitz@informatik.rwth-aachen.de
Message-ID: <belitz.57.000CC915@informatik.rwth-aachen.de>
Source record: 98213

Hello folks !

Because I don't know how to get in kontact with other german users of the atari 8-bit computers I'll use this group.

Some weeks ago Frederik Holst told me that a new german newsgroup for atari-8-bit-machines does exist, t-netz.rechner.atari.8-bit .

Now i tried for some weeks to get this newsgroup routet to my Internet-PC . Without any result. I wrote messages to the admins of the gateway-server to the internet but they told me, that they will route everything they can.

And another user told me that there is no atari-8-bit-group on the t-netz-list.

Now my questions: Are there other users too having problems with this group ?

Is anybody here countinously read this group ?

Thank you !!!

Matt
P.S. Please reply to belitz@genesis.informatik.rwth-aachen.de 'cause there are sometimes mistakes with my adress in the header.

P.P.S. I've alredy mailed to Frederik directly, 'cause I didn't get any reply 8-(

5390. Re: Carina, other Non-Pro! BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 13:08:49 UTC
From: snyder10@rs6.tcs.tulane.edu
Message-ID: <35uk11$6pa@news.cs.tulane.edu>
Source record: 98217

In article <CwKz4H.I44@freenet.buffalo.edu> ah818@freenet.buffalo.edu (Phillip M. Fries) writes:
>
>> is a lengthy message from "Doc", sysop StarFleet Siockbay at
>> 716-873-4833
>I've been trying to raise this Carina Board for the past 3 weeks,
>since its local to my area. Nothing but a phone company message
>saying that the line is being checked for problems.

Yeah, it's been about 60 days since I was last on that board (that's Terry Ortman's I believe). Still, the four I listed at the head of the message are active as of just a few days ago.

Mike Todd

5391. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 13:48:25 UTC
From: snyder10@rs6.tcs.tulane.edu
Message-ID: <35umb9$7io@news.cs.tulane.edu>
Source record: 98218

Ivo van Poorten (ipoorten@cs.vu.nl) wrote:

: There's already an IRC channel called #atari8 maintained by Tomasz Tatar
: from Poland.

Just /joined #Atari8 last night, something like 3am my time...10am his time in Poland. Nice fellow. He told me almost no folks from the States have joined...If you're wanting to try IRC, this is the place to do it.

Let's set something up for this weekend, Sunday at Midnight central time would be best for Tomasz (Morgan on IRC) as he's just getting to work there in Poland.

Mike Todd

5392. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 17:05:18 UTC
From: kamaro_kid@delphi.com
Message-ID: <ZQyWQce.kamaro_kid@delphi.com>
Source record: 98220

Ivo van Poorten <ipoorten@cs.vu.nl> writes:

>There's already an IRC channel called #atari8 maintained by Tomasz Tatar
>from Poland.

How do I access this IRC channel?

At the IRC: command prompt - what do I need to do?

--
-+-+-+

5393. The A.B.B.U.C. Meeting

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-23 17:22:49 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.0131@didi.mayn.sub.de>
Source record: 98254

Hello people,
today I got the news from A.B.B.U.C. and the date of the
yearly meeting in Herten, GERMANY
The date is on Oktober 22th 1994
Buergerhaus Herten-Sued, 45699 Herten, Germany
Maybe we see us.
Gruss

--

Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5394. Re: Carina, other Non-Pro! BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 01:11:52 UTC
From: krishna@max.tiac.net
Message-ID: <35vuco$kqm@sundog.tiac.net>
Source record: 98222

I first heard about the ramcarts over 2 years ago. I tried a couple times to mail MAGMA SYSTEMS for a catalog and failed to get through even when I used certified/registered mail. So eventually I came to the conclusion that either Shadow is a bullshit artist, or Magma is irrelevant to americans due to its postal unreachability. It was several months ago that I learned that Magma systems was going under and all I could do was boil inside for the fact that Magma probably was cursed by an owner who wouldn't give a phone number for his business and obviously couldn't receive mail from the states very easily and seemed ignorant to this fact.

The big thing about these ramcarts isn't their use as a substitute for an MIO ramdisk or banked ram, but for the mythical "linear access mode". Don't ask me how it was supposed to work, but Shadow said that the newest version of Textpro could recognize it and give you a huge linear buffer. Take anything Shadow says with a grain of salt. Even if what he says is true, the millenium will come before we see any proof of it which is too bad.

5395. WANTED: 800XL, 1050 new (or used)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 02:43:27 UTC
From: peterm@netcom.com
Message-ID: <petermCwM4wG.87L@netcom.com>
Source record: 98230

The subject says it all -- if anyone has an 800XL and/or a 1050 floppy drive for sale (preferably new, w/ all manuals and a good box), please let me know. Also, I'll consider used if in good condition. Please e-mail your repplies to my address. Thanx!

- Peter
peterm@netcom.com

5396. FOR SALE: More 8-bit Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 03:50:03 UTC
From: tdrake1@umbc.edu
Message-ID: <3607lb$cfj@news.umbc.edu>
Source record: 98229

Have found more Atari 8-bit stuff for sale... You pay shipping.

RANA 1000 DD Disk Drive 90/180K with original box,
I/O Cable, Power Supply, and SmartDos 6.2 --------- $35.00

Epson MX-80 Dot Matrix Printer with new ribbon --------- $25.00

Atari TrakBall Controller (brand-new, unopened) -------- $ 7.00

If interested, send e-mail.

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

5397. Best Video Monitor

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 06:05:39 UTC
From: b.poehland@genie.geis.com
Message-ID: <199409240605.AA247886728@relay2.geis.com>
Source record: 98231

I'll agree with Tom Drake casting my vote for the 1084 as perhaps the very best split-video monitor. The other Commodores come close, but the 1084 was the best of the lot. What makes it better than the rest is that it has the same fine resolution all the Commodores had, but in addition the 1084 has a darker screen mask which gives better contrast & so provides more brilliant colors. The only other monitor that can match the 1084 in color brilliance is the Amdek color unit. However the Amdek is grossly inferior to the 1084 in dot-pitch resolution, its display is coarse & grainy.

Just my $.02, tho I like to think I do know a little something about 8-bit video.....

- Ben Poehland

5398. XF551 Problems...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 06:36:43 UTC
From: b.poehland@genie.geis.com
Message-ID: <199409240636.AA276218586@relay2.geis.com>
Source record: 98223

This is for BRiTiSH who asked a while back concerning his XF551 that was having intermittent shutdowns & stuff (I only caught part of the message).

Unfortunately the remedy suggested by Jeff Potter (replacing the big filter caps) will likely not do much good. Putting in the fan was actually closer to solving the problem at the source.

ALL XF551's run hot! If you add one of the CSS upgrades, they run *blazing* hot. The culprit is that d{agnabbed Mitsumi mechanism. Those things eat kilowatts for breakfast! Try replacing the original mech with a more energy-efficient one. (Toshiba & Chinon are my favorites, they run cool, have a nice feel & even a disk-eject mechanism like the 1050 had.) Of course you'll have to diddle that stupid Shugart cable, which is too short for ANY mech but the Mitsumi. <God bless Atari.>

I installed a CSS 3.5" slave upgrade in one of my 551's & almost cooked it alive. I got by without a fan by adding LOTS of extra little fins, heatsinks & bits of metal to the existing heatsink, plus I cut a big hole in the top of the (covered it a dust screen) to permit better ventilation. It works.

A leaky or defective filter cap, as suggested by Jeff Potter, usually not cause thermal regualtor cycling. Instead, they usually just blow up the regulator completely. One way to tell visually if you think you've got a bad cap is to inspect it for shape: if the cap appears bulged out at the bottom, it's bad! Replacing a good cap with a higher-value cap won't buy you any additional thermal stability (tho it might help the supply's electronic performance a bit). His suggestin will likely be effective only in the rare case of a cap which is just beginning to fail.

I experience virtually all of my disk drive hiccups only during the summer months. Funny thing about that.....

- Ben Poehland

5399. 600xl questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 07:15:33 UTC
From: jasonbar@ramp.ucsb.edu
Message-ID: <360jml$dad@ramp.ucsb.edu>
Source record: 98224

Just found a 600xl ($3 at a thrift store).
I've had an 800 and a 130xe for years and years, but wish to use
the 600xl for my official "obsolete games and computers setup" b/c
it's the smallest 8-bit Atari I have and b/c it matches my 1050 disk
drive (very important!).
2 questions: Tried to run M.U.L.E. (off of disk), but it kept gagging,
telling me to remove the cartridge. I tried the hold-down-option trick
that works on the 130xe to disable BASIC. Didn't work. How do I disable
BASIC to run non-BASIC disks?
Second question: how much memory does this have and what makes it different
from an 800xl or a 1200xl.
Thanks.

-Jason

5400. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 07:46:12 UTC
From: cmwagner@gate.net
Message-ID: <360lg4$12vm@tequesta.gate.net>
Source record: 98225

kamaro_kid@delphi.com wrote:
: I know its been discussed before, but has anybody taken the idea to
: fruitiion and actually done any IRC chats about the 8bit Atari? IF so,
: what/how do I access them?

I have been waiting in #atari8 for several months, of course after one month I didn't frequent as often, and someone dropped a bot in so the channel will stay open. But #atari8 is the designated area, apparently.

I actually talked to a few people a couple of months ago, had a few interesting discussions and they disappeared.

5401. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 07:47:28 UTC
From: cmwagner@gate.net
Message-ID: <360lig$12vm@tequesta.gate.net>
Source record: 98226

Mike Todd (snyder10@rs5.tcs.tulane.edu) wrote:
: It's been talked about...sadly, nothing really has been done. There was a
: fellow on IRC for a while under the name MrSpock who held open a channel
: #atari. Oddly the only thing he'd say when you joined the channel was

#atari is mostly ST users, and as soon as you start discussing the 8-bit
they don't take very kindly to your presence, as if they feared us. <grin>

5402. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 07:48:10 UTC
From: cmwagner@gate.net
Message-ID: <360ljq$12vm@tequesta.gate.net>
Source record: 98227

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:
: At about midnight, IRC starts. Just type /join #Atari8-bit and there you
: go. Your own Atari 8-bit channel on IRC. BTW: Would anybody be interested

There is a bot holding open #atari8.

5403. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 07:49:31 UTC
From: cmwagner@gate.net
Message-ID: <360lmb$12vm@tequesta.gate.net>
Source record: 98228

kamaro_kid@delphi.com wrote:
: I've never used IRC before. I have access to it here on Delphi,
: but am not familiar with it. Is there a site address that I need
: to access first?

Once you are in IRC it should default to a server (if not type
/server irc.uiuc.edu) then type /join #atari8 once you are logged in, it
will welcome you and give you (usually -- depending on configuration) the
motd.

5404. [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 10:42:48 UTC
From: winston@merk.com
Message-ID: <CwMr3D.KxB@merk.com>
Source record: 98232

I just gophered a copy of T:EDIT off of the ATARI archive. How come T:EDIT *-STILL-* has only --USER-- written doc.s ? What is the deal here ? Doesn't anyone --IN THE WORLD-- have the instructions that go with T:EDIT ? Does anyone have the source code to this editor or know who published it and when? Where is the documentation that goes with this editor? Would a HEX dump of the program help? I mean, is there a command dispatch table in the thing? I can't believe that after all of this time still no one has the official doc.s that go with T:EDIT ? It would be nice to find out how to set the margins, or perhaps modify the program so that you could set the margins while inside the editor. T:EDIT makes a nice little program as a generic ATARI text file viewer. I mean, VTEX is nice and everything, but T:EDIT really flies, and leaves you lots of buffer space on a stock machine. It's almost as fast as doing a "copy to E:" viewing, (e.g. C d#:<filename.ext> E: [...or E:XXX for SPARTA-G] .

5405. [--- TP512 ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 11:00:29 UTC
From: winston@merk.com
Message-ID: <CwMrwu.L6s@merk.com>
Source record: 98233

I just gophered TEXTPRO version 5.12 from the ATARI Archive. (Yes, I realize that the beta TEXTPRO 5.20x is the current release and that its "Find" function is superior to that of TEXPRO 5.12.) I wanted to see how the executible "add-in" modules work, and I understand that this version explains them. When I loaded Disk Communicator 3.2 up and attempted to unpack the files, the first file ended with an error. The second file of the archive would not unpack under DISKCOMM at all, but just gave an error.

Has anyone else had this problem trying to unpack TEXTPRO 5.12 from the archive while using Disk Communicator 3.2 ? (Does the second file yield anything, or is this just one big .DCM file that was arbitrarily cut in two? I notice that the file extensions -- E1D and E2D -- seem to be mislabeled instead of reading -- DCM.) Thank you.

5406. Re: Macintosh to Atari Classic file transfer

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 11:32:15 UTC
From: nthewarapp@ea.com
Message-ID: <nthewarapp-2409941232150001@nthewarapperuma.ea.com>
Source record: 98234

In article <35n1e7$8b9@usenet.INS.CWRU.Edu>, aa700@cleveland.Freenet.Edu
(Michael Current) wrote:

> In a previous article, nthewarapp@ea.com (Neil Thewarapperuma) says:
>
> >I tried the "UTIL" program to transfer files from IBM PC 360k 5 1/4" disk
> >to the Atari, but couldn't get it to work (v1.1.5) -- I tried over a dozen
> >different PCs, including an old XT dug up because it had a 360k only drive
> >(not 1.2M, as I'd heard UTIL only worked on 360k-only drives). No joy.
> >
> >The program formatted the disk on the IBM OK, and appeared to transfer
> >files to the disk from the IBM PC OK, but all the files had only 1 sector
> >in them, and the Atari wouldn't read the disk.
>
> It sounds a lot like you're forgetting to use the binary flag. Would this
> be possible?
>

No, I used the -b binary flag.

> You also mention the Atari wouldn't read the disk. I've found I have
> better chances of success when I format the disk with the Atari first,
> then use MyUTIL on the PC to make the transfers. This way you should at
> least know you can read the disk both with the Atari and with MyUTIL.

I dug out the XT again and tried this. I formatted a Double Density disk
on the Atari with MYDOS 4.5 and stuck it in the XT disk drive.
UTIL would display the correct directory details if I did:

UTIL -L A:

and appeared to copy files from the Atari disk to the IBM PC correctly with:

UTIL -R A:

{Great, but I don't need to do this! B-) }

but would not copy files from the IBM PC to the Atari disk with:

UTIL -W -B A: <filename>

- It came up with the following:

"Unable to read the Atari disk VTOC/Bit Map! Program aborted"

>
> Hope this helps,
> --

> Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
> Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

Yes, thanks to you and everyone else who replied. My news server site takes about 4-7 days to get mail, so I've just read this message.

If anyone else has any ideas, can you please email me (email vs. Usenet post will be a bit quicker) at : nthewarapp@ea.com. I'm using v.1.1.5 (the only one that I could get to run, I downloaded all the other versions from umich.

I think I'll try to get an 850 and transfer files by null modem, it would have been nice to use UTIL, as it's very hard to get hold of 850's in the UK.

Thanks to you all again.

Neil

--

/--\
Neil Thewarapperuma at Electronic Arts Europe (nthewarapp@ea.com)
E A S P O R T S IF IT'S IN THE GAME, IT'S IN THE GAME.
Opinions expressed above don't necessarily represent those of my employer
\--/

5407. FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 12:14:33 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9409250553.AA05381@emh.kunsan.af.mil>
Source record: 98235

Greetings, all. (and thanks, JD for blowing my cover. geez...)--

I've been away for a while, but I'm back, bigger and better-connected
than ever. Got my own internet account.

So, in case anyone's wondering what's up with FlickerTerm... I'm
starting work on it after a brief delay while getting settled in
Korea. Currently, am in the process of adding:
Data bits toggle: 7/8
VT100 backspace toggle: BS/DEL
Output parity select: odd/even/none
Flow control toggle: hardware/software
Arrow key mode toggle: ON/OFF
(with this mode ON, you can send cursor key codes without
having to hold down CTRL-SHIFT or SELECT... just the key by
itself. disadvantage... have to toggle OFF to type -=*+)

Questions: Do any systems these days require two stop bits?
Is anyone really bothered by the block cursor? An
underline cursor could be added.
How the heck do IBMs send graphics characters that are
mapped in the 0-31 range?

All questions, comments, criticisms, and large cash donations are
welcome!

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

5408. Classic Atari 8 Bit SoftWare for Sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 12:53:22 UTC
From: bensmith@teleport.com
Message-ID: <3617g2$2h3@linda.teleport.com>
Source record: 98236

```
8-Bit Software for sale:

Ali Baba and the Forty Thieves
Quality Software
Disk, Box, & Docs.............$5.00

An Invitation to Programming 1:
Atari, Cassette, Box..........$5.00

An Invitation to Programming 3:
Atari, Cassette, Box, & Docs...$5.00

Archon, Electronic Arts, Disk..$5.00

Asteroids, Atari, Cart.........$5.00

AtariLab light module
Atari, Cart, Box, & Docs......$10.00

Atari Basic Cartridge..........$5.00

Basic A+ (with OS/A+)
OSS, Disk, & Docs.............$10.00

Atari Basketball Cart..........$5.00

Battle of Antietam
SSI, Disk, Box, & Docs........$20.00

Blue Max Cart, Atari...........$5.00

Carrier Force
SSI, Disk, Box, & Docs........$20.00

Centipede Cart, Atari..........$5.00

Clear for Action, Avalon Hill
Disk, Box, & Docs.............$20.00

Colonial Conquest
SSI, Disk, Box, & Docs........$20.00

Computer Ambush
SSI, Disk, Box, & Docs........$20.00

Computer Quarterback
SSI, Disk, Box, & Docs........$10.00

Cutthroats, Infocom
Disk, Box, Maps, & Docs.......$20.00
```

David's Midnight Magic
Broderbund, Disk, Box, & Docs.$10.00

Deadline, Infocom, Disk.....$5.00

Deadline, Infocom
Disk, Box, Maps, & Docs.....$20.00

Defender Cart, Atari.....$5.00

Desk Top Video April 88
Antic, Disk.....$5.00

Dog Daze
APX, Cassette, Box, & Docs.....$5.00

Donkey Kong Cart, Atari.....$5.00

Encounter, Synapse, Disk.....$5.00

Fight Night Cart, Atari.....$5.00

Financial Asset Management System
APX, Disk, Box, & Docs.....$10.00

Flight Simulator II, Sublogic
Disk, Box, Maps, & Docs.....$20.00

Forbidden Forest, Cosmi
Atari/C64, Disk, Box, & Docs..$10.00

FujiBoink Disk, Atari???.....$5.00

Gettysburg - The Turning Point
SSI, Disk, Box, & Docs.....$20.00

Gorf, Roklan
Cart, Box, & Docs.....$5.00

Hacker, Activision, Disk & Box.$5.00

Humpty Dumpty & Jack and Jill
Thorne EMI Video
Cassette, Box, & Docs.....$5.00

Infidel Cart, Infocom.....$5.00

Juggles' House, Atari
Cassette, Box, & Docs.....$5.00

Kampfgruppe, SSI
Disk, Box, & Docs.....$20.00

Kennedy Approach, Microprose
Disk & Docs.....$10.00

Knights of the Desert
SSI Apple/Atari Disk/ TRS-80 Cass

Disk, Cassette, Box, & Docs...$20.00

Legionnaire, Avalon Hill
Disk, Cassette, Box, & Docs...$20.00

Lords of Conquest
Electronic Arts
Disk, Box, & Docs.....$10.00

Marauder, Sierra On Line, Disk.$5.00

Match Racer, Gebelli
Disk & Reference.....$5.00

Math Blaster!
Davidson Atari/Commodore 64/128
Disk, Box, & Docs.....$5.00

Mech Brigade, SSI
Disk, Box, & Docs.....$20.00

Memor Mania & Maxwell's Demon
Gentry, Disk.....$5.00

Miner 2049er Cart
Big Five Software.....$5.00

Missile Command Cart, Atari....$5.00

Moon Patrol Cart, Atari.....$5.00

Nam, SSI, Disk, Box, & Docs...$15.00

Operation Market Garden
SSI, Disk, Box, & Docs.....$20.00

Pac-Man Cart, Atari.....$5.00

Paris in Danger, Avalon Hill
Disk, Box, & Docs.....$20.00

Pharoah's Curse
Synapse, Disk.....$5.00

QIX Cart, Atari.....$10.00

Rails West!, SSI
Disk, Box, & Docs.....$20.00

Reforger '88
SSI Apple/Atari, Disk & Docs..$10.00

Rescue at Rigel, Atari, Disk...$5.00

Shamus, Synapse Software, Disk.$5.00

Space Eggs
Sirius Software, Disk.....$5.00

Space Journey, Roklan
Cart, Box, & Docs.....$5.00

Spider-Man
Green Valley Publishing, Disk..$5.00

Star Fleet I, Cygnus
Disk, Reference, Box, & Docs..$20.00

Star Raiders Cart, Atari.....$5.00

Star Trek, Sega
Cart, Overlaysm Box, & Docs....$5.00

States & Capitals, Atari
Cassette, Box, & Docs.....$5.00

Stratos, Adventure International
Disk, Box, & Docs.....$10.00

Syn Calc, Synapse
Disk, Box, & Docs.....$20.00

TAC - Tactical Armor Command
Avalon Hill, Disk, Box, Docs..$20.00

TeleLink 1 Cart, Atari.....$5.00

Telengard, Avalon Hill
Cas/TRS-80/Comm64/Pet2001
Disk, Cassette, Box, & Docs...$20.00

Temple of Apshai, Epyx
Disk, Box, & Docs.....$15.00

The Wizard and the Princess
On Line Systems, Disk.....$5.00

Threshold, On Line Systems
Disk.....$5.00

Tigers in the Snow
SSI Apple/Atari, Disk, Docs...$15.00

Tink! Tonk! Tuk Goes to Town
Sprout, Disk, Docs.....$5.00

Top Gunner Collection
Microprose, Disk, Box, & Docs.$15.00

U.S.A.A.F., SSI
Disk, Box, & Docs.....$20.00

Ulysses, Sierra On Line, Disk..$5.00

VC, Avalon Hill
Disk, Box, & Docs.....$15.00

VisiCalc, VisiCorp
Disk, References, Box, & Docs.$20.00

War, Adventure International
Disk.....$5.00

War in Russia, SSI
Disk, Box, & Docs.....$20.00

Warship, SSI
Disk, Box, & Docs.....$20.00

Zork I, Infocom, Disk.....$5.00

Please Dont reply in the NewsGroup as
I dont read the Message Bases usually
Direct all replies in E-Mail at this
address: bensmith@teleport.com

or call Ben at (503)256-9974 anytime!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5409. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 14:34:49 UTC
From: kamaro_kid@delphi.com
Message-ID: <x8xWo8R.kamaro_kid@delphi.com>
Source record: 98237

I popped into #Atari8 last night and somebody was there, but since
I was using FlickerTerm in Vt100 mode, the text refused to do
line feeds and such, and I couldnt recognize what was being typed.

I hope to have a fix for this VT100 problem before Sunday, as there
will be several folks in there this Sunday at Midnight Central time.

--
-+-+-+

5410. Mags

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 15:53:14 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <199409241553.LAA09404@nextsun.INS.CWRU.Edu>
Source record: 98238

Don't forget that we have about 50 sets of our News-Paper back
issue packs to clear. Get all 5 issues for just $10 including
Air Mail shipping! Bargain.

As usual, pay in CASH in US$.

--
Dean Garraghty Software (D.G.S.) - dx107@cleveland.freenet.edu
D.G.S., 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND.
Phone (in UK): (0302) 855026 / International: +44-302-855-026
D.G.S -- Supporting the Atari 8-bit!!

5411. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 17:45:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <123371@cup.portal.com>
Source record: 98239

I'm 99% sure T-Edit was an ANALOG program written by one of the authors of the BBK team. I don't think there is a way to reset the left margin without a rewrite of the source code as it uses a VBI to update the screen. I may be able to find the disk/source code, but I had to get rid of my old Antics & ANALOGs (Wife made room for her crap by getting rid of my crap <g>).
It's a nice little editor but I never really used it enough to remember all the commands. I always prefered the Action! editor even for stuff like CC65.

5412. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 18:30:57 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <361r91$g15@usenet.INS.CWRU.Edu>
Source record: 98240

In a previous article, ah818@freenet.buffalo.edu (Phillip M. Fries) says:

>
>> kamaro_kid@delphi.com queries about IRC chats.
>
>The Cleveland Freenet used to run Atari SIG on-line chats on a
>regular basis, but I've heard that their IRC capabilities were
>recently cut off by the Freenet Board? Don't know for sure though.

It is true...The Cleveland Free-Net Atari SIG is no longer able to
sponsor Atari multi-user conferences on the Cleveland Free-Net's IRC.

This is due to a decision made by the CFN Administration. The CFN
Administration has taken away IRC access to the SysOps of Special
Interest Groups on CFN. No explanation was given other than "SysOp
accounts should only be used for moderating Special
Interest Groups".

-Mark Leair
Cleveland Free-Net Atari Co-SigOp

5413. Re: [--- Structure Your BASIC ---] (was: Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 20:03:52 UTC
From: mk@anuurn.do.open.de
Message-ID: <2e85a1761bda8a1@anuurn.do.open.de>
Source record: 98262

In <35ubvp$4g1@news.belwue.de>,
Jochen Scharrlach (jscharrl@ba-stuttgart.de) wrote:

>Winston Smith (winston@merk.com) wrote:
>> I believe that Frank Ostrowski's public domain "TURBO BASIC" has an
> ^^^^^^^^^^^^^
>> IF-THEN-ELSE block structure included in it, and it is designed for
>> European ATARI 8-bits with a 50hz power cycle (has a TIME$ function and
>> everything).
>
>Caution: TB is *not* PD in Germany (believe me or not) :((

That's interesting; is it still available commercially?

How did it get into the public domain in the US anyway? Are there
any "official" statements declaring it PD?
--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

5414. Percom drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 20:31:47 UTC
From: amszorny@mtu.edu
Message-ID: <199409242032.QAA27670@mtu.edu>
Source record: 98241

Thanks, Glenn for telling me how many tracks to set up the drive at, there's one more thing it asks for though. Do you know what the step number is? I tried 1 and then tried to format a disk but no luck. Did you say that this drive is double sided?! Does that mean I would still be able to use it to transfer files to a PC using Util or something like that? If it is double sided, is it compatible with the Xf551 format and does MyDOS support this? Well, that's quite a few questions for one day. Any help you can give me would be great.

Thanks, Andy
Michigan Tech
amszorny@mtu.edu

5415. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 20:42:26 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cwnlur.7ME@freenet.carleton.ca>
Source record: 98242

In a previous article, cmwagner@gate.net (Chad Wagner) says:

>Chris Brown (ba930@FreeNet.Carleton.CA) wrote:
>: At about midnight, IRC starts. Just type /join #Atari8-bit and there you
>: go. Your own Atari 8-bit channel on IRC. BTW: Would anybody be interested
>
>There is a bot holding open #atari8.

It's not on National Captial FreeNet, though. I've never seen it.

--
"munch munch munch crack munch crack crack.....*BOOM*!!!"
--------------------+ -Sparky the Exploding Beaver
=>Jessica Todd's<= | Chris Brown ba930@freenet.carleton.ca
=>Space<= | aka Fisherman "Stop the normalness!!" -Me

5416. Re: 600xl questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 21:57:31 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3627cb$m5u@usenet.INS.CWRU.Edu>
Source record: 98243

In a previous article, jasonbar@ramp.ucsb.edu (Jason D. Bardis) says:

>
>Just found a 600xl ($3 at a thrift store).

>2 questions: Tried to run M.U.L.E. (off of disk), but it kept gagging,
>telling me to remove the cartridge. I tried the hold-down-option trick
>that works on the 130xe to disable BASIC. Didn't work. How do I disable
>BASIC to run non-BASIC disks?
>Second question: how much memory does this have and what makes it different
>from an 800xl or a 1200xl.

First&Second Answer: the 600XL has just 16K (stock). I've got to believe
M.U.L.E. requires more memory than that. Other than the memory, the 600XL
is identical to the 800XL.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5417. Re: Scrolling Ad Software Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 21:59:10 UTC
From: jilesexec@aol.com
Message-ID: <3627fe$ofk@newsbf01.news.aol.com>
Source record: 98244

In article <350jf1$r32@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu
(William Kendrick) writes:

:Man, there's probably a LOT of that out there! Heheh.. if you wanted,
you
:could even use a sector editor and hack into a demo (like the one's from
:Europe) and change the text in the scrollers and you'll have whatever
:nifty
:thing is in the background .. in the background.. that make sense.
:??
:ANYWAYS, or write something simple in TurboBASIC XL like:

Thanks for the suggestion. I might try it. -JilesExec@aol.com

5418. WANTED: 850 or similar interface for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 22:35:20 UTC
From: nthewarapp@ea.com
Message-ID: <nthewarapp-2409942335200001@nthewarapperuma.ea.com>
Source record: 98245
Cross-posted to: uk.forsale,comp.sys.atari.8bit,misc.forsale.computers.wanted,misc.wanted

WANTED: 850 or similar interface for Atari 8-bit

I'm looking to buy a serial interface for my Atari 800XL, so I can
transfer files to and from my Macintosh using a null modem.

I'd like to source one in the UK if possible, but if not, then I can
arrange for shipping from the U.S.

Any of the following would be of interest:

850 Interface Module
P:R:Connection
Multi I/O
Black Box
Datari interface

or any other serial interfaces.

I'll also need a terminal program for the Atari and appropriate R: drivers.

Please address replies to "nthewarapp@ea.com".

Many thanks,

Neil.

--

/--\
Neil Thewarapperuma at Electronic Arts Europe (nthewarapp@ea.com)
E A S P O R T S IF IT'S IN THE GAME, IT'S IN THE GAME.
Opinions expressed above don't necessarily represent those of my employer
\--/

5419. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-24 23:53:13 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <fseipel.1130838433B@news-stand.acs.ohio-state.edu>
Source record: 98246

In Article <CwMr3D.KxB@merk.com>, winston@merk.com (Winston Smith) wrote:
>
>I just gophered a copy of T:EDIT off of the ATARI archive. How come T:EDIT
>*-STILL-* has only --USER-- written doc.s ? What is the deal here ?
>Doesn't anyone --IN THE WORLD-- have the instructions that go with T:EDIT ?

T: Edit was written by Bryan Schappel, and published in the May 1987 (No. 54) Issue of A.N.A.L.O.G. Computing (Atari News And Lots Of Games) Magazine -- back when I was a sophomore in high school. The article begins on page 44 and runs through page 51. Brief documentation (about 4 pages) is provided, along with a type-in (remember that?) BASIC loader program which creates the executable TEDIT.COM file. Typically A.N.A.L.O.G. distributed the 6502 assembly language source code for all of the programs published in their monthly magazine; this source code was obtained by paying an additional fee for a disk subscription to the magazine. Usually, this source code was commented. I am sure someone on the net can provide you with this MAC/65 source code. If not, I may have it around somewhere myself, but finding it would be quite a chore.
I do not believe the original version published in the magazine was ever upgraded or revised, but I could be wrong on this. I agree, it is a very fast editor. I believe it achieved the rapid display rate by patching into the E: device or writing directly to the screen RAM instead of going through the device drivers with legal CIO calls.

Frank Seipel (614) 622-1653
fseipel@magnus.acs.ohio-state.edu
76116.1126@compuserve.com

5420. Re: WANTED: 850 or similar interface for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 00:17:25 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cwnst1.JDC@freenet.carleton.ca>
Source record: 98247

In a previous article, nthewarapp@ea.com (Neil Thewarapperuma) says:

>
>WANTED: 850 or similar interface for Atari 8-bit
>
>I'm looking to buy a serial interface for my Atari 800XL, so I can
>transfer files to and from my Macintosh using a null modem.
>
>I'd like to source one in the UK if possible, but if not, then I can
>arrange for shipping from the U.S.
>
>Any of the following would be of interest:
>
>850 Interface Module
>P:R:Connection
>Multi I/O
>Black Box
>Datari interface
>
>or any other serial interfaces.
>
>I'll also need a terminal program for the Atari and appropriate R: drivers.
>
>Please address replies to "nthewarapp@ea.com".

Why not just order one directly from Fine Tooned Engineering or CSS?

BTW: If you live in the Ottawa/Carleton area, I can xfer you FlickerTerm
if you want it. It uses R: ports.

--
"munch munch munch crack munch crack crack.....*BOOM*!!!"
--------------------+ -Sparky the Exploding Beaver
=>Jessica Todd's<= | Chris Brown ba930@freenet.carleton.ca
=>Space<= | aka Fisherman "Stop the normalness!!" -Me

5421. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 02:23:39 UTC
From: cmwagner@gate.net
Message-ID: <362mvb$18p4@tequesta.gate.net>
Source record: 98248

If anyone would like to talk in #atari8 then I will drop in there Sunday (Sep-25-94) around 10:00pm EDT. I will probably be in there, I am in there now, as a matter of fact.

5422. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 04:33:58 UTC
From: snyder10@convex1.tcs.tulane.edu
Message-ID: <362ujm$dnq@news.cs.tulane.edu>
Source record: 98249

In article <x8xWo8R.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:
>I popped into #Atari8 last night and somebody was there, but since
>I was using FlickerTerm in Vt100 mode, the text refused to do
>line feeds and such, and I couldnt recognize what was being typed.

Hey Jim, check out the two CR options under the setup menu (opt-T) one
or the other should solve your problem.

Mike Todd

5423. DCM

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 05:34:43 UTC
From: cmwagner@gate.net
Message-ID: <36325j$6f1@tequesta.gate.net>
Source record: 98250

I am still looking for any help on the DCM format, does anyone have any specifications on it?

5424. Power Supply needed for Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 06:57:12 UTC
From: mkwong@sdcc13.ucsd.edu
Message-ID: <73453@sdcc12.ucsd.edu>
Source record: 98253

I guess the subject says it all, eh?
I dug up my old Atari 800 but couldn't find everything that goes
with it. How do I go about getting a power supply? Is there a
special one, or what is a proper subsitute?

--
Myra Wong /\ P.O.Box 927325 /\ "I'm reading 'Between the
mkwong@ucsd.edu \/ San Diego CA 92192 \/ Lines'..." Are you?

5425. Re: WANTED: 850 or similar interface for Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 07:09:17 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3637mt$ri4@nic-nac.CSU.net>
Source record: 98251
Cross-posted to: uk.forsale,comp.sys.atari.8bit,misc.forsale.computers.wanted,misc.wanted

Hey, maybe pre-order an R:P: Connection from C.S.S. in Rochester New York -
I'm not sure when they'll be out, but pre-orders will probably help get them
out more quickly. They connect up to ANY Atari 8bit (unlike Black Box and
MIO which connect to the PBI port) and go up to 19.2k bps.

As for terminal software, check out:

Kermit65 if you ever need to do Kermit stuff
Ice-T (not out yet) for fast 80 columns and VT
FlickerTerm80 (ditto but using a differen approach to 80 columns)

and last but of course not LEAST!

BobTerm 1.22

BobTerm comes with R: handlers, is shareware, does up to 19.2k (like Ice-T and
FT80), supports X/Y modem and others (Ice-T does X so far, but like I said,
it's not out yet), I dunno about FT80's U/D support currently. Kermit does
Kermit (obviously) and I THINK X?

Also, there's always AtarZModem which is an external program which does Z-mod.
downloads (I wonder if you can run it as a Module in BobTerm? That'd be cool!)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!

5426. Re: Help -- ATARI 800 XL and 1050 diskdrive.

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 07:24:50 UTC
From: winston@merk.com
Message-ID: <CwoCLF.23n@merk.com>
Source record: 98252

On Monday, September 19, 1994 at 07:28:12 GMT (2:28am EST ?)
s9311912@jupiter.up.ac.za () Carl F. Swart wrote:

CS> During the weekend I recieved two ATARI 800 xl's and two 1050 ATARI
CS> disk drives. I don't know anything about this stuff but did manage
CS> to get it working.
CS>
CS> I do not know how old they are but they are working.
CS> I would like to ask all you intelligent life out there for some
CS> answers to a few of my questions. Here they are !!!
CS>
CS> 1. There are 2 IO ports on the disk drives, which one do I use ?

Either one, as far as I know. It is an IEEE "daisy chain" called the
ATARI SIO chain(?). As far as I know, there is no "IN" port or "OUT" port.
Just chain the hardware together with SIO cables -- 13 pin connectors with
ends in the shape of trapezoids. (Cables supplied by BEST ELECTRONICS,
AMERICAN TECHNAVISION, TOAD COMPUTERS, etc.) It functions similar to MAC
"AppleTalk" or an EtherNET LAN.

CS> 2. On what voltage does the drive operate ? (I didn't recieve the PSU.)

What type of voltage do they use in southern Africa? 50hz DC ?
120hz AC ? I don't own an ATARI 1050 disk drive (which is the standard), I
own the two oddball ATARI drives, the ATARI 810 and the ATARI XF551.
(Their power ratings would probably be of little or no help to you.)
I understand that the 1050s work well in SPARTADOS "burst I/O" mode. I
prefer using MYDOS 4.5x on my drives. You might want to check whether or
not your drives are "single density and a half" stock 'enhanced' density
drives, or have been modified via a "U.S. Doubler" kit into true double
density drives. What DOS are you using, and what does it give you for a
sector count?

CS> 3. What does the 'drive select' switch do ?

If you are referring to the slidable square tab in the square cut-out
at the back of the drive... then there are --TWO-- of them, one behind the
other. These sliding tabs set the "device number" on the drive so that you
can refer to the physical drive unit as "D1:", "D2:", "D3:", "D4:", as in
the command LOAD "D1:MAZCHASE.BAS" .

CS> 4. What type of disks does the drive use ?

Non-high density, standard MD2D five and one quarter inch floppy
disks, same as the IBM XT class machine does.

CS> 5. What type of cartridges does the computer use ?

Practically every classic 8-bit computer game ever invented has an ATARI game cartridge that went with it (until Nintendo hit the market). These are --NOT-- the VCS cartridges, nor the 2600 cartridges, nor the 5200 cartridges, nor the 7800 cartridges. The cartridges that run on the ATARI computer are known as "ATARI COMPUTER CARTRIDGES" or "ATARI 400 CARTRIDGES" or "ATARI 800 CARTRIDGES" or "ATARI HOME COMPUTER" cartridges. The most famous of these is "STAR RAIDERS". The second most famous of these is "POLE POSITION", a racing car game. There was also MISSLE COMMAND, PACMAN, DEFENDER, ASTEROIDS, SPACE INVADERS, CENTIPEDE, DIG DUG, etc. Cartridges also included programming languages such as ACTION!, LOGO, PILOT, MAC65, BASIC. The computer cartridges begin with the prefix "CXL", for example the "PACMAN" catridge is "PACMAN: ATARI COMPUTER GAME CXL4022". An extensive list of these computer cartridges is available here and on the ATARI archive (or should be).

CS> 6. How can one interface the disk drive with the computer ? (I didn't
CS> receive any cables)

You need an ATARI SIO CABLE (between five and ten American dollars mail-order). They have funky trapezoid connectors.

CS> 7. What is the parallel bus connection for ?

Expansion boxes to run generic drive controllers that run hard drives or floppy drives. Some of the more popular boxes are the "Black Box", the "M.I.O." and the "ATR8000". (Note: The ATR8000 has a Z80 in it.)

CS> 8. How much memory does the machine have ?

A maxed-out ATARI 400 has about 48K in it. An ATARI 800XL should have about 52K in it, or 64K if you count one of the RAM banks that is non-contiguous. (I'm not exactly sure so let's call it 52K to be conservative.) You disable ATARI BASIC by powering up the machine while either holding down, or not holding down the [OPTION] key. Turn on your machine. When you see the "READY" prompt, type: PRINT FRE(0). You should have about 32K of free BASIC program space. Now enter "BYE" and select self-test #1, "MEMORY TEST". That should tell you how much working RAM your machine has. The two big rectangles at the top are your ROMs. If these don't light up then you have problems. Each tiny square is a chunk of RAM. (Is it 1 square = 1 K of RAM ?). All the squares should light up and then the sequence should repeat again. If it doesn't repeat then you may have problems.

CS> 9. A pinout of the IO cable would be appreciated.

Pinouts of the ATARI devices are posted here practically weekly. Stick around for a while, and by October first you should have a pinout for every ATARI device ever made.

CS> 10. Pinouts of the Monitor/Power connection ?

These are posted along with pinouts of the of the SIO cable, pinouts of the ATARI 850 RS-232 ports, pinouts of the PBI Expansion bus, pinouts of the ECI Expansion bus, pinouts of the Joystick ports, pinouts of the disk

drives, pinouts of the ATARI 1200XL, pinouts of the.... You can FTP the "FAQ" (frequently asked questions) text file from the ATARI archives at UMICH, have someone e-mail it to you, or just follow the group for a week. What brand of monitor do you currently use?

CS> PS: I'm A PC man ... just checking out these ATARI's for fun .

"Fun" is the operative word. What you have is essentially a "baby AMIGA" designed by the home computer wizard, the late Jay Miner. The machine is all fun, which is why people still hold onto them.

5427. Want to buy

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 14:46:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <6c00b1d5@ct.se>
Source record: 98265

We have a member i our User Group here in Sweden that wants to buy a Diskdrive.
We dont have any at this moment. So if someone have an 1050 or an 810 for sell,
please write a letter or call...

Per Hallberg
Klosterledsg. 11D
592 32 Vadstena
Sweden

Phone +46-143-133 43

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

5428. Re: IRC Chats about 8bit Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 16:04:27 UTC
From: kamaro_kid@delphi.com
Message-ID: <hW8VI+r.kamaro_kid@delphi.com>
Source record: 98255

Tried every combination of the CR+LF combo and still I get text overwrites
and missing characters.

I'm trying to work this out with Earl.. No luck so far.

--James King
kamaro_kid@delphi.com
--
-+-+-+

5429. AR games

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 17:56:01 UTC
From: luf@tiamat.umd.umich.edu
Message-ID: <luf.780515671@tiamat.umd.umich.edu>
Source record: 98256

I'm looking (again) for a copy of the Alternate Reality games on disk image to play on the atari emulators. If anyone has made them, or can point me in the right direction, please let me know.

Thanks.

Sam Lysinger
luf@tiamat.umd.umich.edu

5430. Forth

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 18:08:34 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199409251808.AA075516506@relay2.geis.com>
Source record: 98257

To whoever is looking for Forth: The ChromaCad set of programs (3-d modelling) were done entirely in Forth; you may want to contact Marver Seaman, the author at ItsMarver@aol.com for more info on the best Forth for the 8-bit.

Dave Paterson

D.Paterson2@genie.geis.com

5431. Re: Monitor hookup and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 19:53:40 UTC
From: crow@coos.dartmouth.edu
Message-ID: <364kg4$ar2@dartvax.dartmouth.edu>
Source record: 98258

petras@lehman.com (George Petras) writes:

>I have an Atari 800 and an old color monitor with two RCA inputs (audio
>and video). Does anyone sell, or can I make, a cable from the 800's monitor
>out to this monitor (ie; split the signal to audio and video). Will I
>require some sort of RF modulator too? Thanks in advance.

I've got an expensive "cable" that does this: It's my VCR. I have an
old Commodore monitor that a friend gave me, so I would like to use a
direct cable, but I'm not sure how to go about it. I suppose the
monitor cabling is (or should be) in the FAQ (which I haven't seen in
a long time).

--PC
--
"If guns were outlawed, only outlaws would shoot people."
"Guns don't kill people, lack of structural integrity of the brain does."
"I wasn't aborted, and I vote!"

5432. Re: 600xl questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 20:53:40 UTC
From: bodysurf@netcom.com
Message-ID: <KDUXkiTN6huC071yn@netcom.com>
Source record: 98263

In article <360jml$dad@ramp.ucsb.edu>,
jasonbar@ramp.ucsb.edu (Jason D. Bardis) wrote:
>
> Just found a 600xl ($3 at a thrift store).
> I've had an 800 and a 130xe for years and years, but wish to use
> the 600xl for my official "obsolete games and computers setup" b/c
> it's the smallest 8-bit Atari I have and b/c it matches my 1050 disk
> drive (very important!).
> 2 questions: Tried to run M.U.L.E. (off of disk), but it kept gagging,
> telling me to remove the cartridge. I tried the hold-down-option trick
> that works on the 130xe to disable BASIC. Didn't work. How do I disable
> BASIC to run non-BASIC disks?

Problem is the older versions of M.U.L.E. check for ROM at $C000. If
your computer has a ROM program there, it won't run M.U.L.E. The XL
series have ROM there that was unused in the 800 series. Why does
M.U.L.E. do this? It's checking for an OMNIMON! which is used to crack
software among other things. I had a switch on my system that would
engage and disengage the ROM there which was a good thing as EOA had
some of the best copy protection schemes of the time. You need to get
the cracked boot disk or the cracked file.

> Second question: how much memory does this have and what makes it different
> from an 800xl or a 1200xl.

600XLs had (I think 64K)? I don't know I only had an Atari 800 and an
Atari 130xe.

> Thanks.
>
> -Jason

Lates, The Bit Cruncher

Tim <bodysurf@netcom.com>
"Finger" for PGP v2.6.1 Public Key

5433. Re: AR games

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 21:15:28 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <364p9g$52f@nic-nac.CSU.net>
Source record: 98259

Getting copies of the AR games as disk images would be pirating and that's not liked very well here. (it's especially rude since the author of the series READS this newsgroup (or at least he used to?))

Contact an Atari software dealer and then see if you can crack a copy yourself- it's probably much more legal and morally correct.

:)
-billkendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Have a nice day

5434. Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-25 21:17:49 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <364pdt$577@nic-nac.CSU.net>
Source record: 98260

Man.. I booted up my copy of Mega Blast I the other day and I've been going back to it again and again.. sure, the game is a little boring after a while, and it's not as fun in one-player mode as it is in two-player mode, but still.. the sound is
INCREDIBLE!

If you haven't yet seen this game, go get a copy from Umich. It runs on any Atari XL and also plays nice digitized music if you have 128k or more...!

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Don't push me / cuz I'm close to the / edge
I'm try-ing / not to lose / my head
it's like a jungle
sometimes it makes me wonder
how i keep from going under uh-hu-hu-hu
--Grand Master Flash and the Furious 5

5435. Re: BSD UNIX on an atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 03:46:38 UTC
From: darkwing@usr1.primenet.com
Message-ID: <365g6v$nl@news.primenet.com>
Source record: 98264

Thomas Ribaudo (tommy@mcs.com) wrote:
: i recently found an atari 400 and was wondering what i need to have in
: order to get BSD UNIX to run on it. this atari 400 has been expanded from
: 8k to 16k. thanks very much for any info you can send.

I think that ram may be the only thing holding you back... Try
getting a 64k upgrade.

darkwing@primenet.com
SysOp: Down By Law [602]
AAANet [602] Hub - TUC Distro

5436. [--- UNIX ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 05:19:44 UTC
From: winston@merk.com
Message-ID: <Cwq1Gx.6B0@merk.com>
Source record: 98267

To heck with a multi-tasking OS9-style kernel !

It would be nice just to have the UNIX lexical tools like GREP and DIFF.

Speaking of multi-tasking, I seem to remember a task-switching program
for the COMMODORE PET that divided BASIC program space into four parts
and kept a stack of four program counters so that you could switch
between four running programs with a keyboard interrupt suspend-and-run
round-robin style. It was a neat trick. Hmm... I wonder if they could
have added a task scheduler to that and have made it pre-emptive?

5437. Re: 600xl questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 05:28:31 UTC
From: pageone@netcom.com
Message-ID: <pageoneCwq1vK.1JB@netcom.com>
Source record: 98266

Jason D. Bardis (jasonbar@ramp.ucsb.edu) wrote:

: Just found a 600xl ($3 at a thrift store).
: I've had an 800 and a 130xe for years and years, but wish to use
: the 600xl for my official "obsolete games and computers setup" b/c
: it's the smallest 8-bit Atari I have and b/c it matches my 1050 disk
: drive (very important!).
: 2 questions: Tried to run M.U.L.E. (off of disk), but it kept gagging,
: telling me to remove the cartridge. I tried the hold-down-option trick
: that works on the 130xe to disable BASIC. Didn't work. How do I disable
: BASIC to run non-BASIC disks?
: Second question: how much memory does this have and what makes it different
: from an 800xl or a 1200xl.
: Thanks.

A 600xl only has 16K (that's the only difference between it and
an 800xl)... and unless you find a 16-64K expander, it won't be able
to run M.U.L.E. (which needs at least 48K to run)... sorry...

- Chad Page

: -Jason

5438. Unix-style tools

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 06:12:39 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <365oon$4e@charm.magnus.acs.ohio-state.edu>
Source record: 98268

In article <Cwq1Gx.6B0@merk.com>, Winston Smith <winston@merk.com> wrote:
>To heck with a multi-tasking OS9-style kernel !
>
>It would be nice just to have the UNIX lexical tools like GREP and DIFF.

This shouldn't be too difficult. The unix source for them is freely
available from the GNU archive at prep.ai.mit.edu. I'm sure they're
simple enough to be converted to CC65 or Action for SpartaDOS.
The hardest part for Atari people would be expanding a tar.gz file.
(I wonder if tar and gzip could be converted.....?)

I can almost guarantee that I won't have time this year to do it,
though.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5439. Re: BSD UNIX on an atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 06:23:58 UTC
From: thester@nyx.cs.du.edu
Message-ID: <365pdu$frv@nyx.cs.du.edu>
Source record: 98269

In article <365g6v$nl@news.primenet.com>,
Darkwing <darkwing@usr1.primenet.com> wrote:
>Thomas Ribaudo (tommy@mcs.com) wrote:
>: i recently found an atari 400 and was wondering what i need to have in
>: order to get BSD UNIX to run on it. this atari 400 has been expanded
>: from 8k to 16k. thanks very much for any info you can send.
>
> I think that ram may be the only thing holding you back... Try
>getting a 64k upgrade.

I may be wrong, but I've *never* seen or heard of an Atari 400
that had any more than a 48k upgrade.
Of course, there may be an Axlon style mod, but I don't think
that would work with any sort of Unix that needs _contiguous_
RAM as opposed to bank switched.

But hey, that's just my thoughts and they're often wrong.

Tim Hester

--
_____________________________|What GOD Wants|_____________________________
GOD wants sedition __________	__________ GOD wants freedom
GOD wants sex ____	thester@nyx.cs.du.edu	___ GOD wants Semtex
__________________	az798@FreeNet.HSC.Colorado.EDU	_____________________

5440. Re: Carina, other Non-Pro! BBS's

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 10:12:48 UTC
From: bensmith@teleport.com
Message-ID: <3666r0$lk9@linda.teleport.com>
Source record: 98270

In <pS5WAiD.kamaro_kid@delphi.com> kamaro_kid@delphi.com writes:

>Still looking for a list of Non Pro! BBS's to call - namely the Carina
>support board and any other interesting and unique 8bit Atari BBS's.

Hi Kamaro,

The number for the Carina Support BBS has changed. It's now (503)256-9974.
I happen to be a close friend of The Shadow and his Vice-President. ACE of
America, the Computer Club. ACE of America is also the name of His BBS!

--Thanks--
---Ben---

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5441. Re: [--- Structure Your BASIC ---] (was: Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 11:08:34 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Sep26120834@iq.lise.unit.no>
Source record: 98271

In article <2e85a1761bda8a1@anuurn.do.open.de> mk@anuurn.do.open.de (Martin Koehling) writes:

> In <35ubvp$4g1@news.belwue.de>,
> Jochen Scharrlach (jscharrl@ba-stuttgart.de) wrote:
>
> >Winston Smith (winston@merk.com) wrote:
> >> I believe that Frank Ostrowski's public domain "TURBO BASIC" has an
> > ^^^^^^^^^^^^^
> >> IF-THEN-ELSE block structure included in it, and it is designed for
> >> European ATARI 8-bits with a 50hz power cycle (has a TIME$ function and
> >> everything).
> >
> >Caution: TB is *not* PD in Germany (believe me or not) :((
>
> That's interesting; is it still available commercially?
>
> How did it get into the public domain in the US anyway? Are there
> any "official" statements declaring it PD?

I'd assume it's a direct result of it not having any English docs.
Shareware authors take note. A similar thing happened to
Turboraketti, a Finnish shareware game for the Amiga; the registration
message was in Finnish, so of course nobody outside Finland
registered.
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ This space unintentionally left blank. Stem JA 28. November!

5442. Re: Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 11:51:19 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <366cjn$o0o@news.belwue.de>
Source record: 98272

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
> Man.. I booted up my copy of Mega Blast I the other day and I've been going back
> to it again and again.. sure, the game is a little boring after a while, and it's
> not as fun in one-player mode as it is in two-player mode, but still.. the
> sound is
> INCREDIBLE!

Does everybody know how to get the "OPTIONS"-menu? >:)

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

5443. Re: [--- Structure Your BASIC ---] (was: Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 11:54:08 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <366cp0$o0o@news.belwue.de>
Source record: 98273

Martin Koehling (mk@anuurn.do.open.de) wrote:
> That's interesting; is it still available commercially?

I think "Power Per Post" still sells it for 20DM (I think this is a
fair price).

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

5444. Re: BSD UNIX on an atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 13:39:23 UTC
From: tommy@mcs.com
Message-ID: <tommy-260994083830@tommy.pr.mcs.net>
Source record: 98274

In article <365g6v$nl@news.primenet.com>, darkwing@usr1.primenet.com (Darkwing) wrote:

> Thomas Ribaudo (tommy@mcs.com) wrote:
> : i recently found an atari 400 and was wondering what i need to have in
> : order to get BSD UNIX to run on it. this atari 400 has been expanded from
> : 8k to 16k. thanks very much for any info you can send.
>
> I think that ram may be the only thing holding you back... Try
> getting a 64k upgrade.

cant i use the atari 410 tape drive to increase the amount of ram by swapping? i really need BSD UNIX on my atari!

5445. Re: BSD UNIX on an atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 15:23:56 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CwqtFw.D38@cs.vu.nl>
Source record: 98275

tommy@mcs.com (Tom Ribaudo) writes:

>In article <365g6v$nl@news.primenet.com>, darkwing@usr1.primenet.com
>(Darkwing) wrote:

>> Thomas Ribaudo (tommy@mcs.com) wrote:
>> : i recently found an atari 400 and was wondering what i need to have in
>> : order to get BSD UNIX to run on it. this atari 400 has been expanded from
>> : 8k to 16k. thanks very much for any info you can send.
>>
>> I think that ram may be the only thing holding you back... Try
>> getting a 64k upgrade.

>cant i use the atari 410 tape drive to increase the amount of ram by
>swapping? i really need BSD UNIX on my atari!

No you can't. You have to use an autoreverse tape recorder connected to your
atari 400 with a special interverse. This way it just plays and record along
and it can wait until the swapped process passes by again. But remember, only
use C-15 tapes to cut down the swapping process to an average of 30 mins.

Ivo

5446. Re: AR games

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 15:52:45 UTC
From: luf@tiamat.umd.umich.edu
Message-ID: <luf.780594659@tiamat.umd.umich.edu>
Source record: 98276

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>Getting copies of the AR games as disk images would be pirating and that's not
>liked very well here. (it's especially rude since the author of the series
>READS this newsgroup (or at least he used to?))

>Contact an Atari software dealer and then see if you can crack a copy yourself-
>it's probably much more legal and morally correct.

>:)
>-billkendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
> William (Bill) Kendrick / | \ ** New Breed Software **
> Have a nice day

my apologies.

I own all of the AR games for IBM and atari 8-bit already so I didn't figure
it would be that big a deal.

5447. Classic Atari 8 Bit HardWare for Sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 16:12:21 UTC
From: bensmith@teleport.com
Message-ID: <366rt5$rnq@linda.teleport.com>
Source record: 98277

I have the Following Atari Classic 8
Bit HardWare Item's for Sale.

PS=Power Supply.

130XE
Atari
128K, PS, Manual, Stock.......$75 U.S.

800XL
Atari
64K, PS, Stock.................$50 U.S.

800XL
Atari
64K, no PS, Stock.............$40 U.S.

800
Atari
48K/52K/1mp?, 40/80 Col,no PS.$50 U.S.

800
Atari
256K Happy Compat Ram Disk * Makes One
Pass copies with Happy Drive, OmniMon/
800 OS/?, Cold Reset Button,Pill Chip,
PS included...................$80 U.S.

800
Atari
48K, No PS, Stock.............$20 U.S.

810
Atari
SSSD, PS included, Stock......$30 U.S.

850 Interface
Atari
MoDeM and Printer Interface, 4 Serial
Ports and 1 Parallel Port, Built in
Handlers, Lets your Atari use standard
MoDeMs and Printers, no PS....$50 U.S.

1050
Atari
SSED, PS, DOS, Manual, SIO Cable,
Stock & Standard..............$70 U.S.

1050
Atari
SSED, PS, DOS, SIO Cable, Stock,
Standard.....$60 U.S.

1050
Atari
SSED, no PS, S&S.....$50 U.S.

ATR8000
SWP
CPM, PS Built in, CPU only....$50 U.S.

MPP-1100
MicroBits Peripheral Products
Printer InterFace, No PS Needed, Plugs
into Joystick Port, as is.....$10 U.S.

CX85 Numeric KeyPad
Atari
Plugs into Jostick Port.....$8 U.S.

XM301 MoDeM
Atari
Direct Connect, needs no PS....$8 U.S.

1010 Program Recorder
Atari
Cassette Storage, cheap storage alter-
native, PS included.....$8 U.S.

410 Program Recorder
Atari
Cassette Storage, Cheaper storage alt-
ernative, PS Built In.....$5 U.S.

JoySticks
Various
A variety of Joysticks, inquire for
makes, E-Mail or voice....$5 U.S. & up

All Orders shipped outside the United
States must be paid up front with a
money order bought at an American Bank
redeemable for $American Dollars.If
your interested in any of this call
Ben at (503)256-9974 24HRs or Mail me
on the Internet at this address:
bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5448. Re: BSD UNIX on an atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 18:13:23 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <367303$2co@news.belwue.de>
Source record: 98278

Tom Ribaudo (tommy@mcs.com) wrote:
> cant i use the atari 410 tape drive to increase the amount of ram by
> swapping? i really need BSD UNIX on my atari!

Sure, you could do this, UNIX would tell you every time it wants to
read swapped data: "Please rewind the tape to pos. 453". It would only
take several hours e.g. to compile a "hello world"-program...

_F_O_R_G_E_T_ _I_T_

Get a <sigh> 386-PC and use FreeBSD or something like that, it makes no
sense to write UNIX for the small Atari! :(

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

5449. For Sale Atari 8 Bit Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 18:21:22 UTC
From: schard@ih4gp524.ih.att.com
Message-ID: <Cwr1nM.3II@nntpa.cb.att.com>
Source record: 98279

Atari 8 Bit Computer Software For Sale. Make offer.

Items are in excellent condition with documentation and most items
also have the original boxes.

Astro Chase First Star
Atari Utilities Dynacomp
Baja Buggies Game Star
Buck Rogers Sega
Crystals
Disk Pack 1000 Alpha Systems
Down the Trench Sebree
Enhanced Pokey Player Antic
Galactic Empire Adventure International
Intruder Alert Dynacomp
Iridis #1 Codeworks
Jawbreaker On Line Systems
Jumpman Epyx
Jumpman Jr. Epyx
Lunar Lander Adventure International
Lunar Leeper Sierra On Line
Magniprint II+ Alpha
Micro Media Magazine II 2 M3
Micro Media Magazine II 2-5 M3
Mission Asteroid Sierra On Line
Moonbase IO Program Design
Music Constuction Set Electronic Arts
Pinball Sub-Logic
Pinball Constuction Set Electronic Arts
Pitfall Activision
Pool, Billiards, Snooker Creative Computing
Preppie Adventure International
Preppie II Adventure International
Print Shop Broderbund
Print Shop Library Disk 1 Broderbund
Print Shop Library Disk 2 Broderbund
Print Shop Library Disk 3 Broderbund
Rear Guard Adventure International
Red Baron Sebree
Rescue on Fractalus Epyx
Return of the Jedi Parker Brothers
Rings of the Empire Dynacomp
River Raid
S.A.M. Don't Ask Software
Silent Butler

Software Protection Techniques Alpha
Space Shuttle
Space Tilt Dynacomp
Space Trap Dynacomp
Starship Duel PDI
Stellar Shuttle Broderbund
Strip Poker Artworx
Strip Poker Data Disk #1 Artworx
Strip Poker Data Disk #3 Artworx
Sultan's Palace APX
Super Clone Frontrunner
The Lotto Program
Wizard and Princess On-Line Systems

Keith Schardischau
schard@ih4gp.ih.att.com
708-979-6062

5450. Re: 600xl questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 18:41:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <fnt_2.203.221.10$fidonet.org_2e871640_Per.Erik.Peterson@ct.se>
Source record: 98156

From: per-erik_peterson@asb2.ct.se

In The autumn 24.09.94 Wrote Michael Current following stuff...

MC> First&Second Answer: the 600XL has just 16K (stock). I've got to
MC> believe M.U.L.E. requires more memory than that. Other than the
MC> memory, the 600XL is identical to the 800XL.

So you can use Mars 8 on an 600XL then.??

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

5451. refunds

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 18:45:22 UTC
From: 70007.4640@compuserve.com
Message-ID: <940926184221_70007.4640_CHM79-7@CompuServe.COM>
Source record: 98280

We'd like to take a moment to clear up a misconception that might exist in the Atari 8bit community. A handful of refund checks were returned from our bank because of our error. We wish to make it clear that Mr. Benjamin Poehland, formerly the Managing Editor, is in no way responsible for the failed payment of refunds, and we regret any inconvenience to the former Staff and subscribers of the magazine. Anyone who was affected and has not yet received a refund should contact us at 3487 Braeburn Circle, Ann Arbor, MI 48108 or call (313) 973-8825.

5452. FS: XF551 DSDD Atari Drive!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 19:40:15 UTC
From: bensmith@teleport.com
Message-ID: <36782v$4nd@linda.teleport.com>
Source record: 98281

I have the Following Atari Classic 8
Bit HardWare Item's for Sale.

PS=Power Supply.

XF551
Atari
DSDD, PS, DOS, Manual, 360K, SIO Cable
NEW!.....$150 U.S.

All Orders shipped outside the United
States must be paid up front with a
money order bought at an American Bank
redeemable for $American Dollars.If
your interested in any of this call
Ben at (503)256-9974 24HRs or Mail me
on the Internet at this address:
bensmith@teleport.com
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5453. Re: Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 20:46:28 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cwr8DG.4B3@freenet.carleton.ca>
Source record: 98286

I found something out about MegaBlast I...

When you get powerups like plasma-blasters, a little bit of energy is added to a small line at the top of the screen. When that line is full, it begins to flash. I have no idea what to do next. Anybody know? Also, how do you do that control combination that is supposed to give you lighting? It never works for me.

--
"munch munch munch crack munch crack crack.....*BOOM*!!!"
--------------------+ -Sparky the Exploding Beaver
=>Jessica Todd's<= | Chris Brown ba930@freenet.carleton.ca
=>Space<= | aka Fisherman "Stop the normalness!!" -Me

5454. Apology from Unicorn Publications

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 23:18:28 UTC
From: kamaro_kid@delphi.com
Message-ID: <hGw0YY0.kamaro_kid@delphi.com>
Source record: 98282

```
From: IN%"70007.4640@compuserve.com" "Pegasus Press" 26-SEP-1994 14:45:21.13
To: IN%"kamaro_kid@delphi.com"
CC:
Subj: Apology

Return-path: <70007.4640@compuserve.com>
Received: from arl-img-2.compuserve.com by delphi.com (PMDF V4.3-9 #7804)
id <01HHKLEHU7S08YK5WT@delphi.com>; Mon, 26 Sep 1994 14:45:18 -0400 (EDT)
Received: from localhost by arl-img-2.compuserve.com (8.6.4/5.940406sam)
id OAA00742; Mon, 26 Sep 1994 14:43:55 -0400
Date: Mon, 26 Sep 1994 14:39:28 -0400 (EDT)
From: Pegasus Press <70007.4640@compuserve.com>
Subject: Apology
To: kamaro_kid@delphi.com
Message-id: <940926183928_70007.4640_CHM79-5@CompuServe.COM>
Content-transfer-encoding: 7BIT

We'd like to take a moment to clear up a misconception that might exist
in the Atari 8bit community. A handful of refund checks were returned
from our bank because of our error. We wish to make it clear that Mr.
Benjamin Poehland, formerly the Managing Editor, is in no way
responsible for the failed payment of refunds, and we regret any
inconvenience to the former Staff and subscribers of the magazine.
Anyone who was affected and has not yet received a refund should contact
us at 3487 Braeburn Circle, Ann Arbor, MI 48108 or call (313) 973-8825.
```

5455. Re: [--- UNIX ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-26 23:52:24 UTC
From: krishna@max.tiac.net
Message-ID: <367mrp$qq@sundog.tiac.net>
Source record: 98284

The closest thing we have and will ever get to multitasking is multiple MUXed ataris communicating info between concurrent programs via physical MUX pipes (as opposed to something like Rexx) and Snapshot style task-switching.

The main problem is memory addressing. If we had a 65816 it would open up real multitasking although it would be slow at 1.79mhz....

And that's about it.

5456. Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 00:08:30 UTC
From: amszorny@mtu.edu
Message-ID: <199409270008.UAA28627@mtu.edu>
Source record: 98285

Howdy Glenn. I tried using 3 as the step rate but no luck again. Unfortunately, it does not have a default by press return. So I tried using Dos XL to format it double density and at first it seemed to work. I didn't get any error messages until I tried to get a directory to check if it really worked. Is it possible I have a Percom drive that does not allow double density? The only reason I'm trying to get this thing to work is so that I can use Util or something to transfer some files between the Atari and PC. If you have any new ideas (maybe using a new dos?) I'd appreciate it.

Thanks, Andy
Michigan Tech
amszorny@mtu.edu

5457. Re: Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 02:00:35 UTC
From: kamaro_kid@delphi.com
Message-ID: <ps70YYz.kamaro_kid@delphi.com>
Source record: 98289

I too am curious about MegaBlast. How do you USE things like the
cannon, etc?? Is it a combination of stick and keyboard?

--
-+-+-+

5458. Re: Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 02:01:05 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <367ud1$7l6@nic-nac.CSU.net>
Source record: 98290

Wait? What lightning? Do you mean other than the cool bullet-accelerator?

The only real less-documented things in the game are the options menu at the title (the trick was posted here over a year ago :)) and the star and star-lock things (sometimes you get an asterisk and when you shoot it one of a couple different horrid things happen like a wall of bombs behind the opponent or huge patterns of deflector things ("O"s)). Also, sometimes when you'd advance to the next level, the "LEVEL xx" thing would have some asterisks on it and during that next level, the speed at which items randomly appeared was INCREDIBLY increased :) <feew feew feew feew feew HAHAHAH! feew feew feew!>

:)

Is Torsten around Internet!?!?!?!?!?!??!!??!?! :) :) :)

5459. Re: Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 02:03:08 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <367ugs$7pl@nic-nac.CSU.net>
Source record: 98287

WHOA! You don't know how to shoot the antimatter cannons! (when you get the "||" items)

It's just DOWN+FIRE if you're player one, or UP+FIRE if you're player two!

READ THE FRIGGEN MANUAL! (Well, ok, it's not a manual.. it's just the title screens... it also tells you TAB=number-of-players, CONTROL-T=change play-back speed, CONTROL-M=change music type)

OH! And that's right! CONTROL-L=lightning.. now I know what Chris Brown was talking about..

Ok.. there's ONE thing about the game I dunno about :)

later!
-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

5460. Re: AR games

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 02:04:20 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <367uj4$7q3@nic-nac.CSU.net>
Source record: 98288

AHH! You OWN copies already...
In THAT case... umm.. well, I dunno.. SOMEone around here is bound to
know exactly what you can do about getting a copy for SIO2PC..

Of course.. why the person you got it from would have a cracked copy is
another question :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
AR RULES! It ROCKS!

5461. Re: BSD UNIX on an atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 03:56:55 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <368567$126q@hearst.cac.psu.edu>
Source record: 98291

Jochen Scharrlach (jscharrl@ba-stuttgart.de) wrote:
: Tom Ribaudo (tommy@mcs.com) wrote:
: > cant i use the atari 410 tape drive to increase the amount of ram by
: > swapping? i really need BSD UNIX on my atari!

: Sure, you could do this, UNIX would tell you every time it wants to
: read swapped data: "Please rewind the tape to pos. 453". It would only
: take several hours e.g. to compile a "hello world"-program...

: _F_O_R_G_E_T_ _I_T_

: Get a <sigh> 386-PC and use FreeBSD or something like that, it makes no
: sense to write UNIX for the small Atari! :(

True... but it would make A LOT of sense to write unix utilites for the
8bit. What I wouldnt give for "less" and "grep."

Hmm. have to open up the old mac65 pack. say... anybody got the
macro stuff for this? I bought the book and cart from somone and it
mentions a macro disk.

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5462. Re: Help -- ATARI 800 XL and 1050 diskdrive.

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 04:35:54 UTC
From: jruschme@sed.csc.com
Message-ID: <Cwru3u.F0G@sed.csc.com>
Source record: 98155

In article <CwoCLF.23n@merk.com>, Winston Smith <winston@merk.com> wrote:
>On Monday, September 19, 1994 at 07:28:12 GMT (2:28am EST ?)
> s9311912@jupiter.up.ac.za () Carl F. Swart wrote:
>
> CS> 2. On what voltage does the drive operate ? (I didn't recieve the PSU.)
>
> What type of voltage do they use in southern Africa? 50hz DC ?
>120hz AC ? I don't own an ATARI 1050 disk drive (which is the standard), I
>own the two oddball ATARI drives, the ATARI 810 and the ATARI XF551.
>(Their power ratings would probably be of little or no help to you.)
>I understand that the 1050s work well in SPARTADOS "burst I/O" mode. I
>prefer using MYDOS 4.5x on my drives. You might want to check whether or
>not your drives are "single density and a half" stock 'enhanced' density
>drives, or have been modified via a "U.S. Doubler" kit into true double
>density drives. What DOS are you using, and what does it give you for a
>sector count?

Actually, both the 1050 and the 810 use the same power: 9VAC (31VA according
to my C017945 PSU).

Speaking of which... does anybody know how to take apart a 1050 PSU. I've
got a dead one which I'd like to try and fix, but it appears to be a sealed
brick. :-(

Also, is there a DD kit for the 810 (I have 2).

Thanks... <<<John>>>

5463. Re: AR games

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 05:22:07 UTC
From: jduers01@solix.fiu.edu
Message-ID: <368a5v$5f4@rigel4.fiu.edu>
Source record: 98169

Samuel Lysinger (luf@tiamat.umd.umich.edu) wrote:

: I'm looking (again) for a copy of the Alternate Reality games on disk
: image to play on the atari emulators. If anyone has made them, or can
: point me in the right direction, please let me know.

Assuming you have an original copy, I have an unprotected copy of The Dungeon
(Yes, I own the originals, too.) and wouldn't mind supplying it. I don't
see how you are going to be able to use it with XF2 though because there's
no way to swap the disks around. Plus, The Dungeon won't load past the
"initialization" screen on XF2. Or are you planning on doing this with
an SIO2PC + an actual Atari?

Jason

5464. Re: Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 05:40:25 UTC
From: kamaro_kid@delphi.com
Message-ID: <hY834c5.kamaro_kid@delphi.com>
Source record: 98293

How do you access the secret options menu?

I dont recall reading about it.

--
-+-+-+

5465. Re: Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 05:42:04 UTC
From: kamaro_kid@delphi.com
Message-ID: <h492YM0.kamaro_kid@delphi.com>
Source record: 98292

Duh! I've read the title screen, but I've noticed on occassion, I get
super-power shots, etc.. and dont know how I was able to make them
go off. Sometimes, I would get 10 blasts per one shot and again, had
no idea how it happened.

No need to get nasty!

--
-+-+-+

5466. Joyport printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 08:20:22 UTC
From: magician@cis.umassd.edu
Message-ID: <Cws4I0.Awo@umassd.edu>
Source record: 98161

Help! I'm trying to use my Atari 400 to drive a piece of external hardware that contains relays and solenoids and such. I remember an article in A+ or maybe Antic that described a printer interface that used the joystick ports -- POKE 54018, 2 causes the LSB and MSB of whatever's poked to 54016 to appear on pins 1-4 of stick 0 and stick 1, respectively. The problem is that I've got no idea how to use this information... the article or any information on using the voltage? or resistance? changes to control 5-volt relays would be very much appreciated. <grin> As you can tell, I don't really know what I'm doing, electronics-wise, and I don't want to break my Atari.

Thanks!

5467. Re: Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 10:00:11 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <368qfb$dlf@news.belwue.de>
Source record: 98164

kamaro_kid@delphi.com wrote:
> How do you access the secret options menu?
>
> I dont recall reading about it.

HAVE FUN

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

5468. Re: BSD UNIX on an atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 10:48:40 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CwsBD4.Gp9@cs.vu.nl>
Source record: 98294

ipoorten@cs.vu.nl (Ivo van Poorten) writes:

>No you can't. You have to use an autoreverse tape recorder connected to your
>atari 400 with a special interverse. This way it just plays and record along
^^^^^^^^^^

Bwooaaaaaah!!!! did I write this????

>and it can wait until the swapped process passes by again. But remember, only
>use C-15 tapes to cut down the swapping process to an average of 30 mins.

>Ivo

Ivo

5469. Re: Monitor hookup and Atari 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 12:00:52 UTC
From: winston@merk.com
Message-ID: <CwsEpH.Mrz@merk.com>
Source record: 98297

A regular DIN-to-5_jack "RADIO SHACK special" should work. This is a prefabricated cable that has a DIN connector on one side and five color coded RCA banana jacks on the other side. Any junk electronics parts or surplus store should stock them (at least they used to). It is such a handy thing, I am sure more than old computers must use them. I'm sure a lot of old reel-to-reel tape recorders with DIN jacks must need RCA converter cables to patch into a modern day amplifier. Make sure you know what the DIN connector on the ATARI looks like before you make your trip to the store. This cable was a fairly common item.

5470. Re: Help -- ATARI 800 XL and 1050 diskdrive.

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 12:12:32 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep27.081102.13446@wariat.UUCP>
Source record: 98295

```
(J. Ruschmeyer asks about opening CO17945 ps brick.)
I opened one by a hot box knife blade. There's a fuse in there that
might be blown like mine was.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
**********************************************************************
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
**********************************************************************
```

5471. Re: Joyport printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 12:20:30 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep27.081334.13446@wariat.UUCP>
Source record: 98296

```
(R. Legault asks about using joystick ports for output.)
Here's some notes I made when I played with this some time ago. Not
sure it makes much sense.
To make joystick ports 1 & 2 output (5v high I think, 0v low.)
1. poke 54018,peek(54018)-4 (clear bit 2 to control direction of out)
2. poke 54016,255 (set all bits, sets direction to out)
3. poke 54018,52 (restore ports to addressing)
4. poke 54016,255 will set 4 pins on port a and 4pins on portb high)
Bits 0-3 will now control port a 1-4 and bits 4-7 control portb 1-4,
set is high.
female
5 4 3 2 1
o o o o o
o o o o
9 8 7 6
pins 1,2 3 4 are bits 0,1,2,3 of 54016.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
*********************************************************************
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
*********************************************************************
```

5472. FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 14:09:07 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <5aw3A47.ftooned@delphi.com>
Source record: 98298

Hi everyone,

Well, it's been a very busy summer here at FTe...

Even though the MARS 8 release has been delayed,
we've been working on quite a few other projects
in order to set some new standards for its' release.

One of these is the MIO II.

How would you like to attach a "new" IDE hard disk
to your 130XE or 800XL for under $100?

Our new interface plugs into the PBI of your computer,
and simply requires an IDE hard disk to operate.

You don't need an external case or power supply.
In fact, our unit will power your computer in addition
to the interface AND the Hard Drive.

We are taking advance orders for the month of
October for $79.95 (plus $5.00 shipping), for it's
debut in November.

After October 31st, the MIO II will be $99.95.

The power supplies are even switchable to 230V,
for our friends overseas.

Please direct inquiries here, as it's been difficult
to keep up with the phones in our offices lately.

Stay Tooned, as there are more suprises on the way!!

Mike (FTe)

5473. looking for a 'miner49' cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 14:21:26 UTC
From: snprobst@faui46a.informatik.uni-erlangen.de
Message-ID: <3699p6Ejeo@uni-erlangen.de>
Source record: 98300

Hi everybody,

as the subject says, I'm looking for a miner49 cartridge
and perhaps some good other ones. I can no longer live with
my good old 400 down in the basement and nothing to do for it. ;-)

Send me lot's of offers via e-mail. :-)

Ciao. Stefan.

___ _______
/ / ___/_ __/ Just get Linux and escape the "gates" of hell...
/ /_/ __/ /
/_____/_ /__/ Stefan Probst, In der Reuth 200, D-91056 Erlangen
==== /____/ ====== phone: ++(49) 9131 47196, fax: ++(49) 9131 490874
LST Distribution e-mail: snprobst@immd4.informatik.uni-erlangen.de

5474. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 15:35:39 UTC
From: kamaro_kid@delphi.com
Message-ID: <586VQe7.kamaro_kid@delphi.com>
Source record: 98299

You've piqued my interest in this new MIO II. I assume it will still maintain all its old characteristics, as far as running MFM/RLL drives, having same format menu - and a ramdisk?

--
-+-+-+

5475. SIO2PC -> Access CDROM?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 16:10:00 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <369g4o$hb3@monk.rsip.lsu.edu>
Source record: 98157

Does the Sio2PC interface allow you to address the PC's CD rom drive as if
it were an Atari drive or, if not, is there a way to do this. We have a
cdrecorder, and I'd love to be able to put all 200 5.25"'s on a single CD-Rom
for loading Atari 8bit software!

Respond by Email if possible. Thank you in advance.

Tom
--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of
the Remote Sensing Lab or Lousisiana State University, just this mine.

5476. Re: XF551 Problems...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 16:32:14 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <369hee$p4g@theopolis.orl.mmc.com>
Source record: 98301

In article <199409240636.AA276218586@relay2.geis.com>, b.poehland@genie.geis.com writes:
|> A leaky or defective filter cap, as suggested by Jeff Potter, usually
|> not cause thermal regualtor cycling. Instead, they usually just blow
|> up the regulator completely. One way to tell visually if you think you've
|> got a bad cap is to inspect it for shape: if the cap appears bulged out
|> at the bottom, it's bad! Replacing a good cap with a higher-value cap
|> won't buy you any additional thermal stability (tho it might help the
|> supply's electronic performance a bit). His suggestin will likely be
|> effective only in the rare case of a cap which is just beginning to fail.

Well, I did experience the fault I described a fix for (I forget my
original suggestion); I may have been an XF551 or 1050. I didn't read
close to +5VDC anywhere on the board and suspected the regulator. I
replaced that, with no effect, and suspected the filter cap (which didn't
look unusual). After replacing that with a new one (I forget whether I
used a larger one, or one with the same value), the drive worked.

I'll agree that replacing caps has little to do with thermal stability.
But if the heat sink is fiery hot, something like a faulty cap is soaking
up a lot of current.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

5477. Re: AR games

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 17:40:27 UTC
From: luf@tiamat.umd.umich.edu
Message-ID: <luf.780687502@tiamat.umd.umich.edu>
Source record: 98302

kendrick@zippy.sonoma.edu (William Kendrick) writes:

>AHH! You OWN copies already...
> In THAT case... umm.. well, I dunno.. SOMEone around here is bound to
> know exactly what you can do about getting a copy for SIO2PC..

>Of course.. why the person you got it from would have a cracked copy is
>another question :)

>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>AR RULES! It ROCKS!

Hell, anyone who can't call american Techna vision and get them for 6
bucks a piece (I paid 30 a piece many years ago @_@) is kinda stingy.

5478. For Sale: 800XL and 130XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 18:27:04 UTC
From: dunham@mpd.tandem.com
Message-ID: <1994Sep27.182704.6017@integrity.uucp>
Source record: 98303

Like new (as in "little used and long in the closet") and stock:

800XL - $25 plus shipping
130XE - $40 plus shipping

I don't need 7 8-bit Ataris. Help me keep the pile limited to 5.

--
Jerry Dunham DoF #1.5 dunham@mpd.tandem.com
Tandem Computers, Inc., ISD dunham_jerry@tandem.com
Austin, TX (512)244-8598
Any sufficiently advanced technology is indistinguishable from a rigged demo.

5479. The world greatest ATARI XL-Club

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 18:42:38 UTC
From: Christian Nitsch <Christian.Nitsch@muenst.Boerde.DE>
Message-ID: <2e886798.12@muenst.Boerde.DE>
Source record: 98304

Hello ATARI-Users,
long time ago, I still wrote a letter about the ABBUC. But anybodey
deleted it, so I would advise, to order Informations about the
world greatest ATARI-8-BIT-Club. If you want to read more about
it, please write into this board. For informations write to:
ABBUC e.v
c/o Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
or call 49/02366/39623
If you are calling from Germany, please call without the 49!
Hoping for Saving the best ATARI-Club
Bye Christian

5480. Re: BSD UNIX on an atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-27 22:46:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <fnt_2.203.221.10$fidonet.org_2e88a186_Per.Erik.Peterson@ct.se>
Source record: 98191

In The autumn 27.09.94 Wrote Andrew K. following stuff...

AK> True... but it would make A LOT of sense to write unix utilites for
AK> the 8bit. What I wouldnt give for "less" and "grep."

I have an Falcon friend Lars Brinkhoff who wants to by an XE just in first
place to try to make an Unix. (We shall see if he ever begin this project?)
He likes when its tuff.

-=> Wfr.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

5481. Re: Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 00:13:53 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CwtCn6.C3J@freenet.carleton.ca>
Source record: 98168

In a previous article, kendrick@zippy.sonoma.edu (William Kendrick) says:

>Wait? What lightning? Do you mean other than the cool bullet-accelerator?

I don't know. It'S just a control-key combination that has never done
anything when I try it. It's on the title menu.

--
"munch munch munch crack munch crack crack.....*BOOM*!!!"
--------------------+ -Sparky the Exploding Beaver
=>Jessica Todd's<= | Chris Brown ba930@freenet.carleton.ca
=>Space<= | aka Fisherman "Stop the normalness!!" -Me

5482. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 00:51:52 UTC
From: krishna@max.tiac.net
Message-ID: <36aen8$6lb@sundog.tiac.net>
Source record: 98166

kamaro_kid@delphi.com wrote:
: You've piqued my interest in this new MIO II. I assume it will still
: maintain all its old characteristics, as far as running MFM/RLL drives,
: having same format menu - and a ramdisk?

May be wishful thinking. A 1 meg ramdisk and HD controller for under $100? Not likely. It sounds more like MIO-lite. Actually it sounds like he took Bob Woolley's technical experiments with the IDE+1200 and slapped it onto a general purpose PBI device. I'm not knocking it, but I know FTe is not going to sell a fully capable MIO for under $100. So I doubt it will have a ramdisk or the video/modem/printer port on it, but maybe Mike will surprise us...

5483. CD-ROM on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 02:13:19 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <36ajfv$27a@nic-nac.CSU.net>
Source record: 98158

Hi! Yes, as long as you can load an ATR disk image (or even separate
Atari files, but that's much more of a hassle compared to using disk images)
from the CDROM (which of course, you can do!) then it's totally possible! :)

Hell, you could make a collection of 600MB (IS there that much!? PROBABLY!)
of PD Atari games (including bootable ones, of course!) and stick 'em on CD's
and sell 'em to people using SIO2PC and/or PC XFormer!!! :)

later!
-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
My original post was longer but I got disconnected :(My original post was
comparing ATRs to manually [I]nstalled files.

5484. WANTED: Atari 5200 joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 02:36:35 UTC
From: young sean a <sa-young@ux5.cso.uiuc.edu>
Message-ID: <Pine.SOL.3.90.940927213345.27633B-100000@ux5.cso.uiuc.edu>
Source record: 98160

I am willing to pay top dollar for working Atari 5200 joysticks. They are those big ones with the keypad. I'm willing to pay for the shipping and handling just as long as the controller works.

Write me if you know anything about the 5200 controllers.

sa-young@ux5.cso.uiuc.edu

5485. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 03:11:04 UTC
From: kamaro_kid@delphi.com
Message-ID: <Rm82Q-I.kamaro_kid@delphi.com>
Source record: 98159

Glenn, how about NOT making ASS-U-MPTIONS without first-hand knowledge?

Let's wait and see what FTE has to say BEFORE jumping to conclusions.

--
-+-+-+

5486. Re: CD-ROM on SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 03:59:36 UTC
From: jduers01@solix.fiu.edu
Message-ID: <36apn8$puq@rigel4.fiu.edu>
Source record: 98171

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Hi! Yes, as long as you can load an ATR disk image (or even separate
: Atari files, but that's much more of a hassle compared to using disk images)
: from the CDROM (which of course, you can do!) then it's totally possible! :)

: Hell, you could make a collection of 600MB (IS there that much!? PROBABLY!)
: of PD Atari games (including bootable ones, of course!) and stick 'em on CD's
: and sell 'em to people using SIO2PC and/or PC XFormer!!! :)

I have a CD writer at work, and would be very interested in assembling
I could on to one CD to be used with my SIO2PC. Would anyone else be
interested in something like this?

Jason

5487. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 04:20:33 UTC
From: tdrake1@umbc.edu
Message-ID: <36aquh$q16@news.umbc.edu>
Source record: 98162

F Tooned (ftooned@delphi.com) wrote:

: One of these is the MIO II.

: You don't need an external case or power supply.
: In fact, our unit will power your computer in addition

Mike,

Sounds very interesting! A couple of questions...

Will this new MIO II have a printer port, video port, and modem port?

How about RAM? If it has a modem port, will it include hardware flow
control??

Or is this MIO just an interface for an IDE drive??

Can you be a little bit more specific about its actual specs??
and what is included??

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

5488. Re: Joyport printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 04:57:21 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <123715@cup.portal.com>
Source record: 98165

Added to Russ's comments: If you want to use more then about .2 amps
@ 5V I'd reccomend you add another power supply. The Ports also have
a built in resistance so you can connect them directly to the base
of a transistor. I'd suggest getting PNP types, that wasy they
would be off when the computer is first booted. Something like a
3904 <or is it 3906??> from Radio Shack is just about right. You can either
have the thing drive 5V stuff directly or use a relay. I've also had some
luck driving a optoisolator/triac driver for some pretty heavy loads.

5489. Re: [--- UNIX ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 05:08:00 UTC
From: bjcorr@delphi.com
Message-ID: <9409280057591.DLITE.bjcorr@delphi.com>
Source record: 98163

>The closest thing we have and will ever get to multitasking is multiple
>MUXed ataris communicating info between concurrent programs via physical
>MUX pipes (as opposed to something like Rexx) and Snapshot style
>task-switching.
>
>The main problem is memory addressing. If we had a 65816 it would open
>up real multitasking although it would be slow at 1.79mhz....
>
>And that's about it.
>
Forgive my ignorance, but what is MUX? Multiplexed?
Ben Corr
bjcorr@delphi.com

5490. %% PC Xformer 3?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 05:34:49 UTC
From: oscar@CS.Arizona.EDU
Message-ID: <36av9p$6rp@caslon.CS.Arizona.EDU>
Source record: 98179

Any word on how far along Darek is with this project? It was supposed to be done right about now, but you know how these things slip...

omf

5491. Re: WANTED: Atari 5200 joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 08:25:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19940928082559MIS0160@MVS.UDEL.EDU>
Source record: 98172

In article <Pine.SOL.3.90.940927213345.27633B-100000@ux5.cso.uiuc.edu>,
young sean a <sa-young@ux5.cso.uiuc.edu> writes:

>I am willing to pay top dollar for working Atari 5200 joysticks. They
>are those big ones with the keypad. I'm willing to pay for the shipping
>and handling just as long as the controller works.
>
>Write me if you know anything about the 5200 controllers.
>
>sa-young@ux5.cso.uiuc.edu

My Best Electronics Catalog (Dec 92 version) lists new CX52 controllers
for $27. They also have individual parts for the controllers plus
just about everything else including motherboards. Their phone #
is (408) 243-6950.

5492. SIOCOPY.EXE

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 09:24:05 UTC
From: hegedust@pmmf.hu
Message-ID: <009851B1.30D757A0.28@pmmf.hu>
Source record: 98167

Hi everybody!

Anybody tried to use the SIOCOPY ? (for PC)
It works with the Atari disk drives and it's needs only ONE cable and the
program called SIOCOPY.EXE.
I wanna try it, but if anybody tried it before and have some hints for
using it so I would ask these people please send me that hints...
Thanks...

Tom
(hegedust@pmmf.hu)
(hegedus@mszi.pmmf.hu)

5493. Cheez Daddy's House of Funk BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 13:46:16 UTC
From: kamaro_kid@delphi.com
Message-ID: <pI+3QNI.kamaro_kid@delphi.com>
Source record: 98170

Has the above named BBS gone down or merely changed numbers? This was
a Carina based BBS..

--
-+-+-+

5494. Re: 600xl questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 17:26:15 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <36c8vn$2pe@usenet.INS.CWRU.Edu>
Source record: 98186

In a previous article, per.erik.peterson@asb2.ct.se (Per.Erik Peterson) says:

>From: per-erik_peterson@asb2.ct.se
>
>In The autumn 24.09.94 Wrote Michael Current following stuff...
>
> MC> First&Second Answer: the 600XL has just 16K (stock). I've got to
> MC> believe M.U.L.E. requires more memory than that. Other than the
> MC> memory, the 600XL is identical to the 800XL.
>
>So you can use Mars 8 on an 600XL then.??

Okay, maybe not _that_ identical. :)

FTe has been advertising that the Mars 8 is for the 800XL only. I would
suppose when they say "only" they mean it, but the question is probably
best answered by Mike himself.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5495. VolksForth for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 19:36:18 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <CwuuGo.KtH@freenet.buffalo.edu>
Source record: 98181

Was recently reading the docs on VolksForth for the IBM, circa 1988,
and came across a reference to a VolsForth for the Atari. Anyone ever
hear of this, or know where it might be found?
--
Phillip M. Fries
ah818@freenet.buffalo.edu

5496. ATARI Pioneer selling neat stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 20:00:32 UTC
From: bryson_rhett/furman@furman.edu
Message-ID: <36ci10$cdc@ns9000.furman.edu>
Source record: 98173

AN ATARI pioneer is now cleaning out his closets and is offering this attractive package of vintage (but eminently useful) ATARI related hardware and software. All of this equipment is offered as a package. According to where the eventual purchaser lives, shipping will be adjusted accordingly (This will take a BIG box!

ATARI 800 XL computer
ATARI 800 computer (with cover)
410 cassette recorder
850 Interface (at one time one of the hardest items to locate)
1050 disk drive
810 disk drive
825 printer
18 K extra RAM
ATARI Touch Tablet!
1020 Plotter!
Magnavox mono monitor (both computers also display on a TV)
Epyx

Software
ANTIC Disk Doctor
23 START ST disks
5 COMPUTE&#65533;S ATARI ST disks
Falcon
F-16 Combat Pilot
Chaos Strikes Back
Winter Games
STAC - ST Adventure Game Creator
Blue Angels
JET (SubLogic)
Cad-3D
GFA Basic + Compiler
D BASIC

Complete Outfit - as described - $350.00

Rhett Bryson
Department of Drama
Furman University
bryson_rhett/furman@furman.edu

5497. Magazines, MAGAZINES, mAgAzInEs (books, too!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 20:02:08 UTC
From: bryson_rhett/furman@furman.edu
Message-ID: <36ci40$cdc@ns9000.furman.edu>
Source record: 98174
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

AN ATARI pioneer is now cleaning out his closets and is offering this attractive package of vintage (but eminently useful) ATARI related books and magazines. According to where the eventual purchaser lives, shipping will be adjusted accordingly (This will take a BIG box and books and magazines are HEAVY!)

BOOKS:
The ATARI Assembler
Compute's Second Book of ATARI
ATARI BASIC
The Visicalc Book
BASIC XL Manual
Mapping The ATARI - single most useful ATARI book ever published!
ATARI LOGO

MAGAZINES:

ATARI Connection - 40 issues
ATARI Explorer - 3 issues
ANTIC - 72 issues!
ANALOG - 54 issues

(169 different magazines full of programs, hints, ideas, reviews - ATARI history!)

Whole package (I am NOT INTERESTED in trying to sell these one issue at a time and answering 100 questions like "Do you have Vol. 2, #6 of ANTIC?") being offered as a group. Buyer agrees to reimburse postage - I will send BOOK rate.... $75.00.

Rhett Bryson
Department of Drama
Furman University
bryson_rhett/furman@furman.edu

5498. Re: AR games

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 20:52:26 UTC
From: jasonbar@arc.ucsb.edu
Message-ID: <36cl2a$h08@arc.ucsb.edu>
Source record: 98175

jduers01@solix.fiu.edu (jason a duerstock) writes:

>Samuel Lysinger (luf@tiamat.umd.umich.edu) wrote:

>: I'm looking (again) for a copy of the Alternate Reality games on disk
>: image to play on the atari emulators. If anyone has made them, or can
>: point me in the right direction, please let me know.

>Assuming you have an original copy, I have an unprotected copy of The Dungeon
>(Yes, I own the originals, too.) and wouldn't mind supplying it. I don't
>see how you are going to be able to use it with XF2 though because there's
>no way to swap the disks around. Plus, The Dungeon won't load past the
>"initialization" screen on XF2. Or are you planning on doing this with
>an SIO2PC + an actual Atari?

>Jason

I've got both the city and the dungeon, w/ original disks, docs, and Dungeon box.

-another Jason

5499. Re: [--- UNIX ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 23:42:29 UTC
From: krishna@max.tiac.net
Message-ID: <36cv15$9td@sundog.tiac.net>
Source record: 98176

ben corr (bjcorr@delphi.com) wrote: : Forgive my ignorance, but what is MUX? Multiplexed? : Ben Corr : bjcorr@delphi.com

CSSs Local Area Network system which uses the cart port.

5500. Re: Cheez Daddy's House of Funk BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-28 23:52:14 UTC
From: krishna@max.tiac.net
Message-ID: <36cvje$9td@sundog.tiac.net>
Source record: 98177

kamaro_kid@delphi.com wrote:
: Has the above named BBS gone down or merely changed numbers? This was
: a Carina based BBS..

It was running unreliably ever since he tried to get it to run at 9600 baud. He then started tinkering so much that it made it so that it really didn't connect with most callers including myself and this alienated his already small caller-base. Despite the tinkering, he really didn't seem that active as a sysop and his file areas were very disorganized. About 6 months ago, right after I visited his place in FL, I began to notice a sharp decline in his postings, and if a sysop never posts, that's usually a bad sign. He never expressed much desire at footing the networking bill. Before I left Carina I was subsidizing him with my PCPursuit. I had 30 hours to kill a month so I was able to pull him into the net no problem. So if the plug was pulled it was probably out of apathy, unreliable performance, and finances.

The Carina system is definitely in danger of dying. When I was running it it seemed small, but healthy. When I left things had eroded a lot, and I attribute much of this to the fact that 14.4 modem prices took a nosedive yet Carina had no way to support them while Pro! did, and also the fact that the much-ballyhooed Carina 3.0 seemed to vanish into the ether as Shadow focused rather on continually patching the countless bugs of the current long-in-the-tooth Carina 2.x.

My exit from the scene and the end of PCPursuit also was a factor of course. The Machine went down or converted to an ST, I don't know if Lou is still running a board or not. He didn't seem to post in any 8-bit nets so I can assume he has lost interest. And so it goes.

5501. Re: 600xl questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 00:21:34 UTC
From: dgb@owlnet.rice.edu
Message-ID: <36d1ae$d1j@larry.rice.edu>
Source record: 98187

```
>>In The autumn 24.09.94 Wrote Michael Current following stuff...
>>
>> MC> First&Second Answer: the 600XL has just 16K (stock). I've got to
>> MC> believe M.U.L.E. requires more memory than that. Other than the
>> MC> memory, the 600XL is identical to the 800XL.
>>

The 600XL has no monitor port, only RF-out, though the modification
to add a monitor port is not too difficult (so I've heard from the
person who did mine).
```

5502. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 01:03:09 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <Cwv9LB.EFy@cerc.wvu.edu>
Source record: 98184

From article <CwMr3D.KxB@merk.com>, by winston@merk.com (Winston Smith):
>
> I just gophered a copy of T:EDIT off of the ATARI archive. How come T:EDIT
> *-STILL-* has only --USER-- written doc.s ? What is the deal here ?
> Doesn't anyone --IN THE WORLD-- have the instructions that go with T:EDIT ?

I think the reason is that t:edit was origonally published by analog magazine,
so in theory it is a copyrighted work and should have never made it to the net.
The doc's were in the issue that published the program (one of the few binaries
I actually sat down and typed in) If no one has any objections I could prob
copy the doc's into a file and u/l them to umich. (assuming I can find the
issue).

nathanc

5503. MUX and such

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 02:21:52 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199409290221.AA128495297@relay2.geis.com>
Source record: 98178

The MUX is the MultiPlexor from CSS; it permits up to 8 systems to share disks and printer. One unit is the "master" with all the peripherals (such as a hard disk system) while the others are slaves. You have to replace the OS chips on the slave units. They all hook together via the cartridge ports; there's a connector to add another cart on top.

There also was MTOS by Tom Hunt of Snapshot fame. It was the Multi Tasking Operating System. I believe v2 could have up to 6 tasks operating on a 256k XL. It used time slices, and had fairly rigid rules for programs about screen memory and such. The program code itself could only be 16k. Programs could communicate with each other, sending messages back and forth. There was a print spooler program; there were also stories of doing an Xmodem d/l in the background while playing Monopoly.

I think MTOS is at the UMich archive.

Dave

5504. Re: [--- UNIX ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 03:06:33 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <36davp$i1l@charm.magnus.acs.ohio-state.edu>
Source record: 98180

In article <9409280057591.DLITE.bjcorr@delphi.com>,
ben corr <bjcorr@delphi.com> wrote:
>>The closest thing we have and will ever get to multitasking is multiple
>>MUXed ataris communicating info between concurrent programs via physical
>>MUX pipes (as opposed to something like Rexx) and Snapshot style
>>task-switching.
>>
>Forgive my ignorance, but what is MUX? Multiplexed?

Yeah, MUX is short for multiplexer or just multiplex.
And, as Glenn writes, CSS makes a multiplexer for us.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5505. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 04:44:23 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <58314LH.ftooned@delphi.com>
Source record: 98182

<kamaro_kid@delphi.com> writes:

>You've piqued my interest in this new MIO II. I assume it will still
>maintain all its old characteristics, as far as running MFM/RLL drives,
>having same format menu - and a ramdisk?

Nope, It's completely new...

The MIO II will ONLY attach to an IDE drive.

We are still reworking the ORIGINAL MIO's, but it's
gonna take some time to do it right. It seemed like
there was a demand for an inexpensive hard disk interface
for the 8-Bits, so we are doing it.

The MIO II has been codenamed the "Pocket MIO", because
it's very small. (and very cool)

Mike

5506. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 04:52:35 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <BAw3wBb.ftooned@delphi.com>
Source record: 98183

drake thomas (phd posi) <tdrake1@umbc.edu> writes:

>Will this new MIO II have a printer port, video port, and modem port?
>
>How about RAM? If it has a modem port, will it include hardware flow
>control??
>
>Or is this MIO just an interface for an IDE drive??
>
>Can you be a little bit more specific about its actual specs??
>and what is included??

The MIO II is simply an IDE Hard disk interface that
plugs into the PBI. The 3 1/2 IDE drives will mount directly
to the circuit board, and will be powered by the supply
that's included.

There wasn't much reason to add a modem or parallel port, to
encourage Bob at CSS to release his R:P: Interface.

The Ramdisk wasn't really an issue anymore, as the MARS 8 should
suffice nicely.

The only real question is the 80 column interface, but that is
something that will be resolved in the next few weeks.

It just seemed to be a good time to drop all of the pre-concieved
notions about what the Atari's should or shouldn't do, and simply
MOVE FORWARD...

Mike

5507. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 05:10:21 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <36di7t$id5@charm.magnus.acs.ohio-state.edu>
Source record: 98189

In article <58314LH.ftooned@delphi.com>, F Tooned <ftooned@delphi.com> wrote:
><kamaro_kid@delphi.com> writes:
>>You've piqued my interest in this new MIO II. I assume it will still
>>maintain all its old characteristics, as far as running MFM/RLL drives,
>>having same format menu - and a ramdisk?
>
>Nope, It's completely new...
>
>The MIO II will ONLY attach to an IDE drive.

So much for the 'Multi' part of the name.

(Don't take that wrong -- it sounds like a useful product, just
misnamed.)
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5508. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 05:27:30 UTC
From: tdrake1@umbc.edu
Message-ID: <36dj82$94b@news.umbc.edu>
Source record: 98190

F Tooned (ftooned@delphi.com) wrote:
:
: The MIO II is simply an IDE Hard disk interface that
: plugs into the PBI. The 3 1/2 IDE drives will mount directly
: to the circuit board, and will be powered by the supply
: that's included.
:
: There wasn't much reason to add a modem or parallel port, to
: encourage Bob at CSS to release his R:P: Interface.
:
:
: It just seemed to be a good time to drop all of the pre-concieved
: notions about what the Atari's should or shouldn't do, and simply
: MOVE FORWARD...

Mike,

I am in complete agreement with MOVING the 8-BIT FORWARD!

There is no question that FTE is attempting to do that...

An IDE Interface is new and does move the 8-bit forward.

I am encouraged that you are also in support of the R:P: Interface
release. A number of us are patiently waiting for that interface to
appear...

Then I can put my P:R Connection into mothballs <grin>!!!!

With respect to the MIO II/Pocket MIO....

Will it come with an adapter for the 130XE??

During prototype development how large a 3.5 IDE were you able to
use/check out?

And will there be a modified formatter/drive selection from within
SpartaDos for it??

Is this "new" MIO a refinement/productized version of what Bob Woolley has
been working on or completely new or is this a cooperative effort?

I know that he was working on an internal IDE for the 1200XL.

Thanks!!

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

5509. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 07:02:55 UTC
From: jlodoen@shell.portal.com
Message-ID: <36doqv$t96@news1.shell>
Source record: 98185

A Nathan Centofanti (nathanc@math.wvu.wvnet.edu) wrote:
: From article <CwMr3D.KxB@merk.com>, by winston@merk.com (Winston Smith):
: >
: > I just gophered a copy of T:EDIT off of the ATARI archive. How come T:EDIT
: > *-STILL-* has only --USER-- written doc.s ? What is the deal here ?
: > Doesn't anyone --IN THE WORLD-- have the instructions that go with T:EDIT ?

: I think the reason is that t:edit was origonally published by analog
: magazine, so in theory it is a copyrighted work and should have
: never made it to the net

Not true, ANALOG allowed distribution of programs after the
coverdate of each issue. But it probably didn't apply to the
article.

: nathanc

jlodoen@shell.portal.com

5510. Re: 600xl questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 10:18:53 UTC
From: sde0015@tu-harburg.d400.de
Message-ID: <36e4ad$j55@rzsun02.rrz.uni-hamburg.de>
Source record: 98109

In article <36d1ae$d1j@larry.rice.edu>, dgb@owlnet.rice.edu (Dennis Gale Brown) writes:
|> The 600XL has no monitor port, only RF-out, though the modification
|> to add a monitor port is not too difficult (so I've heard from the
|> person who did mine).

That's strange. My 600XL has a working monitor port.

Joern

5511. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 12:52:36 UTC
From: kamaro_kid@delphi.com
Message-ID: <J+xWQBc.kamaro_kid@delphi.com>
Source record: 98188

Oh.. Okay - so the new MIO II will only run IDE drives, nothing else?

Still sounds like a great device to have - especially now that MFM drives
are getting tough to find.

--
-+-+-+

5512. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 14:56:35 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <36ekj3$a09@usenet.INS.CWRU.Edu>
Source record: 98192

In a previous article, jlodoen@shell.portal.com (Jeff M Lodoen) says:

>A Nathan Centofanti (nathanc@math.wvu.wvnet.edu) wrote:
>: I think the reason is that t:edit was origonally published by analog
>: magazine, so in theory it is a copyrighted work and should have
>: never made it to the net
>
>Not true, ANALOG allowed distribution of programs after the
>coverdate of each issue. But it probably didn't apply to the
>article.

How did ANALOG make this policy known? (Note that allowing free distribution is independent of owning copyright.) Does it say somewhere in the magazine that "The programs contained herein may be freely distributed after the cover date of this issue," or some such thing?
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5513. Re: UNIX on Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 15:33:40 UTC
From: drdos@odyssey.ody.com
Message-ID: <36emok$r27@odyssey.ody.com>
Source record: 98197

Have you ever heard of a Harddrive? With SpartaDos-X (cart vers) you still had a limit of 16meg partitions, but with a SCSI-Host adapter we had a 120meg drive hooked up for along time, think about the size of Atari files before you thing about only 120megs of space. We also had a MIO connector (that the scsi went through) with 1meg of ram that the bbs ran from. An you are telling me that Unix would not work. Have you ever seen OS9 lv2 on a RadioShack CoCoIII premptive multitasking, I still help run a bbs as ahobby that runs on one with 512k ram (enough for a 3-4line board) with a 40meg drive. So much for your idea that Unix could not exist. (os9 is a unix like os) The postoffice even uses it in systems.

5514. Re: Thank-you, Tim Naber

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 15:42:04 UTC
From: drdos@odyssey.ody.com
Message-ID: <36en8c$r5h@odyssey.ody.com>
Source record: 98198

Geeezs I still have all of my Antic and Analog mags, including a HUGE collection of the disks from them. I need the room but soon to have my Atari 800xl (hacked to 512k) back up and running agian.. :)

5515. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 15:43:35 UTC
From: nathanc@math.wvu.wvnet.edu
Message-ID: <CwwECo.GyH@cerc.wvu.edu>
Source record: 98200

From article <36doqv$t96@news1.shell>, by jlodoen@shell.portal.com (Jeff M Lodoen):
> A Nathan Centofanti (nathanc@math.wvu.wvnet.edu) wrote:
> : From article <CwMr3D.KxB@merk.com>, by winston@merk.com (Winston Smith):
> : >
> : > I just gophered a copy of T:EDIT off of the ATARI archive. How come T:EDIT
> : > *-STILL-* has only --USER-- written doc.s ? What is the deal here ?
> : > Doesn't anyone --IN THE WORLD-- have the instructions that go with T:EDIT ?
>
> : I think the reason is that t:edit was origonally published by analog
> : magazine, so in theory it is a copyrighted work and should have
> : never made it to the net
>
> Not true, ANALOG allowed distribution of programs after the
> coverdate of each issue. But it probably didn't apply to the
> article.
>
> : nathanc
>
> jlodoen@shell.portal.com

5516. For sale...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 15:56:44 UTC
From: mkv1@rsvl.unisys.com
Message-ID: <CwwEyL.IE5@rsvl.unisys.com>
Source record: 98195

Atari 8 bit items for sale

Atari 410 cassette recorder. $5.00

Compute's First Book of Atari. $2.00

Flight Simulator cartridge and Docs. $15.00

Sierra On-line "Jawbreaker" disk. No Docs. $5.00

Epyx "World Karate Championship" disk. No Docs. $5.00

APX "Chop Suey" disk. No Docs. $5.00

Accolade "Fight Night" disk. Complete package. $10.00

Accolade "Ace of Aces" disk. Complete package. $10.00

Accolade "Hardball" disk. Complete package. $10.00

Mindscape "Infiltrator" disk. Complete package. $10.00

Epyx "Ballblazer" disk. Complete package. $10.00

Atari cartridge blank printed circuit board. $1.00

Shipping in US and Canada: $1.00 for disk only, $2.00 for cartridges or
packages, negotiable for hardware.

--
Regards.
Mark K Vallevand Unisys Roseville, Minnesota markus@rsvl.unisys.com
Unisys 612-635-7880
Mail Station 4313, On the Information SuperHighway, I'm the guy with a
POBox 65942 hat driving 50 in the fast lane with my blinker on
St Paul, MN 55164-0942 and my seatbelt hanging out the door making sparks.

5517. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 16:00:21 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep29.115332.27555@wariat.UUCP>
Source record: 98193

(M. Current asks about ANALOG's distribution policy.)
Following is a quote from the official 'Permissions' part of one of my
ANALOGs. I always found it confusing, but it was generally accepted
that it meant that programs not forbidding it could be freely
distributed after the month of publication. Now, Larry Flynt took the
'Permissions' statement out after he took over.
"No portion .. may be reproduced in any form..... Many programs are
copyrighted and not public domain.
Due ... to many requests from Atari club libraries and bulletin
board.... our new policy allows club libraries and individually-run
BBSes to make certain programs from ANALOG available durint the month
printed on that issue's cover. For example, software from the July
issue can be made available July 1.
This does not apply to programs which specifically state that they
are not public domain and, thus, are not for public distribution.
In addition, any programs used must state that they are from ANALOG
... For further info contact..."
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5518. European power supplies

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 16:02:13 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Sep29.120039.27555@wariat.UUCP>
Source record: 98194

M. Current has prepared a nice list of Atari power supplies. The
Europeans have a different RF standard, PAL instead of NTSC. Now do
the Europeans also have different power supplies, or do they use some
sort of adapter or converter. I know Europe and most other parts of
the world have a 50hz 240v standard.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5519. WTB:Atari Hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 18:22:01 UTC
From: serg21@aol.com
Message-ID: <36f0k9$bvi@newsbf01.news.aol.com>
Source record: 98196

I am looking to buy any atari harware, software and anything related to the 8-bit computers. if you have anything you want to sell e-mail me at SERG21@aol.com.

5520. Re: VolksForth for Atari 8bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 20:08:04 UTC
From: dhendry@aol.com
Message-ID: <36f6r4$ddm@newsbf01.news.aol.com>
Source record: 98199

In article <CwuuGo.KtH@freenet.buffalo.edu>, ah818@freenet.buffalo.edu (Phillip M. Fries) writes:

>VolsForth for the Atari

You mean Valforth?
(not to be spoken ill of)

5521. Atari 2600/7800/8-bit & C-64/128 SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 22:08:51 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <36fdtj$8hr$1@mhadg.production.compuserve.com>
Source record: 98201
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other,rec.games.video.classic,alt.atari.2600

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator Package (XLent Software), Winter Challenge $5.00/each or all 3 for $12.50

F-15 Strike Eagle & Silent Service (Microprose) $5 each

FOR SALE - ATARI 2600 CARTS

Realsports Football $3

FOR SALE - ATARI 7800 CARTS

Asteroids, Ballblazer, Choplifter!, Food Fight, Joust, Karateka, One-On-One BB, Pole Position II, Realsports Baseball, Robotron:2084
$4 each

Karateka (cart only) $3

FOR SALE - COMMODORE 64/128 SOFTWARE

Dave Winfield's Batter Up! (Avant-Garde) $6.00
Candy Land (Gametek) $5.00
Fisher Price: Firehouse Rescue, Little People Bowling Alley, My Grand Piano, School Bus Driver $5.00 each
Shark Attack! (Greg Norman's Golf Simulator) (Virgin Software) $7.50
Pocket Planner 2 Spreadsheet, Pocket Filer 128/64 (Digital Solutions), The Filer (Spinnaker) $3.00 each
Bop 'N Rumble (Mindscape) $5.00
F-15 Strike Eagle (Microprose) $5.00

USED: Professional Gambler (Load & Go) $2.50, Star Rank Boxing (Gamestar) $3.00

SPECIAL OFFER: Purchase all of the Commodore 64/128 software for only $50

All items are brand new in original boxes unless noted.

All prices include shipping. Multiple quantities may be available for some 2600/7800 titles. If interested, contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--
Lawrence Estep / 71450.1050@COMPUSERVE.COM
REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

5522. Re: AtariLab Series...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 23:04:31 UTC
From: jlodoen@shell.portal.com
Message-ID: <36fh5v$4fv@news1.shell>
Source record: 98203

John Byrne (johnbyrne@delphi.com) wrote:
: Hey 8 bitters,

: I picked up the Atari Lab temperature module and light module.
: This thing is REALLY cool. My question is -- the manuals allude
: to other kits -- ones that use the power out features of the
: interface to control small electric devices, i.e. alarms. Does
: anyone know if any other kits were ever released? Or did anyone
: use the kits for this purpose.

According to an issue of Atari Connection these modules were
planned: Biofeedback, Lie Detector, Mechanics and Timekeeper.

Before the Tramiels came, there were plans to sell AtariLab
for the 7800 computer add-on and other home computers.

jlodoen@shell.portal.com

: Thanks in advance for any info you have!
:
: John Byrne
: Happy Computing on Atari :)

5523. AtariLab Series...

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-29 23:20:29 UTC
From: John Byrne <johnbyrne@delphi.com>
Message-ID: <pi61YXd.johnbyrne@delphi.com>
Source record: 98202

Hey 8 bitters,
I picked up the Atari Lab temperature module and light module. This thing is REALLY
cool. My question is--the manuals allude to other kits--ones that use the power out
features of the interface to control small electric devices, i.e. alarms. Does any-
one know if any other kits were ever released? Or did anyone use the kits for this
purpose.
Thanks in advance for any info you have!

John Byrne
Happy Computing on Atari :)

5524. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 00:34:25 UTC
From: krishna@max.tiac.net
Message-ID: <36fmeh$hjm@sundog.tiac.net>
Source record: 98105

kamaro_kid@delphi.com wrote:
: Oh.. Okay - so the new MIO II will only run IDE drives, nothing else?
:
: Still sounds like a great device to have - especially now that MFM drives
: are getting tough to find.

Right, and IDE drives are as cheap as 50 cents a megabyte.

5525. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 01:19:54 UTC
From: kamaro_kid@delphi.com
Message-ID: <hqw3Y1S.kamaro_kid@delphi.com>
Source record: 98204

Right here on Delphi, the former editor of Analog maintains the ST
area.. He indicated to me that everything except the articles themselves
are now public domain.

--
-+-+-+

5526. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 01:37:38 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_780888858@rtfm.mit.edu>
Source record: 98108
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 25-Sep-94

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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==========

1.1) What is this 8-bit Atari FAQ List?

The Atari 8-Bit Computers Frequently Asked Questions List was created to provide answers to many commonly asked questions found in news:comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8. It is in a constant state of development.

Much of this FAQ List is geared toward providing information on the various Internet resources available for 8-bit Atari users.

Where to get the latest copy of the 8-bit Atari FAQ List

The home of many FTP archive sites, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

Usenet newsgroups where this FAQ List is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

==========

1.2) What is an Atari 8-bit computer?

Under construction

==========

2.1) What is comp.sys.atari.8bit?

news:comp.sys.atari.8bit is the unmoderated Usenet newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to news:comp.sys.atari.8bit automatically appear in the Internet's Info-Atari8 Digest and in BITNET's INFO-A8.

[I'd like to include the charter for news:comp.sys.atari.8bit here. Anyone know where to get it?]

==========

2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is

a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements.

[need the moderator's address]

==========
2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating the usefulness, or uselessness, of all Atari computing platforms. If you're into flaming about Atari 8-bit computers, this is the place for you.

==========
2.4) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on news:comp.emulators.misc.

==========
2.5) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements.

The moderator may be contacted at mailto:emulators-request@qualcomm.com

==========
3.1) What is the Info-Atari8 Digest?

If you do not have Usenet access, but you do have Internet e-mail access, you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:info-atari8-request@pine.cse.nau.edu

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in BITNET's INFO-A8.

Note that any posting sent to mailto:info-atari8@pine.cse.nau.edu
will NOT be cross-posted to the Usenet side. The Moderator is presently
working to correct this.

The Info-Atari8 Digest Moderator is:
Mike Todd, mailto:snyder10@convex1.TCS.Tulane.EDU

==========
3.2) What is INFO-A8?

If you do not have Usenet access, but you are on BITNET, you can access
this group through the INFO-A8 listserv. INFO-A8 is also accessible
through Internet e-mail.

The BITNET subscription commands are:

tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@marist.bitnet, message says
subscribe info-a8 <your real full name>

This is not a standard BITNET mailing list. It is a distribution of the
Internet's Info-Atari8 Digest. In order to send mail to all of the
subscribers, both in BITNET and the other networks you should not send
your mail to the BITNET address (INFO-A8@MARIST,
(mailto:info-a8@marist.bitnet) but instead send to the Internet address
mailto:comp-sys-atari-8bit@cs.utexas.edu.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command
to LISTSERV@MARIST (or a message to mailto:listserv@marist.bitnet that
says "unsubscribe info-a8"). Please note that this command must NOT be
sent to the BITNET list address INFO-A8@MARIST
(mailto:info-a8@marist.bitnet) or to
mailto:comp-sys-atari-8bit@cs.utexas.edu, but to the LISTSERV address
LISTSERV@MARIST (mailto:listserv@marist.bitnet).

Contributions sent to this list are automatically archived. You can
obtain a list of the available archive files by sending an "INDEX
INFO-A8" command to LISTSERV@MARIST. These files can then be
retrieved by means of a "GET INFO-A8 filetype" command, or using the
database search facilities of LISTSERV. Send an "INFO DATABASE"
command for more information on the latter.

Please note that it is presently possible for anybody to determine
that you are signed up to the list through the use of the "REVIEW"
command, which returns the network address and name of all the
subscribers. If you do not wish your name to be available to others
in this fashion, just issue a "SET INFO-A8 CONCEAL" command to
LISTSERV@MARIST. More information on LISTSERV commands can be found
in the "General Introduction guide", which you can retrieve by sending
an "INFO GENINTRO" command to LISTSERV@MARIST.

The INFO-A8 maintainers (not moderators) are:
HARRY@MARIST (A Harry Williams)
mailto:RAVI@SPEEDY.MCNC.ORG (Ravi Subrahmanyan)
mailto:RAVI@MCNC.ORG (Ravi Subrahmanyan)
mailto:BILLW@SCORE.STANFORD.EDU (Bill Westfield)

INFO-A8 was created on December 9, 1986.

==========
3.3) How can I access the Merit/UMich Archive by e-mail?

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file server

To learn about using BART to access the Merit/UMich Archive, send
e-mail to: mailto:atari@atari.archive.umich.edu. The subject of the
message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes),
try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the
Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less)
and mail the result to mailto:lenn@atari.archive.umich.edu. Please name
the parts in the subject line. This is really helpful as the parts
usually don't arrive in the proper sequence. Also, please include a
message labeled "file transmission," containing a short description of
the file, etc. Shar files are also acceptable, but uuencoded is preferred.

==========
3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to
retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line
body with line one help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European
users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a
list of anonymous ftp sites)

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or
ftplist for a list of anonymous ftp sites) (Europe only)

==========
3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own
ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

==========
4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number
of files for many computing platforms, including the Atari 8-bit
computers. Our 8-bit Atari Archivist is Jody Lenn,
mailto:lenn@atari.archive.umich.edu; the Atari Archive as a whole is
maintained by Mickey Boyd, mailto:boydm@atari.archive.umich.edu. The
best way to contact the Atari Archivists is
mailto:atari-archivists@atari.archive.umich.edu.

The convention for Anonymous FTP sites is to accept "anonymous" as your
user name, and your e-mail address as your password. All of the
following FTP sites follow this convention.

Downloading

(Try the site nearest you first)

a) ftp://atari.archive.umich.edu/atari/8bit
(141.211.120.11, United States)

b) ftp://wuarchive.wustl.edu/mirrors/archive.umich.edu/atari/8bit
(128.252.135.4, United States)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, Great Britain)

d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://nic.switch.ch/mirror/atari/8bit
(130.59.1.40, Switzerland)

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in:
ftp://atari.archive.umich.edu/atari/8bit/New
(141.211.120.11, United States)

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivist will be sure to place
it in an appropriate permanent directory.

Note that the atari/8bit/New directory is "write-only."

Newly uploaded items may be found in
ftp://atari.archive.umich.edu/atari/8bit/Newitems

==========
4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston
University. It is maintained by Adam Bryant, mailto:adb@albert.bu.edu.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20, United States)
(user name "anonymous"; password is your e-mail address)

==========
4.3) What is the PVV Archive?

This is an Atari FTP site maintained by Eyvind Bernhardsen,
mailto:eyvind@lise.unit.no. PVV stands for ProgramVareVerstedet, or The
Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)
(user name "anonymous"; password is your e-mail address)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves
them to the appropriate directory. Please include a .readme file with
each upload, so people know what they're downloading.

==========
4.4) What is the ClarkNet Archive?

This 8-bit Atari FTP site is maintained by Kevin Atkinson,
mailto:kevina@clark.net

ftp://ftp.clark.net/pub/atari
(user name "anonymous"; password is your e-mail address)

==========
5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is like a huge public bulletin board system, and it is the hub system of the NPTN, the National Public Telecomputing Network. Those persons with full Internet access can TELNET (this does not mean FTP) to telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or telnet://freenet-in-c.cwru.edu (129.22.8.32, 129.22.8.51). Applications for free accounts are handled online, or you may browse the system as a visitor. Once logged-in, type "go atari" to reach the Atari SIG. Those who add their names to the Atari SIG user directories are automatically members of the official Atari user group C.A.I.N. - Central Atari Information Network. Send correspondence and press releases to mailto:xx004@cleveland.freenet.edu. The Atari SIG's 8-Bit Computers Support Area is maintained by Michael Current, mailto:aa700@cleveland.freenet.edu, the 8-Bit Technical Forum is maintained by Craig Lisowski, mailto:aa853@cleveland.freenet.edu, and the Atari SIG Manager is Len Stys, mailto:aa399@cleveland.freenet.edu.

==========
5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)
Via Modem: 216/742-3072

Youngstown Free-Net Atari SIGOps:

Joe Perkins (mailto:ac742@yfn.ysu.edu)
Joe Sabatino (mailto:ab588@yfn.ysu.edu)

Atari SIG (mailto:xx140@yfn.ysu.edu)

==========
5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)
Via Modem: 613/780-3733

National Capital Free-Net Atari SIGOp:

Christopher Browne (mailto:aa454@Freenet.carleton.ca)

==========
6.1) How can I retrieve files from the Merit/UMich Archive through Gopher?

The Merit/UMich Archive has a native Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari directory. I personally recommend this method for downloading from the Merit/UMich

Archive.

There is also a mirror archive site with a Gopher server:

gopher://src.doc.ic.ac.uk/11/computing/systems/atari/umich/8bit

==========
7.1) What is the Atari Classic Homepage?

Maintained by Eyvind Bernhardsen, mailto:eyvind@pvv.unit.no. Point your
Web client to:

http://www.pvv.unit.no/~eyvind/atari/

==========
7.2) What is the Atari 8-Bit Home Page?

Run by mailto:ipoorten@cs.vu.nl (Ivo van Poorten). The URL is:

http://www.cs.vu.nl/~ipoorten/8bit.html

==========
7.3) What is the Atari 8-Bit Resort?

This one is kept by mailto:un55@rz.uni-karlsruhe.de, Marek Tomczyk. URL:

http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html

==========
7.4) What is the Big Atari 8bit Home Page?

This home page is kept by Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl

http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/atari/hp.html

==========
7.5) How can I access the Merit/UMich Archive by AFS?

Downloading

Just cd /afs/umich.edu/group/itd/archive/atari/8bit
[What is the propsero:// URL for this?]

Uploading

Just cp the file into /afs/umich.edu/group/itd/archive/atari/8bit/New
[What is the propsero:// URL for this?]

==========
8.1) What print magazines support the 8-bit Atari?

Atari 8-Bit Alive
Damon Walker
RD #1 Box 62
Salem, NJ 08079
CIS: 74354,3015

bimonthly, $8/three issues

Atari Classics
5507 Longford Court
Concord, CA 94521-1614
1 Year 2 Years 3 Years
USA 2rd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARI-magazyn
ul. Wasilkowskiego 7
02-776 Warsaw
POLAND
phone: 643-18-40, Friday 13.00-15.30
Address of publisher:
Wydawnictwo "Bajtek"
ul. Rapperswilska 12
03-956 Warsaw
POLAND
phone: 617-50-70
Monthly. Price: 22000 zl (about 1$)
Foreign subsriptions also available

ATARImagazin
Power Per Post
Postfach 1640
D-75006 Bretten
Germany
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Boot!
LACE (London Atari Computer Enthusiasts)
143 Richmond Road
Leytonstone
LONDON E11 4BT
UK
tel: 081-960 1605 (inside UK)
tel: +44 819-601-605 (outside UK)
75p / issue (quarterly)
mailto:trew@sna.co.umist.ac.uk

Current Notes
122 N. Johnson Rd.
Sterling, VA
U.S.A. 20164
tel: (703) 450-4761

FAX: (703) 430-2618
GEn: JOE.WATERS
CIS: 74005,1270
published bi-monthly
$24 per year ($44/2 years)
foreign surface: $30/year ($55/2 years)
disk subscriptions: $48/year ($92/2 years)
foreign disk subscriptions: $57/yr ($109/2 yrs)
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,
Australia, $58

Historically Brewed
Historical Computer Society
10928 Ted Williams Place
El Paso, TX 79934
bimonthly, $18/yr, $3 single issue

Irish Atari User
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
Northern Ireland BT23 4PW

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford
ST16 1DR England
tel: 0785-213928
FAX: 0785-54335
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

News-Paper
DGS
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT only)
U.K.: #6.00 / 4 issues
Europe: #8.00 / 4 issues
U.S.A.: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues
mailto:dx107@cleveland.freenet.edu

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
Chile
air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat ATARI
Agencja Wydawnicza B.I.M.
PO BOX 178
Warsaw 4
POLAND
Very irregular

T.W.A.U.G.
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
UK: #1.95 1 issue
UK: #11.00 6 issues (bimonthly)
includes either disk or cassette

Zong (exclusively 8-bit)
KE-Soft
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

==========
8.2) What disk magazines support the 8-bit Atari?

8-Bit Magazin
Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL
U.S.A. 60613

$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
The Netherlands
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Diskmagazin
A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
Scotland AB1 3DL
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
fl10.00/disk

Strange Invasion
Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
Germany
tel: (0)711/45 51 71
single issue 5DM
6 issues (1/2 year) 25DM

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
25DM for 6 months (6 issues)

User-Mag
ATTN: Ulf Petersen
Postfach 1103

D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
bi-monthly

==========
8.3) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online magazine of the Cleveland Free-Net Atari SIG. The editor is Mark Leair of the Atari SIG. 8-bit computers support is provided by Michael Current and Craig Lisowski. For information, write to the Atari SIG at xx004@cleveland.freenet.edu.

==========
9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files.
Merit/UMich: Cc65/dumasuu.arc

==========
9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that is common in the MS-DOS world. This is done to make the file shorter, so it takes up less space on your disk and it takes less time to transfer between computers. The archives contains several 8-bit Atari archivers fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

==
9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)
Boston: {util,comm}/diskcomm.uue

==
10.1) What 8-bit Atari emulators exist for other computing platforms?

These are the emulators that are usable.

1) ST Xformer 2.55, from Branch Always Software
a freeware 8-bit Atari emulator for the Atari ST.
Merit/UMich: /atari/Emulators/stxf255.lzh

2) PC Xformer 2.0, from Branch Always Software
a freeware 8-bit Atari emulator for DOS/Windows/OS/2.
Merit/UMich: Xf2/xf2.zip
ClarkNet: /systems/msdos/emulators/xf2.zip

==
11.1) What are the best telecommunications programs available?

Here are some of the more popular PD/shareware terminal programs
available on the archives:

BobTerm, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Archive filename:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/bterm12.arc

Kermit-65, public domain by John Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Archive filenames:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65v37.arc - latest version
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65doc.arc - documentation
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Archive filename:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/omnicom.arc

VT850, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: none
Autodial: No
Archive filename:
ftp://atari.archive.umich.edu/atari/8bit/Telecomm/vt850b1.arc

[to add: FlickerTerm 80 by LonerSoft; Ice-T by IceSoft]

==========
11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs on the archives of this variety. Note
that these require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. See MyUTIL.
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - Try this one first!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

==========
11.3) Can I read/write DOS disks on an 8-bit Atari?

If your highest-capacity floppy drive on your Atari system is the
Atari 1050, you won't be able to use ATARIO, SpartaRead, or UTIL. You
still have the following alternative:

Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

==========
11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on
each computer. The RS 232 ports need to be connected
together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be
connected. Just cross the transmit and receive lines
and join the grounds together. (Transmit is pin #2,
receive is pin #3 and ground is pin #7 on the 25-pin
port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem cable as well?

For higher speed connections, above about 9600 bps on the 8-bit, you need the flow control lines. You also need a Multi I/O or Black Box, which use the PBI (parallel bus), then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C port.

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

==
12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:Masstorage@closer.brisnet.org.au (James Bradford)

Manufacturer Name Sides/density Data rate/name/notes
------------ ---------- -------------- ----------------------
Atari 810 SS SD 19.2k standard
Happy 810 SS SD/DD ? Warp speed
Atari 1050 SS SD/ED 19.2k standard
Happy 1050 SS SD/ED/DD Warp speed USDoubler/
19.2 and 52k. track buffering
Super Archiver 1050 SS SD/ED/DD Ultra Speed 50+K
Speedy 1050 SS SD/ED/DD 78K mode (European)
unknown DOS restrictions
Supermax 1050 SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super products.
Compatiable with superdos
and USdoubler
Atari XF551 DS SD/ED/DD 38K burst mode usable only
with SDX, superdos 5.1,
turbodos, DOS XE, and patched
spartados 3.2.
XF DS system now considered
"standard".
CSS XF551 DS SD/ED/DD USD compatible. Updates drive
to work better and faster.
Also 3.5" upgrade available
Percom Various/RFD Various
Any IBM mech
from SS/SD
5.25 to 720K
3.5" 19.2K standard only
NOTE: no ED Unique DS system
Trak Various See above Caching system for speedup
Unknown compatibility in
fast mode with MYDOS and
Sparta
Unique DS system

Indus GT SS SD/ED/DD Synchromesh mode usable
with SDX and DOSXL only.
Astra Double-D? DS SD/DD? standard /LEDs and such
Rana 1000 SS SD/ED/DD standard /LEDs and such
can format disks on a
stand alone basis
TOMS 720 DS SD/ED/DD 70000 bps, includes parallel
80-track 720 KB Centronics port,
PC's 180/360 KB
AS SN-360 DS SD/ED/DD 19200 bps
TOMS 710 DS SD/ED/DD 70000 bps
80-track 720 KB
PC's 180/360 KB
LDW 2000 SS SD/ED?/DD? 19200 bps
LDW CA-2001 SS SD/DD up to 38000 bps
ED w/troubles
LDW CA-2002 DS SD/ED?/DD up to 38000 bps
with SpartaDOS 70000 bps

Detailed descriptions of the TOMS 720, SN-360, TOMS 710, LDW 2000,
CA-2001 and CA-2002:

1. TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)
ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive
has number D1:) or D4: (when drive has number D2:). It makes possible load DOS
from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

2. SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

3. TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, Sparta DOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton
Commander on PCs.
IBM-ST copier on additional disk.

4. LDW Super 2000
single head, 5.25", CPU Z80A, ROM 4 KB, RAM 256 B
Transmition: 19200 bps or 38000 bps
Formats:
- SS/SD - 90 KB
- SS/ED - 130 KB (with some troubles)
- SS/DD - 180 KB

5. CA-2001
single head, 5.25", CPU Z80A, ROM 4 KB, RAM 256 B
Transmition: 19200 bps or 38000 bps
Formats:
- SS/SD - 90 KB
- SS/ED - 130 KB (with some troubles)
- SS/DD - 180 KB

6. CA-2002
double head, 5.25", CPU 8040, ROM 4 KB, RAM 256 B
Transmition: 19200 bps (70000 with Sparta DOS)
Formats:
- SS/SD - 90 KB
- SS/ED - 130 KB
- SS/DD - 180 KB
- DS/DD - 360 KB

Floppy board various Any standard very fast parallel
DOS-transparent
Requires Black Box
DS system configurable for
XF Percom or ATR style
HDI various Any standard very fast SIO? European

SWP ATR-8000 Any standard standard
except 1.2 and unique DS system
1.44 meg (HD)
nice Z80 CP/M system in which CP/M drive
acccess is parallel only thus faster.
Atari 1450XLD drives DS SD/ED DD? standard, requires DOS4
unusual DS system
Only prototypes exist
Atari XF521 3.5" system Unreleased

==========
12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

==========
12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

==========
12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up
to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to
16 megs. SIO2PC also lets you redirect the printer output to your PC
printer or to a file on the PC. High speed drives are emulated (a la US
Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio319i.exe

==========
13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.21 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53 is freeware from Wordmark Systems (Charles Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
Merit/UMich: Fte/fte32g.arc (SpartaDOS)
Merit/UMich: Os/mydos453.dcm (MYDOS)

==========
13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col., print/plot in 4 colors

1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder
XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col.
XDM121 Printer -80 col., letter quality
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

==========
13.3) What are the power-supply requirements for my Atari components?

Please let me know if any of this information conflicts with the units
you have!

The most important information is the voltage (in volts) required, and
whether you need a transformer (AC output) or an adapter (DC output). The
power (in watts) and current (in amperes) specifications of the original
equipment as presented here should be regarded as minimum values.
Higher-than-specified power and current capacities are entirely usable,
and often preferable because such supplies run cooler and last longer.

Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (33 W) <- doesn't add up Atari#CA019141 adapter:
Indus GT

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA);FTe P:R: Connection

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA016751 adapter:
830
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835
XC11 program recorder (no brick needed -> internal or SIO source?)
XC12 program recorder (no brick needed -> internal or SIO source?)

==========
13.4) What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13
1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800xl ; grounded on 600xl)

Power Adapter Plug (all but 400, 800):
7 6
3 1
5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out

47. NC (+5v on 600xl only) 48. NC (+5v on 600xl only. used to power 1064)
49. Audio input 50. GND

--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3

6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

==========
14.1) What product developers or vendors support the 8-bit Atari?

There are two files available:

1) Atari 8-Bit Computers: Vendors and Developers

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers
mailto:mcurrent@carleton.edu
and all other archives of Usenet FAQ lists.

2) "The Official **AC** Vendor List" is maintained by Atari Classics
magazine's Advertising Editor, Bob Scholar,
mailto:r.scholar@genie.geis.com. This list focuses on North America, but
all sources listed have been personally confirmed by the AC staff.

==========
14.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is
maintained by Lawrence Estep, AC's Telecommunications Editor,
mailto:71450.1050@compuserve.com.

==========
14.3) Where is my nearest 8-bit Atari user group?

An 8-bit Atari user group listing is maintained by Atari Classics
magazine's Exchange Editor, James King, mailto:KAMARO_KID@delphi.com.

==========
14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit News / Stupid Question / Emulator Help FAQ" is maintained by Bill Kendrick, mailto:kendrick@vax.sonoma.edu. You can write to Bill at New Breed Software, 59 Palm Lane, Novato, CA 94945.

==========

14.5) What prominent Atarians are reachable by e-mail?

"Who's Who in the Atari Community" is a listing consisting of names, reasons for importance, and e-mail addresses. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to the Atari SIG at mailto:xx004@cleveland.freenet.edu.

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End of atari-8-bit/faq

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5527. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 02:07:02 UTC
From: ripi@aol.com
Message-ID: <36frs6$jl1@newsbf01.news.aol.com>
Source record: 98112

FTe Guys:

Can you tell me if it's possible to make a Miniscribe 8425S (20 meg SCSI) to work on an original MIO? Is it the formatter that doesn't support it? If I can format the drive on another system (say, an ST) to 256-byte sectors, will it work? Any chance you could add support to the formatter for the drive?

Rob

5528. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 02:25:17 UTC
From: jduers01@solix.fiu.edu
Message-ID: <36fsud$fnu@rigel4.fiu.edu>
Source record: 98115

F Tooned (ftooned@delphi.com) wrote:
:
: The MIO II will ONLY attach to an IDE drive.
:
: We are still reworking the ORIGINAL MIO's, but it's
: gonna take some time to do it right. It seemed like
: there was a demand for an inexpensive hard disk interface
: for the 8-Bits, so we are doing it.
:
: The MIO II has been codenamed the "Pocket MIO", because
: it's very small. (and very cool)

What is the upper limit as far as capacity goes? Are these going to be limited to 528MB like the original IDE, or are the more insane of us going to be able to attach larger hard drives to it? How will it handle partitions?

Jason

5529. Search for cheap RS-232 Box for ATARI XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 06:56:59 UTC
From: ime@death.hancad.co.at
Message-ID: <36gcrr$p3n@hancad.hancad.co.at>
Source record: 98106

The subject says it all

Mollnhuber Adolf ime@hancad.co.at

5530. Re: Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 09:56:17 UTC
From: winston@merk.com
Message-ID: <Cwxsxv.I38@merk.com>
Source record: 98118

On Tuesday, September 27, 1994 at 00:42:04 -0500 (5:42am GMT ?)
kamaro_kid@delphi.com () wrote:

KK> ... I've read the title screen, but I've noticed on occassion, I get
KK> super-power shots, etc.. and dont know how I was able to make them
KK> go off. Sometimes, I would get 10 blasts per one shot and again, had
KK> no idea how it happened.

It's been a year or so since I last tried Mega-Blast I. If I remember correctly, at various intervals in the game, the game world creates "super objects" in between the "tippy mirrors". These super objects are things like green donuts, stars etc. The super objects can be beneficial or harmful. Some of the powers that shooting a super object can bestow are: double cannon rapid-fire, energy absorption shot invulnerability, and a couple of others that I forget. I think you turn violet or something when you are invulnerable. The super powers do not last forever. There is a horizontal "power bar" thermometer that melts away right-to-left(?) at the top of the screen. When the bar melts away you have a normal ship again. A neat trick is that some of the super objects placed on the board are actually disguised "ricochet traps" instead. When you open up on one of these, your deadly fire is reflected right back upon you. There is a "code word" to get you into the MEGA-BLAST I options "set up" menu. I vaguely remember it as being a variant on the word "fun", such as "havefun". Hopefully someone here will remember what it is. That is all that I know off the top of my head. I can get the game out and try it again if you think that will be of any help. (Oh yes... the setup menu has its own music, which is different than the other music used in the game. I can't hear the "sampled, digital" music on my 64K machine, but the computer techno-pop is still quite good, even with pure tones instead of sampled waveforms.)

5531. Re: 600xl questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 12:32:57 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <36h0hp$im7@dux.dundee.ac.uk>
Source record: 98120

Jason D. Bardis (jasonbar@ramp.ucsb.edu) wrote:

: Just found a 600xl ($3 at a thrift store).
: How do I disable
: BASIC to run non-BASIC disks?

Simple- when you switch on the machine, you must hold down OPTION. This switches out the BASIC ROM and is similar to having a 400/800 model without the cart inserted. As far as I know, having another cart inserted will also disable BASIC Really though, if you want to boot a program which doesn't like BASIC hold down option, in addition to any other keys (ie START) when you switch on. This works on any XL/XE (except the rare 1200XL- I think).

Double your Freezer capacity- defrost it today!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5532. ComputerEyes w/Camera for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 14:20:09 UTC
From: kamaro_kid@delphi.com
Message-ID: <5W00YFZ.kamaro_kid@delphi.com>
Source record: 98110

I have a ComputerEyes kit, complete with black/white video camera
for sale or trade.

Comes complete with all hardware, software and documentation.

Make cash offer or trades.

--
-+-+-+

5533. MTOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 14:21:01 UTC
From: kamaro_kid@delphi.com
Message-ID: <508UYdd.kamaro_kid@delphi.com>
Source record: 98111

Does anybody know if Tom Hunt's MTOS (Multi-tasking operating system)
will work with anything other than AtariDos? Will it work with SDX or
SD 3.2?

--
-+-+-+

5534. PLEASE! Restrict posts to 80 columns!

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 15:27:01 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9409301416.AA07248@ilmen.lanl.gov>
Source record: 98107
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Just a request here on behalf of many who slog their way through the
Atari newsgroups every day on the Usenet and other online services:

PLEASE... when you post a message to ANY newsgroup on the Usenet, keep
your messages to a width of 80 columns or less and use a hard carriage
return at the end of each line. That means no lines longer than this:

0--------1---------2---------3---------4---------5---------6---------7--------8

A lot of folks have been merrily typing away, entering a huge post and
never pressing the RETURN key. This has an adverse effect in two ways:

1) It makes your post extremely hard to read from most newsreaders and
impossible to read from some of them (and doesn't reflect very well
on you as the sender, either);

and

2) It makes your post a likely candidate for being deleted from the
queue of those posts that get echoed (relayed) to other online
telecomm services. No one wants to manually clean up such posts so
the simple solution is to just delete them. Zap!

Remember, not all newsreaders are created equal. So be thoughtful and
take just a moment to properly format your posts. And would it be too
much to ask folks to stop using those darn HUGE sigs? Yeh, thought so. :)

Cheers,

-Hutch- @ Fair Dinkum Tech

5535. Multi-player games before 1983?

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 17:05:51 UTC
From: kowalski@access.digex.net
Message-ID: <36h62e$cn7@news1.digex.net>
Source record: 98113

I am doing research on the history of video games and am curious to find if anyone knows of multi-player games that existed before 1983.

The game should allow two players to play each other in a way where the two players are not looking at the same screen, but they may see the other player on their screen. They may be connected through modem, over network, or whatever...

Any clues?

Rob Kowalski
kowalski@access.digex.net

5536. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 17:30:04 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <123856@cup.portal.com>
Source record: 98122

All things considered, IDE drives are less expensive then scuzzy, have
10 times the data transfer rate of an MFM or RLL drive, & don't require
you to buy a scuzzy to MFM board like the Adaptec. IMO: Not a bad choice.
Rick

5537. percom drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-09-30 18:39:35 UTC
From: amszorny@mtu.edu
Message-ID: <199409301839.OAA04115@mtu.edu>
Source record: 98114

Well, I opened the drive up to look for some dip switches but found nothing. Maybe this drive is a cheaper model. I does have the printer port and what looks to be a connector for another drive. The problem is the power supply first goes to the controller board which then powers the drive mechanism and there's only 1 connector for a drive. There is space and mounting holes for another 1/2 height floppy though. It is pretty strange that there isn't even a switch for setting the unit as drive 1 or 2. I think I'm gonna give up for now. If someone has a double density drive to sell (such as an Indus or something like that) I might be interested.

Thanks,
Andy
amszorny@mtu.edu
Michigan Tech

5538. Re: percom drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-01 00:08:23 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Oct1.000823.16940@iglou.com>
Source record: 98116

I believe that on Percom drives you set the drive number by moving the drive select jumper on the drive board. There should be some pins marked DS0, DS1, DS2, DS3 near the edge connector. One of these pairs of pins should have a jumper between them. And Radio Shack sells Y-connectors for standard disk drive power plugs.

--
Bill Marcum bmarcum@iglou.com
Disclaimer: Opinions expressed are bla bla bla, yackety smackety.

5539. Re: percom drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-01 00:29:57 UTC
From: krishna@max.tiac.net
Message-ID: <36iai6$clc@sundog.tiac.net>
Source record: 98117

Bill Marcum (bmarcum@iglou.iglou.com) wrote:

: I believe that on Percom drives you set the drive number by moving the :
drive select jumper on the drive board. There should be some pins marked
: DS0, DS1, DS2, DS3 near the edge connector. One of these pairs of pins
: should have a jumper between them. And Radio Shack sells Y-connectors :
for standard disk drive power plugs.

Some of them can't be adjusted. The Percom I was setting up for a friend is an RFD in which 2 of the four dip switches determine what the first physical mech will appear as, D1-4. This is different from their controller ID of course. Any additional drives would thus go up from there. Like a Percom with 4 drives with the dip switches set so that the first one is D4 would go in sequence, D4, 5, 6, and 7.

IMHO the XF-551 is the best double density drive and if one is going to be stuck with only floppies, the dual 720/360K system is really choice because you also gain the ability to read/write MS-DOS format disks in a common format (3.5" 720 rather than 360 or 180K 5.25"). Many computers these days don't even have 5.25" drives. But as long as you can do 3.5" MS-DOS you can pretty much share files with anybody. MACs and AMIGAs and workstations like Sparcs can read/write MS-DOS using various means. You'd never have to set up a null-modem again.

5540. Re: AtariLab Series...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-01 02:13:50 UTC
From: John Byrne <johnbyrne@delphi.com>
Message-ID: <Be-XgHm.johnbyrne@delphi.com>
Source record: 98119

Jeff M Lodoen <jlodoen@shell.portal.com> writes:

>According to an issue of Atari Connection these modules were
>planned: Biofeedback, Lie Detector, Mechanics and Timekeeper.
>
>Before the Tramiels came, there were plans to sell AtariLab
>for the 7800 computer add-on and other home computers.

Man, I bet none of those were ever released. All of them sound neat. The quality of
the materials in the too kits I have is EXCELLENT. I'm really surprised that this
stuff wasn't more popular with families. We're planning to do school projects around
it.

5541. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-01 04:06:50 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <36in8q$qii@terminator.rs.itd.umich.edu>
Source record: 98123
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 38144 Sep 27 17:56 ./8bit/Diskutils/xftools.dcm
-rw-r--r-- lenn 129382 Sep 27 17:54 ./8bit/Misc/refman.arc
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5542. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-01 10:50:08 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <R88Ugpg.ftooned@delphi.com>
Source record: 98121

jason a duerstock <jduers01@solix.fiu.edu> writes:

>What is the upper limit as far as capacity goes? Are these going to be
>limited to 528MB like the original IDE, or are the more insane of us going to
>be able to attach larger hard drives to it? How will it handle partitions?

As it sits right now, it looks like it will initially only support
9 partitions... This is the economy version remember. <g>

There are quite a few of us who are insane though, and my only limitation
right now is 24 hours a day. Let's see what the response is to the
MIO II in it's current form, and that will determine what FTe REALLY
does in the next 6 months or so.

As far as "so much for the Multi" in the name. We prefer to think
of it as the "Mini I/O"

Mike

5543. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-01 17:45:13 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <123973@cup.portal.com>
Source record: 98131

Just to throw another two cents' worth of gasoline onto the fire...

A friend of mine here says, "T:EDIT doesn't _HAVE_ any docs! I typed it in out of the magazine myself!"

He adds that, "the magazine might have included some instructions on how to use it, but those would be the only docs I'm aware of." I guess that would be "docs" in a sense, right? But there's probably a lot more to the program than could be covered in detail in a single magazine article....

Chris

5544. Re: AtariLab Series...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-01 23:21:41 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xl80o7t.ransom22@delphi.com>
Source record: 98124

John Byrne <johnbyrne@delphi.com> writes:

>quality of
>the materials in the too kits I have is EXCELLENT. I'm really surprised that
>this
>stuff wasn't more popular with families. We're planning to do school projects
>around
>it.

Absolutely. The AtariLab modules were very well done.
It is amazing that the Atari products of the XL era were so well done,
considering the chaos the company was in at the time. :)

I'm glad to hear someone is going to do school projects with the existing
modules. They certainly deserve to be used.

-Joe

5545. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-01 23:24:53 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xI03Qbl.ransom22@delphi.com>
Source record: 98125

F Tooned <ftooned@delphi.com> writes:

>right now is 24 hours a day. Let's see what the response is to the
>MIO II in it's current form, and that will determine what FTe REALLY
>does in the next 6 months or so.

An IDE adaptor for the Atari 8-bits certainly interests me. While I
would not be in the market for a version that can handle more than 528 MB
if that came at a premium, I certainly am willing to pay for an IDE adaptor
that handles up to 528 MB.

-Joe

5546. Re: BUNCH O JOYSTICKS AND TRACKBALL FOR SALE!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-01 23:52:02 UTC
From: chipdancer@aol.com
Message-ID: <36ksn2$srg@newsbf01.news.aol.com>
Source record: 98126

I sold the big box of joysticks. Thanks for all the offers.
Damon
dginbey@tenet.edu
"I only use AOL for Usenet Newsgroups because my host, the Texas Education
Network, does not allow them."

5547. FOR SALE: KOALA PAD TOUCH TABLET

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-01 23:58:01 UTC
From: chipdancer@aol.com
Message-ID: <36kt29$sto@newsbf01.news.aol.com>
Source record: 98127

I have a Koala Pad Touch Tablet with Koala Painter cartridge in the
original box, Koala Ware Coloring Series 1&2, Koala Ware Spider Eater
(turns the Koala Pad into a musical keyboard) for sale. All original disks
and boxes. Best offer plus shipping.
Please email offer to: dginbey@tenet.edu
DO NOT REPLY TO AOL! I only use AOL for Usenet newsgroups because my host
does not offer them.
Damon

5548. FOR SALE: 850 INTERFACE MODULE

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-02 00:00:04 UTC
From: chipdancer@aol.com
Message-ID: <36kt64$sut@newsbf01.news.aol.com>
Source record: 98128

Atari 850 Interface Module with power supply and cables for printer and
modem for sale to best offer plus shipping.
Please email offer to: dginbey@tenet.edu
DO NOT REPLY TO AOL! I only use AOL because my regular host does not offer
Usenet Newsgroups.
Thank you,
Damon

5549. XF551 Problems

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-02 01:56:10 UTC
From: b.poehland@genie.geis.com
Message-ID: <199410020155.AA023112955@relay2.geis.com>
Source record: 98129

<Jeff Potter described how replacing a filter cap solved a heat problem
in an errant XF551.>

Hmmmm.... if replacing a filter cap in an overheating 551 solved the
problem, I reckon I can't argue with success!

Very frustrating, tho. It would have been nice to see before-&-after
measurements of ripple on the +5V bus, so there would be some logical
correlation to make for why the repair worked. Come to think of it,
I'm not sure just how much ripple a regulator will pass before it will
just blow up.

A few years ago I had a Type II supply that developed a bad cap.
This is original supply for the 600XL, but I was running a souped-up
800XL off it. The filter cap was 6800uF, & it went bad. I mean
REALLY bad, with juices leaking out of it, blecccch! The failure
developed over a period of perhaps a couple weeks. I first noticed
something was wrong because I started getting hum bars in my video
display. After a couple weeks the hum bars were so bad I couldn't see
the display. I found the power supply problem only after checking
out the computer & monitor first. I'm thinking there musta been a
helluva lotta ripple for the video to get wiped out. Yet the ripple
didn't affect the digital circuits or blow up the regulator. So I
guess anything is possible.

Little mysteries like this, where repairs work without folks knowing
exactly why, really bug the dickens outta me.

Oh yeah, I put in a 10,000uF cap & everything has been fine since.

- Ben Poehland

5550. Video Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-02 01:56:46 UTC
From: b.poehland@genie.geis.com
Message-ID: <199410020156.AA023782990@relay2.geis.com>
Source record: 98130

I think I agree with Glenn's assessment of video performance in the various 8-bits. And yes, the 400 only has an RF output, it do suck.

I recently acquired an 800 & would have to concur that its video performance is pretty decent (mono, anyway; I didn't mess w/color yet). It does have the problem of color clock leakage into the mono, but the mono itself looks pretty clean.

Maybe one of these days after I've finished dealing with those hoodlums in Ann Arbor who passed bad checks to 20 of AC's former subscribers, I'll find time to extract the circuits in the 800 & see what's really going on in there. The 800's video circuitry is rather complex, unlike any of the circuits in the XL/XE machines.

- Ben Poehland

5551. BIG BIG BIG AUCTION

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-02 03:29:51 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <36l9ff$bt0@bolt.ucsb.edu>
Source record: 98132

I'm doing an auction of various video game stuff in rec.games.video.
marketplace, under the subject heading of BIG BIG BIG AUCTION.
Below are the items relevant to this group's interests. Please go to
r.g.v.m for more info. Thanks.

BIG BIG BIG AUCTION--NEARLY--EVERY-SYSTEM-REPRESENTED!-------
----

Boring technicalities and specifics of how auction is run:---
----
- All this stuff is up for bids. I will continue taking bids on
items until bids for those items slow down or stop. Hot items
(NES ROB and PowerGlove, probably) will most likely stay available
longer than other, more common items (Atari Pac-Man carts, for
example).
- $1 increments only on bids, please.
- Send bids to me via e-mail at jasonbar@engineering.ucsb.edu.
- I will post updates to rec.games.video.marketplace _only_.
Look in that group _only_, even though I am posting an initial
announcement in several groups. Updates will show the current
highest bid and name of that bidder (so you can double-check in
case I miss an offer).
- Shipping will be an estimate of whatever mode is cheapest,
unless buyer requests otherwise. Would prefer to ship only to US
addresses, unless you are really serious.
- I am interested in trades as well as $. Do not be afraid to bid
a trade on an item whose listed high bid is a $ bid, or vice
versa. E-mail me specific trade offers (I do not have any lists
of what I own). Things I am looking for in trades (in
alphabetical order, not order of preference):
3DO software
Arcade game PCBs and accessories
Atari 2600 carts
Package system of Atari 5200 or 7800 (console + all cables &
controllers + carts)
Atari 8-bit computer software (no tapes)
Intellivision carts
Intellivision console
Mac software (incl. CD-ROMs) + hardware
Vectrex overlays

SOFTWARE/CARTRIDGES-------------------------

---Atari 8-bit comptuer software:---
Atariwriter (Atari, cartridge, box + manual, works)
Atariwriter Plus (accesses 130xe expanded memory, works w/ 65xe,
800xl, 800, 1200xl) w/ Atari Proofreader Dictionary Disk
(Atari, 2 disks, box + manual, works)
Juno First (DataSoft, tape, cannot test)
Koalapainter (koala, cartridge, needs koala pad)
More! Graphics for the Print Shop (Pierstorff, disk, cannnot test-
-my Print Shop is dead)
Polycalc (APX, tape, cannot test)

---Atari 8-bit books:---
Atari 400/800 Disk Guide
ACE Pocket Reference Card

HARDWARE---

---8-bit Atari computer:---
Atari 600XL (no cables, works)
Atari 850 Interface (power pack, works)
Atari 1030 Modem w/ ring detector that plugs in joystick port used
for BBS phone-answering (power pack, works)
Atari Daisy Chain cable (hook up disk drives, modem)
Atari Daisy Chain cable (hook up disk drives, modem)
C. Itoh Prowriter dot-matrix printer (works, power cable, 3 black
ribbons, 1 red ribbon, interface cable for Atari 850 interface)

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.__// If it plugs in,I like it| 6500jaba@ucsbuxa.ucsb.edu \/ |
./ If it has LEDs,I love it|--jasonbar@engineering.ucsb.edu--|

5552. Re: Video Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-02 08:10:02 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <36lpsq$fav@nic-nac.CSU.net>
Source record: 98133

Ben.. is the 800's video more complex than the 1200xl's? (Didn't I once hear you saying that the 1200xl's is a real circuit-overkill?) :)

I like my 1200xl's video.. but I'm used to it :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
*** If God drops acid, does he see people? ***

5553. .

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-02 10:09:20 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <36m0sg$ojv@news.cs.tulane.edu>
Source record: 98134

[No readable article body recovered]

5554. Re: The world greatest ATARI XL-Club

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-02 17:50:58 UTC
From: maba@simpson.ruhr.de
Message-ID: <36modi$5a@simpson.ruhr.de>
Source record: 98142

```
Christian Nitsch (Christian.Nitsch@muenst.Boerde.DE) wrote:
: Hello ATARI-Users,
: long time ago, I still wrote a letter about the ABBUC. But anybodey
: deleted it, so I would advise, to order Informations about the
: world greatest ATARI-8-BIT-Club. If you want to read more about
: it, please write into this board. For informations write to:
: ABBUC e.v
: c/o Wolfgang Burger
: Wieschenbeck 45
: D-45699 Herten
: or call 49/02366/39623
: If you are calling from Germany, please call without the 49!
: Hoping for Saving the best ATARI-Club
: Bye Christian

Hmm,

nobody from abroad will be connect with this telephonenumber. Try to dial
+49 2366 39623 the number before 49 (+) vary from country to country.

Tschau,

/Martin/

--
+------------------+--------------------------------+------------------+
| Martin Bartsch | Internet: maba@simpson.ruhr.de | |||||| MiNT is |
| Am Waldesrand 14a | | |||||| Now TOS |
| D-58093 Hagen | Fax: +49 2331 589761 | _// || \\_ |
| Germany | | /_/ || \_\ |
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5555. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-02 20:16:47 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <36n4ff$d23@usenet.INS.CWRU.Edu>
Source record: 98135

James King tells us that the former editor of ANALOG tells him that all ANALOG software is now in the public domain. Where and when was an announcement to this effect publicly released? I won't be convinced until I see the public statement.

Russ Gilbert was kind enough to paraphrase the policy statement present in SOME issues:

In a previous article, Russ.Gilbert@apk.wariat.org (Russ Gilbert) says:

>Following is a quote from the official 'Permissions' part of one of my
>ANALOGs. I always found it confusing, but it was generally accepted
>that it meant that programs not forbidding it could be freely
>distributed after the month of publication. Now, Larry Flynt took the
>'Permissions' statement out after he took over.

I don't know when that was, but note that whatever this policy statement is supposed to mean, it doesn't apply to all issues.

>"No portion .. may be reproduced in any form..... Many programs are
>copyrighted and not public domain.

I'm guessing the "no portion" is referring to the print itself? Otherwise that's a very limiting statement on the programs they published.

> Due ... to many requests from Atari club libraries and bulletin
>board.... our new policy allows club libraries and individually-run
>BBSes to make certain programs from ANALOG available durint the month
>printed on that issue's cover. For example, software from the July
>issue can be made available July 1.

Then when that month is over, the programs are no longer to be distributed?

> This does not apply to programs which specifically state that they
>are not public domain and, thus, are not for public distribution.

What about copyrighted programs that ARE for public distribution: freeware and shareware?

> In addition, any programs used must state that they are from ANALOG

For any programs in the public domain, they can't make such a requirement since by definition there is no owner of public domain programs.

Obviously I'm not attacking Russ, I'm pointing out serious ambiguities in their former policy.

To James King: I would really appreciate it, and I think it would be helpful for everyone, if you could ask the former ANALOG editor where the

statement releasing all ANALOG software into the public domain may be found. I consider this a serious issue to be resolved.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5556. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-02 20:58:55 UTC
From: krishna@max.tiac.net
Message-ID: <36n6uf$l6g@sundog.tiac.net>
Source record: 98136

I am so tired of the unending debate over whether Analog / Antic stuff is PD or not. Sysops have treated them that way for aeons and there has never been any litigation against them. Whether you decide not to upload or pass around the files won't change the fact that all that stuff is probably THE most available software for the Atari 8-bit.

5557. Re: Video Upgrades

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-02 21:07:59 UTC
From: krishna@max.tiac.net
Message-ID: <36n7ff$l6g@sundog.tiac.net>
Source record: 98137

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Ben.. is the 800's video more complex than the 1200xl's? (Didn't I once hear
: you saying that the 1200xl's is a real circuit-overkill?) :)

The 800 reflects late 1978-era archetecture design. Everything about it is more complex than the later machines. As time went on, motherboards naturally got more and more compressed and more complex chips took over the responsibilities that a ton of resistors and capacitors used to do.

For instance, the 800 uses a relatively stock 6502 and buffers it with chips around it. The 6502C in the XL/XEs eliminated the need for the external buffering. And also the memory modules in the 800 reflected the low-capacity memory which was what was available then as opposed to the 8 chips in the XL or the 2 chips in the XEGS which add up to 64K.

It would only be logical to assume that the video circuitry would also be more complex than need be, but would have made sense for the era.

These days there are a great many specialized VLSI chips available. I was in radio shack and I saw a 'voice digitizer' chip up on the rack for $15. This little bugger has the A/D circuitry and onboard memory all built into it.

It is this kind of new technology which has given FTE the opportunity to build new hacks for the Atari's easily and avoid having to hand-engineer custom chips.

5558. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-02 21:19:49 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Oct02.171211.19736@wariat.UUCP>
Source record: 98138

(M.Current, J.King., G.Saunders discuss Antic and ANALOG copyrights.)
Mr. Current is looking for an official public release of these two magazines from copyright prohibition of passing programs and typed in parts or whole of articles from the magazines. I don't think that is going to happen. The way I worked it when I had a bbs was to put Antic and ANALOG programs up for download. My concept wass that a person did not have to type the program in if he/she owned the magazine. It's my interpretation of the copyright law. Antic wanted you to either type it in yourself or buy a disk from them. I don't think that even if it came to a court case, which it never would, that Antic could win their concept of if you don't type it in yourself, you can't give/receive it. I am of the opinion that if you have the magazine, you are entitled to a copy of the programs in the magazine, you already paid for them. As far as ANALOG, probably it is confusing the issue that L. Flynt did not allow copyright infringement, but earlier ANALOGs did allow passing around of their programs. Mr. Flynt probably still owns the rights to all ANALOGs.
The making of 'certain' programs available on 'July 1' of the month of the issue was because the magazine was supposed to come out before the month printed on the cover. No, it isn't available for one month and then not available.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5559. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-03 02:44:25 UTC
From: kamaro_kid@delphi.com
Message-ID: <hK0Xodx.kamaro_kid@delphi.com>
Source record: 98140

Sheesh.. Clay Walnum himself is the Manager of the ST database on Delphi..

He's informed me that the Analog software is now publically
distributable.. I'll see if I can have him post personally.

Guess my word isnt good around here, eh?

[sigh]

--
-+-+-+

5560. Advice needed for new 65XE user :-)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-03 03:49:50 UTC
From: frank@theshack.demon.co.uk
Message-ID: <941003Z034950.117frank@theshack.demon.co.uk>
Source record: 98139

Hi Everyone,

Today I picked up a used 65XE, power supply and tape deck for 3 UK pounds! Half of the keyboard was dead, but a quick hack of the transparent membrane has cured that, and now it's fully working. Some questions you may be able to help me with:

1 - Is there a FAQ for this newsgroup?

2 - Am I right in thinking I would need an extra interface to be able to hook the 65XE up to my Atari ST to transfer files across via a null modem cable?

3 - I've seen lots of 8bit software on ftp sites, and presuming I retrieved this using my ST and ported it over, would I be able to dearchive and use any of this with cassette, or do I really need a disk drive (I'm told the drives are very rare here in the UK)?

I'll be avidly awaiting any replies. I'm actually a journalist in the 16bit ST world, but this is the 1st time I've used one of the old Atari 8bit micros, though I yearned for one for years when I was a Spectrum user :-)

Cheers,
Frank.

--

= Frank Charlton : ST Format Software/Hardware Reviewer
= Email : frank@theshack.demon.co.uk
= PGP Public Key available on request

5561. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-03 15:51:08 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <36p99c$io3@usenet.INS.CWRU.Edu>
Source record: 98141

In a previous article, kamaro_kid@delphi.com () says:

>Sheesh.. Clay Walnum himself is the Manager of the ST database on Delphi..

Yes, I know.

>He's informed me that the Analog software is now publically
>distributable.. I'll see if I can have him post personally.

Thanks, I appreciate it. (Again, "publicly distributable" <> "in the public domain." Freeware and shareware programs are publicly distributable programs NOT in the public domain.)

>Guess my word isnt good around here, eh?

That's not really what I meant. If you posted that a release statement from Analog was available for public view on Delphi, or even that it was at one time, I would believe you, and this would end the controversy as far as I'm concerned. A release statement existing only in private e-mail does not in itself suffice.

Another problem will be, Clay posting a release statement _now_ would only be useful if he can speak for Analog now, which may or may not be the case. But that's something he could tell us also.

My best-case scenario: Clay Walnum posts somewhere reminding us how and when Analog made the statement releasing their programs into the PD. That such a public statement was made is all that we need to establish.

To briefly summarize this several-year-old topic as I've closely followed it, I consider it established that Compute did release their software into the PD because a number of different people corroborate seeing the release statement on the pay services.

It has not been established in this forum that Analog released their software into the PD, but with the help of James King and Clay Walnum this will hopefully get resolved this time around.

Finally, I've never seen anyone claim seeing a statement from Antic releasing their software into the PD, so I still don't believe it legally is.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5562. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-03 19:53:34 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <124047@cup.portal.com>
Source record: 98143

I've read the same thing about ANALOG programs being available for
BBS distribution, it's right in the magazine itself. I think the only
caveat is no plagliarism. Check the page with distribution/editor/publisher
etc & I think you'll find it

Rick

5563. Re: Multi-player games before 1983?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-03 21:20:17 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <36psih$9uf@theopolis.orl.mmc.com>
Source record: 98145

In article <36h62e$cn7@news1.digex.net>, kowalski@access.digex.net writes:
|>
|> I am doing research on the history of video games and am curious to find if
|> anyone knows of multi-player games that existed before 1983.
|>
|> The game should allow two players to play each other in a way where the two
|> players are not looking at the same screen, but they may see the other player
|> on their screen. They may be connected through modem, over network, or
|> whatever...
|>
|> Any clues?

Look for information about Adventure International's "COMMBAT", a two-player networked tank (?) war game. You may also be able to find "Dual Duel", an early clone of (what's the name of that vector graphics tank game?), where you use a custom joystick-to-joystick cable. DD is available on GEnie, and probably other services.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

5564. neding help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-03 22:49:27 UTC
From: chaos@oo.com
Message-ID: <19941003.1AAEB58.111CC@oo.com>
Source record: 98144

greetings folks, im a new user to the atari 8bit world. I am mainly looking for a few folks to trade some mail with for whenever i have a question
about this maching. <G> the system i have is the ATARI XE game system..its the
cool looking one with the detachable keyboard, a 1050 disk adrive, and the SX212 1200 baud modem. For a monitor i am useing a 9 inch apple composite, so the whole system is nice and neat and takes up very little space.

Anyways, i have done my homework, and read the FAQ and all that good stuff, so i have more or less figured out how to use this machine. However a few things still elude me, and i have questions about. PLEASE E-MAIL ME if you
know the answers, as i do not have normall access to the base..

first of all, what is a DCM file?? it is not in any of the FAQs, i tried to binary load it like the other programs, but no go. what is this file,
and how do i start it up?? I notice mose of the games on FTP sites are in dcm format...

q question about MYDOS...people have told me that is the best OS for the atari..however, if i do not own a hard disk, is it really any good? i just
use dos 2.5, normally. <also i havent figured out how to make mydos bootable..i have been loading it off of dos 2.5> are there any other shareware
operateing systems out there i should take a look at?

Also, is there an easy way to read text files from dos? or do i always
have to load up a program to look at a text files? its a bit annoying..esp. when i just want to look at a DOC.

Welp, anyways, im also looking for people to suggest good gamnes and programs for the XE..i hate the fact that most ftp sites dont have good descriptions of the programs, and i down load one junk program after another, scrapeing out and finding the goodies. if ya have any really cool ones, UUENCODE it and send it my way, will ya? id kiss your cyberfeet for it.

one last question. the audio output of my xe game system really sucks..i have to pump it through a large amp to hear it decently..is that the normal way these things were built, or do i just have a bad system?

welp, onc e again, looking for some folks to show me the ways
of the atari world, laters.

e-mail CHAOS@OO.com

5565. Re: meet the Mega Blast I programmer

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-03 23:15:12 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.01a0@didi.mayn.sub.de>
Source record: 98151

> :)
>
> Is Torsten around Internet!?!?!?!?!?!??!!??!?! :) :) :)
>
* Hello,
I think Thorsten Karwoth is not around the Internet but
I will met him at the big Abbuc meeting in 3 weeks,
any questions ????

--
-- Es sind die gli¿½cklichen Sklaven, der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5566. Re: Mega Blast I

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-03 23:18:16 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.01a2@didi.mayn.sub.de>
Source record: 98152

In article <368qfb$dlf@news.belwue.de> jscharrl@ba-stuttgart.de (Jochen Scharrlach) writes:
> kamaro_kid@delphi.com wrote:
> > How do you access the secret options menu?
> >
> > I dont recall reading about it.
>
> HAVE FUN
>
> Bye,
> Jochen
********** he means to type during the title "have fun"
if I remember correct...
--
-- Es sind die gli¿½cklichen Sklaven, der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5567. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 01:32:09 UTC
From: kamaro_kid@delphi.com
Message-ID: <Ja12ZGJ.kamaro_kid@delphi.com>
Source record: 98146

I've emailed Clay Walnum to have him post an "official" statemnet on
Analog's status.. I'll upload/repost here once he does that.

--
-+-+-+

5568. Re: Multi-player games before 1983?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 01:34:18 UTC
From: kamaro_kid@delphi.com
Message-ID: <B492xkC.kamaro_kid@delphi.com>
Source record: 98147

Jeff:

What's the status on the latest Adga multi-player game? I mailed in
my registration fee MONTHS ago, and never got any information back.

When (if ever) will the cart and cables be released/sold? Per the
docs to that program, all folks who registered would get return info.
and a discount - yet I've never received any info.

--
-+-+-+

5569. Re: neding help!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 02:44:18 UTC
From: todlee@delphi.com
Message-ID: <9410032242591.DLITE.todlee@delphi.com>
Source record: 98148

Hi
DCM files are compressed with the Diskcomm Program. It should be available in the utility section of the board you've been calling. The files will uncompress to an entire disk. It's a great utility for modem transmission.

Personally. I don't like MYDOS. I've found Spartados to be much more versatile. If you're not afraid of working fron the DOS prompt. Then Spartados is the way to go.

I've found that the easiest way to view a text file is to copy it to the screen. If you are using atari dos select "copy" D1:FILENAME.EXT E: The "E:" is recognized as the editor or screen. The info is domped directly to the screen. The file will scroll continously untill you press (control 1) ^1 control 1 is the equivelant of pause on a PC.

Good Luck Tlee
TODLEE@DELPHI.COM

5570. Analog/Antic Mags...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 05:36:06 UTC
From: Mark Santora <santora@delphi.com>
Message-ID: <Rq5VZ4O.santora@delphi.com>
Source record: 98149

Hey Folks!

I was going through my basement and found a VERY large box filled with my old Analog and Antic Magazines. They are in good condition and are just taking up space in my basement. If anyone is interested, I am willing to sell them at say, what $2 each? In bulk we can work on it.

I also have a printer interface for the 8-bit MPP1150, Still works.

Interested? Drop me a line...

Mark Santora
----------Santora@delphi.com-->

5571. Re: Advice needed for new 65XE user :-)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 09:04:08 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Oct4.090408.12243@cs.nott.ac.uk>
Source record: 98150

In article <941003Z034950.117frank@theshack.demon.co.uk> frank@theshack.demon.co.uk writes:
>1 - Is there a FAQ for this newsgroup?
Yup!
>
>2 - Am I right in thinking I would need an extra interface to be able to
>hook the 65XE up to my Atari ST to transfer files across via a null
>modem cable?
Yup! The 65XE doesn't have an RS-232 output, and 850 or P:R: will do the job.

>3 - I've seen lots of 8bit software on ftp sites, and presuming I
>retrieved this using my ST and ported it over, would I be able to
>dearchive and use any of this with cassette, or do I really need a disk
>drive (I'm told the drives are very rare here in the UK)?
It may be possible with a cassette but it would be clumsy and slow, the best
option is a disk drive. True, disk drives are very hard to find over here, but
good places to look (for the drive and RS-232 interface) are:
Derek Fern - Micro Discount (can be expensive)
In New Atari User's Contact column (if they manage to get issue 68 out, last I
heard it was due on the 25th September - anyone know what the latest news is?)
in the pages of Micro Mart (some real bargains to be had sometimes)
or at the forthcoming All Micro Show in November in Stafford (at least I assume
it is still on)
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

5572. R:P: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 16:23:27 UTC
From: esok@bert.cs.byu.edu
Message-ID: <36rvhv$lo4@hamblin.math.byu.edu>
Source record: 98061

What is the R:P: Connection? I have seen multiple references to it, but no explanations. I have an ICD P:R: Connection.

Any fellow Utah Atari nuts out there? Drop me a line.

5573. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 17:30:21 UTC
From: cmwagner@gate.net
Message-ID: <36s3fd$12po@tequesta.gate.net>
Source record: 98056

F Tooned (ftooned@delphi.com) wrote:
: As it sits right now, it looks like it will initially only support
: 9 partitions... This is the economy version remember. <g>

What is the largest harddrive this would be able to handle? 150M?
(I'm figuring this by calculating 65535 sectors * 253 bytes <or is it 252?> *
9 partitions, is that the right calculations?) Educate me, it's been awhile
since I have been playing with the Atari and it's disk formats. (BTW, I got
SpartaDOS awhile ago and I like it, are you still working on that catalog?)

5574. X-Windows emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 18:34:45 UTC
From: nlin@alliant.backbone.uoknor.edu
Message-ID: <36s785$kdu@romulus.ucs.uoknor.edu>
Source record: 98066

Greetings, all --

I've been out of touch with comp.sys.atari.8bit for a few months. I
was wondering if the Atari 8-bit emulator running under X Windows was
ever completed or released. Does anyone have any information?

Thanks.

Norman

--
_____ __ __ _____ Norman Lin
| | | | nlin@uoknor.edu (preferred)
| | _ |__ | | | nlin@alliant.backbone.uoknor.edu (alt. 1)
| | | | | | | narc@obelisk.pillar.com (alt. 2)

5575. Re: The world greatest ATARI XL-Club

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 19:53:10 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cx5z8M.8o9@freenet.carleton.ca>
Source record: 98153

In a previous article, maba@simpson.ruhr.de (Martin Bartsch) says:

>: ABBUC e.v
>: c/o Wolfgang Burger
>: Wieschenbeck 45
>: D-45699 Herten
>: or call 49/02366/39623
>: If you are calling from Germany, please call without the 49!
>: Hoping for Saving the best ATARI-Club
>: Bye Christian
>
>nobody from abroad will be connect with this telephonenumber. Try to dial
>+49 2366 39623 the number before 49 (+) vary from country to country.

That'S probably because you have to dial it like this...

011-049-2366-39623

--
"munch munch munch crack munch crack crack.....*BOOM*!!!"
--------------------+ -Sparky the Exploding Beaver
=>Jessica Todd's<= | Chris Brown ba930@freenet.carleton.ca
=>Space<= | aka Fisherman "Stop the normalness!!" -Me

5576. Atari Lynx - anyone have any reviews/info on this?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 21:14:39 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.286.2E91C5BF@getty.onu.edu>
Source record: 98154

I would like to know if anyone has any objective info on this portable, or
any reviews of games. I would like to know the processor used, etc.
Basically, I would like to compare it to a Game Gear and Game Boy. Thanks!
Dan

5577. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 23:24:52 UTC
From: krishna@max.tiac.net
Message-ID: <36so84$g3u@sundog.tiac.net>
Source record: 98055

Chad Wagner (cmwagner@gate.net) wrote:
: F Tooned (ftooned@delphi.com) wrote:
: : As it sits right now, it looks like it will initially only support
: : 9 partitions... This is the economy version remember. <g>

: What is the largest harddrive this would be able to handle? 150M?
: (I'm figuring this by calculating 65535 sectors * 253 bytes <or is it 252?> *
: 9 partitions, is that the right calculations?) Educate me, it's been awhile
: since I have been playing with the Atari and it's disk formats. (BTW, I got
: SpartaDOS awhile ago and I like it, are you still working on that catalog?)

Technically the MIO only supports 8, but it does have the ability to reload partition lists from various sources so you can have a larger drive in there. I don't see how tough this would be to implement on the MIO II. If the MIO II stores partition information in NVRAM then that's one thing, but if it writes and reads it from disk then as long as you can have it look to a different sector or a floppy you should be able to have larger drives.

The Black Box has a sectpr setting for where to look for the partition list. By reserving free space at the start of the disk, you can fool with this to do partition list swapping.

Last time I spoke with Tom Hunt he told me that it is definitely feasible to just BREAK THE DAMN 16 MEG BARRIER but perhaps at the cost of backwards compatibility. That is something to consider, an alternate FMS. I know with the AMIGA you can have a few flavors of FMSs available. Sparta already does this in its AtariDOS support. You might be able to implement a traditional vs. extended note/point Sparta FMS for larger partitions.

5578. Re: meet the Mega Blast I programmer

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 23:27:09 UTC
From: krishna@max.tiac.net
Message-ID: <36socd$g3u@sundog.tiac.net>
Source record: 98057

Dieter Popp (didi@didi.mayn.sub.de) wrote:

: > :)
: >
: > Is Torsten around Internet!?!?!?!?!?!??!!??!?! :) :) :)
: >
: * Hello,
: I think Thorsten Karwoth is not around the Internet but
: I will met him at the big Abbuc meeting in 3 weeks,
: any questions ????

Yes, it would be helpful if he could release sourcecode and commentary on how he implements digitized sound in a way that allows enough cycles for graphics to run.

5579. Re: Analog/Antic Mags...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 23:29:48 UTC
From: krishna@max.tiac.net
Message-ID: <36sohc$g3u@sundog.tiac.net>
Source record: 98058

Mark Santora (santora@delphi.com) wrote: : I also have a printer interface for the 8-bit MPP1150, Still works.

I just thought I'd bump in and say that if anyone is looking for a standalone printer interface, the MPP1150 is the one to get. The ICD printer interface doesn't allow daisy chaining out like the MPP and I think other ones also don't daisy chain. The MPP1150 also has a small buffer (less than 8K or so) but it is there. I used it a lot before I got my Black Box.

5580. Re: R:P: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-04 23:31:57 UTC
From: krishna@max.tiac.net
Message-ID: <36sold$g3u@sundog.tiac.net>
Source record: 98059

Eric Sokolowsky (esok@bert.cs.byu.edu) wrote:
: What is the R:P: Connection? I have seen multiple references to it, but
: no explanations. I have an ICD P:R: Connection.

: Any fellow Utah Atari nuts out there? Drop me a line.

It is a piece of CSS maybe-ware ;)

No, really. It is the same as a P:R: only supporting high speed modems
and perhaps with a few other niceties. An onboard term loaded from an
EPROM inside is a possibility. The P:R: only supports up to 9600 and
that just doesn't cut it these days.

5581. Re: Analog/Antic Mags...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 00:03:02 UTC
From: serg21@aol.com
Message-ID: <36sqfm$rv4@newsbf01.news.aol.com>
Source record: 98064

In article <Rq5VZ4O.santora@delphi.com>, Mark Santora <santora@delphi.com>
writes:

How many magazines do you have, I might be interested in buying them all.
Please e-mail me at SERG21@aol.com

5582. BAD copy at UMICH

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 00:34:33 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.03n5@beco.link.xs4all.nl>
Source record: 98065

Hello ALL,

I'm VERY sorry and I don't know how it is possible but the FILE that was
UPLOADED to the ARCHIVE at UMICH in the atari/bit/demo with the name :
HAL_94_B.DC3 is CORRUPT ! ! !
Again I'm very sorry..... I will look for a NEW copy of the HALL 94 demo
and if I find one I will again upload it to the ARCHIVE....
If there is someone who has a GOOD copy please UPLOAD it to the ARCHIVE and
let use know if you have UPLOAD it.....

I don't know who I must send a message so that BAD file will be deleted
from the ARCHIVE.... If you know who I must write a message let me know.

Greetinx from Bernard Kok

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

5583. The 16MB partition limit

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 02:03:21 UTC
From: jduers01@solix.fiu.edu
Message-ID: <36t1h9$9pa@newshost.fiu.edu>
Source record: 98060

It is possible to break the 16 MB partition limit by kludging on an additional SIO command. This command would break the disk into 65535 sector segments. You could allow up to 256 sections this way. Of course, DOS would have to be rewritten to support it, but it shouldn't be a colossal undertaking.

Speaking of SIO commands, does anyone have any info on the commands used by Happy drives? I want to emulate a Happy with the SIO2PC, but I don't have info on the additional commands used. So far, I know about A,B,H,p, and w.

Any info would be greatly appreciated.

Jason

P.S. I would like to integrate Netmail into a PC BBS. Any info on these procotols would be greatly appreciated too. :)

5584. Re: R:P: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 02:20:33 UTC
From: kamaro_kid@delphi.com
Message-ID: <5yzXBSB.kamaro_kid@delphi.com>
Source record: 98068

Yep! I'm in Salt Lake City - and have been an Atari fanatic since the very early 80's.

I assume you're in Provo somewhere - attending BYU?

Mail me sometime..

--
-+-+-+

5585. Re: Atari Lynx - anyone have any reviews/info on this?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 02:43:34 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <36t3sm$m1u@hearst.cac.psu.edu>
Source record: 98062

Daniel Woodard (SA073@getty.onu.edu) wrote:
: I would like to know if anyone has any objective info on this portable, or
: any reviews of games. I would like to know the processor used, etc.
: Basically, I would like to compare it to a Game Gear and Game Boy. Thanks!
: Dan

CHeck out alt.games.lynx

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5586. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 03:50:04 UTC
From: junkster@coho.halcyon.com
Message-ID: <36t7pc$s34@news.halcyon.com>
Source record: 98072

Michael Current <aa700@cleveland.Freenet.Edu> wrote:
>
>It has not been established in this forum that Analog released their
>software into the PD, but with the help of James King and Clay Walnum this
>will hopefully get resolved this time around.

For what it's worth, in early ANALOG's at least, the type-in games were always referred to as public domain. There were statements such as "Continuing ANALOG's tradition of great public domain assembly language games..." Check the articles accompanying Livewire, Retrofire, Planetary Defense, Bacterion, and Fire Bug.

James Hague
junkster@halcyon.con

5587. Analog rights

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 03:57:34 UTC
From: kamaro_kid@delphi.com
Message-ID: <5U23xMG.kamaro_kid@delphi.com>
Source record: 98063

Apparentely, I stand corrected. The following is a statement from the
last editor of Analog magazine, Clay Walnum:

From: BOS::ANALOG4 "CLAYTON WALNUM, ATARI ADVANTAGE MANAGER" 4-OCT-1994
13:41:26.99
To: BOS::KAMARO_KID
CC:
Subj: RE: Analog stuff

As far as I know, ANALOG programs are still owned by LFP, Inc. In any case,
even if the programs are no longer LFP's property, the copyright would
revert to the programs' authors. So, technically, unless at least the
program's author has stated that the program is public domain, the program
must be concidered to be copyrighted.

--Clay
--
-+
James E. King + Internet Junky
kamaro_kid@delphi.com - Atari XL/XE (8-bit) fanatic
Delphi Atari 8-bit Manager + DP Technical Specialist
-+

5588. Page 6 Magazine.

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 09:12:06 UTC
From: Denver Leonard Giles <dlg2@cck.cov.ac.uk>
Message-ID: <Pine.DYN.3.90a.941005100936.10785C-100000@cc_sysk>
Source record: 98070

I have been off the net over the summer vac and so I have not been here
to see any messages. I was wondering if anyone knew the fate of Page 6
mag in the U.K. We had a letter and catalogue asking us to buy some PD or
other stuff to help them and have not heard anything since.

Is Page 6 dead?

Thanks in advance.


```
==============================================================================
Denver Leonard Giles | |
| \\\\\ ///// | Restore Insanity
E-Mail dlg2@cck.cov.ac.uk | O O | To the masses.
| / |
35 Mowbray Street | /_ | Sanity is for the mad
Coventry | \_____/ |
CV2 4FZ | |
==============================================================================
```

5589. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 09:33:39 UTC
From: mdb@le.ac.uk
Message-ID: <36trtj$duu@hawk.le.ac.uk>
Source record: 98071

Has anyone received the latest issue of Page 6 which was meant to be sent out
last month?

Regards,
Mike.
--

Mike Broadhurst, Computer Centre, University of Leicester, England, UK
Editor of Engage/SciFi Zone and X-Files-UK. Email : mdb@le.ac.uk
---

5590. XL to ST hook-up

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 09:46:46 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410051047.AA09393@dylan.newi.ac.uk>
Source record: 98067

Raph,

You don't want to be doing that :-)

I had a helluva job finding an 850 interface! If you get hold of issue 3 of the Phoenix disk newsletter (out soon) then you'll find instructions for an RS-232 interface to build. The author, Jason Keane, has one connected between his Atari and an Amiga and he provides details of any modifications needed to get it hooked up to a PC.

Hmmm ... There are one or two component differences between this and the SIO2PC cable. I wonder if it's possible to use this interface instead of the SIO2PC cable? No point in building both if just one will do the job is there?

David Davies
The Atari Classic Programmer's Club

MENU PRINT - Out in November ... and about time!!!!
---
e-mail for more info: mbitdc9306@newi.ac.uk

5591. Menu Print - Final Specs

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 10:58:02 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410051159.AA09915@dylan.newi.ac.uk>
Source record: 98069

Good grief!! A whole year gone by and Menu Print still isn't finished.

Actually, it is now nearing completion since it has to be ready by AMS 8 next month. It had been hoped to include SpartaDOS, DOS 3 and DOS XE support but there just isn't enough time. If the first release version does well enough, then I'll produce an upgrade to include these and other menu/DOS systems next year.

So, the final specs are as follows:

1. Menus and DOS systems supported include - Rob C, Multiboot, Howfen Menu 3.0, K&D Menu, Atari Disk Utilities, DOS 1, DOS 2, DOS 2.5, DOS XL, MachDOS, SuperDOS 5.0, MyDOS 4.50, Transdisk IV XL and Transdisk IV XT.

2. Support for BOOT disks is also included. The package will come complete with a FREE ID Library disk which will contain recognition data for a large number of commercial BOOT disks. Other ID Library disks will follow.

3. Supports Atari Printers - not something you see every day!! :)

4. Easy to use with a pop-up menu display. The Database itself is particularly impressive (well, I think so anyway).

5. All Database entries are made by tagging from a list, but there is a provision for fully manual entries if you have disks not supported by the system.

Price is yet to be set as it will more than likely be released through Micro Discount in the UK.

If you have any queries or would like to express an interest in purchasing a copy then you can contact me via the e-mail.

David Davies
The Atari Classic Programmer's Club
MBITDC9306@newi.ac.uk

STILL AVAILABLE: Swift Spreadsheet
UNDER DEVELOPMENT: Menu Print, Helter Skelter, Loopz

5592. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 11:52:10 UTC
From: eyvind@lise.unit.no
Message-ID: <EYVIND.94Oct5115210@iq.lise.unit.no>
Source record: 98073

In article <36trtj$duu@hawk.le.ac.uk> mdb@le.ac.uk (M.D. Broadhurst) writes:

> Has anyone received the latest issue of Page 6 which was meant to be sent out
> last month?

No. It was delayed, to be published on September 25th (I think...
Unless it was October, but I'm fairly sure it was September), so it
should be getting places by now. Page 6 were certainly still there a
couple of weeks ago, when I bought some software (and the 800XL field
service manual :) from them.
--
// Eyvind Bernhardsen -- finger -l for PGP key -- eyvind@pvv.unit.no
\X/ This space unintentionally left blank. Stem JA 28. November!

5593. Authors and software wanted ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 15:58:41 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410051659.AA12132@dylan.newi.ac.uk>
Source record: 98074

```
SHAREWARE AUTHORS WANTED FOR PILOT SCHEME!!
-------------------------------------------------------------------------------

The Atari Classic Programmer's Club has launched a new scheme aimed at trying
to increase registrations for non-UK resident Shareware authors. The scheme
involves authors registering their software with us and we will then handle
all UK user registrations on the author's behalf.

Part of this service is to supply any full versions of Shareware programs to
registered users within the UK. All the author has to do is keep us supplied
with any new versions of their software as soon as they become available.

The benefits to the author is that they do not have to spend a lot of time
with duplicating disks, getting manuals done and sending software off to
their registered users ... we will do all that.

The benefits to the UK user is that they do not have to worry about sending
money overseas or whether the author still lives at the address given in a
piece of software 5 or more years old!

If you would like to know more, have any questions, or would like to
discuss a possible arrangement with any software you have written, then you
can send a message to the e-mail address below.

-------------------------------------------------------------------------------
COMMERCIAL SOFTWARE ALSO WANTED!!
-------------------------------------------------------------------------------
We are continuously on the lookout for both new and existing software for
release/import into the UK. If you are interested in negotiating a marketing
agreement for your software then please get in touch by e-mail.

-------------------------------------------------------------------------------
STILL AVAILABLE: Swift Spreadsheet
-------------------------------------------------------------------------------
UNDER DEVELOPMENT: Menu Print (Out November)
Helter Skelter
Loopz
-------------------------------------------------------------------------------

THE ATARI CLASSIC PROGRAMMER'S CLUB
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd LL77 7UR
WALES
```

E-mail: MBITDC9306@newi.ac.uk

5594. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 17:17:54 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <124240@cup.portal.com>
Source record: 97952

OK, no BS. Reproduced in it's entirety from the Jan 87 issue
#50 ANALOG. Page #2.
****
PERMISSIONS

No portion of this magazine may be reproduced in any
form, without the written permission from the publisher. Many
programs are copyrighted and not public domain.
Due, however, to many requests from Atari club libraries
and bulletin board systems, our new policy allows club
libraries or individually-run BBSs to make certain programs
from ANALOG Computing available during the month printed on
that issue's cover. For example, software from the July issue
can be made available July 1.
This does not apply to programs which specifically state
that they are not public domain and, thus, are not for public
distribution.
In addition, any programs used must state that they are
taken form ANALOG Computing magazine. For further
information, contact ANALOG Computing at (617)892-3488.

****

For the record, there were no programs in that issue that
stated they were not for public distribution.
IMO: Seems like even ANALOG is a little vague about what a
copyright is. Everything, including this message, is
considered copyrighted unless stated otherwise. It's not the
absense of a copyright notice that makes something PD, it's
the expressed statement that it is PD. I would be more
comfortable if it said "any time after" vs "during" but
allowing the programs to be in user group libraries seems
pretty straight forward. Since it serves my self interests,
I'm inclined to read this as you can make the programs
available any time as long as it is at least the 1st day of
the month or later since they do not indicate the programs
must be removed from the systems after a certain period.
Rick

5595. Atari for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 18:09:53 UTC
From: duckie@pembvax1.pembroke.edu
Message-ID: <1994Oct5.140953.1@acavax>
Source record: 98080

Hello,

I'm in the process of moving and I didn't want to take all these computers with me, so I'm selling them. Please make an offer, nothing reasonable will be refused.

Thanx,

Lori Mallard (DUCKIE)

1 Atari 130XE (Owner's manual, but doesn't work)
1 Franklin Ace 1000 plus (99% compatible with Apple)
1 Kaypro II
2 Vic-20
1 TRS-80 Color Computer (Old Gray Model)
1 Commodore plus/4 (Original manuals and box)
1 Atari 1050 disk drive (I don't know if it works, it has a european power plug)
1 Tall Grass Tech. TG-4060+ tape drive (I don't know if it works, no software)

5596. Re: Atari Lynx - anyone have any reviews/info on this?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-05 20:18:18 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cx7v2I.1Lu@freenet.carleton.ca>
Source record: 98081

In a previous article, SA073@getty.onu.edu (Daniel Woodard) says:

> I would like to know if anyone has any objective info on this portable, or
>any reviews of games. I would like to know the processor used, etc.
>Basically, I would like to compare it to a Game Gear and Game Boy. Thanks!

Don't bother...the Lynx outruns all hand-held game machines. Even though
it isn't very popular<sob>. BuT I have one! MUAHAHAHAHA!!! I shall rule
the world!! MUAHAHA!! er...um...hmm..ya...er...got carried away.

--
"munch munch munch crack munch crack crack.....*BOOM*!!!"
--------------------+ -Sparky the Exploding Beaver
=>Jessica Todd's<= | Chris Brown ba930@freenet.carleton.ca
=>Space<= | aka Fisherman "Stop the normalness!!" -Me

5597. Atari 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 00:58:58 UTC
From: digiacom@panix.com
Message-ID: <36vi4i$etj@panix.com>
Source record: 98075

[No readable article body recovered]

5598. Re: [--- T-EDIT ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 01:04:11 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <36vieb$n9k@charm.magnus.acs.ohio-state.edu>
Source record: 98076

In article <123973@cup.portal.com>, <Chris_F_Chiesa@cup.portal.com> wrote:
>Just to throw another two cents' worth of gasoline onto the fire...
>
>A friend of mine here says, "T:EDIT doesn't _HAVE_ any docs! I typed
>it in out of the magazine myself!"

I'd consider the magazine article to be "the docs".

>He adds that, "the magazine might have included some instructions on how
>to use it, but those would be the only docs I'm aware of." I guess that
>would be "docs" in a sense, right? But there's probably a lot more to
>the program than could be covered in detail in a single magazine article....

This isn't a huge program we're talking about. I doubt that they left
anything useful out. If you have the magazine (or its disk), you can
check the source for more, though. They probably commented the source
pretty well.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5599. 1050 tune-up

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 01:04:28 UTC
From: digiacom@panix.com
Message-ID: <36vies$g6o@panix.com>
Source record: 98077

I have 3 1050 drives (stock models) and was wondering if a FAQ exists on how to keep these drives in optimum condition..

5600. 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 01:07:45 UTC
From: digiacom@panix.com
Message-ID: <36vil1$gra@panix.com>
Source record: 98078

[No readable article body recovered]

5601. 1200XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 01:15:35 UTC
From: digiacom@panix.com
Message-ID: <36vj3n$isp@panix.com>
Source record: 98079

[No readable article body recovered]

5602. Atari 410P ?!?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 04:55:01 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <36vvv5$11cg@hearst.cac.psu.edu>
Source record: 98082

I just got hold of a Canadian 410 program recorder...
(the squarish one, not the chelco rounded one)
it has an update sheet saying it is now a 410P program recorder
since it now uses an extern 6vdc 300ma power pack.

Is this mentioned on the power pack list for devices?

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5603. Re: Atari 410P ?!?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 06:32:45 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3705md$13jm@hearst.cac.psu.edu>
Source record: 98084

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: I just got hold of a Canadian 410 program recorder...
: (the squarish one, not the chelco rounded one)
: it has an update sheet saying it is now a 410P program recorder
: since it now uses an extern 6vdc 300ma power pack.

: Is this mentioned on the power pack list for devices?

Also, there is a "410 INSERT: Operating System 255"

It warns about using the 410 on a system that returns 255 to
peek(65528). It then goes on and explains about lining up the
splice in the tape (leader/media) so as to have the tape positioned
over the heads at the start of a read. I guess this stems from
the timing errors and such in the 800os. I just never saw it
documented by Atari before. The 800's with a 410 are so flakey.

: --
: Andrew K. Heller - Making the world safe once again.
: ---
: Computer Engineering at The Pennsylvania State University
: "The drinking University with a football problem"
: heller@akh104.rh.psu.edu
: ---

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5604. Atari 2600/7800/8-bit & C-64 titles FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 06:40:57 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <37065p$n0n$1@mhadf.production.compuserve.com>
Source record: 98085
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other,alt.atari.2600

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator Package (XLent Software), Winter Challenge $5.00/each or all 3 for $12.50

F-15 Strike Eagle & Silent Service (Microprose) $5 each

FOR SALE - ATARI 2600 CARTS

Realsports Football $3

FOR SALE - ATARI 7800 CARTS

Ballblazer, Karateka, One On One Basketball, Pole Position II
$4 each

Karateka (cart only) $3

FOR SALE - COMMODORE 64/128 SOFTWARE

Dave Winfield's Batter Up! (Avant-Garde) $6.00
Candy Land (Gametek) $5.00
Fisher Price: Firehouse Rescue, Little People Bowling Alley, My Grand Piano, School Bus Driver $5.00 each
Shark Attack! (Greg Norman's Golf Simulator) (Virgin Software) $7.50
Pocket Planner 2 Spreadsheet, Pocket Filer 128/64 (Digital Solutions), The Filer (Spinnaker) $3.00 each
Bop 'N Rumble (Mindscape) $5.00
F-15 Strike Eagle (Microprose) $5.00

USED: Professional Gambler (Load & Go) $2.50, Star Rank Boxing (Gamestar) $3.00

SPECIAL OFFER: Purchase all of the Commodore 64/128 software for only $50

All items are brand new in original boxes unless noted.

All prices include shipping. Multiple quantities may be available for some 2600/7800 titles. If interested, contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--
Lawrence Estep / 71450.1050@COMPUSERVE.COM
REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

5605. WANTED 8 Bit spares

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 14:26:11 UTC
From: andrewh@holly
Message-ID: <3711e3$fk5@beta.qmw.ac.uk>
Source record: 98083

I have rung all of the UK numbers in the FAQ, with a small quantity of overpriced joy. I have a colour film processing darkroom controlled by some 8 bit hardware. The disk drive has given up the ghost. Any UK ones going spare (1050 or 810?) Whilst I am at it stocking up on spares would be good. Drives- Keyboard Membranes ?

If anyone would mail me with prices I would be gratefull.

Thanx,

Andy
--
_____Andrew Hawken_____
"However many ways there may be of being alive,
it is certain that there are vastly more ways of being dead"
R Dawkins.
Home : 0895 420110 QMW : 071 975 5542
AIIT : 0494 677045 Email : A.Hawken@QMW.AC.UK

5606. Menu Print - bounced mail

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 14:52:43 UTC
From: dunham@mpd.tandem.com
Message-ID: <1994Oct6.145243.22925@integrity.uucp>
Source record: 98089

Since e-mail didn't work I hope David reads this newsgroup.

From MAILER-DAEMON@newi.ac.uk Thu Oct 6 04:22:08 1994
From: UCX_SMTP@titan.newi.ac.uk
Subject: Returned mail

---- Transcript of session follows ----

%UCX-E-SMTP_SNDERROR, Error detected while sending mail to <MBITDC9306@TITAN.newi.ac.uk>
-MAIL-E-FAILGETVM, failed to allocate required virtual memory

---- Recipients of this delivery ----

<MBITDC9306@TITAN.newi.ac.uk> (bounced)

---- Unsent message follows ----

From: dunham@mpd.tandem.com (Jerry Dunham)
Subject: Re: Menu Print - Final Specs
To: mbitdc9306@newi.ac.uk (David Davies)
Date: Wed, 5 Oct 1994 12:21:25 -0600 (CDT)
In-Reply-To: <9410051159.AA09915@dylan.newi.ac.uk> from "David Davies" at Oct 5, 94
05:58:02 am

]From: mbitdc9306@newi.ac.uk (David Davies)
]Newsgroups: comp.sys.atari.8bit
]Subject: Menu Print - Final Specs
]Date: 5 Oct 1994 05:58:02 -0500
]Organization: UTexas Mail-to-News Gateway
]
]Good grief!! A whole year gone by and Menu Print still isn't finished.

Sounds like some of my efforts.

]If you have any queries or would like to express an interest in
]purchasing a copy then you can contact me via the e-mail.

Well, yes, I'd like to make a query. Just what IS Menu Print? I see
that it supports all sorts of things, but what IS it? What does it DO?

--
-=-
Jerry Dunham, MSE Atarian ordinaire (512)244-8598
Tandem Computers, Inc. dunham@mpd.tandem.com
Integrity Systems Division dunham_jerry@tandem.com

Opportunity only knocks once, but karma will hunt you down.

5607. Re: WANTED 8 Bit spares

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 14:53:52 UTC
From: andrewh@holly
Message-ID: <371320$fk5@beta.qmw.ac.uk>
Source record: 98086

Andrew Hawken (andrewh@holly) wrote:
: I have rung all of the UK numbers in the FAQ, with a small quantity of
: overpriced joy. I have a colour film processing darkroom controlled by
: some 8 bit hardware. The disk drive has given up the ghost. Any UK
: ones going spare (1050 or 810?) Whilst I am at it stocking up on spares
: would be good. Drives- Keyboard Membranes ?

: If anyone would mail me with prices I would be gratefull.

: Thanx,

: Andy

Just realied that my mailer does bad things to the return address.
Please mail to a.hawken@qmw.ac.uk

Andy

5608. The Atari 8-Bit Home Page

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 15:07:38 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cx9BCq.GHs@cs.vu.nl>
Source record: 98088

Since the end of May I'm maintaining a collection of WWW pages totally devoted to our beloved Atari 8-Bit Home Computers. It started out as a small page containing only a few links to FTP sites. Since then, I have been collecting documents to include and did indeed find some interresting stuff. Back in 'the early days' there were 'only' 70 visits a month (which did amaze me already), but last month it did increase to 177 times from outside the cs.vu.nl domain only!

The last few days I have been bussy doing a hypertext version of the Atari System Reference Manual which is now publicly available. It's now possible to have an online sort of 'Mapping the Atari'. Here, I would like to thank Bill Kendrick who provided me the plain ASCII version of it.

I want to ask everybody to send me all sorts of info (in digital form) you have about the Atari Home Computers. Really, everything is welcome. And, if it's worth the time, I will make an HTML version of it myself. But in any case I will make it available on the Web and through FTP.

Also, I would like to know how many _different_ people are actually accessing my page. So, if you have ever visited my Atari Home Page, please send a small message to: ipoorten=www@cs.vu.nl

Below I will present a small list of what currently have to offer.

The Atari 8-Bit Home Page

Documents...(ASCII)
* FAQ list
* Vendors & Developers List
* About the 65c816
* Documentation about the 6502/6510/8500/8502 instruction set
* Schematic of a small MIDI interface for the C64
* Atari System Reference Manual
* X-Modem/Y-Modem Protocol Reference
Documents...(PS)
* Opcode table for the 6502 and 65C02
Documents...(HTML)
* Atari System Reference Manual
* FAQ List
* Vendors and Developers List

FTP Sites...
* Atari Archive
* all its mirrors
and... * The PVV Atari 8-bit Archive

* Boston University Department of Computer Science

Magazine Disks...
* Antic Magazine
* Analog Magazine

Software...
* MODPlay v1.22 Distribution
* UnZip v1.13 Distribution

There's also a page containing this page's history and a page with polling statistics.

Please send comments, suggestion or additions to:

ipoorten=www@cs.vu.nl

Thanks for your attention.

Ivo van Poorten

||| Ivo van Poorten <ipoorten@cs.vu.nl> aka The Gatekeeper |||
||| Visit my Atari 8-Bit Home Page !!! |||
_/ | _ The URL is http://www.cs.vu.nl/~ipoorten/8bit.html _/ | _
ATARI or ftp all offered stuff at: ftp.cs.vu.nl/pub/ipoorten 8-BIT

5609. Ultima II for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 15:27:07 UTC
From: ai066@FreeNet.Carleton.CA
Message-ID: <Cx9C97.Muv@freenet.carleton.ca>
Source record: 98096

I have a boxed copy of Ultima II, with cloth maps and docs, for sale or trade. Will take ATari ST sW (especially Ultima 2, 3,4 or 5) or best cash offer ($American, including shipping) Please reply in email to:

montreuil.mark@istc.ca or ai066@freenet.carleton.ca

Thanks!

--

Mark Montreuil (613) 990-4833 (voice)
IH Advisory Council Internet Relations
Internet: Montreuil.mark@istc.ca

5610. Re: Atari 410P ?!?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 15:35:19 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3715fn$qi2@charm.magnus.acs.ohio-state.edu>
Source record: 98091

In article <3705md$13jm@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
[...]
>the timing errors and such in the 800os. I just never saw it
>documented by Atari before. The 800's with a 410 are so flakey.

The 410 with ANYTHING is so flakey. (OK, at least with a 1200XL.)

In 1984, a 1050 was like a gift from heaven.
And that 410 was a curse from hell.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5611. Are there any mail/news only people on c.s.a.8

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 15:39:21 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cx9Ctn.Gy3@cs.vu.nl>
Source record: 98093

I was wondering how many c.s.a.8 readers have no FTP access and are
interrested in an automatic mailer system to provide all the documents
of the Atari 8-Bit Home Page? If you are such a person, please send a
message to: ipoorten=www@cs.vu.nl

Thanks in advance,

Ivo

```
-------------------------------------------------------------------------------
||| Ivo van Poorten <ipoorten@cs.vu.nl> aka The Gatekeeper |||
||| Visit my Atari 8-Bit Home Page !!! |||
_/ | \_ The URL is http://www.cs.vu.nl/~ipoorten/8bit.html _/ | \_
ATARI or ftp all offered stuff at: ftp.cs.vu.nl/pub/ipoorten 8-BIT
-------------------------------------------------------------------------------
```

5612. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 18:10:00 UTC
From: cmwagner@gate.net
Message-ID: <371eho$1bnv@tequesta.gate.net>
Source record: 98094

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: available. Sparta already does this in its AtariDOS support. You might
: be able to implement a traditional vs. extended note/point Sparta FMS for
: larger partitions.

It would be nice to see that feature in SpartaDOS, the entire problem, as far as I can see, is backwards compatibility. I am familiar with disk structures on other platforms, but haven't looked into Atari or the SpartaDOS formats. Commodore used a similiar technique that Atari did, but they went track/sector, and the drive converted the track/sector numbers to a logical sector or maybe it was easier than that, who knows -- haven't examined the ROM on one of those drives to look at the DOS. I think the one that MS-DOS uses is a pretty good one. I would sacrifice backwards compatibility for that.

5613. Latest FidoNet Nodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 19:59:17 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2E9418CC@POST0.LAAFB.AF.MIL>
Source record: 98087

The following is my latest list of FidoNet nodes that carry the Atari 8-bit
echo. Thought you'd be interested. If you find any discrepancies, please
send me e-mail.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

reaserrl@post2.laafb.af.mil

Phone Location Node # BBS Name

SysOp Baud

(201) 692-7981 New Milford NJ 1:2604/311 The Gearbox BBS
Mark Paris 9600
(204) 889-3608 Winnipeg MB 1:348/104 Ability
Jim Martinuk 9600
(206) 472-6805 Tacoma WA 1:138/245 Permanent Crew Rest
John Schliep 2400
(206) 695-0799 Vancouver WA 1:105/169 Aurora BBS
Scott Hemphill 9600
(210) 333-5360 San Antonio TX 1:387/307 Quantum Leap
Mike Mazzola 9600
(214) 442-0388 Wylie TX 1:124/7028 Wylie Connection
Wes Newell 9600
(216) 253-9247 Akron OH 1:2215/110 Akron Connection
Terry Russell 9600
(216) 478-0548 Canton OH 1:157/629 CanCom BBS
Gary Cox 9600
(219) 674-6040 Osceola IN 1:227/145 Ye Ole Connection
Chris Smith 9600
(301) 292-7955 Fort Washington MD 1:109/412 The Computer Orphanage
Ken LaCapria 9600
(302) 239-7242 Hockessin DE 1:150/120 Inner World BBS
Brian Funk 9600
(305) 378-2571 Miami FL 1:135/94 Metro Data Group
Sebastian 9600
(305) 472-7715 Fort Lauderdale FL 1:369/120 Bashful Pervert BBS
Bob Patten 9600
(310) 374-7929 Redondo Beach CA 1:102/137 PC Heaven BBS
Tony Reeves 9600
(315) 797-3054 Utica NY 1:2609/507 W.A.A. BBS
Richard Seeley 9600
(317) 356-5519 Indianapolis IN 1:231/370 The Zoo
Bill Jones 9600

(317) 878-4069 Trafalgar IN 1:231/310 Crossroads Broadcast
Charlie Sears 9600
(403) 299-9925 Calgary AB 1:134/10 Logical Solutions
Hans Hoogstraat 9600
(407) 568-8774 Bithlo FL 1:363/153 MoonRose HQ
Kevin Hoffman 9600
(417) 781-0178 Joplin MO 1:286/1701 Deep Space 417
Ray Brown 9600
(501) 932-6961 Jonesboro AR 1:389/2 The Wizard's Domain
Jon Wagner 9600
(502) 933-4725 Valley Station KY 1:2320/110 LiveWire Adv Comm
Allen Prunty 9600
(504) 362-1636 New Orleans LA 1:396/80 Assassin's Lair
Todd Jordan 9600
(512) 443-3096 Austin TX 1:382/98 Austin Connect! BBS
Chris Nunn 9600
(514) 466-9637 Greenfield Park Qc 1:167/565 Evening Shade
Chris Ross 9600
(516) 579-2069 Seaford NY 1:2619/119 The Arena BBS
Mark Ciochetto 9600
(601) 992-4023 Jackson MS 1:3632/3 MCS Micronet
James Simmons 9600
(602) 459-0013 Sierra Vista AZ 1:309/51 United We Stand America
Bill Starr 9600
(602) 459-6514 Sierra Vista AZ 1:309/35 The Danish Tower BBS
Bill Morris 9600
(602) 464-4817 Mesa AZ 1:114/318 STAR*LINX
Jeff Kovach 9600
(604) 272-5888 Richmond BC 1:153/813 T.R.A.C.E BBS
Terry Schreiber 9600
(604) 323-9698 Vancouver BC 1:153/7091 Miramax BBS
David Poon 9600
(609) 223-0133 Mullica Hill NJ 1:266/52 Python Bbs
Rudy Schmidt 9600
(609) 794-8907 Vineland NJ 1:266/73 Connections! BBS
Michael Nelson 9600
(612) 544-5118 Minneapolis MN 1:282/47 FlightLine BBS
Craig Peterson 9600
(615) 376-7623 Knoxville TN 1:3615/17 Soft Touch
Mary Pinckard 9600
(617) 595-5626 Swampscott MA 1:101/106 NewWorld Magic1
Hal DuPrie 9600
(617) 595-5627 Swampscott MA 1:101/107 NewWorld Magic2
Hal DuPrie 9600
(617) 932-0958 Woburn MA 1:101/435 MMASKS
Herb Oxley 9600
(701) 727-9811 Minot AFB ND 1:14/645 Gamma World
Lance Powell 9600
(702) 435-0786 Las Vegas NV 1:209/745 The Rebel BBS
Terry May 9600

(703) 642-3616 Alexandria VA 1:109/618 Infinite Data Source
John Choi 9600
(706) 868-9726 Martinez GA 1:360/17 The Far Side BBS
Jim Noblett 9600
(713) 461-1682 Houston TX 1:106/6969 STarship
Rich Tietjens 9600
(718) 817-5500 Bronx NY 1:278/103 Fordham Jesuit BBS
Fr. N. Lombardi 9600
(803) 731-3884 Columbia SC 1:376/50 Dreadnaught Class
Julius Edwards 9600
(803) 788-8194 Elgin SC 1:376/112 Jake's Place
Leo Davidson 9600
(805) 734-4742 Vandenberg AFB CA 1:206/2703 FIDOdoor Support BBS
Bryan Hall 9600
(813) 969-1089 Tampa Fl 1:377/50 The GIFfer
Earl Bonser 9600
(816) 763-3353 Kansas City MO 1:280/66 Synergy
John Hutton 9600
(818) 763-9006 N. Hollywood CA 1:102/836 Computer One
Ed
Baker 9600
(904) 268-9203 Jacksonville FL 1:112/57 The Dragon's Domain
B.
Himmelstoss 9600
(904) 375-7913 Gainesville FL 1:3601/106 The Den
Ken Sallot 9600
(904) 871-6536 Panama City FL 1:3608/1 221B Baker St
James Young 9600
(904) 769-9688 Panama City FL 1:3608/121 The -< Bejue >-
Larry Black 9600
(909) 989-7745 Guasti CA 1:218/405 Star Tours II
Ron Pothier 9600
(905) 683-3089 Ajax ON 1:229/125 PC Online
Don Liscombe 9600
(916) 737-1844 Sacramento CA 1:203/69 Humanx Commonwealth
Smokey Layton 9600
(916) 448-5840 Sacramento CA 1:203/9264 *Your BBS*
Curtis Delzer 9600
(919) 469-8463 Cary NC 1:151/139 ArenA
Paul Newton 9600
46-31-363973 Partille 2:203/221 STraight BBS
Bertil Jagard 9600
64-3-389-0898 Christchurch 3:770/140 Mirth Control [#1]
Daniel Ayers 9600
64-9-817-2868 Auckland NZ 3:772/480 Hitch-Hiker's
Jamie Walker 2400
64-9-445-0661 Auckland NZ 3:772/1000 PC WORLD-1
Chris Miller 9600

5614. Atari 8-bit material wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 20:58:56 UTC
From: JBIBBER@fnal.fbalv.gov
Message-ID: <JBIBBER.8.2E94AD36@fnal.fbalv.gov>
Source record: 98099

A friend of mine is interested in purchasing any Atari 8-bit material. He does not have Internet access, please call Dennis Brimhall at (209)251-6907, or leave me email at jbibber@gcomm.com. Also, he would be interested in any Tandy material.

Thank you,
John

5615. 8 bit for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 22:11:24 UTC
From: gcc@kookaburra.krldwa.mccaw.com
Message-ID: <371smc$bs4@ftp-p.mccaw.com>
Source record: 98090
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,seattle.forsale

8 bit b revs 1050 disk drive, 850 interface, comstar 160 printer, 300 baud modem
mon montior, software.

Make me a offer any price will be considered.

George Constantine

206-828-2384 work 9-5
206-771-5251 Home After 6

(NO EMAIL)

5616. Re: Multi-player games before 1983?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-06 23:19:03 UTC
From: winston@merk.com
Message-ID: <Cx9y3t.4nI@merk.com>
Source record: 98097

On Friday, September 30, 1994 at 10:05:51 PDT (2:05pm EDT)
kowalski@access.digex.net (Rob Kowalski) wrote:

RK> I am doing research on the history of video games and am curious to
RK> find if anyone knows of multi-player games that existed before 1983.
>
RK> The game should allow two players to play each other in a way where
RK> the two players are not looking at the same screen, but they may see
RK> the other player on their screen. They may be connected through modem,
RK> over network, or whatever...
>
RK> Any clues?

Sure thing... there was a game that was a two-player tank duel that
was written for the APPLE-][, the TRS-80, and the ATARI, to be played over
a modem connection. The name of the game escapes me at present. David
Small, the ATARI guru, used to play a multi-player space battle game over
an online network. M.I.T. had a multi-player startrek space hunt game
played on their Altos network. Harvard had a multi-player character
graphics startrek as well as a "SPACEWAR!" type game that was played on
multiple terminals. Berkley had a space hunting game called "SEARCH" where
spaceships would "search and destroy" each other over a network.
Middlebury College in Vermont had a multi-player dungeons and dragons game
(called something like "Fracas" or "Attack!") that was playable over a
campus network. I believe that Digital Equipment Corporation had a game
called "The Universe" that was multi-player on multiple terminals. Then
there is also the veritible, tried and true, "modem chess". There must
have been at least a hundred hand-written versions of two-player chess over
a modem that people have written but never used due to the expense. Oh
yes, I forgot that Boston University wrote a multi-player startrek game for
an IBM 370 "paging terminal". That was quite a feat! Just about every
campus that had multiple terminals had someone write a multi-terminal game
at one time or another. Space and tank battle games appear to have been
the most popular at the time.

Do these "video games" need to be commercial? ...bitmapped?
...realtime only? ...non-networked? ...or will anything do?

5617. test message

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-07 02:04:14 UTC
From: JBIBBER@fnal.fbalv.gov
Message-ID: <JBIBBER.7.0014F0D5@fnal.fbalv.gov>
Source record: 98098

```
test message
```

5618. Can I format disks?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-07 06:46:16 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9410070635.AA02789@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 98092

Hi, Atari Freaks!

I tried format disks using MyDOS by "I" then "A". Some disks were
formatted. But others weren't be.
These others are 2HD 5inch disk formatted by MS-DOS at once.
Can't I use such disks on Atari console? Or if you have any
advices, let me know.

And next. I usually use MyDOS4.53. It is very nice, easy to use.
But some old disks are based on AtariDOS. And when I use on
AtariDOS, I can't use MyDOS disks. Is there a way to do?
I got ABC BASIC compiler. It runs on only AtariDOS, I think. But I
want to compile program saved on MyDOS disk(sio2pc disk).

Thanks for your reading!!
Please reply me to "odaman@pfu.fujitsu.co.jp"
Or "KHB07735@niftyserve.or.jp". :-)
--
Tetsuo Oda (OdaMan de PON the ATARI 8bit FREAK) |||
odaman@pfu.fujitsu.co.jp ||| /| ~T~ /||~> |
KHB07735@niftyserve.or.jp / | \ /~| | /~|| \ |

5619. Portfolio RS232

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-07 10:33:47 UTC
From: brown@uk.co.gec-mrc
Message-ID: <5476@hercules>
Source record: 98100

Summary:
Keywords:

sorry about posting this here by there doesn't seem to be a group for it.

A friend of mine has asked me about the RS232 add on for the Atari portfolio apparently it is just configured to act as serial port for printing not for 2 way communication and for Comms. However he says that Atari were going to make a public domain s/w driver for the port for such a purpose and leave it in the portfolio support areas on Compuserve and Genie. I have no access to this so how can I get it, and how can I get it onto a memory cartridge if I can't download via the serial interface in the first place.

Thanks in advance

Paul Brown

5620. Menu Print - Bounced Mail

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-07 12:58:48 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410071253.AA21292@dylan.newi.ac.uk>
Source record: 98095

I've just received the Atari Digest posting of c.s.a.8 but it appears to be incomplete. I noticed at least one message in the Subject index relating to Menu Print but that part of the text didn't get through to me.

If you are experiencing any problems in getting through, keep trying. My e-mail address is ...

MBITDC9306@newi.ac.uk

The problem might have been caused by my tinkering with the TELNET facility here last night. I won't be doing that today.

David Davies
Projects Co-Ordinator
The Atari Classic Programmer's Club.

5621. ATR-8000 help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-07 13:31:40 UTC
From: rosborn@en.ecn.purdue.edu
Message-ID: <373ijs$e8n@mozo.cc.purdue.edu>
Source record: 98103

I'm in the process of buying an ATR-8000 without documentation or
software. I would greatly appreciate it if anyone could send me a copy
of the docs or some tips on getting the system set up. I'm looking to
hook up a 720K (or better) PC drive to the system. Thanks in advance.

--
| Looking for games and rare recordings:
Ryan H Osborn | Black Sabbath & Ozzy, Chase
rosborn@en.ecn.purdue.edu | 800 XL/2600/7800/Vectrex/SMS/NES/GB/GG/Lynx/SNES
| /HUH4KT AAN FAH4NIHKS WER4KS FOHR MIY!!!

5622. 8bit GIF's: Where are they????

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-07 19:17:46 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <3746sq$33q@monk.rsip.lsu.edu>
Source record: 98101

I recall that someone was scanning in images of all of the 8bit Ataris a while back and that they were going to be posted. What happened to that? Where can I get them?

Tom

(reply by email if possible) Thanks

--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of the Remote Sensing Lab or Lousisiana State University, just this mine.

5623. 8-Bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-07 23:42:38 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <374mde$l0k@nyx10.cs.du.edu>
Source record: 97906

Atari 8-Bit Stuff for sale:

HARDWARE:

1010 cassette Recorder plus about a dozen game cassettes. $10.

Reset Button: Plugs into cartridge slot, $10.

SOFTWARE:

1) Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $10.

2) Sublogic FLIGHT SIMULATOR 2 plus JAPAN SCENERY Disk, $25.

3) Timewise (Time management), $9.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $4.

7) "Atariwriter" (Cartridge), 2 avail., $20. each.
Excellent word processor for Atari

8) "SynsStock" (Stock charting) $10.

9) "Sargon III" (Chess program) $10.

10) "Atari Spell Checker" for Atariwriter and Atariwriter+, $15.

11) "GO" (Ancient Japanese game, harder than Chess) $9.

12) "The Newsroom" $10.

13) "Movie Maker" (Animation Construction Set) $10.

14) "Proofreader" (Spelling Checker for Atariwriter), $15.

15) "Your Personal Net Worth", $10.

16) "Managing Your Stocks", $10.

17) "Softporn Adventure", $5.

18) "Pinball Construction Set", $10.

19) The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

20) Atari BASIC version "C" cartridge. Eliminates bugs in built-in version "B".

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package offers that move a lot of items!

****SPECIAL BARGAIN OFFER****: The items above total more than $275. IF YOU TAKE EVERYTHING---$125. postpaid.

Please reply by e-mail.

5624. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-08 03:22:38 UTC
From: mattk@netcom.com
Message-ID: <mattkCxC41r.30n@netcom.com>
Source record: 97909

F Tooned <ftooned@delphi.com> writes:

>As it sits right now, it looks like it will initially only support
>9 partitions... This is the economy version remember. <g>
>
>There are quite a few of us who are insane though, and my only limitation
>right now is 24 hours a day. Let's see what the response is to the
>MIO II in it's current form, and that will determine what FTe REALLY
>does in the next 6 months or so.
>
>As far as "so much for the Multi" in the name. We prefer to think
>of it as the "Mini I/O"

Are users going to have to monkey with the sector size or does it work
with off the shelf 512 byte -sector drives?

There have been several of us with MIOs and SCSI drives that the MIO
didn't like.

Also, what's the max size per partition?

Matt
<mattk@netcom.com>

5625. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-08 04:06:40 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3755sg$f4j@terminator.rs.itd.umich.edu>
Source record: 97914
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 41464 Oct 1 01:12 ./8bit/Graphics/show.arc
-rw-r--r-- lenn 211 Oct 1 01:12 ./8bit/Graphics/show.txt
-rw-r--r-- lenn 11739 Oct 1 01:11 ./8bit/Sound/play.arc
-rw-r--r-- lenn 247 Oct 1 01:11 ./8bit/Sound/play.txt
-rw-r--r-- lenn 159398 Oct 2 00:03 ./8bit/0index
-rw-r--r-- lenn 74857 Oct 5 02:55 ./8bit/Sound/Md8/STP1.arc
-rw-r--r-- lenn 320 Oct 5 02:55 ./8bit/Sound/Md8/STP1.txt
-rw-r--r-- lenn 99064 Oct 5 02:55 ./8bit/Sound/Md8/STP3.arc
-rw-r--r-- lenn 227 Oct 5 02:55 ./8bit/Sound/Md8/STP3.txt
-rw-r--r-- lenn 22112 Oct 5 02:55 ./8bit/Sound/Md8/alf.md8.Z
-rw-r--r-- lenn 39003 Oct 5 02:55 ./8bit/Sound/Md8/bilinski.md8.Z
-rw-r--r-- lenn 13698 Oct 5 02:55 ./8bit/Sound/Md8/moonligh.md8.Z
-rw-r--r-- lenn 36243 Oct 5 02:55 ./8bit/Sound/Md8/restrict.md8.Z
-rw-r--r-- lenn 371 Oct 5 02:56 ./8bit/Sound/Md8/README
-rw-r--r-- lenn 160130 Oct 5 02:59 ./8bit/0index
-rw-r--r-- lenn 25613 Oct 6 17:56 ./8bit/Editors/awpsmenu.arc
-rw-r--r-- lenn 25 Oct 6 18:01 ./8bit/Editors/awpsmenu.txt
-rw-r--r-- lenn 2618 Oct 6 17:59 ./8bit/Newfiles.txt
-rw-r--r-- lenn 31731 Oct 6 17:57 ./8bit/Languages/kasm241.arc
-rw-r--r-- lenn 2348 Oct 6 17:57 ./8bit/Languages/kconvert.arc
-rw-r--r-- lenn 13708 Oct 6 17:57 ./8bit/Languages/kedit.arc
-rw-r--r-- lenn 9433 Oct 6 17:57 ./8bit/Languages/klink.arc
-rw-r--r-- lenn 113 Oct 6 18:05 ./8bit/Languages/kasm241.txt
-rw-r--r-- lenn 161005 Oct 6 18:06 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

5626. hello

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-08 05:14:24 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <067_9410080450@softtech.brisnet.org.au>
Source record: 98102

```
Can any body hear me out there??????

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Max v2.12 [NR]
```

5627. Re: 8bit GIF's: Where are they????

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-08 16:04:06 UTC
From: ripi@aol.com
Message-ID: <376ftm$le2@newsbf01.news.aol.com>
Source record: 97905

In article <3746sq$33q@monk.rsip.lsu.edu>, tom@ready.rsip.lsu.edu (Tom Smailus) writes:

>I recall that someone was scanning in images of all of the 8bit Ataris a >while back and that they were going to be posted. What happened to that? >Where can I get them?

They're not done yet. I have most of them done, and all I have to do now is upload them to Delphi as planned. However, I'm out of town at the moment, and all I have is a 2400 dialup (read: SLOW). One night when I have the time, I'll start the upload and go to bed, and post them the next day.

Rob

5628. 1200XL Forsale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-08 16:05:30 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <376g0a$89o@usenet.INS.CWRU.Edu>
Source record: 98104

Forsale: Atari 1200XL, Unmodified in great condition.

Make offer.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

5629. Atari Internet Userguide wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-08 17:03:17 UTC
From: asterix@gate.net
Message-ID: <376jcl$rda@tequesta.gate.net>
Source record: 97907

```
Help !!!
A friend of mine asked me to try to find the Atari Internet User guide
for him ( the poor fellow doesn't have access to the net ).
So, if anyone knows where to find it (ftp, gopher, or whatever), please
let me know.
All information is highly appreciated.
Thank you ....... DJ
```

5630. Atari 8-bit material wanted!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-08 17:16:07 UTC
From: JBIBBER@fnal.fnalv.gov
Message-ID: <JBIBBER.9.2E96D3D6@fnal.fnalv.gov>
Source record: 97908

As I stated before, A friend of mine is interested in purchasing any Atari 8-bit material. He does nor have internet access, please call Dennis Brimhall at (209)251-6907, leave me email at jbibber@gcomm.com, or send snail land mail to:

Dennis Brimhall
P.O. Box 7654
Fresno, CA 93747-7654
U.S.A.

Also he would be interested in any Tandy material.

Thank you,
John

5631. XL to ST hookup

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-08 18:04:43 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.01es@didi.mayn.sub.de>
Source record: 97912

Hello,
to connect an ST or an PC to the XL you only have to build
up a simple interface.
The diagramm is in the doc file for SIO2PC.
But you can buy it also from ANG-Software (adress is in the vendors list)
ANG also sold a very very nice software for the ST.
It is 1000 times better compared with SIO2PC.
Write to ANG for a free list...
There was also a diagramm and software for the ST published
in a german computer magazine some years ago.
I used it some times (but I sold my ST) and was very lucky with it.
The software from ANG is much improved as this...

--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5632. Adolf Mollnhuber - RS232

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-08 18:12:45 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.01ez@didi.mayn.sub.de>
Source record: 97913

Hi Adi,
ich habe dir dbzgl. eine MSG. geschickt, die aber leider nicht
zugestellt werden kann. ???
Jetzt nochmal...
Brauchst Du eine Schnittstelle fuer einen Drucker oder fuer
ein Modem ?
Fuer beide gibt es versch. Loesungen entweder kaufen oder basteln.
Fuer eine Druckerschnittstelle zahlst Du ca. 40 DM -NEU-
Fuer eine serielle ca. 20 DM (evtl. ein bischen Loeten)
oder ca. 50 -NEU-
Aber hier kann Dir evlt. Jochen Scharlach von der ARGS weiterhelfen.
Gruss

--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5633. Where's Itay Chamiel?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-08 19:40:45 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <376sju$p0p@usenet.INS.CWRU.Edu>
Source record: 97910

(I know Itay is in Israel, but what's his address?)
Can't find an old post with Itay's address. He seemed disappointed
that nobody sent him any info on xmodem. Well, I came across a
pretty comprehensive file all about xmodem and crc and stuff with
asm, and c or pascal source code. It has a 69k doc with it.
Now, maybe he already has what he needs by now, but I wanted
to uuencode this zip and send it his way.
Russ Gilbert
User of apk@wariat.org and the Cleveland Freenet
e-mail Russ.Gilbert@apk.wariat.org or cb541@cleveland.freenet.
both will go to the apk address.

5634. Re: Analog rights

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-08 20:33:18 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <376vme$nl@usenet.INS.CWRU.Edu>
Source record: 97911

In a previous article, kamaro_kid@delphi.com () says:

>From: BOS::ANALOG4 "CLAYTON WALNUM, ATARI ADVANTAGE MANAGER" 4-OCT-1994
>13:41:26.99
>To: BOS::KAMARO_KID
>CC:
>Subj: RE: Analog stuff
>
>As far as I know, ANALOG programs are still owned by LFP, Inc. In any case,
>even if the programs are no longer LFP's property, the copyright would
>revert to the programs' authors. So, technically, unless at least the
>program's author has stated that the program is public domain, the program
>must be concidered to be copyrighted.

Slight problem: if they are still owned by LFP, then the authors cannot
place them into the PD because the authors are not the owners, and only the
owner can release property into the public domain.

But that's a big help. We now know that LFP never made a general release
of ANALOG programs into the public domain. We now know that ANALOG
programs are EITHER still the property of LFP, OR the property of their
original authors. From Clay's statement I think we can gather that when
LFP bought the program rights, the contract specified that if LFP were to
relinquish ownership, they were required to do so to the original author.
LFP apparently could not have made a general release of ANALOG programs
into the PD even if they wanted to.

So now the next step is to determine whether ANALOG programs rights are
held by LFP or have reverted to the program authors. Anyone know how to
get ahold of LFP?
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5635. 1200XL question

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-09 03:00:52 UTC
From: U43610@uicvm.uic.edu
Message-ID: <94281.220053U43610@uicvm.uic.edu>
Source record: 97918

I just ran into a 1200XL that I would love to see go.. No power supply, though
.. Can anyone tell me (that owns an XL) what the power supply rrequirement is
..? I have already tried 6V and 9 V.. A little scared to try a 12V for fear
of burning something out.. At 9V, the power light kicks on, but no video..
-
Anyhow, any help would be greatly appreciated (it was an irresistable hack..)
-
Ken
X

5636. Re: Analog rights

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-09 03:02:27 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Oct08.225948.5793@wariat.UUCP>
Source record: 97917

(M. Current says Larry Flynt probably owns the rights to ANALOG
programs/articles.)
I'm not about to argue with Larry Flynt. But when I purchased the
ANALOGs that had the 'Permissions' statement, that statement
constituted a contract as part of the reason I purchased the magazine.
I don't think that a new owner can remove the rights of distribution
that I obtained when I origanally bought the magazine. This is a
bunch of nitpicking, REALLY.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5637. Re: Analog rights

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-09 03:44:41 UTC
From: ah818@freenet.buffalo.edu
Message-ID: <CxDzqI.8uK@freenet.buffalo.edu>
Source record: 97915

Russ.Gilbert@apk.wariat.org (Russ Gilbert) says Analog copyright dis-
cussion is "nitpicking".

I disagree. Many Atari 8bit software games and applications are at that
stage where they are very likely to simply disappear into history if not
captured and archived during the next 5 years. It would be a shame to see
so much effort just disappear into nowhere because of ambiguities in the
copyright laws. I believe as a general discussion it behooves the Atari
8bit community to obtain a better awareness of what might legally be done
to salvage this software. I don't advocate illegal action, but the Atari
8bit - and a couple other previously popular 8bits - are the first comp-
ters in history that face this question of technological extinction. True,
many business computers preceeded them, but not home/game computers. These
are the machines that introduced the concept of the home computer available
to the public at large - and changed history in the process.
--
Phillip M. Fries
ah818@freenet.buffalo.edu

5638. Legal issues and HD sizes

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-09 06:51:13 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199410090651.AA209485459@relay2.geis.com>
Source record: 97916

Anyone who wants to get in touch with Larry Flynt need only pick up the latest Hustler. I've also seen Lee Pappas of Analog on CI$ recently; he might have a line.

Here's a thought: since, apparently, LFP has never released the rights (an assumption, but given that none of the Analog authors around have received notice of a reversion of rights a safe one) would LFP be willing to sell the rights? If the price were low enough someone could buy the rights and announce, publicly and clearly, that all the files are PD. If people sent in donations to cover this expense they could finance further purchases, from commercial sources.

%%%%%%%%

To whoever was asking about the max partition size on the MIO II: Unless someone has written an all new DOS, it should still be 16megs - that's 256bytes/sector x 2 byte pointer. If the "new" MyDos ever comes out, it's supposed to give more (64 megs? I think). But that's a software limit, not hardware. Heck, 9 partitions x 16megs = 144 megs, which seems like a lot to me.

Dave Paterson

5639. Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-09 19:59:01 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <1b7_9410100535@flight.org>
Source record: 97957

Quoting from: krishna@max.tiac.net (Glenn M. Saunders)
GM>
GM>IMHO the XF-551 is the best double density drive and if one is going to
GM>be stuck with only floppies, the dual 720/360K system is really choice
GM>because you also gain the ability to read/write MS-DOS format disks in a
GM>common format (3.5" 720 rather than 360 or 180K 5.25"). Many computers
GM>these days don't even have 5.25" drives. But as long as you can do 3.5"
GM>MS-DOS you can pretty much share files with anybody. MACs and AMIGAs and
GM>workstations like Sparcs can read/write MS-DOS using various means.
GM>You'd never have to set up a null-modem again.

I like the XF 3.5 upgrade, but it is too bad one cannot write to IBM
format disks as well because of the memory limitations of the XF drive itself.
Too bad there isn't an easy way to do this though...

-Dag- --> dag.hugdahl@flight.org

* PabQwk 2.0 #23 * OSS * POLICE TAGLINE DO NOT CROSS * POLICE TAGLINE DO NOT
CROSS * POLI
--
Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| The views of this user are strictly his own.
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

5640. Re: 1200XL question

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-09 20:55:06 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <379lba$rnu@usenet.INS.CWRU.Edu>
Source record: 97919

In a previous article, U43610@uicvm.uic.edu () says:

>I just ran into a 1200XL that I would love to see go.. No power supply, though
>.. Can anyone tell me (that owns an XL) what the power supply rrequirement is
>..? I have already tried 6V and 9 V.. A little scared to try a 12V for fear
> of burning something out.. At 9V, the power light kicks on, but no video..

The 1200XL runs on 9V AC, and needs a minimum power of about 18 VA.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5641. Re: Legal issues and HD sizes

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-09 21:09:42 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <379m6m$t4j@usenet.INS.CWRU.Edu>
Source record: 97920

In a previous article, d.paterson2@genie.geis.com () says:

>Anyone who wants to get in touch with Larry Flynt need only pick up the
>latest Hustler. I've also seen Lee Pappas of Analog on CI$ recently; he
>might have a line.

I was planning on looking for LFP info in various databases available
through DIALOG. The TRW Business Credit Profiles database hasn't failed me
yet. But thanks for the tip!

>Here's a thought: since, apparently, LFP has never released the rights (an
>assumption, but given that none of the Analog authors around have received
>notice of a reversion of rights a safe one) would LFP be willing to sell the
>rights? If the price were low enough someone could buy the rights and
>announce, publicly and clearly, that all the files are PD. If people sent
>in donations to cover this expense they could finance further purchases,
>from commercial sources.

That would certainly be one productive possibility. Another one would be
if someone obtained the rights to all that software and started selling it
commercially again. Either way, making existing software widely and
legally available is what it's all about.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5642. Re: Atari 410P ?!?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-09 21:17:04 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <379mkg$p2@usenet.INS.CWRU.Edu>
Source record: 97921

In a previous article, heller@akh104.rh.psu.edu (Andrew K. Heller) says:

> I just got hold of a Canadian 410 program recorder...
>(the squarish one, not the chelco rounded one)
>it has an update sheet saying it is now a 410P program recorder
>since it now uses an extern 6vdc 300ma power pack.
>
> Is this mentioned on the power pack list for devices?

Nope. (My power supply list is now incorprated into the FAQ, in case no
one noticed.)

So does this look like a regular 410 from the outside, or does the label
really read 410P?

What is the Atari part number on the power pack?
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5643. Itay's address:

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-09 23:13:40 UTC
From: KENDRICK@sonoma.edu
Message-ID: <941009161359.2404bc87@sonoma.edu>
Source record: 97922

```
Itay Chamiel's address is: bruck@brachot.jct.ac.il

Bye!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!
```

5644. 800 ain't working

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 00:31:43 UTC
From: pbhoeff@io.org
Message-ID: <37a21f$f66@ionews.io.org>
Source record: 97925

I bought an Atari 800 second/third/etc-hand the other day, and much to my dismay it does not work properly. I've got an Atari 400 from which I can scavenge parts, and as this 800 only cost me 10 bucks I'm quite willing to poke around inside it.

Basically, when I power it up I get a brilliant light show on the screen. All sorts of colors flashing. The keyboard clicker is spluttering away as well. I've tried removing the extra memory card, and I've tried a few different power supplies, but no help. If I don't have any cartridge in the beast I just get one solid color.

Any help? Email or post here... either is great!

--
---
pbhoeff@io.org (in Toronto, Ontario, Canada) Bret Hoeffler

5645. Re: 1200XL question

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 00:59:47 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Jw11p7L.lmcclure@delphi.com>
Source record: 97923

In mail dated 10-8-94, U43610@uicvm.uic.edu (Ken) said:

"I just ran into a 1200XL that I would love to see go..
No power supply, though .. Can anyone tell me (that
owns an XL) what the power supply rrequirement is..?"

The 1200XL uses a power supply with 9 volt A.C. output. It is the
same power supply used by the Atari 810 and 1050 disk drives, and the
older 400 and 800 (not 800XL) computers.

I currently own or have owned all of the above mentioned devices, so I
can verify the above information is accurate.

5646. Modem wanted (for BBS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 01:43:55 UTC
From: kamaro_kid@delphi.com
Message-ID: <BU70BnD.kamaro_kid@delphi.com>
Source record: 97924

Looks like I'm going to put my Atari 8bit BBS (The Atari Connection)
back online, but first I'll need to get another 2400-14.4k modem.

Anybody have an extra for trade/sale (prefer trade), please contact me
via mail.

--
-+
James E. King + Internet Junky
kamaro_kid@delphi.com - Atari XL/XE (8-bit) fanatic
Delphi Atari 8-bit Manager + DP Technical Specialist
-+

5647. The New AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 04:00:34 UTC
From: bookie@clubcal.com
Message-ID: <bookie.0ers@clubcal.com>
Source record: 97927

Does anybody know when the new AC is going to begin being published?

--
bookie@tatertot.com bookie@clubcal.com

5648. XDM121 Ribbons...what type?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 04:40:39 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <37agk7$uev@hearst.cac.psu.edu>
Source record: 97926

I need a new XDM121 ribbon. Does best have these? Whats the number
and price?

Or, is there a generic version of this available... I mean, Atari went
through all that trouble of making a "standard" daisy wheel printer...
the least they could do is tell you what standard ribbon it takes! =)

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

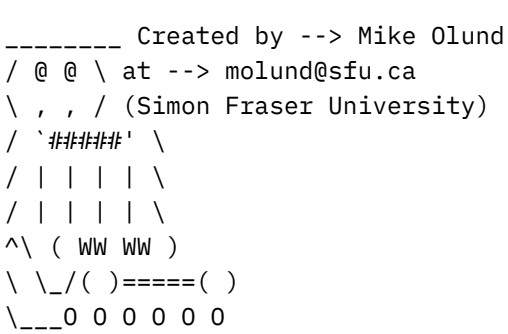
5649. [--- Gopher Archive ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 06:22:23 UTC
From: winston@merk.com
Message-ID: <CxG1pD.Buy@merk.com>
Source record: 97928

Does anyone know what the current port numbers are for the ATARI archive gopher at ARCHIVE.MERIT.EDU ? I had to "walk" down the entire menu structure; the colon extension of ":7055/11/atari/8bit" would no longer work. Is there currently a way to get to the ATARI 8BIT menu in "a single pass" without having to walk the tree structure ?

ObASCII:

THE INTERNET GOPHER ?



Thanks.
--winston

5650. Re: XDM121 Ribbons...what type?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 08:49:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19941010084945MIS0160@MVS.UDEL.EDU>
Source record: 97932

In article <37agk7$uev@hearst.cac.psu.edu>,
heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

> I need a new XDM121 ribbon. Does best have these? Whats the number
>and price?
>
> Or, is there a generic version of this available... I mean, Atari went
>through all that trouble of making a "standard" daisy wheel printer...
>the least they could do is tell you what standard ribbon it takes! =)

The Atari XDM121 daisy wheel printer takes a Silver Reed CF130 ribbon.
An Atari XMM801 dot matrix printer takes a Mannesman/Tally MS80 ribbon.

5651. Notice for James Bradford - Super products

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 09:26:50 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410101028.AA00857@dylan.newi.ac.uk>
Source record: 97929

James,

Thanks for the offer of SuperDOS 5.1. Yes, I can receive uucoded stuff but at the moment I can't transfer them over to 8-bit disks - I'm working on a ST to XL cable that will correct that.

Does SpartaDOS 5.1 have the same first 8 bytes on the boot sector as SuperDOS 5.0? If so, then Menu Print will read SuperDOS 5.1 disks but version 5.0 will appear in the Database. At the moment, memory and time are very tight hence the reasons why I haven't been able to include SpartaDOS, DOS XE or DOS 3 - however, there should be room to add more to the DOS recognition table.

I will be finishing off side 1 of the Menu Print disk in the next couple of days and sending it off so that it can be protected. Hmm ... have you copies of earlier versions of SuperDOS? Although I won't be able to put those in the recognition tables this time, if the original version of Menu Print does well then I'll produce upgrades at a later stage.

David Davies
The Atari Classic Programmer's Club
MBITDC9306@newi.ac.uk

P.S. What is your e-mail address?

5652. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 11:33:22 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <37b8q2$2lj@dux.dundee.ac.uk>
Source record: 97930

Eyvind Bernhardsen (eyvind@lise.unit.no) wrote:
: In article <36trtj$duu@hawk.le.ac.uk> mdb@le.ac.uk (M.D. Broadhurst) writes:

: > Has anyone received the latest issue of Page 6 which was meant to be sent out
: > last month?

: No. It was delayed, to be published on September 25th (I think...
: Unless it was October, but I'm fairly sure it was September), so it
: should be getting places by now. Page 6 were certainly still there a
: couple of weeks ago, when I bought some software (and the 800XL field
: service manual :) from them.

Page 6 *are* alive, I know 'cos I've ordered two lots of stuff from them
Unfortunately, when I was phoning up about an order (minor mistake) I forgot
to ask them what had happened to the mag! Still, at least they're still alive..

--
Double your Freezer capacity- defrost it today!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5653. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 12:00:22 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410101301.AA02157@dylan.newi.ac.uk>
Source record: 97931

Just heard last night that issue 68 of Page 6/New Atari User is now being sent out ... but I also heard some stories about Page 6 that would make your hair stand on end.

What is the current betting on them surviving another 12 months?

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

5654. The Antic & Analog Archive is Currently Unavailable :(

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 14:54:22 UTC
From: kevina@clark.net
Message-ID: <37bkiu$e4g@explorer.clark.net>
Source record: 97933

Due to some management difficulties the Atari archive at ftp.clark.net is
currently unavailable. One of the system managers moved the files to a
different machine and created a symbolic link which doesnt work because it
is going below the anonymous ftp directory structure.

I will let you know when its back up.

--
* Kevin Atkinson, Clarknet Internet Serv., Maintainer of The Bible of Usenet *
* Finger usenet-b@clark.net for more info on The Bible of Usenet. *
* Or send mail to usenet-b@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *

5655. FORSALE Atari STE

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 18:00:36 UTC
From: gcc@kookaburra.krldwa.mccaw.com
Message-ID: <37bvg4$17j@ftp-p.mccaw.com>
Source record: 97934
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale.computers,mccaw.forsale,seattle.forsale,pnw.forsale

Sorry for the last post I screwed up with the subject.

I have a Atari STE for sale it comes with the following.

4 Mg's ram
1 high res Atari mono monitor
1 Atari color monitor
20 mgbyte supra hard drive
2400 baud modem
clock

several hundread disks of software including the following with Manuals

Falcon and the mission disk
Lemmen's
Grand Prix
The pawn
Lattice C compiler
Neo Desk
Flash

and alot more I can't remeber

All for 500 + shipping (negotiable) I would prefer to sell to some one in the seattle area.

Contact George Constantine at George.Constantine@mccaw.com

or call 206-828-2384 W 9-5 PST
206-771-5251 H after 6pm PST

5656. Re: Atari 410P ?!?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 18:24:01 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <37c0s1$51o@monk.rsip.lsu.edu>
Source record: 97937

In article <3705md$13jm@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
|> Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
|> : I just got hold of a Canadian 410 program recorder...
|> : (the squarish one, not the chelco rounded one)
|> : it has an update sheet saying it is now a 410P program recorder
|> : since it now uses an extern 6vdc 300ma power pack.
|>
|> : Is this mentioned on the power pack list for devices?
|>
|> Also, there is a "410 INSERT: Operating System 255"
|>
|> It warns about using the 410 on a system that returns 255 to
|> peek(65528). It then goes on and explains about lining up the
|> splice in the tape (leader/media) so as to have the tape positioned
|> over the heads at the start of a read. I guess this stems from
|> the timing errors and such in the 800os. I just never saw it
|> documented by Atari before. The 800's with a 410 are so flakey.
|>
|> : --

Flakey!? I've never had any problems. All I had for the first year on my 800 was a 410 - and I loaded/saved basic code ok. After 5 months, I wrote a basic/assembly program to take binary files from disk (at school) and write them to a boot tape. That worked like a charm. Now I was able to play Star Raiders, Galaxian, etc. Although I never got that supposed trick with the stereo track to work; where you could recorde stereo audio (music) then save a data file, adn if you turned off the data sound, when loading it would play the music. Did anyone get this to work (and how), or was this just some myth?

--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of
the Remote Sensing Lab or Lousisiana State University, just this mine.

5657. R:P: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 18:43:01 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <333_9410110535@flight.org>
Source record: 97942

Quoting From: krishna@max.tiac.net (Glenn M. Saunders)

GM>Eric Sokolowsky (esok@bert.cs.byu.edu) wrote:
GM>: What is the R:P: Connection? I have seen multiple references to it, but
GM>: no explanations. I have an ICD P:R: Connection.
GM>
GM>: Any fellow Utah Atari nuts out there? Drop me a line.
GM>
GM>
GM>It is a piece of CSS maybe-ware ;)
GM>
GM>No, really. It is the same as a P:R: only supporting high speed modems
GM>and perhaps with a few other niceties. An onboard term loaded from an
GM>EPROM inside is a possibility. The P:R: only supports up to 9600 and
GM>that just doesn't cut it these days.

Have you heard of a possible date of release?

-Dag- ---> dag.hugdahl@flight.org

* PabQwk 2.0 #23 * Do not remove this tagline under penalty of law.
--
Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| The views of this user are strictly his own.
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

5658. Re: [--- Gopher Archive ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 18:57:41 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <37c2r5$ht1@charm.magnus.acs.ohio-state.edu>
Source record: 97940

In article <CxG1pD.Buy@merk.com>, Winston Smith <winston@merk.com> wrote:
> Does anyone know what the current port numbers are for the ATARI
>archive gopher at ARCHIVE.MERIT.EDU ? I had to "walk" down the entire
>menu structure; the colon extension of ":7055/11/atari/8bit" would no
>longer work. Is there currently a way to get to the ATARI 8BIT menu in "a
>single pass" without having to walk the tree structure ?

Well, here's the bookmark entry, verified just a few seconds ago:

Type=1
Name=8bit Atari Archive at umich
Path=1/atari/8bit
Host=gopher.archive.merit.edu
Port=7055

--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5659. Re: Analog rights

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 19:25:55 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <37c4g3$cki@usenet.INS.CWRU.Edu>
Source record: 97935

In a previous article, aa700@cleveland.Freenet.Edu (Michael Current) says:

>So now the next step is to determine whether ANALOG programs rights are
>held by LFP or have reverted to the program authors. Anyone know how to
>get ahold of LFP?

I believe I found it (through DIALOG, rather than picking up an issue of
Hustler. :)

LFP
9171 Wilshire Blvd, #300
Beverly Hills, CA 90210
USA
310/858-7100

I may try to get in touch with them, but it couldn't hurt if others did as
well.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5660. Hello

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 19:29:02 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <334_9410110535@flight.org>
Source record: 97943

Quoting From: Masstorage@closer.brisnet.org.au (Masstorage)
M >
M > Can any body hear me out there??????
M >
M > * Wave Rider 1.0 [NR] *
M >... UNREGISTERED EVALUATION COPY
M >--- Blue Wave/Max v2.12 [NR]

Yep, I can hear you. Now, can anyone hear me? I have gotten some mail
back from people saying they have seen my messages, but that has been a long
time ago...

-Dag- ---> dag.hugdahl@flight.org

* PabQwk 2.0 #23 * The future isn't what it used to be.
--
Fidonet: Dag Hugdahl 1:282/47
Internet: Dag.Hugdahl@flight.org

| The views of this user are strictly his own.
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

5661. Re: Are there any mail/news only people on c.s.a.8

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 19:31:46 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <37c4r2$csm@usenet.INS.CWRU.Edu>
Source record: 97936

In a previous article, ipoorten@cs.vu.nl (Ivo van Poorten) says:

>I was wondering how many c.s.a.8 readers have no FTP access and are
>interrested in an automatic mailer system to provide all the documents
>of the Atari 8-Bit Home Page? If you are such a person, please send a
>message to: ipoorten=www@cs.vu.nl

Rather than go through that much trouble, you might consider offering specific instructions for using one of the general-purpose FTP-to-mail servers for accessing your resources by mail. (Several such gateways are described in the FAQ.)
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5662. Re: Atari 410P ?!?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 22:05:36 UTC
From: payton@ins.infonet.net
Message-ID: <37cdrg$jei@insosf1.infonet.net>
Source record: 97946

In article <37c0s1$51o@monk.rsip.lsu.edu>, tom@ready.rsip.lsu.edu
(Tom Smailus) writes:

>Flakey!? I've never had any problems. All I had for the first year on my 800
>was a 410 - and I loaded/saved basic code ok. After 5 months, I wrote a
>basic/assembly program to take binary files from disk (at school) and write
>them to a boot tape. That worked like a charm. Now I was able to play Star

I had nothing but problems with the 410 I bought in '82. I always
saved programs two or three times (on different tapes) to ensure that
I would have at least one copy that would load back in. And I always
kept the tape path clean and used high quality normal-bias tapes.

After a few months of this I finally got an 810. It may been slow,
single-sided and 88K, but compared to the 410 it seemed like magic.
The people buy PCs today with 500 meg hard drives will never know
the fun they missed out on. :-]

>Raiders, Galaxian, etc. Although I never got that supposed trick with the
>stereo track to work; where you could recorde stereo audio (music) then save a
>data file, adn if you turned off the data sound, when loading it would play the
>music. Did anyone get this to work (and how), or was this just some myth?

Atari did this on several commercial cassetes. You can do it yourself
but it requires at least two stero tape decks. If you record the data
track first, and then the audio track, the erase head in your audio
deck will wipe out the data track. Similarly, if you record the audio
track first, the erase head in the 410 will wipe out the audio while
recording the data track. :-(

So to make this work you have to record the data track first on a
separate tape. Using at least two tape decks, you then connect the
right channel "in" of destination deck to the right channel "out" of
source deck. Then connect the left "in" channel of the destination deck
to whatever you wanted to record as audio (another tape deck, LP, etc.)
Roll everything at once and viola! - the data track copied on the right
channel and your very own audio track on the left.

More work than it was worth, IMO. However some of the Atari commerical
releases made good use of this (the foreign-language and speed reading
programs come to mind). In 1982 it seemed kind of impressive though,
and even more so to casual observers who didn't understand the technology
behind it -- "Wow - the computer's talking!" :-)

-- James Payton | payton@ins.infonet.net

5663. Pr Conector PinOut help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-10 22:26:54 UTC
From: icbw500@indyvax.iupui.edu
Message-ID: <1994Oct10.172654.9014@ivax>
Source record: 97976

I need the pin out to hook a standard parallel dprinter to a PR Connector manufactured by ICD. Any Help out there? The PR Connector is 15 pins.

5664. To Russ Gilbert, Ice-T

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 01:04:38 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9410110103.AA05767@brachot.jct.ac.il>
Source record: 97938

I wanted to let Russ Gilbert I got his Xmodem info.
Thanks Russ!

I would also like to thank Tom Drake for the first shareware payment I've
received for Ice-T!

And:
Ice-T ver 0.99999999 will be released within a week. sorry it's been so long!

Fine Scroll, Backscroll, Xmodem d/l, and generally better than the demo.
Not as good as it COULD be but as good as it ever has been.
Shareware fee is mandatory if you use the program regularly!!!!!

-itay

--- Itay Chamiel, Jerusalem ><> PHiSH <>< bruck@brachot.jct.ac.il ---
"Pencil's important 'cause you've / | \ (using someone else's account)
gotta erase a lot" -Trey Anastasio \/|\/ bag it, tag it

5665. Stuff for Sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 02:02:29 UTC
From: tdrake1@umbc.edu
Message-ID: <37crnl$i8u@news.umbc.edu>
Source record: 97939

I have the following Atari items for sale:

1 stock Atari 1050 Disk Drive (no power supply) -------> $35
2 1050 Tandon Disk Drive Mechanisms complete (used) ---> 10 each
1 Atari 7800 Choplifter cartridge ---------------------> 5
1 Atari 7800 Kareteka cartridge -----------------------> 5
1 Atari 2600A with power supply -----------------------> 15
2 Atari 850 Interfaces with power supply, I/O cable,
AND includes factory manual! -------------------------> $40 each

You pay shipping.

E-mail if interested.
--
-=-
Thomas Drake Test First! Then Code! tdrake1@umbc8.umbc.edu

5666. Stuff 4 sail

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 10:40:37 UTC
From: seward@greatwall.cctt.com
Message-ID: <37dq35$rv2@babyblue.cs.yale.edu>
Source record: 97941

At long last I am willing to give up my 8bit. (tears) The atari 8bits was the second computer I owned (the ancient Trash 80 was the first) and I've held on to it this long because it is still very usable. You all know what Star Raiders is like on this system, right?

Well, I offering my 8 bit, 5 1/4 ddrive and assorted joysticks, knobs, cables and wires AND all of the software you can eat for the ridiculously low price of $100.00 (shipping not included).

Please send inquires to the above address.

Vern Seward

5667. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 10:52:26 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <37dqpa$8gn@dux.dundee.ac.uk>
Source record: 97944

David Davies (mbitdc9306@newi.ac.uk) wrote:
: Just heard last night that issue 68 of Page 6/New Atari User is now being
: sent out ... but I also heard some stories about Page 6 that would make your
: hair stand on end.

: What is the current betting on them surviving another 12 months?

I just received the current issue today, but I haven't had time to read it..
So if you haven't already receieved it, don't worry, it's on its way!

Glad to hear you're so optimistic about their future ;|
What do you mean "stories about Page 6 that would make your hair stand on end"?
Can... it.. be..... the editor is one of the undead? Shreik!! ;)

--
Double your Freezer capacity- defrost it today!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5668. Re: 1050 tune-up

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 10:57:27 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <37dr2n$8gn@dux.dundee.ac.uk>
Source record: 97945

digiacom@panix.com wrote:
: I have 3 1050 drives (stock models) and was wondering if a FAQ exists on
: how to keep these drives in optimum condition..

I've seen it quoted in most sources that you shouldn't clean the heads unless they need it. My 1050 has given almost 8 years of sterling service, and it hasn't had the heads cleaned *once*. If you use grimy or el cheapo disks, you may need to though, but this is more a reason for not using poxy disks.

--
Double your Freezer capacity- defrost it today!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5669. Atari Hardware Project Newsgroups: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 11:03:47 UTC
From: bfurbee@crl.com
Message-ID: <37drej$lif@crl5.crl.com>
Source record: 97947

I am wanting to work on a small hardware project and would like some other opinions on the feasability before I actually begin laying out money for such an undertaking.
Basically I would like to have my 800XL installed in a mid-size tower case (ala PC), here are the features I would like to integrate into the new case:

800XL Motherboard with 256K RAMBO
Atari 1050 Disk Drive as D1:
Atari XF-551 Disk Drive as D2:
2 Serial / 1 Printer Port (ICD P:R: Connector, or others?)
MIO-II from FTe
40 Mb or LARGER IDE Hard Drive (using MIO II)

A few gray areas exist so far:
1. Is there a way to interface to a PC/AT Keyboard?
2. Is there an extender cable for the Cartridge Port so I can port a cartridge cut-out on the PC case?

I plan on using the drive cables in the PC power supply to feed a lot of the equipment (the motherboard, floppy drives, etc), but I will probably need to branch off of the P8/P9 connectors on the PC power to feed floppy controllers, etc. Mounting all this stuff is going to take some space, otherwise I would have opted for a mini-tower case :)

Any input on this project would be appreciated. Some items I would like to be able to add in the future but not required in the base system would be the SuperVideo and SuperAudio upgrades, the 720K 3.5" floppy drive add-on to the XF-551 and a myriad of other items. Any input would be appreciated! Respond here or send E-Mail to addresses below.

Thanks,
bfurbee@crl.com
Brian_Furbee@digivortex.com

5670. Atari 410 and other recorders

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 11:12:40 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <37drv8$8gn@dux.dundee.ac.uk>
Source record: 97948

payton@ins.infonet.net wrote:
: I had nothing but problems with the 410 I bought in '82. I always
: saved programs two or three times (on different tapes) to ensure that
: I would have at least one copy that would load back in. And I always
: kept the tape path clean and used high quality normal-bias tapes.

I used to have problems with my tape deck too, when I got it back in '86-
it was a Phonemark. Part of the problem seemed to be the power supply which
was built in- my Dad drilled some holes in the case and fitted an on/off
switch for when it wasn't in use, this seemed to help. I don't know if the
early 410s had a built in supply or if they drew it from the computer like the
XC12. Which begs the question (I've asked this before, but....)
What's the relationship between the phonemark and the XC12 recorders.
The case is the same except for the colour and the Phonemark/Atari logos, and
they are both made in the same place, so it would seem they're the same design,
but they aren't 'cos like I said, the XC12 doesn't need a power supply.
Incidentally, all the programs I'd had were with loading commercial tapes-
my own were fine (and it wasn't the azimuth 'cos they work on the XC12
equally well).

: >Raiders, Galaxian, etc. Although I never got that supposed trick with the
: >stereo track to work; where you could recorde stereo audio (music) then save a
: >data file, adn if you turned off the data sound, when loading it would play the
: >music. Did anyone get this to work (and how), or was this just some myth?

: Atari did this on several commercial cassetes.
: Some of the Atari commerical
: releases made good use of this (the foreign-language and speed reading
: programs come to mind). In 1982 it seemed kind of impressive though,
: and even more so to casual observers who didn't understand the technology
: behind it -- "Wow - the computer's talking!" :-)

Don't know about the foreign language courses, but Kingdom and Hangman both
had music and voice overs while they loaded. Unfortunately, it was *really*
crap, just some American sounding person telling you about the game in a
bad salesmanish manner, while some horrible muzak played.
Energy Czar and Lone Raider both had music, but no voice over.
IMHO the only game of these four worth getting is Kingdom (if you can).
Dead simple, but it's fun!

--
Double your Freezer capacity- defrost it today!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5671. Re: Adolf Mollnhuber - RS232

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 11:50:57 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <37du71$t75@news.belwue.de>
Source record: 97950

```
Dieter Popp (didi@didi.mayn.sub.de) wrote:
> Hi Adi,
> ich habe dir dbzgl. eine MSG. geschickt, die aber leider nicht
> zugestellt werden kann. ???

ditto :((

> Fuer eine serielle ca. 20 DM (evtl. ein bischen Loeten)
> oder ca. 50 -NEU-
> Aber hier kann Dir evlt. Jochen Scharlach von der ARGS weiterhelfen.
> Gruss

Adresse siehe unten :))

Bye,
Jochen

--
-------------------------------------
EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de
-------------------------------------
```

5672. Re: Atari Hardware Project Newsgroups: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 12:54:02 UTC
From: kamaro_kid@delphi.com
Message-ID: <Jwy2hNS.kamaro_kid@delphi.com>
Source record: 97949

I have my 8bit installed in a DEC Rainbow 100 case..

For your keyboard, either extend out the mylar or to use a PC
keyboard, get the Transkey upgrade kit from Dataque (find their
info in the FAQ).

Otherwise, with a little work, you can get your 1050 and XF to fit inside
a big enough case - by removing the external housing units and
separating the pcboard from the disk drive mech.

Good luck fitting an 8bit into a standard tower though - as there may
not be enough room for the 1050 or XF551 drive pcboards -- that's
why I had to use an old DEC case.. There was plenty of extra room
inside for motherboards, expansion boards, etc..

I've got my MIO and Adaptec inside the case too - along with about 800
meg of HD space!

--
-+-+-+

5673. Atari hardware for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 13:05:38 UTC
From: kamaro_kid@delphi.com
Message-ID: <JQzVZpS.kamaro_kid@delphi.com>
Source record: 97951

I have the following hardware items for sale/trade:

3 x stock 800xl (2 with SuperVideo/Audio and socketed)
1 x stock 1050 disk drive
1 x stock Percomm disk drive w/printer port
1 x 850 modem/printer interface
1 x PR:C modem/printer interface (requires no external power supply)
1 x CX85 Keypad
2 x Seagate ST251 40meg half height hard drives
2 x Seagate ST225 20meg half height hard drives
1 x Adaptec 4000a MFM to SCSI converter adapter card
2 x XM301 300baud direct connect modems (in original packaging)
1 x 815 Acoustic coupler 300 baud modem (brand new, in box)
1 x Hayes 1200 baud SmartModem
1 x 1020 printer/plotter
1 x 1025 direct connect NLQ printer
1 x 320k 130xe with TURBOOS Super-ROM upgrade
1 x 3 Slave CSS Multiplexor complete w/60 foot of 34pin ribbon cable
1 x (Forgot brand name) 30meg full height hard drive
1 x XEGS complete, brand new in box (Lightgun, carts, manuals, etc..)
5000 Assorted double density disks (some blank, most with sware) .10 ea.
1 x Custom 1050 dust cover
1 x Custom 800xl dust cover
3 x Custom 2600 dust covers

Fear not, as this is only a small sampling of my 'EXTRA' 8bit hardware. I still have far more than this, and use 3 XL's on my MUX regularly.

Points of order: All items must be prepaid (NO COD) with check or money order. I will not ship items that cost less than around $20.00, as it's simply a waste of time running to the post office for a $5.00 order (unless purchasing floppies in quantities).

Highest bidder takes (if cash deal) - otherwise, interesting trades (of items not listed on that list, of course - are highly recommended.

--
-+-+-+

5674. Re: UNIX on Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 14:34:31 UTC
From: "Yeb Havinga"
Message-ID: <CxIJ5L.GqH@cs.utwente.nl>
Source record: 97953

Ok, so no fully equiped Unix on the atari 8-bit,
but what about a client to Linux ?

Yeb

5675. Page 6 new issue is out

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 15:33:55 UTC
From: mdb@le.ac.uk
Message-ID: <37eb93$rvq@hawk.le.ac.uk>
Source record: 97960

Yesterday I received the latest issue of Page 6.

The result of the summer mail-shot was very disappointing, only 12% of subscribers actually bought something from the Accessory Shop.

Therefore the future of Page 6 is still looking very unstable.

--

Mike Broadhurst, Computer Centre, University of Leicester, England, UK
Editor of Engage/SciFi Zone and X-Files-UK. Email : mdb@le.ac.uk
---

5676. how transfer PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 19:24:31 UTC
From: hcl5384@ritvax.isc.rit.edu
Message-ID: <1994Oct11.192431.15593@ultb.isc.rit.edu>
Source record: 97954

I wonder if files are transferred from Atari to PC? I have oldest games for
Atari 800XL. How to connect from Atari to PC? Any had an idea????
Thanks!

5677. 8-bit BBS's? Transfer to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 21:50:28 UTC
From: goble@maxwell.ee.washington.edu
Message-ID: <37f1b4$j6f@news.u.washington.edu>
Source record: 97955

(My guess is that this has already been talked about but I just joined this newsgroup).

I just got the new 8-bit emulator, XF2, for the PC and am eager to get some 8-bit software onto my PC.

Are there any 8-bit BBS's still around (any in the 206 area code)? Any ftp sites? Any utility software that can help?

Thanx for any info...

-Brian

--
==)------------
Brian Goble | goble@ee.washington.edu
"Finishing a close second means you didn't win."
------------(==

5678. Notice For James Bradford

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 22:12:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <4cf_9410120536@flight.org>
Source record: 97993

```
Quoting From: mbitdc9306@newi.ac.uk (David Davies)
DD>I will be finishing off side 1 of the Menu Print disk in the next couple of
DD>days and sending it off so that it can be protected. Hmm ... have you copies
DD>of earlier versions of SuperDOS? Although I won't be able to put those in
the
DD>recognition tables this time, if the original version of Menu Print does
well
DD>then I'll produce upgrades at a later stage.
DD>
Sorry if I missed it before, but what is the main purpose of Menu Print?

-Dag- --> dag.hugdahl@flight.org

* PabQwk 2.0 #23 * Nothing is so smiple that it can't get screwed up.
--
| Internet: Dag.Hugdahl@flight.org
|
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource
```

5679. Alternate reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 22:26:26 UTC
From: mc9781@albnyvms.bitnet
Message-ID: <37f3ei$316@rebecca.albany.edu>
Source record: 97961

Wanted:

Clues or maps to Alternate Reality the Dungeon or the City.
E-Mail me please.

-Marc Caroul

5680. Re: 8-Bit Bbs's? Transfe

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 23:12:00 UTC
From: william.kendrick@f98.n250.z1.tor250.org
Message-ID: <e8ecbdd0@f98.n250.z1.tor250.org>
Source record: 97845

```
TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: kendrick@zippy.sonoma.edu (William Kendrick)

An Atari 8-bit FTP site is ARCHIVE.UMICH.EDU directory atari/8bit/*

From there, get the 8bit FAQ file (in the 8bit directory I think) or get it
from this newsgroup. That'll list a LOT of useful information (including more
FTP sites)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!
Keeper of the Atari 8-bit Newbie/Emulator FAQ file!
```

5681. Re: 8-bit BBS's? Transfer to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 23:12:44 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <37f65c$28h@nic-nac.CSU.net>
Source record: 97956

An Atari 8-bit FTP site is ARCHIVE.UMICH.EDU directory atari/8bit/*

From there, get the 8bit FAQ file (in the 8bit directory I think) or get it
from this newsgroup. That'll list a LOT of useful information (including more
FTP sites)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!
Keeper of the Atari 8-bit Newbie/Emulator FAQ file!

5682. Survey Results (New Produ

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 23:24:00 UTC
From: <>
Message-ID: <46bddf81@f98.n250.z1.tor250.org>
Source record: 97844

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: bryedewa@news.delphi.com (BRYEDEWAARD@DELPHI.COM)

Hi, and thanks to all who responded to my survey for the video adapter.

I had hoped to have more done on it by now, but I lost access to the
Oscilloscope I was using, so I'll have to delay my work on it until I
can afford one. I'll post again when I have good news.

Thanks!
-Bry

5683. Survey results (new product feasability)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 23:24:44 UTC
From: bryedewa@news.delphi.com
Message-ID: <37f6rs$er1@news.delphi.com>
Source record: 97972

Hi, and thanks to all who responded to my survey for the video adapter.

I had hoped to have more done on it by now, but I lost access to the Oscilloscope I was using, so I'll have to delay my work on it until I can afford one. I'll post again when I have good news.

Thanks!
-Bry

5684. Re: Portfolio RS232

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-11 23:57:26 UTC
From: ez040248@dino.ucdavis.edu
Message-ID: <37f8p6$ee8@mark.ucdavis.edu>
Source record: 97963

Paul Brown (brown@uk.co.gec-mrc) wrote:
: Summary:
: Keywords:

: sorry about posting this here by there doesn't seem to be a group for it.

: A friend of mine has asked me about the RS232 add on for the Atari portfolio
: apparently it is just configured to act as serial port for printing not for
: 2 way communication and for Comms. However he says that Atari were going
: to make a public domain s/w driver for the port for such a purpose and
: leave it in the portfolio support areas on Compuserve and Genie. I have no
: access to this so how can I get it, and how can I get it onto a memory
: cartridge if I can't download via the serial interface in the first place.

: Thanks in advance

: Paul Brown

I had the same problem, I ended up subscribing to Genie in order to
obtain the xmodem protocol transfer program. Although the built-in
menu-driven software only allows for printing to the serial port, DOS
allows for transmission of ASCII data with I think the following commands:
COPY AUX A:file (to receive a file onto the Portfolio) and COPY
A:file AUX for the reverse.
The long file that is needed is a hexadecimal file, so it
can be sent with the previous command. The 255-byte file converts the
other file to the executable file(the short file can also be transferred
with the DOS command). So, as long as you can get the DOS commands to
work, it is not necessary to have the program placed on a memory card.
But that is an option for only $5.00 according to an advertisement placed
in ST-Informer a couple months ago(I can pass on that information if you
would like). E-mail me if you would like to see about getting the
files. I also have a text file that describes how to construct a cable
for using the Atari 8-bit to communicate with the Portfolio.
Danny Webster
dpwebster@ucdavis.edu

5685. FS: Classic Atari 8 Bit Software!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 00:01:07 UTC
From: bensmith@teleport.com
Message-ID: <37f903$lp9@linda.teleport.com>
Source record: 97978
Cross-posted to: pdaxs.ads.computers,pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.8bit

8-Bit Software for sale:

An Invitation to Programming 1:
Atari, Cassette, Box.....$5.00

An Invitation to Programming 3:
Atari, Cassette, Box, & Docs...$5.00

Archon, Electronic Arts, Disk..$5.00

Asteroids, Atari, Cart.....$5.00

AtariLab light module
Atari, Cart, Box, & Docs.....$10.00

Atari Basic Cartridge.....$5.00

Basic A+ (with OS/A+)
OSS, Disk, & Docs.....$10.00

Atari Basketball Cart.....$5.00

Battle of Antietam
SSI, Disk, Box, & Docs.....$20.00

Blue Max Cart, Atari.....$5.00

Carrier Force
SSI, Disk, Box, & Docs.....$20.00

Centipede Cart, Atari.....$5.00

Clear for Action, Avalon Hill
Disk, Box, & Docs.....$20.00

Colonial Conquest
SSI, Disk, Box, & Docs.....$20.00

Computer Ambush
SSI, Disk, Box, & Docs.....$20.00

Computer Quarterback
SSI, Disk, Box, & Docs.....$10.00

Cutthroats, Infocom
Disk, Box, Maps, & Docs.....$20.00

David's Midnight Magic
Broderbund, Disk, Box, & Docs.$10.00

Deadline, Infocom, Disk.....$5.00

Deadline, Infocom
Disk, Box, Maps, & Docs.....$20.00

Defender Cart, Atari.....$5.00

Desk Top Video April 88
Antic, Disk.....$5.00

Dog Daze
APX, Cassette, Box, & Docs.....$5.00

Donkey Kong Cart, Atari.....$5.00

Encounter, Synapse, Disk.....$5.00

Fight Night Cart, Atari.....$5.00

Financial Asset Management System
APX, Disk, Box, & Docs.....$10.00

Flight Simulator II, Sublogic
Disk, Box, Maps, & Docs.....$20.00

Forbidden Forest, Cosmi
Atari/C64, Disk, Box, & Docs..$10.00

FujiBoink Disk, Atari???.....$5.00

Gettysburg - The Turning Point
SSI, Disk, Box, & Docs.....$20.00

Gorf, Roklan
Cart, Box, & Docs.....$5.00

Hacker, Activision, Disk & Box.$5.00

Humpty Dumpty & Jack and Jill
Thorne EMI Video
Cassette, Box, & Docs.....$5.00

Infidel Disk, Infocom.....$5.00

Juggles' House, Atari
Cassette, Box, & Docs.....$5.00

Kampfgruppe, SSI
Disk, Box, & Docs.....$20.00

Kennedy Approach, Microprose
Disk & Docs.....$10.00

Knights of the Desert
SSI Apple/Atari Disk/ TRS-80 Cass
Disk, Cassette, Box, & Docs...$20.00

Legionnaire, Avalon Hill
Disk, Cassette, Box, & Docs...$20.00

Lords of Conquest
Electronic Arts
Disk, Box, & Docs.....$10.00

Marauder, Sierra On Line, Disk.$5.00

Match Racer, Gebelli
Disk & Reference.....$5.00

Math Blaster!
Davidson Atari/Commodore 64/128
Disk, Box, & Docs.....$5.00

Mech Brigade, SSI
Disk, Box, & Docs.....$20.00

Memor Mania & Maxwell's Demon
Gentry, Disk.....$5.00

Missile Command Cart, Atari....$5.00

Nam, SSI, Disk, Box, & Docs...$15.00

Operation Market Garden
SSI, Disk, Box, & Docs.....$20.00

Pac-Man Cart, Atari.....$5.00

Paris in Danger, Avalon Hill
Disk, Box, & Docs.....$20.00

Pharoah's Curse
Synapse, Disk.....$5.00

QIX Cart, Atari.....$10.00

Rails West!, SSI
Disk, Box, & Docs.....$20.00

Reforger '88
SSI Apple/Atari, Disk & Docs..$10.00

Rescue at Rigel, Atari, Disk...$5.00

Shamus, Synapse Software, Disk.$5.00

Space Eggs
Sirius Software, Disk.....$5.00

Space Journey, Roklan
Cart, Box, & Docs.....$5.00

Spider-Man
Green Valley Publishing, Disk..$5.00

Star Fleet I, Cygnus
Disk, Reference, Box, & Docs..$20.00

Star Raiders Cart, Atari.......$5.00

Star Trek, Sega
Cart, Overlaysm Box, & Docs....$5.00

States & Capitals, Atari
Cassette, Box, & Docs.........$5.00

Stratos, Adventure International
Disk, Box, & Docs.............$10.00

Syn Calc, Synapse
Disk, Box, & Docs.............$20.00

TAC - Tactical Armor Command
Avalon Hill, Disk, Box, Docs..$20.00

TeleLink 1 Cart, Atari.........$5.00

Telengard, Avalon Hill
Cas/TRS-80/Comm64/Pet2001
Disk, Cassette, Box, & Docs...$20.00

Temple of Apshai, Epyx
Disk, Box, & Docs.............$15.00

The Wizard and the Princess
On Line Systems, Disk.........$5.00

Threshold, On Line Systems
Disk..........................$5.00

Tigers in the Snow
SSI Apple/Atari, Disk, Docs...$15.00

Tink! Tonk! Tuk Goes to Town
Sprout, Disk, Docs.............$5.00

Top Gunner Collection
Microprose, Disk, Box, & Docs.$15.00

U.S.A.A.F., SSI
Disk, Box, & Docs.............$20.00

Ulysses, Sierra On Line, Disk..$5.00

VC, Avalon Hill
Disk, Box, & Docs.............$15.00

VisiCalc, VisiCorp
Disk, References, Box, & Docs.$20.00

War, Adventure International
Disk..........................$5.00

War in Russia, SSI
Disk, Box, & Docs.....$20.00

Warship, SSI
Disk, Box, & Docs.....$20.00

Zork I, Infocom, Disk.....$5.00

All interested Parties Reply in
E-Mail at the Following Address:

bensmith@teleport.com

Or call (503)256-9974 anytime! Call
For Faster Service!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5686. Re: Atari 410P ?!?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 00:05:28 UTC
From: krishna@max.tiac.net
Message-ID: <37f988$s7t@sundog.tiac.net>
Source record: 97982

If the soundpath between the tape drive and the speaker were clean, using the tape as a multimedia audio device would still be something neat to play around with. However, even with correct track separation, there is a LOT of noise introduced into the signal on its way to the speaker. I don't know if it is due to horrendous crosstalk on the heads or RF interference on its path to the speaker or both but it makes it impossible to get as good audio as you'd get playing the tape through a regular deck.

I tried doing this with a 4-track recorder which can record on any individual track perfectly, so I know I got it right. It was the drive and the electronics that introduced the noise.

5687. Re: R:P: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 00:07:42 UTC
From: krishna@max.tiac.net
Message-ID: <37f9ce$s7t@sundog.tiac.net>
Source record: 97977

Dag Hugdahl (Dag.Hugdahl@flight.org) wrote:

: Have you heard of a possible date of release?

Several times. That is the problem. THere was a release notice on it
many months ago now, like last spring. That said SOON on it. CSS usually
doesn't claim a release time and then reneg on it. It is uncharacteristic
of them and a bad sign for the future of the company that they were at
once so sure of a release schedule and then it being pushed back to what
will probably be Xmas at the earliest if not spring.

5688. FS: Classic Atari 8 Bit HardWare!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 00:09:14 UTC
From: bensmith@teleport.com
Message-ID: <37f9fb$m1c@linda.teleport.com>
Source record: 97981
Cross-posted to: pdaxs.ads.computers,pdx.forsale,or.forsale,pnw.forsale,comp.sys.atari.8bit

I have the following Atari Classic 8-Bit hardware item's for sale:

PS=Power Supply.

Atari 130xe, 128K
w/PS & Manual.....$75 U.S.

Atari 800xl, 64k
w/PS.....$50 U.S.

Atari 800xl, 64k
w/o PS.....$40 U.S.

Atari 800, 48K/52K/Impossible Chip
40/80 Column, w/o PS.....$50 U.S.

Atari 800, 256K Happy Compatible
Ram Disk * Makes One Pass copies
with Happy Drive, OmniMon/800 OS/?
Cold Reset Button,Pill Chip
w/PS.....$80 U.S.

Atari 800, 48K
w/o PS.....$20 U.S.

Atari xf551 Disk Drive, DS/DD, New
w/Box, Manual, Dos, PS.....$175 U.S.

Atari xf551 Disk Drive, DS/DD, New
Drive Only, w/o PS.....$125 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, Manual & SIO Cable.....$70 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, & SIO Cable.....$60 U.S.

Atari 1050 Disk Drive, SS/ED
w/o PS.....$50 U.S.

Atari 810 Disk Drive, SS/SD
w/PS.....$30 U.S.

Atari 1020 Plotter (Color Printer)
Direct Connect, w/o PS.....$25 U.S.

Atari 850 Interface
Lets your Atari use standard modems

and Printers, w/o PS.....$50 U.S.

ATR8000 by SWP (For CPM etc.)
PS Built in, CPU only.....$50 U.S.

MPP-1100 Printer InterFace
No PS Needed, Plugs into Joystick
Port, as is.....$10 U.S.

Atari CX85 Numeric KeyPad
Plugs into Jostick Port.....$8 U.S.

Atari XM301 modem, 300bps
Direct Connect, needs no PS..$8 U.S.

Atari 1010 Program Recorder
Cassette Storage, w/PS.....$8 U.S.

Atari 410 Program Recorder
Uses standard cassette tapes
w/Built In PS.....$5 U.S.

JoySticks, Many makes/models
E-Mail or Call Voice for more info.
Starting at only .....$5 U.S.

Interested parties E-Mail to:

bensmith@teleport.com

or call Ben at:

(503)-256-9974 Anytime
--
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Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5689. Re: UNIX on Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 00:14:18 UTC
From: krishna@max.tiac.net
Message-ID: <37f9oq$s7t@sundog.tiac.net>
Source record: 97980

YebHavinga wrote:
: Ok, so no fully equiped Unix on the atari 8-bit,
: but what about a client to Linux ?

You mean like SLIPP? That would require a bidirectional modem handler. The Atari's clock speed prevents reliable asynchronous RS232 data communications beyond about 19.2K BPS. Bidirectional hacks would take even more power. SLIPP accounts are slow at 57K connections, let alone 19.2K. SLIPP is essentially a way to run your own Internet site, and every time you access something locally, it gets what it needs from the provider (or so I have heard). Therefore it is transferring massive amounts of data. The rather slow (compared to PCs) hard drive data rate is also a problem. Lastly, the system requires a Unix OS overlay or at least some way to fool the provider and I think the possibility of doing this within the 8-bits memory limitation, even with a truly herculean banked ram system, would be impossible. Even with a 65816 it would probably be impossible to do this where it would actually be practical.

5690. Re: 8-bit BBS's? Transfer to PC?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 00:22:08 UTC
From: krishna@max.tiac.net
Message-ID: <37fa7g$s7t@sundog.tiac.net>
Source record: 97979

The best way to transfer to other machines is via the Floppy Board or XF upgrade and the BBXFER.COM program. This lets you read and write to MS-DOS disks. It only lets you transfer back and forth within that program, not a handler to install an MS-DOS filesystem for general usage, but it is still a lot better than null modems, which aren't always possible. If you can read and write MS-DOS 720K 3.5" disks, you can pretty much communicate with ANY platform, not only IBMs. For instance:

Unix Workstations -> mtools utility allows writing MS-DOS floppies
MAC -> There are MAC utilites to read/write 720K MS-DOS floppies
Amiga -> CrossDOS autosenses MS-DOS disks and allows read and write
ST -> the Atari ST disk structure is identical to MS-DOS

I have had personal experience transferring files between all of the platforms mentioned except the ST. I brought Atari Archive files to my Atari via mtools on a workstation, and I helped finish the titles on my student film by writing an MS-DOS disk with the ASCII titles for use by a guy with a MAC and a DTP package to read it off of. And most recently I have been transferring files to and from my Amiga 1200.

5691. XF3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 03:09:32 UTC
From: mlewis@NeoSoft.com
Message-ID: <37fk1c$6bl@uuneo.neosoft.com>
Source record: 97962

has anyone received the version 3.0 of the 8-bit emulator? I mailed
my check in August and haven't received anything yet. Hope it gets here
soon.

mlewis

5692. Atari 8bit Newbie/Emulator Help/Stupid Questions FAQ revision 0.4 (9/7/94)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 03:20:12 UTC
From: KENDRICK@sonoma.edu
Message-ID: <941011201918.24049227@sonoma.edu>
Source record: 97959
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

```
NOTE: This was also uploaded to the Atari Archives at the University of
Michegan


__
The Unofficial Atari 8bit ||||
Newbie / Stupid Question / Emulator Help _||||_
FAQ `\\ //'
`\/'
By Bill Kendrick
Revision 0.4 !! PLEASE !!
September 7, 1994 ASK MORE QUESTIONS

Differences from Rev.0.3: Added info on DCM2DSK.
PLEASE also refer to: MyDOS 4.5 documents, SIO2PC documents,
XF2 documents, and the Atari 8-bit F.A.Q.

For general help (hardware, magazines, etc.) please check the Official
Atari 8-bit FAQ file:
From: Michael Current <MCURRENT@carleton.edu>
Where to get the latest copy of the Atari 8-Bit Computers
Frequently Asked Questions List:

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq
(and many other FTP sites that archive Usenet FAQ Lists)
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers

or, send a message to mailto::mail-server@rtfm.mit.edu that says:

send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask Michael for a copy at
mailto::mcurrent@carleton.edu

Objective of this file:
Much discussion has gone on in the comp.sys.atari.8bit Usenet
newsgroup about the newly released (mid 1994) Atari 8bit emulator for
IBM / MSDOS based computers, the PC X-Former 2.0 (XF2 for short). Many
people in the 8-bit community have gotten, well, fed up with the XF2-based
questions which do not pertain to them, or to the really dumb questions
which are in fact understandable to new or rusty Atari 8-bit users, but
have just gotten on the nerves of some of the comp.sys.atari.8bit
readers/digest subscribers.
This file was created to reduce the number of 'newbie' and XF2
questions.
```

This FAQ will present answers to simple questions like "how do I turn
off BASIC" (a good answer to that of course is, READ THE FRIGGIN' MANUAL)
and "how do I get a disk directory?" (which is less obvious on
Atari 8-bits, err.. MOST 8-bits <grin>).
It will also direct people who are unaware of the large amount of Atari
8-bit support (NOT NECESSARILY EMULATOR SUPPORT) and perhaps become a
suplement for the many official and unofficial files floating around the
net (like the official FAQ, the Vendor/Developer List, the Who's Who list,
etc.).

---=== XF2 Questions: ===---

Q.1) What does "READY" mean?
A.1) This is the Atari BASIC prompt. See below for hints on Atari BASIC.

Q.2) Why doesn't this program load?
A.2.1) The program may not work under the Atari 800 Operating System, it may
require the XL/XE Operating System (which XF2 does not emulate).
A.2.2) Be sure you turned BASIC off before trying to load it if it cannot
run with BASIC on.
A.2.3) It may just refuse to run on the XF2 emulator.

Q.3) How do I turn off BASIC?
A.3) To toggle BASIC on and off, press [SHIFT]-[F10] ([F10] is [RESET], note:
on a real Atari 8-bit, [SHIFT]-[RESET] does not have this effect).

Q.4) Why doesn't this game/program run correctly?
A.4.1) It may use player/missle collision detection which is not supported
on the XF2.
A.4.2) (See Question 2).

Q.5) How do I exit XF2 and return to DOS?
A.5) Press [F5]. Note: this does NOT temporarily 'shell' or 'jump' to MSDOS.

Q.6) How do I get to Atari DOS?
A.6.1) In BASIC, type "DOS" at the "READY" prompt.
A.6.2) Reboot without BASIC on.
A.6.3) Be sure you have a DOS-bootable disk image as the first MSDOS
parameter after the "XF2" command. (DOS25.XFD and MYDOS45.ATR are
both DOS boot-disk-images and are both in the XF2.ZIP file).

Q.7) How do I use MSDOS files with XF2?
A.7.1) Add the files to the command line and use them as their respective
drives (be sure the first drive is a DOS-bootable disk image).
Example: XF2 MYDOS45.ATR filename.ext
When booted the Atari will have two drives, D1: will be the MyDOS
4.50 disk image and D2: will be a write-protected disk which contains
only the file "filename.ext". Note: there are bugs in XF2 which
make accessing files from different directories a bit hard, just use
the MOVE (or COPY and DEL) commands in MSDOS to get the file to the
directory where you call XF2 from.
A.7.2) Use the MSDOS program S2PC (S2PC.ARC available in the Utilities
directory at the UMICH archives) which allows you to access files

within a MyDOS/compatible .ATR disk image without using an SIO2PC
or the XF2. S2PC let's you read, write, delete, change directory,
and view the directory of a MyDOS/compatible .ATR disk image. It
can be used via command-line parameters from MSDOS, or as a menu.

Q.8) Just what ARE .ATR and .XFD files?
A.8.1) Refer to the XF2 and SIO2PC manuals for details on these files.
A.8.2) Simply put, they are Atari disks, stored as files which are as big
as the disk they represent (an 88k disk image will use 88k on the
IBM). .ATR files are used by SIO2PC (see below) as well as the XF2
(and the S2PC program mentioned above). .XFD files are used by
ST X-Former (the Atari 8-bit emulator for Atari ST's) and
PC X-Former (XF2).

Q.9) What's SIO2PC?
A.9.1) Refer to the XF2 and SIO2PC manuals for details on this program.
A.9.2) This is a program which runs on IBM/compatibles which, with the use
of a simple (and relatively inexpensive) cable, makes the IBM act
as though it were an Atari disk drive. (Up to four drives, actually).
It uses disk image files (.ATR's) and can also let the Atari access
single IBM files (much like XF2 does) as a single file all alone in
its own disk. It also currently allows Print-Thru (all access to the
Atari "P:" (printer) device can be redirected to the IBM's printer,
screen, or MSDOS file; different translations/conversions are
user-defined when the Print-Thru mode is turned on). Finally, with
the use of two programs on the Atari 8-bit (the only two programs
that currently have anything to do with SIO2PC that have been written
(to my knowledge) for the Atari 8-bit), the IBM can be controlled
remotely (commands are sent from the Atari, typing on the IBM is not
necessary) and files can be sent directly to the IBM's drives.

Note: The following sections will simply discuss Atari BASIC, the Atari OS,
and Atari DOS 2.5 and MyDOS 4.50 (because these topics seem the most
relevant to the less-knowledged/experienced XF2 users).

---=== Getting around on the Atari: DOS and OS ===---
I. AtariDOS and MyDOS QuickReference:

MyDOS presents the user with the following commands:

[*] Disk directory of current directory (like "dir *.*" in MSDOS)
[1]-[9] Disk directory of a disk drive (like "dir a:*.*" - "dir i:*.*")
[A] Disk directory (like "dir <mask>" and optional output destination)
[B] Quit to cartridge
[C] Copy file(s) ("<source>,<destination>" copies from one place or
disk to another, just "<source>" copies from one place on one disk
in a drive to the same place on another disk in the same drive
(asks for swapping))
[D] Delete file(s) (add "/N" to delete without being prompted first)
(add ">*.*" or ":*.*" after a subdirectory name to delete the
files within it. A subdirectory name alone will delete the
subdirectory (if it is empty and unlocked)). (Acts like both

"del" and "rd" in MSDOS.)
[E] Rename file(s) (renaming multiple files is allowed, but be careful).
(like "ren <old> <new>" in MSDOS - with MyDOS, use "," between
old and new masks.)
[F] Locks file(s) from overwrite, deletion and appending (like
"attrib +r <mask>" in MSDOS.)
[G] Unlocks file(s) (returns them to their default state).
[H] Writes DOS files to a disk (this creates a disk which boots with
the current version of MyDOS you are using and also has the menu
file "DUP.SYS" on it as well). (This is like "sys"(?) in MSDOS.)
[I] Formats a disk (add "/N" after the drive number to do a quick-format
of an already-formatted disk (ie, just a very fast delete "*.*").
[J] Duplicate disk (copies an entire disk, including boot sector,
when using XF2, it's much quicker to just copy one .XFD or .ATR to
another).
[K]
[L] Load binary file: loads a compiled program. (like "<filename>" in
MSDOS, except any ".EXE", ".COM", ".OBJ", etc. is still required.)
[M] Run at address. Mainly for advanced users. Reboot is "E477",
reset is "E474" (these are the hex values of the addresses where
the routines to reboot and reset are.)
[N] MEM.SAV: when this is on, whenever you go to DOS (from BASIC,
for example) it will write what is in memory to a file "MEM.SAV"
so that when DUP.SYS (the menu) loads it isn't lost forever.
When you exit DUP.SYS with the "B: Run Cartridge" command, MEM.SAV
is reloaded and the environment should be as it was when you left.
It's probably quicker to simply "SAVE" your programs (if in a
language) which aren't nearly as big as all of the memory that
MEM.SAV saves.
[O] Options: this presents the user with some options. Mainly for
advanced users or special setups. See the MyDOS docs for details.
[P] Set density. Forces a drive to be recognized at a certain density
if MyDOS can't figure it out. (??)
[Q] Make a subdirectory. (like "md" or "mkdir" in MSDOS).
[R] Set default directory. (like "cd" in MSDOS and "cwd" in SpartaDOS)
This makes "D:" now the same as a subdirectory or other drive.
ie, "D2:" will make all calls to "D:" act as though they are to
"D2:" instead. Some programs when prompting for filenames do not
add "D:" to the beginning if one is not present, they add "D1:".
If you don't trust a program to look to "D:" instead of "D1:" and
you want it to look to some place OTHER than "D1:" (ie, where "D:"
is pointing which could be a VERY long path list), just add "D:"
to the beginning. ALSO, some programs don't even ADD "D:"'s if they
aren't in the filenames you give and may give errors (138, for
example: device not present, ie, if you said "TESTFILE.DAT" it
may think you want "T:" instead of "D:TESTFILE.DAT").
[S] Set ramdisk number. This is also under [O]ptions.
[V] Verify writes. This is also under [O]ptions. When Verify is on,
writes will be slower but 100% reliable. With it off, writes will
be much faster but possibly not as reliable (on bad disks, for

example). Default is off.

AtariDOS presents the user with the following commands which are identical
to MyDOS's commands: A,B,C(no swaping),D,E,F,G,H,I(some densities),J,K,L,M,N

AtariDOS 2.5 presents the user with the following commands not present or
not the same as MyDOS's commands:
[O] Duplicate file. This is used to copy a file from one disk to another
using only one drive. (In MyDOS, giving just a source will make
[C]opy act like DOS 2's Duplicate.)
[P] Format Single. In DOS 2.5, this is used to format 88k (Single Density)
disks. To format an Enhanced Density (127k) disk, just use [I].
In DOS 2.0, [I] is the only format option and only handles 88k.
(I may be wrong, but I have never had a Double Density drive under
Atari DOS 2.0 or 2.5!)

II. General DOS and OS questions:

Q.1) How do I access the disk drives?
A.1) First, you need to have booted with a DOS. All but one DOS is on
disk (SpartaDOS X is on cartridge). When the Atari boots up, it
does some of its 'boot-up stuff' which includes looking for a
disk drive connected and turned on which is set up as drive #1.
It then begins to load from the disk's "boot sector". If none
exists or there's a nasty error on the disk, you get the
"BOOT ERROR" notice until the error is fixed. (On SpartaDOS disks,
even non-bootable disks have a boot sector, but all the boot
sector is is a small program which displays a 'not a boot disk'
error).
To end the digression, the answer to 'how do I access the disk
drives' starts with 'you must boot the Atari with a DOS'. Check
the 8-bit FAQ and the UMICH and other FTP archives for lists of
DOSes available for Ataris, but the most used are Atari DOS (for
compatibility with almost ALL older software), MyDOS (for an
Atari DOS compatible high-end DOS), and SpartaDOS (for a very
high-end DOS which looks much like MS-DOS but unfortunately
cannont run all software which runs fine with Atari DOS and
MyDOS.) Note: SpartaDOS does NOT run on Atari 400's and 800's
(except the cartridge versions and I believe disk version 1.1).
Now that you have a DOS loaded, the Atari understands the
"D:" device (see below for Atari devices). Since there is more
than one disk drive, you have to be able to tell them apart.
The Atari uses numbers when it has more than one of the same
device, so "D1:" is drive 1, "D2:" is drive 2, "D3:" is drive 3,
etc.!
After the "D:" device name comes the filename. Of the most used
DOSes, only MyDOS supports lowercase letters in filenames, but
since most programs force uppercase entry for filenames, nobody
really seems to use lowercase in their filenames.

Q.2) How do I copy things from one place to another?
A.2) Atari DOS and MyDOS give you the "C" command in their menu

interface. When it asks for a source and destination, you can
use wildcards (* and ? like in most other DOSes) to copy more
than one file at a time. You can also present no destination
so that a file can be copied from one disk in drive 1 to another
disk in drive 1, for example, and the DOS will ask you to insert
each disk.

Q.3) What are subdirectories?
A.3) Subdirectories are places where files go which are just like the
normal directory of a disk, except the they happen to be WITHIN
that normal directory, or even another subdirectory. For example,
you can have your disk divided up into the "GAMES" files, the
"GRAPHICS" files and the "SOUNDS" files. A directory of the disk
(the "root" or "base" or "trunk" directory) will simply list the
three subdirectories, "GAMES", "GRAPHICS" and "SOUNDS". Then,
if you ask for a directory listing of the "GAMES" subdirectory,
you will see the files (and perhaps other subdirectories) within
the "GAMES" directory. Think of it as a tree. For people familiar
with Macintoshes, "Folders" are simply subdirectories. A window
which appears when you open a "Disk" Icon is the "root", and all
of the "Folders" within it have more windows in them which also
have file and folder icons.
Here's a comparison to using subdirectories on different DOSes
root 'GAMES' 'SPACE' within 'GAMES'
AtariDOS D: n/a n/a
MyDOS D: D:GAMES: D:GAMES:SPACE:
SpartaDOS D: D:GAMES> D:GAMES>SPACE>
MSDOS (IBM) \ \GAMES\ \GAMES\SPACE\
Note, only Atari DOS would be using drive 1 here, all other DOSes
are not necessarily using drive 1, and MyDOS and SpartaDOS may
already 'be within' a subdirectory.
In MyDOS and SpartaDOS (and MSDOS), you can change the 'current'
or 'default' directory to a different place (a different drive or
a subdirectory). "D:" can stand for "D1:" (like AtariDOS always
does) or "D2:GAMES:SPACE:"! PLEASE READ THE MYDOS DOCUMENTS FOR
DETAILS ON THIS!

Q.4) What does "P:", "E:", "K:", etc. mean?
A.4) As stated before, the Atari has devices. "D:" is added when a
bootable disk in drive 1 is read. Other exist as well:
C: cassette - readable and writeable, no filenames
D: disk drive - readable, writeable, random access, directory,
files, multiple devices (up to 9 on MyDOS and newer SpartaDOS,
8 on AtariDOS)
E: editior - readable, writeable. This is how input from the
keyboard and output to the screen is normally handled. If
you wish to type a small file up by hand and have it sent to
the printer or a file, use "E:" as the source.
K: keyboard - readable. This is just the keyboard. Input from
it is not 'echoed' back like with the "E:ditor".
P: printer - writeable. Send data to this and it will appear

on the printer. You can print files (documents, etc.) by
using "P:" as the destination. The Atari XL/XE OSes support
"P1:" and "P2:", although I believe this usage is rare.
R: RS232 - readable, writeable, concurrent mode. This is not
built in to the Operating System, but is loaded. It supports
modems. The Atari 850 Interface has it's "R: handler"
'built-in', which means the Atari also looks for an 850 (or
other compatible interface) and receives the "R: handler" code
from it. Other interfaces and the Atari 'direct-connect'
modems require a file to be loaded which contains the "R:"
code. "R1:" and "R2:" is also supported, but also its usage
seems rare.
Z: RTime8 clock - readable, writeable. This is also not built
in to the OS, but loaded. This is loaded from disk and lets
the user access the "RTime8" real time, battery-backed up clock
for the Atari 8-bit. (This is a cartridge-based device).
I am unaware of any "Z:" clone which let's you set the Atari
internal (non-real time, non-battery-backed-up) clock if you
do not have an RTime8, although I'd love to see one! <hint!!>

Q.5) How do I print something from DOS?
A.6) As stated above, just use the "C"opy command, then use the file
you wish to print as the 'source', and "P:" as the 'destination'.
Example: "D1:DOCUMENT.TXT,P:"

---=== Getting around on the Atari: BASIC ===---

Q.1) What does "READY" mean?
A.1) Again, this is simply the prompt that Atari BASIC (and most older
BASIC's) presents the user when it is in "Immediate" mode.
Entering a command will cause it to act immediately.
Entering a line number and then a command will place that line into
the current program.
Entering a line number alone will remove that line from the current
program.
To start a program, use the "RUN" command.
To erase a program, use the "NEW" command.
To clear variables, strings and arrays, use the "CLR" command.
To load a program, use the "LOAD" command followed by a filename
(see below). To load and run a program, use the "RUN" command followed
by a filename.
To save a program, use the "SAVE" command followed by a filename.
To list a program, use the "LIST" command followed by an optional
start and end set of lines seperated by commas.

Q.2) Where can I learn Atari BASIC?
A.2) A (set of) file(s) will be created explaining all of Atari (and Turbo)
BASIC's commands and their usage. (A larger file may be produced
which will be based on examples provided in the Atari BASIC Reference
Manual). (As of today, 7/23/94, these particular files do not exist).

Q.3) How do I quit BASIC?
A.3.1) Type "DOS" to quit BASIC and return to DOS.
A.3.2) Type "BYE" to quit BASIC and exit to the OS's "bye" routines
(Atari Memo Pad on 400/800's, Atari Rainbow on 1200XL's, and
Self Test on other XL's and XE's). (Note: On 1200XL's, use [HELP]
to go to the Self Test when the Atari Rainbow appears).
A.3.3) For XF2 users, remember, [SHIFT]+[F10] reboots and toggles BASIC.

Q.4) Why don't strings work?
A.4) Strings must be "dimensioned" like arrays in Atari BASIC. Strings
are special character arrays. See the BASIC usage/etc. files mentioned
in the answer to question 2. Simply put, to make a string that will
accept up to "#" character, use DIM <name>$(#) . Example:
DIM A$(10) - now A$ can contain between 0 and 10 characters.

Q.5) How do I make graphics?
A.5) Use the "GRAPHICS" command to switch between the following screen modes:
(Note: All modes except 0, 9, 10 and 11 have four lines of 40 x 24 x 2
sized text covering the bottom of the screen. Add "16" to the mode
number to remove this window (but do not make any PRINTs or PUTs to
the standard output otherwise a GRAPHICS 0 screen will appear))
(Note: Add "32" to the mode number to keep the screen from clearing
when it appears. One problem, however, all screens overlay each other
so unless you only use certain modes at certain times, parts of some
screens will become (or start out) with 'garbage' on them.)
0 40 x 24 x 2 text
1 20 x 24 x 5 text
2 20 x 12 x 5 text
3 40 x 24 x 4 graphics
4 80 x 48 x 2 graphics
5 80 x 48 x 4 graphics
6 160 x 96 x 2 graphics
7 160 x 96 x 4 graphics
8 320 x 192 x 4 graphics
9 80 x 192 x 16 luminence-only graphics
10 80 x 192 x 9 graphics
11 80 x 192 x 16 hue-only graphics
12 40 x 24 x 4-colored text
13 40 x 12 x 4-colored text
14 160 x 192 x 2 graphics
15 160 x 192 x 4 graphics
Commands available in Atari BASIC for manipulating simple graphics
include:
PLOT x,y POSITION x,y COLOR c (c=color or character value)
DRAWTO x,y LOCATE x,y,r (where r is where result will be stored)
SETCOLOR c,h,l (c=palette location, h=hue, l=lum)
Colors:
COLOR command colors are not identical to SETCOLOR command colors:
COLOR 0 will draw using the background color, set with
SETCOLOR 4,hue,lum
COLOR 1 will draw using color "0", set with
SETCOLOR 0,hue,lum

COLOR 2 will draw using color "1", set with
SETCOLOR 1,hue,lum
COLOR 3 will draw using color "2", set with
SETCOLOR 2,hue,lum
Except in GRAPHICS mode 10, where COLORs 0, 1, 2, and 3 must be
POKEd into memory locations 704, 705, 706 and 707 (the
player/missle graphics color locations). Examples of this will
be presented in the BASIC usage files. (Sorry)

Q.6) How do I make sound on the Atari
A.6) Remember, XF2 doesn't support sound! But, anyways, in Atari BASIC:
SOUND c,p,d,v
c=channel (0-3)
p=pitch (0-255)
d=distortion (0,2,4,6,8,10,12 or 14)
v=volume (0-15)
The buzzer character is CHR$(253) aka [CONTROL]+[2] (NOT [CONTROL]+[G])

Q.7) How do I move the cursor and edit?
A.7) The Atari "E:" device (standard input/output which is the "editor")
allows the following characters for editing:

Key: AtASCII #: Use:
Atari none Turn inverse on/off (Atari 400/800 kybds)
Inverse [Triangle] none Turn inverse on/off (Atari XL/XE kybds)
CAPS none Turns caps-mode to lowercase (400/800 OS)
CAPS none Toggles caps-mode from upper to lower (XL/XE)
Sh-CAPS none Turns caps-mode to uppercase (all OSes)
Ct-CAPS none Turns caps-mode to [Control]-[Lock] (all)
Up ([^-]) 28 Move cursor up
Down ([^=]) 29 Move cursor down
Left ([^+]) 30 Move cursor left
Right ([^*]) 31 Move cursor right
Space 32 Move cursor right (overwrites w/Space char)
BackSpace 126 Move cursor left (deletes previous char)
Delete ([ShBkspc]) 156 Deletes a (logical) line (1-3 physical lines)
Insert ([Sh>]) 157 Inserts a physical line
Ct-Delete ([^Bksp]) 254 Deletes char under cursor, pulls rest left
Ct-Insert ([^>]) 255 Inserts space under cursor, pushes rest right
ClearScn ([^<]) 125 Clears screen
Bell ([^2]) 253 Sounds buzzer
TAB 127 Moves cursor to next TABstop
ClrTAB ([^TAB]) 158 Clears any TABstop under cursor
SetTAB ([ShTAB]) 159 Sets a TABstop under cursor
ESC 27 Sets ESCape (next edit char after is shown,
not done, non-edit chars shown (like normal))
RETURN 155 Sends End Of Line (moves cursor to lowerleft
of next line, accepts input)
Note: Inverse characters have values of the normal version of the
characters plus 128. (The only non-viewable inverse character is
inverse-ESC, or what would be the [ESC],[RETURN] combination. The

character exists, but must be set into screen RAM by hand. Oh well,
at least you still have 255 easily viewable characters! <grin>)

Q.8) How do I make the editor characters appear
A.8.1) As shown above, you must have an ESC sent before them.
When simply entering text, type [ESC] then the edit key and the
character for that edit key should appear.
When entering text in a PRINT statement, you must have it send an
ESC beforehand, so first type [ESC],[ESC] to make an ESCape character
appear, then type [ESC] then the edit key and the character for that
edit key should appear. When the PRINT statement is executed, the
first ESCape (which you typed as two [ESC]'s) will make the editor
SHOW the following character (even if it is an edit character), then
the character which you entered (with [ESC] and then the edit key)
will make that character appear. This makes it difficult to align
a set of PRINT statements which make a multi-line picture or menu
which uses viewed edit keys. It is probably best to have all of the
lines in your program with the PRINT statements that can fit visible
on the screen, then edit them (without putting any of the ESCape
characters in, then when the picture looks like how you want it on
the screen, move the cursor to on top of each edit-key character and
press [Control]+[>] (Control-Insert). A blank space should appear
under the cursor and the rest of the line should move right. Now,
type [ESC],[ESC] and an ESCape edit-key character should appear
where the blank space was. When you are finished doing that for
each line with those PRINTs in it, BE SURE TO ENTER THEM INTO THE
PROGRAM BY PRESSING [RETURN] ON EACH OF THOSE LINES! Whew!
A.8.2) Set the memory location "766" to "1" with the command "POKE 766,1"
to turn on the no-edit mode (ALL characters except End Of Lines
will appear, even ClearScreens!) When you want to go back into
normal mode, set the location back to "0" with "POKE 766,0".

Q.9) What's with the colors changing?
A.9) THIS, MY FRIEND, IS THE FIRST EVER SCREEN SAVER! This is called
"Attract mode" as was used on the Atari 2600 and Atari 400/800/XL/XE
series (and probably on the 5200 and 7800 but I cannot confirm this).
When a key hasn't been pressed for 7 or 9 (depending on OS, model, etc)
minutes, the screen colors begin changing, thus protecting your TV
or monitor from having a static image burned on it.
To turn this mode off, press a key, or, if within a program, use the
command "POKE 77,0" at least once every few minutes (IF the screen is
active, otherwise turning it off would be kinda useless).
To turn it on, wait 7 or 9 minutes without pressing a key or having
location "77" set to "0", or set location "77" to "128" with
"POKE 77,128", voila! instant attract mode!

Q.10) How do I access 'devices' on the Atari?
A.10) The following commands are available to Atari BASIC's (and also
variations on these are available in most other Atari languages!):
OPEN #a,b,c,d$ Opens channel 'a' for access to 'd$' in mode 'b'
with auxillary mode 'c'. Channel 'a' must be

free or a 'Channel already open' (129) error
occurs. Examples:
OPEN #1,4,0,"K:" - input from keyboard
OPEN #2,8,0,"P:" - output to printer
OPEN #3,12,0,"D:FILE" - random access to disk
OPEN #4,9,0,"D:DATA" - append-output to disk
OPEN #5,13,0,"R:" - concurrent to RS232 (modem)
OPEN #6,6,0,"D:*.TXT" - directory access to disk
(reads directory of "*.TXT" mask)
CLOSE #a Closes channel 'a' (freeing it for use)
GET #a,b Reads a byte from channel 'a' and stores it in 'b'
PUT #a,b Puts byte 'b' onto channel 'a'
INPUT #a,b$ Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores it in 'b$'
INPUT #a,b Reads a string (up to 255 bytes and a REQUIRED
'end of line' (character 155)) from channel 'a'
and stores the numeric value of it in 'b'
PRINT #a,<stuff> Just like the normal BASIC PRINT statement, but
sends the information to channel 'a' (semicolons,
comas, and mixed types are of course allowed).
STATUS #a,b Reads the error 'status' of channel 'a' and stores
it in 'b'
XIO a,#b,c,d,e$ General I/O call. This a little complicated and
may be expanded upon in a future revision. Just be aware of the
following:
a - command
b - channel to use (usually must be free)
c - auxillary mode 1
d - auxillary mode 2
e$ - file or device to act upon
Examples:
XIO 32,#1,0,0,"D:FILE,OLDFILE" - renames file
XIO 33,#1,0,0,"D:OLDFILE" - DELETES file
XIO 34,#1,0,0,"D:GAMES" - creates a directory in My- & Sparta-DOS
XIO 35,#1,0,0,"D:NEWFILE" - locks a file from over-write and
deletion
XIO 36,#1,0,0,"D:NEWFILE" - UNlocks a locked file
XIO 40,#1,4,0,"D:PROG.OBJ" - loads and runs a binary file
(like "L" in Atari and MyDOS)
XIO 40,#1,5,0,"D:PROG.OBJ" - loads a binary file
(like "L" in Atari and MyDOS with the "/N" option)
XIO 41,#1,0,0,"D:GAMES" - changes default directory that
drive/subdirectory (all calls to "D:" will now occur within
that drive/directory)
XIO 254,#1,0,0,"D2:" - FORMAT a disk (in Atari DOS 2.5, this is
format 'enhanced', to format 'single' density, use XIO 253)
(in MyDOS, this is format, but not 'enhanced', use
XIO 253,#<channel>,1,0,"D<drive>:" for format a drive in enhanced
mode).

NOTE: 39 and 40 are the same. Also note the useage of AUX1 in the
"XIO 40" example.

---=== Getting Atari files to an IBM: ===---

Q.1) How can I read Atari disks on my IBM?
A.1.1) If you have double-density Atari disks, you can use the program
"Util" on the IBM which can read double-density Atari disks. Please
see the Atari 8-bit FAQ for more details.
A.1.2) If you have an Atari 1050 disk drive, you can use the program MULE
to copy files, one file at a time, 20k chunks at a time, from the
Atari to the IBM. You first must format a 180k disk on your IBM,
the run MULE on your Atari to get a file onto the MULE disk, then
run MULE on the IBM to get the file onto the IBM. Tedious, isn't
it? MULE wasn't meant to be a fully-functional program, just a
demo to show that this was even possible.
A.1.3) If you're fortunate to have a Black Box interface on your Atari,
you can get an external IBM drive and the Black Box's add-on, the
Floppy-Board and simply copy files from your Atari disks or hard
drive(s) onto IBM disks via the floppy board, then load them up
on your IBM.

Q.2) Ok, I can't do any of that, now what?
A.2.1) You can use SIO2PC, which is a program for IBM's which turns your
IBM into a set of Atari disk drives. You need the SIO2PC cable
(which you can purchase, assembled or unassembled, or buy parts
and build it yourself) and the SIO2PC software (available at UMICH).
Connect your IBM to your Atari, load SIO2PC, and then run the
program FILE2PC on the Atari to transfer files to the IBM's hard
drive. Or instead create a disk image within SIO2PC and copy files
from one disk (a real Atari floppy) to another (the SIO2PC image)
with the Atari or MyDOS "C"opy command. If you want to extract files
out of the SIO2PC disk image file and store them on your IBM's hard
drive or floppies as single files, either again use FILE2PC or use
S2PC, an IBM program which can extract files from or add files to
MyDOS-compatible SIO2PC disk images!
A.2.2) You can use two modems to download files from your Atari 8-bit.
A.2.3) If you don't necessarily want files that you already have on your
Atari 8-bit, you can download files from the huge collection
available at FTP sites and Atari 8-bit supporting bulletin boards
and save them onto your IBM.
A.2.4) If you have only one modem, so you can't connect both your Atari
8-bit and your IBM together via modems, you can do it via null-
modem, OR you can upload files from your Atari to some bulletin
board or account you have access to, and then connect the modem
to your IBM and download the files.

Q.3) Is there any easier way to get Disk Communicator (Atari disk image)
files to and from SIO2PC disk images other than using Disk Comm.
on my Atari! I mean, both files are disk images! They're both on
my PC's hard drive! <cry>

A.4) Yes! There's a (currently it seems buggy) new IBM program out called
DCM2DSK. (Why "DSK" and not "ATR", I don't know.) The current
version is '0' and it's available at UMich's archives and probably
elsewhere. Filename: "DCM2DSK0.ZIP" in the SIO2PC directory.

---=== Where to FTP files mentioned in this FAQ: ===---
The PC X-Former can be downloaded from the "ftp.clark.net" FTP site:
Directory/file-path: systems/msdos/emulators/xf2.zip
The following programs are availabel at the "archive.umich.edu" FTP site:
SIO2PC: atari/8bit/sio2pc/*.* [all files are SIO2PC/utility files]
MULE: atari/8bit/Utilities/????
Util: atari/8bit/Utilities/????

AGAIN, >>> PLEASE <<< CHECK OUT THESE OTHER FILES:
ATARI 8-BIT FAQ
PC X-FORMER DOCUMENTS
MYDOS DOCUMENTS
SIO2PC DOCUMENTS

Thanx!

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I (Bill Kendrick) can be contacted at:
mailto::kendrick@vax.sonoma.edu
on the "comp.sys.atari.8bit" and "comp.emulators.misc" newsgroups, or
New Breed Software, 59 Palm Lane, Novato, CA 94945.

Darek Mihocka, the author of the PC X-Former can be contacted at:
mailto::darekm@microsoft.com
on the "comp.sys.atari.8bit" and other newsgroups, or
Branch Always Software, 14150 N.E. 20th Street, Ste 302, Belleuve, WA 98007.

Michale Current, keeper of the Atari 8-bit FAQ files can be contacted at:
mailto::mcurrent@carleton.edu

PLEASE add questions and report any mistakes or bugs to me ASAP.

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!
I'm tellin' you, Martha.. that guy's a ding-dang psycho or somethin'!

5693. User Group meeting notice

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 03:27:47 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Oct12.032747.25052@vpnet.chi.il.us>
Source record: 97958
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its October meeting on Tues. Oct. 18 at 7:30 PM (7PM setup), at the College of DuPage, Room K157 (the K building is located on 22nd St. just west of Lambert Rd., in Glen Ellyn). We will watch a video of the Summer Consumer Electronics Show, and we plan to have at least one demo (perhaps MagiX on a TT....).

Everyone is welcome to attend.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

5694. Re: XF3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 03:32:53 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <37fld5$j2l@nic-nac.CSU.net>
Source record: 97964

It seems that PC XFormer 3.0's release has been held back ALTHOUGH Branch
Always Software can be contacted over Internet E-mail (or the phone) for
quick response (and Darek also reads this newsgroup so far as I know..)

darekm@microsoft.com

Good luck!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!
Keeper of the Atari 8-bit Newbie/Emulator FAQ file!

5695. Re: UNIX on Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 04:32:54 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <37fotm$r3s@charm.magnus.acs.ohio-state.edu>
Source record: 97984

In article <37f9oq$s7t@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>YebHavinga wrote:
>: Ok, so no fully equiped Unix on the atari 8-bit,
>: but what about a client to Linux ?

It should be trivial to connect the 8bit as a terminal to a linux box.
NFS is probably out of the question, though. :-)

>You mean like SLIPP? That would require a bidirectional modem handler.

Uh, that's SLIP. Or PPP, another common protocol used for similar
purposes.
I've never seen a UNIdirection modem handler -- sounds kinda useless.
Any useful modem handler would be bidirectional.

>The Atari's clock speed prevents reliable asynchronous RS232 data
>communications beyond about 19.2K BPS.

if SIO (with UltraSpeed and similar software) can go to 57600 or more,
why not RS232? How fast will the R:P: go?

> Bidirectional hacks would take
>even more power.

You and I must have different definitions of bidirectional.

> SLIPP accounts are slow at 57K connections, let alone
>19.2K.

Slow compared to a bus line or ethernet, but no slower than SIO.
Your perception of "slow" depends on what you expect, what you're used
to, and how much actual data is being transmitted. I can't see the 8
bit being very demanding on any of those.

> SLIPP is essentially a way to run your own Internet site, and
>every time you access something locally, it gets what it needs from the
>provider (or so I have heard). Therefore it is transferring massive
>amounts of data.

NO NO NO NO.
The great thing about SLIP, as least from the system administrator's
point of view, is that you run all the programs on your own machine,
and you can save files on your own machine rather than taking up disk
and processor resources of the server. It also allows a lot more
flexibility on the client side.
The downside is that the client must be capable of more than being a
dumb terminal.

A slow modem connection can be frustrating with SLIP if the client
requires a lot of information from the server, but this shouldn't be
much of a problem with 8bit stuff.

I'm using a SLIP connection now, and it's wonderful for mail, ftp,
gopher, and lot's of other stuff. Newsreading is the only thing I've
found to be much faster through a terminal connection, but now I can
have more than one term connection and other clients all running at
the same time.
Of course, this isn't my 1200xl. :-(

> The rather slow (compared to PCs) hard drive data rate
>is also a problem.

Why compare it to the PC?? Compare to the Atari's other options,
which are no faster.

> Lastly, the system requires a Unix OS overlay or at
>least some way to fool the provider and I think the possibility of doing
>this within the 8-bits memory limitation, even with a truly herculean
>banked ram system, would be impossible. Even with a 65816 it would
>probably be impossible to do this where it would actually be practical.

It doesn't have to be Unix or anything like it. (I'm suddenly reminded
of the news.newusers post that says that the Internet is not Unix.)
Nevertheless, there would be major software handler problems with
trying to do SLIP with the 8bit. I wouldn't call it impossible for
the 8bit without looking at some protocol specs, and I'm certain it
could be done with the 65816.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5696. Re: Atari Hardware Project Newsgroups: comp.sys.atari.8bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 06:46:52 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <37g0os$e09@hearst.cac.psu.edu>
Source record: 97988

kamaro_kid@delphi.com wrote:
: I have my 8bit installed in a DEC Rainbow 100 case..
:
Well, with MAJOR modifications, I got a 130xe, mio (without the converter
card to XE bus), 20meg drive, scsi 2 mfm card, xf551,531, reset, cold
reset, cartridge slot (modified 3.5inch drive bay) and a transkey...
in a BABY AT.

If I were to do this all again... it would be in a FULL SIZE TOWER CASE...
or atleast at desktop pop top.

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5697. WANTED: Programmers Guide to the 65C02

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 07:11:49 UTC
From: phil@chomsky.arts.adelaide.edu.au
Message-ID: <phil.781945909@chomsky.arts.adelaide.edu.au>
Source record: 97970
Cross-posted to: aus.wanted,aus.computers,comp.sys.acorn,comp.sys.atari.8bit,comp.sys.apple2.programmer

I am looking for the complete programmer reference to the 65C02.

This was the processor used in the BBC 6502 second processor.

Any assistance (including a dealer who will sell it to me in Australia)
gladly accepted.

Thanks,
Phil.

--
_-_|\ Phil Kernick "Sleep all day,
/ \ University of Adelaide Party all night,
_.-*_/ E-Mail: phil@adam.adelaide.edu.au It's fun to be a
v Phone: +61 8 228 5914 Vampire!"

5698. Xmodem Docs

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 07:48:13 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9410130125.AA07997@emh.kunsan.af.mil>
Source record: 97965

ATTN: Russ Gilbert

Russ, I tried sending this to the address you supplied, but it got bounced back
as undeliverable. Anway... I'd REALLY appreciate a copy of those Xmodem docs.
I don't have an unZIPper available, but plaintext or ARCed uue is fine.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

5699. Re: Page 6 new issue is out

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 10:13:45 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Oct12.101345.808@cs.nott.ac.uk>
Source record: 97966

In article <37eb93$rvq@hawk.le.ac.uk> mdb@le.ac.uk (M.D. Broadhurst) writes:
>Yesterday I received the latest issue of Page 6.
>
>The result of the summer mail-shot was very disappointing, only 12% of
>subscribers actually bought something from the Accessory Shop.
>
>Therefore the future of Page 6 is still looking very unstable.
way hey! it is finaly out!!!!

--
*** Raphael Espino, rje@cs.nott.ac.uk ***

5700. Re: Page 6 new issue is out

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 11:18:38 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <37ggme$7ps@dux.dundee.ac.uk>
Source record: 97968

M.D. Broadhurst (mdb@le.ac.uk) wrote:
: Yesterday I received the latest issue of Page 6.

: The result of the summer mail-shot was very disappointing, only 12% of
: subscribers actually bought something from the Accessory Shop.

: Therefore the future of Page 6 is still looking very unstable.

I can't understand why... I mean, budget cassettes starting at 50p, and no-one
is interested. Or are 88% of subscribers actually that skint?
Incidentally, they have some pretty good games for sale.
At this moment in time, I could understand if Page 6 felt like packing it all
in. Do people really want that to happen?

--
Double your Freezer capacity- defrost it today!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5701. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 11:19:56 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410121221.AA12364@dylan.newi.ac.uk>
Source record: 97967

Note to Graeme Fenwick:

Um ... no ... Les Ellingham isn't one of the undead - i think. Have you tried throwing garlic at him, or shooting him with a silver bullet or whatever you do to vanquish the undead?

No, seriously, I might sound a bit pesimistic but my information comes from a _very_ reliable source who isn't usually open to spreading rumours. All I will say is that if Page 6 don't survive the next year, it will be because Les has metaphorically shot himself in the foot. However, I do hope that they do manage to continue but it is getting increasingly shaky for them.

David Davies
The Atari Classic Programmer's Club
MBITDC9306@newi.ac.uk

5702. Re: hello

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 11:21:11 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <37ggr7$7ps@dux.dundee.ac.uk>
Source record: 97969

Masstorage (Masstorage@closer.brisnet.org.au) wrote:
: Can any body hear me out there??????

No....

only joking!

--
Double your Freezer capacity- defrost it today!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5703. IRC meeting

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 14:24:01 UTC
From: tatar@student.uci.agh.edu.pl
Message-ID: <37gri1$los@galaxy.uci.agh.edu.pl>
Source record: 97987

Hi, everybody!
Yes, we've got our IRC channel, but this is hard to meet anybody there.
I think that we should set any time for meeting few days before. That
gives chance that there will be more than two guys on channel. :-(
I think that the best day will be Friday (there are many other thinks
to do on the other days, and I haven't got access to the IntNet on
weekends (I think that many other people, too). There is also trouble
with hour. For me (and some other guys from Europe), the best hours
would be: from 3pm to 9pm, our time. Our time is Greenich+1h.
I'm not sure, but I think that it's about 6h diference between Europe
and some states in US. So, this time would be: from 9am to 3pm, your
time.
So, my suggestion is: Friday, 2pm - 8pm, GMT.

/me is confused by all these TIMEs

Of cource, it is only suggestions. I'm open for other ideas.
Please, post your comments.

If this Friday is too fast (you'll write this posting on Wednesday or
Thuesday), next Friday will be also fine!

See you!

--
Tomasz M. Tatar
tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/index.html

5704. Re: Irc Meeting

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 16:17:00 UTC
From: perry.reed@f98.n250.z1.tor250.org
Message-ID: <b8404dd2@f98.n250.z1.tor250.org>
Source record: 97830

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: reed@pa.itc.hp.com (Perry Reed)

What is the IRC channel you will be using?

```
___ ___ _
| _ \___ _ _ _ _ _ _ | _ \___ ___ __| | Perry Reed
| _/ -_) '_| '_| || | | / -_) -_) _` | reed@corp.hp.com
|_| \___|_| |_| \_, | |_|_\___\___\__,_| Hewlett Packard Co. - PGIS
|__/
```

5705. Re: IRC meeting

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 16:17:11 UTC
From: reed@pa.itc.hp.com
Message-ID: <37h267$ffh@hpscit.sc.hp.com>
Source record: 97971

What is the IRC channel you will be using?

```
___ ___ _
| _ \___ _ _ _ _ _ _ | _ \___ ___ __| | Perry Reed
| _/ -_) '_| '_| || | | / -_) -_) _` | reed@corp.hp.com
|_| \___|_| |_| \_, | |_|_\___\___\__,_| Hewlett Packard Co. - PGIS
|__/
```

5706. Re: IRC meeting

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 17:38:07 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <37h6tv$1vd@nic-nac.CSU.net>
Source record: 97973

```
The "official" :) Atari 8bit channel is: #atari8

See you folks there!
-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!
```

5707. Re: Xf3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 22:26:00 UTC
From: jason.a.duerstock@f98.n250.z1.tor250.org
Message-ID: <34c46237@f98.n250.z1.tor250.org>
Source record: 97823

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: jduers01@solix.fiu.edu (jason a duerstock)

Matthew Lewis (mlewis@NeoSoft.com) wrote:

: has anyone received the version 3.0 of the 8-bit emulator? I mailed
: my check in August and haven't received anything yet. Hope it gets here
: soon.

: mlewis

My credit card got billed on September 16th, and I have yet to hear a word
regarding it. All I got was a flyer in the mail advertising it and the
Gemulator. I'm getting rather annoyed at this point.

Jason

5708. Re: XF3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-12 22:26:30 UTC
From: jduers01@solix.fiu.edu
Message-ID: <37hnqm$dl8@newshost.fiu.edu>
Source record: 98005

Matthew Lewis (mlewis@NeoSoft.com) wrote:

: has anyone received the version 3.0 of the 8-bit emulator? I mailed
: my check in August and haven't received anything yet. Hope it gets here
: soon.

: mlewis

My credit card got billed on September 16th, and I have yet to hear a word regarding it. All I got was a flyer in the mail advertising it and the Gemulator. I'm getting rather annoyed at this point.

Jason

5709. Re: Unix On Atari 800 Xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 01:38:00 UTC
From: glenn.m..saunders@f98.n250.z1.tor250.org
Message-ID: <cdff3e52@f98.n250.z1.tor250.org>
Source record: 97828

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: krishna@max.tiac.net (Glenn M. Saunders)

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: if SIO (with UltraSpeed and similar software) can go to 57600 or more,
: why not RS232? How fast will the R:P: go?

R:P: will support a 38k baud setting, but I doubt that Bobterm will go all the way up there and hardware handshaking will make actual throughput somewhere above 19.2K but not too far above.

Data rates are different from RS232 rates. There is more CPU overhead involved in pushing true RS232 signals through with the parity and the translation and all that, than there is moving raw bytes to a MIDI device or from a floppy. Not to mention updating the screen and servicing terminal interrupts and the like. It is a common misconception I think that if the Atari can support 57K off POKEY that we can all run terminals at full throughput as long as the interface is good enough. Now i think the Atari does an admirable job compared to the other 8-bit platforms, but I don't think it can put out RS232 at 57K in a realistic situation.

The thing with SLIP is that it isn't just one connection. Someone can telnet to your machine and use it just like any other unix dialup. This involves SHARING the modem line. The modem connection is therefore different from a simple connection. This is what I called bidirectional (meaning people can connect to you while you are still connected). Naturally throughput suffers as this happens, but since some connections will have idle time, some routine has to monitor the modem and make the best use of the line, ignoring idle ports and servicing busy ports. Like an RS232 LAN.

5710. Re: UNIX on Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 01:38:14 UTC
From: krishna@max.tiac.net
Message-ID: <37i326$f5i@sundog.tiac.net>
Source record: 97974

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: if SIO (with UltraSpeed and similar software) can go to 57600 or more,
: why not RS232? How fast will the R:P: go?

R:P: will support a 38k baud setting, but I doubt that Bobterm will go all the way up there and hardware handshaking will make actual throughput somewhere above 19.2K but not too far above.

Data rates are different from RS232 rates. There is more CPU overhead involved in pushing true RS232 signals through with the parity and the translation and all that, than there is moving raw bytes to a MIDI device or from a floppy. Not to mention updating the screen and servicing terminal interrupts and the like. It is a common misconception I think that if the Atari can support 57K off POKEY that we can all run terminals at full throughput as long as the interface is good enough. Now i think the Atari does an admirable job compared to the other 8-bit platforms, but I don't think it can put out RS232 at 57K in a realistic situation.

The thing with SLIP is that it isn't just one connection. Someone can telnet to your machine and use it just like any other unix dialup. This involves SHARING the modem line. The modem connection is therefore different from a simple connection. This is what I called bidirectional (meaning people can connect to you while you are still connected). Naturally throughput suffers as this happens, but since some connections will have idle time, some routine has to monitor the modem and make the best use of the line, ignoring idle ports and servicing busy ports. Like an RS232 LAN.

5711. Re: UNIX on Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 02:02:03 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <37i4er$dhm@hearst.cac.psu.edu>
Source record: 97975

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: : if SIO (with UltraSpeed and similar software) can go to 57600 or more,
: : why not RS232? How fast will the R:P: go?

: R:P: will support a 38k baud setting, but I doubt that Bobterm will go
: all the way up there and hardware handshaking will make actual throughput
: somewhere above 19.2K but not too far above.

: Data rates are different from RS232 rates. There is more CPU overhead
: involved in pushing true RS232 signals through with the parity and the
: translation and all that, than there is moving raw bytes to a MIDI device
: or from a floppy. Not to mention updating the screen and servicing
: terminal interrupts and the like. It is a common misconception I think
: that if the Atari can support 57K off POKEY that we can all run terminals
: at full throughput as long as the interface is good enough. Now i think
: the Atari does an admirable job compared to the other 8-bit platforms,
: but I don't think it can put out RS232 at 57K in a realistic situation.

: The thing with SLIP is that it isn't just one connection. Someone can
: telnet to your machine and use it just like any other unix dialup. This

this isnt exactly correct but...the line does get used for multiple
sessions of data links...

: involves SHARING the modem line. The modem connection is therefore
: different from a simple connection. This is what I called
: bidirectional (meaning people can connect to you while you are still
: connected). Naturally throughput suffers as this happens, but since some
: connections will have idle time, some routine has to monitor the modem
: and make the best use of the line, ignoring idle ports and servicing busy
: ports. Like an RS232 LAN.

Now, what about a parrallel device? =)

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5712. Re: Can I Format Disks?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 07:27:00 UTC
From: winston.smith@f98.n250.z1.tor250.org
Message-ID: <c1350e2f@f98.n250.z1.tor250.org>
Source record: 97838

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: winston@merk.com (Winston Smith)

On Friday, October 7, 1994 at 01:46:16 -0500
odaman@pfu.fujitsu.co.jp (OdaMan the SUPER) wrote:

OtS> I tried [to] format disks using MyDOS by [menu selection] "I"
OtS> then [followed with] "A". Some disks were formatted, but
OtS> others weren't. These others are 2HD 5 [-1/4] inch disk
OtS> formatted by MS-DOS [all] at once.
OtS> Can't I use such disks on [an] Atari console?
OtS> Or if you have any advice, let me know.

The "A" format is MYDOS' special "density and a half" format, known as "MYDOS Enhanced Density". This is not the same as ATARI Enhanced Density. Disks formatted by MS-DOS are not "density and a half", "enhanced" density disks. Disks formatted under an MS-DOS PC are --TRUE-- double density disks. MYDOS also has the capability of formatting in --TRUE-- double density. MYDOS true double density is the "Y" format of the "I" menu selection when "P" is set to "D". If D1: were set to double-sided, double-density you would see '1D=' at the top of the menu. To read an MS-DOS double-sided, double-density disk, you must have a double-sided, double-density drive. The stock ATARI 1050, for example, is unable to do this, whereas an ATARI 1050 with a US-DOUBLER upgrade --IS-- able to read these disks. Most ATARI XF-551 drives are also able to read double-sided, double-density MS-DOS disks. With the proper drive, you should be able to read an MS-DOS disk. Whether or not you can execute any programs depends on the language and CPU. ASCII text of minimal BASIC source code would probably be interchangable between machines. I don't know about using ATARI 6502 8-bit PC-emulators to read ATARI enhanced density disks, however.

OtS> And next... I usually use MyDOS4.53. It is very nice, easy to use,
OtS> but some old disks are based on AtariDOS. When I use AtariDOS,
OtS> I can't use MyDOS disks. Is there a way to ?
OtS> I got ABC BASIC compiler. It runs on only AtariDOS, I think.
OtS> But I want to compile program saved on MyDOS disk (sio2pc disk).

A HA! You are using the SIO2PC disk server! I think you need to run something called "image" files that end in ".ATR" . Anyone care to fill Odaman in? MyDOS should be able to read an AtariDOS disk, however there are problems with MyDOS running AtariDOS programs because the two DOSes are different sizes so LOMEM is different under each. For example, AtariDOS will be able to run AMS music files whereas AMS will not run under MyDOS, which was one of the impetuses (impetii?) for POKEY-PLAYER and AMP music.

You should have stated that this was an SIO2PC question at the beginning of your message. I don't know a lot about the SIO2PC. I wish I could be of more help....

5713. Re: Can I format disks?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 07:27:50 UTC
From: winston@merk.com
Message-ID: <CxLoqF.IF4@merk.com>
Source record: 97986

On Friday, October 7, 1994 at 01:46:16 -0500
odaman@pfu.fujitsu.co.jp (OdaMan the SUPER) wrote:

OtS> I tried [to] format disks using MyDOS by [menu selection] "I"
OtS> then [followed with] "A". Some disks were formatted, but
OtS> others weren't. These others are 2HD 5 [-1/4] inch disk
OtS> formatted by MS-DOS [all] at once.
OtS> Can't I use such disks on [an] Atari console?
OtS> Or if you have any advice, let me know.

The "A" format is MYDOS' special "density and a half" format, known as "MYDOS Enhanced Density". This is not the same as ATARI Enhanced Density. Disks formatted by MS-DOS are not "density and a half", "enhanced" density disks. Disks formatted under an MS-DOS PC are --TRUE-- double density disks. MYDOS also has the capability of formatting in --TRUE-- double density. MYDOS true double density is the "Y" format of the "I" menu selection when "P" is set to "D". If D1: were set to double-sided, double-density you would see '1D=' at the top of the menu. To read an MS-DOS double-sided, double-density disk, you must have a double-sided, double-density drive. The stock ATARI 1050, for example, is unable to do this, whereas an ATARI 1050 with a US-DOUBLER upgrade --IS-- able to read these disks. Most ATARI XF-551 drives are also able to read double-sided, double-density MS-DOS disks. With the proper drive, you should be able to read an MS-DOS disk. Whether or not you can execute any programs depends on the language and CPU. ASCII text of minimal BASIC source code would probably be interchangable between machines. I don't know about using ATARI 6502 8-bit PC-emulators to read ATARI enhanced density disks, however.

OtS> And next... I usually use MyDOS4.53. It is very nice, easy to use,
OtS> but some old disks are based on AtariDOS. When I use AtariDOS,
OtS> I can't use MyDOS disks. Is there a way to ?
OtS> I got ABC BASIC compiler. It runs on only AtariDOS, I think.
OtS> But I want to compile program saved on MyDOS disk (sio2pc disk).

A HA! You are using the SIO2PC disk server! I think you need to run something called "image" files that end in ".ATR" . Anyone care to fill Odaman in? MyDOS should be able to read an AtariDOS disk, however there are problems with MyDOS running AtariDOS programs because the two DOSes are different sizes so LOMEM is different under each. For example, AtariDOS will be able to run AMS music files whereas AMS will not run under MyDOS, which was one of the impetuses (impetii?) for POKEY-PLAYER and AMP music. You should have stated that this was an SIO2PC question at the beginning of your message. I don't know a lot about the SIO2PC. I wish I could be of more help....

5714. 65816 Cpu Info

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 09:31:00 UTC
From: richard.a..carvel@f98.n250.z1.tor250.org
Message-ID: <1f8f6b25@f98.n250.z1.tor250.org>
Source record: 97840

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: fo610@cleveland.Freenet.Edu (Richard A. Carvel)

Does anyone know where to get the data sheet & technical/user doc
for the 65816 chip series? (info on any other 6502 compatible CPU
's I don't know of is welcome.

email to fo610@cleveland.freenet.edu

5715. 8-Bit Computer Eyes For S

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 09:31:00 UTC
From: robert.krynak@f98.n250.z1.tor250.org
Message-ID: <f5043031@f98.n250.z1.tor250.org>
Source record: 97841

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: ah292@cleveland.Freenet.Edu (Robert Krynak)

8-bit Atari Computer Eyes for sale.
$80 or make offer.

5716. 8-bit Computer Eyes for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 09:31:47 UTC
From: ah292@cleveland.Freenet.Edu
Message-ID: <37iuq3$hnq@usenet.INS.CWRU.Edu>
Source record: 97998

```
8-bit Atari Computer Eyes for sale.
$80 or make offer.
```

5717. 65816 CPU info

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 09:31:54 UTC
From: fo610@cleveland.Freenet.Edu
Message-ID: <37iuqa$hnv@usenet.INS.CWRU.Edu>
Source record: 97997

Does anyone know where to get the data sheet & technical/user doc
for the 65816 chip series? (info on any other 6502 compatible CPU
's I don't know of is welcome.

email to fo610@cleveland.freenet.edu

5718. 2400 Modem For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 09:32:00 UTC
From: robert.krynak@f98.n250.z1.tor250.org
Message-ID: <a1fd4d74@f98.n250.z1.tor250.org>
Source record: 97835

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: ah292@cleveland.Freenet.Edu (Robert Krynak)

2400 modem for sale.
with manual and power supply, no cable.
make offer.

5719. 2400 modem for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 09:32:07 UTC
From: ah292@cleveland.Freenet.Edu
Message-ID: <37iuqn$ho2@usenet.INS.CWRU.Edu>
Source record: 97996

```
2400 modem for sale.
with manual and power supply, no cable.
make offer.
```

5720. Menu Print Info

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 11:23:00 UTC
From: david.davies@f98.n250.z1.tor250.org
Message-ID: <4fd9849a@f98.n250.z1.tor250.org>
Source record: 97825

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: mbitdc9306@newi.ac.uk (David Davies)

Right, here's the current info on Menu Print ....

WHAT IS MENU PRINT?

Menu Print is a disk cataloguer. No, don't laugh ... it's not one of those tacky PD Databases that call themselves disk cataloguers. This is the REAL McCoy!!

OK, SO WHAT DOES IT DO?

It reduces the amount of typing you have to do when creating a disk database with its ability to read several different types of menu and DOS disk. In fact, it's sooo good that it even has the ability to know which boot disk you've entered into the drive - so it can tell when you've just put Alternate Reality into the drive.

It supports Rob C, Multiboot, Howfen Menu 3 and K & D Menu disks as well as DOS 1, DOS 2, DOS 2.5, DOS XL, SpartaDOS 5.0, MyDOS 4.50, MachDOS, Atari Disk Utilities, Transdisk IV XT and Transdisk IV XL. OOPS --- I meant SuperDOS 5.0, not SpartaDOS ---.

When it finds a disk it supports, the contents are displayed on the screen and are selected simply by tagging the entries you want to catalogue. Also, anything that you have in your collection that is not supported can still be entered manually into the Database.

WHAT DOES IT COMPRISE OF?

Menu Print is split up into three main sections, each accessible from a main menu.

ID Library - This is where you can create your own boot disk recognition files so that Menu Print can recognise future software releases or those not covered on the free Library disk that will come with the package. Other Library disks will be released in the future.

Database - See above. Just undergoing last minute testing.

Printer - Last bit to be written. I've got about 3-4 weeks to write it. This will include label and list printers (hopefully I can add some sort of sorting facility into it).

WHEN IS IT GOING TO BE RELEASED?

AMS 8 in November - I hope. My drive's been corrupting disks left right and bloody center!!!!!!!

PRICE?

Dunno. Depends on how much it will cost to produce each copy but I hope it won't be too far off the 10 pound mark.

Any questions? ... :)

David Davies
The Atari Classic Programmer's Club
MBITDC9306@newi.ac.uk

5721. Menu Print Info

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 11:23:35 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410131224.AA16986@dylan.newi.ac.uk>
Source record: 97983

Right, here's the current info on Menu Print ....

WHAT IS MENU PRINT?

Menu Print is a disk cataloguer. No, don't laugh ... it's not one of those tacky PD Databases that call themselves disk cataloguers. This is the REAL McCoy!!

OK, SO WHAT DOES IT DO?

It reduces the amount of typing you have to do when creating a disk database with its ability to read several different types of menu and DOS disk. In fact, it's sooo good that it even has the ability to know which boot disk you've entered into the drive - so it can tell when you've just put Alternate Reality into the drive.

It supports Rob C, Multiboot, Howfen Menu 3 and K & D Menu disks as well as DOS 1, DOS 2, DOS 2.5, DOS XL, SpartaDOS 5.0, MyDOS 4.50, MachDOS, Atari Disk Utilities, Transdisk IV XT and Transdisk IV XL. OOPS --- I meant SuperDOS 5.0, not SpartaDOS ---.

When it finds a disk it supports, the contents are displayed on the screen and are selected simply by tagging the entries you want to catalogue. Also, anything that you have in your collection that is not supported can still be entered manually into the Database.

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ID Library - This is where you can create your own boot disk recognition files so that Menu Print can recognise future software releases or those not covered on the free Library disk that will come with the package. Other Library disks will be released in the future.

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Any questions? ... :)

David Davies
The Atari Classic Programmer's Club
MBITDC9306@newi.ac.uk

5722. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 11:34:00 UTC
From: david.davies@f98.n250.z1.tor250.org
Message-ID: <abcd80e3@f98.n250.z1.tor250.org>
Source record: 97836

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: mbitdc9306@newi.ac.uk (David Davies)

The reason I didn't order anything from Page 6 during the summer was that I was 100% skint. Even so, I'm not sure if I would have ordered anything since I only ever buy stuff I want and these days it's usually the odd bit of hardware. Even though they had many bargains available, they didn't really have much of great interest. With Derek Fern (Micro Discount) getting all the surplus stuff, they seem to be finding it increasingly difficult to add new items to their catalogue.

Hmm ... perhaps Derek should be reported to the Monopolies and Mergers Commission? :)

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

5723. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 11:34:41 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410131235.AA17137@dylan.newi.ac.uk>
Source record: 97985

The reason I didn't order anything from Page 6 during the summer was that I was 100% skint. Even so, I'm not sure if I would have ordered anything since I only ever buy stuff I want and these days it's usually the odd bit of hardware. Even though they had many bargains available, they didn't really have much of great interest. With Derek Fern (Micro Discount) getting all the surplus stuff, they seem to be finding it increasingly difficult to add new items to their catalogue.

Hmm ... perhaps Derek should be reported to the Monopolies and Mergers Commission? :)

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

5724. Fast Serial, Slip (Was Re

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 16:05:00 UTC
From: rob.funk@f98.n250.z1.tor250.org
Message-ID: <8d87a0ea@f98.n250.z1.tor250.org>
Source record: 97843

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: rfunk@magnus.acs.ohio-state.edu (Rob Funk)

In article <37i326$f5i@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>
>: if SIO (with UltraSpeed and similar software) can go to 57600 or more,
>: why not RS232? How fast will the R:P: go?
>
>R:P: will support a 38k baud setting, but I doubt that Bobterm will go
>all the way up there and hardware handshaking will make actual throughput
>somewhere above 19.2K but not too far above.
>
>Data rates are different from RS232 rates. There is more CPU overhead
>involved in pushing true RS232 signals through with the parity and the
>translation and all that, than there is moving raw bytes to a MIDI device

parity isn't necessary these days, and it is counted just any other
data anyway -- the parity bit usually takes the 8th data bit, leaving
7 data bits. Remember that we're talking about bits per second, with
each byte usually transmitted on RS232 as 10 bits. If SIO doesn't use
start and stop bits (does it?), the speed difference would seem to be
about 20%. (20% of what, I'm not sure :-)

>or from a floppy. Not to mention updating the screen and servicing
>terminal interrupts and the like.

That's already accounted for in the SIO speed. conversion to RS232
isn't even done by the Atari hardware.

>The thing with SLIP is that it isn't just one connection. Someone can
>telnet to your machine and use it just like any other unix dialup. This
>involves SHARING the modem line. The modem connection is therefore
>different from a simple connection. This is what I called
>bidirectional (meaning people can connect to you while you are still
>connected). Naturally throughput suffers as this happens, but since some
>connections will have idle time, some routine has to monitor the modem
>and make the best use of the line, ignoring idle ports and servicing busy
>ports. Like an RS232 LAN.

It is ONE serial connection, shared between different
applications. The sharing is controlled by software, and has nothing
to do with hardware.

The controlling software takes the information from various programs,
divides things into labelled packets (introducing some overhead) and
sends them out one at a time. It also receives packets, looks at the
markings, and gives them to the program they're addressed to. As far
as the serial hardwware is concerned, it's no different from a simple
BBS connection or something.
All (well, nearly all) modem connections are bidirectional -- it
doesn't matter who initiates the connection.

Also, nobody can telnet to your machine if you don't run a telnet
server program (or 'daemon' in the unix world). In this case, someone
sends a packet to your machine's telnet server, the server responds
and starts up the connection. If nothing on your machine responds to
the request, the sender gets an error, but you don't care because
you're happily FTPing files directly to your disk while telnetting to
your computer at work. :-)

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5725. fast serial, SLIP (was Re: UNIX on Atari 800 XL)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 16:05:07 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <37jlrj$8al@charm.magnus.acs.ohio-state.edu>
Source record: 98001

In article <37i326$f5i@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>
>: if SIO (with UltraSpeed and similar software) can go to 57600 or more,
>: why not RS232? How fast will the R:P: go?
>
>R:P: will support a 38k baud setting, but I doubt that Bobterm will go
>all the way up there and hardware handshaking will make actual throughput
>somewhere above 19.2K but not too far above.
>
>Data rates are different from RS232 rates. There is more CPU overhead
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>translation and all that, than there is moving raw bytes to a MIDI device

parity isn't necessary these days, and it is counted just any other
data anyway -- the parity bit usually takes the 8th data bit, leaving
7 data bits. Remember that we're talking about bits per second, with
each byte usually transmitted on RS232 as 10 bits. If SIO doesn't use
start and stop bits (does it?), the speed difference would seem to be
about 20%. (20% of what, I'm not sure :-)

>or from a floppy. Not to mention updating the screen and servicing
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>connections will have idle time, some routine has to monitor the modem
>and make the best use of the line, ignoring idle ports and servicing busy
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It is ONE serial connection, shared between different
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The controlling software takes the information from various programs,
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server program (or 'daemon' in the unix world). In this case, someone
sends a packet to your machine's telnet server, the server responds
and starts up the connection. If nothing on your machine responds to
the request, the sender gets an error, but you don't care because
you're happily FTPing files directly to your disk while telnetting to
your computer at work. :-)

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5726. Re: XF3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 21:37:49 UTC
From: oscar@CS.Arizona.EDU
Message-ID: <37k9bd$rnm@caslon.CS.Arizona.EDU>
Source record: 97990

In article <37hnqm$dl8@newshost.fiu.edu>,
jason a duerstock <jduers01@solix.fiu.edu> wrote:
>My credit card got billed on September 16th, and I have yet to hear a word
>regarding it. All I got was a flyer in the mail advertising it and the
>Gemulator. I'm getting rather annoyed at this point.

I sent an email message to Darek. He said he's not quite done with it yet
and thinks it will still be another couple of weeks. He assures me that
it *will* ship soon, though, as he wants to get XF3 all done before working
on Gemulator. I suggest bugging him in email if you're still curious.
(Told him he should post a message here, but he believes there's no cause
for that yet.... I think he's been working at Microsoft too long...)

FWIW, I'm not worried about it yet and I assumed all along it would take
a month or so longer than he predicted.

OMF

5727. The Atari Connection Bbs

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 21:57:00 UTC
From: kamaro_kid@f98.n250.z1.tor250.org
Message-ID: <3e64ded3@f98.n250.z1.tor250.org>
Source record: 97826

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: kamaro_kid@delphi.com

Just curious if there are any folks out there who'd like to see the return of the Atari Connection BBS?

Also, the BBS will be running on a Hayes Ultra v.32 SmartModem. For some reason, it has difficulty hanging up - as DTR never drops.

My important modem settings are: &D3&S1&C1 Should I set the modem some otherway to do a good disconnect?

Any information, etc.. appreciated.

--
-+-+-+

5728. The Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 21:57:49 UTC
From: kamaro_kid@delphi.com
Message-ID: <pYz3JFt.kamaro_kid@delphi.com>
Source record: 97989

Just curious if there are any folks out there who'd like to see the return of the Atari Connection BBS?

Also, the BBS will be running on a Hayes Ultra v.32 SmartModem. For some reason, it has difficulty hanging up - as DTR never drops.

My important modem settings are: &D3&S1&C1 Should I set the modem some otherway to do a good disconnect?

Any information, etc.. appreciated.

--
-+-+-+

5729. [Forsale] Classic Atari P

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 23:04:00 UTC
From: jeric.o.newby@f98.n250.z1.tor250.org
Message-ID: <6a0eee22@f98.n250.z1.tor250.org>
Source record: 97827

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: jonewby@uncc.edu (Jeric O Newby)

Here are a few books that have been sitting in my closet for a
while. They are brand new cause I never got around to using them.

-=-=-=

Description: (NONE Given)
Table of Contents: Ch.1 Getting to Know your Atari
Ch.2 Beyond the Basics
Ch.3 Graphics
Ch.4 Programming Hints
Ch.5 Applications
Ch.6 Peripheral Information
Computer: 800

++++++++++++++++++
Title: Compute!'s First Book of Atari Graphics (Games, Tutorials, Programs
And other helpful information for owners and users of Atari personal
computers.)
Asking Price: $7.00
Author: Compute! Books Publication
Description: (NONE Given)
Table of Contents: Ch.1 Fundamentals of Atari Graphics
Ch.2 Customizing The Graphics Modes
Ch.3 Redefining Character Sets
Ch.4 Animation with Character Graphics
Ch.5 Animation with Player/Missle Graphics
Ch.6 Advanced Graphics Techniques
Computer: Atari 800/XL/XE

++++++++++++++++++
Title: Programer's Reference Guide for the Atari 400/800 Computers
Asking Price: $12.00
Authour: David Heiserman
Publisher: Howard W. Sams & Co. Inc.
Description: Programmer's Reference Guide for the Atari 400/800 Computers
- Introduces some of ther fundamental concepts of BASIC language
- Provides a ready reference for the Atar BASIC language
- Discusses the 8 differenct screen modes and their 21 variations
- Features the enchanced animation package
(player/missle/graphics) - Comvers the flexible I/O system
- Describes the memory map
- Contains the 6502 instruction set
- Covers the numbering system
- Hexadecimal-to-decimal conversion
- Decimal-to-hexadecimal conversion
- Binary-to-decimal conversion
- Lists Atari BASIC reserved words and tokens
- Gives Atari character codes
- Features the Atari keyboard codes
- Lists the error code numbers and their general interpretations
Computer: Atari 400/800

++++++++++++++++++
Title: Compute!'s Second Book of Atari Graphics (Graphics, utilities,
tutorials, programs and other helpful information form the users of
the ATari personal computers.)

Asking Price: $7.00
Author: Compute! Books Publication
Description: Like Compute!'s First Book of Atari Graphics, this book contains
many articles and tools that Atari programmers will find
extremely useful. And some full-fledged graphics utilities that
not only teach programming, but are also as exciting to use as
commercial computer art software.
The graphic utilities "Screenbyter" and "Fontbyter" are
designed to allow you to create, save, and add inticated graphic
displays to your programs in a fraction of the time it would
otherwise take.
But the book doesn't stop there. For instance, articles are
included that: teach the beginners a simple way to add color
to their programs, show the intermediate programmer how to use
player/missle graphics, and help the advanced programmer
protect memory from a BASIC program, as well as many more,
useful programs and articles.
Computer: Atari 400/800/XL/XE

please email: jonewby@uncc.edu if interested.
Thanks.

P.S. Eventhough some of these don't say so they should work with
the XL and XE computers.

5730. [FORSALE] Classic Atari Programming Books (400/800i/1200/XE/XL)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 23:04:18 UTC
From: jonewby@uncc.edu
Message-ID: <37kedi$d9v@news.uncc.edu>
Source record: 97991

Here are a few books that have been sitting in my closet for a
while. They are brand new cause I never got around to using them.

-=-=-=

Ch.4 Programming Hints
Ch.5 Applications
Ch.6 Peripheral Information
Computer: 800

++++++++++++++++++
Title: Compute!'s First Book of Atari Graphics (Games, Tutorials, Programs
And other helpful information for owners and users of Atari personal
computers.)
Asking Price: $7.00
Author: Compute! Books Publication
Description: (NONE Given)
Table of Contents: Ch.1 Fundamentals of Atari Graphics
Ch.2 Customizing The Graphics Modes
Ch.3 Redefining Character Sets
Ch.4 Animation with Character Graphics
Ch.5 Animation with Player/Missle Graphics
Ch.6 Advanced Graphics Techniques
Computer: Atari 800/XL/XE

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Asking Price: $12.00
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Publisher: Howard W. Sams & Co. Inc.
Description: Programmer's Reference Guide for the Atari 400/800 Computers
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- Provides a ready reference for the Atar BASIC language
- Discusses the 8 differenct screen modes and their 21 variations
- Features the enchanced animation package (player/missle/graphics)
- Comvers the flexible I/O system
- Describes the memory map
- Contains the 6502 instruction set
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- Hexadecimal-to-decimal conversion
- Decimal-to-hexadecimal conversion
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- Gives Atari character codes
- Features the Atari keyboard codes
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Computer: Atari 400/800

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Title: Compute!'s Second Book of Atari Graphics (Graphics, utilities,
tutorials, programs and other helpful information form the users of
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Asking Price: $7.00
Author: Compute! Books Publication
Description: Like Compute!'s First Book of Atari Graphics, this book contains
many articles and tools that Atari programmers will find

extremely useful. And some full-fledged graphics utilities that not only teach programming, but are also as exciting to use as commercial computer art software.
The graphic utilities "Screenbyter" and "Fontbyter" are designed to allow you to create, save, and add inticated graphic displays to your programs in a fraction of the time it would otherwise take.
But the book doesn't stop there. For instance, articles are included that: teach the beginners a simple way to add color to their programs, show the intermediate programmer how to use player/missle graphics, and help the advanced programmer protect memory from a BASIC program, as well as many more, useful programs and articles.
Computer: Atari 400/800/XL/XE

please email: jonewby@uncc.edu if interested.
Thanks.

P.S. Eventhough some of these don't say so they should work with the XL and XE computers.

5731. [Forsale]atari 7800 And 2

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 23:07:00 UTC
From: jeric.o.newby@f98.n250.z1.tor250.org
Message-ID: <82f1be74@f98.n250.z1.tor250.org>
Source record: 97834

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: jonewby@uncc.edu (Jeric O Newby)

I have the following games forsale. They are brand new and most are
still in shrink wrap (obtained from flea market). They will be $5
each + $2 shipping this will include 2nd air for under two pounds.

7800 Games:
o Karateka
o Choplifter
o Xevious
o Pole Position II
o Hat Trick
o Ball Blazer
o Donkey Kong Jr.
o Robotron: 2084

2600 Games:
o Venture

e-me at: jonewby@unccsun.uncc.edu

5732. [FORSALE]Atari 7800 and 2600 games (Brand New)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-13 23:07:56 UTC
From: jonewby@uncc.edu
Message-ID: <37kekc$dac@news.uncc.edu>
Source record: 97992

I have the following games forsale. They are brand new and most are still in shrink wrap (obtained from flea market). They will be $5 each + $2 shipping this will include 2nd air for under two pounds.

7800 Games:
o Karateka
o Choplifter
o Xevious
o Pole Position II
o Hat Trick
o Ball Blazer
o Donkey Kong Jr.
o Robotron: 2084

2600 Games:
o Venture

e-me at: jonewby@unccsun.uncc.edu

5733. Atari 8-Bit Wantlist

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 01:08:00 UTC
From: richczeta@f98.n250.z1.tor250.org
Message-ID: <d54fd4fe@f98.n250.z1.tor250.org>
Source record: 97833

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: richczeta@aol.com (RichCZeta)

Atari 8-bit wantlist

Looking for 1 each of the following games, cartridge or disk format,
preferably with docs, for the 800/XL/XE. Also interested in 5200 versions
of some titles.

Vanguard
Mario Bros.
Donkey Kong Jr.
Star Raiders II
Pitfall II
QBert
Tutankham
Burgertime
Phoenix
Kangaroo
Moon Patrol
Battlezone
Xevious
Gyruss
Frogger
Frogger II
Star Trek
Jumpman Jr.
Sorcerer
Venture
Mr. Do!
Any Gauntlet except original
Dark Crystal
Crystal Castles
Blue Max?
Ultima III
Archon
Zaxxon
Time Pilot
Legionnaire

If ANYONE has a Crazy Climber to sell - 2600, 5200, or
8bit computer version, I want it! (Assuming it exists)
BTW, does anyone have access to the 5200 technical & user docs?

Also looking for a 1050 disk drive in excellent shape w/ps.

If anyone has anything to offer, email me! <RichCZeta@aol.com>

5734. Atari 8-bit wantlist

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 01:08:07 UTC
From: richczeta@aol.com
Message-ID: <37klln$jrh@newsbf01.news.aol.com>
Source record: 98009

Atari 8-bit wantlist

Looking for 1 each of the following games, cartridge or disk format,
preferably with docs, for the 800/XL/XE. Also interested in 5200 versions
of some titles.

Vanguard
Mario Bros.
Donkey Kong Jr.
Star Raiders II
Pitfall II
QBert
Tutankham
Burgertime
Phoenix
Kangaroo
Moon Patrol
Battlezone
Xevious
Gyruss
Frogger
Frogger II
Star Trek
Jumpman Jr.
Sorcerer
Venture
Mr. Do!
Any Gauntlet except original
Dark Crystal
Crystal Castles
Blue Max?
Ultima III
Archon
Zaxxon
Time Pilot
Legionnaire

If ANYONE has a Crazy Climber to sell - 2600, 5200, or
8bit computer version, I want it! (Assuming it exists)
BTW, does anyone have access to the 5200 technical & user docs?

Also looking for a 1050 disk drive in excellent shape w/ps.

If anyone has anything to offer, email me! <RichCZeta@aol.com>

5735. Re: UNIX on Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 01:48:47 UTC
From: krishna@max.tiac.net
Message-ID: <37ko1v$pd2@sundog.tiac.net>
Source record: 98010

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Now, what about a parrallel device? =)

You mean a PBI modem device like the BB modem port? Or do you mean hooking up one of those new modems with the parallel port to the printer port on an Atari interface? The BB modem interface doesn't really solve the problem with the Atari having to push formal RS232 data in and out.

Now, if we went ISDN, that might help a little. I'm not sure, it is all moot because there is no way the Atari will get SLIP software even if it WERE possible.

5736. Re: Fast Serial, Slip (Wa

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 01:54:00 UTC
From: glenn.m..saunders@f98.n250.z1.tor250.org
Message-ID: <878a1d7a@f98.n250.z1.tor250.org>
Source record: 97831

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: krishna@max.tiac.net (Glenn M. Saunders)

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: It is ONE serial connection, shared between different
: applications. The sharing is controlled by software, and has nothing
: to do with hardware.
: The controlling software takes the information from various programs,
: divides things into labelled packets (introducing some overhead) and
: sends them out one at a time. It also receives packets, looks at the
: markings, and gives them to the program they're addressed to. As far
: as the serial hardwware is concerned, it's no different from a simple
: BBS connection or something.
: All (well, nearly all) modem connections are bidirectional -- it
: doesn't matter who initiates the connection.

The fact that is is only one serial connection is why it is so friggen slow. It is doing the work that should be done by a T1 or ISDN. I think this whole thread is pointless. Even if you got it running on the Atari it would probably be so slow that it would take an hour to update your local newsgroups. Let me know when you finish writing SLIPA8 ;)

Not to mention the fact you'd not be able to do Mosaic, one of the benefits of these connections.

5737. Re: fast serial, SLIP (was Re: UNIX on Atari 800 XL)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 01:54:43 UTC
From: krishna@max.tiac.net
Message-ID: <37kod3$pd2@sundog.tiac.net>
Source record: 98011

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: It is ONE serial connection, shared between different
: applications. The sharing is controlled by software, and has nothing
: to do with hardware.
: The controlling software takes the information from various programs,
: divides things into labelled packets (introducing some overhead) and
: sends them out one at a time. It also receives packets, looks at the
: markings, and gives them to the program they're addressed to. As far
: as the serial hardwware is concerned, it's no different from a simple
: BBS connection or something.
: All (well, nearly all) modem connections are bidirectional -- it
: doesn't matter who initiates the connection.

The fact that is is only one serial connection is why it is so friggen slow. It is doing the work that should be done by a T1 or ISDN. I think this whole thread is pointless. Even if you got it running on the Atari it would probably be so slow that it would take an hour to update your local newsgroups. Let me know when you finish writing SLIPA8 ;)

Not to mention the fact you'd not be able to do Mosaic, one of the benefits of these connections.

5738. 2 Atari 8-Bit Computers: Ve

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 02:02:00 UTC
From: michael.current@f98.n250.z1.tor250.org
Message-ID: <ace00397@f98.n250.z1.tor250.org>
Source record: 97824

Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),

SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151

tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Net: ItsMarver@aol.com
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@escmail.orl.mmc.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.2

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Net: Masstorage@closer.brisnet.org.au
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901

Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
POLAND
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT
TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware
Developer: UltiFont, The New Atari XL/XE Map Book by Andrew C. Thompson

UltraBasic
10 East 10th Street
Bloomsburg, PA

U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
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5739. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 02:02:19 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_782099883@rtfm.mit.edu>
Source record: 98013
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 4-Oct-94

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

Usenet newsgroups where this list is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also send for this list by mail-order.
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

================================================================

All commercial vendors and developers should be listed here. "Major"
shareware developers should also be listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List, available separately.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com
```

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Germany
Developer: various hardware and software (also schematics, mailbox, disk magazine, repair-service, helpline addresses, meetings)

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@escmail.orl.mmc.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.

San Leandro, CA
U.S.A. 94577
tel: 1-800-551-9995
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip)
T-Shirts with Atari 8-bit game motives on it

AS
see: Mirage

Assisting Children to Excel
P.O. Box 1213
Camarillo, CA 93011
Vendor: Educational Master Cartridge, Dorsett Teaching Tapes

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet, Menu Print Elite, Loopz, Helter Skelter,
Bomb Blaster, Pro Paint

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127

Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Retail Store Hours:
Thurs & Fri 10am-6pm; Sat 10am-5pm
Mail Order Hours:
Tue-Fri 10am-6pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
115 E. State St.
P.O. Box 301
Westfield, IL
U.S.A. 62474-0301
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: various software

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood Street
Simi Valley, CA 93065-5646
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513
FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer 2.55, PC Xformer 2.0

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14617
tel: (716) 429-5639 10am-5pm
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super-E Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

D.G.S.
62 Thomson Ave.

Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK

U.S.A. 99701
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit, Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection, R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21, SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, Small Business Management, Small Business Management for the 130, Express! Professional, MARS 8

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Developer: Yorky 256K, Jawbreaker, Mousekattack, Arena, Bubble Zone

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, KPI Hard Drive Interface,
Hardback & Restore H/D Util., D-K Utilities

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany
tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware

Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: PD/freeware/shareware

Lex-Tronics
see: DataQue Products

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
POLAND
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LACE (London Atari Computer Enthusiasts)
c/o Mr. Roy Whiteman, Secretary

15b Swaby Road
Earlsfield
LONDON, UK
Net: Simon Trew (Simon.Trew@def.bae.co.uk)
BBS: The Land That Time Forgot, 0181-960 1605 (+44 1819 691 695 ex. uk)
Vendor: used hardware/software, PD/freeware/shareware

LonerSoft
c/o Clay Halliwell
407 S. 2nd St
Clinton, MO 64735-2107
tel: (in the military... changes every couple years)
GEn: E.HALLIWELL
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,

Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MYTEK
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEnie: MYTEK
Developer: Prism Studio (color genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop
graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South Street
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
tel: (201) 767-1491
Net: ItsMarver@aol.com
Developer: ChromaCAD

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU
Canada H4V 2Y5
GEn: D.PATERSON2
Developer: CardStax

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
814 Banbury Drive
Port Orange, FL
U.S.A. 32119
Net: potter@escmail.orl.mmc.com

CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986

Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.2

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Net: Masstorage@closer.brisnet.org.au
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623)
tel: (410) 544-6943
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
POLAND
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

Tyne and Wear Atari User Group (T.W.A.U.G.)
P.O. Box 8
Wallsend
Tyne and Wear
NE28 6DQ
England
CIS: 100120,2025
Vendor: PD/freeware/shareware

Developer: UltiFont, The New Atari XL/XE Map Book by Andrew C. Thompson

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
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5740. 8-Bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 02:15:00 UTC
From: melvin.zwillenberg@f98.n250.z1.tor250.org
Message-ID: <ea9bad6d@f98.n250.z1.tor250.org>
Source record: 97837

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: mlzwille@nyx10.cs.du.edu (Melvin Zwillenberg)

Atari 8-Bit Stuff for sale:

HARDWARE:

Reset Button: Plugs into cartridge slot, $10.

SOFTWARE:

1) Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $10.

2) Sublogic FLIGHT SIMULATOR 2 plus JAPAN SCENERY Disk, $25.

3) Timewise (Time management), $9.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $4.

7) "Atariwriter" (Cartridge), 2 avail., $20. each.
Excellent word processor for Atari

8) and 9) SOLD

10) "Atari Spell Checker" for Atariwriter and Atariwriter+, $15.

11) "GO" (Ancient Japanese game, harder than Chess) $9.

12) "The Newsroom" $10.

13) "Movie Maker" (Animation Construction Set) $10.

14) "Proofreader" (Spelling Checker for Atariwriter), $15.

15) "Your Personal Net Worth", $10.

16) "Managing Your Stocks", $10.

17) "Softporn Adventure", $5.

18) "Pinball Construction Set", $10.

19) The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

20) Atari BASIC version "C" cartridge. Eliminates bugs in built-in version "B".

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package offers that move a lot of items!

****SPECIAL BARGAIN OFFER****: The items above total more than $250. IF YOU TAKE EVERYTHING---$125. postpaid.

Please reply by e-mail.

5741. 8-Bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 02:15:39 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <37kpkb$o4f@nyx10.cs.du.edu>
Source record: 98012

Atari 8-Bit Stuff for sale:

HARDWARE:

Reset Button: Plugs into cartridge slot, $10.

SOFTWARE:

1) Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $10.

2) Sublogic FLIGHT SIMULATOR 2 plus JAPAN SCENERY Disk, $25.

3) Timewise (Time management), $9.

4) "Kingdom" (Instructions and
game, cassette), $3.

5) "Biorhythms", (Instructions and
game, cassette), $3.

6) "Super-Text" word processor
(disk), $4.

7) "Atariwriter" (Cartridge), 2 avail., $20. each.
Excellent word processor for Atari

8) and 9) SOLD

10) "Atari Spell Checker" for Atariwriter and Atariwriter+, $15.

11) "GO" (Ancient Japanese game, harder than Chess) $9.

12) "The Newsroom" $10.

13) "Movie Maker" (Animation Construction Set) $10.

14) "Proofreader" (Spelling Checker for Atariwriter), $15.

15) "Your Personal Net Worth", $10.

16) "Managing Your Stocks", $10.

17) "Softporn Adventure", $5.

18) "Pinball Construction Set", $10.

19) The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

20) Atari BASIC version "C" cartridge. Eliminates bugs in built-in version "B".

BOOKS ($3.95 each plus shipping)

Atari Programming with 35 Programs

An Atari in the Classroom

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package offers that move a lot of items!

****SPECIAL BARGAIN OFFER****: The items above total more than $250. IF YOU TAKE EVERYTHING---$125. postpaid.

Please reply by e-mail.

5742. What's Better: The Emulat

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 04:05:00 UTC
From: justin.davenport@f98.n250.z1.tor250.org
Message-ID: <40ef8c50@f98.n250.z1.tor250.org>
Source record: 97832

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: justinad@vt.edu (Justin Davenport)

Hello all.

I remember the great ATARI from my childhood and I'm really longing for some of those great classic shoot the whole screen up video games. So, here's my dilemma:Is it cheaper to buy that emulator XF thing or just cheaper to buy the real thing: anATARI 65XE from Toad for 49$???

Thanks for any advice,

Justin

5743. What's better: the emulator or the real thing?????

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 04:05:24 UTC
From: justinad@vt.edu
Message-ID: <37l024$1r7@solaris.cc.vt.edu>
Source record: 98018

Hello all.

I remember the great ATARI from my childhood and I'm really longing for some of those great classic shoot the whole screen up video games. So, here's my dilemma: Is it cheaper to buy that emulator XF thing or just cheaper to buy the real thing: an ATARI 65XE from Toad for 49$???

Thanks for any advice,

Justin

5744. Re: Can I format disks?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 04:37:38 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Oct14.043738.421@iglou.com>
Source record: 97994

"High density" disks will not work in a single or double density drive!
You need double density (360K) disks. Also, if you format a disk in
single density with Mydos, Atari DOS should have no trouble reading it.

--
Bill Marcum bmarcum@iglou.com
"My stars, it's full of dogs!" 2001 Dalmatians
Why can't the replicator make us a love partner?

5745. Need Stepper Chip for Atari printer..

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 06:35:56 UTC
From: gathings@duncan.cs.utk.edu
Message-ID: <37l8sc$j9b@martha.utk.edu>
Source record: 97995
Cross-posted to: sci.electronics,comp.sys.atari.8bit

I am looking to a stepper controller IC number LB1259
made by sanyo . This chip is used in the Atari 1027
printer . Any leads on substitute, replacement chip
would be welcome.

Golando

5746. Stereo Audio/data

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 10:11:00 UTC
From: raphael.j.espino@f98.n250.z1.tor250.org
Message-ID: <d94c541b@f98.n250.z1.tor250.org>
Source record: 97842

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: rje@cs.nott.ac.uk (Raphael J Espino)

In article <37c0s1$51o@monk.rsip.lsu.edu> tom@ready.rsip.lsu.edu (Tom Smailus) writes:>Raiders, Galaxian, etc. Although I never got that supposed trick with the>stereo track to work; where you could recorde stereo audio (music) then save a>data file, adn if you turned off the data sound, when loading it would play the>music. Did anyone get this to work (and how), or was this just some myth?No myth, it can be done, I've seen (or should that be heard?) it done, I'venever done it myself tho'. As far as I know the trick was to record the codefirst and then record the audio afterwards on just ONE track - of course youneed a stereo recorder capable of this - what I can't remember is which is the audio and which the data track.
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

5747. stereo audio/data

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 10:11:23 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Oct14.101123.20940@cs.nott.ac.uk>
Source record: 98030

In article <37c0s1$51o@monk.rsip.lsu.edu> tom@ready.rsip.lsu.edu (Tom Smailus) writes:
>Raiders, Galaxian, etc. Although I never got that supposed trick with the
>stereo track to work; where you could recorde stereo audio (music) then save a
>data file, adn if you turned off the data sound, when loading it would play the
>music. Did anyone get this to work (and how), or was this just some myth?
No myth, it can be done, I've seen (or should that be heard?) it done, I've
never done it myself tho'. As far as I know the trick was to record the code
first and then record the audio afterwards on just ONE track - of course you
need a stereo recorder capable of this - what I can't remember is which is
the audio and which the data track.
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

5748. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 11:25:00 UTC
From: graeme.fenwick@f98.n250.z1.tor250.org
Message-ID: <8920ad81@f98.n250.z1.tor250.org>
Source record: 97829

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: gfenwick@mcs.dundee.ac.uk (Graeme Fenwick)

David Davies (mbitdc9306@newi.ac.uk) wrote:
: The reason I didn't order anything from Page 6 during the summer was that I
: was 100% skint. Even so, I'm not sure if I would have ordered anything since
: I only ever buy stuff I want and these days it's usually the odd bit of
: hardware. Even though they had many bargains available, they didn't really
: have much of great interest. With Derek Fern (Micro Discount) getting all
: the surplus stuff, they seem to be finding it increasingly difficult to
: add new items to their catalogue.

: Hmm ... perhaps Derek should be reported to the Monopolies and Mergers
: Commission? :)

Well, I wasn't blaming anyone specifically- like I say, some people might
have had their (good) reasons like you, but I still find it hard to believe
that 88% of people didn't purchase anything from the sale. Having said that,
I'm getting to the point where I buy games, load them up to check they work,
then never play them again. Needless to say, this doesn't go for Rescue on
Fractalus!...
Well, in a sense, Page 6 have a monopoly too, but if anyone was to have this
monopoly I'd rather it was Page 6. I mean, support from large companies is
well and good, but if you compare the *old* Atari User to Page 6 and NAU,
P6/NAU is obviously superior. I never got the same feeling that the (most) of
the people who wrote for Atari User were fanatics....

--
Double your Freezer capacity- defrost it today!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5749. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 11:25:41 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <37lprl$2a2@dux.dundee.ac.uk>
Source record: 98032

David Davies (mbitdc9306@newi.ac.uk) wrote:
: The reason I didn't order anything from Page 6 during the summer was that I
: was 100% skint. Even so, I'm not sure if I would have ordered anything since
: I only ever buy stuff I want and these days it's usually the odd bit of
: hardware. Even though they had many bargains available, they didn't really
: have much of great interest. With Derek Fern (Micro Discount) getting all
: the surplus stuff, they seem to be finding it increasingly difficult to
: add new items to their catalogue.

: Hmm ... perhaps Derek should be reported to the Monopolies and Mergers
: Commission? :)

Well, I wasn't blaming anyone specifically- like I say, some people might
have had their (good) reasons like you, but I still find it hard to believe
that 88% of people didn't purchase anything from the sale. Having said that,
I'm getting to the point where I buy games, load them up to check they work,
then never play them again. Needless to say, this doesn't go for Rescue on
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Well, in a sense, Page 6 have a monopoly too, but if anyone was to have this
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well and good, but if you compare the *old* Atari User to Page 6 and NAU,
P6/NAU is obviously superior. I never got the same feeling that the (most) of
the people who wrote for Atari User were fanatics....

--
Double your Freezer capacity- defrost it today!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5750. Re: Pr Conector Pinout He

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 12:41:00 UTC
From: lonnie.mcclure@f98.n250.z1.tor250.org
Message-ID: <93a537ee@f98.n250.z1.tor250.org>
Source record: 97839

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: Lonnie McClure <lmcclure@delphi.com>

In a message dated 10-10-94, icbw500@indyvax.iupui.edu said:

"I need the pin out to hook a standard parallel dprinter
to a PR Connector manufactured by ICD."

The ICD P:R:C parallel connector has the same pinout as the Atari
850 interface, which is as follows:

8 7 6 5 4 3 2 1
15 14 13 12 11 10 9

1. Data Strobe
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

If you find or purchase a parallel printer cable made for the 850
interface, it will work fine. (The parallel and serial cables I use
with my P:R:Connection were sold as cables "for the 850").

5751. Re: Pr Conector PinOut help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 12:41:09 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bs7UBL9.lmcclure@delphi.com>
Source record: 98034

In a message dated 10-10-94, icbw500@indyvax.iupui.edu said:

"I need the pin out to hook a standard parallel dprinter
to a PR Connector manufactured by ICD."

The ICD P:R:C parallel connector has the same pinout as the Atari
850 interface, which is as follows:

8 7 6 5 4 3 2 1
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13. Busy
14. -
15. D7

If you find or purchase a parallel printer cable made for the 850
interface, it will work fine. (The parallel and serial cables I use
with my P:R:Connection were sold as cables "for the 850").

5752. Trade 320K Xe For Upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 13:04:00 UTC
From: kamaro_kid@f98.n250.z1.tor250.org
Message-ID: <1fc1d191@f98.n250.z1.tor250.org>
Source record: 97690

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: kamaro_kid@delphi.com

I have a very clean, just barely upgraded 320k 130xe that I'd like to
trade for an upgraded XL.

Reason: I dont care too much for XE's, and all my other machines all
XL's. Anybody wanted to trade, please contact me.

Oh - this XE is socketed, as I've installed the MUX ROM in it.

--James King
kamaro_kid@delphi.com
--
-+-+-+

5753. Trade 320k XE for upgraded XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 13:04:45 UTC
From: kamaro_kid@delphi.com
Message-ID: <BM93hv1.kamaro_kid@delphi.com>
Source record: 97999

I have a very clean, just barely upgraded 320k 130xe that I'd like to
trade for an upgraded XL.

Reason: I dont care too much for XE's, and all my other machines all
XL's. Anybody wanted to trade, please contact me.

Oh - this XE is socketed, as I've installed the MUX ROM in it.

--James King
kamaro_kid@delphi.com
--
-+-+-+

5754. Wanting Icd Xe Adapter

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 13:05:00 UTC
From: kamaro_kid@f98.n250.z1.tor250.org
Message-ID: <6bc6aa68@f98.n250.z1.tor250.org>
Source record: 97691

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: kamaro_kid@delphi.com

In case I cant find anybody to trade my XE off too, I'll be needing an
ICD/FTE XE PBI adapter -- I currently have a KP Products adapter, but for
some reason, it wont allow my SDX cart to be used on this XE, while plugged
into an MIO -- same setup works fine on my XL.

Must be a bad adapter.

--
-+-+-+

5755. Wanting ICD XE Adapter

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 13:05:50 UTC
From: kamaro_kid@delphi.com
Message-ID: <BO1X5t+.kamaro_kid@delphi.com>
Source record: 98000

In case I cant find anybody to trade my XE off too, I'll be needing an ICD/FTE XE PBI adapter -- I currently have a KP Products adapter, but for some reason, it wont allow my SDX cart to be used on this XE, while plugged into an MIO -- same setup works fine on my XL.

Must be a bad adapter.

--
-+-+-+

5756. Re: fast serial, SLIP (was Re: UNIX on Atari 800 XL)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 15:27:41 UTC
From: jscharrl@ba-stuttgart.de
Message-ID: <37m81d$cro@news.belwue.de>
Source record: 98041

> In article <37i326$f5i@sundog.tiac.net>,
> Glenn M. Saunders <krishna@max.tiac.net> wrote:
> >Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
> >
> >: if SIO (with UltraSpeed and similar software) can go to 57600 or more,
> >: why not RS232? How fast will the R:P: go?
> >
> >R:P: will support a 38k baud setting, but I doubt that Bobterm will go
> >all the way up there and hardware handshaking will make actual throughput
> >somewhere above 19.2K but not too far above.

I think all you need is an "intelligent" RS232 interface, which does
it's own handshaking/buffering. Any volunteers to program a
microcontroller...? ;))

The output of text wouldn't be much higher than 19.2K, but if you were
transferring files, etc. you could get quite good results!

Bye,
Jochen

--

EMail: jscharrl@ba-stuttgart.de
or: acorn1@ftp.uni-stuttgart.de

5757. Re: What's better: the emulator or the real thing?????

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 16:39:33 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <124866@cup.portal.com>
Source record: 98014

IMHO: I'd definately wait for a review of the commercial version before dooing anything & wouldn't do anything without at least a 486 computer to run the emulator. I don't know for a fact, but at least on the freeware version, doing something like 'POKE 708,0' doesn't change the screen colors immediately, it appears to do a 'flood fill' type change of the screen to the new color. No where near as fast as a real 65XE. I'm just guessing, but I'd bet Dereck's doing the development on a pretty hot computer, 486DX something with maybe VLB video so he doesn't see the slow downs as much as someone with a 386. Adding the extra features to the commercial version will slow it down even more. There's a few other details you have to know before you commit to the emulator, for instance I only have an Ad Lib sound board & Dereck hasn't said what sound boards he is going to support. If you don't have a sound board already or have to upgrade your sound board, you could easily end up spending $100 just to get the thing to run. I'm probably more of a hard sell on the emulator then most. My obvious gripe is you can't solder on an emulator. My view on a good system to have would be a 65XE with a SIO2PC cable. There are circumstances where an emulator has it's place, like when you're at work & want to run a quick game of Planetary Defense on your lunch hour. FYI I may even buy his ST emulator because everything I've heard about it says it works better then the original. I only have a couple of ST titles I have to run, but the ST is so lame I think I'd prefer an emulator over it.

5758. Re: What's better: the emulator or the real thing?????

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 19:02:57 UTC
From: jlodoen@shell.portal.com
Message-ID: <37mkl1$bu5@news1.shell>
Source record: 98002

Justin Davenport (justinad@vt.edu) wrote:
> Hello all.

> I remember the great ATARI from my childhood and I'm really longing
> for some of those great classic shoot the whole screen up video games.
> So, here's my dilemma. Is it cheaper to buy that emulator XF thing or
> just cheaper to buy the real thing: an ATARI 65XE from Toad for 49$???

PC X-Former 3.0 costs $29.95, so it will be cheaper. No one knows how good it will be, as it's not been released. It's supposed to be 130XE compatible, support sound and P/M graphics.

The 2.0 release (available at atari.archive.umich.edu and others) is 800 compatible, silent, and many games don't run with it (no collision detection). But for non-game items it works quite well. Promises great things.

A 2.5 version which is 800XL compatible was announced on GEnie.

You could find a 65XE or 800XL (very similar) for less than $49. But you'll need a disk drive, or an SIO2PC interface (use a PC as a disk drive).

> Thanks for any advice,
> Justin

jlodoen@shell.portal.com

5759. Atari Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 19:28:07 UTC
From: serg21@aol.com
Message-ID: <37mm47$69e@newsbf01.news.aol.com>
Source record: 98003

I have the following Atari 8-bit items for sale:

* - denotes Game Title
# -denotes Productivity Title
@- denotes Educational Title
^ - Uitility Title
All are disk based, unless noted other wise.

Software without boxes and have docs:

XLent Word Processor (#)
Flight Simulator II (*)
Juggles House (Cassette) (@)
My First Alphabet (@)
Time Wise (#)
Typo Attack (@)
Home Filing Manager (#)
Family Finances (#)
Bridge 4.0 (*)
PaperClip (#)
BookKeeper (#)
BankStreet Writer (#)
Chop Suey (*)
Stock Market (*)
Atari Speed Reading (Cassette) (@)
AtariWriter (Cartridge) (#)

Software without boxes and docs:

PacMan (Cartridge) (*)
PacMan (Cartridge) (*)
Antic Disks (3) All three for $7+S/H
Star Raiders (Cartridge) (*)
CheckMate (#)
Jaw Breaker (*)
World Championship Karate (*)
HomeCard (#)

Software with boxes and docs:

Zork I (*)
Zork II (*)
VisiCalc (#)
Crusade in Europe (*)
Nato Commander (*)
Conflict in Vietnam (*)

Top Gunner Collection (*)
Spy vs. Spy (*)
Decision in the Desert (*)
Peggammon (*)
F-15 Strike Eagle (*)
BallBlazer (*)
Kennedy Approach (*)
Puzzle Panic (*)
Ace of Aces (*)
Reforger (*)
Fight Night (*)
Blue Team Bridge (*)
Archon (*)
Hardball (*)
One on One (*)
Eastern Front (*)
Mickey in the Great Outdoors (Cassette) (#)
Interlisp/65 (^)
Financial CookBook (#)
Combat Leader (*)
Home Filing Manager (#)
AtariWriter (#)

Books:

How to Program the Atari in 6502 Machine Language
HackerBook
Atari Roots
Atari Basic
Compute's First Book of Atari Graphics
Inside Atari Basic
Compute's First Book of Atari
Mapping the Atari
Easy Guide to Atari 600xl/800xl
101 Programming Tips & Tricks

Hardware:

1050 Disk Drive w/PS and Cable
800xl w/PS and Cables
800xl no PS and Cables
1027 Printer w/PS and Cable
Supra 300 Baud Modem w/PS,Cable and Software
TrackBall
Koala Pad w/Cable and Software

Parts:

Complete Antic Chip Set
Atari 400 Keypad
26 Assorted IC Chips from various Atari Hardware
items such as xmm-801,xmm-301,810,1050,800xl,1027,850,400/800

Please Email me at SERG21@aol.com if your interested in anything and leave a price with s/h included and i will get back to ASAP.

5760. RFD: comp.sys.atari.programmer

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 19:44:58 UTC
From: lexicor@world.std.com
Message-ID: <37mn3q$dg5@rodan.UU.NET>
Source record: 97813
Cross-posted to: news.announce.newgroups,news.groups,comp.sys.atari.8bit,comp.sys.atari.st

Proposal for a new newsgroup
Request for Discussion: comp.sys.atari.programmer

by: Yat Siu (lexicor@world.std.com)

Group name: comp.sys.atari.programmer
Status: unmoderated
Distribution: world-wide
Summary: a newsgroup for the discussion of programming on the atari
TOS or 8bit computer and any clones or otherwise

Justification:

There are currently several comp.sys.atari.* newsgroups, however
none cover the aspect of programming questions. Atari Computer systems
(8bit, 16 or 32bit and clones) have various development tools from other
third party developers, some of which are very good. Atari Users require
a forum where they can ask questions about programming in any language.

This new newsgroup is also meant to encourage programming on the
atari and asking questions regarding programming. Very often programming
questions are asked in other forums, but they either don't get a reply or
ignored because it is not related to the topic. Atari Computers have got
a user base of programmers who need to support each other on the usenet on
a more global scale, and it should also help third party developers for
atari development tools read and see what programmers use/require/want.

Charter:

The proposed group will provide a forum for the discussion of
programming queries, discussions of techniques or anything else that is
related to programming on the atari for any language that exist on the
atari (scheme, gcc, c, basic, pascal, assembler etc.)

NOTE

This RFD is being issued in concordance with the guidelines set in the
"How to create a new usenet newsgroup" FAQ regularly posted to
news.announce.newgroups. Please refer to this article if you have any
questions about the newsgroup creation.

Unless the discussion indicated a need to resubmit a new RFD, the CFV will
be posted approximately three to four weeks after the posting of this RFD.

This RFD was (cross)-posted to the following groups:

news.announce.newgroups, news.groups, comp.sys.atari.st,
comp.sys.atari.8bit, comp.sys.atari.announce and mailed to the gem-list
and lexicor-list

5761. Atari Hardware Project

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 21:05:41 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2E9EB16C@POST0.LAAFB.AF.MIL>
Source record: 98004

Brian Furbee recently asked:

1. Is there a way to interface to a PC/AT Keyboard?

Yes. Chuck Steinman of Dataque/Lexicor has a product called Transkey that allows you to do that. I think Mike Todd did a review of it in Current Notes a little while back. Works great from what I understand.

2. Is there an extender cable for the Cartridge Port so I can port a cartridge cut-out on the PC case?

Sorta. You can use a standard ribbon cable connector for the XL side. You may not be able to find one with the exact number of contacts, but you can slide it to one side and that should work. I believe that length of that cable off the cartridge port could be a limiting factor. (It is for the PBI

on the back.) As for the cartridge connector on the other end, those are hard to come by. You can try Best Electronics or call Mike Hohman at FTe. He uses those kind of connectors in his R-Time 8, SDX and Express! carts. He might sell you one. Then of course, you'd have to mount the thing. You

might be able to use a dummy one of FTe's stackable cartridges, if you just want to extend the plug a couple of inches. That sort of depends on how the

mother board is oriented in your tower.

Rick Reaser

5762. ATR-8000 Manuals

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 21:36:26 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2E9EB174@POST0.LAAFB.AF.MIL>
Source record: 98006

Re: Ryan Osborne's post on csa8.

The ATR-8000 manuals are about 120 pages. One is
the C/PM manual. I'll xerox and mail for $15. (That's what I figure it
will cost plus postage. The manual pages are double sided, so I would need
to go to a copier place that can copy double sided stuff.)

Rick Reaser
5510 W. 140th Street
Hawthorne, CA 90250-6404

(310) 643-8626

5763. Sound Monitor 1.2 HELP

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-14 21:59:16 UTC
From: KENDRICK@sonoma.edu
Message-ID: <941014145927.2404c86b@sonoma.edu>
Source record: 98007

I have a few questions about SoundMonitor Professional 1.2 by Torsten Karwoth.

First off, when editing a sound (in the "Spectrum Analyzer", the first editing option), the documents (by Shawn Poulsen(?)) say that pressing [SHIFT]+[,] and [SHIFT]+[.] change the distortion (part or all of the "VC" number on the right in the upper middle) but nothing happens when I press those keys! What am I doing wrong!?

Secondly, when one creates a pattern and saves it to the data table from the "Pattern" editor (second editing option) with the [SHIFT]+[TAB], the first time you hit [SHIFT]+[TAB], the pattern is stored to the data table (in the lower middle) as "01". EVEN if I don't edit the pattern at ALL and save it again to another place in the data table with [SHIFT]+[TAB], it gives it a NEW NUMBER!? ("02", then next time, "03", next "04", etc.!)

How does one actually EDIT the data table! The "Data Table" (third editing option) area seems to not be an editing utility, but just a way to select a place in the data table (from there you can go to PLAYING and play it, or stay in EDITING and mess around with [SHIFT]+[left] and [SHIFT]+[right] while in the Pattern Editor and do the same thing, select a different place in the table).

Sooo... can anyone help me!?

Also, is there a less jumpy / flickery and English version of SoundMonitor?

I loaded the whole "SMON.COM" into TextPro and went in and changed most of the German into English if anyone would like me to UL a copy to UMich or something.

If what system I'm using matters, here's my setup:
Atari 1200xl
800xl / 800 OSes (switched in 800xl mode)
256k RAMbo (192k MyDOS Axalon (I think) style RAMdisk)
MyDOS 4.53/4 (unfortunately the 4-digits mess up the disk directories, but that doesn't matter much to me.. also, there was a 3-or-so POKE fix for changing 4.53/4 'into' 4.53/3... BUT.. I lost the damned paper which had that printout. It was originally posted MONTHS ago (a year or so?))

Anyways.. thanx in advance. Boy, this is the nicest looking post I've made in a while, if I do say so myself! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!
Nessy's probably a plesiosaur!
I thought it was too much scotch and some twigs!

5764. Re: fast serial, SLIP (was Re: UNIX on Atari 800 XL)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-15 02:19:56 UTC
From: krishna@max.tiac.net
Message-ID: <37ne8c$a2n@sundog.tiac.net>
Source record: 98044

Jochen Scharrlach (jscharrl@ba-stuttgart.de) wrote:
: I think all you need is an "intelligent" RS232 interface, which does
: it's own handshaking/buffering. Any volunteers to program a
: microcontroller...? ;))

: The output of text wouldn't be much higher than 19.2K, but if you were
: transferring files, etc. you could get quite good results!

Actually, there IS a way for the Atari to support SLIP. The Amiga has a
serial port which can be used as a remote terminal linkup ;) See how
after a certain point the crutches for the 8-bit become pointless?
SIO2CRAY perhaps?

5765. Atari 8-bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-15 02:50:08 UTC
From: serg21@aol.com
Message-ID: <37ng10$dt6@newsbf01.news.aol.com>
Source record: 98008

I have the following Atari 8-bit items for sale:

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@- denotes Educational Title
^ - Uitility Title
All are disk based, unless noted other wise.

Software without boxes and have docs:

XLent Word Processor (#)
Flight Simulator II (*)
Juggles House (Cassette) (@)
My First Alphabet (@)
Time Wise (#)
Typo Attack (@)
Home Filing Manager (#)
Family Finances (#)
Bridge 4.0 (*)
PaperClip (#)
BookKeeper (#)
BankStreet Writer (#)
Chop Suey (*)
Stock Market (*)
Atari Speed Reading (Cassette) (@)
AtariWriter (Cartridge) (#)

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PacMan (Cartridge) (*)
Antic Disks (3) All three for $7+S/H
Star Raiders (Cartridge) (*)
CheckMate (#)
Jaw Breaker (*)
World Championship Karate (*)
HomeCard (#)

Software with boxes and docs:

Zork I (*)
Zork II (*)
VisiCalc (#)
Crusade in Europe (*)
Nato Commander (*)
Conflict in Vietnam (*)

Top Gunner Collection (*)
Spy vs. Spy (*)
Decision in the Desert (*)
Peggammon (*)
F-15 Strike Eagle (*)
BallBlazer (*)
Kennedy Approach (*)
Puzzle Panic (*)
Ace of Aces (*)
Reforger (*)
Fight Night (*)
Blue Team Bridge (*)
Archon (*)
Hardball (*)
One on One (*)
Eastern Front (*)
Mickey in the Great Outdoors (Cassette) (#)
Interlisp/65 (^)
Financial CookBook (#)
Combat Leader (*)
Home Filing Manager (#)
AtariWriter (#)

Books:

How to Program the Atari in 6502 Machine Language
HackerBook
Atari Roots
Atari Basic
Compute's First Book of Atari Graphics
Inside Atari Basic
Compute's First Book of Atari
Mapping the Atari
Easy Guide to Atari 600xl/800xl
101 Programming Tips & Tricks

Hardware:

1050 Disk Drive w/PS and Cable
800xl w/PS and Cables
800xl no PS and Cables
1027 Printer w/PS and Cable
Supra 300 Baud Modem w/PS,Cable and Software
TrackBall
Koala Pad w/Cable and Software

Parts:

Complete Antic Chip Set
Atari 400 Keypad
26 Assorted IC Chips from various Atari Hardware
items such as xmm-801,xmm-301,810,1050,800xl,1027,850,400/800, all for

$15+ S/H

Please Email me at SERG21@aol.com if your interested in anything and leave
a price
with s/h included and i will get back to ASAP.

5766. Re: Need Stepper Chip for Atari printer.

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-15 04:39:11 UTC
From: todlee@delphi.com
Message-ID: <9410150037591.DLITE.todlee@delphi.com>
Source record: 98047
Cross-posted to: sci.electronics,comp.sys.atari.8bit

>
>I am looking to a stepper controller IC number LB1259
>made by sanyo . This chip is used in the Atari 1027
>printer . Any leads on substitute, replacement chip
>would be welcome.
>
>
>
>Golando
>
>
Is this chip in any 1027 printer ?. If so I may have one for you. Even
if it is soldered in. My wife is pretty good at taking those things out.

Tlee

5767. Re: Trade 320k XE for upgraded XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-15 04:39:29 UTC
From: todlee@delphi.com
Message-ID: <9410150037592.DLITE.todlee@delphi.com>
Source record: 98046

```
>I have a very clean, just barely upgraded 320k 130xe that I'd like to
>trade for an upgraded XL.
>
>Reason: I dont care too much for XE's, and all my other machines all
>XL's. Anybody wanted to trade, please contact me.
>
>Oh - this XE is socketed, as I've installed the MUX ROM in it.
>
>--James King
>kamaro_kid@delphi.com
>--
>-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
> James E. King + Internet Junky
> kamaro_kid@delphi.com - Atari XL/XE (8-bit) fanatic
> Delphi Atari 8-bit Manager + DP Technical Specialist
>-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
>
I'm sorry. But...
I won't let my XL go. It has endured too much with me. But I am interested
in how much you would sell the 320k XE for. You can contact me here or at
DELPHI (I know you know where that is) as TODLEE

Tlee
```

5768. Re: What's better: the emulator or the real thing?????

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-15 07:10:31 UTC
From: darekm@microsoft.com
Message-ID: <CxpD9L.KBF@microsoft.com>
Source record: 98016

In article <37l024$1r7@solaris.cc.vt.edu> justinad@vt.edu (Justin Davenport) writes:
>Hello all.
>
>I remember the great ATARI from my childhood and I'm really longing for some of
>those great classic shoot the whole screen up video games. So, here's my dilemma:
>Is it cheaper to buy that emulator XF thing or just cheaper to buy the real thing: an
>ATARI 65XE from Toad for 49$???
>
>
>Thanks for any advice,
>
>Justin

That "XF thing" first of all is not a 65XE emulator. It is a 130XE
emulator with 256K expanded memory. So it all matter if you'd like to
spend $49 for a 64K 65XE, or $29.95 for a 256K 130XE emulator that,
depending on how fast your PC is, runs several times faster than the
65XE. Your choice. <grin>

By the way, several people have sent email asking, and no, PC Xformer 3.0
disks have not been mailed out yet. It is still in beta testing, and
has been for the last couple of months. I hope to ship it in the next
few weeks. If I've already cashed your check or charged your credit
card please be patient a while longer, or send me a note if you'd like
a refund. The advertized ship date of PC Xformer 3.0 was end of September
so at this point it is only 2 weeks late and I think some people have
made a big deal out of something they needn't.

- Darek

p.s. - by the way, the 256K 130XE emulation is a feature added to the
product not originally planned and one reason for the delay. I think
when you try it you will agree it was worth the wait.

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

5769. Re: Need Stepper Chip for Atari printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-15 07:39:00 UTC
From: todlee@delphi.com
Message-ID: <9410150037591.DLITE.todlee@delph>
Source record: 98021

Subject: Re: Need Stepper Chip for Atari printer.

>
>I am looking to a stepper controller IC number LB1259
>made by sanyo . This chip is used in the Atari 1027
>printer . Any leads on substitute, replacement chip
>would be welcome.
>
>
>
>Golando
>
>
Is this chip in any 1027 printer ?. If so I may have one for you. Even
if it is soldered in. My wife is pretty good at taking those things out.

Tlee

5770. Re: Trade 320k XE for upgraded XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-15 07:39:00 UTC
From: todlee@delphi.com
Message-ID: <9410150037592.DLITE.todlee@delph>
Source record: 98022

>I have a very clean, just barely upgraded 320k 130xe that I'd like to
>trade for an upgraded XL.
>
>Reason: I dont care too much for XE's, and all my other machines all
>XL's. Anybody wanted to trade, please contact me.
>
>Oh - this XE is socketed, as I've installed the MUX ROM in it.
>
>--James King
>kamaro_kid@delphi.com
>--
>-+-+-+

5771. .xmo files?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-15 07:50:12 UTC
From: wmcbrine@clark.net
Message-ID: <37o1jk$b5u@clarknet.clark.net>
Source record: 98050

Hello, I'm new to Atari 8 bits.

On one of the Atari FTP sites, I found some files with an .xmo extension. What are they? I'm guessing it's short for Xmodem, but that doesn't clear it up much. And from the context, I think they might be pictures. (?)

--
William McBrine
wmcbrine@clark.net

5772. Internet Informer seeking WRITERS

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-15 09:34:58 UTC
From: Steven Baker <stevenbaker@delphi.com>
Message-ID: <hU9Xxby.stevenbaker@delphi.com>
Source record: 98049

From the desk of:
S t e v e n E B a k e r

Editor of:

```
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Public Announcement
October 15th, 1994

"How To Find The Internet Informer"
v. 1.3

[1] Mailing StevenBaker@Delphi.Com and asking for a copy of a
certain months issue.

EXAMPLE

To : StevenBaker@Delphi.Com
Subject : Send October

[2] Mailing Informer@Cris.Com and asking for a copy of a certain
months issue. Please include YOUR email address in message body

EXAMPLE

To : Informer@Cris.Com
Subject : Request

1> Send October Email@Address.Com

[3] FTP Sites: AQL.GATECH.EDU and FTP.ETEXT.ORG
(pub\Zines\InternetInformer)

[4] Usenet: Alt.Zines
once every two months

[5] Compuserve: Professional Journalism Forum (Jim Cameron,Sysop)
Future Media Database

Delphi: Delphi Internet SIG Database
General Interest Database

America Online: Macintosh Forum

CRIS: Internet Forum

Genie: Internet Forum

[6] On APC Networks, especially IGC - USA,
Web - Canada, GreenNet - England/Europe, Pegasus - Australia)
in the conference called "gen.cyberculture".

[7] The Metamorphis BBS (409) 935-9320 (Hometown Favorite!)

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December issue DEADLINE: 11/15/94

The Internet Informer is actively seeking people to complement the
writing and editing staff. Interested people are encouraged to inquire
about writers guidelines (StevenBaker@Delphi.Com, Subj: Guidelines) and
submit articles, features, column ideas, and anything interesting you find
along the Net.

We welcome any forwarded PRESS RELEASES, news, and information at
StevenBaker@Delphi.Com

See you on the Net,

Steven E Baker

--

```
.....................Steven E Baker.....................
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: Featuring: :
: Usenet.MuDs.IRC.Law.Business.Life.Love.Entertainment.News :
:...........................................................:
```

5773. Re: .xmo files?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-15 17:19:15 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <124907@cup.portal.com>
Source record: 98015

It's probably just an older file, way back in the dark ages when things
were anything but ASCII people would put the .XMO on the end to indicate
it was anything but ASCII & needed to be transmitted as a binary file.
So... could be an .ARC, .PIC, .OBJ, .COM, .anything.
Rick

5774. Corvus HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-15 23:50:44 UTC
From: jcrios@reuna.cl
Message-ID: <CxqnKL.JJ8@reuna.cl>
Source record: 98017

I bought an oldie Hard Disk Corvus, 6 Megas, without manuals or cables, any help on how to make this HD works with an Atari 800 XL ????

Thanks in advance...

Juan Carlos R�os

5775. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 00:48:31 UTC
From: mathniss@link.xs4all.nl
Message-ID: <37pt8v$75@link.xs4all.nl>
Source record: 98019

```
c >From: clay@supra.com (Clay Cowgill)rst.edu!a_mail.supra.com!v_mail.supra.com!
c >Subject: Re: 65816 /32 info
c >Date: 9 Sep 1994 19:13:48 GMT
c >Organization: Supra Corporation

[snip]

c >Rockwell's processors (C29, C39, C40, etc...) are pretty much what you
c >describe. Some varient runs DSP and controller functions on their 28.8
c >and 14.4 modem chipsets...
c >
c >They're clocked obscenely fast-- anyone for a 40MHz 6502? :-)
c >
c >-Clay
c >
c >-=-=-==-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
c >Clayton N. Cowgill Supra Corporation clay@supra.com
c >Macintosh Product Manager 206.905.1400

Hey, I've got one of them V.32bis modems your company sells.

And YES I'd like that 40MHz 6502 in my 130XE and 800XE.

CU Mathy Van Nisselroy

--------------------------------------------------------------------------

NEW Address: mathniss@link.xs4all.nl
^^^^^^

--------------------------------------------------------------------------

---
* PabQwk 2.0 *
```

5776. FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 00:48:33 UTC
From: mathniss@link.xs4all.nl
Message-ID: <37pt91$77@link.xs4all.nl>
Source record: 98020

```
f >From: F Tooned <ftooned@delphi.com>
f >Subject: FTe announces MIO II
f >Date: Tue, 27 Sep 94 09:09:07 -0500
f >
f >Hi everyone,
f >
f >Well, it's been a very busy summer here at FTe...
f >
f >Even though the MARS 8 release has been delayed,
f >we've been working on quite a few other projects
f >in order to set some new standards for its' release.
f >
f >One of these is the MIO II.
f >
f >How would you like to attach a "new" IDE hard disk
f >to your 130XE or 800XL for under $100?
f >
f >Our new interface plugs into the PBI of your computer,
f >and simply requires an IDE hard disk to operate.
f >
f >You don't need an external case or power supply.
f >In fact, our unit will power your computer in addition
f >to the interface AND the Hard Drive.
f >
f >We are taking advance orders for the month of
f >October for $79.95 (plus $5.00 shipping), for it's
f >debut in November.
f >
f >After October 31st, the MIO II will be $99.95.
f >
f >The power supplies are even switchable to 230V,
f >for our friends overseas.
f >
f >Please direct inquiries here, as it's been difficult
f >to keep up with the phones in our offices lately.
f >
f >Stay Tooned, as there are more suprises on the way!!
f >
f > Mike (FTe)
```

HOWDY, MIKE

Is this baby compatible with the Blackbox and FloppyBoard. (read: would it be possible to plug the MIO II into the computer and plug the Blackbox into the MIO II)? Can it be used with the MUX?

Are you comming to the ABBUC meeting on October 22nd at:

Burgerhaus Herten-Sued
in 45699 Herten, Germany

?????

For more info you might concider contacting Wolfgang Burger, President of the
ABBUC, via (air) mail;

ABBUCev
c/o Wolfgang Burger
Wieschenbeck 45
45699 Herten, Germany

or via his BBS/phone

Intern. access code + 49-2366-39623
His BBS is online:
Monday thru Friday 19:00 to 07:00 CET
Saturday & Sunday 15:00 to 08:00 CET
The rest of the day either his answering machine or his FAX will answer
the phone.
CET is 6 hours ahead of EST.
His BBS runs at 8/N/1 1200-9600 (maybe even 14k4)

Might be the first time I visite the JHV of the ABBUC.

CU Mathy Van Nisselroy New address: mathniss@link.xs4all.nl

My human_to_human interface lacks flow-control

---
* PabQwk 2.0 *

5777. Cartridges for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 02:55:04 UTC
From: jameswn@aol.com
Message-ID: <37q4m8$5vp@newsbf01.news.aol.com>
Source record: 98023

The following are for sale. You pay shipping + the listed price.
Package offers welcome.

ATARI
BASIC (CSL4002), manuals $10.
LOGO (RX8032), manuals $20.
Assembler Editor (CXL4003), manuals $15.
AtariWriter, manuals $10.
ATARI Artist $10.

Missile Command, Super Breakout $7.
Space Invaders, Jungle Hunt $7.

O.S.S
Basic XL, Manuals $15

Spinnaker
Adventure Creator (8-adult) $7
Facemaker (4-12) $7
Kindercomp (3-8) $7
Alphabet Zoo (3-8) $7

Other
Miner 2040er $5
Popeye $5
Alian Garden $5
KABOOM! $5
Platter Mania $5

Reply to: nippjw@aur.alcatel.com

5778. Hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 02:56:06 UTC
From: jameswn@aol.com
Message-ID: <37q4o6$609@newsbf01.news.aol.com>
Source record: 98024

```
The following are for sale. You pay shipping + the price listed.
Package offers welcome.

1 Atari 65XE, Manual, power supply $55
1 Atari 800XL, power supply $45
1 Atari 400, power supply $15
expanded to 64K, retrofit of keyboard incomplete,
good for replacement boards, etc.
1 Atari 400 replacement keyboard $5
2 Atari 410 program recorders $8
(also many programs on tape available)
1 Atari 1050 Disk Drive, pwr $40
1 Atari 810 Disk Drive, pwr (needs work) $10
1 TRAK "AT" double density disk drive (needs work) $10
with printer port
1 Atari Touch Tablet $5
1 Atari XM301 Modem $10
1 Atari 1027 "Letter Quality" printer $10

Reply to: nippjw@aur.alcatel.com
```

5779. Doc/Books/Mags for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 02:58:11 UTC
From: jameswn@aol.com
Message-ID: <37q4s3$61c@newsbf01.news.aol.com>
Source record: 98025

Time to clean the closets. The following are for sale.
You pay shipping plus the price listed. Offer for combinations welcome.

Atari 400/800 Technical Reference Notes $12.00
OS User's Manual, OS Source Listing, Hardware Manual

Compute! Aug'82 - Jan'86 $.20/issue or $3.50 for all

"The Atari Assembler", Reward Books $3.00
"Atari Graphics", Compute! Books $3.50
"Your Atari Computer", Osbourne/McGraw Hill $3.50

Reply to: nippjw@aur.alcatel.com

5780. Software (disks) for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 03:10:02 UTC
From: jameswn@aol.com
Message-ID: <37q5ia$6a2@newsbf01.news.aol.com>
Source record: 98026

The following are for sale.
You pay listed price + shipping. Package offers welcome.

DVC/65 (C compiler) $10.
BASIC XL (OSS) $10.
DOSXL (OSS), manuals $10.
OS/A+, manual $5.
Microsoft Basic $10.
Visicalc $10

Zaxxon (Datasoft) $5.
Zork I $5.
Snooper Troops (Spinnaker) $5
The Wizard of Wor (Roklan) $3
Starbowl Football $5
Movie Maker (Electronic Arts) $8.
Music Contruction Set (Electronic Arts) $8.

Master Type (typing tutor) $5
Ready, Get Set (educational) $2
Sammy the Sea Serpent (Atari Basic) $3

Set of "Rogue" style games $10
Temple of Apshai
Upper Reaches of Apshai
Curse of Ra
The Keys of Acheron

Reply to: nippjw@aur.alcatel.com

5781. 8-bit as a Polygraph

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 03:45:35 UTC
From: toastman@armory.com
Message-ID: <37q7kv$bc8@nic.scruz.net>
Source record: 98029

I remember downloading some odd program from the Pandora BBS called "Liedtect.bas"... apparently someone built a polygraph for the Atari. Unfortunately, no one included the schematics.

Does someone have that issue of ANTIC, and could that person please tell me how to get this issue or how to actually build this lie detector (not to infringe the copyright, but perhaps someone has, eh, improved upon the design to the point where it isn't the copyrighted one, eh?)

That would be neat.

--
__o | Powdered Toast Man <toastman@armory.com> | _ o
_-_<, | <25619@ef.gc.maricopa.edu> | |<)_/#
(*)/'(*) | I almost met Elvis once, but my shovel broke. :) | TT <T

5782. Re: UNIX on Atari 800 XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 04:14:48 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <55c_9410160306@softtech.brisnet.org.au>
Source record: 98027

hl: : if SIO (with UltraSpeed and similar software) can go to 57600 or more
hl: : why not RS232? How fast will the R:P: go?

hl: R:P: will support a 38k baud setting, but I doubt that Bobterm will go
hl: all the way up there and hardware handshaking will make actual throughp
hl: somewhere above 19.2K but not too far above.

hl: Data rates are different from RS232 rates. There is more CPU overhead
hl: involved in pushing true RS232 signals through with the parity and the
hl: translation and all that, than there is moving raw bytes to a MIDI devi
hl: or from a floppy. Not to mention updating the screen and servicing
hl: terminal interrupts and the like. It is a common misconception I think
hl: that if the Atari can support 57K off POKEY that we can all run termina
hl: at full throughput as long as the interface is good enough. Now i thin
hl: the Atari does an admirable job compared to the other 8-bit platforms,
hl: but I don't think it can put out RS232 at 57K in a realistic situation.

not a well known fact, pokey can transfer data at half the cpu clock
speed, 895000 baud, but the processer cannot keep up with that speed for
long. pokey takes 20 cpu cycles to receive 1 byte at 895000 baud. in 20
cycles, the cpu must update its pointers, have cycles stolen for memory
refresh, do vbi's etc. it is possiable to do 128 byte blocks at this speed
but everything must be turned off in order to do it and timing is very
critical, this assumes that the sio lines to/from the computer are clean.
not very practical.
SIO speeds up to 69000 baud (indus gt high speed burst mode) has been
done for 10 years now with vbi's (critical vb routines) happening. term
programes may JUST be able to keep up (open minded on this one).

IF a parallel device was used, higher baud rates may be able to be used if
an data buffering uart was used...

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Max v2.12 [NR]

5783. Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 04:15:15 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <564_9410160306@softtech.brisnet.org.au>
Source record: 98028

DlQuoting from: krishna@max.tiac.net (Glenn M. Saunders)
GM>
GM>IMHO the XF-551 is the best double density drive and if one is going t
GM>be stuck with only floppies, the dual 720/360K system is really choice
GM>because you also gain the ability to read/write MS-DOS format disks in

note: read only. I totally agree. the duel drive is goooood. It is the
quickest sio drive i have come accross. try copying disks with it.

GM>common format (3.5" 720 rather than 360 or 180K 5.25"). Many computer
GM>these days don't even have 5.25" drives. But as long as you can do 3.
GM>MS-DOS you can pretty much share files with anybody. MACs and AMIGAs
Dland
GM>workstations like Sparcs can read/write MS-DOS using various means.
GM>You'd never have to set up a null-modem again.

Dl I like the XF 3.5 upgrade, but it is too bad one cannot write to IBM
Dlformat disks as well because of the memory limitations of the XF drive
Dlitself.
DlToo bad there isn't an easy way to do this though...

I have some specks on the processer in the xf551. It is capable of
accessing 64k of memory. If someone could put in a 2k static ram chip, then
the xf551 could read ibm disks. It is not hard to do. I may be able to do it
if i had an assembler for it........

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Max v2.12 [NR]

5784. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 05:09:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <a21_9410160535@flight.org>
Source record: 97661

I'm the club secretary for the SPACE club here in the Twin Cities and would very much like to get a printed copy of your listing. A SASE would have been sent for that but I didn't see your US postal address. Could you please send your address to me in three weeks as I will be on the road (traveling).
Thanks,
Mike Fitzpatrick
--
| Internet: Michael.Fitzpatrick@flight.org
|
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

5785. [--- Tape Voices ---] (was Re: Atari 410 and other recorders)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 06:02:36 UTC
From: winston@merk.com
Message-ID: <Cxr4sD.DJw@merk.com>
Source record: 98031

On Tuesday, October 11, 1994 at 11:12:40 GMT (5:12am EDT ?)
gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) wrote:

: >Raiders, Galaxian, etc. Although I never got that supposed trick with
: >the stereo track to work; where you could recorde stereo audio (music)
: >then save a data file, adn if you turned off the data sound, when loading
: >it would play the music. Did anyone get this to work (and how), or was
: >this just some myth?

: Atari did this on several commercial cassetes.
: Some of the Atari commerical releases made good use of this (the
: foreign-language and speed reading programs come to mind). In 1982 it
: seemed kind of impressive though, and even more so to casual observers
: who didn't understand the technology behind it --
: "Wow - the computer's talking!" :-)

GF> Don't know about the foreign language courses, but Kingdom and Hangman
GF> both had music and voice overs while they loaded. Unfortunately, it
GF> was *really* crap, just some American sounding person telling you about
GF> the game in a bad salesmanish manner, while some horrible muzak played.
GF> Energy Czar and Lone Raider both had music, but no voice over.
GF> IMHO the only game of these four worth getting is Kingdom (if you can).
GF> Dead simple, but it's fun!

That American sounding person was Lyle Waggoner, a regular cast player
on the "Carol Burnett Show" variety hour (CBS Television), and co-star of
Linda Carter in the TV series "Wonder Woman" (for which Mary Crosby did the
pilot movie with Ricardo Montalban). CREATIVE COMPUTING software also had
a version of KINGDOM which was set in an Italian city state.

5786. [--- Legal Issues ---] (was: Legal issues and HD sizes)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 06:24:32 UTC
From: winston@merk.com
Message-ID: <Cxr5sw.E0A@merk.com>
Source record: 98033

On Sunday, October 9, 1994 at 01:51:13 -0500
From: d.paterson2@genie.geis.com (Dave Paterson)

DP> ...none of the Analog authors around have received notice...
DP> ...If the price were low enough someone could buy the rights and
announce, publicly and clearly, that all the files are PD...

I don't think the problem with ANALOG was whether or not files could
be circulated, since I believe there is a notice in the magazine that
supposedly states that files could be circulated. I believe the question
was whether or not the --DOCUMENTATION-- could be posted. (Specifically
the question was, "Why is T:EDIT never posted with "official"
documentation?") My understanding was that executible code was circulated
as an incentive to buy the magazine, as more money would be saved in free
advertizing than would be made from the miniscule volume of
"disk subscriptions". (Feel free to correct me if I am mistaken, as my
interpretation derives mostly from secondhand sources.)

5787. Almost broken drive belt in my 1050

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 07:35:00 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <37ql34$ghs@bolt.ucsb.edu>
Source record: 98035

My 1050 disk drive pooped out today.
Took it apart and found that the rubber belt that goes around the
motor "pulley" and the disk spindle disk thingy just fell off.
Put it back on and it works.
However, there is one segment of it that is mighty thin and a little
chunk of it actually fell off. I'm sure its days are numbered--that
section's gonna snap before long.
Anybody got replacements or know where I can get one? Just find a
rubber band that's the right size? :)

-Jason

5788. Swap

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 09:39:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <b24_9410161318@flight.org>
Source record: 98036

I'm interested in the swap of an upgraded 800xl for the upgraded 130xe.
We've worked a swap before so this will be no big deal.
Two questions:
#1 How much additional RAM does the 130xe have?
#2 Is it a 256K RAM 800xl your looking for?
I know this is short notice for both of us but on Tuesday or Wednesday I will
be incommunicado for about 3 weeks; therefore, timing is of the essence unless
you can wait until I return and we can work out the details then.
--
| Internet: Michael.Fitzpatrick@flight.org
|
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

5789. Swap

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 09:39:00 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <bf9_9410161836@flight.org>
Source record: 98040

I'm interested in the swap of an upgraded 800xl for the upgraded 130xe.
We've worked a swap before so this will be no big deal.
Two questions:
#1 How much additional RAM does the 130xe have?
#2 Is it a 256K RAM 800xl your looking for?
I know this is short notice for both of us but on Tuesday or Wednesday I will
be incommunicado for about 3 weeks; therefore, timing is of the essence unless
you can wait until I return and we can work out the details then.
--
| Internet: Michael.Fitzpatrick@flight.org
|
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

5790. Re: Almost broken drive belt in my 1050

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 18:15:40 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <124973@cup.portal.com>
Source record: 97666

```
Send me a SASE @
Rick Cortese
20802 Laurel Rd.
Los Gatos, CA 95030

& I'll send you one.
```

5791. Re: fast serial, SLIP (was Re: UNIX on Atari 800 XL)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 18:35:13 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <37rrp1$qab@charm.magnus.acs.ohio-state.edu>
Source record: 97662

In article <37ne8c$a2n@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>Actually, there IS a way for the Atari to support SLIP. The Amiga has a
>serial port which can be used as a remote terminal linkup ;) See how
>after a certain point the crutches for the 8-bit become pointless?
>SIO2CRAY perhaps?

If I remember correctly, this sounds similar to the very first post I
made in this thread.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5792. No place else

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 18:50:49 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <124974@cup.portal.com>
Source record: 97665

I was rummaging around the other day & came across a Digital Equip
PDT11. It seems to be some type of terminal server for a PDP11 since
it has several 25 pin terminal conectors on the back as well as
two 8" floppies built in. Does anybody know what this thing is?
Rick

5793. Re: No place else

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 20:09:47 UTC
From: jlodoen@shell.portal.com
Message-ID: <37s1ab$pmu@news1.shell>
Source record: 98037

Rick_Michael_Cortese@cup.portal.com wrote:
: I was rummaging around the other day & came across a Digital Equip
: PDT11. It seems to be some type of terminal server for a PDP11 since
: it has several 25 pin terminal conectors on the back as well as
: two 8" floppies built in. Does anybody know what this thing is?

Definitely ask in comp.sys.pdp or alt.folklore.computers, they'd
answer the quickest.

jlodoen@shell.portal.com
: Rick

5794. Re: No place else

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 20:38:51 UTC
From: krishna@max.tiac.net
Message-ID: <37s30s$lpf@sundog.tiac.net>
Source record: 98038

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: Rick_Michael_Cortese@cup.portal.com wrote:
: : I was rummaging around the other day & came across a Digital Equip
: : PDT11. It seems to be some type of terminal server for a PDP11 since
: : it has several 25 pin terminal conectors on the back as well as
: : two 8" floppies built in. Does anybody know what this thing is?

: Definitely ask in comp.sys.pdp or alt.folklore.computers, they'd
: answer the quickest.

Yep, the folklore group is a great place to post about old computers and not fear that people will laugh at you or tar and feather you and kick you out.

5795. Re: Page 6 new issue is out

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 21:25:52 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <CxsBJ5.M7w@itex.jct.ac.il>
Source record: 97672

Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:
: M.D. Broadhurst (mdb@le.ac.uk) wrote:
: : Yesterday I received the latest issue of Page 6.

: : The result of the summer mail-shot was very disappointing, only 12% of
: : subscribers actually bought something from the Accessory Shop.

: I can't understand why... I mean, budget cassettes starting at 50p, and no-one
: is interested. Or are 88% of subscribers actually that skint?

Not that; it's just that most people don't feel like taking the trouble making
a 50p international check, going to the post office, etc etc.

And what's up with that other magazine? You know, the AC thingy.
(I got my credit card $17 refund! yay!)

-itay

--- Itay Chamiel, Jerusalem ><> PHiSH <>< bruck@brachot.jct.ac.il ---
"Pencil's important 'cause you've / | \ (using someone else's account)
gotta erase a lot" -Trey Anastasio \/|\/ bag it, tag it

5796. Atari reference card

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-16 22:40:34 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <199410162239.SAA21676@postbox.acs.ohio-state.edu>
Source record: 98039

I know you all think I forgot about that reference card I said I'd type in a few months ago, but I didn't, I just got really busy. I have a lot of it done, but I had hoped to wait until I at least had the error codes done before posting it anywhere, especially since it was an error code question that first prompted me to start typing this thing. It doesn't look like I'll get to do much more with it until November or December, so I'm letting you know now what I have done:
Atari BASIC commands
Atari BASIC functions
Color codes
I/O devices
Joystick codes
6502 mnnemonics (just what each instruction does)
Useful PEEKs and POKEs (well-extended over ANALOGS list)
Player/Missile memory area layout
Sound codes
XIO codes (thanks to Bill Kendrick for help with this one)

Most of these are at least a little better than what was in ANALOG's original reference card.

Remaining to do:
Error codes (top priority)
Character code translation table -- characters, ATASCII values, keys, keyboard codes, assembly codes
(any suggestions on how to include both ATASCII and ASCII characters in this one?)
Internal Keyboard codes
Character set chart
Graphics mode specs

I'm trying to keep all this in printable 80-column format, but the graphics mode chart could present a problem because it's so wide. The character code chart will have the same problem, plus printing the actual characters will be a problem, especially since I think it should also show the ASCII equivalent characters. I welcome any ideas on how to solve these problems.

I haven't looked at the recently-uploaded "REFMAN" yet, so I don't know how much is duplicated there.

Since I'm doing this in 80-column format, it isn't quite as compact as the original card was. Until I can be sure that all Atari people have compatible graphics printers, there's not much I can do to solve this.

If you would like any or all of what I have so far, let me know. I have each of the above listed sections in a separate file, ATASCII or ASCII

format, and I have an ARC of all the ATASCII files. Also tell me if your
mail program can handle MIME or BinHex file attachments, since that's the
easiest way for me to send files. I can also do uuencoding or straight text
inclusion, though. As I said before, I'd rather wait until I have more done
before sending this to the archive.
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | rfunk@freenet.columbus.oh.us

5797. [--- XFTOOLS.DCM ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 08:17:08 UTC
From: winston@merk.com
Message-ID: <Cxt5oM.I4@merk.com>
Source record: 98043

The collection of XFTOOLS on the Atari Archive would not unpack under Disk Communicator 3.2 . It generates a Disk Error #139 on my stock 800XL using an XF551 (which is at least three feet away from the monitor, an AMDEK COLOR-1). I had the same problem when trying to unpack the TEXTPRO beta TP512X from the archives to read the documentation about the add-in modules.

Question: Are these .DCM files bad ?

I heard a rumour that DiskComm 3.2 was a MYDOS utility and that it would only work correctly after MYDOS had been loaded and it was under the MYDOS environment. Is this true? Could that be what the problem is? Since I own a floppy drive and have never needed time-stamped files I use primarily MYDOS. I have never used DiskComm 3.2 under SPARTADOS before. Is DiskComm 3.2 a "use under MYDOS only" utility or is this a myth? I know that DiskComm can --WRITE-- any type of disk format, but does it need to be --RUN-- under MYDOS ? Could the uploaders have created a bad .DCM file by using DiskComm under SPARTADOS ? (It was my understanding that Bob Puff wrote DiskComm before he had access SpartaDOS ?) Thank you.

5798. percom drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 09:58:32 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <625_9410170504@softtech.brisnet.org.au>
Source record: 98042

alWell, I opened the drive up to look for some dip switches but found
alnothing. Maybe this drive is a cheaper model. I does have the printer
alport and what looks to be a connector for another drive. The problem
alis the power supply first goes to the controller board which then powers
althe drive mechanism and there's only 1 connector for a drive. There is
alspace and mounting holes for another 1/2 height floppy though. It is
alpretty strange that there isn't even a switch for setting the unit as
aldrive 1 or 2. I think I'm gonna give up for now.

bmI believe that on Percom drives you set the drive number by moving the
bmdrive select jumper on the drive board. There should be some pins marked
bmDS0, DS1, DS2, DS3 near the edge connector. One of these pairs of pins
bmshould have a jumper between them. And Radio Shack sells Y-connectors
bmfor standard disk drive power plugs.

The one and only percom drive i have seen had 2 double sided double density
full hight drive mechs in it tipped on there side (big box). The back of the
case had a hole with 4 dip switchs in it and an edge connector hanging out
the back. 2 other standard drive mechs could be plugged into the edge
connector, either 360k or 720k 3.5" drive mechs. To change the unit number
of the 2 drive mechs built in to the box, look near the 34way ribbon cable.
you should see some dip switches or a set of jumpers. (the one i saw had 8
dip switches on each mech) set ds0 on the one to be number 1 and ds1 on the
one to be number 2. external ones must be set to ds2 and ds3. please note
that some start numbering at 1 and go to 4, others may have d instead of ds.

In the one i looked at, the drive mechs were not working properly. I
replaced them with a couple i found in a trs80. although the 2 replacement
drives were only single sided, it still worked well. (the owner used only
single sided any way). I could have fitted 4 1/2 high drives in the space
provied but i didn't have any at the time. Just about any 360k or 720 k
drive mech will work, even the one in the xf551. (more reliable too)

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Max v2.12 [NR]

5799. Big Atari 8bit Home Page has been moved!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 10:54:10 UTC
From: tatar@student.uci.agh.edu.pl
Message-ID: <37tl4i$kmg@galaxy.uci.agh.edu.pl>
Source record: 97671

Sorry, but I had to move my Big Atari 8bit Home Page to another URL.
New URL is:
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/Atari/hp.html

Sorry again, for disturbing...

--
Tomasz M. Tatar
tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/index.html

5800. Re: 8-bit as a Polygraph

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 11:30:05 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Oct17.113005.10752@iglou.com>
Source record: 97677

The "lie detector" probably measured skin resistance through one of the
paddle inputs.

--
Bill Marcum bmarcum@iglou.com
"My stars, it's full of dogs!" 2001 Dalmatians
Why can't the replicator make us a love partner?

5801. Re: Atari reference card

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 11:36:35 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Oct17.113635.10883@iglou.com>
Source record: 97674

If I remember right, the Mydos doc files had a good list of error numbers. Of course, some errors might be different on other DOS's.

--
Bill Marcum bmarcum@iglou.com
"My stars, it's full of dogs!" 2001 Dalmatians
Why can't the replicator make us a love partner?

5802. Re: [--- XFTOOLS.DCM ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 13:32:15 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <37tucv$gl5@usenet.INS.CWRU.Edu>
Source record: 97676

(W. Smith says he's having problems using diskcomm 3.2.)
Error 139 is a device NAK. But probably you have another
corrupted file or files. DiskComm 3.2 definitely works under
SpartaDOS 3.2, I use it frequently. This problem of corrupted
files is showing up oftener and oftener. I wrote a crc16
program that gives a crc checksum and I intend to include
it in my Unzipper (Yes I'm still working on it.) I am not
including the crc32 in the unzipper because of speed and
time to program it. But the crc16 as a separate program is
what I'm hoping people will use. It makes a data file of
the crc's and people can check the unzipped files. I think
dcm files should be archived and a small crc16 file put
with it to make sure the dcm file has not been corrupted.
This would also result in a smaller file than a dcm32
file by itself.
Russ Gilbert using cb541@cleveland.freenet.edu
also mail to Russ.Gilbert@apk.wariat.org

5803. Page 6 v Atari User

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 14:44:31 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410171545.AA03142@dylan.newi.ac.uk>
Source record: 98045

Hmmm ... For once I agree with Graeme Fenwick. The old Atari User magazine was very welcome but it simply didn't feel right somehow. I think it was more to do with the fact that they tended to be far more cheerful than the situation demanded - especially in their news section. I recall one time when they said that Hewson's hit game 'Nebulus' was on its way for the Atari 8-bit. In the end it came out on the ST! Not great attention to detail, huh?

The biggest problem with the old Atari User magazine was like I say, too much hype on the part of the magazine which used to sell itself, the current crop of software and non-existent pieces of software. At least Page 6 have their feet firmly on the ground and have some idea of the real situation.

David Davies
The Atari Classic Programmerr's Club
mbitdc9306@newi.ac.uk

5804. Re: Atari reference card

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 14:49:59 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <37u2un$1ng@charm.magnus.acs.ohio-state.edu>
Source record: 97675

In article <1994Oct17.113635.10883@iglou.com>,
Bill Marcum <bmarcum@iglou.iglou.com> wrote:
>If I remember right, the Mydos doc files had a good list of error
>numbers. Of course, some errors might be different on other DOS's.

I know, that's why it'll take more effort to get all the error
messages. I want to include them for all popular DOSs and programming
languages. It'll probably be December before I have time to collect
them all.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5805. Re: [--- XFTOOLS.DCM ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 15:45:38 UTC
From: cmwagner@gate.net
Message-ID: <37u672$1d6e@tequesta.gate.net>
Source record: 98048

Winston Smith (winston@merk.com) wrote:
: I heard a rumour that DiskComm 3.2 was a MYDOS utility and that it
: would only work correctly after MYDOS had been loaded and it was under the
: MYDOS environment. Is this true? Could that be what the problem is?

To keep it short, no. At the original developing of Disk Communicator
they wern't sure that it would understand SpartaDOS files, but it does.
If a disk were formatted in a non-Atari format then it would have problems.

Error #139 is Device NAK (Not Acknowledged), This is a message you'll get
when trying to read an incompatible DOS or disk not in place.

So if the disk was formatted under MyDOS then use MyDOS, if it was formatted
under Atari or SpartaDOS then use SpartaDOS.

I don't think SpartaDOS understands MyDOS, but I am not sure about that, it
might now.

5806. nice hardware developments

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 16:38:57 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.01ja@didi.mayn.sub.de>
Source record: 98053

Hello fellows
,
in the last Abbuc-mag was an advert from a local-group of Abbuc
they developed some nice things. Here a short list

1, Atari-PC Interfacecartridge
schematics and disk 10 DM
Herkules cart 15 DM
interface 35 DM
connection to modulport-parallelport 5 DM
2, LCD-Display on the Atari
schematics and diagramms 5 DM
3, Printer and clock modul
Modul 60 DM
schematics and disk 10 DM
OS with P: Handler 15 DM
4, RS 232 modul
schematics and disk 5 DM
modul 50 DM
5, modulexpansion (use 4-5 cartridges the same time) 45 DM

6, Inofs about different Hadware hacks
schematics and infos 15 DM
7, Case for above things available...

for more details write to:

Roland Buehler
Engelsgasse 21
72348 Rosenfeld-Bickelsberg
Tel. (germany) 07428-1260
or to
Jochen Scharllach here in the c.s.a.8bit
Gruss

--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5807. Please help - Connecting 800xl to 1050 drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 23:02:58 UTC
From: jcwilets@students.wisc.edu
Message-ID: <jcwilets.112.2EA3029F@students.wisc.edu>
Source record: 97682

I was wondering if anyone out there would be able to help me out. I have an old Atari 800xl system with an Atari 1050 floppy disk drive, but I don't have the I/O cable that connects the two (it looks like 13 pins on each end). I stopped by a Radio Shack, but the guy said they didn't have anything like that, and didn't know where I could get the cable.

Does anyone know where I might be able to find something to connect the drive and the computer? I found a bunch of old floppy software that I owned years ago and would love to try some of it out again. :-)

Please e-mail if possible...if not, I'll keep my eyes on the newsgroup.

Thanks much!
John
jcwilets@students.wisc.edu

John Wilets
jcwilets@students.wisc.edu

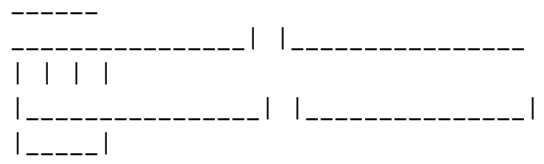
5808. HELP needed with 810 alignment!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-17 23:40:02 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1994Oct18.064004.1703@sfov1.verifone.com>
Source record: 98052

Atari Wizards:

I dusted off my 810 (don't laugh) the other day and found that it still works - well sort of - it will format and read diskettes but it will no longer read diskettes formatted on another drive. Obvious problem, out of alignment. Does anybody know how to adjust the alignment on this sucker? I have another drive to format disks and test if I got it right, but where is the adjustment made?

Oh, yeah, it is the 810 with the long thin slot and the small door in the middle, NOT the one with the big wide slot with the big door that goes all the way across. See crude pic below.



Any ideas, instructions will be appreciated. Thanks.

Bob (bob_s2@sfov1.verifone.com)

5809. Re: Almost broken drive belt in my 1050

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-18 06:19:55 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <37vpeb$k6a@hearst.cac.psu.edu>
Source record: 97696

```
Rick_Michael_Cortese@cup.portal.com wrote:
: Send me a SASE @
: Rick Cortese
: 20802 Laurel Rd.
: Los Gatos, CA 95030

: & I'll send you one.

There are 2 different 1050 mechs...thus 2 different belts.

--
Andrew K. Heller - Making the world safe once again.
-----------------------------------------------------------------
Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu
-----------------------------------------------------------------
```

5810. Re: percom drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-18 07:57:54 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <37vv62$bgn@usenet.INS.CWRU.Edu>
Source record: 97695

In a previous article, Masstorage@closer.brisnet.org.au (Masstorage) says:

>alWell, I opened the drive up to look for some dip switches but found
>alnothing. Maybe this drive is a cheaper model. I does have the printer

If anyone is interested, here is a letter I wrote to a guy on how I
convert my percom drives to higher capacitys.

Steve
--

>The model number is AT88-S1PD. It just has one drive in there.
>I can format it in single density just fine but that's about
>it. There aren't any dip switches but there is a 34 pin connector
>and an edge card connector for a printer I think. Is it possible
>that this is only a single density drive? The drive mech. is
>a Tandon I think from the last time I opened it. I think you
>said something about getting a y-connector to handle 2 drives.
>Wouldn't that put a strain on that little power supply inside?
>Just wonderin'. Well, I stop blabbing now. Thanks for any help
>you can give me.

You have the Single Density version of the Percom drive. But ALL percom drives
support DOUBLE SIDED 80 TRACK OPERATION. You can still hook up and 3.5"
drive but you will only get 360k instead of 720k. All Double Density
models are serial numbered RFDXX-sY where XX is the number of tracks
on the mech ORIGINALLY installs, and Y is the number of SIDES on the mech
originally installed.

My percom w/ 720k mechs is labeled RFD40-S1. It originally contained a
FULL HEIGHT single sided 40 track drive. A real beast to remove.

The Tandon Mech inside MAY be a single sided 40 track mech, which was top
of the line at the time it was made, but the controller will support 80
tracks DS.

The 'EDGE CONNECTOR' sticking out the back is a pass through connector to
hook up more floppies. To convert your drive to 3.5" mech do the following:

1: open the drive and REMOVE THE 5.25 mech and toss it in the trash ;)

2: REMOVE THE EDGE CONNECTOR BOARD and the cable that connects it to the
main controller board, there may also be a single ground wire running
from the card to the controller/power supply. Cut this ground wire and
remove the edge connector board. You can discard the edge connector board,
you will never need it again.

3: Buy some 720k drives. Dont bother with 1.44Meg drives, they will just be a waste of cash since you will only get 720k. The Percom does not support the higher transfer rate used in 1.44m mode. (Since it didnt exist when the controller was made ;)

4: This is the tricky part. You will notice the drive connector on the main board is the exact same type as on a regular IBM floppy drive board!

If you just want 1 360k drive just go get a regular PC internal floppy drive cable for $1 and plug one end into the board and I end into the 720k drive. If the cable you get has connectors for 2 floppies on it and a twist in the wire near the middle, DO NOT USE THE PORTION OF THE CABLE THAT IS TWISTED, USE ONLY THE 2 CONNECTORS BEFORE THE TWIST.

If you want more than 1 3.5" drive, get a STRAIGHT THROUGH cable that has no twist and more connectors. The Percom Controller wont work correctly with PC type cables that contain the twisted wire pair.

You can build your own pass-through cable from parts from Radio shack if need be, just get regular 34pin connectors and a ribbon cable.

5: Power supply considerations. The 3.5" mech will need an adapter to draw power from the large 4 pin connector on the Percom power supply, this is a STANDARD PC POWER ADAPTER and should come with your drive. If it does not it costs $2 at radio shack.

If you want to power more than 1 drive get a standard PC POWER SUPPLY Y-splitter. The power drain of 2 3.5" drives in my Percom is roughly only 2/3 of the draw of the single old FH drive. No need to worry about toasting the power supply. If you want more then 3 drives hooked upto the unit (it will support 4-8, depending on the 3.5" drive types) I would suggest you invest in a cheap PC power supply.

6: Drive selection. Drive number selectionis handeled from the drive unit exclusivly on SD units, set the jumper on the 3.5" drive to D0 or 'Drive A' or whatever is FIRST.

7: Once you get the drive powered and connected, its time to give it a test. Turn on the drive, carefull not to let anything metallic come in contact with the main board.

If all is correct you will hear the drive motor spin for about 2 seconds and the BUSY light on the front will flicker for 2-3 seconds and then go dark.

If you oriented one of the cable ends backwards (easy to do w/ a homebrew cable) the drive light will be lit forever when you turn on the drive and WILL NOT GO OFF. The motor may also spin forever. This will NOT harm the drive or controller, just reverse one end of one of the cables and try again.

Hook the drive to a computer and power on the drive, after the light goes off turn on the computer. If you hooked up the power supply, drive cables and drive selector CORRECTLY the drive BUSY light should come on as the Atari tries to boot from it as normal.

Turn both units off.

8: You now have a perfectly good 360k drive! ;) Just get MyDos loaded, hook
up the drive and use the configure option to set the drive controller
to 2 sides, 80 tracks, SINGLE DENSITY. the seek time should be set to
the fastest possible (0 if I recall).

Its been awhile, but I think the options go: High Capacity: NO
Configurable: YES
Double Sided: Yes
Tracks: 80
Seek: (fastest)

9: Format a disk at this density, it takes quite awhile. Write DOS/DUP and
you now have a bootable 360/720k disk!!!! These drives are real
speed demons in SD too, you will love that!

These drives work fine w/ SpartaDos as well (no ultraspeed).

The only modification to the above directions for DD drives is that the RDF
drives have dip switch settings to control the 'drive offset'. You can adjust
these so that physical drive 1 is atari drive 5, etc. these switches are
not present on any of the SD drives I have owned.

/-

--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

5811. Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-18 11:17:50 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Oct18.071559.27649@wariat.UUCP>
Source record: 97847

Last night was the CACUG meeting. One of the members has a CSS xf
upgrade and is using a 1.44 meg floppy mechanism. He can't get it
to read/write beyond sector 1440, it errar 139s. Is this because
he is using a 1.44 meg mech. or because there is something wrong
with either the mech. or his installation?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

5812. Re: Page 6 v Atari User

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-18 11:46:32 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <380cio$klp@dux.dundee.ac.uk>
Source record: 98051

David Davies (mbitdc9306@newi.ac.uk) wrote:
: Hmmm ... For once I agree with Graeme Fenwick. The old Atari User magazine
: was very welcome but it simply didn't feel right somehow. I think it was
: more to do with the fact that they tended to be far more cheerful than the
: situation demanded - especially in their news section. I recall one time
: when they said that Hewson's hit game 'Nebulus' was on its way for the
: Atari 8-bit. In the end it came out on the ST! Not great attention to
: detail, huh?

For Once?... I don't recall having any vehement disagreements, but
anyway...
It was the whole tone of the magazine that sometimes grated. The Nebulus
article was just one example- they seemed to pick up on anything and print
it, even when it was obviously meant to refer to the ST...

: The biggest problem with the old Atari User magazine was like I say, too
: much hype on the part of the magazine which used to sell itself, the
: current crop of software and non-existent pieces of software. At least Page
: 6 have their feet firmly on the ground and have some idea of the real
: situation.

Quite a few times, when there wan't any new software out, they'd review some
old stuff, *years* old in some cases, and make out it was new.. perhaps just
to keep people interested in their machine and buy the mag. I also felt that
some of the reviews, especially towards the end got patronising- they kept
saying things like how to load the game, when it was the same as any other
time, and so on ("Hold down START and OPTION"- I KNOW!!!!!!).
Like I said though, the hype was annoying too, both self-promotion, and
the above examples. I don't know why, but Page 6/NAU never seems vacuous in
the same way.

Having said that, if the mag was still being produced, I'd still buy it- there
was some good stuff in there!

--
Double your Freezer capacity- defrost it today!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5813. 8-Bit Bbs'S? Transfer To

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-18 14:35:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <f82_9410181836@flight.org>
Source record: 97657

Quoting from: krishna@max.tiac.net (Glenn M. Saunders)

GM>The best way to transfer to other machines is via the Floppy Board or XF
GM>upgrade and the BBXFER.COM program. This lets you read and write to

Just thought I would mention that the XF upgrade will only read 720k
MS-DOS disks, not write to them. I do wish it would write to them though...

-Dag-

* PabQwk 2.0 #23 * Holodeck designed by TARDIS Inc.
--
| Internet: Dag.Hugdahl@flight.org
|
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

5814. Wanted: ATARI Paddle Controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-18 16:44:50 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <380u22$3g3@monk.rsip.lsu.edu>
Source record: 97693

Well, my paddle controller finally died (a broken wire inside one of the cables), and before I go through the hassle of building a new cable, I'd like to know if there is anyone who has a working 2 paddle controller they would be willing to sell me. Reply by email if possible.

Thanks

--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of the Remote Sensing Lab or Lousisiana State University, just this mine.

5815. [--- Xftools.Dcm ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-18 17:54:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <f86_9410181836@flight.org>
Source record: 97658

Quoting From: winston@merk.com (Winston Smith)

WS> I heard a rumour that DiskComm 3.2 was a MYDOS utility and that it
WS>would only work correctly after MYDOS had been loaded and it was under the
WS>MYDOS environment. Is this true? Could that be what the problem is?
WS>Since I own a floppy drive and have never needed time-stamped files I use
WS>primarily MYDOS. I have never used DiskComm 3.2 under SPARTADOS before.
WS>Is DiskComm 3.2 a "use under MYDOS only" utility or is this a myth? I know
WS>that DiskComm can --WRITE-- any type of disk format, but does it need to be
WS>--RUN-- under MYDOS ? Could the uploaders have created a bad .DCM file by
WS>using DiskComm under SPARTADOS ? (It was my understanding that Bob Puff
WS>wrote DiskComm before he had access SpartaDOS ?) Thank you.

I have never had any problems using DiskComm under SpartaDos (from 3.2
to X). I do remember having problems un-DiskComming files that I had d/l'ed
from my school Internet account every once in a while. It did usually work
to ftp the file again though.

-Dag-

* PabQwk 2.0 #23 * New Compression Technique: DELETE *.* (100% compression!)
--
| Internet: Dag.Hugdahl@flight.org
|
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

5816. MASSIVE AUCTION IV -- includes Atari 8-bit, and other Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-18 19:19:20 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <38173o$261@usenet.INS.CWRU.Edu>
Source record: 98054

MASSIVE AUCTION IV:

I finally had a chance to sort through all my stuff, and so this is a rather large file. If you don't like large files, and/or auctions, please stop reading now. You have been warned!

I will post updates every 36 hours, and delete the last update at that time.

Mike

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI computers COLECOVISION COMMODORE 64
INTELLIVISION ODYSSEY2 PONG (VARIOUS) TOMY TUTOR
SEGA MASTER SYSTEM TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON WEDNESDAY, OCTOBER 26TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY (UNLESS THE TRADE OFFER INCLUDES VECTREX GAMES OR SYSTEMS!).

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A BID, YOU WON'T BE ABLE TO PARTICIPATE IN FUTURE AUCTIONS.

10) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 1.00 AIR-SEA BATTLE (Atari)
$ 2.50 BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 BATTLEZONE (Atari)
$ 2.00 BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 2.00 BREAKOUT (Atari)
$ 5.00 BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.00 CANYON BOMBER (Atari)
$ 2.00 CASINO (Atari)
$ 2.50 CENTIPEDE (Atari)
$ 2.50 CHOPPER COMMAND (Activision)
$ 2.00 CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 DARK CAVERN (Mattel)
$ 1.50 DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 DRAGSTER (Activision)
$ 2.00 ENDURO (Activision)
$ 2.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 FOOTBALL (Atari)
$ 1.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel)
$ 2.50 GALAXIAN (Atari)
$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 4.00 HANGMAN (Atari)
$ 1.50 HAUNTED HOUSE (Atari)
$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 3.00 INTERNATIONAL SOCCER (Mattel)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL

$ 2.50 JOUST (Atari)
$ 1.50 KABOOM! (Activision)
$ 2.50 LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (Mattel)
$ 2.00 MS. PAC-MAN (Atari)
$ 1.50 NIGHT DRIVER (Atari)
$ 2.00 OUTLAW (Atari)
$ 1.50 PITFALL! (Activision)
$ 2.50 POLE POSITION (Atari)
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)
$ 2.00 Q*BERT (Parker Brothers)
$ 1.50 RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 4.00 REAL SPORTS TENNIS (Atari)
$ 1.50 RIDDLE OF THE SPHINX (Imagic)
$ 1.50 RIVER RAID (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 2.00 SLOT RACERS (Atari)
$ 2.50 SOLARIS (Atari)
$ 4.00 SPACE ATTACK (Mattel)
$ 2.50 SPACE JOCKEY (VidTec)
$ 2.50 STARMASTER (Activision)
$ 1.50 STAR RAIDERS (Atari)
$ 2.00 STAR VOYAGER (Imagic)
$ 2.50 STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 2.00 STREET RACER (Atari)
$ 1.50 SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (Mattel)
$ 2.00 SWORDQUEST EARTHWORLD (Atari)
$ 2.00 SWORDQUEST FIREWORLD (Atari)
$ 2.50 TARGET FUN (Tele-Games)
$ 2.50 TENNIS (Activision)
$ 4.00 TRICK SHOT (Imagic)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.50 VANGUARD (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 2.00 VIDEO PINBALL (Atari)
$ 1.50 WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)
$ 2.00 COMBAT (Atari)
$ 3.50 COSMIC ARK (Imagic)
$ 2.00 DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)

$ 3.50 DONKEY KONG (Coleco)
$ 3.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.50 FOOTBALL (Mattel) (WITH SUPER CHALLENGE FOOTBALL MANUAL)
$ 3.50 GALAXIAN (Atari)
$ 3.00 GOLF (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 LASER BLAST (Activision)
$ 2.00 PAC-MAN (Atari)
$ 2.50 PITFALL! (Activision)
$ 3.50 POLE POSITION (Atari)
$ 3.50 REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.00 SPACE INVADERS (Atari)
$ 3.50 STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 3.50 VANGUARD (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)

GAMES WITH BOX AND MANUAL:
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00 TASK FORCE (Froggo Games)
I WILL TRADE ONE OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T
ALREADY HAVE (AND WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A
LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$ 5.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #1)
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 5.00 POINTMASTER JOYSTICK (Discwasher)
$ 5.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 FOOD FIGHT
$ 3.00 HAT TRICK
$ 2.00 POLE POSITION II

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00 ASTEROIDS
$12.00 CHOPLIFTER
$12.00 KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00 POLE POSITION II
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I
DON'T ALREADY HAVE (AND WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE
SEND A LIST OF WHAT YOU HAVE TO TRADE.

*****

ATARI 8-bit COMPUTER CARTRIDGES:

GAMES WITH BOX, MANUAL, AND WARRANTY CARD:
$ 5.00 GORF (Roklan) -- 400/800 ONLY!

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 ROBOTRON 2084
$15.00 ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 4.00 PITSTOP
$ 3.00 ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 AUTO RACING
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 DEMON ATTACK (Imagic)
$ 4.00 ELECTRIC COMPANY: MATH FUN
$ 4.00 ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 3.00 PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRIPLE ACTION
$ 3.00 TRON DEADLY DISCS

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 TENNIS (WITH 1 OVERLAY)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 4.00 SUB HUNT

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 4.50 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG
$ 4.50 SNAFU
$ 4.50 SPACE ARMADA
$ 4.50 SPACE HAWK

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 5.00 NASL SOCCER (WITH 1 OVERLAY)

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 6.00 ATLANTIS (ALSO WITH TRAY)

$ 4.50 BOXING
$ 4.50 SPACE BATTLE

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ARMOR BATTLE
$ 6.00 ASTROSMASH
$ 7.00 ATLANTIS
$ 6.00 BURGERTIME
$ 6.00 DEMON ATTACK (ALSO WITH TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 LOCK 'N' CHASE
$ 5.50 MAJOR LEAGUE BASEBALL
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 STAR STRIKE
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 2.50 BOWLING/BASKETBALL
$ 7.50 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 4.00 K.C. MUNCHKIN
$ 2.50 MATH-A-MAGIC/ECHO

GAMES WITH BOX. NO MANUAL:
$ 3.50 ALIEN INVADERS - PLUS
$ 3.50 BLOCKOUT/BREAKDOWN
$ 3.50 FOOTBALL
$ 3.50 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 4.50 ALPINE SKIING
$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL
$ 4.50 BOWLING/BASKETBALL
$ 4.50 COMPUTER GOLF
$ 4.50 LAS VEGAS BLACKJACK
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:

$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 POOYAN
I WILL TRADE THIS GAME FOR ANY TOMY TUTOR GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY VECTREX GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION (IF YOUR GAME INCLUDES THE OVERLAY, I WILL PAY THE SHIPPING TO YOU).
IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

****

HARDWARE:

NOTE FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain
systems (they are marked) you will have the option of buying a brand new RF
switchbox for $5 that is virtually identical to one sold at Radio Shack for $7.
It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some
systems still include one, please read carefully. I just ran out of used RF
switchbox's in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, ONE SET OF
TWO PADDLE CONTROLLERS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS
FOR GAMES]:

ASTEROIDS (Atari)
BREAKOUT (Atari)
COMBAT (Atari)
HOME RUN (Atari)
SPACE INVADERS (Atari)
SWORDQUEST: EARTHWORLD (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT ASTEROIDS HAS MANUAL]:

ASTEROIDS (Atari) [WITH ORIGINAL MANUAL]
COMBAT (Atari)
DONKEY KONG (Coleco)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, TWO (2) ATARI JOYSTICKS, ONE SET OF TWO PADDLE CONTROLLERS, POWER SUPPLY, AND TEN (10) TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
MISSILE COMMAND (Tele-Games)
PAC-MAN (Tele-Games)
PONG SPORTS (Tele-Games)
SPACE INVADERS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE ATARI 2600 COMPATIBLE SYSTEM, EXCEPT FOR RF SWITCHBOX.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND ONE (1) GAME [NO BOX OR MANUAL FOR GAME]:

PAC-MAN

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

MINIMUM OPENING BID OF $30.00

*****

LOT #5

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, ATARI RF/POWER SWITCHBOX, AND ONE (1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

MINIMUM OPENING BID OF $30.00

*****

LOT #6

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, AND ONE (1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

MINIMUM OPENING BID OF $25.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, AND CENTIPEDE CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE
POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

MINIMUM OPENING BID OF $15.00

*****

LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800 COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN CARTRIDGE.

MINIMUM OPENING BID OF $30.00

*****

LOT #9

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 1200XL COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN
CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, RF SWITCHBOX, TWO (2)
CONTROLLERS, AND DONKEY KONG CARTRIDGE.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00

*****

LOT #11

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY VIRTUALLY
ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #12

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER SYSTEM WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY, AND BOTH KICKMAN AND MUSIC COMPOSER CARTRIDGES.

MINIMUM OPENING BID OF $40.00

*****

LOT #13

COMMODORE 1541 DISK DRIVE (FOR USE WITH COMMODORE 64 COMPUTER SYSTEM), WITH POWER CORD, SERIAL CABLE, AND 10 DS DISKETTES (WHICH MAY OR MAY NOT HAVE GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN).

MINIMUM OPENING BID OF $30.00

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

MATTEL INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES WITH FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ARMOR BATTLE (WITH BOX AND 1 OVERLAY)
ASTROSMASH (WITH BOX AND 1 OVERLAY)
LOCK 'N' CHASE (WITH BOX AND 2 OVERLAYS)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

SYLVANIA/GTE INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES WITH FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
LAS VEGAS POKER & BLACKJACK (WITH BOX AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND POWER SUPPLY. SYSTEM ALSO COMES WITH FOUR (4) COMPLETE GAMES:

LAS VEGAS POKER & BLACKJACK (WITH BOX, MANUAL, AND 2 OVERLAYS)
LOCK 'N' CHASE (WITH BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH BOX, MANUAL, PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX, MANUAL, AND 2 OVERLAYS)

BID #1) MINIMUM OPENING BID OF $45.00
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #17 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH POWER SUPPLY (TWO WITH ORIGINAL POWER SUPPLY, AND ONE WITH A *NEW* POWER SUPPLY), AND ONE CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THE SYSTEM WITH THE *NEW* POWER SUPPLY IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS. THIS SYSTEM WILL BE THE ONE WITH THE LOWEST BID (OR LAST BID RECEIVED, IN CASE OF A TIE).

BID #1) MINIMUM OPENING BID OF $20.00
BID #2) MINIMUM OPENING BID OF $20.00
BID #3) MINIMUM OPENING BID OF $20.00

*****

LOT #18 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $7.50
BID #2) MINIMUM OPENING BID OF $7.50

*****

LOT #19

NEW RF SWITCHBOX PURCHASE OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

MINIMUM OPENING BID OF $7.50

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES PONG SPORTS IV (MADE BY ATARI CORP.), WITH 4 PLUG-IN PADDLE CONTROLLERS, AND 16 BUILT IN GAMES (FOUR VARIATIONS EACH OF PONG, HOCKEY, STREET TENNIS, AND STREET HOCKEY). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

MINIMUM OPENING BID OF $10.00

*****

LOT #21

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

MINIMUM OPENING BID OF $17.50

*****

LOT #22

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

MINIMUM OPENING BID OF $30.00

*****

LOT #23

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY, ORIGINAL RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $35.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5817. Infocom interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-18 20:11:23 UTC
From: jlodoen@shell.portal.com
Message-ID: <381a5b$7vn@news1.shell>
Source record: 97655

Has any enterprising programmer attempted to port an Infocom game
interpreter to the 8-bits?

Let me explain. Activision released The Lost Treasures of Infocom
a few years ago for MS-DOS, Macintosh and Amiga. But it's quite easy to
extract the p-code for the game.

Meaning the Atari ST, Unix, and even the Psion series palm-tops
can run these classic games. C source for these interpreters (one
is called ZIP, the other InfoTaskForce) is available on

ftp.gmd.de

directory:

/if-archive/infocom/interpreters/itf/
itf-pl2-src.tar.Z C source code and documentation - patch level 2
itfp2src.zip [same contents]
itf402beta.tar.Z C source code of version 4.02 Beta of the
InfoTaskForce interpreter.

/if-archive/infocom/interpreters/zip/
zip.sh.Z portable source code for Amiga, DOS, Unix and VMS

I think it would be useful. The later Infocom games required 80-columns
and more memory than Atari computers had. Both of these have been fixed.

Just thought I'd make the suggestion.

jlodoen@shell.portal.com

5818. Re: Infocom interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-18 20:50:23 UTC
From: James Finnegan <jmfinne@clipper.ssb.com>
Message-ID: <Pine.SUN.3.91.941018164656.20857C-100000@svha0001.clipper.ssb.com>
Source record: 97656

On 18 Oct 1994, Jeff M Lodoen wrote:

> Has any enterprising programmer attempted to port an Infocom game
> interpreter to the 8-bits?
>

Thanks for the FTP site. I always wanted a working source set for the
infocom interpreter. However, most of the Infocom games were relreased
for the Atari 8-bit back in the early 80's (I have most of them). I am
not sure whether the interpreter is teh same across all games, though.

Regards,
Jim Finnegan
Contributing Editor
Microsoft Systems Journal

5819. WANTED: Mule

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-18 23:54:26 UTC
From: smustain@magnus.acs.ohio-state.edu
Message-ID: <381n7i$bp4@charm.magnus.acs.ohio-state.edu>
Source record: 97659

I'm looking for a copy of Mule. *Must* have complete documentation. Send info to smustain@magnus.acs.ohio-state.edu

Thanks,

Mike
--
Mike Mustaine
stang@cinenet.net

5820. Re: Infocom interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 00:20:39 UTC
From: jlodoen@shell.portal.com
Message-ID: <381oon$gk5@news1.shell>
Source record: 97660

James Finnegan (jmfinne@clipper.ssb.com) wrote:
: On 18 Oct 1994, Jeff M Lodoen wrote:

: > Has any enterprising programmer attempted to port an Infocom game
: > interpreter to the 8-bits?
: >

: Thanks for the FTP site. I always wanted a working source set for the
: infocom interpreter. However, most of the Infocom games were relreased
: for the Atari 8-bit back in the early 80's (I have most of them). I am
: not sure whether the interpreter is teh same across all games, though.

Sure, most were. But starting with "A Mind Forever Voyaging", not every
Infocom game came out for 8-bits.

I bought them for the PC. Each game consists of a *.DAT file and an
executable for it (except Zork 0, it's graphical and in another format).
I use the ZIP interpreter and deleted the executables. Saves room. Now
there is a Windows version. Pretty neat.

jlodoen@shell.portal.com

: -------------

: Regards,
: Jim Finnegan
: Contributing Editor
: Microsoft Systems Journal

5821. Re: Almost broken drive belt in my 1050

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 01:42:13 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <381thl$24b@bolt.ucsb.edu>
Source record: 97663

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>Rick_Michael_Cortese@cup.portal.com wrote:
>: Send me a SASE @
>: Rick Cortese
>: 20802 Laurel Rd.
>: Los Gatos, CA 95030

>: & I'll send you one.

> There are 2 different 1050 mechs...thus 2 different belts.

Oops! Well, I'll know soon enough if I've got the right replacement belt!

-Jason

5822. FS: 130XE Complete System

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 02:58:45 UTC
From: jws4p@Virginia.EDU
Message-ID: <CxwG9y.3p6@Virginia.EDU>
Source record: 97664

For Sale:
130XE 128k Atari 8-bit computer
1050 Disk Drive
XM301 300bps modem
All power supplies and cables

Lots of software, including:
SAM (speech synthesizer)
RemBrandt (powerful paint program)
XE Term TTY Terminal w/ Xmodem
80 Column VT-100 terminal program
SpeedCalc spreadsheet program
StarRaiders II
Antic Music Player, with many song files
4096 Color GIF picture displayer
Basic Compiler
Mule Disk Utility: transfer files to/from IBM
ZPlot 3d equation plotter
tons of games
tons of utilities
tons of basic programs
Screen Plot 1020 plotter program (w/ no 1020)
MapWare (maps any section of planet, any type of map)
DOS 2.5, DOS 2.0, DOS 3.0, DOS 4.0
Atari Artist with Touch Tablet

Best reasonable offer takes everything.
Buyer pays shipping or picks up stuff from Northern Virginia.
It might be a while before I can get everything packed to go as
I am at school and the stuff is at home.

Please email replys to jws4p@virginia.edu

-John Stanmeyer

5823. Re: Infocom interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 03:35:12 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <125192@cup.portal.com>
Source record: 97667

BTW: I've got a dictionary dumper for infocomm games. Originally done on a UNIX box & I recompiled it on a clone with Turbo C. If anybody want to look at it I *may* be able to find it.

5824. XEGS keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 04:07:42 UTC
From: kamaro_kid@delphi.com
Message-ID: <JW6VCcm.kamaro_kid@delphi.com>
Source record: 97702

I'm looking for another XEGS keyboard -- just the keyboard itself, mind you -
not the base unit.

In addition, I'd like to know if an extension cable was ever created
for the XEGS keyboard -- if so, where can it be purchased? (BEST?)

--
-+
James E. King + Internet Junky
kamaro_kid@delphi.com - Atari XL/XE (8-bit) fanatic
Delphi Atari 8-bit Manager + DP Technical Specialist
-+

5825. Re: percom drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 04:43:08 UTC
From: krishna@max.tiac.net
Message-ID: <38284s$rl@sundog.tiac.net>
Source record: 97668

Why did you say set it to single density? Most Percom drives I know of support double density.

5826. Re: nice hardware developments

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 04:44:33 UTC
From: krishna@max.tiac.net
Message-ID: <38287h$rl@sundog.tiac.net>
Source record: 97669

What does modul mean? cartridge?

--

5827. Re: XEGS keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 04:47:53 UTC
From: krishna@max.tiac.net
Message-ID: <3828dp$rl@sundog.tiac.net>
Source record: 97704

kamaro_kid@delphi.com wrote:
: I'm looking for another XEGS keyboard -- just the keyboard itself, mind you -
: not the base unit.
:
: In addition, I'd like to know if an extension cable was ever created
: for the XEGS keyboard -- if so, where can it be purchased? (BEST?)

Yes, I think Best has them. But you can homebrew your own. That is what
I did. I think it uses a DB15. You can go from DB15 to a ribbon cable
back to a DB15 into the port. But I think there is a physical limitation
of how long it can be before it starts acting flaky. But in my case the
XEGS started acting flaky probably for other reasons like the MUX jobber
I did (i.e. soldering it in without a socket).

5828. Interface idea

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 04:58:35 UTC
From: krishna@max.tiac.net
Message-ID: <38291r$rl@sundog.tiac.net>
Source record: 97698

Here is an idea. I think SIO2PC is a cool idea, but it is still too slow even in USD mode. The MUX displays the ability of the Atari to rerout things through the cart port, and that this port is equally capable as a hard drive data port as the Black Box.

Why not build a MUX network in which the master is a PC?

I suppose the fastest standard port on a PC is the parallel port, right? I'm not sure how much handshaking it supports, though.

Anyway, my dream system would involve a MUX that ends with a PC, ANY PC. The software would be kinda like SIO2PC. But make it so that it requires a multitasking OS like OS/2 because otherwise it ties up that machine a lot. Write the source in portable C so that mac and amiga users can use it (hopefully).

All the ataris are linked via cart ports, like the MUX and a special interface goes from the master cart to the parallel port on the PC.

Each slave would have an independent set of partitions it can access. The networking software would allow changing the individual partitions on the fly. The PC interface would have none of the I/O limitations of an Atari 8-bit. Therefore each I/O request from the Atari's could be specific instructions for particular partitions which the PC would have far more flexibility in fetching. You could have 100 total partitions and each slave has the freedom to bank in and out partitions and call each one its own unique drive number.

It'll never happen, but it would be something.

5829. Re: Infocom interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 05:12:49 UTC
From: jlodoen@shell.portal.com
Message-ID: <3829sh$qkj@news1.shell>
Source record: 97889

Rick_Michael_Cortese@cup.portal.com wrote:
: BTW: I've got a dictionary dumper for infocomm games. Originally done
: on a UNIX box & I recompiled it on a clone with Turbo C. If anybody
: want to look at it I *may* be able to find it.

There's something like that on ftp.gmd.de

/if-archive/infocom/tools
zorkword.zip Infocom adventure game vocabulary lister release 9
by Mike Threepoint; C source code

jlodoen@shell.portal.com

5830. Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 07:57:20 UTC
From: jasons@CSTP.UMKC.EDU
Message-ID: <382jh0$ci2@kasey.umkc.edu>
Source record: 97670

I was wondering if there are still any enthusiasts for this game (see subject) lurking about. I was really tired one night, and after much pondering for a reason to stay awake, I unpacked my atari (130xe) and started playing it again. Of course, I should have been working for my mid-term. But, Alternate reality (for those of you who have ever played it), know of its longer
(argh) long term addictions.

I also have a few questions for anyone who has _total_ knowledge of the dungeon and its facets. I've won it, sure, but there are still things I don't get. Anyways - lemme know or post for universal benefit.

5831. 8 bit software for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 10:25:18 UTC
From: markh@sulu.inmos.co.uk
Message-ID: <382s6e$66d@lion.inmos.co.uk>
Source record: 97679

Well as much as it hurts to do this...

Space does not allow me to keep my 8 bit collection.
Although I will hang on to the hardware for a while, the software has
to go.

I have the following for sale, best offer wins, buyer pays shipping or
collects.

All are in good to excellent condition with original box and instructions.

Software Company Media Notes
-------- ------- ----- -----

Music Construction set Ariolasoft Disk Copy protected disk.
Doesn't load from Happy 1050
.

Pole position Atari Cass Backup disk comes with this.
Star Wars Domark Cass Backup disk comes with this.
Space Rider HiTec s/w Cass
Bounty Bob Strikes Back Americana s/w Cass Backup disk comes with this.
Doesn't work with Rambo.
Airstrike English s/w co Cass
Robotron 2084 Atari Cart
Joust Atari Cart
Moon Patrol Atari Cart
Galaxian Atari Cart
Computer Chess Atari Cart
Pac Man Atari Cart
Millipede Atari Cart
Centipede Atari Cart
Missile Command Atari Cart
Defender Atari Cart
Pitfall Activision Cart
Frogger Parker Bros. Cart
Deluxe invaders Roklan Cart
Miner 2049'er Big Five s/w Cart
Basic (rev A?) Atari Cart
Chuckie Egg AnF s/w Cass
Jet Boot Jack English s/w co Cass
Hyperblast English s/w co Cass
Computer War Creative Sparks Cass
Astro Chase First Star Cass No instructions.
Wizard of Wor Roklan Disk Copy protected disk.
Doesn't load from happy 1050

.
Gorf Roklan Disk Corrupted disk doesn't load.
Gauntlet Kixx Cass Backup disk comes with this.

Note:- The Gorf disk might be worth something to someone with a bootleg version without instructions. You could always copy the working version onto the duff disk!.

Mark Howard.

5832. Drive problems & MyDOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 12:19:13 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410191320.AA13335@dylan.newi.ac.uk>
Source record: 97673

Anyone out there using a compiler while running MyDOS 4.5? Sometimes, if something goes wrong during compilation, I've found myself with some corrupted source code! It shouldn't happen but it does ... any idea if it's a bug in MyDOS?

Also, my drive's been corrupting disks left right and centre. Think I'll have to get a new one.

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

If you've got it, flaunt it. If you haven't, don't let on.

United! United! We beat them once, we're gonna do it again ... I hope.

5833. Mailing problems

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 14:57:35 UTC
From: mbitdc9306@newi.ac.uk
Message-ID: <9410191558.AA14848@dylan.newi.ac.uk>
Source record: 97678

If you reply direct to any of my comments/messages/whatever in the newsgroup, can you please include your full e-mail address if you want a reply.

This is to avoid jamming the system here. I had my knuckles rapped a couple of times last year since I didn't send outgoing messages through the 'ukmail' system.

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

5834. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 15:04:39 UTC
From: luf@tiamat.umd.umich.edu
Message-ID: <luf.782578908@tiamat.umd.umich.edu>
Source record: 97680

jasons@CSTP.UMKC.EDU (Hason Bajo) writes:

>I was wondering if there are still any enthusiasts for this game (see subject) lurking about. I was really tired one night, and after much pondering for a reason to stay awake, I unpacked my atari (130xe) and started playing it again. Of course, I should have been working for my mid-term. But, Alternate reality (for those of you who have ever played it), know of its longer
> (argh) long term addictions.

>I also have a few questions for anyone who has _total_ knowledge of the dungeon and its facets. I've won it, sure, but there are still things I don't get. Anyways - lemme know or post for universal benefit.

Just ask me anything you need to know about AR and you will get an asnwer. For that matter, anyone ask me. When I finish my www homepage I will have a section devoted to AR. My knowledge of the City is total and the Dungeon is just about total.

5835. Re: Infocom interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 16:18:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <125213@cup.portal.com>
Source record: 97681

That's the same file I have. Someone had posted the source code to
comp.sys.ibm.games.misc or something like that a few years ago so
I snagged it.
Rick

5836. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 17:58:13 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <383mnl$a7f@hearst.cac.psu.edu>
Source record: 97700

Samuel Lysinger (luf@tiamat.umd.umich.edu) wrote:
: jasons@CSTP.UMKC.EDU (Hason Bajo) writes:

: >I was wondering if there are still any enthusiasts for this game (see subject) lurking about. I was really tired one night, and after much pondering for a reason to stay awake, I unpacked my atari (130xe) and started playing it again. Of course, I should
: have been working for my mid-term. But, Alternate reality (for those of you who have ever played it), know of its longer
: > (argh) long term addictions.

: >I also have a few questions for anyone who has _total_ knowledge of the dungeon and its facets. I've won it, sure, but there are still things I don't get. Anyways - lemme know or post for universal benefit.

: Just ask me anything you need to know about AR and you will get an
: asnwer. For that matter, anyone ask me. When I finish my www homepage I
: will have a section devoted to AR. My knowledge of the City is total and
: the Dungeon is just about total.

ah...the good ol' days!

One question...as I have done everything else...

What must one do to get into the Garden!?!?!?!?

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5837. Re: Infocom interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 18:54:47 UTC
From: James Finnegan <jmfinne@clipper.ssb.com>
Message-ID: <Pine.SUN.3.91.941019145329.27077C-100000@svha0001.clipper.ssb.com>
Source record: 97703

On 19 Oct 1994, Jeff M Lodoen wrote:

> Saves room. Now
> there is a Windows version. Pretty neat.
>

Where's the Windows version? I was just about to embark in converting
the source on the FTP server!

Regards,
Jim Finnegan
Contributing Editor
Microsoft Systems Journal

5838. Re: Need Stepper Chip for Atari printer..

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 19:33:46 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <383saq$pbt@usenet.INS.CWRU.Edu>
Source record: 97701
Cross-posted to: sci.electronics,comp.sys.atari.8bit

In a previous article, gathings@duncan.cs.utk.edu (Golando Gathings) says:

>
>I am looking to a stepper controller IC number LB1259
>made by sanyo . This chip is used in the Atari 1027
>printer . Any leads on substitute, replacement chip
>would be welcome.

Have you tried Best Electronics yet? They tend to have virtually every
part you can think of for 8-bit Atari computers and peripherals.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5839. Re: Infocom interpreter

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 19:40:07 UTC
From: jlodoen@shell.portal.com
Message-ID: <383smn$ris@news1.shell>
Source record: 97699

James Finnegan (jmfinne@clipper.ssb.com) wrote:
: Where's the Windows version? I was just about to embark in converting
: the source on the FTP server!

I can't get in to check the exact filenames, but there are version
of both interpreters. wzip*.* or something like that. I don't much
like winfocom... FYI, ZIP's save-games are compatible between DOS
and Windows.

: Regards,
: Jim Finnegan
: Contributing Editor
: Microsoft Systems Journal

5840. Re: Interface idea

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 20:52:24 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3840u8$gj4@nic-nac.CSU.net>
Source record: 97684

OOOOh yes.. I didnt read all of your post, glenn.. but THAT is an idea!

Cart2PC or PBI2PC!? Hmm!? :)

later!

-bill

5841. Just can't get along...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 22:10:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <20c_9410200025@flight.org>
Source record: 97818

Ok, I'm having a strange problem. It seems as though my XF551 (upgraded to 3.5 courtesy of CSS) and my P:R:Connection do not get along very well. When the XF is hooked up after the P:R: (with a 1050 inbetween), the P:R: behaves unpredictably. I can be on the modem with Bobterm or Flickerterm and all of sudden, I lose communication with the modem. The programs themselves do not lock up, but I can't do anything. I can also see that no keypresses are being received by the modem. Also, after exiting the programs to DOS (I use SDX), I then usually get Error 140's (serial framing errors) or Error 142's (SIO serial bus overrun error) whenever I try to access the 1050 or XF. Access to the Ramdisk is fine. Both the P:R: and XF work fine by themselves or when I'm not trying to use the modem with the XF plugged in.

Does anyone have any ideas as to what may be wrong or how I can fix them? Do I have a flakey P:R: or XF? I have a 256k 800XL and SDX. The P:R:C is plugged in first, followed by the 1050, and finally the XF551...

Thanks!
-Dag-
--
| Internet: Dag.Hugdahl@flight.org
|
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

5842. The Atari 8-bit Omnibus

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 22:36:54 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199410192236.AA272816191@relay2.geis.com>
Source record: 97683

Years ago I looked forward with eager anticipation as each new issue of Antic and Analog hit the newsstands. Page after page of programs and news, but even better were the ads. Dozens of companies with new and exciting hardware and software all clamouring for my attention.

The shrinking 8-bit market has kept most advertisers from any large scale advertising in recent years. Several months ago, I decided to change that. I wrote to all the vendors and developers listed in Michael Current's list, offering them free advertising in The Atari 8-bit Omnibus. And, page by page, the Omnibus filled. Ads came in all shapes and sizes, from professionally laid out full page ads to a torn piece of notepaper with a handwritten scrawl.

And now it's complete. Find out about 'Lemmings' and 'Operation Wolf' clones for the 8-bit. Slave a PC to your 8-bit. Make your original 800 compatible with the XE - even down to memory banking! And many, many more offers, featuring software and hardware, showing that the Atari 8-bit is still a fine machine.

On November 1, 1994, the Omnibus will begin shipping (it's off to the printers right now). This twenty-four page catalog is only $5 US per copy, shipped worldwide. Orders for five or more copies are only $4 US each, when shipped to a single address.

To order, send your cheque or money order payable to David A. Paterson to:

ATTN: Atari 8-bit Omnibus
D.A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

5843. Re: Alternate Reality

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-19 22:38:18 UTC
From: kamaro_kid@delphi.com
Message-ID: <hU8XiGq.kamaro_kid@delphi.com>
Source record: 97685

I'm a long-term AR: die-hard. I own both the Dungeon and City packages,
and have extensive maps of both.

What did you want/need to know?

--
-+-+-+

5844. Junk Mail!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 01:29:40 UTC
From: krishna@max.tiac.net
Message-ID: <384h64$81d@sundog.tiac.net>
Source record: 97811

Got some junk mail today from CI$ (aka Compuserve). The usual (you must have a PC) assumtions in the package complete with a Windoze GUI HD disk.

Well, I threw out the paper and did the only fair thing one could do with the 1.44 meg disk, formatted it on my Floppy Board for Atari usage ;) At least I got a free disk out of the deal.

5845. Did these carts ever come out?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 02:23:32 UTC
From: mrathwel@uoguelph.ca
Message-ID: <384kb4$7l5@nermal.cs.uoguelph.ca>
Source record: 97820

Does anyone know if the 8-bit versions of "Xenophobe", "Deflector",
"Tower Toppler" and "Midi Maze" were ever released?

>> Mark <<

5846. WTB: 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 06:43:08 UTC
From: fo610@cleveland.Freenet.Edu
Message-ID: <3853hs$nht@usenet.INS.CWRU.Edu>
Source record: 97819

Looking to buy a 1050 in excellent shape with ps & cable.
Please email with any offer!

richczeta@aol.com

5847. Atari 8-bit & 5200 carts wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 06:51:24 UTC
From: fo610@cleveland.Freenet.Edu
Message-ID: <38541c$nr7@usenet.INS.CWRU.Edu>
Source record: 97817

```
Atari 8-bit want-list

Looking for 1 each of the following games, cartridge or disk,
preferably with docs, for the 800/XL/XE. Also interested in
5200 versions of some titles.

Vanguard
Mario Bros.
Donkey Kong Jr.
Star Raiders II
Pitfall II
QBert
Tutankham
Burgertime
Phoenix
Kangaroo
Moon Patrol
Battlezone
Xevious
Gyruss
Frogger
Frogger II
Star Trek
Jumpman Jr.
Serpentine
Spindizzy
Venture
Mr. Do!
Mr. Do's Castle
Mousetrap
first 2 Gauntlet's
Dark Crystal
Crystal Castles
Blue Max - docs only
Crossbow
Archon
Zaxxon or Super Zaxxon/Zaxxon II??
Time Pilot
Legionnaire
Alternate Reality(s)
Galahad and The Holy Grail from APX
Mac/65 or any good popular macro assembler

Please email me with anything to offer!
richczeta@aol.com
```

5848. Re: Page 6 new issue is out

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 10:58:36 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <385igs$en9@dux.dundee.ac.uk>
Source record: 97776

Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:
: M.D. Broadhurst (mdb@le.ac.uk) wrote:
: : Yesterday I received the latest issue of Page 6.

: : The result of the summer mail-shot was very disappointing, only 12% of
: : subscribers actually bought something from the Accessory Shop.

: : Therefore the future of Page 6 is still looking very unstable.

: I can't understand why... I mean, budget cassettes starting at 50p, and no-one
: is interested. Or are 88% of subscribers actually that skint?
: Incidentally, they have some pretty good games for sale.
: At this moment in time, I could understand if Page 6 felt like packing it all
: in. Do people really want that to happen?

: --

Until I changed to "another format" ago I used to subscribe to Page 6. As
far as I can see it is the reluctance to go down the ST road that has
destroyed them, not poor quality or anything else. I know P6 was dedicated
to the 8-bit, but surely this market is now so small it is hardly worth while.
Likewise due to the fact that you cannot get the mag from newsagents
they are efefctively (though no fault of their own) preventing new readers
comming on board. Its a shame really as it IS the UK's 8-bit institution.

Still the 8-bit has been around for over 10 years, this is quite a good
innings!

Rod

--
****Please Note you are honoured enough to receive mail from ******

Rod McCall | "You cant afford me dear you
Dundee University | military fairy...Oohh I'll
Scotland | scatch your eyes out..."
Simon Barber, Apr 94
==========

5849. Re: Page 6 new issue is out

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 11:44:20 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <385l6k$gov@dux.dundee.ac.uk>
Source record: 97686

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Until I changed to "another format" ago I used to subscribe to Page 6. As
: far as I can see it is the reluctance to go down the ST road that has
: destroyed them, not poor quality or anything else. I know P6 was dedicated
: to the 8-bit, but surely this market is now so small it is hardly worth while.
: Likewise due to the fact that you cannot get the mag from newsagents
: they are efefctively (though no fault of their own) preventing new readers
: comming on board. Its a shame really as it IS the UK's 8-bit institution.

: Still the 8-bit has been around for over 10 years, this is quite a good
: innings!

Reluctance to change to the ST? Personally, I see the ST as having no more
relevance to the 8 bit than any other machine. In fact, in terms of design(ers)
the Amiga is much closer to the 8 bit Atari than the ST.
SO what you are saying about Page 6 is that they should give it up, because
there are other, larger markets?
In my view, the ST section seems to be a bit of a token gesture. I'm not about
to criticise the ST (I'm not too fond of them, but that's my opinion), but
what connection is there excpet the name on the box? It was said of Nicholas
Fairbairn MPs constituents once (not by me!) that they would vote for a plank
of wood if it was wearing a Tory rosette... there seems to be a similar
attitude amongst computer users. I used to own an ST, now I own an Amiga,
and I hate both companies. (Tho' with reference to C=, perhaps I shouldn't
speak ill of the dead.... then again, why not!).

Anyway, it's fair to say that if Page 6 had switched their main support to the
ST I wouldn't be buying the magazine. (I recieved a message from someone who
had just taken out a new sub to P6 after 8 years he said! So if they get
enough publicity, they might continue for a while yet..)

And, last but not least.. 10 years? I think it's 15 now, which is a major
difference when you think that not only were the 400 and 800 out a *year* before
the ZX80, but that Star Raiders came out at the same time. What were other
manufacturers doing at that time?

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5850. Re: nice hardware developments

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 11:50:24 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.70.000BD765@genesis.informatik.rwth-aachen.de>
Source record: 97775

In article <38287h$rl@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

>What does modul mean? cartridge?

Roland had developed a lot of hardware-upgrades using the cartrige-slot (in German " Modulport ").

So he calls his upgrades "Printer-Modul" ; "Clock-Modul" etc.

The upgrades are fine things and as I know a "hercules-grafik-card" is already runnig on the PC-Slot-adaptor.

The last information I have is that they are working on an "E:-device" to get all the originally outputs of standard programms on an 80-Charakter-screen.

Matt

5851. Re: Did these carts ever come out?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 14:58:26 UTC
From: DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca
Message-ID: <DBSTRUTT.57.2EA68592@CHEMICAL.watstar.uwaterloo.ca>
Source record: 97687

In article <384kb4$7l5@nermal.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:
>Does anyone know if the 8-bit versions of "Xenophobe", "Deflector",
>"Tower Toppler" and "Midi Maze" were ever released?

Don't know about the rest, but Xenophobe definitely came out as it is in the
Best Electronics catalogue.

David Strutt dbstrutt@chemical.watstar.uwaterloo.ca
UWaterloo chem eng grad student am023@freenet.carleton.ca
(519) 576-2128
"Keep your stick on the ice!"

5852. Re: Did these carts ever come out?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 16:33:33 UTC
From: 6500dtpt@ucsbuxa.ucsb.edu
Message-ID: <38664t$p7s@ucsbuxa.ucsb.edu>
Source record: 97688

In article <DBSTRUTT.57.2EA68592@CHEMICAL.watstar.uwaterloo.ca>
DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca (D Strutt) writes:

>In article <384kb4$7l5@nermal.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell)
writes:
>>Does anyone know if the 8-bit versions of "Xenophobe", "Deflector",
>>"Tower Toppler" and "Midi Maze" were ever released?

>Don't know about the rest, but Xenophobe definitely came out as it is in the
>Best Electronics catalogue.

>--
>David Strutt dbstrutt@chemical.watstar.uwaterloo.ca
>UWaterloo chem eng grad student am023@freenet.carleton.ca
>(519) 576-2128
> "Keep your stick on the ice!"

As far as I know, though, he has it in the catalog, but has none available.
Anyone know differently?

David
6500dtpt@ucsbuxa.ucsb.edu

5853. Atari 8-bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 18:05:03 UTC
From: serg21@aol.com
Message-ID: <386bgf$npo@newsbf01.news.aol.com>
Source record: 97689

I have the following Atari 8-bit items for sale:

* - denotes Game Title
# -denotes Productivity Title
@- denotes Educational Title
^ - Uitility Title
All are disk based, unless noted other wise.

Software without boxes and have docs:

XLent Word Processor (#)
Flight Simulator II (*)
Juggles House (Cassette) (@)
My First Alphabet (@)
Time Wise (#)
Typo Attack (@)
Home Filing Manager (#)
Family Finances (#)
Bridge 4.0 (*)
BookKeeper (#)
BankStreet Writer (#)
Chop Suey (*)
Stock Market (*)
Atari Speed Reading (Cassette) (@)
AtariWriter (Cartridge) (#)

Software without boxes and docs:

PacMan (Cartridge) (*)
PacMan (Cartridge) (*)
Antic Disks (3) All three for $7+S/H
Star Raiders (Cartridge) (*)
CheckMate (#)
Jaw Breaker (*)
World Championship Karate (*)
HomeCard (#)

Software with boxes and docs:

Zork I (*)
Zork II (*)
VisiCalc (#)
Crusade in Europe (*)
Nato Commander (*)
Conflict in Vietnam (*)
Top Gunner Collection (*)

Spy vs. Spy (*)
Decision in the Desert (*)
Peggammon (*)
F-15 Strike Eagle (*)
BallBlazer (*)
Kennedy Approach (*)
Puzzle Panic (*)
Ace of Aces (*)
Reforger (*)
Fight Night (*)
Blue Team Bridge (*)
Archon (*)
Hardball (*)
One on One (*)
Eastern Front (*)
Mickey in the Great Outdoors (Cassette) (#)
Interlisp/65 (^)
Financial CookBook (#)
Combat Leader (*)
Home Filing Manager (#)
AtariWriter (#)

Books:

How to Program the Atari in 6502 Machine Language
Atari Roots
Atari Basic
Compute's First Book of Atari Graphics
Compute's First Book of Atari
Mapping the Atari

Hardware:

1050 Disk Drive w/PS and Cable
800xl w/PS and Cables
800xl no PS and Cables
1027 Printer w/PS and Cable
Supra 300 Baud Modem w/PS,Cable and Software
Koala Pad w/Cable and Software

Parts:

Complete Antic Chip Set
Atari 400 Keypad
26 Assorted IC Chips from various Atari Hardware
items such as xmm-801,xmm-301,810,1050,800xl,1027,850,400/800, all for
$15+
S/H

Please Email me at SERG 21 if your interested in anything and leave a
price
with s/h included and i will get back to ASAP.

5854. Re: 8-bit Computer Eyes for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 20:46:16 UTC
From: rbn@apple.com
Message-ID: <386kuo$eoc@apple.com>
Source record: 97692

ah292@cleveland.Freenet.Edu (Robert Krynak) writes:

>8-bit Atari Computer Eyes for sale.
>$80 or make offer.

I also have one...in the box, comes with everything.

Interested? Make an offer.

rbn@apple.com

5855. Re: Almost broken drive belt in my 1050

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-20 20:52:18 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <125297@cup.portal.com>
Source record: 97778

I got your letter. Do you happen to know if it's a Tandon or World
Storage <??> drive? The Tandon should say it right on the side of
the mechanism.
Rick

5856. Re: Page 6 new issue is out

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-21 00:14:54 UTC
From: krishna@max.tiac.net
Message-ID: <38715u$jdt@sundog.tiac.net>
Source record: 97770

Graeme Fenwick (gfenwick@mcs.dundee.ac.uk) wrote:

: Reluctance to change to the ST? Personally, I see the ST as having no more
: relevance to the 8 bit than any other machine. In fact, in terms of design(ers)
: the Amiga is much closer to the 8 bit Atari than the ST.

I agree. There is absolutely no connection in terms of archetectural
style between the Atari 8-bit and the Atari ST/TT/Falcon series. When
the american 8-bit mags started mutating into ST mags I was saddened
greatly. Now, I did feel in 1985 that the ST was way better than the
first MACs because of their color, but I was also ignorant of the Amiga
because it didn't even get as good distribution that the ST got the first
year it was out. I never saw an Amiga at a department store, but I did
see an ST early on. I was also harboring anti-CBM feelings back then so
I remained ignorant of the Amiga until I first saw an Eric Schwartz
animation about 2 years ago. Then when I saw Babylon5 I realized that
the Amiga was something special and I had to check it out. By this time
I had learned that Jay Miner developed the Amiga so I was intrigued.

Suffice to say, I wound up purchasing an Amiga 1200 and I am very pleased
with it. I have enough memory now to run the Lightwave 3D standalone so
theoretically I could render animations nearly identical to those of
Foundation imaging (I would render to HAM8 probably) and THAT is exciting,
to own a machine which on the surface looks extremely modest, a console
machine, the concept which seems to have disappeared from mainstream
computing but was the standard in the Atari 8-bit era, yet has a very
powerful OS, a custom chip archetecture that has many special features,
and a software library which (at least as far as graphics) is totally
state of the art. It is very easy for me to see this machine as an
extention of at least the ideas of the Atari 8-bit. Even having a PC
running SIO2PC or Darek's emulator would be a disappointment compared to
the sense of continuity I experience. And yes, I am concerned about the
fate of CBM, but at this time the things I can do in this platform are
already overwhelming, things which I was waiting for naught while
exclusively in the Atari 8-bit domain, fax software, Jpeg viewing,
Postcript/WYSIWYG DTP capability, TCP software, newer and more expansive
WP and DB apps, color ANSI emulation, time-saving multitasking features,
and so on.

5857. Re: nice hardware developments

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-21 00:18:56 UTC
From: krishna@max.tiac.net
Message-ID: <3871dg$jdt@sundog.tiac.net>
Source record: 97866

Matthias Belitz (belitz@genesis.informatik.rwth-aachen.de) wrote:
: In article <38287h$rl@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

: >What does modul mean? cartridge?

: Roland had developed a lot of hardware-upgrades using the cartrige-slot (in
: German " Modulport ").

: So he calls his upgrades "Printer-Modul" ; "Clock-Modul" etc.

: The upgrades are fine things and as I know a "hercules-grafik-card" is
: already runnig on the PC-Slot-adaptor.

: The last information I have is that they are working on an "E:-device" to
: get all the originally outputs of standard programms on an 80-Charakter-
: screen.

: Matt

--

A company by the name of Magma Systems was supposedly doing some very
similar work with the cart port. You see, it seems as though the cart
port is nearly as capable as the PBI if you know how to program for it!
For instance, with the Multiplexer from CSS it serves as a hard drive
port about 90% as fast as a direct PBI connection.

I'd be interested in seeing what this guy comes up with. Magma seemed to
die off out of a sad lack of publicity and openness by its owner, who
went by the name of Magnussen. I think if this european developer makes
his products available in a convenient manner to the worldwide 8-bit
userbase, especially the USA, that he will do well enough to keep going.

When you say PC-Slot adapter, do you mean a cart interface that ends with
an ISA slot? That would be very interesting indeed.

5858. Re: Did these carts ever come out?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-21 00:20:56 UTC
From: krishna@max.tiac.net
Message-ID: <3871h8$jdt@sundog.tiac.net>
Source record: 97864

D Strutt (DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca) wrote:
: In article <384kb4$7l5@nermal.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell)
writes:
: >Does anyone know if the 8-bit versions of "Xenophobe", "Deflector",
: >"Tower Toppler" and "Midi Maze" were ever released?

: Don't know about the rest, but Xenophobe definitely came out as it is in the
: Best Electronics catalogue.

Best had prototypes only. They were never mass-produced, hence the $CALL
pricing. They don't have any NOW. The old catalogue is showing its age ;)

Tower Toppler and Xenophobe exist for the 7800 and I know 1st hand that
TT is very very nice on the 7800. Some of it is Genesis-quality graphics.

5859. Re: 8-bit Computer Eyes for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-21 00:22:15 UTC
From: krishna@max.tiac.net
Message-ID: <3871jn$jdt@sundog.tiac.net>
Source record: 97867

By the way, Clay Halliwell wrote an updated Executive for Computereyes.
It is much nicer now. Still could use a little work to aid in creating
.RGBs, but it is still way nicer than the original crud program.

5860. Re: Did these carts ever come out?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-21 00:30:10 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38722i$dpk@nermal.cs.uoguelph.ca>
Source record: 97697

D Strutt (DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca) wrote:

: Don't know about the rest, but Xenophobe definitely came out as it is in the
: Best Electronics catalogue.

How do you get a Best Electronics catalogue? Can you reach them online?

>> Mark <<

5861. IRC chat

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-21 00:36:14 UTC
From: jeking@xmission.com
Message-ID: <3872du$dlv@xmission.xmission.com>
Source record: 97694

So again - what's the verdict on IRC chats for the 8bit Atari? What day of the week (and time) was decided upon?

I've finally picked up another DIRECT CONNECT Internet provider and am now able to use IRC via flickerterm.

5862. Re: nice hardware developments

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-21 10:50:25 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3886dh$hre@nz12.rz.uni-karlsruhe.de>
Source record: 97774

In article <3871dg$jdt@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
> [..]
>
>When you say PC-Slot adapter, do you mean a cart interface that ends with
>an ISA slot? That would be very interesting indeed.

Yep, there's an 8-bit ISA slot on the adapter. Most of the original ISA
signals are supported (but not all). I've got the interface but couldn't test
the Hercules-Card yet, because I don't own a TLL Hercules monitor.

-Marek

----
un55@rz.uni-karlsruhe.de
"http://rzstud1.rz.uni-karlsruhe.de/~un55/"

5863. MASSIVE AUCTION IV -- update #2 (includes 8-bit and other Atari)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-21 13:47:59 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <388gqf$nog@usenet.INS.CWRU.Edu>
Source record: 97779

MASSIVE AUCTION IV -- UPDATE #2:

NOTE: EVERY ITEM RECEIVING AT LEAST THE MINIMUM BID WILL BE SOLD!

I finally had a chance to sort through ALL of my stuff, and so this is a rather large file. If you don't like large files, and/or auctions, please stop reading now. You have been warned!

I will post updates approximately every 36 hours, and delete the last update after I'm sure the new one is up. I will also e-mail the list to all bidders, and anyone who request's it.

Mike

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI computers COLECOVISION COMMODORE 64
INTELLIVISION ODYSSEY2 PONG (VARIOUS) TOMY TUTOR
SEGA MASTER SYSTEM TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON WEDNESDAY, OCTOBER 26TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY (UNLESS THE TRADE OFFER INCLUDES VECTREX GAMES OR SYSTEMS!).

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A BID, YOU WON'T BE ABLE TO PARTICIPATE IN FUTURE AUCTIONS.

10) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 1.00 AIR-SEA BATTLE (Atari)
$ 2.50 BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 BATTLEZONE (Atari)
$ 2.00 BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 2.00 BREAKOUT (Atari)
$ 5.00 BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.00 CANYON BOMBER (Atari)
$ 2.00 CASINO (Atari)
$ 2.50 CENTIPEDE (Atari)
$ 2.50 CHOPPER COMMAND (Activision)
$ 2.00 CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 DARK CAVERN (Mattel)
$ 1.50 DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.00 DODGE 'EM (Atari)
$ 2.50 DRAGSTER (Activision)
$ 2.00 ENDURO (Activision)
$ 2.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 FOOTBALL (Atari)
$ 1.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel)
$ 2.50 GALAXIAN (Atari)
$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 4.00 HANGMAN (Atari)
$ 1.50 HAUNTED HOUSE (Atari)

$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 3.00 INTERNATIONAL SOCCER (Mattel)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 JOUST (Atari)
$ 1.50 KABOOM! (Activision)
$ 2.50 LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (Mattel)
$ 3.00 vsp MS. PAC-MAN (Atari)
$ 1.50 NIGHT DRIVER (Atari)
$ 2.00 OUTLAW (Atari)
$ 1.50 PITFALL! (Activision)
$ 2.50 POLE POSITION (Atari)
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)
$ 2.00 Q*BERT (Parker Brothers)
$ 1.50 RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 4.00 REAL SPORTS TENNIS (Atari)
$ 3.00 mtmr RIDDLE OF THE SPHINX (Imagic)
$ 1.50 RIVER RAID (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 2.00 SLOT RACERS (Atari)
$ 2.50 SOLARIS (Atari)
$ 4.00 SPACE ATTACK (Mattel)
$ 2.50 SPACE JOCKEY (VidTec)
$ 2.50 STARMASTER (Activision)
$ 1.50 STAR RAIDERS (Atari)
$ 2.00 STAR VOYAGER (Imagic)
$ 2.50 STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 2.00 STREET RACER (Atari)
$ 1.50 SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (Mattel)
$ 2.00 SWORDQUEST EARTHWORLD (Atari)
$ 2.00 SWORDQUEST FIREWORLD (Atari)
$ 2.50 TARGET FUN (Tele-Games)
$ 2.50 TENNIS (Activision)
$ 4.00 TRICK SHOT (Imagic)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.50 VANGUARD (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 2.00 VIDEO PINBALL (Atari)
$ 1.50 WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)

$ 2.00 COMBAT (Atari)
$ 3.50 COSMIC ARK (Imagic)
$ 2.00 DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 4.00 chrisp E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.50 FOOTBALL (Mattel) (WITH SUPER CHALLENGE FOOTBALL MANUAL)
$ 3.50 GALAXIAN (Atari)
$ 3.00 GOLF (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 LASER BLAST (Activision)
$ 2.00 PAC-MAN (Atari)
$ 2.50 PITFALL! (Activision)
$ 3.50 POLE POSITION (Atari)
$ 3.50 REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.00 SPACE INVADERS (Atari)
$ 4.00 chrisp STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 3.50 VANGUARD (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)

GAMES WITH BOX AND MANUAL:
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00 TASK FORCE (Froggo Games)
I WILL TRADE ONE OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T
ALREADY HAVE (AND WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A
LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$ 5.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #1)
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 5.00 POINTMASTER JOYSTICK (Discwasher)
$ 5.00 QUICKSHOT JOYSTICK (Spectravision)

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ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 FOOD FIGHT
$ 3.00 HAT TRICK
$ 2.00 POLE POSITION II

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00 ASTEROIDS
$12.00 CHOPLIFTER
$12.00 KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00 POLE POSITION II
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I
DON'T ALREADY HAVE (AND WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE
SEND A LIST OF WHAT YOU HAVE TO TRADE.

*****

ATARI 8-bit COMPUTER CARTRIDGES:

GAMES WITH BOX, MANUAL, AND WARRANTY CARD:
$ 5.00 GORF (Roklan) -- 400/800 ONLY!

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 ROBOTRON 2084
$15.00 ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 4.00 PITSTOP

$ 3.00 ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 AUTO RACING
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 DEMON ATTACK (Imagic)
$ 4.00 ELECTRIC COMPANY: MATH FUN
$ 4.00 ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 3.00 PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRIPLE ACTION
$ 3.00 TRON DEADLY DISCS

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 TENNIS (WITH 1 OVERLAY)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 4.00 SUB HUNT

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 4.50 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG
$ 4.50 SNAFU
$ 4.50 SPACE ARMADA
$ 4.50 SPACE HAWK

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 5.00 NASL SOCCER (WITH 1 OVERLAY)

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 6.00 ATLANTIS (ALSO WITH TRAY)
$ 4.50 BOXING
$ 4.50 SPACE BATTLE

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ARMOR BATTLE
$ 6.00 ASTROSMASH
$ 7.00 ATLANTIS
$ 6.00 BURGERTIME
$ 6.00 DEMON ATTACK (ALSO WITH TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 LOCK 'N' CHASE
$ 5.50 MAJOR LEAGUE BASEBALL
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 STAR STRIKE
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 2.50 BOWLING/BASKETBALL
$ 7.50 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 4.00 K.C. MUNCHKIN
$ 2.50 MATH-A-MAGIC/ECHO

GAMES WITH BOX. NO MANUAL:
$ 3.50 ALIEN INVADERS - PLUS
$ 3.50 BLOCKOUT/BREAKDOWN
$ 3.50 FOOTBALL
$ 3.50 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 4.50 ALPINE SKIING
$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL
$ 4.50 BOWLING/BASKETBALL
$ 4.50 COMPUTER GOLF
$ 4.50 LAS VEGAS BLACKJACK
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 POOYAN
I WILL TRADE THIS GAME FOR ANY TOMY TUTOR GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY VECTREX GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION (IF YOUR GAME INCLUDES THE OVERLAY, I WILL PAY THE SHIPPING TO YOU).
IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

****

HARDWARE:

NOTE FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain
systems (they are marked) you will have the option of buying a brand new RF
switchbox for $5 that is virtually identical to one sold at Radio Shack for $7.
It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some
systems still include one, please read carefully. I just ran out of used RF
switchbox's in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, ONE SET OF
TWO PADDLE CONTROLLERS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS

FOR GAMES]:

ASTEROIDS (Atari)
BREAKOUT (Atari)
COMBAT (Atari)
HOME RUN (Atari)
SPACE INVADERS (Atari)
SWORDQUEST: EARTHWORLD (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT ASTEROIDS HAS MANUAL]:

ASTEROIDS (Atari) [WITH ORIGINAL MANUAL]
COMBAT (Atari)
DONKEY KONG (Coleco)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, TWO (2) ATARI JOYSTICKS, ONE SET OF TWO PADDLE CONTROLLERS, POWER SUPPLY, AND TEN (10) TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
MISSILE COMMAND (Tele-Games)
PAC-MAN (Tele-Games)
PONG SPORTS (Tele-Games)

SPACE INVADERS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE ATARI 2600 COMPATIBLE SYSTEM, EXCEPT FOR RF SWITCHBOX.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND ONE (1) GAME [NO BOX OR MANUAL FOR GAME]:

PAC-MAN

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

$30.00 RichCZeta

*****

LOT #5

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, ATARI RF/POWER SWITCHBOX, AND ONE (1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

MINIMUM OPENING BID OF $30.00

*****

LOT #6

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, AND ONE (1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING

CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

MINIMUM OPENING BID OF $25.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, AND CENTIPEDE CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

$15.00 gt2378b

*****

LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800 COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN CARTRIDGE.

MINIMUM OPENING BID OF $30.00

*****

LOT #9

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 1200XL COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00

*****

LOT #11

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY VIRTUALLY
ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #12

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER SYSTEM WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY,
AND BOTH KICKMAN AND MUSIC COMPOSER CARTRIDGES.

MINIMUM OPENING BID OF $40.00

*****

LOT #13

COMMODORE 1541 DISK DRIVE (PUSH IN MODEL, FOR USE WITH C64 COMPUTER SYSTEM),
WITH POWER CORD, SERIAL CABLE, AND 10 DS DISKETTES (WHICH MAY OR MAY NOT HAVE
GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN).

$30.00 mtmr

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

MATTEL INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES WITH
FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ARMOR BATTLE (WITH BOX AND 1 OVERLAY)
ASTROSMASH (WITH BOX AND 1 OVERLAY)
LOCK 'N' CHASE (WITH BOX AND 2 OVERLAYS)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

SYLVANIA/GTE INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES
WITH FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
LAS VEGAS POKER & BLACKJACK (WITH BOX AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND POWER SUPPLY. SYSTEM ALSO COMES WITH FOUR (4) COMPLETE GAMES:

LAS VEGAS POKER & BLACKJACK (WITH BOX, MANUAL, AND 2 OVERLAYS)
LOCK 'N' CHASE (WITH BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH BOX, MANUAL, PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX, MANUAL, AND 2 OVERLAYS)

BID #1) MINIMUM OPENING BID OF $45.00
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #17 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH POWER SUPPLY (TWO WITH ORIGINAL POWER SUPPLY, AND ONE WITH A *NEW* POWER SUPPLY), AND ONE CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THE SYSTEM WITH THE *NEW* POWER SUPPLY IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS. THIS SYSTEM WILL BE THE ONE WITH THE LOWEST BID (OR LAST BID RECEIVED, IN CASE OF A TIE).

BID #1) MINIMUM OPENING BID OF $20.00
BID #2) MINIMUM OPENING BID OF $20.00
BID #3) MINIMUM OPENING BID OF $20.00

*****

LOT #18 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $7.50
BID #2) MINIMUM OPENING BID OF $7.50

*****

LOT #19

NEW RF SWITCHBOX PURCHASE OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

MINIMUM OPENING BID OF $7.50

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES PONG SPORTS IV (MADE BY ATARI CORP.), WITH 4 PLUG-IN PADDLE CONTROLLERS, AND 16 BUILT IN GAMES (FOUR VARIATIONS EACH OF PONG, HOCKEY, STREET TENNIS, AND STREET HOCKEY). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

MINIMUM OPENING BID OF $10.00

*****

LOT #21

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

$18.00 pruittj

*****

LOT #22

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

$30.00 clay

*****

LOT #23

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY, ORIGINAL RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $35.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5864. Re: nice hardware developments

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-21 14:49:20 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <388kdg$jl@charm.magnus.acs.ohio-state.edu>
Source record: 97771

In article <3886dh$hre@nz12.rz.uni-karlsruhe.de>,
Marek Tomczyk <un55@rzstud1.rz.uni-karlsruhe.de> wrote:
>In article <3871dg$jdt@sundog.tiac.net>,
>Glenn M. Saunders <krishna@max.tiac.net> wrote:
>> [..]
>>
>>When you say PC-Slot adapter, do you mean a cart interface that ends with
>>an ISA slot? That would be very interesting indeed.
>
>Yep, there's an 8-bit ISA slot on the adapter. Most of the original ISA
>signals are supported (but not all). I've got the interface but couldn't test
>the Hercules-Card yet, because I don't own a TLL Hercules monitor.

I want it! Then I could use the cheaper 'internal' modems with my
Atari.

I wonder how hard it would be to hack up one of those interfaces
anyway. I haven't been able to find much info about ISA tech specs.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5865. VT 100 Emu. ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-21 16:31:41 UTC
From: gbya@access3.digex.net
Message-ID: <388qdd$j8e@news1.digex.net>
Source record: 97773

After downloading numerous terminal programs, including FlickerTerm, I have just about given up hope of achieving VT-100 emulation on my 8-bit. I have a 130XE and use the XM301 modem snailing along at 300bps. Can I emulate VT-100 without additional hardware (e.g. 850 interface or Hayes comp. modem)? I would really appreciate any assistance.

--Glen Alberro
Northern Virginia

5866. Re: VT 100 Emu. ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-21 19:20:54 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3894an$nbt@usenet.INS.CWRU.Edu>
Source record: 97772

In a previous article, gbya@access3.digex.net (Alg) says:

>After downloading numerous terminal programs, including FlickerTerm, I
>have just about given up hope of achieving VT-100 emulation on my 8-bit.
>I have a 130XE and use the XM301 modem snailing along at 300bps. Can I
>emulate VT-100 without additional hardware (e.g. 850 interface or Hayes comp.
>modem)? I would really appreciate any assistance.

What was the problem using FlickerTerm 80 with your XM301? Most all of the
term programs work with any modem, whether 835/1030/XM301, SX212, or
connected through an RS232 interface. It should only be a matter of
running the right R: software handler. I don't know why VT100 emulation
should be a problem at 300bps.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5867. Re: VT 100 Emu. ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-22 03:51:14 UTC
From: krishna@max.tiac.net
Message-ID: <38a27i$9ej@sundog.tiac.net>
Source record: 97777

Michael Current (aa700@cleveland.Freenet.Edu) wrote:
: What was the problem using FlickerTerm 80 with your XM301? Most all of the
: term programs work with any modem, whether 835/1030/XM301, SX212, or
: connected through an RS232 interface. It should only be a matter of
: running the right R: software handler. I don't know why VT100 emulation
: should be a problem at 300bps.

He probably didn't get the handler from Bobterm to use with Flickerterm.

Bobterm has the XM301 handler in the .arc file.

5868. [--- XFTOOLS ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-22 12:48:56 UTC
From: winston@merk.com
Message-ID: <Cy2rLL.Hxu@merk.com>
Source record: 97805

Has anyone successfully unpacked XFTOOLS from the archive?
(I'm curious....) Thanks.

5869. Carts and Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-22 19:23:01 UTC
From: jcrios@reuna.cl
Message-ID: <Cy39uD.BpE@reuna.cl>
Source record: 97806

We export all over the world Atari XL/XE Carts originals used.
Also, no original carts with 3, 8 or 15 games...

We can get ANY Atari stuff....

For more info, E Mail me or fax me to: 2090428 Santiago, Chile...

Juan Carlos Rios

5870. Re: The Atari Connection Bbs

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-22 19:23:36 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cy39vC.481@freenet.carleton.ca>
Source record: 97808

In a previous article, kamaro_kid@f98.n250.z1.tor250.org (Kamaro_kid) says:

>Just curious if there are any folks out there who'd like to see the
>return of the Atari Connection BBS?

Hmmmm...is that in the 613/819 area code region? If so...YES!! I'd love to
see a new Atari 8-bit bit BBS. If not...well...Atari 8-bit BBSs are
becoming rare....make them more popular!

--
"munch munch munch crack munch crack crack.....*BOOM*!!!"
--------------------+ -Sparky the Exploding Beaver
=>Jessica Todd's<= | Chris Brown ba930@freenet.carleton.ca
=>Space<= | aka Fisherman "Stop the normalness!!" -Me

5871. British mags

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-22 19:52:47 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <199410221953.PAA13892@nextsun.INS.CWRU.Edu>
Source record: 97807

We have a large batch of old issues of the British Atari mags
Page 6 and Atari User. We have more Page 6 than AU at the moment,
and all the mags are on our used hardware/software list thatgets
sent to customers in the UK.

However, we have several copies of many issues and so there should
be plenty available if anybody wants some. We charge just $1 each
plus shipping (best by surface-
it's cheaper!). E-mail me
if you want a few.

Dean

--
Dean Garraghty Software (D.G.S.) - dx107@cleveland.freenet.edu
D.G.S., 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND.
Phone (in UK): (0302) 855026 / International: +44-302-855-026
D.G.S -- Supporting the Atari 8-bit!!

5872. Atari 1040ST 4sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-22 23:08:28 UTC
From: saxmania@ripco.com
Message-ID: <Cy3KA5.Fx6@rci.ripco.com>
Source record: 97809

I've got an Atari 1040ST with SC1224 monitor. Both units are in excellent near mint condition. Would like to sell to best offer or trade for Macintosh stuff like color monitor, large hard drive, high speed modem, what have you?? Would prefer to deal locally but will ship anywhere in the US if the deal is right. Thanks -Saul

--
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm
s a x m a n i a @ r c i . r i p c o . c o m ((((S a u l S m a i z y s))))
wwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwwww
f a x / d a t a 3 1 2 . 9 0 7 . 8 5 2 1 v o i c e 3 1 2 . 9 0 7 . 8 2 2 9
mmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmmm
finger my account for a lynx file of some interesting web sites......

5873. Remote control joystick problems

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-23 01:08:20 UTC
From: PlaceYourUserIdHere@postbox.acs.ohio-state.edu
Message-ID: <PlaceYourUserIdHere.1.2EA9B784@postbox.acs.ohio-state.edu>
Source record: 97810

Hello, I have recently purchased a very used Atari 800 with a set of remote control joysticks. I am having a problem getting these puppies to work. The receiver has a stereo-like jack for the power supply (it was made for use with the 2600 game system). Anyway, I bought a 9V power supply from radio shack and plugged all the stuff in and...nada. Does anyone have ANY idea if this is possible? I lost contact with the guy I bought em off of, and no manuals were included with the purchase. I duwanna try a higher voltage, for fear of a meltdown..:(I am assuming that the power requirements for the receiver is the same as for a 2600...if anyone has experience with these thangs, pleeeeze help! They look sooo coool! Thanx in advance...

5874. Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-23 04:14:44 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <9ca_9410230835@softtech.brisnet.org.au>
Source record: 97814

RlLast night was the CACUG meeting. One of the members has a CSS xf
Rlupgrade and is using a 1.44 meg floppy mechanism. He can't get it
Rlto read/write beyond sector 1440, it errar 139s. Is this because
Rlhe is using a 1.44 meg mech. or because there is something wrong
Rlwith either the mech. or his installation?

Neither. The xf upgrade is not capiable of using 1.44 meg, Only 720k is
possiable. The 1.44 meg mech will work fine at 720k. The only differance
between 720k and 1.44 meg is the number of sectors per track. To achive
this, the clock speed on the floppy drive controller is doubled thus
doubling the data stored on each track. that is why 1.44 is two times .720.
doubling the clock speed in the xf is more trouble then it is worth.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

5875. atr 8000

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-23 04:15:18 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <9cc_9410230835@softtech.brisnet.org.au>
Source record: 97815

Help. I have an ATR8000 with no docs or disks. Could some one help me with either or both. Some circuit diagrames will also be very helpfull. I cannot get it to work altho the processor seems to be working fine. Any information on the 8430 Z80 CTC will help as well. What should happen when powered up with a printer and a floppy drive connected???????

Thanks in advance.

Address Masstorage@closer.brisnet.org.au

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

5876. Re: The Atari Connection Bbs

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-23 04:21:22 UTC
From: kamaro_kid@delphi.com
Message-ID: <xG-WSZK.kamaro_kid@delphi.com>
Source record: 97812

Nope, the Atari Connection BBS is in the 801 area code (Utah-state wide)

--
-+-+-+

5877. 65816 CPU info

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-23 18:45:01 UTC
From: gamesmith@akron-info.com
Message-ID: <9410231445.0FFBU03@akron-info.com>
Source record: 97724

I actually have sybex' book Programming the 65816 by william labiak, what is it youd like to know?

5878. call back service ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-23 21:58:48 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.01pd@didi.mayn.sub.de>
Source record: 97609

Hello,
Is there somebody able to give me some informations
about the call back service ?
How much are the prices for this and how can I acces this service ?
Maybe the Abbuc can save money with this servis for his
net-calls to the U.S.A.
Any informations welcome.
--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5879. Re: nice hardware developments

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-23 22:04:24 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.01pk@didi.mayn.sub.de>
Source record: 97610

In article <38287h$rl@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>
> What does modul mean? cartridge?
>
* yes module means cartridge, sorry .....
> --
>

--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5880. 850 w/Modem Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-23 23:15:32 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RK80aBU.ransom22@delphi.com>
Source record: 97816

While I am a long-time user of Atari 8-bit products, I have never used
a non-Atari modem with the 8-bit computer. I've used the SX-212 with the
850 interface, however.

This time, I connected my Practical Peripherals 14400FXMT II modem to the
850 using the standard Atari modem cable. The modem is set to factory
defaults in all registers.
I'm using BobTerm.
When I tell BobTerm to dial, everything seems to work fine. It dials the
number, I hear the ringing, it picks up, I hear the handshake, and then
BobTerm buzzes to say it is connected.
Finally, the terminal screen pops up. So far so good.
However, at this point no matter what I type, nothing comes through.
The remote system does not get anything printed on my screen either.
The modem says that it is still connected.
ATH does not hang up the phone. Hitting START and telling BobTerm to hang
up doesn't work either.

If you have a solution to this situation, please get in touch with me,
either here or in email to ransom22@delphi.com

Thank you,

Joe

5881. Re: Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 00:13:28 UTC
From: cmwagner@gate.net
Message-ID: <38eu78$14cd@tequesta.gate.net>
Source record: 97850

I am wondering if it is possible to hook up a 1.44 meg floppy drive to an Atari, what would be involved in the interface and would this interface be able to handle all floppy drives from 180K to 2.88M (I imagine so if it were designed that way). It seems like it could be an interesting project and it is about time that Atari had some high density drives. I imagine this interface could be configured through dip switches what size drive would be installed and it could be configured for which device and everything. So has anyone thought about this project?

5882. Re: C64.??

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 00:16:01 UTC
From: cmwagner@gate.net
Message-ID: <38euc1$14cd@tequesta.gate.net>
Source record: 97852

Per.Erik Peterson (per.erik.peterson@straight.ct.se) wrote:
: I informed a friend to me who have an old C=64 about SIO2PC and Black Box and
: other stuff there is for Atari 8. And he wonder if anyone knows if there is
: some simulair stuff for Commondore?? C642PC or something like that?

There is one for the Commodore, it is called 64NET, there is a discussion
probably going on in comp.sys.cbm, but 64NET is apparently what would be the
most similiar package.

5883. MASSIVE AUCTION IV -- update #3 (includes Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 00:19:00 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <38euhk$nri@usenet.INS.CWRU.Edu>
Source record: 97849

MASSIVE AUCTION IV -- UPDATE #3:

Due to problems with my local system, I have been unable to e-mail/post updates
or receieve e-mail for the last 2 days. To compensate for this, I am
extending the deadline for the auction by 2 days, until Friday at 11:59 p.m.

****

This is a rather large file, if you don't like large files, and/or auctions,
please stop reading now. You have been warned!

I will post updates approximately every 24 hours, and delete the last update
after I'm sure the new one is up. I will also e-mail the list to all bidders,
and anyone who request's it.

Mike

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI computers COLECOVISION COMMODORE 64
INTELLIVISION ODYSSEY2 PONG (VARIOUS) TOMY TUTOR
SEGA MASTER SYSTEM TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

****

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, OCTOBER 28TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY
(UNLESS THE TRADE OFFER INCLUDES VECTREX GAMES OR SYSTEMS!).

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A BID, YOU WON'T BE ABLE TO PARTICIPATE
IN FUTURE AUCTIONS.

10) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 1.00 AIR-SEA BATTLE (Atari)
$ 2.50 BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 BATTLEZONE (Atari)
$ 2.00 BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 2.00 BREAKOUT (Atari)
$ 5.00 BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.00 CANYON BOMBER (Atari)
$ 2.00 CASINO (Atari)
$ 2.50 CENTIPEDE (Atari)
$ 2.50 CHOPPER COMMAND (Activision)
$ 2.00 CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 DARK CAVERN (Mattel)
$ 1.50 DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.50 mtmr DODGE 'EM (Atari)
$ 2.50 DRAGSTER (Activision)
$ 2.00 ENDURO (Activision)
$ 2.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 FOOTBALL (Atari)
$ 1.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel)
$ 2.50 GALAXIAN (Atari)

$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 4.00 HANGMAN (Atari)
$ 1.50 HAUNTED HOUSE (Atari)
$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 3.00 INTERNATIONAL SOCCER (Mattel)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 JOUST (Atari)
$ 2.50 mtmr KABOOM! (Activision)
$ 2.50 LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (Mattel)
$ 3.00 vsp MS. PAC-MAN (Atari)
$ 1.50 NIGHT DRIVER (Atari)
$ 2.00 OUTLAW (Atari)
$ 1.50 PITFALL! (Activision)
$ 2.50 POLE POSITION (Atari)
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)
$ 2.00 Q*BERT (Parker Brothers)
$ 2.50 mtmr RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 4.00 REAL SPORTS TENNIS (Atari)
$ 3.00 mtmr RIDDLE OF THE SPHINX (Imagic)
$ 1.50 RIVER RAID (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 2.00 SLOT RACERS (Atari)
$ 2.50 SOLARIS (Atari)
$ 4.00 SPACE ATTACK (Mattel)
$ 2.50 SPACE JOCKEY (VidTec)
$ 2.50 STARMASTER (Activision)
$ 1.50 STAR RAIDERS (Atari)
$ 2.00 STAR VOYAGER (Imagic)
$ 2.50 STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 2.00 STREET RACER (Atari)
$ 2.00 mtmr SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (Mattel)
$ 2.00 SWORDQUEST EARTHWORLD (Atari)
$ 2.00 SWORDQUEST FIREWORLD (Atari)
$ 2.50 TARGET FUN (Tele-Games)
$ 2.50 TENNIS (Activision)
$ 4.00 TRICK SHOT (Imagic)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.50 VANGUARD (Atari)
$ 1.50 VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 2.00 VIDEO PINBALL (Atari)
$ 1.50 WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)
$ 2.00 COMBAT (Atari)
$ 3.50 COSMIC ARK (Imagic)
$ 2.00 DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 4.00 chrisp E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.50 FOOTBALL (Mattel) (WITH SUPER CHALLENGE FOOTBALL MANUAL)
$ 3.50 GALAXIAN (Atari)
$ 3.00 GOLF (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 LASER BLAST (Activision)
$ 2.00 PAC-MAN (Atari)
$ 2.50 PITFALL! (Activision)
$ 3.50 POLE POSITION (Atari)
$ 3.50 REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.00 SPACE INVADERS (Atari)
$ 4.00 chrisp STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 3.50 VANGUARD (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)

GAMES WITH BOX AND MANUAL:
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00 TASK FORCE (Froggo Games)
I WILL TRADE ONE OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T
ALREADY HAVE (AND WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A
LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$ 5.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #1)
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 5.00 POINTMASTER JOYSTICK (Discwasher)
$ 5.00 QUICKSHOT JOYSTICK (Spectravision)

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ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE

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ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 parrot FOOD FIGHT
$ 3.00 HAT TRICK
$ 2.00 POLE POSITION II

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00 ASTEROIDS
$12.00 CHOPLIFTER
$12.00 KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00 POLE POSITION II
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I
DON'T ALREADY HAVE (AND WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE
SEND A LIST OF WHAT YOU HAVE TO TRADE.

*****

ATARI 8-bit COMPUTER CARTRIDGES:

GAMES WITH BOX, MANUAL, AND WARRANTY CARD:
$ 5.00 GORF (Roklan) -- 400/800 ONLY!

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 mecha ROBOTRON 2084
$15.00 mecha ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 4.00 PITSTOP
$ 3.00 ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 AUTO RACING
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 DEMON ATTACK (Imagic)
$ 4.00 ELECTRIC COMPANY: MATH FUN
$ 4.00 ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 3.00 PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRIPLE ACTION
$ 3.00 TRON DEADLY DISCS

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 TENNIS (WITH 1 OVERLAY)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 4.00 SUB HUNT

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 4.50 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG
$ 4.50 SNAFU
$ 4.50 SPACE ARMADA
$ 4.50 SPACE HAWK

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 5.00 NASL SOCCER (WITH 1 OVERLAY)

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 6.00 ATLANTIS (ALSO WITH TRAY)
$ 4.50 BOXING
$ 4.50 SPACE BATTLE

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ARMOR BATTLE
$ 6.00 ASTROSMASH
$ 7.00 ATLANTIS
$ 6.00 BURGERTIME
$ 6.00 DEMON ATTACK (ALSO WITH TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 LOCK 'N' CHASE
$ 5.50 MAJOR LEAGUE BASEBALL
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 STAR STRIKE
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 2.50 BOWLING/BASKETBALL
$ 7.50 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 4.00 K.C. MUNCHKIN
$ 2.50 MATH-A-MAGIC/ECHO

GAMES WITH BOX. NO MANUAL:
$ 3.50 ALIEN INVADERS - PLUS
$ 3.50 BLOCKOUT/BREAKDOWN
$ 3.50 FOOTBALL
$ 3.50 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 4.50 ALPINE SKIING
$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL
$ 4.50 BOWLING/BASKETBALL
$ 4.50 COMPUTER GOLF
$ 4.50 LAS VEGAS BLACKJACK

$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 POOYAN
I WILL TRADE THIS GAME FOR ANY TOMY TUTOR GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY VECTREX GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION (IF YOUR GAME INCLUDES THE OVERLAY, I WILL PAY THE SHIPPING TO YOU).
IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

****

HARDWARE:

NOTE FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain
systems (they are marked) you will have the option of buying a brand new RF
switchbox for $5 that is virtually identical to one sold at Radio Shack for $7.
It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some
systems still include one, please read carefully. I just ran out of used RF
switchbox's in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, ONE SET OF TWO PADDLE CONTROLLERS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BREAKOUT (Atari)
COMBAT (Atari)
HOME RUN (Atari)
SPACE INVADERS (Atari)
SWORDQUEST: EARTHWORLD (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT ASTEROIDS HAS MANUAL]:

ASTEROIDS (Atari) [WITH ORIGINAL MANUAL]
COMBAT (Atari)
DONKEY KONG (Coleco)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, TWO (2) ATARI JOYSTICKS, ONE SET OF TWO PADDLE CONTROLLERS, POWER SUPPLY, AND TEN (10) TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)

MISSILE COMMAND (Tele-Games)
PAC-MAN (Tele-Games)
PONG SPORTS (Tele-Games)
SPACE INVADERS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE ATARI 2600 COMPATIBLE SYSTEM, EXCEPT FOR RF SWITCHBOX.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND ONE (1) GAME [NO BOX OR MANUAL FOR GAME]:

PAC-MAN

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

$30.00 RichCZeta

*****

LOT #5

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, ATARI RF/POWER SWITCHBOX, AND ONE (1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

MINIMUM OPENING BID OF $30.00

*****

LOT #6

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, AND ONE (1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

$25.00 jcarr

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, AND CENTIPEDE CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

$15.00 gt2378b

*****

LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800 COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN CARTRIDGE.

MINIMUM OPENING BID OF $30.00

*****

LOT #9

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 1200XL COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, RF SWITCHBOX, TWO (2) CONTROLLERS, AND DONKEY KONG CARTRIDGE.

BID #1) $38.00 rdavis
BID #2) MINIMUM OPENING BID OF $35.00

*****

LOT #11

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY VIRTUALLY ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #12

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER SYSTEM WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY, AND BOTH KICKMAN AND MUSIC COMPOSER CARTRIDGES.

MINIMUM OPENING BID OF $40.00

*****

LOT #13

COMMODORE 1541 DISK DRIVE (PUSH IN MODEL, FOR USE WITH C64 COMPUTER SYSTEM), WITH POWER CORD, SERIAL CABLE, AND 10 DS DISKETTES (WHICH MAY OR MAY NOT HAVE GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN).

$30.00 mtmr

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

MATTEL INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES WITH FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ARMOR BATTLE (WITH BOX AND 1 OVERLAY)
ASTROSMASH (WITH BOX AND 1 OVERLAY)
LOCK 'N' CHASE (WITH BOX AND 2 OVERLAYS)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

SYLVANIA/GTE INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES WITH FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
LAS VEGAS POKER & BLACKJACK (WITH BOX AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND POWER SUPPLY. SYSTEM ALSO COMES WITH FOUR (4) COMPLETE GAMES:

LAS VEGAS POKER & BLACKJACK (WITH BOX, MANUAL, AND 2 OVERLAYS)
LOCK 'N' CHASE (WITH BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH BOX, MANUAL, PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX, MANUAL, AND 2 OVERLAYS)

BID #1) MINIMUM OPENING BID OF $45.00
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #17 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH POWER SUPPLY (TWO WITH ORIGINAL POWER SUPPLY, AND ONE WITH A *NEW* POWER SUPPLY), AND ONE CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THE SYSTEM WITH THE *NEW* POWER SUPPLY IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS. THIS SYSTEM WILL BE THE ONE WITH THE LOWEST BID (OR LAST BID RECEIVED, IN CASE OF A TIE).

BID #1) MINIMUM OPENING BID OF $20.00
BID #2) MINIMUM OPENING BID OF $20.00
BID #3) MINIMUM OPENING BID OF $20.00

*****

LOT #18 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $7.50
BID #2) MINIMUM OPENING BID OF $7.50

*****

LOT #19

NEW RF SWITCHBOX PURCHASE OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

MINIMUM OPENING BID OF $7.50

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES PONG SPORTS IV (MADE BY ATARI CORP.), WITH 4 PLUG-IN PADDLE CONTROLLERS, AND 16 BUILT IN GAMES (FOUR VARIATIONS EACH OF PONG, HOCKEY, STREET TENNIS, AND STREET HOCKEY). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

MINIMUM OPENING BID OF $10.00

*****

LOT #21

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

$18.00 pruittj

*****

LOT #22

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

$30.00 clay

*****

LOT #23

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY, ORIGINAL RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $35.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5884. Re: C64.??

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 01:44:42 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Oct24.014442.2830@iglou.com>
Source record: 97851

In article <ftn_2.203.221.10$fidonet.org_2ea80398_Per.Erik.Peterson@ct.se>,
Per.Erik Peterson <per.erik.peterson@straight.ct.se> wrote:
>From: per-erik_peterson@asb2.ct.se
>
>I informed a friend to me who have an old C=64 about SIO2PC and Black Box and
>other stuff there is for Atari 8. And he wonder if anyone knows if there is
>some simulair stuff for Commondore?? C642PC or something like that?
>
You could ask in comp.sys.cbm, but most c64 users probably haven't heard
of the SIO2PC and Black Box, so you'd have to describe them.

--
Bill Marcum bmarcum@iglou.com
"My stars, it's full of dogs!" 2001 Dalmatians
"The fog is getting thicker!" "And Leon is getting larger!" Airplane!

5885. Re: Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 03:52:08 UTC
From: kamaro_kid@delphi.com
Message-ID: <R601CtQ.kamaro_kid@delphi.com>
Source record: 97853

There are already a couple of ways to use a high density drive on the
atari 8bit.

1) ATR8000 using its floppy port w/1.44 floppy
2) BlackBox Floppy board
3) Percomm disk drive with 1.44 in place of standard 180k mech.

--
-+-+-+

5886. EPROM/ROM in XL/XE PIN OUT INFO REQ

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 09:51:35 UTC
From: etlrck@etlxd20.ericsson.se
Message-ID: <1994Oct24.095135.22494@ericsson.se>
Source record: 97821

Hi, Does anyone know the pin out details on the ROM on the
XE. I have an ultimon de-bugger and want to put a two
way switch inbetween the chip selects and then piggy back them.
I just need to find the CS ...? CAn anyone help... please email
me direct if you have the info...

5887. Classic Atari 8 Bit Catalogs Available.

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 10:28:57 UTC
From: bensmith@teleport.com
Message-ID: <38g299$46l@elaine.teleport.com>
Source record: 97822

To All interested Parties.

Requests taken for interested Users
wanting Catalogs for Classic 8-Bit
HardWare and SoftWare.

PreRequisite: interested Parties must
be able to Send request and receive
Catalog in E-Mail.

InterNet Address:
bensmith@teleport.com

Buy your Atari from someone Who will
Continue to Support You and Your Atari
with Sales and Support.
Ben Smith

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

5888. Re: Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 13:37:21 UTC
From: kamaro_kid@delphi.com
Message-ID: <he52ajR.kamaro_kid@delphi.com>
Source record: 97846

Chad Wagner <cmwagner@gate.net> writes:

>Okay, will you be able to format a HD diskette to 1.44 meg? If so then
>which will do it and which do you recommend?

The floppy board will do 1.44, the ATR will do 1.22 and the Percomm will
do 720k

--
-+-+-+

5889. Some questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 18:23:16 UTC
From: sjg@phlem.ph.kcl.ac.uk
Message-ID: <1994Oct24.182316.4884@bay.cc.kcl.ac.uk>
Source record: 97784

Ok, I've rediscovered my 8bit, sitting in the attic, and I've got
hold of my Cousin's old 1050. (c/w happy/US doubler)

1) I see in a.a.u.e there are several files ending in .xmo - what are
these ?

2) It'd be nice to hang a high density disk drive (even a floppy) of
the 800XL. Is there such a thing available ?

I've looked in the FAQ's, but I can't find any answers to the above.

Thanks in advance,

Simon.

--
>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
> Microsoft is not the answer. Microsoft is the question. NO is the answer <

5890. Re: Stereo-Audio-Data

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 19:36:03 UTC
From: jsupe01@solix.fiu.edu
Message-ID: <38h2b3$rib@newshost.fiu.edu>
Source record: 97708

Fri, 14 Oct 94 05:11:00 -0500 comp.sys.atari.8bit
Article 12921 Stereo Audio/data
raphael.j.espino@f98.n250.z1.tor250.org (Raphael J Espino)
Lines 25
Toronto Internet/Fido gateway

TYPE:LOST
AREA:COMP.SYS.ATARI.8BIT

From: rje@cs.nott.ac.uk (Raphael J Espino)

In article <37c0s1$51o@monk.rsip.lsu.edu> tom@ready.rsip.lsu.edu (Tom Smailus)
writes:>Raiders, Galaxian, etc. Although I never got that supposed trick with
the>stereo track to work; where you could recorde stereo audio (music) then
save a>data file, adn if you turned off the data sound, when loading it would
play the>music. Did anyone get this to work (and how), or was this just some
myth?No myth, it can be done, I've seen (or should that be heard?) it done,
I'venever done it myself tho'. As far as I know the trick was to record the
codefirst and then record the audio afterwards on just ONE track - of course
youneed a stereo recorder capable of this - what I can't remember is which is
the audio and which the data track.
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

I can remember which channel it was either but I don't think it can
be stereo. It would be mixed down to one track which would make it mono
on the program recorder. I'm sure there were some USR routines published
to handle this from BASIC which would allow playing of music while the
program and/or data was being loaded. Basically, I believe the register
(cant recall it now) which made program loading audible was disabled (the
other track) and the audio track was enabled. The easiest way to do this
from BASIC is record areas of nothing but audio and then have the program
poke PACTL (54018/D302h) with a 52 to turn on the recorder and a 60 to
turn it off. A lot of the early Atari cassette packages worked on this
principle like the language programs and such. (I remember playing Caverns
of Mars and PACTL would be left on and I'd pop in a tape of Steve Miller's
"Fly like an Eagle" - ah, the good ole days :(~~~~)

Jerolim "Jerry" Supe'
CS Major
FAU, Boca Raton, FL

5891. Re: C64.??

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 21:18:41 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.01qt@didi.mayn.sub.de>
Source record: 97757

In article <ftn_2.203.221.10$fidonet.org_2ea80398_Per.Erik.Peterson@ct.se>
per.erik.peterson@straight.ct.se (Per.Erik Peterson) writes:
> From: per-erik_peterson@asb2.ct.se
>
> I informed a friend to me who have an old C=64 about SIO2PC and Black Box and
> other stuff there is for Atari 8. And he wonder if anyone knows if there is
> some simulair stuff for Commondore?? C642PC or something like that?
* Maybe it will be a good idea to put this question into the
C 64 area of the internet....

--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5892. Diamond GEM cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 22:47:07 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38hdhb$67l@nermal.cs.uoguelph.ca>
Source record: 97781

Has anyone out there ever tried the DIAMOND GEM graphic operating cartridge? I'm interested in it, but I'd like to know more about it's pros and cons. Also ... what are the Diamond Paint and Diamond Write programs like? Thanks,

>> Mark <<

E_Mail: mrathwel@uoguelph.ca

5893. Re: Some questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 23:11:05 UTC
From: rob_g@news.delphi.com
Message-ID: <38heu9$fvm@news.delphi.com>
Source record: 97791

sjg@phlem.ph.kcl.ac.uk (Simon Gornall) writes:

>Ok, I've rediscovered my 8bit, sitting in the attic, and I've got
>hold of my Cousin's old 1050. (c/w happy/US doubler)

>1) I see in a.a.u.e there are several files ending in .xmo - what are
>these ?

These are standard files... the old .XMO extension was used on CIS
and BBS's years ago to designate that th efile could be transferred
with Xmodem. Lame, huh? That was before compression programs like
ARC came along. You can rename them to whatever they should be, e.g.
.COM or .EXE.

>2) It'd be nice to hang a high density disk drive (even a floppy) of
>the 800XL. Is there such a thing available ?

No high density drives, but you can get the XF551 disk drive, wich is
a 360K double-sided//double-density drive. Anothyer option is to get
an MIO and hook up a hard drive. The FTe guys just announced the MIO II
which plugs into the parallel bus and lets you use IDE drives, instead
of MFM/RLL drives with an Adaptec controller on the old MIO.

>I've looked in the FAQ's, but I can't find any answers to the above.

>Thanks in advance,

>Simon.

Hope this helps!

Rob

>--
>>>> Simon Gornall - Kings College London. Email: sjg@phlem.ph.kcl.ac.uk <<<
>> Microsoft is not the answer. Microsoft is the question. NO is the answer <

5894. Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-24 23:32:12 UTC
From: jeking@xmission.com
Message-ID: <38hg5s$oki@xmission.xmission.com>
Source record: 97848

Saw a hacker type movie today entitled "PrimeRisk" that shows a hacker type girl using an 800 to break into ATM machines. It also shows her using an 810 disk drive as a remote data terminal! [Grin]

Anybody else see this flick?

--James King
jeking@xmission.com

5895. Wanted: RS-232 (P:R: Connection, MIO, Black Box, ...)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 00:15:46 UTC
From: sourada@iastate.edu
Message-ID: <sourada.783044146@eng1.iastate.edu>
Source record: 97795

I have an 8bit system that I want to use as a terminal, but I don't have RS-232 for it, and don't want to give up my P:R: Connection for my primary 8bit system. I was originally thinking about getting another P:R: Connection, but now that I think about it, I could get an MIO or BlackBox (those both have RS-232, right?) and put the P:R: on the terminal system.

So, does anyone want to get rid of one of the above for a fairly cheap price?

Later,
Steven

--
Steven Ourada --- sourada@iastate.edu
"Every time I see her my heart clock-doubles"

5896. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 01:49:31 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <38ho7b$fbn@hearst.cac.psu.edu>
Source record: 97765

James King (jeking@xmission.com) wrote:
: Saw a hacker type movie today entitled "PrimeRisk" that shows a hacker
: type girl using an 800 to break into ATM machines. It also shows her
: using an 810 disk drive as a remote data terminal! [Grin]

: Anybody else see this flick?

: --James King
: jeking@xmission.com

Anybody see that film..where this guy has an 800xl (without the top)
who is dying of some deadly disease? He keeps trying to teach the
computer the difference between "broken" "malfunctioning" "dead"..etc..
in a vain attempt to have the computer "fix" him. well..the ending
was rather morbid after he the computer learns its last lesson from
a set of drills.

anyways...

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5897. Re: Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 01:50:42 UTC
From: krishna@max.tiac.net
Message-ID: <38ho9i$kc8@sundog.tiac.net>
Source record: 97766

kamaro_kid@delphi.com wrote:
: Chad Wagner <cmwagner@gate.net> writes:
:
: >Okay, will you be able to format a HD diskette to 1.44 meg? If so then
: >which will do it and which do you recommend?
:
: The floppy board will do 1.44, the ATR will do 1.22 and the Percomm will
: do 720k

I think the ATR and Percom will do 1 megabyte via an 8" drive.

I heard you might be able to fool a 1.44 into 8" style encoding.

5898. Re: Wanted: RS-232 (P:R: Connection, MIO, Black Box, ...)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 01:53:51 UTC
From: krishna@max.tiac.net
Message-ID: <38hoff$kc8@sundog.tiac.net>
Source record: 97767

```
Normally I'd say pick a BB over a MIO but there is a new diskloading MIO
R: handler out that will give it flow control to make it as capable as
the BB in RS232.
```

5899. Re: 850 w/Modem Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 02:58:10 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Jo+365i.ransom22@delphi.com>
Source record: 97768

Michael Current <aa700@cleveland.Freenet.Edu> writes:

>I seem to be having good results now by turning off the hardware
>flow-control feature of my modem. I tried this knowing that my interface,
>like the 850, doesn't support hardware flow-control. I believe the Hayes
>command is AT &K3, but you can check your modem manual.
>
>I'd be interested to hear whether this helps.

Thank you for the reply

Leave it to my fellow UseNET users to
determine the solution to any problem.
:)

As you can see from the 40-column
spacing of this message, I have
succeeded in getting the PM144MT II
to work with the 850.

I received two E-Mail replies in
addition to the above-quoted message.
All suggested the same thing. Indeed,
the flow control needed to be turned
off. I used &K0 to turn that off,
&Q0 to turn off the error controls
(the modem manual says they require
flow control, so . . .).

BTW, for anyone else planning on
doing what I've done, also use the
command &C1, so that the darned
carrier detect light will go off
after the call is completed. For
some reason, this modem leaves it
on (factory default is force CD on
at all times).

I want to thank each of you for
helping me with this, in addition
to David Tipton, who also came up
with the solution.

-Joe Walsh

5900. Its just too late...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 04:26:11 UTC
From: krishna@max.tiac.net
Message-ID: <38i1d3$ors@sundog.tiac.net>
Source record: 97800

[Article crossposted from comp.sys.amiga.advocacy]
[Author was !Productions]
[Posted on 23 Oct 1994 02:56:51 -0400]

In article <38cvlk$7aq@everest.pinn.net>, Comrad Gorby <dwiza@pinn.net> wrote:
>If pure power and functionality were what led businesses and indivuduals
>to buy a particular computer model:
>
>* the C64 would have killed Atari

I always have to disagree with this when people bring it up. the Atari 8 bit was FAR superior to the C64 in every aspect except sound - the SID kicked some serious ass, and still sounds better than the AdLib that most PCs are stuck with. (What WERE Roland thinking of?) (And the C64 DID kill the Atari as far as sales went, although now the Atari 8bit is being expanded into some killer machines - some crazy people have a couple of megs of RAM, SCSI adapters, networking, and all sorts of stuff hooked up to them! Even NASA still used them as recently as four years ago. :)

All IMHO, of course! :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

--

5901. Mouse Driver

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 05:41:11 UTC
From: strayer@unix.sri.com
Message-ID: <strayer.22.0005AFE2@unix.sri.com>
Source record: 97764

A friend of mine just bought an Atari 8088 with a mouse through a local surplus outlet. The problem is that there was no driver software for the mouse.

Can anyone point me to where I might find the mouse drivers and are there any hardware changes, jumpers etc, that must be made.

Thank much,
Mike Strayer

5902. Re: C64.??

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 05:55:46 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <125691@cup.portal.com>
Source record: 97705

I've heard from a local friend who's a former C64 user that there is
both a C64 emulator & a cable to hook up a commadore drive to an IBM.
I really don't know if there's a cable to simulate a C64 drive with
an IBM.

5903. Re: Remote control joystick problems

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 07:23:03 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <B6+WCDn.lmcclure@delphi.com>
Source record: 97804

In a message dated 10-23-94, someone at postbox.acs.ohio-state edu said:

"Hello, I have recently purchased a very used Atari 800
with a set of remote control joysticks. I am having a
problem getting these puppies to work. The receiver has
a stereo-like jack for the power supply..."

The power supply that was packaged with my Atari Remote Control Joysticks
is a 9 volt DC output unit, rated at 500ma, with +9 volts on the
center (or 'tip'), and ground on the outside (or 'barrell').

Once the cables from the reciever are plugged into the 800, the
power supply into the reciever, a good 9 volt battery into each
joystick, and the "on/off" switch on each joystick set to "on", you
should be ready to take control.

5904. Re: C64.??

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 07:28:07 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Ba2XC7v.lmcclure@delphi.com>
Source record: 97755

In a message dated 10-21-94, Per.Erik Peterson said:

"I informed a friend to me who have an old C=64 about
SIO2PC and Black Box and other stuff there is for Atari 8.
And he wonder if anyone knows if there is some simulair
stuff for Commondore?? C642PC or something like that?"

64-NET is the closest thing I am aware of in the Commodore world to
SIO2PC for the Atari. Ask over in comp.sys.cbm, and you can get all
the details.

5905. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 09:53:16 UTC
From: ipoorten@cs.vu.nl
Message-ID: <Cy83Gs.605@cs.vu.nl>
Source record: 97756

jeking@xmission.com (James King) writes:

>Saw a hacker type movie today entitled "PrimeRisk" that shows a hacker
>type girl using an 800 to break into ATM machines. It also shows her
>using an 810 disk drive as a remote data terminal! [Grin]

>Anybody else see this flick?

In 'The Terminator' you see some shots from the Terminators point of view
with one or two columns of green letters on the screen. Those are 6502
assembly! And it's obviously atari 8-bit code because the remarks babble
about the VTOC and stuff. There's an article on one of the first Mega
Magazines containing the sources. :-)

>--James King
>jeking@xmission.com

IvO(+> van Poorten

5906. Re: .xmo files?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 10:07:29 UTC
From: winston@merk.com
Message-ID: <Cy844I.MFo@merk.com>
Source record: 97758

On Saturday, October 15, 1994 at 07:50:12 GMT (1:50am EDT ?)
wmcbrine@clark.net (William McBrine) wrote:

WM> On one of the Atari FTP sites, I found some files with an .xmo
WM> extension. What are they? I'm guessing it's short for Xmodem,
WM> but that doesn't clear it up much. And from the context, I think
WM> they might be pictures. (?)

In the recesses of my memory, I seem to remember ".XMO" as being a "download extender" for the download section of one of the very early ATARI BBSes such as A.M.I.S. BBS. I seem to recall that ".XMO" implies that the file has been transfered with an early version of XMODEM and has therefore had CONTROL-Z pad characters appended onto the end of the file. To retrieve a working file again, the CONTROL-Z trailer padding needs to be stripped off. A copy of the file is made, and then a utility such as Disk Doctor (the original program, not the SpartaDOS utility) / Download Doctor is used to strip off the trailing padding. You probably could just load the file into TEXTPRO and just back over the trailing bytes. The reason to always use a copy of the file is in case of the rare instances where the file actually ends with the CONTROL-Z character. In that case, you don't want to back up all of the way. Bob Puff's SUPERARC was the program that finally saved everyone from the task of manually having to strip off the pad bytes. (Please correct me if I am wrong. In any event, that is what I remember about ".XMO" extenders....)

5907. Strange Power Supplies

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 10:12:18 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.72.000A34CD@genesis.informatik.rwth-aachen.de>
Source record: 97854

Hallo !!!

Yesterday I bought some original ATARI power supplies. I thougt, these are 1050-like but they are totally different !!!

Technical Data Input: AC/240 V/50 Hz/38 VA
Output I: AC/29 V/600 mA
Output II: AC/8.6V/ 1 A

As the power-plug looks, they are British ones.

The other plugs aren`t round as the 1050 or 1010 ones, but little female boxes, one with three connectors, one with two.

Now my question ?
What are these power supplies for ?
Could I use it to drive an Atari 800 (how many Amps does it need, will it work with 8.6 V) ?

Matt

5908. [--- .lha files? ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 10:26:27 UTC
From: winston@merk.com
Message-ID: <Cy8508.Mt7@merk.com>
Source record: 97759

Speaking of file extenders... one of the ATARI computer clubs with ftp and e-mail access was kind enough to e-mail me the patch for the ATARI XF551 drive when I posted of my trouble with the copy in the ATARI Archive. Thank you! Thank you! Thank you! Thank you! The file has a strange compression extender on it. It is ".LHA" . This UNIX systems' COMPRESS and GUNZIP utilities do not recognize this extender. SUPERARC does not recognize this extender either. What would I have to do to convert an ".LHA" file into an 8-bit ".ARC" format suitable for an ATARI 6502 ?

5909. Re: HELP needed with 810 alignment!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 11:17:34 UTC
From: as195@cleveland.Freenet.Edu
Message-ID: <38ipge$78g@usenet.INS.CWRU.Edu>
Source record: 97760

In a previous article, bob_s2@sfov1.verifone.com () says:

>Atari Wizards:
>
>I dusted off my 810 (don't laugh) the other day and found that it still
>works - well sort of - it will format and read diskettes but it will no
>longer read diskettes formatted on another drive. Obvious problem, out of

Before aligning it, I would try cleaning the head with a Qtip and head
cleaner.
I had trouble with a used disk drive that I bought for a Wang computer.
I thought there was something wrong with the drive. Someone told me to
clean the head. I did and the problem went away. I cleaned it with a Qtip
and cleaner the first time & now use a cleaning disk once a month.
I haven't had any problems since.
--

5910. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 13:05:30 UTC
From: jml10@cornell.edu
Message-ID: <jml10-2510940905300001@128.84.224.146>
Source record: 97761

In article <38hg5s$oki@xmission.xmission.com>, jeking@xmission.com (James King) wrote:

> Saw a hacker type movie today entitled "PrimeRisk" that shows a hacker
> type girl using an 800 to break into ATM machines. It also shows her
> using an 810 disk drive as a remote data terminal! [Grin]
>
> Anybody else see this flick?

Not this one, but I've seen Atari equipment in other movies:
"Sneakers" features a guest appearance by the original Atari acoustic modem (can't remember the number now...)
and "Being from another Planet," a 1980's film which I saw on Mystery Science Theater 3000, features an Atari XL series computer masquerading as the security computer for a university building.

James Lebak
jml10@cornell.edu

5911. Re: [--- .lha files? ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 14:21:52 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <38j4a0$p42@charm.magnus.acs.ohio-state.edu>
Source record: 97763

In article <Cy8508.Mt7@merk.com>, Winston Smith <winston@merk.com> wrote:
> The file has a strange
>compression extender on it. It is ".LHA" . This UNIX systems' COMPRESS and
>GUNZIP utilities do not recognize this extender. SUPERARC does not
>recognize this extender either. What would I have to do to convert an
>".LHA" file into an 8-bit ".ARC" format suitable for an ATARI 6502 ?

Try LHARC, a PD MS-DOS program. I don't remember if it uses .LHA or
.LZH for the extender, but it might work.
Or I think there may be an ST program that makes files with .LHA
extender, but I don't know anything about it.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

5912. connecting amiga-XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 14:55:37 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.74.000EEDBF@genesis.informatik.rwth-aachen.de>
Source record: 97762

Hallo !!!
Last week I've bought an Amiga 2000 and now I want to connect the computers.

Is there any solution ?

I think, that the hardware of SioToPc will work, but what about the software?
Please tell me your expiriences.

Matt

5913. New Atari Classics and Current Notes Issues

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 17:20:45 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2EAC042F@POST0.LAAFB.AF.MIL>
Source record: 97769

I talked with Jim Hood today (Sunday, 23 Oct) and he said that they mailed the first issue of the New Atari Classics last night. It went out first class, so you should be receiving it shortly. The magazine is 44 pages long. It was sent to just under 150 people. It includes an 8 page ad from B&C. There is no masthead, no letters to the editor or editor's comments since they didn't have time to get those things done and the length was already there. They hope to have that stuff in the next issue.

Jim asked me where The October/November issue of Current Notes was as well. I called Joe Waters (our publisher) today and he said the magazines are in the mail and should be at your doorstep shortly (second class). CN is 84 pages this issue. 8-bit articles include a piece by Frank Walters on using TextPRO as an offline reader. We have Bill Kendrick's piece on digitized sound programs. There is also a review of the Swift Calc spreadsheet program. Then there is my monthly column. The next issue will be out mid-December, but he's going to label it as Jan/Feb 95. This won't change your subscription or anything. you'll get the proper number of issues. The

hope is that this will get CN on a better cycle.

As usual, I'm always on the lookout for 8-bit writers for CN.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

5914. MULE the file transfer utility...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 18:13:03 UTC
From: HEGEDUS@mszi.pmmf.hu
Message-ID: <1729B3A1D59@mszi.pmmf.hu>
Source record: 97780

Hi!

Anybody used the MULE for transfering files between the IBM and
the Atari?
If you are used the MULE because your 1050 don't like the double
density, and you found that MULE isn't work or you have some idea for
what should have in MULE, or you want to know how it work, then write
to me.
I working on MULE because I've only 1050 and 810 and both hate
the double density. MULE is able to transfer 45824 bytes but if the
file is bigger then it will transfered in blocks of 45056 bytes. You
don't have to label the disks because MULE will know the file's name
and the file's length.
Ok, anybody interested in?

Tomika

=====================================
hegedust@pmmf.hu <-VAX-VMS
hegedus@mszi.pmmf.hu <-Novell
hegedust@aladar.pmmf.hu <-Linux
hegedust@nowhere.can.find <-Atari DOS 2.5
=====================================
Hegedus Tamas
H-7635 Pecs, Abaligeti ut 3.
Hungary

Tel.: 36-72-328-697
=====================================

5915. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 19:47:23 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410251854.AA01936@ilmen.lanl.gov>
Source record: 97785

In article 605@cs.vu.nl, ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>
>In 'The Terminator' you see some shots from the Terminators point of view
>with one or two columns of green letters on the screen.

And in the same movie the kid is shown using an Atari Portfolio to crack
a PIN code and rob an ATM machine.

Ah yes... Atari at it's finest hour. :)

-Hutch- @ Fair Dinkum Tech

5916. WANTED: COMMBAT & Game Machine

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 19:51:09 UTC
From: kowalski@futureworld.digex.net
Message-ID: <1994Oct25.170536.26752@nntpxfer.psi.com>
Source record: 97782
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.ibm.pc.games.action,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.apple2,alt.games.video.classic

I am looking to buy a copy of COMMBAT video game by Scott Adam's
Adventure International and the associated computer to run it. This was
a tank battle game that worked between two TRS-80s, Atari 800 or Apple II's
and a modem or direct serial line.

Please respond if you can sell me one or two of these computers in a
turn-key fasion where I can run it as soon as I get it. I would probably need
the modem as well.

Rob Kowalski (kowalski@futureworld.digex.net)

5917. Re: Diamond GEM cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 20:26:27 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <38jplj$et@usenet.INS.CWRU.Edu>
Source record: 97786

In a previous article, mrathwel@uoguelph.ca (Mark Rathwell) says:

>Has anyone out there ever tried the DIAMOND GEM graphic operating
>cartridge? I'm interested in it, but I'd like to know more about it's
>pros and cons. Also ... what are the Diamond Paint and Diamond Write
>programs like? Thanks,

I have Diamond GOS 2.0. I found it interesting, but a little buggy and
annoyingly incompatible with most programs I tried to run under it.

I thought Diamond Paint was basically boring. Write only came with release
3.0 (the final release) so I've never seen it. GOS 3.0 in general I
suppose might have been more usable than the version I have.

One bother I recall is that once I went from the SDX prompt to
the Diamond desktop, I couldn't get back again, I was stuck in Diamond.
Ick. It also seemed to have problems with SpartaDOS-style verbose
directories, even though it was trying to support them.

I don't know, maybe I'll dig out my Diamond GOS cart again and refresh my
memory. If you can get it cheap, especially 3.0, I say sure, give it a
whirl. But for me, running SpartaDOS X without Diamond has been more
enjoyable than when I tried to run them together. And I really like the
power of SDX.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

5918. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 21:34:32 UTC
From: lginzb@ccat.sas.upenn.edu
Message-ID: <38jtl8$8v3@netnews.upenn.edu>
Source record: 97783

In article <9410251854.AA01936@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
>In article 605@cs.vu.nl, ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>>
>>In 'The Terminator' you see some shots from the Terminators point of view
>>with one or two columns of green letters on the screen.
>
>And in the same movie the kid is shown using an Atari Portfolio to crack
>a PIN code and rob an ATM machine.
>
>Ah yes... Atari at it's finest hour. :)
>
>-Hutch- @ Fair Dinkum Tech
>
You're also forgetting the Atari 800 in the corner of the main
characters' room in War Games. While he used either a Sol or an IMSAI (I
can't remember which) for his main hacking, his 800 is clearly visible
behind him for most of the movie.

--
Lionel Artom Ginzburg lginzb@ccat.sas.upenn.edu

5919. Another Reality nostalgy

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 22:17:06 UTC
From: sebor@dolni.ms.mff.cuni.cz
Message-ID: <38k052$kaf@decsys.vsb.cz>
Source record: 97861

What a surprise it is to find out there are people out there still
remembering those good old days. I gave up my Atari quite a long time
ago, but have never forgotten.
Alternate Reality! The best game ever! Brings back a lot of memories...
The plot, the atmosphere, the music... THE music...
I wonder if somebody could collect some of Alternate Reality lyrics
and remind of them to the world. This group full of technical stuff
might need a little enlightment, don't you think?

5920. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 23:01:46 UTC
From: thester@nyx.cs.du.edu
Message-ID: <38k2oq$khu@nyx.cs.du.edu>
Source record: 97788

In article <9410251854.AA01936@ilmen.lanl.gov>,
Hutch <hutch@ilmen.lanl.gov> wrote:
>In article 605@cs.vu.nl, ipoorten@cs.vu.nl (Ivo van Poorten) writes:
>>
>>In 'The Terminator' you see some shots from the Terminators point of view
>>with one or two columns of green letters on the screen.
>
>And in the same movie the kid is shown using an Atari Portfolio to crack
>a PIN code and rob an ATM machine.
>
>Ah yes... Atari at it's finest hour. :)
>
>-Hutch- @ Fair Dinkum Tech
>

That would be in "Terminator 2: Judgement Day", not the
first movie which was just plain "The Terminator".

Tim Hester

--
_____________________|What GOD Wants|_____________________________
GOD wants sedition __________	__________ GOD wants freedom
GOD wants sex ____	thester@nyx.cs.du.edu	___ GOD wants Semtex
__________________	az798@FreeNet.HSC.Colorado.EDU	_____________________

5921. IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-25 23:27:20 UTC
From: bob_s2@sfov1.verifone.com
Message-ID: <1994Oct26.062723.1781@sfov1.verifone.com>
Source record: 97733

All:

Not too long ago, someone posted an item about someone offering a hard drive controller for IDE drives and the Atari 8-bir computers. Does anyone have any information about this? Maybe an email address for the people offering the controller. Thanks.

Bob

5922. Re: New Atari Classics and Current Notes Issues

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 01:15:08 UTC
From: kamaro_kid@delphi.com
Message-ID: <p6z3ank.kamaro_kid@delphi.com>
Source record: 97792

Got my first issue of the NEW AC two days ago. The cover and packaging
was most excellent, but the content lacked a bit..

Hopefully the next few issues will have more technical articles and
less "filler".

--
-+-+-+

5923. XEGS keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 01:16:08 UTC
From: kamaro_kid@delphi.com
Message-ID: <p4z1qFg.kamaro_kid@delphi.com>
Source record: 97787

Looking for a clean, one owner XEGS keyboard for my second system.

--James King
kamaro_kid@delphi.com
--
-+-+-+

5924. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 01:27:14 UTC
From: krishna@max.tiac.net
Message-ID: <38kb9j$5hl@sundog.tiac.net>
Source record: 97793

Hutch (hutch@ilmen.lanl.gov) wrote:
: >In 'The Terminator' you see some shots from the Terminators point of view
: >with one or two columns of green letters on the screen.

: And in the same movie the kid is shown using an Atari Portfolio to crack
: a PIN code and rob an ATM machine.

You mean T2, not T1.

5925. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 01:28:39 UTC
From: krishna@max.tiac.net
Message-ID: <38kbc7$5hl@sundog.tiac.net>
Source record: 97794

Lionel Ginzburg (lginzb@ccat.sas.upenn.edu) wrote:
: You're also forgetting the Atari 800 in the corner of the main
: characters' room in War Games. While he used either a Sol or an IMSAI (I
: can't remember which) for his main hacking, his 800 is clearly visible
: behind him for most of the movie.

Isn't that dumb though, since the Sol and IMSAI were pre AppleI garbage
and considered totally obsolete compared to the Atari 800 which at that
time was already 3-4 years old?

5926. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 02:46:49 UTC
From: lginzb@ccat.sas.upenn.edu
Message-ID: <38kfup$3mj@netnews.upenn.edu>
Source record: 97789

In article <38kbc7$5hl@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>Lionel Ginzburg (lginzb@ccat.sas.upenn.edu) wrote:
>: You're also forgetting the Atari 800 in the corner of the main
>: characters' room in War Games. While he used either a Sol or an IMSAI (I
>: can't remember which) for his main hacking, his 800 is clearly visible
>: behind him for most of the movie.
>
>Isn't that dumb though, since the Sol and IMSAI were pre AppleI garbage
>and considered totally obsolete compared to the Atari 800 which at that
>time was already 3-4 years old?
>

Oh, of course. And neither the Sol or the IMSAI had any real graphics ability, which made the maps and chess game in the movie a bit ridiculous, to say the least. But then this is a movie where all of the printers have 8.5 inch carriages, and yet all the printouts are on wide carriage paper....

Wasn't there also some movie about a robot kid brother which had extended sequences of him kicking butt in Pole Position on a 1200XL or something?

--
Lionel Artom Ginzburg lginzb@ccat.sas.upenn.edu

5927. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 02:54:20 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <125757@cup.portal.com>
Source record: 97796

Ivo van Poorten writes:

>In 'The Terminator' you see some shots from the Terminators point of view
>with one or two columns of green letters on the screen. Those are 6502
>assembly! And it's obviously atari 8-bit code because the remarks babble
>about the VTOC and stuff.

Hehehe, I thought I was the only person quick enough on the uptake to notice that it was 6502 code. Heck, I was quick-eyed enough even when I first saw Terminator in the THEATRE, to notice that... and to note that the program being displayed was something called "Super Key 4.0," whatever that is. I've always meant to try to look it up... I _didn't_ spot the comments about VTOC etc., though.

>There's an article on one of the first Mega
>Magazines containing the sources. :-)

Does the article pre- or post-date the movie? I.e. is the article specifically ABOUT "the program listign which appears in Terminator," or did the listing come first and the movie later? And if the latter, is this where the makers of Terminator actually GOT the listing for use in the movie? Either way I'd like to see it; where does one OBTAIN this "Mega Magazine?"

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

>
>>--James King
>>jeking@xmission.com
>
>
>IvO(+> van Poorten

5928. Re: [--- .lha files? ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 02:57:27 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <125758@cup.portal.com>
Source record: 97797

Lharc also exists for Unix, the Amiga, and possibly VMS systems.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

5929. Re: connecting amiga-XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 03:09:47 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <125760@cup.portal.com>
Source record: 97798

Somebody named Matt (no signature for me to fake a mail reply header here)
writes:

>Last week I've bought an Amiga 2000 and now I want to connect the computers.
>
>Is there any solution ?

There's _always_ a solution -- it just may not be the one you want, or as
straightforward as you want.

>I think, that the hardware of SioToPc will work, but what about the software?

You are quite right in selecting the software as the bottleneck here;
SIO2PC runs on the PC, and of course won't run on the Amiga (though I
am moved to wonder, "what about under one of the several PC emulators?
Does 'IBeM' handle serial I/O yet? And what if you have a Bridgeboard
in that 2000 of yours?"). The last I heard, someone was working on
"SIO2Amiga" software which, if/when perfected, would allow the Amiga
to interoperate with the SIO2PC hardware, but it was far from finished
and I haven't heard a peep out of that project in most of a year now.
If I knew more about hardware I'd consider tackling it myself, but I
don't even have an SIO2PC unit to mess with at present.

>Please tell me your expiriences.

My experience has focused on a variety of solutions. Briefly:

1) Null-modem serial file-transfer. Connect a null-modem cable between
the Amiga's serial port and whatever you're using for RS232 on your
Atari, run appropriate terminal-emulation and file-transfer software
on both, and exchange files 'til your eyes fall out. :-) I run
Kermit and XMODEM at 9600 baud all the time.

2) Use third-party disk formats acessible to both. There is software for
a PC with 360K 5.25" floppy drives to copy disk files back and forth
between MSDOS and Atari double-density "MyDOS" floppies, and software
for an Amiga to read and write MSDOS on either 3.5" or 5.25" floppies.
You could use these two pieces of software, and a PC with a 3.5" and
a 5.25" floppy drive, to transfer files in a roundabout manner:
Amiga <--> PC <--> Atari. The hard part is finding a PC with the
right combination of floppy drives.

Hope this helps,

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

5930. Re: New Atari Classics and Current Notes Issues

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 03:12:22 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <125761@cup.portal.com>
Source record: 97799

Damn-ola. I've been really out of touch here; could someone email me a capsule summary of the subscription rates, addresses, etc. for both the new Atari Classics, and Current Notes? Been meaning to subscribe to AC since the original folded, and would like to see CN before I die... :-)

Thanks in advance,

Chris
Chris_F_Chiesa@cup.portal.com

5931. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 03:45:16 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <38kjcc$vo9@hearst.cac.psu.edu>
Source record: 97790

Lionel Ginzburg (lginzb@ccat.sas.upenn.edu) wrote:

: Wasn't there also some movie about a robot kid brother which had extended
: sequences of him kicking butt in Pole Position on a 1200XL or something?

D.A.R.Y.L.

something Artificial Robot Youth Lifeform

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5932. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 04:54:35 UTC
From: jlodoen@shell.portal.com
Message-ID: <38kneb$p0n@news1.shell>
Source record: 97802

Chris_F_Chiesa@cup.portal.com wrote:
: Ivo van Poorten writes:

: >In 'The Terminator' you see some shots from the Terminators point of view
: >with one or two columns of green letters on the screen. Those are 6502
: >assembly! And it's obviously atari 8-bit code because the remarks babble
: >about the VTOC and stuff.

: Hehehe, I thought I was the only person quick enough on the uptake to
: notice that it was 6502 code. Heck, I was quick-eyed enough even when
: I first saw Terminator in the THEATRE, to notice that... and to note that
: the program being displayed was something called "Super Key 4.0," what-
: ever that is. I've always meant to try to look it up... I _didn't_
: spot the comments about VTOC etc., though.

I've heard it was actually a disassembly of DOS 3.3 for the Apple II.
And it had references to RWTS, a part of it (Read/Write Track/Sector).
Who has it on tape?

Check out "Timewalker" (aka "Being from Another Planet" on MST3K),
which shows a school power plant run by an 800. It looks to be loading
a screenshot of SCRAM (a nuclear power plant? Oh boy!)

jlodoen@shell.portal.com

5933. Re: connecting amiga-XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 04:59:56 UTC
From: jlodoen@shell.portal.com
Message-ID: <38knoc$p64@news1.shell>
Source record: 97803

Chris_F_Chiesa@cup.portal.com wrote:
: Somebody named Matt (no signature for me to fake a mail reply header here)
: writes:

: >I think, that the hardware of SioToPc will work, but what about the software?

: You are quite right in selecting the software as the bottleneck here;
: SIO2PC runs on the PC, and of course won't run on the Amiga (though I
: am moved to wonder, "what about under one of the several PC emulators?
: Does 'IBeM' handle serial I/O yet? And what if you have a Bridgeboard
: in that 2000 of yours?").

And it needs a reliable connect speed of 19.2K bps, or 38.4 for
Ultraspeed. If an emulator could handle that (?) it _might_ work.

jlodoen@shell.portal.com

5934. Graphics dump utility

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 05:53:30 UTC
From: kdegroff@rmii.com
Message-ID: <38kqsq$bav@potogold.rmii.com>
Source record: 97801

Does anyone know of a good Epson compatible graphics dump utility that will work along with Turbo BASIC? -- One that will work for all graphics modes, preferably a machine language utility that can be loaded independently of a given BASIC program. Thanks in advance.

-- Kent
kdegroff@rmii.com

5935. Original Infocom games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 07:58:41 UTC
From: keith@actrix.gen.nz
Message-ID: <Cy9stu.KrL@actrix.gen.nz>
Source record: 97706
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

WANTED INFOCOM GAMES

Wishing to purchase the following original INFOCOM games
MUST have ALL original packaging and be in good condition

Any computer format

Seastalker
Sorcerer
Wishbringer
Deadline

Zork Trilogy
Enchanter Trilogy
Classic Mystery Library
Science Fiction Classics

Also interested in early Infocom games i.e the ones with the wierd
packages such as

Deadline police folder in 302x256x3 pouch
Suspended 240x317x70 box with recessed white face mask
The Witness police folder in 302x256x3 pouch
Infidel 235x304x8 folder in form of writing case
Sorcerer 308x239x12 box
Seastalker 238x300x7 folder

ALso looking for Infocomics such as

Lane Mastodon vs. The Blubbermen
Gamma Force in Pit of a Thousand Screams
ZorkQuest: Assault on Egreth Castle
ZorkQuest II: The Crystal of Doom

Willing sellers please e-mail details for negotiation

THanks

Keith Stewart

PS I already have Lost Treasures of Infocom I & II

5936. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 12:10:55 UTC
From: hholzgra@techfak.uni-bielefeld.de
Message-ID: <CyA4I8.M23@hermes.hrz.uni-bielefeld.de>
Source record: 97722

I remember a MAGNUM - episode in which Tom Sellek , while being in
hospital with a broken leg, used the ATARI 400 to get information
from a CIA-System.

5937. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 12:21:42 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <38lhkm$k5q@dux.dundee.ac.uk>
Source record: 97709

Graeme Fenwick (graeme.fenwick@f98.n250.z1.tor250.org) wrote:
: TYPE:LOST
: AREA:COMP.SYS.ATARI.8BIT

: From: gfenwick@mcs.dundee.ac.uk (Graeme Fenwick)

: David Davies (mbitdc9306@newi.ac.uk) wrote:

{SNIP}

: : Hmm ... perhaps Derek should be reported to the Monopolies and Mergers
: : Commission? :)

: Well, I wasn't blaming anyone specifically- like I say, some people might
: have had their (good) reasons like you, but I still find it hard to believe

{SNIP}

What the **** is going on here?! What's this lost article, and why's it a
duplicate of one I'd already posted. And for ****s sake, who's
"graeme.fenwick@f98.n250.z1.tor250.org"- I don't have an account there,
wherever it is, and I only use my mcs account for posting stuff...

(A very confused) Graeme Fenwick - gfenwick@mcs.dundee.ac.uk (*my* address!)

5938. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 12:30:44 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <38li5k$k5q@dux.dundee.ac.uk>
Source record: 97710

And why did the (original) article take so long to arrive here in the first
place- it's dated 14 October, but It's just popped up here as a new post,
and I've read c.s.a.8 many times since then....

the mind boggles

Hmmm.. I've just seen something elsewhere that set me thinking. Is this
something to do with Fidonet? See Re: Stereo-Audio-Data (reads it again)
Aha! My suspicions were correct- someone has managed to link Fidonet and
Internet (funnily enough, I was wondering why someone hadn't done that when
I was reading an article about Fidonet the other day). But it still doesn't
explain what the heck is happening....
Hey!- does this mean I can send people Fidonet messages even though I'm not
on Fidonet?
'Nuff drivel- how about some answers?

Double your Freezer capacity- defrost it today!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

5939. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 12:36:36 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <38ligk$k5q@dux.dundee.ac.uk>
Source record: 97707

```
: In article <9410251854.AA01936@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
: >>In 'The Terminator' you see some shots from the Terminators point of view
: >>with one or two columns of green letters on the screen.
: >
: >And in the same movie the kid is shown using an Atari Portfolio to crack
: >a PIN code and rob an ATM machine.
: >

Errr... almost right. The portfolio bit was in Terminator 2.
I remember seeing an 800XL in a Jackie Chan film a few years ago- it was
running SynCalc or something like that for some reason- can't remember
what its purpose was tho'. I think they were checking someones accounts..

--------------------------------------------------------------------------------
Graeme Fenwick gfenwick@mcs.dundee.ac.uk
--------------------------------------------------------------------------------
```

5940. Re: IRC chat

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 14:52:40 UTC
From: tatar@student.uci.agh.edu.pl
Message-ID: <38lqfo$pk9@galaxy.uci.agh.edu.pl>
Source record: 97711

jeking (jeking@xmission.com) wrote:
: So again - what's the verdict on IRC chats for the 8bit Atari? What day
: of the week (and time) was decided upon?

There weren't many replies to my posting, so, I assume that Friday
has been decided. 3pm to 9 pm Europe time, about 9am to 3pm US time.
Of cource, you (Americans) can stay longer, even if we would sleep
already! ;-)

See you!

--
Tomasz M. Tatar
tatar@student.uci.agh.edu.pl
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/index.html

5941. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 16:10:44 UTC
From: tom@ready.rsip.lsu.edu
Message-ID: <38lv24$iqm@monk.rsip.lsu.edu>
Source record: 97714

In article <38ho7b$fbn@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
|> James King (jeking@xmission.com) wrote:
|> : Saw a hacker type movie today entitled "PrimeRisk" that shows a hacker
|> : type girl using an 800 to break into ATM machines. It also shows her
|> : using an 810 disk drive as a remote data terminal! [Grin]
|>
|> Anybody see that film..where this guy has an 800xl (without the top)
|> who is dying of some deadly disease? He keeps trying to teach the
|> computer the difference between "broken" "malfunctioning" "dead"..etc..
|> in a vain attempt to have the computer "fix" him. well..the ending
|> was rather morbid after he the computer learns its last lesson from
|> a set of drills.
|>

What about Sneakers, where the guys use an Atari 815 Acoustic Modem to do thier hacking! Hey, and Liesure Suit Larry 5 (?) has an Atari Computer in it (400 I believe). Maybe we should try and compile a list of movies which show Atari Hardware. Oh, of course we have T2: Judgement Day where the Folio is used to bust the ATM and the labs security system.

Tom

--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of the Remote Sensing Lab or Lousisiana State University, just this mine.

5942. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 16:30:50 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9410261538.AA02267@ilmen.lanl.gov>
Source record: 97713

In article <9410251854.AA01936@ilmen.lanl.gov> hutch@ilmen.lanl.gov (Hutch) writes:
>>
>And in the same movie the kid is shown using an Atari Portfolio to crack
>a PIN code and rob an ATM machine.

Thanks to all for the correction. Yes, the above was seen in the movie
Terminator 2, not the original Terminator flick.

-Hutch- @ Fair Dinkum Tech

5943. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 16:47:14 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CyAHAr.M5F@cs.vu.nl>
Source record: 97712

Chris_F_Chiesa@cup.portal.com writes:
>Ivo van Poorten writes:

>>There's an article on one of the first Mega
>>Magazines containing the sources. :-)

>Does the article pre- or post-date the movie? I.e. is the article spe-
>cifically ABOUT "the program listign which appears in Terminator," or
>did the listing come first and the movie later? And if the latter, is
>this where the makers of Terminator actually GOT the listing for use in
>the movie? Either way I'd like to see it; where does one OBTAIN this
>"Mega Magazine?"

Mega Magazine can be obtained from ANG Software in Holland. The adress is
on the Vendors/Developers List. It's an article about the Terminator code
being 6502 assembly. If I remember correctly the article was called
"VTOC Terminator".

>Chris Chiesa
> Chris_F_Chiesa@cup.portal.com

Ivo van Poorten
ipoorten@cs.vu.nl

5944. Order, how can I do this?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 16:49:33 UTC
From: wi40756@seba.rz.tu-ilmenau.de
Message-ID: <38m1at$cst@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 97715

Howdy Folks,

I live in Germany and want to order a MIO-II-Board for
the special Price, I know, $79.

Would anybody of you know, how I can get one of the Boards?

I think(hope), that anybody in the USA could order it
to itself at home and then send it to me in Box as an
GIFT.

I can pay the price by MasterCard, or how you want.

The Gift is only for paying not the toll for electronical
things in export. It should not be an real Gift, only
written on top of the box. So it will be cheaper.

Hendrik.Merkel@rz.tu-ilmenau.de

5945. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 17:51:36 UTC
From: cmwagner@gate.net
Message-ID: <38m4v8$1hgb@tequesta.gate.net>
Source record: 97716
Body handling: HTML body converted to readable text

bob_s2@sfov1.verifone.com wrote:
: Not too long ago, someone posted an item about someone offering a hard
: drive controller for IDE drives and the Atari 8-bir computers. Does anyone
: have any information about this? Maybe an email address for the people
: offering the controller. Thanks.

That was a product that Fine Tooned Engineering released, it is called
MIO II. You can probably call 1-800-FOR-6502 for orders or 1-408-GET-REAL.

5946. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 19:29:01 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <38malt$528@bolt.ucsb.edu>
Source record: 97719

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
> D.A.R.Y.L.
>something Artificial Robot Youth Lifeform
Dorky.

:)

-Jason

5947. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 22:10:16 UTC
From: ScottM@cup.portal.com
Message-ID: <125798@cup.portal.com>
Source record: 97720

>>In 'The Terminator' you see some shots from the Terminators point of view
>>with one or two columns of green letters on the screen. Those are 6502
>>assembly! And it's obviously atari 8-bit code because the remarks babble
>>about the VTOC and stuff.
>
>Hehehe, I thought I was the only person quick enough on the uptake to
>notice that it was 6502 code. Heck, I was quick-eyed enough even when
>I first saw Terminator in the THEATRE, to notice that... and to note that
>the program being displayed was something called "Super Key 4.0," what-
>ever that is. I've always meant to try to look it up... I _didn't_
>spot the comments about VTOC etc., though.
>
There was a discussion about this in alt.folklore.computers a few months
back and somebody said it was Apple][code not Atari code. VTOC is also
common to the Apple. There was also some COBOL thrown in somewhere.

+--+
| Scott Maxwell - scottm@cup.portal.com - Team OS/2 |
| Welcome to the Internet, future home of |
| The Techno-Babble Turnpike |
+--+

5948. Atari Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 22:20:16 UTC
From: Doug Finch <76337.1067@CompuServe.COM>
Message-ID: <38mkn1$2r7$1@mhade.production.compuserve.com>
Source record: 97718

ATARI SOFTWARE FOR SALE
I bought several boxes of Atari software (and a few non-Atari items) at an auction in which a retailer's inventory was liquidated. As I result I have surplus items which I would like to sell immediately. All of these are unused, unopened, factory-fresh, in original boxes. All 8-bit items will work on 400/800, XL and XE machines, all of the games are cartridges; productivity items on 5.25" diskettes. All ST software is on 3.5" diskettes.
The games and programs are, for the most part, vintage but nonetheless entertaining, playable and/or educational. I'd just like to see that they get into the hands of folks who can put them to use.
As for shipping, I will send to USA locations via non-priority U.S. mail or UPS delivery. Buyers outside the US should enclose an additional $2 (US) per item for shipment via surface mail). Best to contact me by E-mail if you're unsure about anything. Here's what I have:

SOFTWARE PRICE (Incl. US shipping)
8-bit Games:
Defender (CXL 4025) = $4
Asteroids (CXL 4013) $4
Joust (RX 8044) $4
Qix (CXL 4027) $4
Star Raiders (still the greatest!) (CXL 4011) $4
Sky Writer (educational) (RX 8059) $4
Music Composer (educational) (CXL 4007) $4

8-bit Productivity:
AtariWriter Plus (powerful 8-bit word processor w/spellchecker incl., on disk) (AX 2034) = $7.50
Home Filing Mng. (file card sys.) (CX415) $4
Master Diskette (DOS 2.0 w/manual and explanation of 810 disk drive, commands) (CX8104) $7.50

ST Games:
Missile Command (arcade classic) (DS 5018) = $4
Battle Zone (tank shootout) (DS 5020) $4

ST Productivity:
Haba/How to Write Professional
Business Letters (boilerplate specials) = $5

NON-ATARI ITEMS FOR SALE (All are unused)

SOFTWARE PRICE (Incl. US shipping)
For Apple II,IIe,IIc:

Silent Service (Microprose) = $8
Winner of various adventure & simulation awards

For Commodore 64:

WordPro 3 Plus/64 (Professional Software Inc) = $5
Word processor with spellchecking module

HARDWARE
For IBM compatibles:

JT Fax 9600 daughter board (JTFAX96D) = $10

Drop me a note via E-mail to make sure I've still got what you're looking for and for my mailing address. When I confirm I've got your item(s), and your check or money order clears, I'll ship immediately. If anything doesn't work, I'll replace it or refund your money, provided you pay for reshipment. Bonus program included (my choice, you specify 8-bit or ST) while supplies last. Enjoy your Atari!

Doug Finch On-Target Text
E-Mail: ontarget@admiral.uucp (Usenet), D.FINCH7@genie.geis.com or 76337.1067@compuserve.com
--
Doug Finch
On-Target Text
Old Greenwich, Connecticut USA
76337.1067@compuserve.com or D.FINCH7@genie.geis.com

5949. MASSIVE AUCTION IV -- update #5 (includes Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-26 22:50:30 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <38mmfn$aa7@usenet.INS.CWRU.Edu>
Source record: 97717

MASSIVE AUCTION IV -- UPDATE #5:

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI computers COLECOVISION COMMODORE 64
INTELLIVISION ODYSSEY2 PONG (VARIOUS) TOMY TUTOR
SEGA MASTER SYSTEM TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

****

This is a rather large file, if you don't like large files, and/or auctions,
please stop reading now. You have been warned!

I will post updates approximately every 24 hours, and delete the last update
after I'm sure the new one is up. I will also e-mail the list to all bidders,
and anyone who request's it.

Mike

Due to problems with my local system, I was unable to e-mail/post updates or
receieve e-mail over the past weekend. To compensate for this, I am
extending the deadline for the auction by 2 days, until Friday at 11:59 p.m.

****

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, OCTOBER 28TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY
(UNLESS THE TRADE OFFER INCLUDES VECTREX GAMES OR SYSTEMS!).

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A BID, YOU WON'T BE ABLE TO PARTICIPATE
IN FUTURE AUCTIONS.

10) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

TRADE = trade pending, bids still accepted in case trade not made.

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 1.00 AIR-SEA BATTLE (Atari)
$ 2.50 BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 BATTLEZONE (Atari)
$ 2.00 BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 2.00 BREAKOUT (Atari)
$ 5.00 TRADE BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.50 ped$2575 CANYON BOMBER (Atari)
$ 2.00 CASINO (Atari)
$ 2.50 CENTIPEDE (Atari)
$ 2.50 O69W CHOPPER COMMAND (Activision)
$ 2.00 CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 DARK CAVERN (Mattel)
$ 1.50 DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.50 mtmr DODGE 'EM (Atari)
$ 2.50 DRAGSTER (Activision)
$ 2.00 ENDURO (Activision)
$ 2.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 FOOTBALL (Atari)
$ 1.50 rhino FROGGER (Parker Brothers)

$ 2.50 FROGS AND FLIES (Mattel)
$ 2.50 tlvx GALAXIAN (Atari)
$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 4.00 HANGMAN (Atari)
$ 2.00 ped$2575 HAUNTED HOUSE (Atari)
$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 3.00 INTERNATIONAL SOCCER (Mattel)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 JOUST (Atari)
$ 2.50 mtmr KABOOM! (Activision)
$ 2.50 TRADE LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (Mattel)
$ 3.00 vsp MS. PAC-MAN (Atari)
$ 1.50 rhino NIGHT DRIVER (Atari)
$ 2.00 OUTLAW (Atari)
$ 1.50 rhino PITFALL! (Activision)
$ 2.50 a700102 POLE POSITION (Atari)
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)
$ 2.00 Q*BERT (Parker Brothers)
$ 3.00 ped$2575 RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 4.00 REAL SPORTS TENNIS (Atari)
$ 3.00 mtmr RIDDLE OF THE SPHINX (Imagic)
$ 1.50 O69W RIVER RAID (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 2.00 SLOT RACERS (Atari)
$ 2.50 TRADE SOLARIS (Atari)
$ 4.00 SPACE ATTACK (Mattel)
$ 2.50 SPACE JOCKEY (VidTec)
$ 2.50 STARMASTER (Activision)
$ 1.50 STAR RAIDERS (Atari)
$ 2.00 STAR VOYAGER (Imagic)
$ 2.50 O69W STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 2.00 STREET RACER (Atari)
$ 2.50 ped$2575 SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (Mattel)
$ 2.50 ped$2575 SWORDQUEST EARTHWORLD (Atari)
$ 2.50 ped$2575 SWORDQUEST FIREWORLD (Atari)
$ 2.50 TARGET FUN (Tele-Games)
$ 2.50 TENNIS (Activision)
$ 4.00 TRICK SHOT (Imagic)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.50 VANGUARD (Atari)
$ 1.50 rhino VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 2.00 VIDEO PINBALL (Atari)

$ 2.00 tlvx WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)
$ 2.00 COMBAT (Atari)
$ 3.50 COSMIC ARK (Imagic)
$ 2.00 DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 4.00 chrisp E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.50 FOOTBALL (Mattel) (WITH SUPER CHALLENGE FOOTBALL MANUAL)
$ 3.50 GALAXIAN (Atari)
$ 3.00 GOLF (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 tlvx JUNGLE HUNT (Atari)
$ 3.50 LASER BLAST (Activision)
$ 2.00 PAC-MAN (Atari)
$ 2.50 KURILLA PITFALL! (Activision)
$ 3.50 POLE POSITION (Atari)
$ 3.50 REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.00 KURILLA SPACE INVADERS (Atari)
$ 4.50 tom STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 3.50 VANGUARD (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)

GAMES WITH BOX AND MANUAL:
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00 TASK FORCE (Froggo Games)
I WILL TRADE ONE OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$ 5.00 rhino STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 rhino ATARI 2600 PADDLE CONTROLLERS (PAIR #1)

$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 5.00 POINTMASTER JOYSTICK (Discwasher)
$ 5.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 parrot FOOD FIGHT
$ 3.00 sjl HAT TRICK
$ 2.00 POLE POSITION II

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 5.00 gt2378b KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00 ASTEROIDS
$12.00 CHOPLIFTER
$12.00 KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00 POLE POSITION II
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I
DON'T ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE
SEND A LIST OF WHAT YOU HAVE TO TRADE.

*****

ATARI 8-bit COMPUTER CARTRIDGES:

GAMES WITH BOX, MANUAL, AND WARRANTY CARD:
$ 5.00 gt2378b GORF (Roklan) -- 400/800 ONLY!

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 KURILLA CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 mecha ROBOTRON 2084
$15.00 mecha ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 4.00 PITSTOP
$ 3.00 ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 AUTO RACING
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 DEMON ATTACK (Imagic)
$ 4.00 sjl ELECTRIC COMPANY: MATH FUN
$ 4.00 sjl ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 fgroleau NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 3.00 PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRIPLE ACTION
$ 3.00 fgroleau TRON DEADLY DISCS

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 TENNIS (WITH 1 OVERLAY)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 4.00 fgroleau SUB HUNT

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 4.50 ADVANCED DUNGEONS & DRAGONS
$ 5.00 fgroleau BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG
$ 4.50 fgroleau SNAFU

$ 4.50 SPACE ARMADA
$ 4.50 fgroleau SPACE HAWK

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 5.00 NASL SOCCER (WITH 1 OVERLAY)

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 6.00 ATLANTIS (ALSO WITH TRAY)
$ 4.50 fgroleau BOXING
$ 4.50 SPACE BATTLE

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ARMOR BATTLE
$ 6.00 ASTROSMASH
$ 7.00 ATLANTIS
$ 6.00 BURGERTIME
$ 6.00 fgroleau DEMON ATTACK (ALSO WITH TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 fgroleau LOCK 'N' CHASE
$ 5.50 MAJOR LEAGUE BASEBALL
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 fgroleau SEA BATTLE
$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 STAR STRIKE
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 2.50 BOWLING/BASKETBALL
$ 7.50 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 4.00 K.C. MUNCHKIN
$ 2.50 MATH-A-MAGIC/ECHO

GAMES WITH BOX. NO MANUAL:
$ 3.50 ALIEN INVADERS - PLUS
$ 3.50 BLOCKOUT/BREAKDOWN
$ 3.50 FOOTBALL
$ 3.50 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 4.50 ALPINE SKIING
$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL

$ 4.50 BOWLING/BASKETBALL
$ 4.50 COMPUTER GOLF
$ 4.50 LAS VEGAS BLACKJACK
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 POOYAN
I WILL TRADE THIS GAME FOR ANY TOMY TUTOR GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY VECTREX GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION (IF YOUR GAME INCLUDES THE OVERLAY, I WILL PAY THE SHIPPING TO YOU).
IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

****

HARDWARE:

NOTE FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain
systems (they are marked) you will have the option of buying a brand new RF
switchbox for $5 that is virtually identical to one sold at Radio Shack for $7.
It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some
systems still include one, please read carefully. I just ran out of used RF
switchbox's in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, ONE SET OF TWO PADDLE CONTROLLERS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BREAKOUT (Atari)
COMBAT (Atari)
HOME RUN (Atari)
SPACE INVADERS (Atari)
SWORDQUEST: EARTHWORLD (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT ASTEROIDS HAS MANUAL]:

ASTEROIDS (Atari) [WITH ORIGINAL MANUAL]
COMBAT (Atari)
DONKEY KONG (Coleco)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, TWO (2) ATARI JOYSTICKS, ONE SET OF TWO PADDLE CONTROLLERS, POWER SUPPLY, AND TEN (10) TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
MISSILE COMMAND (Tele-Games)
PAC-MAN (Tele-Games)
PONG SPORTS (Tele-Games)
SPACE INVADERS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE ATARI 2600 COMPATIBLE SYSTEM, EXCEPT FOR RF SWITCHBOX.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND ONE (1)
GAME [NO BOX OR MANUAL FOR GAME]:

PAC-MAN

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE
INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING
CONTROLLER FOR PARTS, FREE.

$30.00 RichCZeta

*****

LOT #5

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, ATARI RF/POWER SWITCHBOX, AND ONE
(1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE
INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING
CONTROLLER FOR PARTS, FREE.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

MINIMUM OPENING BID OF $30.00

*****

LOT #6

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, AND ONE (1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

$25.00 jcarr

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, AND CENTIPEDE CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

$15.00 gt2378b

*****

LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800 COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN CARTRIDGE.

MINIMUM OPENING BID OF $30.00

*****

LOT #9

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 1200XL COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN CARTRIDGE.

$45.00 pruittj

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, RF SWITCHBOX, TWO (2)
CONTROLLERS, AND DONKEY KONG CARTRIDGE.

BID #1) $38.00 rdavis
BID #2) MINIMUM OPENING BID OF $35.00

*****

LOT #11

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY VIRTUALLY
ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #12

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER SYSTEM WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY,
AND BOTH KICKMAN AND MUSIC COMPOSER CARTRIDGES.

MINIMUM OPENING BID OF $40.00

*****

LOT #13

COMMODORE 1541 DISK DRIVE (PUSH IN MODEL, FOR USE WITH C64 COMPUTER SYSTEM),
WITH POWER CORD, SERIAL CABLE, AND 10 DS DISKETTES (WHICH MAY OR MAY NOT HAVE
GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN).

$30.00 mtmr

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

MATTEL INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES WITH
FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ARMOR BATTLE (WITH BOX AND 1 OVERLAY)
ASTROSMASH (WITH BOX AND 1 OVERLAY)
LOCK 'N' CHASE (WITH BOX AND 2 OVERLAYS)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

$30.00 KURILLA

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

SYLVANIA/GTE INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES WITH FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
LAS VEGAS POKER & BLACKJACK (WITH BOX AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND POWER SUPPLY. SYSTEM ALSO COMES WITH FOUR (4) COMPLETE GAMES:

LAS VEGAS POKER & BLACKJACK (WITH BOX, MANUAL, AND 2 OVERLAYS)
LOCK 'N' CHASE (WITH BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH BOX, MANUAL, PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX, MANUAL, AND 2 OVERLAYS)

BID #1) MINIMUM OPENING BID OF $45.00
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #17 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH POWER SUPPLY (TWO WITH ORIGINAL POWER SUPPLY, AND ONE WITH A *NEW* POWER SUPPLY), AND ONE CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THE SYSTEM WITH THE *NEW* POWER SUPPLY IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS. THIS SYSTEM WILL BE THE ONE WITH THE LOWEST BID (OR LAST BID RECEIVED, IN CASE OF A TIE).

BID #1) MINIMUM OPENING BID OF $20.00
BID #2) MINIMUM OPENING BID OF $20.00
BID #3) MINIMUM OPENING BID OF $20.00

*****

LOT #18 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $7.50
BID #2) MINIMUM OPENING BID OF $7.50

*****

LOT #19

NEW RF SWITCHBOX PURCHASE OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

MINIMUM OPENING BID OF $7.50

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES PONG SPORTS IV (MADE BY ATARI CORP.), WITH 4 PLUG-IN PADDLE CONTROLLERS, AND 16 BUILT IN GAMES (FOUR VARIATIONS EACH OF PONG, HOCKEY, STREET TENNIS, AND STREET HOCKEY). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

$10.00 rhino

*****

LOT #21

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

MINIMUM OPENING BID OF $17.50

*****

LOT #22

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

$30.00 clay

*****

LOT #23

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY

STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $35.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5950. Re: connecting amiga-XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 00:32:47 UTC
From: krishna@max.tiac.net
Message-ID: <38msff$gbj@sundog.tiac.net>
Source record: 97721

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: And it needs a reliable connect speed of 19.2K bps, or 38.4 for
: Ultraspeed. If an emulator could handle that (?) it _might_ work.

A bridgeboard is about as much of an Amiga as an ATR-8000 is an Atari.

PCTASK is the most popular MS-DOS emulator for the Amiga, and it requires a huge amount of CPU power to acheive modest performance.

"Odaman" from Japan tried it and it would run SIO2PC but the software could not find the serial port I believe.

Even if it could, one must understand how the serial port works on the Amiga. It requires a lot of CPU power to drive the stock serial port. Under emulation, available CPU cycles would already be straining. Getting 57K data rate out of them would be next to impossible. On a slotted Amiga like the 2, 3, or 4000 and using a replacement serial card, that might be possible.

It would be better to write something Amiga-specific, and using a better port. I think the floppy port might work. The parallel port might as well. There is something called PARNET for the Amiga, but the handshaking is next to nil on that.

5951. I'm looking for an 800XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 01:24:52 UTC
From: geodog@interaccess.com
Message-ID: <geodog.4.007B1F39@interaccess.com>
Source record: 97725

If anyone knows of, or is selling an Atari 800XL please email me a notice:
geodog@interaccess.com.

I'd be very interested in also knowing of any other extra equipment available.
For instance off the top of my head I know I would like to get a 1050 disk
drive. For what I wouldnt know!? J/K

Once a long time Atari user now turned afficiando - I'd like to enjoy the
knowledge I once gained. As a loyal fan of Atari products I'd like to revive
my old collection of software. I have the software - it's just I no longer
have any hardware!!

Please, any and all responses are appreciated. Thank you.

==================================
George Craig
Electrical Engineer Major
Joliet Junior College
geodog@interaccess.com
==================================
==========
"People are like tea bags, they don't know their own strength until they get into hot
water."- Dan McKinnon
George A. Craig
Electrical Engineer Major
geodog@interaccess.com
==========

5952. Hardware for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 04:43:15 UTC
From: tdrake1@umbc.edu
Message-ID: <38nb53$rj5@news.umbc.edu>
Source record: 97723

I have the following hardware items for sale:

1 Atari 850 Interface complete with power supply and
original instruction manual ---------------------------- $40.00

1 Atari 850 Interface complete with power supply and
original instruction manual with parallel printer cable - 45.00

1 stock Atari 1050 dual density (127K) disk drive with
power supply and instruction manual --------------------- 40.00

2 used Atari 1050 internal Tandon drive mechanisms
complete in good condition ------------------------------ 10.00 each

1 Lazer 180K DD Atari 1050 high-speed disk drive, new drive
mechanism, complete with Lazer disk, power supply
and instructions (works very much like a Happy & US Doubler)
(read/write 3 times normal) ---------------------------- 95.00

1 256K RAM Yorky Plug memory upgrade for the 800XL
(simply plugs into the PBI expansion port and you get an instant
1/4 of a meg!) Comes complete with instructions and disk.
Is switch selectable for expanded and normal 64K memory. 70.00

1 brand-new Atari TrakBall never used ------------------ 7.00

1 Atari 410 Cassette Recorder/Player (works) ----------- 5.00

You pay shipping...

E-mail if interested...

-=-
Thomas Drake Test First! Then Code! tdrake1@gl.umbc.edu

5953. Re: Diamond GEM cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 06:16:41 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <38ngk9$6ab@news.cs.tulane.edu>
Source record: 97726

Quoting aa700@cleveland.Freenet.E

a >One bother I recall is that once I went from the SDX prompt to
a >the Diamond desktop, I couldn't get back again, I was stuck in Diamond.
a >Ick. It also seemed to have problems with SpartaDOS-style verbose
a >directories, even though it was trying to support them.

There is a Desk Acc that allow's you to cold boot back to the SDX cart. I'ts called something like tosdx or backsdx...I'll have to check my files...

Mike Todd

---
* PabQwk 2.0 #9 * Phenomenal Cosmic Power, Itty Bitty Living Space - the 6502

5954. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 06:16:57 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <38ngkp$6ac@news.cs.tulane.edu>
Source record: 97727

Quoting gfenwick@mcs.dundee.ac.uk

g >What the **** is going on here?! What's this lost article, and why's it a
g >duplicate of one I'd already posted. And for ****s sake, who's
g >"graeme.fenwick@f98.n250.z1.tor250.org"- I don't have an account there,
g >wherever it is, and I only use my mcs account for posting stuff...

Some Fido node is not setup correctly...for some reason it's dumping messages
back to the Internet. That name is your name with the Fido Address appended...
nothing to worry about

Mike Todd

---
* PabQwk 2.0 #9 * Would you believe an Atari 8bit at 14.4!

5955. Re: IRC chat

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 06:16:59 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <38ngkr$6ad@news.cs.tulane.edu>
Source record: 97728

Quoting tatar@student.uci.agh.edu

t >There weren't many replies to my posting, so, I assume that Friday
t >has been decided. 3pm to 9 pm Europe time, about 9am to 3pm US time.
t >Of cource, you (Americans) can stay longer, even if we would sleep
t >already! ;-)

Sounds good, I'll have to try and drop in...

Mike

---
* PabQwk 2.0 #9 * Info-Atari-8 Digest

5956. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 06:37:07 UTC
From: sydtech@winternet.com
Message-ID: <38nhqj$s3@blackice.winternet.com>
Source record: 97729

There was a realy awful TV show in the early 80s called "Wiz Kids" that featured Atari machines.....

Also, I distinctly remember Alan Alda doing ads for the Atari XL line, but it *seems* like I remember some TV commercials circa the '83 holiday season featuring him as well. Does anyone else remember this?

- Scott (Atari fanatic since '78!)

5957. Atari 5200 games

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 09:48:13 UTC
From: curt@cae.aro.allied.com
Message-ID: <curt.11.0009CE0C@cae.aro.allied.com>
Source record: 97735

Hi!
Im the proud owner of a 5200 mint in box, w/ a RARE 2600 cartridge adapter!
Has anyone ever seen this? I can play 2600 carts on my 5200. Any one have
any 5200 carts in box to sell?

by the way, i know the 7800 coulld play 2600 carts, right? does the 2600 play
7800 carts?

thanx,

curt

5958. Full Circle

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 10:10:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19941027101037MIS0160@MVS.UDEL.EDU>
Source record: 97734

It's not exactly Atari 8-bit computers, but many of us started out with the old Atari 2600 game machine. Anyway, in the Oct 15th issue of Datamation, the following paragraph appeared.

They tried it with Classic coke, so why not Classic Atari Games? That's the big idea at Activision, which said recently that it will reintroduce for PCs popular Atari 2600 video games it sold back in the 1980's. The games will be available in two compilations, each running under Windows, for about $29.95 each on floppy disk or CD-ROM. The first compilation, slated to be introduced in February 1995, will include 10 to 15 of the most popular Activision 2600 titles, including "Pitfall," "Kaboom!", "River Raid," and "Chopper Command."

5959. Connecting ATARI and AMIGA

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 10:28:09 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9410270107.AA01140@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 97732

Hi.

I tried several time, and I hope it will be help for you.

I have Amiga1200. And I have PC emulator called "PC-Task". It is
software only emulator, so I can it only.

I made sio2pc hardware and I tested it on *true* PC. It worked
well. Then I tried sio2pc on AMIGA with PC-Task. It seems run well
at first, but IT DOESN'T WORK!!

I tried on accelerated(A1200 030/50mhz with 4megFAST) too, but it
doesn't work well too.

On the A2000, there are some emulator require hardware board. I
think sio2pc can run well on such hardware products. But I think
i80286 or i8086 PC clones are much cheaper than such hardwares and
sio2pc can work on i8086/10mhz!! To tell the truth, I baught cheap
PC for sio2pc, and it has i8086/10mhz. There is no probrem, I am
using ATARI with very fun.

OK, it is my reports of Amiga + PC-Task. It doesn't work, it is RESULT.
bye!!
--
Tetsuo Oda (OdaMan the ATARI 8bit LOVER) |||
PFU Software Laboratory Limited, Japan ||| /| ~T~ /| |~> |
odaman@pfu.fujitsu.co.jp _/ | _ /~| | /~| | \ | 130XE
KHB07735@niftyserve.or.jp with SIO2PC, 1050DiskDrive and 850 interface

5960. What must I get for spartaDOS??

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 10:37:20 UTC
From: odaman@rocky.unoke.pfu.fujitsu.co.jp
Message-ID: <9410270148.AA01624@rocky.unoke.pfu.fujitsu.co.jp>
Source record: 97730

Hi, all!

I am planning to use SpartaDos on my Atari130xe. I watched there
are some files in UMICH:8bit/Spartados, but there is not *.dcm file.

What must I get from UMICH to use SpartaDOS??

If it is FAQ, I'm sorry. But I don't find FAQ about files of
SpartaDOS...
Please let me know about it by E-mail "odaman@pfu.fujitsu.co.jp".

Thanks!!
--
Tetsuo Oda (OdaMan the ATARI 8bit LOVER) |||
PFU Software Laboratory Limited, Japan ||| /| ~T~ /| |~> |
odaman@pfu.fujitsu.co.jp _/ | _ /~| | /~| | \ | 130XE
KHB07735@niftyserve.or.jp with SIO2PC, 1050DiskDrive and 850 interface

5961. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 11:35:37 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <hw90K-x.ftooned@delphi.com>
Source record: 97731

Hi everyone,

The phone #'s are correct. Our PCB design house has had to do a quickturn on some boards for Quantum and Seagate... and has pushed the release date for the MIO II's back until the first part of Dec. I promise it will be ready for Christmas!!

FTe is also releasing a 65816 upgrade for the XL and XE series of machines called the "Sweet 16" Board. Projected price will be $69.95 and it has been fully tested with the MIO's and Black Box. (and the MIO II's for that matter)

FTe has decided to turn distribution of our classic ICD/OSS/Newell products over to B&C ComputerVisions at 408-986-9960. We will still be taking direct phone orders for the MIO II's, MARS 8, and Sweet 16 boards, as they will only be available from us.(at least in the US)

I've been going through the mailing list this week, and plan on getting a flyer out to everyone who has requested info. Thanks to everyone for their support!! The next few months are gonna be a doozy. Mike

5962. Re: Full Circle

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 16:01:14 UTC
From: jseaver@bigwpi.WPI.EDU
Message-ID: <38oisa$42f@bigboote.WPI.EDU>
Source record: 97736

In article <19941027101037MIS0160@MVS.UDEL.EDU>,
Roger Cole <MIS0160@MVS.UDEL.EDU> wrote:
>It's not exactly Atari 8-bit computers, but many of us started out with
>the old Atari 2600 game machine. Anyway, in the Oct 15th issue of
>Datamation, the following paragraph appeared.
>
>They tried it with Classic coke, so why not Classic Atari Games? That's
>the big idea at Activision, which said recently that it will
>reintroduce for PCs popular Atari 2600 video games it sold back in
>the 1980's. The games will be available in two compilations, each
>running under Windows, for about $29.95 each on floppy disk or
>CD-ROM. The first compilation, slated to be introduced in February
>1995, will include 10 to 15 of the most popular Activision 2600
>titles, including "Pitfall," "Kaboom!", "River Raid," and "Chopper
>Command."

Heh. I'll buy; just wish there were digital joysticks on MS-DOS
machines to give the proper feel.

What I'd like to see is, maybe for the twentieth anniversery or
something, Atari rereleasing the 2600 as a "limited edition collectors item"
along with games. Advertise squarely at adults, see how many will go for it.

5963. MULE the file transfer utility. The 'How it works?' session 1(?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 17:11:57 UTC
From: HEGEDUS@mszi.pmmf.hu
Message-ID: <18B549C63C4@mszi.pmmf.hu>
Source record: 97737

Hi!

So many people wrote to me so I think I'll send this thing to the
newsgroup.
You know (if you tried to use MULE you may be know but if you
didn't use so you know by now) MULE using 180k disks formatted under
MSDOS.
Take a look at this disk:
- it's single side and double density disk
- it has 40 track
- 9 sector/track
- 512 bytes/sector
The Atari use this format:
- single side and enhanced density disk : 130k
- 40 track
- 26 sector/track
- 128 bytes/sector
What do think? They're not use the same format, but if we tried
to read only the first 9 sector on both track then the Atari 1050
will read that. It will read very slow but it will read something. But
those bytes not the same as on the PC side was. We have to XOR them
with 255. Why? I don't know...
/*Here is some sector reading time:
Atari DOS disk: 4 (or 15 if there was track change)
No disk: 9 (disk was removed)
Bad disk: >50 (bad sectors...)
MULE disk: 44 (the right sectors only!)*/
Oh yes, the new MULE using two drives now on Atari side because
I've got 1050 & 810. The 1050 reads the MULE disk and the 810 write
the Atari DOS file), but I'll make an other version for single drive
(not single density! it works only on the 1050).
Tom Bene asked me: Why 45824 bytes ?
Yes I know the old MULE works with 24k(? or 32k) but I remove
this limit because:
1 disk = 360 sector
- 2 sector for file name and length
= 358 sector = 358*128 = 45824 bytes
On Atari side I read one sector and write to the file, so it
isn't require so much memory as the old MULE require. But if I make
the single drive version it will take 1 (or two if I'll lamer or
lazy) pass to transfer the file (45824 bytes have to fit into the
64k!).
Now on the Atari side I use Turbo Basic. I know it's slower than
assembly but I haven't any time for make it in assembly. On PC side I

use Borland C++ 2.0.
I know it's not very complicated for first sight but you'll think
this idea is very stupid for the second sight. (and you has right!)

Ok, that's it... any question?

Bye!

Tomika
=====================================
hegedust@pmmf.hu <-VAX-VMS
hegedus@mszi.pmmf.hu <-Novell
hegedust@aladar.pmmf.hu <-Linux
hegedust@nowhere.can.find <-Atari DOS 2.5
=====================================
Hegedus Tamas
H-7635 Pecs, Abaligeti ut 3.
Hungary

Tel.: 36-72-328-697
=====================================

5964. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 18:30:16 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Oct27.183016.2503@iglou.com>
Source record: 97739

Fine Tooned can be reached at f.tooned@genie.geis.com. I think there is
a Delphi address too.

--
Bill Marcum bmarcum@iglou.com
"My stars, it's full of dogs!" 2001 Dalmatians
"The fog is getting thicker!" "And Leon is getting larger!" Airplane!

5965. MASSIVE AUCTION IV -- update #6 (includes Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 18:33:12 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <38orp8$etk@usenet.INS.CWRU.Edu>
Source record: 97738

MASSIVE AUCTION IV -- UPDATE #6 (36 hours left):

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI computers COLECOVISION COMMODORE 64
INTELLIVISION ODYSSEY2 PONG (VARIOUS) TOMY TUTOR
SEGA MASTER SYSTEM TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

****

This is a rather large file, if you don't like large files, and/or auctions,
please stop reading now. You have been warned!

I will post updates approximately every 24 hours, and delete the last update
after I'm sure the new one is up. I will also e-mail the list to all bidders,
and anyone who request's it.

Mike

Due to problems with my local system, I was unable to e-mail/post updates or
receieve e-mail over the past weekend. To compensate for this, I am
extending the deadline for the auction by 2 days, until Friday at 11:59 p.m.

****

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, OCTOBER 28TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY
(UNLESS THE TRADE OFFER INCLUDES VECTREX GAMES OR SYSTEMS!).

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A BID, YOU WON'T BE ABLE TO PARTICIPATE
IN FUTURE AUCTIONS.

10) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

TRADE = trade pending, bids still accepted in case trade not made.

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 1.00 AIR-SEA BATTLE (Atari)
$ 2.50 BACKGAMMON (Atari)
$ 2.50 rhino BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 gbennett BATTLEZONE (Atari)
$ 2.00 BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 2.00 BREAKOUT (Atari)
$ 5.00 TRADE BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.50 ped$2575 CANYON BOMBER (Atari)
$ 2.00 CASINO (Atari)
$ 2.50 CENTIPEDE (Atari)
$ 3.00 rhino CHOPPER COMMAND (Activision)
$ 2.00 CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 gbennett DARK CAVERN (Mattel)
$ 1.50 rhino DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.50 mtmr DODGE 'EM (Atari)
$ 2.50 rhino DRAGSTER (Activision)
$ 2.00 ENDURO (Activision)
$ 2.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 FOOTBALL (Atari)
$ 1.50 rhino FROGGER (Parker Brothers)

$ 2.50 FROGS AND FLIES (Mattel)
$ 2.50 tlvx GALAXIAN (Atari)
$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 4.00 HANGMAN (Atari)
$ 3.00 gbennett HAUNTED HOUSE (Atari)
$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 3.00 INTERNATIONAL SOCCER (Mattel)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 JOUST (Atari)
$ 2.50 mtmr KABOOM! (Activision)
$ 2.50 TRADE LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (Mattel)
$ 3.00 vsp MS. PAC-MAN (Atari)
$ 1.50 rhino NIGHT DRIVER (Atari)
$ 2.00 OUTLAW (Atari)
$ 3.00 slim PITFALL! (Activision)
$ 2.50 a700102 POLE POSITION (Atari)
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)
$ 2.00 rhino Q*BERT (Parker Brothers)
$ 3.00 ped$2575 RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 4.00 REAL SPORTS TENNIS (Atari)
$ 3.00 mtmr RIDDLE OF THE SPHINX (Imagic)
$ 3.00 slim RIVER RAID (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 2.00 rhino SLOT RACERS (Atari)
$ 2.50 TRADE SOLARIS (Atari)
$ 4.00 SPACE ATTACK (Mattel)
$ 2.50 SPACE JOCKEY (VidTec)
$ 2.50 STARMASTER (Activision)
$ 1.50 STAR RAIDERS (Atari)
$ 2.00 STAR VOYAGER (Imagic)
$ 2.50 O69W STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 2.00 STREET RACER (Atari)
$ 2.50 ped$2575 SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (Mattel)
$ 2.50 ped$2575 SWORDQUEST EARTHWORLD (Atari)
$ 3.50 O69W SWORDQUEST FIREWORLD (Atari)
$ 2.50 TARGET FUN (Tele-Games)
$ 2.50 rhino TENNIS (Activision)
$ 4.00 TRICK SHOT (Imagic)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.50 VANGUARD (Atari)
$ 1.50 rhino VIDEO OLYMPICS (Atari) -- NO END LABEL
$ 2.00 VIDEO PINBALL (Atari)

$ 3.00 O69W WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)
$ 2.00 COMBAT (Atari)
$ 3.50 COSMIC ARK (Imagic)
$ 2.00 DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 4.00 chrisp E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.50 FOOTBALL (Mattel) (WITH SUPER CHALLENGE FOOTBALL MANUAL)
$ 3.50 GALAXIAN (Atari)
$ 3.00 GOLF (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 4.00 gbennett JUNGLE HUNT (Atari)
$ 3.50 LASER BLAST (Activision)
$ 2.00 PAC-MAN (Atari)
$ 2.50 KURILLA PITFALL! (Activision)
$ 3.50 POLE POSITION (Atari)
$ 3.50 REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.00 KURILLA SPACE INVADERS (Atari)
$ 4.50 tom STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 3.50 VANGUARD (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)

GAMES WITH BOX AND MANUAL:
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00 TASK FORCE (Froggo Games)
I WILL TRADE ONE OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$ 6.00 KURILLA STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 rhino ATARI 2600 PADDLE CONTROLLERS (PAIR #1)

$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 5.00 POINTMASTER JOYSTICK (Discwasher)
$ 5.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 jcarr CENTIPEDE

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 parrot FOOD FIGHT
$ 3.00 sjl HAT TRICK
$ 2.00 POLE POSITION II

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 KURILLA KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00 ASTEROIDS
$12.00 CHOPLIFTER
$12.00 KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00 POLE POSITION II
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I
DON'T ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE
SEND A LIST OF WHAT YOU HAVE TO TRADE.

*****

ATARI 8-bit COMPUTER CARTRIDGES:

GAMES WITH BOX, MANUAL, AND WARRANTY CARD:
$ 5.00 gt2378b GORF (Roklan) -- 400/800 ONLY!

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 KURILLA CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 mecha ROBOTRON 2084
$15.00 mecha ULTIMATE CHESS CHALLENGE
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 4.00 PITSTOP
$ 3.00 ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 AUTO RACING
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 KURILLA DEMON ATTACK (Imagic)
$ 4.00 sjl ELECTRIC COMPANY: MATH FUN
$ 4.00 sjl ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 fgroleau NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 3.00 KURILLA PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRIPLE ACTION
$ 3.00 fgroleau TRON DEADLY DISCS

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 TENNIS (WITH 1 OVERLAY)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 4.00 fgroleau SUB HUNT

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 4.50 KURILLA ADVANCED DUNGEONS & DRAGONS
$ 5.00 fgroleau BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG
$ 4.50 fgroleau SNAFU

$ 4.50 SPACE ARMADA
$ 4.50 fgroleau SPACE HAWK

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 5.00 siple NASL SOCCER (WITH 1 OVERLAY)

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 6.00 KURILLA ATLANTIS (ALSO WITH TRAY)
$ 4.50 fgroleau BOXING
$ 4.50 SPACE BATTLE

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ARMOR BATTLE
$ 6.00 ASTROSMASH
$ 7.00 ATLANTIS
$ 6.00 BURGERTIME
$ 6.00 fgroleau DEMON ATTACK (ALSO WITH TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 fgroleau LOCK 'N' CHASE
$ 5.50 MAJOR LEAGUE BASEBALL
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 fgroleau SEA BATTLE
$ 5.50 KURILLA SPACE ARMADA
$ 5.50 KURILLA SPACE BATTLE
$ 5.50 KURILLA STAR STRIKE
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 2.50 BOWLING/BASKETBALL
$ 7.50 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 4.00 K.C. MUNCHKIN
$ 2.50 MATH-A-MAGIC/ECHO

GAMES WITH BOX. NO MANUAL:
$ 3.50 ALIEN INVADERS - PLUS
$ 3.50 BLOCKOUT/BREAKDOWN
$ 3.50 FOOTBALL
$ 3.50 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 4.50 ALPINE SKIING
$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL

$ 4.50 BOWLING/BASKETBALL
$ 4.50 COMPUTER GOLF
$ 4.50 LAS VEGAS BLACKJACK
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 POOYAN
I WILL TRADE THIS GAME FOR ANY TOMY TUTOR GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY VECTREX GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION (IF YOUR GAME INCLUDES THE OVERLAY, I WILL PAY THE SHIPPING TO YOU).
IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

****

HARDWARE:

NOTE FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain
systems (they are marked) you will have the option of buying a brand new RF
switchbox for $5 that is virtually identical to one sold at Radio Shack for $7.
It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some
systems still include one, please read carefully. I just ran out of used RF
switchbox's in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, ONE SET OF TWO PADDLE CONTROLLERS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BREAKOUT (Atari)
COMBAT (Atari)
HOME RUN (Atari)
SPACE INVADERS (Atari)
SWORDQUEST: EARTHWORLD (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT ASTEROIDS HAS MANUAL]:

ASTEROIDS (Atari) [WITH ORIGINAL MANUAL]
COMBAT (Atari)
DONKEY KONG (Coleco)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $25.00
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, TWO (2) ATARI JOYSTICKS, ONE SET OF TWO PADDLE CONTROLLERS, POWER SUPPLY, AND TEN (10) TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
MISSILE COMMAND (Tele-Games)
PAC-MAN (Tele-Games)
PONG SPORTS (Tele-Games)
SPACE INVADERS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE ATARI 2600 COMPATIBLE SYSTEM, EXCEPT FOR RF SWITCHBOX.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND ONE (1)
GAME [NO BOX OR MANUAL FOR GAME]:

PAC-MAN

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE
INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING
CONTROLLER FOR PARTS, FREE.

$30.00 RichCZeta

*****

LOT #5

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, ATARI RF/POWER SWITCHBOX, AND ONE
(1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE
INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING
CONTROLLER FOR PARTS, FREE.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

$30.00 scall

*****

LOT #6

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, AND ONE (1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

$25.00 jcarr

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, AND CENTIPEDE CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

$15.00 gt2378b

*****

LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800 COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN CARTRIDGE.

MINIMUM OPENING BID OF $30.00

*****

LOT #9

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 1200XL COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN CARTRIDGE.

$45.00 pruittj

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, RF SWITCHBOX, TWO (2)
CONTROLLERS, AND DONKEY KONG CARTRIDGE.

BID #1) $38.00 rdavis
BID #2) MINIMUM OPENING BID OF $35.00

*****

LOT #11

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY VIRTUALLY
ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #12

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER SYSTEM WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY,
AND BOTH KICKMAN AND MUSIC COMPOSER CARTRIDGES.

MINIMUM OPENING BID OF $40.00

*****

LOT #13

COMMODORE 1541 DISK DRIVE (PUSH IN MODEL, FOR USE WITH C64 COMPUTER SYSTEM),
WITH POWER CORD, SERIAL CABLE, AND 10 DS DISKETTES (WHICH MAY OR MAY NOT HAVE
GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN).

$30.00 mtmr

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

MATTEL INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES WITH
FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ARMOR BATTLE (WITH BOX AND 1 OVERLAY)
ASTROSMASH (WITH BOX AND 1 OVERLAY)
LOCK 'N' CHASE (WITH BOX AND 2 OVERLAYS)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

$30.00 KURILLA

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

SYLVANIA/GTE INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES WITH FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
LAS VEGAS POKER & BLACKJACK (WITH BOX AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND POWER SUPPLY. SYSTEM ALSO COMES WITH FOUR (4) COMPLETE GAMES:

LAS VEGAS POKER & BLACKJACK (WITH BOX, MANUAL, AND 2 OVERLAYS)
LOCK 'N' CHASE (WITH BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH BOX, MANUAL, PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX, MANUAL, AND 2 OVERLAYS)

BID #1) MINIMUM OPENING BID OF $45.00
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #17 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH POWER SUPPLY (TWO WITH ORIGINAL POWER SUPPLY, AND ONE WITH A *NEW* POWER SUPPLY), AND ONE CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THE SYSTEM WITH THE *NEW* POWER SUPPLY IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS. THIS SYSTEM WILL BE THE ONE WITH THE LOWEST BID (OR LAST BID RECEIVED, IN CASE OF A TIE).

BID #1) MINIMUM OPENING BID OF $20.00
BID #2) MINIMUM OPENING BID OF $20.00
BID #3) MINIMUM OPENING BID OF $20.00

*****

LOT #18 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $7.50
BID #2) MINIMUM OPENING BID OF $7.50

*****

LOT #19

NEW RF SWITCHBOX PURCHASE OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

MINIMUM OPENING BID OF $7.50

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES PONG SPORTS IV (MADE BY ATARI CORP.), WITH 4 PLUG-IN PADDLE CONTROLLERS, AND 16 BUILT IN GAMES (FOUR VARIATIONS EACH OF PONG, HOCKEY, STREET TENNIS, AND STREET HOCKEY). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

$10.00 rhino

*****

LOT #21

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

MINIMUM OPENING BID OF $17.50

*****

LOT #22

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

$30.00 clay

*****

LOT #23

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY

STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $35.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5966. Re: Full Circle

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-27 19:58:32 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <38p0p8$rpd@hearst.cac.psu.edu>
Source record: 97741

Jason John Seaver (jseaver@bigwpi.WPI.EDU) wrote:

: What I'd like to see is, maybe for the twentieth anniversery or
: something, Atari rereleasing the 2600 as a "limited edition collectors item"
: along with games. Advertise squarely at adults, see how many will go for it.

Yeah.!! Make it light grey or even white or something...
of course they will probably just dump out the jr with "limited edition"
slapped on it. =)

How about doing the original 6 switch one again..

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

5967. Atari/Commodore SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-28 02:01:32 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <38pm1s$rp1$3@mhadg.production.compuserve.com>
Source record: 97740
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other,alt.atari.2600

ATARI 8-BIT HARDWARE FOR SALE:

Atari 1050 Drive w/Happy upgrade & software (7.0) GOOD CONDITION $75

Atari 1050 Drive NEEDS ADJUSTMENT/WORK $15 + shipping

(Both include power supplies and I/O cables)

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator
Package (XLent Software), Winter Challenge, Indus DOS XL Master Disk/GT Estate
Word Processor Package $5 each or all 4 for $15

FOR SALE - ATARI 2600 CARTS

Realsports Football (2 available) $3 each

FOR SALE - ATARI 7800 CARTS

Ballblazer (4 available), Choplifter!, One-On-One Basketball,
Pole Position II (3 available) $4 each

Karateka (cart only) $3

FOR SALE - COMMODORE 64/128 SOFTWARE

Dave Winfield's Batter Up! (Avant-Garde) $6.00
Candy Land (Gametek) $5.00
Fisher Price: Firehouse Rescue, Little People Bowling Alley, My Grand Piano,
School Bus Driver $5.00 each
Shark Attack! (Greg Norman's Golf Simulator) (Virgin Software) $7.50
Pocket Planner 2 Spreadsheet, Pocket Filer 128/64 (Digital Solutions),
The Filer (Spinnaker) $3.00 each
Bop 'N Rumble (Mindscape) $5.00

USED: Professional Gambler (Load & Go) $2.50, Star Rank Boxing (Gamestar) $3.00

SPECIAL OFFER: Purchase all of the Commodore 64/128 software for only $40

All items are brand new in original boxes unless noted.

All prices include shipping unless noted.
If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--
Lawrence Estep / 71450.1050@COMPUSERVE.COM
REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

5968. Atari/Commodore SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-28 13:52:51 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <38qvnj$5l0$5@mhade.production.compuserve.com>
Source record: 97742
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other,alt.atari.2600

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator
Package (XLent Software), Winter Challenge, Indus DOS XL Master Disk/GT Estate
Word Processor Package $5 each or all 4 for $15

FOR SALE - ATARI 2600 CARTS

Realsports Football (2 available) $3 each

FOR SALE - ATARI 7800 CARTS

Ballblazer (4 available), Choplifter!, One-On-One Basketball,
Pole Position II (3 available) $4 each

Karateka (cart only) $3

FOR SALE - COMMODORE 64/128 SOFTWARE

Dave Winfield's Batter Up! (Avant-Garde) $6.00
Candy Land (Gametek) $5.00
Fisher Price: Firehouse Rescue, Little People Bowling Alley, My Grand Piano,
School Bus Driver $5.00 each
Shark Attack! (Greg Norman's Golf Simulator) (Virgin Software) $7.50
Pocket Planner 2 Spreadsheet, Pocket Filer 128/64 (Digital Solutions),
The Filer (Spinnaker) $3.00 each
Bop 'N Rumble (Mindscape) $5.00

USED: Professional Gambler (Load & Go) $2.50

SPECIAL OFFER: Purchase all of the Commodore 64/128 software for only $40

All items are brand new in original boxes unless noted.

All prices include shipping unless noted.
If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--
Lawrence Estep / 71450.1050@COMPUSERVE.COM
REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

5969. Looking for Atari 2600 cartridge list

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-28 15:52:27 UTC
From: ekman@lysator.liu.se
Message-ID: <EKMAN.94Oct28165228@ruben.lysator.liu.se>
Source record: 97743

I have been trying to get in touch with the mailserver that has all the classic video game cartridge lists for quite some time now, but with no success. If anyone happens to have the 2600.lst on-line, could you please mail it to me? It doesn't necessarily have to be a very recent version.

Thanks in advance

/Fredrik Ekman

5970. Re: Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-28 15:52:44 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.01tz@didi.mayn.sub.de>
Source record: 97888

Hello
I am using a 1.44 MB Teac drive (3.5")
it is connected with the HDI from Erhard Puetz (Germany) and works fine...
It is possible to connect up to 4 drives to the HDI.
--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5971. How many were sold?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-28 16:14:38 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <38r81e$s0n@dux.dundee.ac.uk>
Source record: 97744

How many 8-bits were sold?

Also when did production start and end?

Rod

--
==========
Roderick McCall \ 3rd Year Computing Sci. & Accounts
\ University of Dundee, Scotland
\
==========

5972. MASSIVE AUCTION IV -- last update (13 hours left)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-28 16:46:16 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <38r9so$qnr@usenet.INS.CWRU.Edu>
Source record: 97745

MASSIVE AUCTION IV -- UPDATE #7 (13 hours left):

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI computers COLECOVISION COMMODORE 64
INTELLIVISION ODYSSEY2 PONG (VARIOUS) TOMY TUTOR
SEGA MASTER SYSTEM TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

****

This is a rather large file, if you don't like large files, and/or auctions,
please stop reading now. You have been warned!

I will post updates approximately every 24 hours, and delete the last update
after I'm sure the new one is up. I will also e-mail the list to all bidders,
and anyone who request's it.

Mike

Due to problems with my local system, I was unable to e-mail/post updates or
receieve e-mail over the past weekend. To compensate for this, I am
extending the deadline for the auction by 2 days, until Friday at 11:59 p.m.

****

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

AUCTION RULES:
1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, OCTOBER 28TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE GIVEN PRIORITY
(UNLESS THE TRADE OFFER INCLUDES VECTREX GAMES OR SYSTEMS!).

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A BID, YOU WON'T BE ABLE TO PARTICIPATE
IN FUTURE AUCTIONS.

10) PAYMENT MUST BE MADE IN U.S. FUNDS, DRAWN FROM A U.S. BANK BRANCH.

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

*****

SOFTWARE:

TRADE = trade pending, bids still accepted in case trade not made.
XXXXX = traded

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 1.00 AIR-SEA BATTLE (Atari)
$ 2.50 BACKGAMMON (Atari)
$ 2.50 rhino BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 gbennett BATTLEZONE (Atari)
$ 2.00 BERZERK (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.00 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 3.50 BREAKAWAY IV (Tele-Games)
$ 2.00 BREAKOUT (Atari)
$ 5.00 XXXXX BRIDGE (Activision)
$ 4.00 CALIFORNIA GAMES (Epyx)
$ 2.50 ped$2575 CANYON BOMBER (Atari)
$ 2.00 CASINO (Atari)
$ 2.50 CENTIPEDE (Atari)
$ 4.00 O69W CHOPPER COMMAND (Activision)
$ 2.00 CIRCUS ATARI (Atari)
$ 4.00 CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 gbennett DARK CAVERN (Mattel)
$ 1.50 rhino DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.50 mtmr DODGE 'EM (Atari)
$ 2.50 rhino DRAGSTER (Activision)
$ 2.00 ENDURO (Activision)
$ 2.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 4.00 FIRE FIGHTER (Imagic)
$ 2.00 FLAG CAPTURE (Atari)
$ 2.00 FOOTBALL (Atari)

$ 1.50 rhino FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (Mattel)
$ 2.50 tlvx GALAXIAN (Atari)
$ 2.00 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 4.00 HANGMAN (Atari)
$ 3.00 gbennett HAUNTED HOUSE (Atari)
$ 1.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 3.00 INTERNATIONAL SOCCER (Mattel)
$ 4.00 JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 JOUST (Atari)
$ 2.50 mtmr KABOOM! (Activision)
$ 2.50 XXXXX LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (Mattel)
$ 3.00 vsp MS. PAC-MAN (Atari)
$ 1.50 rhino NIGHT DRIVER (Atari)
$ 2.00 OUTLAW (Atari)
$ 3.00 slim PITFALL! (Activision)
$ 2.50 a700102 POLE POSITION (Atari)
$ 3.50 PONG SPORTS (Tele-Games)
$ 4.00 POPEYE (Parker Brothers)
$ 2.00 rhino Q*BERT (Parker Brothers)
$ 3.50 mtmr RAIDERS OF THE LOST ARK (Atari)
$ 2.00 REAL SPORTS BASEBALL (Atari)
$ 2.00 REAL SPORTS FOOTBALL (Atari)
$ 4.00 REAL SPORTS TENNIS (Atari)
$ 3.00 mtmr RIDDLE OF THE SPHINX (Imagic)
$ 4.00 O69W RIVER RAID (Activision)
$ 2.00 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 5.00 jtuer SLOT RACERS (Atari)
$ 2.50 XXXXX SOLARIS (Atari)
$ 4.00 SPACE ATTACK (Mattel)
$ 2.50 SPACE JOCKEY (VidTec)
$ 2.50 STARMASTER (Activision)
$ 1.50 STAR RAIDERS (Atari)
$ 2.00 STAR VOYAGER (Imagic)
$ 2.50 O69W STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 2.00 STREET RACER (Atari)
$ 2.50 ped$2575 SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (Mattel)
$ 2.50 ped$2575 SWORDQUEST EARTHWORLD (Atari)
$ 3.50 O69W SWORDQUEST FIREWORLD (Atari)
$ 2.50 TARGET FUN (Tele-Games)
$ 2.50 rhino TENNIS (Activision)
$ 4.00 TRICK SHOT (Imagic)
$ 4.00 TOWERING INFERNO (U.S. Games)
$ 2.50 VANGUARD (Atari)
$ 1.50 rhino VIDEO OLYMPICS (Atari) -- NO END LABEL

$ 2.00 VIDEO PINBALL (Atari)
$ 3.00 O69W WARLORDS (Atari)

GAMES WITH MANUAL:
$ 2.00 AIR-SEA BATTLE (Atari)
$ 2.00 ASTEROIDS (Atari)
$ 3.00 BOWLING (Atari)
$ 2.00 COMBAT (Atari)
$ 3.50 COSMIC ARK (Imagic)
$ 2.00 DEFENDER (Atari)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 4.00 chrisp E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.50 FOOTBALL (Mattel) (WITH SUPER CHALLENGE FOOTBALL MANUAL)
$ 3.50 GALAXIAN (Atari)
$ 3.00 GOLF (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 4.00 gbennett JUNGLE HUNT (Atari)
$ 3.50 LASER BLAST (Activision)
$ 2.00 PAC-MAN (Atari)
$ 2.50 KURILLA PITFALL! (Activision)
$ 3.50 POLE POSITION (Atari)
$ 3.50 REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.00 KURILLA SPACE INVADERS (Atari)
$ 4.50 tom STAR WARS: THE EMPIRE STRIKES BACK (Parker Brothers)
$ 3.50 VANGUARD (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)

GAMES WITH BOX:
$ 2.00 MISSILE COMMAND (Atari)

GAMES WITH BOX AND MANUAL:
$ 4.50 BASKETBALL (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 3.00 MISSILE COMMAND (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00 TASK FORCE (Froggo Games)
I WILL TRADE ON OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$ 6.00 KURILLA STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 rhino ATARI 2600 PADDLE CONTROLLERS (PAIR #1)
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (PAIR #2)
$ 5.00 POINTMASTER JOYSTICK (Discwasher)
$ 5.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 jcarr CENTIPEDE

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 parrot FOOD FIGHT
$ 3.00 sjl HAT TRICK
$ 2.00 POLE POSITION II

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 8.00 gt2378b KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00 ASTEROIDS
$12.00 CHOPLIFTER
$15.00 jtuer KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00 POLE POSITION II
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I
DON'T ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE
SEND A LIST OF WHAT YOU HAVE TO TRADE.

*****

ATARI 8-bit COMPUTER CARTRIDGES:

GAMES WITH BOX, MANUAL, AND WARRANTY CARD:
$ 5.00 gt2378b GORF (Roklan) -- 400/800 ONLY!

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 KURILLA CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$15.00 mecha ROBOTRON 2084
$15.00 mecha ULTIMATE CHESS CHALLENGE

$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 4.00 PITSTOP
$ 3.00 ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 3.00 DONKEY KONG

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 3.00 AUTO RACING
$ 2.50 BOXING
$ 5.00 CARNIVAL (Coleco)
$ 3.00 KURILLA DEMON ATTACK (Imagic)
$ 4.00 sjl ELECTRIC COMPANY: MATH FUN
$ 4.00 sjl ELECTRIC COMPANY: WORD FUN
$ 2.50 FROG BOG
$ 2.00 LAS VEGAS POKER & BLACKJACK
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 fgroleau NBA BASKETBALL
$ 2.50 NIGHT STALKER
$ 3.00 KURILLA PITFALL (Activision)
$ 5.00 SKIING
$ 2.50 SNAFU
$ 2.50 SPACE HAWK
$ 2.50 STAR STRIKE
$ 3.00 SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRIPLE ACTION
$ 3.00 fgroleau TRON DEADLY DISCS

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 5.00 ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 4.00 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 TENNIS (WITH 1 OVERLAY)

GAMES WITH BOX. NO MANUAL OR OVERLAYS:
$ 4.00 fgroleau SUB HUNT

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 4.50 KURILLA ADVANCED DUNGEONS & DRAGONS
$ 5.00 fgroleau BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)

$ 4.50 FROG BOG
$ 4.50 fgroleau SNAFU
$ 4.50 SPACE ARMADA
$ 4.50 fgroleau SPACE HAWK

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

GAMES WITH BOX, MANUAL AND OVERLAY(S):
$ 5.00 siple NASL SOCCER (WITH 1 OVERLAY)

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 6.00 KURILLA ATLANTIS (ALSO WITH TRAY)
$ 4.50 fgroleau BOXING
$ 4.50 SPACE BATTLE

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ARMOR BATTLE
$ 6.00 ASTROSMASH
$ 7.00 ATLANTIS
$ 6.00 BURGERTIME
$ 6.00 fgroleau DEMON ATTACK (ALSO WITH TRAY, AND TIP CARD)
$ 7.00 ELECTRIC COMPANY: MATH FUN
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 fgroleau LOCK 'N' CHASE
$ 5.50 MAJOR LEAGUE BASEBALL
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 fgroleau SEA BATTLE
$ 5.50 KURILLA SPACE ARMADA
$ 5.50 KURILLA SPACE BATTLE
$ 5.50 KURILLA STAR STRIKE
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 2.50 BOWLING/BASKETBALL
$ 7.50 K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 4.00 K.C. MUNCHKIN
$ 2.50 MATH-A-MAGIC/ECHO

GAMES WITH BOX. NO MANUAL:
$ 3.50 ALIEN INVADERS - PLUS
$ 3.50 BLOCKOUT/BREAKDOWN
$ 3.50 FOOTBALL
$ 3.50 POCKET BILLIARDS

GAMES WITH BOX AND MANUAL:
$ 4.50 ALPINE SKIING

$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL
$ 4.50 aa852 BOWLING/BASKETBALL
$ 4.50 COMPUTER GOLF
$ 4.50 LAS VEGAS BLACKJACK
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00 TRADE POOYAN
I WILL TRADE THIS GAME FOR ANY TOMY TUTOR GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION. IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00 SPIKE (NO OVERLAY)
I WILL TRADE THIS GAME FOR ANY VECTREX GAME THAT I DON'T HAVE, IN SIMILAR
CONDITION (IF YOUR GAME INCLUDES THE OVERLAY, I WILL PAY THE SHIPPING TO YOU).
IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE.

****

HARDWARE:

NOTE FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain
systems (they are marked) you will have the option of buying a brand new RF
switchbox for $5 that is virtually identical to one sold at Radio Shack for $7.
It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully. I just ran out of used RF switchbox's in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, ONE SET OF TWO PADDLE CONTROLLERS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BREAKOUT (Atari)
COMBAT (Atari)
HOME RUN (Atari)
SPACE INVADERS (Atari)
SWORDQUEST: EARTHWORLD (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) $25.00 jtuer
BID #2) MINIMUM OPENING BID OF $25.00
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 2600 SYSTEM (4-SWITCH DESIGN), WITH TWO (2) ATARI JOYSTICKS, POWER SUPPLY, AND SIX (6) GAMES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT ASTEROIDS HAS MANUAL]:

ASTEROIDS (Atari) [WITH ORIGINAL MANUAL]
COMBAT (Atari)
DONKEY KONG (Coleco)
MISSILE COMMAND (Atari)
PAC-MAN (Atari)
SPACE INVADERS (Atari)

THESE ARE COMPLETE ATARI 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX.

BID #1) $25.00 rhino (system 1)
BID #2) $25.00 rhino (system 2)
BID #3) MINIMUM OPENING BID OF $25.00

*****

LOT #3

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, TWO (2) ATARI JOYSTICKS, ONE SET OF TWO PADDLE CONTROLLERS, POWER SUPPLY, AND TEN

(10) TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
MISSILE COMMAND (Tele-Games)
PAC-MAN (Tele-Games)
PONG SPORTS (Tele-Games)
SPACE INVADERS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE ATARI 2600 COMPATIBLE SYSTEM, EXCEPT FOR RF SWITCHBOX.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND ONE (1) GAME [NO BOX OR MANUAL FOR GAME]:

PAC-MAN

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

$30.00 RichCZeta

*****

LOT #5

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, ATARI RF/POWER SWITCHBOX, AND ONE (1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

$30.00 scall

*****

LOT #6

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, AND ONE (1) GAME [NO BOX FOR GAME]:

PAC-MAN (WITH MANUAL)

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

$25.00 jcarr

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ONE ATARI JOYSTICK, AND CENTIPEDE CARTRIDGE.

THIS SYSTEM DOES NOT COME WITH A POWER SUPPLY. THE SPECIFICATIONS FOR THE POWER SUPPLY ARE AS FOLLOWS:

MODEL NO. -- CO 14319 (Atari)
INPUT: 120 VAC, 60 HZ, 18.5 W
OUTPUT: 9 VAC, 15.3 VA

$15.00 gt2378b

*****

LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 800 COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN CARTRIDGE.

$40.00 jtuer

*****

LOT #9

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 1200XL COMPUTER WITH ONE ATARI JOYSTICK, POWER SUPPLY, AND PAC-MAN CARTRIDGE.

$45.00 pruittj

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, RF SWITCHBOX, TWO (2)
CONTROLLERS, AND DONKEY KONG CARTRIDGE.

BID #1) $38.00 rdavis
BID #2) MINIMUM OPENING BID OF $35.00

*****

LOT #11

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY VIRTUALLY
ALL ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM.

MINIMUM OPENING BID OF $20.00

*****

LOT #12

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER SYSTEM WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY,
AND BOTH KICKMAN AND MUSIC COMPOSER CARTRIDGES.

MINIMUM OPENING BID OF $40.00

*****

LOT #13

COMMODORE 1541 DISK DRIVE (PUSH IN MODEL, FOR USE WITH C64 COMPUTER SYSTEM),
WITH POWER CORD, SERIAL CABLE, AND 10 DS DISKETTES (WHICH MAY OR MAY NOT HAVE
GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN).

$30.00 mtmr

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

MATTEL INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES WITH
FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ARMOR BATTLE (WITH BOX AND 1 OVERLAY)
ASTROSMASH (WITH BOX AND 1 OVERLAY)
LOCK 'N' CHASE (WITH BOX AND 2 OVERLAYS)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

$30.00 KURILLA

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

SYLVANIA/GTE INTELLIVISION SYSTEM WITH TWO (2) CONTROLLERS. SYSTEM ALSO COMES WITH FOUR (4) GAMES [WITH ACCESSORIES LISTED BELOW]:

ASTROSMASH (WITH BOX AND 1 OVERLAY)
LAS VEGAS POKER & BLACKJACK (WITH BOX AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)
SPACE ARMADA (WITH BOX AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) CONTROLLERS, AND POWER SUPPLY. SYSTEM ALSO COMES WITH FOUR (4) COMPLETE GAMES:

LAS VEGAS POKER & BLACKJACK (WITH BOX, MANUAL, AND 2 OVERLAYS)
LOCK 'N' CHASE (WITH BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH BOX, MANUAL, PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX, MANUAL, AND 2 OVERLAYS)

BID #1) MINIMUM OPENING BID OF $45.00
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #17 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH POWER SUPPLY (TWO WITH ORIGINAL POWER SUPPLY, AND ONE WITH A *NEW* POWER SUPPLY), AND ONE CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

AJ 9400 - SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THE SYSTEM WITH THE *NEW* POWER SUPPLY IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS. THIS SYSTEM WILL BE THE ONE WITH THE LOWEST BID (OR LAST BID RECEIVED, IN CASE OF A TIE).

BID #1) MINIMUM OPENING BID OF $20.00
BID #2) MINIMUM OPENING BID OF $20.00
BID #3) MINIMUM OPENING BID OF $20.00

*****

LOT #18 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $7.50
BID #2) MINIMUM OPENING BID OF $7.50

*****

LOT #19

NEW RF SWITCHBOX PURCHASE OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

MINIMUM OPENING BID OF $7.50

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

SEARS TELE-GAMES PONG SPORTS IV (MADE BY ATARI CORP.), WITH 4 PLUG-IN PADDLE CONTROLLERS, AND 16 BUILT IN GAMES (FOUR VARIATIONS EACH OF PONG, HOCKEY, STREET TENNIS, AND STREET HOCKEY). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

$10.00 rhino

*****

LOT #21

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

MINIMUM OPENING BID OF $17.50

*****

LOT #22

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

$30.00 clay

*****

LOT #23

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY

STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $35.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5973. Sell: (2) 800xl's::(2) 1050 drives::850::printer::modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-28 21:39:31 UTC
From: juliusj@iia.org
Message-ID: <38rr2j$qqg@iia.org>
Source record: 97746

[No readable article body recovered]

5974. Where can I get some software????

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 00:57:17 UTC
From: "Hutnik, Richard" <KVVP@MARISTB.MARIST.EDU>
Message-ID: <28OCT94.22617127.0023@MUSICB.MARIST.EDU>
Source record: 97750

Help me... I would like to get some software for this machine.
Also, anyone know if anyone is still writing stuff for it?

Thanks...
-Richard (kvvp@maristb.marist.edu)

Email me with info if you can. Thanks,,,

5975. Adding MUX ROM to 1200xl

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 02:00:56 UTC
From: kamaro_kid@delphi.com
Message-ID: <p47WjmA.kamaro_kid@delphi.com>
Source record: 97747

I'm looking for information on how to add a MUX ROM to a 1200xl. If
anybody has information on the "how to" portion, please contact me.

--
-+-+-+

5976. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 02:08:34 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CyEwMA.IAy@freenet.carleton.ca>
Source record: 97752

In a previous article, ipoorten@cs.vu.nl (Ivo van Poorten) says:

>jeking@xmission.com (James King) writes:
>
>>Saw a hacker type movie today entitled "PrimeRisk" that shows a hacker
>>type girl using an 800 to break into ATM machines. It also shows her
>>using an 810 disk drive as a remote data terminal! [Grin]
>
>>Anybody else see this flick?
>
>In 'The Terminator' you see some shots from the Terminators point of view
>with one or two columns of green letters on the screen. Those are 6502
>assembly! And it's obviously atari 8-bit code because the remarks babble
>about the VTOC and stuff. There's an article on one of the first Mega
>Magazines containing the sources. :-)
>
>>--James King
>>jeking@xmission.com
>
>
>IvO(+> van Poorten
>

VTOC is not necessarily a pointer that the inspiration for that Terminator
was Atari. VTOC was a buzzword in the days of IBM mainframes.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

5977. Re: New Atari Classics and Current Notes Issues

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 02:12:55 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CyEwtJ.IIH@freenet.carleton.ca>
Source record: 97753

In a previous article, REASERRL@POST2.LAAFB.AF.MIL (Reaser, Richard L., LtCol) says:

>
>As usual, I'm always on the lookout for 8-bit writers for CN.
>
>Rick Reaser
>Atari 8-bit Editor
>Current Notes Magazine
>

I friend of mine and I were talking with a contact from FTE (Fine Tuned Engineering) about the new MIO. It sounds pretty impressive. Five were ordered for us and we can hardly wait. Could be you might get an article on this device.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

5978. Re: MULE the file transfer utility...

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 02:15:37 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CyEwy2.InE@freenet.carleton.ca>
Source record: 97748

In a previous article, HEGEDUS@mszi.pmmf.hu (Tomika) says:

>Hi!
>
> Anybody used the MULE for transfering files between the IBM and
>the Atari?
>

I haven't used Mule, but I HAVE used MYDOSPC (Utils), it also only works
in double density mode. It's pretty impressive and includes the C source code.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

5979. Re: Diamond GEM cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 02:18:19 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CyEx2J.Itu@freenet.carleton.ca>
Source record: 97749

In a previous article, aa700@cleveland.Freenet.Edu (Michael Current) says:

>
>In a previous article, mrathwel@uoguelph.ca (Mark Rathwell) says:
>
>I have Diamond GOS 2.0. I found it interesting, but a little buggy and
>annoyingly incompatible with most programs I tried to run under it.
>

I experienced the same thing, GOS is pretty unforgiving and there are more
than a few cold boots required to get OS loaded back in. Good concept
though if you are only going to run BASIC. Anything else and it is 50/50
whether the machine will hang.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

5980. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 02:24:49 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <fseipel.1133785129A@news-stand.acs.ohio-state.edu>
Source record: 97751

>>Hehehe, I thought I was the only person quick enough on the uptake to
>>notice that it was 6502 code. Heck, I was quick-eyed enough even when
>>I first saw Terminator in the THEATRE, to notice that... and to note that
>>the program being displayed was something called "Super Key 4.0," what-
>>ever that is. I've always meant to try to look it up... I _didn't_
>>spot the comments about VTOC etc., though.
>>
>There was a discussion about this in alt.folklore.computers a few months
>back and somebody said it was Apple][code not Atari code. VTOC is also
>common to the Apple. There was also some COBOL thrown in somewhere.

The author of Atari's DOS was also the author of Apple's DOS. Since Bill
Wilkinson wrote both programs, this would explain the similarity in names.

>There was a realy awful TV show in the early 80s called "Wiz Kids" that
>featured Atari machines.....
>
>Also, I distinctly remember Alan Alda doing ads for the Atari XL line, but
>it *seems* like I remember some TV commercials circa the '83 holiday
>season featuring him as well. Does anyone else remember this?
>
>- Scott (Atari fanatic since '78!)

Yes, Alda touted the wonders of the 800 XL, the Atari Writer cartridge,
and the Touch Tablet if I recall correctly.

Speeking of the gods of the 8-bit Universe, what is Mr. Wilkinson working
on these days?

____
Frank Seipel (614) 622-1653
fseipel@magnus.acs.ohio-state.edu
76116.1126@compuserve.com

5981. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 02:28:22 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CyExJA.JE3@freenet.carleton.ca>
Source record: 97754

In a previous article, bob_s2@sfov1.verifone.com () says:

>All:
>
>Not too long ago, someone posted an item about someone offering a hard
>drive controller for IDE drives and the Atari 8-bir computers. Does anyone
>have any information about this? Maybe an email address for the people
>offering the controller. Thanks.
>
>Bob
>
>
>

Hi Bob, the controller is called an MIO (Multi I/O), a new version is
being manufactured by a company called Fine Tuned Engineering (FTE), one
of the members of the XE Group picked up 5 of them. The current cost is
$80 US. This is a limited time price. I don't have the Internet address
for the company, but if you like I'll hunt around for it.

Yep! there is still stuff being made by third party sources. I also heard
a rumour that Atari compatable floppy drives were being manufactured in
Germany, but have not yet had anything to treat this that other than a rumour.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

5982. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 02:37:44 UTC
From: krishna@max.tiac.net
Message-ID: <38schp$fjo@sundog.tiac.net>
Source record: 97855

Frank Seipel (fseipel@magnus.acs.ohio-state.edu) wrote:

: Speeking of the gods of the 8-bit Universe, what is Mr. Wilkinson working
: on these days?

He is no god. He was never particularly faithful to the Atari platform.
As soon as something came along that tickled his fancy he ditched the
Atari and moved on. His intro to Mapping the XL/XE hints towards his
attitude.

5983. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 02:39:38 UTC
From: krishna@max.tiac.net
Message-ID: <38scla$fjo@sundog.tiac.net>
Source record: 97856

F Tooned (ftooned@delphi.com) wrote:
: FTe is also releasing a 65816 upgrade for the XL and XE series of
: machines called the "Sweet 16" Board. Projected price will be $69.95
: and it has been fully tested with the MIO's and Black Box. (and the
: MIO II's for that matter)

Hold the presses. This is news. An AFFORDABLE 16 bit solution. That's news. Complete with linear ram slots/sockets?

I'll be awaiting further news.

5984. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 02:41:01 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CyEy4D.K1x@freenet.carleton.ca>
Source record: 97857

In a previous article, ftooned@delphi.com (F Tooned) says:

>Hi everyone,
>
>The phone #'s are correct. Our PCB design house has had to do a
>quickturn on some boards for Quantum and Seagate... and has pushed
>the release date for the MIO II's back until the first part of Dec.
>I promise it will be ready for Christmas!!
>

Mike, I'm going to jog your memory a bit -- Dave and I set up a conference call with you on Friday and ordered 5 MIO controllers. (Remember!!)

There was quite a bit of information exchanged and I was pretty impressed with the type and scope of information exchanged. I can hardly wait for it to appear in our mail slot!

Regards,

Vince Grienti
SlipStream Software

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

5985. Re: How many were sold?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 03:37:35 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38sg1v$2fa@nermal.cs.uoguelph.ca>
Source record: 97865

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: How many 8-bits were sold?

: Also when did production start and end?

I'm not sure how many were sold, but likely several million. The 400 and 800 first came out in 1978, followed by the 1200XL, 800XL, and 600XL in the early 80's. When Atari was purchaced by the Tramiels, the older models were discontinued and then replaced in 1985 with the 130XE (my favorite) and the 65XE. In 1987, Atari tried to boost the struggling 65XE by repackaging it as the XE game system. Cool looking unit and a neat idea, but it didn't catch on because console fans thought it was a computer and computer fans thought it was a console. I had one for a while. Having a detached keyboard was neat!

Not sure when the 8 bits were discontinued, but in 1992, Atari finally admitted that the 8 bits and the 2600 and 7800 systems were no longer being produced. I think they kept making small quantities for markets in Europe and South America, while ignoring everywhere else. I kinda wish I still had my computer(s). I have a pile of software for them.

>> Mark <<

5986. Re: Atari 5200 games

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 03:50:50 UTC
From: bjcorr@delphi.com
Message-ID: <9410282349591.DLITE.bjcorr@delphi.com>
Source record: 97858

>Hi!
> Im the proud owner of a 5200 mint in box, w/ a RARE 2600 cartridge adapter!

Rare? Don't think so... HSC computer here in Rohnert Park (707)792-2277, has a whole box full of 'em, NEW! For $3 each. Call 'em if you want one. They also have lots of used C64, Oddessy, Atari parts, peripherals, etc. Just got a Commodore 1710 color monitor, split video, in great condition from them for $50.

bjcorr@delphi.com

5987. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 03:51:01 UTC
From: bjcorr@delphi.com
Message-ID: <9410282349592.DLITE.bjcorr@delphi.com>
Source record: 97859

```
>
>Fine Tooned can be reached at f.tooned@genie.geis.com. I think there is
>a Delphi address too.
>
>--
>Bill Marcum bmarcum@iglou.com

The address is ftooned@delphi.com

bjcorr@delphi.com
```

5988. Out of Asteroids -- More Titles in Stock

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 05:21:31 UTC
From: Doug Finch <76337.1067@CompuServe.COM>
Message-ID: <38sm4r$gu2$1@mhadg.production.compuserve.com>
Source record: 97860

ATARI SOFTWARE FOR SALE
Thanks to your swift response, I'm SOLD OUT out of Asteroids cartridges for Atari 8-bit computers. However I still have a good supply of surplus items purchased at auction. All are unused, unopened, factory-fresh, in original boxes. All 8-bit items will work on 400/800, XL and XE machines, all of the games are cartridges; productivity items on 5.25" diskettes. All ST software is on 3.5" diskettes. SHIPPING TO THE U.S. IS INCLUDED IN THE PRICE.
The games and programs are, for the most part, vintage but very entertaining, playable and/or educational. As for shipping, U.S. buyers can expect non-priority U.S. mail or UPS delivery. Buyers outside the U.S. should enclose an additional $2 (US) per item for shipment via surface mail). Contact me by E-mail for more information. Here's what I have:

SOFTWARE PRICE (Incl. US shipping)
8-bit Games:
Defender (CXL 4025) = $4 Star Raiders (CXL 4011) = $4
Joust (RX 8044) $4 Sky Writer (RX 8059) $4
Qix (CXL 4027) $4 Music Composer (CXL 4007) $4
8-bit Productivity:
AtariWriter Plus (incl. spellchecker) (AX 2034) = $7.50
Home Filing Mng.(CX415) = $4 DOS 2.0 (w/tutorial) (CX8104) = $7.50

Also -- For the ST: Atari's Missile Command, Battle Zone, $4 each; Haba/How to Write Professional Business Letters, $5. Ask about other Silent Service for Apple II,IIe,IIc; WordPro 3 Plus for Commodore 64 and goodies for IBM compatibles. Drop me a note via E-mail to make sure I've still got what you're looking for and for my mailing address. When I confirm I've got your item(s), and your check or money order clears, I'll ship immediately. If anything doesn't work, I'll replace it or refund your money, provided you pay for reshipment. Bonus program included (my choice, you specify 8-bit or ST) while supplies last. Will consider reasonable swaps. Enjoy your Atari! DF

Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet), D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)
--
Doug Finch On-Target Text
Address E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet), D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

5989. MASSIVE AUCTION IV -- IT'S OVER!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 05:40:24 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <38sn88$1ar@usenet.INS.CWRU.Edu>
Source record: 97862

Thanks to all who participated. Those who were high bidders will be
notified via e-mail within the next 24 hours or so.

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

5990. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 13:46:10 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Bi93zKS.ftooned@delphi.com>
Source record: 97887

Vince Grienti <ai542@FreeNet.Carleton.CA> writes:

>There was quite a bit of information exchanged and I was pretty impressed
>with the type and scope of information exchanged. I can hardly wait for it

Vince,

The pleasure is all mine. It's YOU guys that really make the new
products happen. I really hope to get the needed feedback from your
group, to make this a "first class" fourth generation product.

Glenn,

The 816 will be a simple microprocessor replacment. (plug and play)
Yes, Virtual Support IS possible, and will be made available after
I get some boards out to "beta-test"... The only problem I can see
is that there are A LOT of people who don't have a clue as to what
the '816 is truely capable of. (It's like getting a new computer,
at least from a programmers standpoint.)

Mike

5991. create a programmers FAQ

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 15:07:10 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.01w0@didi.mayn.sub.de>
Source record: 97886

Hello Is there something like a FAQ for programmers ?
Maybe we can put informations about the 6502 and Antik instructions in it
maybe some more infos about PM, interrupts,.....
Somebody here who will do the coordination ?
Somebody here who has text files about this similar the
mapping the atari or some else.
What do you think about my idea....

--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

5992. Re: nice hardware developments

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 15:25:04 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <38tpgg$eav@nz12.rz.uni-karlsruhe.de>
Source record: 97873

In article <388kdg$jl@charm.magnus.acs.ohio-state.edu>,
Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>In article <3886dh$hre@nz12.rz.uni-karlsruhe.de>,
>Marek Tomczyk <un55@rzstud1.rz.uni-karlsruhe.de> wrote:
>>In article <3871dg$jdt@sundog.tiac.net>,
>>Glenn M. Saunders <krishna@max.tiac.net> wrote:
>>> [..]
>>>
>>>When you say PC-Slot adapter, do you mean a cart interface that ends with
>>>an ISA slot? That would be very interesting indeed.
>>
>>Yep, there's an 8-bit ISA slot on the adapter. Most of the original ISA
>>signals are supported (but not all). I've got the interface but couldn't test
>>the Hercules-Card yet, because I don't own a TLL Hercules monitor.
>
>I want it! Then I could use the cheaper 'internal' modems with my
>Atari.

You could use the modems provided they don't need too much of the ISA signals.
The ISA-Slot adapter supports only the folowing:

data (A0-A15), address (A0-A19), IOR/W, MEMR/W, +5V, GND

(we are speaking of ISA - PC signals here).

If your modem needs some sort of an external clock signal it won't work
without modifications.

You can get the interface from:

Roland Buehler
Engelgasse 21
D-72348 Rosenfeld-Bickelsberg
Germnay
Tel.: +49-(0)7428-1260

Here's what it costs:

Schematics + handler-software on disk: 10DM (about $7.50)
PC Hercules card: 15DM (about $10)
ready (plug & play) ISA<->Atari-8bit interface card: 35DM (about $23)
connector interface card<->cartridge port/PBI: 5DM (about $3)

These prices include shipping within Germany. There may be additional
shipping costs abroad.

>I wonder how hard it would be to hack up one of those interfaces
>anyway. I haven't been able to find much info about ISA tech specs.

Not very hard actually, but you'll need some software handlers for it.
They are still under development, but at least the Hercules card works
fine with it.

You could order just the schematics + handlers if you want and build it
for yourself.

-Marek

----
un55@rz.uni-karlsruhe.de
"http://rzstud1.rz.uni-karlsruhe.de/~un55/"

5993. Re: Another Reality nostalgy

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 15:45:48 UTC
From: luf@tiamat.umd.umich.edu
Message-ID: <luf.783445418@tiamat.umd.umich.edu>
Source record: 97885

sebor@dolni.ms.mff.cuni.cz (Pavel Sebor) writes:

>What a surprise it is to find out there are people out there still
>remembering those good old days. I gave up my Atari quite a long time
>ago, but have never forgotten.
>Alternate Reality! The best game ever! Brings back a lot of memories...
>The plot, the atmosphere, the music... THE music...
>I wonder if somebody could collect some of Alternate Reality lyrics
>and remind of them to the world. This group full of technical stuff
>might need a little enlightment, don't you think?

Don't worry, it is in the works for my www homepage. It will go faster
now that I just bought an atari-800 for $10 at a rummage sale and
borrowed a friends disk drives.

Sam Lysinger
luf@tiamat.umd.umich.edu

5994. XEGS keyboard STILL wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 16:06:19 UTC
From: kamaro_kid@delphi.com
Message-ID: <BI+2rWT.kamaro_kid@delphi.com>
Source record: 97872

Still looking to purchase a clean XEGS keyboard. Please contact me
if you have one.

--
-+-+-+

5995. Re: Where can I get some software????

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 19:01:41 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CyG7It.G3v@freenet.carleton.ca>
Source record: 97874

In a previous article, KVVP@MARISTB.MARIST.EDU ("Hutnik, Richard") says:

>Help me... I would like to get some software for this machine.
>Also, anyone know if anyone is still writing stuff for it?

Sure! There's LOTS of stuff still being developed for the 8-bit. A new company called Fine Tooned Engineering just came out(they bought out another company called ICD). They sell really useful stuff like RS232 interfaces so that you can hook up really fast modems to your 8-bit, stick a hard drive on it so you can save space in your computer room(like me...I have about 400 odd 5.25" disks lying around...most are backups of backups). They just recently released the MIO2 which will allow you to hook up an IDE hard drive to your 8-bit.

There is another company on the other coast called CSS(Computer Softare Services) run and owned by Bob Puff, creator of BobTerm, UnArc, SuperArc and Disk Communicator. He has several 8-bit upgrades such as a 5.25" to 3.5" 1.44meg drive for the XF551. There is also a lot of software by him to allow backups of original disks. He also has a network system called 'The Multiplexer' that you can order that will allow you to network your 8-bits together.

There's my $0.02!

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

5996. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 21:53:30 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CyGFH6.2K9@freenet.carleton.ca>
Source record: 97868

Glen or Mike,

I'm a programmer with a background in Dbase IV/Clipper (also GEAC ZOPL, COBOL, FORTRAN....stone age stuff like that ;))
Anyway, I'd like to write some utilities for the 8-bit, but don't know the best language to use (I'd like to avoid assembler). I'm playing around with ACE C, but it has too many limitations to be effective. For instance, it does not support multi-dimensional arrays, etc...

Can you suggest a language that is still available (PD/Shareware) if possible, that will be equally efficient to create code for telecommunications and other applications that will talk to hardware devices. If there is a shareware option, I'll send in a licensing fee.

For instance, writing a memory manager would be a fun thing to hack around with. Heck, if it is possible in the IBM world, where the architecture has been pushed beyond its original specifications, it would be neat to take a shot at doing the same thing for the Atari. Especially when there is a meg or two to play with on the new improved 8-bit.

Regards,

Vince Grienti
SlipStream Software

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

5997. Re: Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 22:19:27 UTC
From: krishna@max.tiac.net
Message-ID: <38uhpf$jql@sundog.tiac.net>
Source record: 97869

Dieter Popp (didi@didi.mayn.sub.de) wrote:

: Hello
: I am using a 1.44 MB Teac drive (3.5")
: it is connected with the HDI from Erhard Puetz (Germany) and works fine...
: It is possible to connect up to 4 drives to the HDI.

Is there any MS-DOS transfer utility for the HDI?

5998. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 22:25:52 UTC
From: krishna@max.tiac.net
Message-ID: <38ui5g$jql@sundog.tiac.net>
Source record: 97870

F Tooned (ftooned@delphi.com) wrote:
: Glenn,
:
: The 816 will be a simple microprocessor replacment. (plug and play)
: Yes, Virtual Support IS possible, and will be made available after
: I get some boards out to "beta-test"... The only problem I can see
: is that there are A LOT of people who don't have a clue as to what
: the '816 is truely capable of. (It's like getting a new computer,
: at least from a programmers standpoint.)

Well, without a new 16-bit DOS, and only a couple 802/816 modified programs, and without linear RAM or some way to make it work at a higher clock speed, yes, it would not have much use to an end-user.

Therefore the issues that remain to be resolved about where the 816 is going to go relate directly to those things which must occur on it to make it give the platform immediate advantages:

faster (dual?) clock speed
24-bit memory slots
updated operating system and a move to hack programs to work better/faster with the 816.

But I won't pry this info out of you, and will wait for this info to arrive in due time.

5999. Re: Atari 5200 games

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 22:34:04 UTC
From: mrathwel@uoguelph.ca
Message-ID: <38uiks$qqo@nermal.cs.uoguelph.ca>
Source record: 97871

:by the way, i know the 7800 coulld play 2600 carts, right? does the 2600 play
: 7800 carts?

Not a chance. The 7800 has a unique cart slot in that 2600 games
will fit into it, as will 7800 cartridges. 7800 cartridges won't even fit
into the 2600. Besides, the 7800 is a LOT more powerful than the 2600 and
make use of many features which the 2600 couldn't handle. The graphics
are better, there can be more on-screen colors, the 7800 has more memory,
larger games, two button joysticks, a pause button, greater sprite
capability: It's about the same power as the Nintendo Entertainment System.

>> Mark <<

6000. IRC

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-29 23:18:47 UTC
From: kamaro_kid@delphi.com
Message-ID: <Rk5WLAf.kamaro_kid@delphi.com>
Source record: 97863

Sheesh! I've gotten into IRC and joined #Atari8 multiple times, but there's never anybody around. I thought there was usually always somebody hanging around?

When's the next get-together?

--
-+-+-+

6001. Re: [--- .lha files? ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-30 02:07:37 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.01wk@didi.mayn.sub.de>
Source record: 97613

In article <Cy8508.Mt7@merk.com> winston@merk.com (Winston Smith) writes:
>
> Speaking of file extenders... one of the ATARI computer clubs with
> ftp and e-mail access was kind enough to e-mail me the patch for the ATARI
> XF551 drive when I posted of my trouble with the copy in the ATARI Archive.
> Thank you! Thank you! Thank you! Thank you! The file has a strange
> compression extender on it. It is ".LHA" . This UNIX systems' COMPRESS and
> GUNZIP utilities do not recognize this extender. SUPERARC does not
> recognize this extender either. What would I have to do to convert an
> ".LHA" file into an 8-bit ".ARC" format suitable for an ATARI 6502 ?
>
Hey Winston, I sent you this file.
I put it on my Amiga 4000 and compressed it with lha-uue-encode.
at first, uue-decode it
at second decode it with lha (now you have an dcm-file)
at third move it to the XL (I use 0 modem cable)
and now decode it on the xl with diskcommunicator
thats all
--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

6002. Fido NetNodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-30 17:24:13 UTC
From: kamaro_kid@delphi.com
Message-ID: <5G40T2d.kamaro_kid@delphi.com>
Source record: 97875

A while back, somebody posted a list of Fido based BBS'S where the 8bit atari feed could be found. Can somebody please repost that?

I USED to access the FlightLine, but lost the number -- and the last time I was on, they had switched to a new .ARC format which was incompatible with SpartaDos X and SuperUnarc.

--
-+-+-+

6003. Re: [--- XFTOOLS ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-30 17:26:58 UTC
From: kamaro_kid@delphi.com
Message-ID: <5E4XLIS.kamaro_kid@delphi.com>
Source record: 97876

I was able to get XFTOOLS.DCM uncompressed without any problems..

But of course, I undiscommed onto a Happy drive -- dont know if that has
anything to do with it.

I was also using SpartaDos X32Z.DOS (Patched for use with MUX)

--
-+-+-+

6004. Re: [--- .lha files? ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-30 17:28:38 UTC
From: kamaro_kid@delphi.com
Message-ID: <5mwVb6W.kamaro_kid@delphi.com>
Source record: 97877

Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:

>Try LHARC, a PD MS-DOS program. I don't remember if it uses .LHA or
>..LZH for the extender, but it might work.

Lharc.exe should decompress .LZH and .LHA formats - or at least I've been
succesful at doing such.

--
-+
James E. King + Internet Junky
kamaro_kid@delphi.com - Atari XL/XE (8-bit) fanatic
Delphi Atari 8-bit Manager + DP Technical Specialist
-+

6005. MASSIVE AUCTION (ARGH!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-30 17:30:20 UTC
From: kamaro_kid@delphi.com
Message-ID: <5k4V7MU.kamaro_kid@delphi.com>
Source record: 97879

Can we do something about all tse MASSIVE AUCTION messages? It's bad enough that alt.atari.2600 is flooded with these messages, but now they're starting to overrun this newsgroup also! I wish DELPHI was capable of killfiles. Guess I'll have to start reading usenet with my unix shell account.

--
-+-+-+

6006. 8-bit Hardware for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-30 17:38:14 UTC
From: plefebvre@delphi.com
Message-ID: <xEx1j6e.plefebvre@delphi.com>
Source record: 97878

8-Bit Atari equipment for sale:

130XE 128K $60
1050 Disk Drive $60
810 Disk Drive $30
850 Interface $25
Legend 9-pin Printer $25
Monochrome (green) monitor $25
Lots of software disks $50 (original disks & manuals)
Total $275

Feel free to make an offer if you don't like a price.

6007. Re: Atari 5200 games

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-30 17:56:53 UTC
From: krishna@max.tiac.net
Message-ID: <390mp5$jrl@sundog.tiac.net>
Source record: 97880

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: Not a chance. The 7800 has a unique cart slot in that 2600 games
: will fit into it, as will 7800 cartridges. 7800 cartridges won't even fit
: into the 2600. Besides, the 7800 is a LOT more powerful than the 2600 and
: make use of many features which the 2600 couldn't handle. The graphics
: are better, there can be more on-screen colors, the 7800 has more memory,
: larger games, two button joysticks, a pause button, greater sprite
: capability: It's about the same power as the Nintendo Entertainment System.

It's graphics chip actually runs at 7.56mhz I think. It has fast memory
to support the Maria chip. The NES I think only runs at around the Atari
8-bit clock speed level. The SNES only runs at 3.56mhz. The speed of
the GFX chip makes a big difference in how many sprites it can throw up
and how fast it can do animation and scrolling. You can tell it is more
powerful than the NES in some areas by checking out games like Tower
Toppler. The undersea sequence uses parallax scrolling and looks to me
like a Genesis game, let alone an 8-bit NES.

Many of the 7800 games did not push the envelope of the Maria chip and
therefore gave a false impression of its capabilities.

6008. Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-30 19:24:23 UTC
From: jcrios@reuna.cl
Message-ID: <Cyl38n.Bs9@reuna.cl>
Source record: 97881

Rare anc classics for sale:

Gorf Diskette Roklan Software 1982 Unopened
Wizard of Wor Diskette Roklan Software 1982 Unopened
Management Simulator Diskette Dynacomp 1982 Unopened
Story Machine Cart Spinnaker 1982 Unopened

E mail with an offer...

JC

6009. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-30 23:44:40 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <CyIFAJ.F4J@itex.jct.ac.il>
Source record: 97884

: And in the same movie the kid is shown using an Atari Portfolio to crack
: a PIN code and rob an ATM machine.

The Portfolio was obviously an advertisement, but are all the rest mentioned
(8bits in movies) ads as well, or did they just get sneaked in for free?

-itay

Itay_Chamiel__Jerusalem__bruck@brachot.jct.ac.il__PHiSH__one-line-.Sig-FREAK!!

6010. WANTED: Activision stuff for 8-bits

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 02:52:32 UTC
From: sydtech@winternet.com
Message-ID: <391m5g$bi1@blackice.winternet.com>
Source record: 97882

I'm looking for the following Activision stuff for the 8-bits:

Pitfall, Pitfall II, Megamania, River Raid.

Thanks.....
Scott

6011. WANTED: Atari 8 bit titles

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 02:58:04 UTC
From: sydtech@winternet.com
Message-ID: <391mfs$bi1@blackice.winternet.com>
Source record: 97883

I'm looking for the following 8-bit titles:

Congo Bongo
Crystal Castles
Desert Falcon
Decathlon
Donkey Kong Jr.
Final Legacy
Into The Eagles Nest
Pengo
Tennis
Wizard of Wor

Thanx!
Scott

6012. Has Xformer 3.0 been released

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 13:43:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19941031134339MIS0160@MVS.UDEL.EDU>
Source record: 97895

Does anyone know whether version 3.0 of Xformer been released yet.
Literature I received mentioned September as the release date, but
I've seen no mention of it in this newsgroup or comp.emulators.misc.

Roger Cole

6013. Request for assistance

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 14:01:50 UTC
From: dw444@cleveland.Freenet.Edu
Message-ID: <392tcf$7qi@usenet.INS.CWRU.Edu>
Source record: 97890

My father uses AtariWriter (not +) on a 1200XL. He uses a single sided single density 5.25" disk drive, but I don't have the Atari model name or number. He would like a spelling checker. I would appreciate either evidence that he can't get one or clues as to how to solve his problem.

6014. New Atari Classics and Current Notes "capsule"

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 15:47:39 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2EB511BF@POST0.LAAFB.AF.MIL>
Source record: 97891

Chris_F_Chiesa requested this info:

Current Notes
122 North Johnson Road
Sterling, VA 20164

Published 6 times a year, covers all Atari Platforms
US 2nd Class $24/1yr, $44/2yr
VISA and phone orders accepted
(703) 450-4761

Send email to r.reaser@genie.geis.com for a
complimentary issue, until they are gone.
(I get 10 a month to pass out.)

Atari Classics
5507 Langford Court
Concord, CA 94521-1614

Published 6 times a year, Atari 8-bit only
US 2nd Class $25/1yr, $46/2yr, $63/3yr
Software Disk 3 times a year cost $9/yr extra
VISA accepted

The first issue *did* have a table of contents.

6015. Copyright infringements?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 15:58:59 UTC
From: ipoorten@cs.vu.nl
Message-ID: <CyJoEB.66u@cs.vu.nl>
Source record: 97892

While I was browsing through my diskboxes, I found a disk with the complete MAC65 manual on it. Don't ask me how I ever got it, but I have it. Now I was wondering if it would be against the law to provide this manual on the internet by both FTP and WWW. The documents are from 1982.

Thanks in advance,

Ivo

```
-------------------------------------------------------------------------------
||| Ivo van Poorten <ipoorten@cs.vu.nl> aka The Gatekeeper |||
||| Visit my Atari 8-Bit Home Page !!! |||
_/ | \_ The URL is http://www.cs.vu.nl/~ipoorten/8bit.html _/ | \_
ATARI or ftp all offered stuff at: ftp.cs.vu.nl/pub/ipoorten 8-BIT
-------------------------------------------------------------------------------
```

6016. Current Notes Issues

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 17:13:13 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2EB507E4@POST0.LAAFB.AF.MIL>
Source record: 97893

If I promised to mail someone a complimentary issue of Current Notes and they didn't get it, please let me know offline. Be sure to send me your mailing address (again). Sorry if the post office (or me) screwed up.

Rick Reaser

r.reaserjr1@genie.geis.com
72130.2073@compuserve.com
reaserrl@post2.laafb.af.mil

6017. Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 17:13:19 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2EB507DE@POST0.LAAFB.AF.MIL>
Source record: 97894

Current Notes has been running a "series" of Diamond GOS articles by Kevin Packard that show one how to do various things with that product. I have Diamond myself. The paint program is fairly nice. The word processor (Write) pretty much sucks IMHO. I don't think it was ever really finished. The basic desktop is functional, but an occasional weirdness does pop up. I used the product with SDX. The mouse interface is pretty clean.

Rick Reaser

6018. Re: Copyright infringements?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 17:50:58 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <393aq3$rs1@usenet.INS.CWRU.Edu>
Source record: 97617

In a previous article, ipoorten@cs.vu.nl (Ivo van Poorten) says:

>While I was browsing through my diskboxes, I found a disk with the complete
>MAC65 manual on it. Don't ask me how I ever got it, but I have it. Now I
>was wondering if it would be against the law to provide this manual on the
>internet by both FTP and WWW. The documents are from 1982.

Since MAC/65 is now owned by Fine Tooned Engineering, best thing to do is
to ask FTe how they feel about it. Perhaps Mike will see this and respond.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6019. Re: info-atari8-request Digest V94 #356

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 18:07:00 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9410311808.AA13600@dylan.newi.ac.uk>
Source record: 97619

> Subject: connecting amiga-XL
> To: Info-Atari8@PINE.CSE.NAU.EDU
>
> Chris_F_Chiesa@cup.portal.com wrote:
> : Somebody named Matt (no signature for me to fake a mail reply header here)
> : writes:
>
> : >I think, that the hardware of SioToPc will work, but what about the software?
>
> : You are quite right in selecting the software as the bottleneck here;
> : SIO2PC runs on the PC, and of course won't run on the Amiga (though I
> : am moved to wonder, "what about under one of the several PC emulators?
> : Does 'IBeM' handle serial I/O yet? And what if you have a Bridgeboard
> : in that 2000 of yours?").
>
> And it needs a reliable connect speed of 19.2K bps, or 38.4 for
> Ultraspeed. If an emulator could handle that (?) it _might_ work.
>
>
> jlodoen@shell.portal.com
>

A friend of mine over in Ireland has designed and built a cable that hooks up between his Atari and Amiga 1200. The details are going to be released on the next issue of the Phoenix disk newsletter (no. 3). I've begun to collect the parts for it and the basic design is similar to the SIO2PC in that it uses a MAX232CPE chip. The only other items required are four capacitors, a resistor or two and a 74LS126 chip. In all, it costs about stlg5 to build the actual interface board plus the SIO and RS-232 cables.

The article in Phoenix is going to show how to connect it to either a 25-way RS-232 connector or a PC RS-232 connector (can't remember if the PC uses a 15-way or 9-way connector). The cable can therefore be used to hook up the Atari to an Amiga, PC or ST (which is why I'm building one).

After you build one of these interfaces, all you then need is suitable comms software for the two machines you've hooked up. I suspect that if you have an SIO2PC cable, you can transfer files to the PC in a similar way.

Hope that helps anyone.

David Davies
The Atari Classic Programmer's Club

mbitdc9306@newi.ac.uk

6020. FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 19:05:47 UTC
From: jeking@xmission.com
Message-ID: <393f6b$3cr@xmission.xmission.com>
Source record: 97897

Just curious how far FlickerTerm has come? Clay sent me .038, but I was never able to uudecode it.

Will it eventually mimick some of Bobterms features? Will it have up/download, capture buffer, etc..?

How about creating a BTM file for VT100 emulation for Bobterm?

--
-+-+-+

6021. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 20:06:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <126058@cup.portal.com>
Source record: 97625

Vince, you may want to look at CC65 which is a fairly good
& complete 'C for the Atari. It's the old style compiler
where you have to edit your source code, exit, compile, exit,
link, exit, execute. It takes quite a while to build a program
this way, but it does have features like structures & unions.
Personally, I've only used those features once in my life for
a C class I took so I don't require them. My language of choice
is Action! because it seems to run about 70% of the speed of
assembly language, but now that I'm familiar with the language I
can get programs done at least 10X quicker then assembly.
Action! does support records & the manual lists an example of
a company employee list for reference. The only downsides I've heard
about Action! is lack of direct floating point access & built in
banking access to 130xe memory. It's not really a problem for me
since I know how to do both, but the info sources you need are not
readily available. A tortuous path to learning the language, find out
what you want to do, find out you don't know how to do it, find out
the manual doesn't explain it, ask here or on the FTE bbs & hope
someone gets back to you.
There's really nothing you can't do in Action!, but finding out
how can be a problem.
Rick

6022. Received New Atari Classics

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 21:08:10 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2EB55D01@POST0.LAAFB.AF.MIL>
Source record: 97904

I got my New Atari Classics yesterday. Contrary to my last post, it had a short "Letters to the Editor" section. (Slight miscommunication between me and Jim Hood.)
Lots of great ads in the thing from places I've never heard of (or thought were dead). Overall, I think the magazine looks good. Some good diagrams and clip art as well as a half-tone photo on the cover. There were a few items that were ancient history, but that was probably due to the publishing

delay. Jim said he thought that now that they'd done one, they have sort of

a routine so the next issue will come out quicker--like mid to late December.

Anybody know when the AC disk is supposed to come out? I forgot to ask Jim Hood about that.

I got my prerelease copies of the Oct/Nov issue of Current Notes (Green cover with pink letters this month.). Everyone else should be getting their

copies in a few days. There was one error in our Table of Contents. Frank Walters preview of TextPRO 5.2 was in the last issue. (Ah, the wonders of word processing--some things never go away.)

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

6023. Re: Request for assistance

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 21:31:35 UTC
From: jlodoen@shell.portal.com
Message-ID: <393nnn$aq3@news1.shell>
Source record: 97631

Mark Glassberg (dw444@cleveland.Freenet.Edu) wrote:

: My father uses AtariWriter (not +) on a 1200XL. He uses a single
: sided single density 5.25" disk drive, but I don't have the Atari
: model name or number. He would like a spelling checker. I would
: appreciate either evidence that he can't get one or clues as to how
: to solve his problem.

AtariWriter is the cartridge based WP. AtariWriter+ is on disk and
includes mail-merge and spell-checking.

APX sold an add-on program called "ATSpeller for AtariWriter" which
may be exactly what you need. I've never seen or used it, anybody
else?

I see it listed in a B&C ComputerVisions catalog, $7 each for
APX disks. $4 each for 10 or more.

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Retail Store Hours:
Thurs & Fri 10am-6pm; Sat 10am-5pm
Mail Order Hours:
Tue-Fri 10am-6pm

Good luck!

jlodoen@shell.portal.com

6024. Re: Copyright infringements?

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 21:54:06 UTC
From: pca8c@Virginia.EDU
Message-ID: <CyK4u7.10z@Virginia.EDU>
Source record: 97896

ipoorten@cs.vu.nl writes:
> While I was browsing through my diskboxes, I found a disk with the complete
> MAC65 manual on it. Don't ask me how I ever got it, but I have it. Now I
> was wondering if it would be against the law to provide this manual on the
> internet by both FTP and WWW. The documents are from 1982.
>

A US copyright supposedly lasts the life of the author plus 50
years. (I assume the same deal holds for a corporation).

But use of copyrighted material is only "illegal" if the
copyright owner files a claim against you for violating it.

So if you have permission from copyright holder or intend "fair
use" of copyrighted material (IE: no personal gain) it's not a
problem (especially if copyrighted material is so dated that it
no longer serves any practical or profitable use to copyright
holder).

I've thought about this issue in terms of old software, circa
early 1980's, whose publishers are long since out of business,
but whose copyrights on software still technically exists.
Ethically speaking, is it "piracy" to copy old software when
its owners are no longer using the copyright for purposes of
enterprise? How can you be sued for lost profits if the company
no longer exists, etc. etc. Same deal probably holds whereby
you get permission from author to release software into public
domain (I know of a few programs for the Apple II line that
have gone from copyrighted to public domain like that). Just a
thought...

6025. 8bit system for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1994-10-31 22:45:00 UTC
From: A644690C@vax.edinboro.edu
Message-ID: <01HIXMG3S4RQ8YZBJQ@vax.edinboro.edu>
Source record: 97607

I've decided that I own way to much *stuff*. I need to get rid of some things
just to have some room for what's left of my sanity. I hate to see my very
first computer system go, but it is time for me to move on. Make me an offer
on the following. Since this is a house cleaning project, I don't want to
break up the set. Anyway.... everything is in perfect working order.

-Adam Conover.
a644690c@edinboro.edu

Here we go.....

- Atari 800XL
- 256K Newell (the new version)
- US+ OS
- Russ B. OS RAM switch
- "SuperVideo v2.1"
- "Audio Bypass Filter"
- 1 Meg. MIO
- 850 interface
- MMP printer interface
- XF551 Disk Drive
- CSS US ROM
- SpartaDOS X
- Runtime 8
- Action!
- Mac/65
- Atari TouchTablet w/ Atariartist
- Light Gun
- All Cables and power supplies
- XM301 modem
- Amiga 1200 bps modem (RS232)
- Atari 1020 plotter'
- lots of spare IC's and parts.
- a good about of ANALOG, ANTICs, COMPUTEs, etc.
- BOOKS! (incuding "Mapping", and other handy things).

Some commercial software (complete):
- Flight Sim. II (cart)
- Gauntlet
- Ball Blazer (cart)
- Atari Planetarium
- Halley Project
- Ultima III,IV
- Alternate Reality - The City
- Hitchhikers Guide to the Galaxy (Infocom)

6026. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 00:47:17 UTC
From: krishna@max.tiac.net
Message-ID: <39436l$fkh@sundog.tiac.net>
Source record: 97898

Do YOU chew ice cream? (bruck@brachot.jct.ac.il) wrote:
: The Portfolio was obviously an advertisement, but are all the rest mentioned
: (8bits in movies) ads as well, or did they just get sneaked in for free?

Low budget movies used the Atari because it is so cheap obviously, not
for product placement. These movies with 800s in them probably came out
far after the 800 was discontinued.

As for the Portfolio, this too I think was NOT a product placement. The
portfolio was really a pretty dead issue by 1991. What the Portfolio was
was one of the few palmtop computers at the time which made it 'look the
part'.

The only product placement happened during the Warner era when Atari was
still a player. Atari really ceased being a player after 1984.

6027. Re: Corvus HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 00:49:11 UTC
From: krishna@max.tiac.net
Message-ID: <3943a7$fkh@sundog.tiac.net>
Source record: 97899

Diskdet2 (diskdet2@aol.com) wrote:
: In article <CxqnKL.JJ8@reuna.cl>, jcrios@reuna.cl (Juan Carlos Rios)
: writes:

: The corvis will not work with the 800XL. The 800XL only has 2 joystick
: ports. I have 2 corvis 6 meg HD's complete with instructions and they are
: still operating.
: The DIsk Detective

Some Corvus systems only use 2 joystick ports.

However, the Corvus system uses a custom OS board so using it on an XL/XE
would be problematic anyway.

6028. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 00:55:11 UTC
From: krishna@max.tiac.net
Message-ID: <3943lf$fkh@sundog.tiac.net>
Source record: 97900

James King (jeking@xmission.com) wrote:
: Just curious how far FlickerTerm has come? Clay sent me .038, but I was
: never able to uudecode it.

: Will it eventually mimick some of Bobterms features? Will it have
: up/download, capture buffer, etc..?

: How about creating a BTM file for VT100 emulation for Bobterm?

I think it is pretty much a pipedream to get VT100 into Bobterm. Clay establishes his own custom screen routines and stuff to allow high speed, the PMG underlays for bold text, and all the keymapping, and the chat buffer.

Clay still wants to cooperate with Tom Hunt to share common file transfer protocols which Tom is writing. Tom is working on his own term, an outgrowth of CGSTERM. I don't know how far he is on that one. I think Tom realized that Bobterm was NOT going to get a revision and there were things he wanted to have in a term like better scripting ala Backtalk and a more progressive and expandable file transfer system.

Clay says he wants to put in a capture/scrollback buffer and stuff but who knows when he will attempt it. The last few revisions have been 'the kitchen sink' additions to the VT100 emulation and options. Items which are welcome, but by no means do or die.

6029. Re: 8bit system for sale.

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 00:56:59 UTC
From: krishna@max.tiac.net
Message-ID: <3943or$fkh@sundog.tiac.net>
Source record: 97901

Adam, if you are leaving the platform, I'm sorry to see you go. It's always bad to see a programmer pass on.

6030. Re: IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 01:52:55 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CyKFw7.BuB@freenet.carleton.ca>
Source record: 97902

>There's really nothing you can't do in Action!, but finding out
>how can be a problem.
>Rick
>

Thanks Rick, I will have a look at Action! if I can find it.

Regards,

Vince

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

6031. Looking for CX78 7800 Joypads...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 03:04:12 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <394b7c$17fs@hearst.cac.psu.edu>
Source record: 97611

Sorry to post this here but I know a lot of european users read this....
looking for the CX78 Atari 7800 video game Joypads... if you got any
or know of a place to obtain them..I got some money here...

--
Andrew K. Heller - Making the world safe once again.

Computer Engineering at The Pennsylvania State University
"The drinking University with a football problem"
heller@akh104.rh.psu.edu

6032. Drives, 850, computer for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 04:19:37 UTC
From: rob_g@news.delphi.com
Message-ID: <394fkp$flk@news.delphi.com>
Source record: 97903

I have the following 8-bit items for sale:

Atari 850 interface (w/PS)... $40
Atari 1050 (stock, w/PS)... $35
Atari 1050 (Doubler, w/PS)... $50
Atari 800XL (Newell 256K)... $45
Ape Face Printer Interface... $10

Or will trade for:

800XL (Rambo 256K)
Adaptec 4000A or 4070 controller for using a hard drive with
an MIO.

Or make offer. Thanks!

Rob

6033. Mydos problemns

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 05:09:46 UTC
From: bjcorr@delphi.com
Message-ID: <9411010007591.DLITE.bjcorr@delphi.com>
Source record: 97605

I am running a corvus HD on an 800 and an Integrater Board. Under Smart Dos all is wounderful, but when I try to boot up Mydos it locks up halfway into the load. If I unplug the corvus, Mydos happily loads. I have tried Mydos 4.5 and 4.53, same result. I want to use Mydos so I can get 8 corvus volumns up at once, Smart Dos only allows 4. (Actually I would prefer a CLI, but Sparta definitly won't work with the Integrater board, it doesn't use SIO.)

HELP!!!!

I have heard of others using Mydos with my hardware setup, so I am baffeled!

bjcorr@delphi.com

6034. Re: Corvus HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 05:23:07 UTC
From: diskdet2@aol.com
Message-ID: <394jbr$gom@newsbf01.news.aol.com>
Source record: 97606

In article <3943a7$fkh@sundog.tiac.net>, krishna@max.tiac.net (Glenn M. Saunders) writes:

It's not the the corvis need more than 2 joystick ports, it's the software was only written for the 800. Also as you al know the OS changed on all the units after the 400/800. THe software will not run with out heavy mod.
The Disk Detective

6035. New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 05:24:30 UTC
From: DJCHENG@frost.oit.umass.edu
Message-ID: <394jee$rtq@nic.umass.edu>
Source record: 97616

Just by way of introduction, I was introduced to the Atari 8-bit
by my cousin, who had an Atari 800. I went out and bought an 800XL, used
it for many years, and then put it in the closet after going the ST and
PC route. Once in a while it comes out when I feel nostalgic.
Anyway, I've just discovered the internet, and I'll throw a
couple of ideas out:

Now that Atari no longer officially supports the 8 bit line,
should not some consortium of developers meeet and determine a "new"
standard? From reading this newsgroup, a lot of 8bit users now have
upgraded systems that are no longer limited to 16K/64K/128K.
I've also seen talk where a developer is making such and such
a board, but its for hobbyists and programmers only, because there will
not be software for USERS to utilize the new [insert hardware development
here]. In some ways, this problem could be eliminated with the hardware
developer contacting several software developers and entering into a dialog,
in other words, creating a developer's list just like Atari would have
done.

I just think that with Atari no longer supporting the 8 bits, some
people need to continue the grass-roots effort at supporting the people
who still use the 8bit. Some people need to get together and create a
"new standard"

Just for example, how about a new standard for 8bits, at least
256K or 1 meg memory and a hard drive. All new software should be developed
to run off a HD, with ability to run off floppies a secondary concern.

Etc, Etc. I know there are some diehards out there ("real
programmers do it in 8k" and all that), but I see that many people already
have some sort of upgrade in their machine, and in many cases some have
computers that just barely resemble their original 16K purchase...

Now, if this has already been done, sorry, I'm just rediscovering
my interest in my 800XL after discovering this newsgroup....

------------Dan

6036. Re: Has Xformer 3.0 been released

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 07:19:25 UTC
From: oscar@CS.Arizona.EDU
Message-ID: <394q5t$jno@caslon.CS.Arizona.EDU>
Source record: 97615

In article <19941031134339MIS0160@mvs.udel.edu>,
Roger Cole <MIS0160@MVS.UDEL.EDU> wrote:
>Does anyone know whether version 3.0 of Xformer been released yet.

I just got a mailing today which stated it would ship the second week
of November.

Oscar

6037. Re: Corvus HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 07:19:31 UTC
From: bjcorr@delphi.com
Message-ID: <9411010218591.DLITE.bjcorr@delphi.com>
Source record: 97608

>Diskdet2 (diskdet2@aol.com) wrote:
>: In article <CxqnKL.JJ8@reuna.cl>, jcrios@reuna.cl (Juan Carlos Rios)
>: writes:
>
>: The corvis will not work with the 800XL. The 800XL only has 2 joystick
>: ports. I have 2 corvis 6 meg HD's complete with instructions and they are
>: still operating.
>: The DIsk Detective
>
>Some Corvus systems only use 2 joystick ports.
>
>However, the Corvus system uses a custom OS board so using it on an XL/XE
>would be problematic anyway.

Not true. The Corvus drives;
1) Operate via joystick ports 3 & 4, and therefore will not work with an 800XL.
2) Do Not have a custom os board, their software modifies 2.0 to operate via the joystick ports and then functions just fine on a stock 800. You can however install a custom board, the Integator, that makes using a Corvus much more bearable, but will not work with some DOS's (that do not use SIO like Sparta.)

Ben Corr

6038. Diamond GOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 08:48:31 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2EB55B49@POST0.LAAFB.AF.MIL>
Source record: 97612

Current Notes has been running a "series" of Diamond GOS articles by Kevin Packard that show one how to do various things with that product. I have Diamond myself. I liked the paint program myself. The word processor (Write) pretty much sucks IMHO. I don't think it was ever really finished. The basic desktop is functional, but an occasional weirdness does pop up. I used the product with SDX and it hangs occasionally or the configuration file gets corrupted. The mouse interface is pretty clean.

Rick Reaser

6039. ATR-Disk-Format

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 09:37:13 UTC
From: maschuma@news.cs.TU-Magdeburg.DE
Message-ID: <395289$lae@kiefer.cs.tu-magdeburg.de>
Source record: 97614

I am looking for a documentation about the ATR-Disk-Format. Can somebody give me info?

Greetings

Marco

6040. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 14:03:00 UTC
From: moran@dace.bnr.co.uk
Message-ID: <395hqk$5rr@bmerha64.bnr.ca>
Source record: 97640

Daniel J Cheng (DJCHENG@frost.oit.umass.edu) wrote:
>
> I just think that with Atari no longer supporting the 8 bits, some
> people need to continue the grass-roots effort at supporting the people
> who still use the 8bit. Some people need to get together and create a
> "new standard"

> Just for example, how about a new standard for 8bits, at least
> 256K or 1 meg memory and a hard drive. All new software should be developed
> to run off a HD, with ability to run off floppies a secondary concern.

Whats the point? If you want lots of memory and a hard drive
then go for any modern PC/Mac/Amiga. If you really want to have
modern facilities then the old 8 bits aren't the right machines.

Of course theres nothing wrong with pumping up your 8 bit, just
that it would be silly to try and make a standard on the premise
that you need 'modern' features.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

6041. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 14:11:05 UTC
From: jeking@xmission.com
Message-ID: <395i9p$s7v@xmission.xmission.com>
Source record: 97632

```
: I think it is pretty much a pipedream to get VT100 into Bobterm. Clay
: establishes his own custom screen routines and stuff to allow high speed,
: the PMG underlays for bold text, and all the keymapping, and the chat buffer.

What I want/need is a program that will make use of the XEP80's 80 column
attributes. No offense to Clay, as Flicker is nice - but I just cant
stand the compressed and flickering text. I've tried to use my Unix
shell account using Bobterm, but both versions of VT52 (E/O) simply do
not like to work with programs like IRC, TIN and ELM.

--
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
James E. King + Internet Junky
jeking@xmission.com - Atari XL/XE (8-bit) fanatic
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

6042. Re: Drives, 850, computer for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 14:13:03 UTC
From: jeking@xmission.com
Message-ID: <395idf$scd@xmission.xmission.com>
Source record: 97634

```
: I have the following 8-bit items for sale:

: Atari 800XL (Newell 256K)... $45

: Or will trade for:

: 800XL (Rambo 256K)

What's the difference between a Rambo XL and a Newell XL? Dont both
emulate XE standards and provide the 192k ramdisk?

--
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
James E. King + Internet Junky
jeking@xmission.com - Atari XL/XE (8-bit) fanatic
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

6043. 8bit Hardware Trades

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 14:16:23 UTC
From: jeking@xmission.com
Message-ID: <395ijn$sl3@xmission.xmission.com>
Source record: 97635

I have a Uniden XE422 2 line cordless phone (hold, conference, page, etc.. buttons) with a retail value of over $100.00 that I'd like to trade for any other electronics items - namely 8bit Atari hardware or anything else of value.

This cordless phone has been out of the box a total of 2 weeks, but wont work properly in my computer room due to the massive amount of RF being created by my many hard drives, computers, monitors, modems, etc.. So I need to go back to a standard non-cordless 2 line phone.

--
-+-+-+

6044. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 14:39:22 UTC
From: jeking@xmission.com
Message-ID: <395juq$1f3@xmission.xmission.com>
Source record: 97618

: Whats the point? If you want lots of memory and a hard drive
: then go for any modern PC/Mac/Amiga. If you really want to have
: modern facilities then the old 8 bits aren't the right machines.

: Of course theres nothing wrong with pumping up your 8 bit, just
: that it would be silly to try and make a standard on the premise
: that you need 'modern' features.

I dont know. I think the remaining 8bitters out there already have
advanced machines. Most folks I know, anyway - have a good sized
ramdisk, hard drive and at least 2400-14.4k modems. I suppose a defacto
standard already exists - as I've noticed that more and more software
apps are tending toward hard drive/ramdisk users.

--
-+-+-+

6045. COMPLETE 6502 tech reference available?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 17:40:50 UTC
From: boutell@netcom.com
Message-ID: <boutellCyLns2.DM4@netcom.com>
Source record: 97620
Cross-posted to: comp.sys.atari.8bit,comp.sys.apple2.programmer

Hi there. I need complete 6502 machine/assembly language
specs. I'm perfectly willing to buy a book, but can't find
anything on the shelves anymore, except for a couple of
less-than-thorough books in libraries.

(6507, actually, but it's the same chip minus a
few features.)

I know my bit-twiddlin' and I don't need a tutorial.
I just need the complete specs, particularly on things
like the "V" flag (which instructions set it and when?)
and the BIT instruction ("it tests bits" is not a
complete description of behavior...). I've already
got most of the instructions covered, but I'm
going nuts trying to reverse-engineer some
of them from a beginner-level book and a
list of opcodes.

Obviously, I'd prefer an online reference if such
a thing exists, but I would be perfectly happy to
get ordering information for a book.

Please email, and thanks. I will make any useful
information I receive available to others. Note the crosspost
(I included both common classic systems I'm aware of that
use the chip, although my project involves neither system
directly).

Oh yes, one other thing. I understand there are a few
"illegal" 6502 instructions that are commonly used.
Can anyone give me opcodes and descriptions for
these? Thanks!

-T
--
boutell@netcom.com, purveyor of fine World Wide Web pages and tools.
Drop by comp.infosystems.www.users and learn about the web.

<a href="http://sunsite.unc.edu/boutell/index.html">Thomas Boutell</A>

6046. Using a Canon BJ-200e

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 18:44:34 UTC
From: tdrake1@umbc.edu
Message-ID: <3962ai$qvu@news.umbc.edu>
Source record: 97621

Has anybody tried hooking up a Canon BJ-200e inkjet printer to the Atari 8-bit? If so were you successful?? Any significant limitations or compatibility problems?

I know that some people have hooked up their 8-bit up to an Epson Stylus 800 and even the older model HP 500s.

As I understand it, the Canon BJ-200e will emulate an Epson LQ-510 and the IBM Proprinter 24.

I have been looking at upgrading my old Epson RX-80 to something with a bit better output. The price is down in the $225 range now for the Canon-BJ200e.

--
-=-
Thomas Drake Test First! Then Code! tdrake1@gl.umbc.edu

6047. Re: VT 100 Emulation ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 20:54:10 UTC
From: winston@merk.com
Message-ID: <CyLwqB.K67@merk.com>
Source record: 97623

On Friday, October 21, 1994 at 16:31:41 GMT (10:31am EDT ?)
gbya@access3.digex.net (Glen Alberro) wrote:

GA> After downloading numerous terminal programs, including FlickerTerm,
GA> I have just about given up hope of achieving VT-100 emulation on my
GA> 8-bit. I have a 130XE and use the XM301 modem snailing along at
GA> 300bps. Can I emulate VT-100 without additional hardware
GA> (e.g. 850 interface or Hayes comp. modem)?
GA> I would really appreciate any assistance.

No problem. Step One: You need to get ahold of the XM301 RS232
device driver. Step Two: You need to get the --FULL-- distribution of a
program, such as KERMIT-65. Many bulletin boards just include one
executible that has already had an ATARI 850 device loader appended to it.
You need to get a hold of programs that contain --NO R: DEVICE HANDLER--.
The --FULL-- distribution of KERMIT-65 for the ATARI comes with an
executible called K65NR.COM, which stands for KERMIT 6502 with no R: device
handler appended. Keep a copy of this file and create another copy of it
to which you then append your XM301 R: handler. For programs which "chain
load" the device handler, you would rename any file called "RS232.COM" to
-- for example -- "OLDNR.COM" and name your XM301 R: device handler as the
new "RS232.COM" to take the place of the previous handler. Most terminal
programs work with multiple R: device handlers. Find the --FULL--
distribution of programs such as KERMIT-65 and BOBTERM that supply versions
with and without R-Handlers. I believe that the distribution of ANSITERM
also supplies an executible with no built-in R: device handler, as well.
You do not --NEED-- an ATARI 850 to do VT100 emulation, that is just the
default set up. You only need to do a little extra work to change the
default settings (i.e. find R: device driverless executibles, an XM301
handler, full documentation about how handlers are loaded, etc.)

P.S. I am not an XM301 owner, so I can't help you on the specifics of your
particular device.

P.P.S. If you are still stuck, give another shout on the net (although I
don't know how you'll be able to download anything sent point-to-point?).

Good Luck!

6048. Re: New Atari Classics and Current Notes Issues

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 22:58:45 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <CyM2Hx.4pA@itex.jct.ac.il>
Source record: 97638

kamaro_kid@delphi.com wrote:
: Got my first issue of the NEW AC two days ago. The cover and packaging
: was most excellent, but the content lacked a bit..

I got it today (Nov.2), which is surprisingly fast for overseas mail.
The cover is cool (How the hell did the Atari logo get in there?), but
kinda weird.. They made the AC logo goofy-looking, and they had this amazing
punch line on the cover: "INSIDE: the rest of the magazine!!" which I still
cannot fully comprehend.

Anyway the content is a bit bland, but hey.. was the premier issue of the
"old" AC much better? Give them a chance, they'll gradually improve, just
like Ben's mag did.

Anyone notice De Re Atari for sale from B&C? :) :)

-itay

Itay_Chamiel__Jerusalem__bruck@brachot.jct.ac.il__PHiSH__one-line-.Sig-FREAK!!

6049. Ice-T out!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 23:02:22 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <CyM2o0.4rE@itex.jct.ac.il>
Source record: 97637

The near-final version of the Ice-T VT100 emulator is finally out, sporting lots of gimmicky cool stuff, never before seen on an 8bit. I'm using it myself right now, and its few bugs seem tolerable.

Get it! And pay the Shareware fee to continue support!

/8bit/Telecomm/icet.arc (<-- or a similar name, I haven't checked exactly)

-itay

Itay_Chamiel__Jerusalem__bruck@brachot.jct.ac.il__PHiSH__one-line-.Sig-FREAK!!

6050. Top dollar for Flash Attach program

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 23:07:16 UTC
From: kowalski@futureworld.digex.net
Message-ID: <396b12$eg@news1.digex.net>
Source record: 97622
Cross-posted to: comp.sys.ti,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.action,comp.sys.cbm,comp.sys.att,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

I am in search of the game Flash Attack which was written for the Pet, Apple II and TRS-80 computers between 1980-1982.

If you have this game, I am interested in buying it along with the computer needed to run it. Please send e-mail, thanks!

Rob Kowalski
kowalski@futureworld.digex.net

6051. Ice-T out

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 23:14:18 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <CyM37v.4vM@itex.jct.ac.il>
Source record: 97639

Forgot to mention this in my last post:

If you can't find Ice-T up at the Archives, go ahead and request it directly
from me via Email, and I'll mail it UUencoded.

-itay

Itay_Chamiel__Jerusalem__bruck@brachot.jct.ac.il__PHiSH__one-line-.Sig-FREAK!!

6052. Top dollar $$ for COMMBAT

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-01 23:37:52 UTC
From: kowalski@futureworld.digex.net
Message-ID: <396cl5$eg@news1.digex.net>
Source record: 97624
Cross-posted to: comp.sys.tandy,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.action,comp.sys.cbm,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.apple2

I am reposting this from last week. For my research project I am in dire need of the game COMMBAT by Scott Adam's Adventure International.

If you have it, send me e-mail, I will pay good money.

Thanks!
Rob Kowalski (kowalski@futureworld.digex.net)

6053. Re: Corvus HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 00:18:03 UTC
From: krishna@max.tiac.net
Message-ID: <396lrr$rp2@sundog.tiac.net>
Source record: 97627

ben corr (bjcorr@delphi.com) wrote:

: Not true. The Corvus drives;
: 1) Operate via joystick ports 3 & 4, and therefore will not work with an
: 800XL.
: 2) Do Not have a custom os board, their software modifies 2.0 to operate via
: the joystick ports and then functions just fine on a stock 800. You can
: however install a custom board, the Integator, that makes using a Corvus
: much more bearable, but will not work with some DOS's (that do not use SIO
: like Sparta.)

Well, using it without the Integrator is probably a bitch since the hard drive becomes nothing but a TON of 720 sector pseudofloppies and being able to swap on the fly (like a BB/MIO/MUX swapper) is a must.

Remember, this was from the days before subdirectories and >720 sector support in Atari DOSs.

I don't know if there are any hacked formatters that would allow, let's say, MYDOS to see a Corvus drive as one large partition. Obviously that would be more useful.

6054. Atari books wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 00:19:42 UTC
From: rob_g@news.delphi.com
Message-ID: <396luu$n5s@news.delphi.com>
Source record: 97626

I'm looking for somebody that wants to part with some of the
Compute Books of Atari Graphics, mainly the first two (though all
thre would be nice).

If you have some you'd like to sell, please drop me a line.
Thanks!

Rob

6055. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 00:24:09 UTC
From: krishna@max.tiac.net
Message-ID: <396m79$rp2@sundog.tiac.net>
Source record: 97628

James King (jeking@xmission.com) wrote:
: attributes. No offense to Clay, as Flicker is nice - but I just cant
: stand the compressed and flickering text. I've tried to use my Unix
: shell account using Bobterm, but both versions of VT52 (E/O) simply do
: not like to work with programs like IRC, TIN and ELM.

Unfortunately only things lice VT100 and VT220 and such are compatible
with IRC, TIN, and the like. VT52 COULD support those programs but even
if you change your TERM type, it won't support it. I've tried too.

Well, the XEP-80 has a firmware ATASCII font. Therefore there is NO
tilde or backquote characters (tilde is important in Unix for referring
to home directories, etc.). You will also be locked into the stoneage
with no greater than 4800 baud throughput. Choose your poison, dude.

Of course, VT850, the only XEP-80 compatible vt100 terminal, maxes out at
1200 baud (YIPEE!).

If you want nice text, wait and see what FTE comes up with for the MIO 80
collumn board. Or pursue the ISA slot > cart thing which already works
with a Hercules graphics card. Of course both things are going to
require SOFTWARE to drive them.

6056. Re: Mydos problemns

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 00:27:11 UTC
From: krishna@max.tiac.net
Message-ID: <396mcv$rp2@sundog.tiac.net>
Source record: 97629

ben corr (bjcorr@delphi.com) wrote:
: I am running a corvus HD on an 800 and an Integrater Board. Under Smart Dos
: all is wounderful, but when I try to boot up Mydos it locks up halfway into
: the load. If I unplug the corvus, Mydos happily loads. I have tried Mydos 4.5
: and 4.53, same result. I want to use Mydos so I can get 8 corvus volumns up
: at once, Smart Dos only allows 4. (Actually I would prefer a CLI, but Sparta
: definitly won't work with the Integrater board, it doesn't use SIO.)

SpartaDOS patch Z uses SIO. That's why it works with the MUX which
rerouts SIO through the cart ports. 3.2z disables US+ sector skewing.

6057. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 00:42:42 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CyM7B6.HoM@freenet.carleton.ca>
Source record: 97636

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

>
>Low budget movies used the Atari because it is so cheap obviously, not
>for product placement. These movies with 800s in them probably came out
>far after the 800 was discontinued.
>
>As for the Portfolio, this too I think was NOT a product placement. The
>portfolio was really a pretty dead issue by 1991. What the Portfolio was
>was one of the few palmtop computers at the time which made it 'look the
>part'.
>

Generally, whenever the studio prop department needs something
"futuristic" or "techie", they try to find the lowest cost items
available. For example, it is a well known fact that Star Trek's Dr.
McCoy's medical apparatus were anything from salt/pepper shakers to camera
lens holders.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

6058. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 00:44:04 UTC
From: krishna@max.tiac.net
Message-ID: <396nck$rp2@sundog.tiac.net>
Source record: 97630

Hardware is not the problem. Software is. We could easily establish a new standard up to and including a 65816 system (like what FTE is exploring) as long as the users see advantages to the upgrade.

At this point, there is really just a small list of programs that will use BANKED ram, and these are crippled by:

A) not being hard-drive friendly
B) not being open-ended to support anything over 256K at the most.

So it is a double whammy because the banked ram standard should have been established a good 5 years ago and software should have been expanded to support hard drives and upgrades up to 1 megabyte when the slow DRAM chips the 8-bits use became SOOOO dirt cheap.

So it is a curse because even if we DID have applications which maxed out 4 megabyte banked-ram machines, it would STILL be technically backwards compared to viable 65816 systems which CAN be produced at just about an equally economical level for the same userbase.

So the 8-bit is really hardware-rich at this point, and software poor. Sure, it is starting to HURT us that we are locked at 1.79mhz with no 24-bit address bus, but it's hard to mourn over that when the software still isn't catching up with the amazing hardware we already have.

6059. Request for assistance

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 01:49:09 UTC
From: dw444@cleveland.Freenet.Edu
Message-ID: <396r6l$a3d@usenet.INS.CWRU.Edu>
Source record: 97633

Could someone please tell me the best way to fix a 1200XL
keyboard when it gets hard to use certain keys?

6060. Atari 8bit stuff FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 03:06:01 UTC
From: jchao@aol.com
Message-ID: <396vmp$fhg@newsbf01.news.aol.com>
Source record: 97641

I have the following items for sale. I have not used this system for
years
and do not know if the 410 and 1050 work but the 800 works fine. The power
supplys for all 3 devices work. This system is just taking up space and I
need to get rid of it. Preference given to anyone requesting the
whole bundle. Purchaser pays shipping. Please email responses.

ATARI 800 ($25)
Atari 410 recorder
Atari 1050 disk drive
Cartridge cabinet ($4)

JOYSTICKS ($4)
2 Atari joysticks
2 Spectravision joysticks
1 Video Command joystick

CARTRIDGES ($5)
Assembler/Editor K-Star Patrol
AtariWriter Word Processor Popeye
Pac-Man K-razy Kritters
Missile Command K-razy Shootout
Basic Computer Language Demon Attack
Chess Astro Chase
Super Cobra Frogger
Mountain King K-razy Antics

6061. Atari 8bit & 5200 software wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 04:32:04 UTC
From: richczeta@aol.com
Message-ID: <3974o4$h7m@newsbf01.news.aol.com>
Source record: 97647

```
Atari 8-bit wantlist

Looking for 1 each of the following games, cartridge or disk,
preferably with docs, for the 800/XL/XE. Also interested in
5200 versions of some titles. Titles with a "?" I need info
about what they are. Thanks!

800/XL/XE - must have docs!
------------
Archon
Battlezone
Beamrider ?
Blue Max - need docs!
Burgertime
Creepy Corridors ?
Crossbow ?
Crossfire ?
Crystal Castles
Dark Crystal ?
Frogger II
Gateway to Apshai ?
Gauntlet - 2nd one,not original
Gyruss
Kangaroo
Legionnaire ?
Mario Bros.
Midnight Magic ?
Millipede
Montezuma's Revenge ?
Moonsweeper
Moon Patrol
Mousetrap
Mr. Do!
Phoenix - arcade
Pitfall II
Q*Bert's Qubes!
Serpentine ?
Spindizzy ?
Springer ?
Star Raiders II - cart version
Time Pilot
Tutankham
Vanguard
Venture - arcade
Xevious
```

Mac/65 or any good popular macro assembler.
Prefer one useable on 64K machine. (stock 800XL)

Atari 5200 - must have docs!

Crystal Castles
Montezuma's Revenge ?
Moonsweeper
Mr. Do!
Tutankham
Xevious
Zaxxon

If anyone has anything to offer, please email!
richczeta@aol.com
OR
fo610@cleveland.freenet.edu

6062. SAM vs. talking Mac

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 04:32:11 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <3974ob$i4@bolt.ucsb.edu>
Source record: 97643

Just a humorous anecdote.
At work today, a coworker showed me Simple Text, the replacement basic text editor for Macs (to replace TeachText).
He also had a MacTalk (or something like that) extension installed on his machine.
There was pull-down menu for various "reading" options to have the computer "speak" the document to the user.

Funny thing is, it didn't sound a damn bit better than SAM that I got for my 800 around 10 years ago...

-Jason

6063. Re: Top dollar $$ for COMMBAT

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 04:44:09 UTC
From: diskdet2@aol.com
Message-ID: <3975ep$hf4@newsbf01.news.aol.com>
Source record: 97642

In article <396cl5$eg@news1.digex.net>, kowalski@futureworld.digex.net
writes:

I've got it and the documentation as well. E-Mial me.
The Disk Detective

6064. HELP! I need tech docs for 8bit & 7800

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 05:33:59 UTC
From: krishna@max.tiac.net
Message-ID: <3978c7$4rd@sundog.tiac.net>
Source record: 97648

[Article crossposted from rec.games.video.classic]
[Author was RichCZeta]
[Posted on 1 Nov 1994 23:53:02 -0500]

Where can I get the *complete* technical documentation
and spec sheet/data sheets for the Atari custom LSI chips?
ANTIC, GTIA, POKEY, & the 7800 graphics chip(s) (MARIA?)

Thanks in advance for any help!

richczeta@aol.com
OR
fo610@cleveland.freenet.edu

--

6065. Corvus HDs

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 07:05:40 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411020705.AA299969932@relay2.geis.com>
Source record: 97644

If the only limitation to using a Corvus on an xl/xe is the lack of ports 3 and 4, why not just do a search and replace with a decent disk editor, changing all the PORTBs to PORTAs? That, and checking for any TRIGs, should be sufficient.

Dave

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

6066. XEPs etc

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 07:07:41 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411020707.AA004660053@relay2.geis.com>
Source record: 97645

The XEP80 actually has 3 fonts in its ROM; ATASCII, European (like the alternate xe/xl charset) plus an ASCII font which has the tildes etc. It isn't shown in any of the demos (because it's a real pain to use) but it is in there, ready to be used. If you look through the tech docs for the XEP on the handler disk it describes how to access it; I believe if you look at one of the demos, you can alter it to display the ASCII set rather than the european; I think all it takes is to add one to the control value.

Dave

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

6067. Re: Mydos problemns

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 07:54:32 UTC
From: bjcorr@delphi.com
Message-ID: <9411020251591.DLITE.bjcorr@delphi.com>
Source record: 97650

>ben corr (bjcorr@delphi.com) wrote:
>: I am running a corvus HD on an 800 and an Integrater Board. Under Smart
Dos
>: all is wounderful, but when I try to boot up Mydos it locks up halfway
into
>: the load. If I unplug the corvus, Mydos happily loads. I have tried Mydos
4.5
>: and 4.53, same result. I want to use Mydos so I can get 8 corvus volumns
up
>: at once, Smart Dos only allows 4. (Actually I would prefer a CLI, but
Sparta
>: definitly won't work with the Integrater board, it doesn't use SIO.)
>
>SpartaDOS patch Z uses SIO. That's why it works with the MUX which
>rerouts SIO through the cart ports. 3.2z disables US+ sector skewing.

Bless you my good man! I will look for this on the Net.
Ben Corr

6068. Re: Corvus HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 07:54:50 UTC
From: bjcorr@delphi.com
Message-ID: <9411020251592.DLITE.bjcorr@delphi.com>
Source record: 97651

>ben corr (bjcorr@delphi.com) wrote:
>
>: Not true. The Corvus drives;
>: 1) Operate via joystick ports 3 & 4, and therefore will not work with an
>: 800XL.
>: 2) Do Not have a custom os board, their software modifies 2.0 to operate
via
>: the joystick ports and then functions just fine on a stock 800. You can
>: however install a custom board, the Integator, that makes using a Corvus
>: much more bearable, but will not work with some DOS's (that do not use
SIO
>: like Sparta.)
>
>Well, using it without the Integrator is probably a bitch since the hard
>drive becomes nothing but a TON of 720 sector pseudofloppies and being
>able to swap on the fly (like a BB/MIO/MUX swapper) is a must.

Even with the Integrator it is a brain damaged way to implement a hard
drive. The best you can do is format all the Corvus Drives as DD and get a
DOS that supports 8 drives at a time, still very limiting.

>Remember, this was from the days before subdirectories and >720 sector
>support in Atari DOSs.

Yes, nothing as useless as subdirs on a 720 sector Corvus Volumn.

>I don't know if there are any hacked formatters that would allow, let's
>say, MYDOS to see a Corvus drive as one large partition. Obviously that
>would be more useful.

To die for! I would give my first born male at this point.

bjcorr@delphi.com

6069. Re: Atari 1200XL and 800XL available...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 10:12:05 UTC
From: CMOORE@wpo.csd.scarolina.edu
Message-ID: <CMOORE.87.000A33E4@wpo.csd.scarolina.edu>
Source record: 97520

My friend and I were cleaning out one of his storage sheds this weekend. Amid the piles of Model Cars, Trains, and RC stuff, we found a Box O' Atari off in one corner. Upon opening the box we found an Atari 1200XL, 800XL, two cassette drives, a printer, and miscellanious cabling, etc.

Now, we both realize this stuff is OLD, but rather than leaving it in the shed to rediscover in a few years ("I claim this for Spain!" - Magellan), he would like to dispose of these items with someone who would be interested in them and who would give him a few bucks for the lot.

The plastic cases have the usual amount of fading one would expect on these old machines, but otherwise seem to be in good\reasonably decent shape. If anyone is seriously interested, please e-mail an offer and we'll pack these up nice and tight and COD it out to you. He may consider some trades as well (I noticed someone offering a two-line Cordless phone - who knows?).

Obviously he would like to dispose of the lot rather than piece it out, so please keep this in mind. If you are interested, I will get these this weekend and see if I can power them up and make sure they run.

Oh, and he also has a HUGE Apple Daisy Wheel printer (Centronics Interface) that, minus the dust and dirt on the outer case, is in great shape and runs fine, slow, and loud. Anyone interested? Ah, come one, don't you need a good printer\door stop\car lift? :-]

'Preciate it.

The author of this blasphemy: Carl.Moore@scarolina.edu

My opinions are not necessarily those of my employer...
I'm sure they're relieved about that.

"...Dammit, Jim, I'm an Actor, not a Doctor..."

6070. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 11:32:56 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <397td8$rai@dux.dundee.ac.uk>
Source record: 97515

Daniel J Cheng (DJCHENG@frost.oit.umass.edu) wrote:

[Various Sections cut- see original article]

: Now that Atari no longer officially supports the 8 bit line,
: should not some consortium of developers meeet and determine a "new"
: standard? From reading this newsgroup, a lot of 8bit users now have
: upgraded systems that are no longer limited to 16K/64K/128K.
:
: Just for example, how about a new standard for 8bits, at least
: 256K or 1 meg memory and a hard drive. All new software should be developed
: to run off a HD, with ability to run off floppies a secondary concern.

: Etc, Etc. I know there are some diehards out there ("real
: programmers do it in 8k" and all that), but I see that many people already
: have some sort of upgrade in their machine, and in many cases some have
: computers that just barely resemble their original 16K purchase...

: Now, if this has already been done, sorry, I'm just rediscovering
: my interest in my 800XL after discovering this newsgroup....

At the risk of sounding rude, that's one of the worst ******* ideas I've seen
for some time. Sorry, but it *really* sucks.
Having programs which support 128K or more is a great idea, granted, but
making this the "standard" is just plain stupid. I own 2 8 bit Ataris, one
is a 64K 800XL, and the other is a 128K XE. What you propose throws anyone
who doesn't have a massively expanded system out in the cold. Like
someone else said, if you want huge hard drives and megabytes of memory,
you buy a bigger computer. Part of the reason I like my 8 bits is their elegant
design (no, I don't mean the cases!), but partly because you don't *need*
tons of memory. Of course, developing programs for, say, 64K means you can
do it much more comfortably in say, 128K because you have some leeway, but
to make 256K for example, the standard risks alienating everyone who doesn't
have that. If you're happy with a 1 meg 800XL fine, but don't force
everyone else to follow suit. Personally, I'll use my Amiga for that sort of
stuff, because it's a machine which can make the most of the memory
without being wasteful (a la certain PC programs), and it has the speed which
makes developing, say, graphics better than an 800XL. Problem is transferring
them without an 850 module, but I don't see that this is an insurmountable
problem.

I won't complain if you develop a 1 meg XL application, but don't
expect it to be that popular either. What's the point of programs that big
when you're still limited by the 800XL hardware? I like my XL, but I'm
not going to claim it's at the cutting edge of technology any more...

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6071. New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 12:36:34 UTC
From: mbitdc9306@titan.newi.ac.uk
Message-ID: <94110212175214@titan.newi.ac.uk>
Source record: 97646

Actually, this idea about setting up some kind of standard would not be a bad idea, but I'm not really sure how it can be implemented. There are several problems to overcome:

1. Programming lazyness. Programmers are a notoriously lazy bunch (myself included) and we'll always try and find the easiest route to writing a piece of software - a bit like lightning finding the easiest route to earthing itself! For example, my current project (out in two weeks, folks) uses almost the entire memory in a 64K Atari but if I was so inclined, I could have saved up to 5K on the biggest program in the package by writing better routines, compressing the text output a bit (there's a lot of blank spaces in there) and countless sundry other things. Give the programmer 1Mb to work with and he may produce something amazing but it'll only be half as good as it might have been because 1Mb is a lot of RAM to fill and it'll only make him more wasteful in his programming practices.

2. International Differences. Basically what this means is that something that may be commonly used in one country may be extremely rare in another. For example, hard disk users may be plentiful in the States but they're pretty thin on the ground in the UK. I know a few people with Black Boxes over here but they're the exception since the Black Box is expensive to import (that damned Government slaps VAT on anything expensive that's imported into the country). I've just ordered an MIO II and that's a bit closer to many people's price ranges so I'm hopeful that we'll find UK users taking hard drives to heart.

3. The PC Conundrum. Right, what this means is - look at the PC! It's supposed to be pretty standard throughout, isn't it? What about soundcards, though? You have the soundblaster standard, the Roland standard, the Gravis Ultrasound, the .... Even if a standard is specified, chances are that someone will produce a piece of kit that will not work correctly under the guidelines and so it may be ignored by programmers, or they may add that piece of kit to their list of 'things to do' for a particular piece of software.

I'm sure that something can be done, but it is going to take quite a bit of the old will power all-round - particularly from us programming types.

David Davies
Projects Co-Ordinator
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6072. Noone able to help me ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 13:39:10 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.79.000DA78E@genesis.informatik.rwth-aachen.de>
Source record: 97516

Hallo folks !!!

Some weeks ago I started my question on Atari power-supplies, but I got no message about it!

Here`s the question once again:

I got two original Atari power-supplies with the size of the 1050-ones.

The input is 240V/50HZ/38VA/AC
The two (!) outputs are 8.6 V/1 A/AC
29 V/600 mA/AC

If you have any information, where they could be from or which units need these kind of power, please send a mail to:
belitz@genesis.informatik.rwth-aachen.de

Matt

6073. Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 15:40:45 UTC
From: esok@park.uvsc.edu
Message-ID: <CynCw2.Ms3@park.uvsc.edu>
Source record: 97522

In article <126058@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
...
>My language of choice
>is Action! because it seems to run about 70% of the speed of
>assembly language, but now that I'm familiar with the language I
>can get programs done at least 10X quicker then assembly.

I agree that Action! is the language of choice for the Atari 8-bit.
It was designed with the 8-bit in mind. While it isn't as advanced as other
languages like C, it does a reasonable job at exploiting the 8-bit's
capabilities.

>Action! does support records & the manual lists an example of
>a company employee list for reference. The only downsides I've heard
>about Action! is lack of direct floating point access & built in
>banking access to 130xe memory.

Though I don't know of any readily available routines to use 130XE extended
memory, I do know of routines to support floating point numbers. They are
included on the Action utilities disk (sold separately from the Action!
cartridge). There are lots of goodies on this disk, including player/missle
routines.

>It's not really a problem for me
>since I know how to do both, but the info sources you need are not
>readily available. A tortuous path to learning the language, find out
>what you want to do, find out you don't know how to do it, find out
>the manual doesn't explain it, ask here or on the FTE bbs & hope
>someone gets back to you.

Would anybody be interested in an index to the Action manual? I'll post it
if there's enough interest.

6074. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 16:58:09 UTC
From: DJCHENG@frost.oit.umass.edu
Message-ID: <398gf1$l15@nic.umass.edu>
Source record: 97523

Glenn M. Saunders (krishna@max.tiac.net) wrote:

: Hardware is not the problem. Software is. We could easily establish a
: new standard up to and including a 65816 system (like what FTE is
: exploring) as long as the users see advantages to the upgrade.
[text deleted]

: So the 8-bit is really hardware-rich at this point, and software poor.
: Sure, it is starting to HURT us that we are locked at 1.79mhz with no
: 24-bit address bus, but it's hard to mourn over that when the software
: still isn't catching up with the amazing hardware we already have.

That is why I would like to see software developers contracted
to develop some software for the new tech, but that cannot be done unless
there is some hardware standard for the programmers to refer to.
I forgot to address one issue: that of people believing that
the original machines will be left in the cold. 1) many people have
already upgraded 2) how many 600XL users complained when many programs
came out for 48K or 64K?
Many people would like to push the limits of their 8bit and see
no reason to get another computer.
Maybe a new standard might be out of the question FOR NOW (but
its been so many years, WHEN?), but is there a regular developer's conference?
I don't know if there are still enough to warrant a conference, but its
just an idea.

6075. Re: Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 18:31:04 UTC
From: cmwagner@gate.net
Message-ID: <398lt8$8bj@tequesta.gate.net>
Source record: 97524

Dieter Popp (didi@didi.mayn.sub.de) wrote:

: I am using a 1.44 MB Teac drive (3.5")
: it is connected with the HDI from Erhard Puetz (Germany) and works fine...

Can you format the disk under SpartaDOS to 1.44 MB?

6076. Re: IRC

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 18:36:29 UTC
From: cmwagner@gate.net
Message-ID: <398m7d$8bj@tequesta.gate.net>
Source record: 97525

Michael Current (aa700@cleveland.Freenet.Edu) wrote:
: I think we're supposed to be trying to meet on Friday's, morning-afternoon
: in North America, night in Europe.

Guess I can skip that one, :). I don't wake up until noon.

I would probably hang around in #atari8 from 10:00pm EST and until I get
sick and tired of waiting for people to show up on Friday.

6077. Re: MASSIVE AUCTION (ARGH!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 18:40:17 UTC
From: cmwagner@gate.net
Message-ID: <398meh$8bj@tequesta.gate.net>
Source record: 97526

kamaro_kid@delphi.com wrote:
: Can we do something about all tse MASSIVE AUCTION messages? It's bad

I am sick and tired of them also. If you folks want to sell something then use the equipment, examine the market, and sell the stuff at the going price. I am really getting tired of seeing this guy trying to squeeze the last nickle out of his stuff.

That's just my two cents worth. If it offends someone, sorry.

6078. Re: Mydos problemns

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 18:48:25 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Nov2.184825.16377@iglou.com>
Source record: 97529

I've read that the Corvus drive uses joystick ports 3 and 4. Could it be that your copy of Mydos is set up for an XL/XE ramdisk? If your 800 has a ramdisk, Mydos should be configured to use the correct port address (probably C000).

--
Bill Marcum bmarcum@iglou.com
"My stars, it's full of dogs!" 2001 Dalmatians
"The fog is getting thicker!" "And Leon is getting larger!" Airplane!

6079. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 18:56:57 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Nov2.185657.16481@iglou.com>
Source record: 97530

If your Unix host has the 'screen' program, try using it to run programs
like Elm, Tin and Lynx.

--
Bill Marcum bmarcum@iglou.com
"My stars, it's full of dogs!" 2001 Dalmatians
"The fog is getting thicker!" "And Leon is getting larger!" Airplane!

6080. Re: Mydos problemns

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 20:17:13 UTC
From: jlodoen@shell.portal.com
Message-ID: <398s49$6bu@news1.shell>
Source record: 97533

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: ben corr (bjcorr@delphi.com) wrote:
: : I am running a corvus HD on an 800 and an Integrater Board. Under Smart Dos
: : all is wounderful, but when I try to boot up Mydos it locks up halfway into
: : the load. If I unplug the corvus, Mydos happily loads. I have tried Mydos 4.5
: : and 4.53, same result. I want to use Mydos so I can get 8 corvus volumns up
: : at once, Smart Dos only allows 4. (Actually I would prefer a CLI, but Sparta
: : definitly won't work with the Integrater board, it doesn't use SIO.)

: SpartaDOS patch Z uses SIO. That's why it works with the MUX which
: rerouts SIO through the cart ports. 3.2z disables US+ sector skewing.

But the only 800-compatible versions are 1.1 and the X cartridge. Can
this Z patch be applied to either of those?

jlodoen@shell.portal.com

6081. Re: ATR-Disk-Format

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 20:23:15 UTC
From: jlodoen@shell.portal.com
Message-ID: <398sfj$6if@news1.shell>
Source record: 97535

Marco Schumann (maschuma@news.cs.TU-Magdeburg.DE) wrote:
: I am looking for a documentation about the ATR-Disk-Format. Can somebody
: give me info?

From the SIO2PC readme file:

STRUCTURE OF AN SIO2PC ATARI DISK IMAGE:

It's extremely simple. There is first a 16 byte header with the following
information:

WORD = special code* indicating this is an Atari disk file
WORD = size of this disk image, in paragraphs (size/16)
WORD = sector size. (128 or 256) bytes/sector
WORD = high part of size, in paragraphs (added by REV 3.00)
SPARES 8 (ten) unused (spare) header bytes (contain zeroes)

After the header comes the disk image. This is just a continuous string of
bytes, with the first 128 bytes being the contents of disk sector 1, the
second being sector 2, etc.

* The "code" is the 16 bit sum of the individual ASCII values of the string
of bytes: "NICKATARI". If you try to load a file without this first
WORD, you get a "THIS FILE IS NOT AN ATARI DISK FILE" error
message. Try it.

A note from me:

On double-density images, the first 3 sectors take 256 bytes, but
only the first 128 of each are used. This is incompatible with the
current release of PC-Xformer. The author is aware of it.

jlodoen@shell.portal.com

: Greetings

: Marco

6082. wich is better?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 20:45:45 UTC
From: chaos@oo.com
Message-ID: <19941102.19CDF10.DDCF@oo.com>
Source record: 97649
Body handling: HTML body converted to readable text

greetinatari junkies,

I am presently useing an atari game system..the one with detachable
keyboard and what not. Just a while ago i was at a thiftshop near my house and
saw they had a 65XE there for 10 bucks or so. My question is, are these two
computers basically the same thing? is the 65 nothing more than a bit smaller
and in a nicer case?

few more questions while im here. :) i have heard somewhat about 80
col support for the 80..is the ONLY way to get 80 col is by that adapter that is external?
was any of the xe line made
with built in 80 col support? the main reason i want 80 cols is for
tetecommunications, wich brings me to another question..

I am at the moment useing BOBTERM..pretty nice term program.. i recent
got a copy of ANSIter, from nic.funet.fi, however i cant get it to work with
my sx212..i load up the handler and then the main program, however when i go
to terminal mode all i get is a bunch of blue lines drawing themselves over
and over again. has anyone got this program to work?

Also, has there been any term progs with color in them? i dont mean
just ANSI, but how about at least CBM color? anyhting out there?

One last thing..are there any PD bbs programs for the atari? i havent
seen them on any of the FTP sites, so i was wondering if they were any out
there..

ah well, if ya know the answeres either reply here or mail

CHAOS@oo.com

lates!

6083. Tom Drake, mail me please!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 22:47:16 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <CynwMt.24H@itex.jct.ac.il>
Source record: 97652

To Tom Drake:
Tom, I lost your Email address, so please get in touch with me.. I got
the Rana!

-itay

Itay_Chamiel__Jerusalem__bruck@brachot.jct.ac.il__PHiSH__one-line-.Sig-FREAK!!

6084. Atari-owned (prototype?) 410 available

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-02 23:33:43 UTC
From: rbn@apple.com
Message-ID: <3997kn$guv@apple.com>
Source record: 97429

Are you looking for a 410 Cassette unit for your Atari 8-bit? Here's the one you want!

This one is not the 'normal' 410 wedge unit...it looks more like a conventional cassette unit, and it's got 'Atari Software Development Division' stickers on it. It's in extremely clean condition, to boot! :-)

If interested, drop me a line.

rbn@apple.com

6085. Re: Corvus HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 00:22:30 UTC
From: krishna@max.tiac.net
Message-ID: <399ag6$e4p@sundog.tiac.net>
Source record: 97653

ben corr (bjcorr@delphi.com) wrote:

: To die for! I would give my first born male at this point.

: bjcorr@delphi.com

Well, you could sell your 800+Corvus to a collector and pick up an 800XL and an MIOII and be able to run IDE drives. It's not like you are locked under the thumb of the Corvus. The Corvus was a real amazing feat for 1980, a $5000 piece of hardware for the Atari. But by 1985 when the MIO came out it was rendered obsolete. The ATR hard drive interface wasn't that great but that sounded better too. Actual drive throughput through the SIO (ATR) can't be that fast, and I shudder to think what the throughput must be with the limited bandwidth of 2 joystick ports. It is not the ideal way to have an Atari 8-bit hard drive. It is mainly a really great COLLECTOR's item and I'm sure in time it will appreciate in value as such.

I've also heard of CART-based hard drive interfaces from Europe. Some hacker was working on it I think. The cart port is just as good as the PBI for simple data I/O and in hindsight the Corvus system probably should have hacked the cart port.

6086. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 00:23:50 UTC
From: krishna@max.tiac.net
Message-ID: <399aim$e4p@sundog.tiac.net>
Source record: 97654

Bill Marcum (bmarcum@iglou.iglou.com) wrote:

: If your Unix host has the 'screen' program, try using it to run programs
: like Elm, Tin and Lynx.

How does screen help? By readjusting margins to 40 collumns or
something? I use it for a remote backscroll/capture buffer. Works nice.

6087. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 00:32:25 UTC
From: krishna@max.tiac.net
Message-ID: <399b2p$e4p@sundog.tiac.net>
Source record: 97505

Supporting big upgrades is different from REQUIRING big upgrades. I don't think he meant that everyone should write programs which should ONLY run on upgraded machines.

However, the only way the 8-bit will be able to interface with the rest of the computer world is to take advantage of banked ram for larger programs just like what Puff himself did with SuperArc to uncompress Squashed(?) files.

Things like DTP/FAX, LHA and ZIP compression utilities, these things will probably require banked ram just for the program itself.

The biggest problem with a 64K limit (in my opinion) is with APPLICATION programs. You have to share main memory between the actual program, and data/buffer space. What usually happens is that you are left with an insanely small buffer to work in, which is the case with several word processors and spreadsheets for the Atari. Once they started making 16-bit machines, they went from 10K text buffers for word processors, and megabytes of room (depending on how much you have) in even an ancient 68000 machine commonly sold for little more than Atari 8-bits are. If that doesn't display the limitation of a 16-bit address buffer I don't know what does.

So theoretically you can use about 32K or so for the main program and only reserve the bank window and you can cram the program full of features and use the banks for buffer space and write a program progressive enough to work with large upgrades.

And again, even if we are stuck with a slow processor, the benefits of a 24-bit address bus can not be overstated.

6088. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 00:36:53 UTC
From: krishna@max.tiac.net
Message-ID: <399bb5$e4p@sundog.tiac.net>
Source record: 97506

Daniel J Cheng (DJCHENG@frost.oit.umass.edu) wrote:
: Maybe a new standard might be out of the question FOR NOW (but
: its been so many years, WHEN?), but is there a regular developer's conference?
: I don't know if there are still enough to warrant a conference, but its
: just an idea.

I'm just being polite by not saying what you are and being open-minded.
I lost the patience to wait for software to be presented to me a few
months ago and made a change. But that doesn't change the sense of
uncompleted business in this platform, of things which COULD have been
written 8 years ago but was not written. I'd like to see it written just
to make me feel better that the software finally caught up with the hardware.

So my life is not resting on the outcome of this anymore. It's just an
emotional thing.

6089. Re: SAM vs. talking Mac

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 00:42:03 UTC
From: krishna@max.tiac.net
Message-ID: <399bkr$e4p@sundog.tiac.net>
Source record: 97507

Jason D. Bardis (jasonbar@bolt.ucsb.edu) wrote:
: Just a humorous anecdote.
: At work today, a coworker showed me Simple Text, the replacement basic
: text editor for Macs (to replace TeachText).
: He also had a MacTalk (or something like that) extension installed on his
: machine.
: There was pull-down menu for various "reading" options to have the computer
: "speak" the document to the user.

: Funny thing is, it didn't sound a damn bit better than SAM that I got for
: my 800 around 10 years ago...

To be fair though, it doesn't tie up the CPU 100% like SAM does, does it?

That's the difference between something that is useful only as a demo,
and something that can be used in programs.

I've got the speech for the Amiga and it is better than SAM, but not
PERFECT. It was written with the 7.56mhz Amigas in mind so it doesn't
really push the sound chips to the limit. But it's good and it leaves
tons of CPU time left for multitasking.

SAM seems to have better control via knobs than the Amiga speech does.
The Amiga can shift between male and female vocal structures and can
adjust pitch but can't seem to adjust nasality or open-throatedness. So
SAM does have a few advantages on that level.

But I think the Amiga one can be coaxed to SING.

The best speech for the Atari was probably the Alien Voice Box which CAN
sing, steals next to no CPU time, but it is a pretty rare item and I heard
it is flaky on XL/XEs.

6090. Re: XEPs etc

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 00:44:14 UTC
From: krishna@max.tiac.net
Message-ID: <399bou$e4p@sundog.tiac.net>
Source record: 97508

d.paterson2@genie.geis.com wrote:
: The XEP80 actually has 3 fonts in its ROM; ATASCII, European (like the
: alternate xe/xl charset) plus an ASCII font which has the tildes etc. It
: isn't shown in any of the demos (because it's a real pain to use) but it is
: in there, ready to be used. If you look through the tech docs for the XEP
: on the handler disk it describes how to access it; I believe if you look at
: one of the demos, you can alter it to display the ASCII set rather than the
: european; I think all it takes is to add one to the control value.

Then the programmer of VT850 was REALLY dumb. Because he didn't use it,
so the tilde and such come out as ATASCII block graphics.

Still doesn't change the speed limitation problem.

6091. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 00:52:09 UTC
From: krishna@max.tiac.net
Message-ID: <399c7p$e4p@sundog.tiac.net>
Source record: 97509

>
>Though I don't know of any readily available routines to use 130XE extende
>memory, I do know of routines to support floating point numbers. They are
>included on the Action utilities disk (sold separately from the Action!
>cartridge). There are lots of goodies on this disk, including player/miss
>routines.

I think there is a WAY to program in Action! and use up separate banks for code. But it is very messy. I tried playing with it for a while and gave up because it was so much effort. It is a lot easier to write in assembly when planning on using the other banks for program space. Action's compiling process is the culprit here because you have to compile each bank separately so each bank with have its own island of variable names in the bank window and stuff, when what you REALLY want is to have a globally shared symbol/variable table. Jumping in and out of the banks becomes a real bitch because none of the procedure/function names will be recognized unless declared manually and pointed to the right address. This can be done by using a scanning utility Tom Hunt wrote. Essentially you compile each program, then scan it and find out where each routine is in memory, then when the bank is called up, have it run a routine at a fixed address which tells Action! where all the routines lie. Then you can jump back and forth between the bank and the main memory areas freely. Jumping from bank directly to another bank is even more of a bitch. Then you have to worry about passing parameters. AAAA!!!

It is NOt just a matter of twiddling portB.

If ACTION! were updated, I'm sure it could work out a kluge to be able to write banked programs. But right now it isn't really set up to be able to do this.

6092. Re: ATR-Disk-Format

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 01:24:52 UTC
From: jlodoen@shell.portal.com
Message-ID: <399e54$gt5@news1.shell>
Source record: 97510

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: A note from me:

: On double-density images, the first 3 sectors take 256 bytes, but
: only the first 128 of each are used. This is incompatible with the
: current release of PC-Xformer. The author is aware of it.

Err, I posted it wrong. The first three sectors of an SIO2PC image
are each 128 bytes, no matter the density. PCX expects them to be
256 bytes for double-density, so they are incompatible.

Clear as mud?

jlodoen@shell.portal.com

6093. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 02:04:24 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <126289@cup.portal.com>
Source record: 97511

Some of the stuff as far as setting standards is taking place, just not in public. I think just about everyone that does hardware stuff is involved with the notable exception of Bob Puff who is notorious for doing things his own way anyway. There's not that many people left that are doing software & they seem to be into bringing Atari in line with other standards such as zmodem rather then set a standard for Atari software.
Rick

6094. Re: ATR-Disk-Format

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 02:17:30 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <126290@cup.portal.com>
Source record: 97512

What do you need to know? They are pretty much just standard Atari format for at least single sided double density. Spin rate's a little different, but only 300 rpm vs 288.

6095. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 02:31:15 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <126292@cup.portal.com>
Source record: 97513

How about a complete rewrite of the manual to go with it<g>?
I haven't been posting a lot of code lately <sigh of relief from many readers> but if anybody needs some Action! code such as complete banking tables for accessing 192k on a Newell upgrade or something like that I should be able to get it out. I was supposed to be ff work this week, but I ended up [fri, sat, sun, mon, tues, wed, fri] for a schedule. Not to echo Graeme's comments to closely, but I really don't need anything like 192k of data or graphics myself but I'm not morally or philosophically opposed to letting anyone else know how to do it.
Rick

6096. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 03:48:06 UTC
From: hwl0978@gemini.tntech.edu
Message-ID: <1994Nov2.214806.4605@atlas.tntech.edu>
Source record: 97514

In article <38nhqj$s3@blackice.winternet.com>, sydtech@winternet.com (Scott Butler) writes:
> Also, I distinctly remember Alan Alda doing ads for the Atari XL line, but
> it *seems* like I remember some TV commercials circa the '83 holiday
> season featuring him as well. Does anyone else remember this?

Well, I remember the early Alan Alda ads when the XL line first came out. It's kinda funny since it's probably one of the few times Atari advertised their products (especially computers) like this. I have heard of the elusive ads for the Lynx on MTV, but I can't say I've ever seen one. I *HAVE* seen a slew of advertising for the Jaguar (sometimes the same commercial TWICE a commercial break). Every time I see these commercials, I think how lamentable that Atari didn't have as aggresive a marketing campaign for their computer line...

Motorola Inside!!! <hmmm...>

+-------------------------+----------------------+--------------------------+
Hiram W. Lester, Jr.	School:	Home:
Electrical Engineering	TTU P.O. Box 14587	1903 E. Main St.
Tennessee Technological	Cookeville, TN 38505	Murfreesboro, TN 37130
University	hwl0978@tntech.edu	h.lester1@genie.geis.com
+-------------------------+----------------------+--------------------------+

6097. Re: Corvus HDs

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 06:06:06 UTC
From: diskdet2@aol.com
Message-ID: <399uke$c3t@newsbf01.news.aol.com>
Source record: 97517

In article <199411020705.AA299969932@relay2.geis.com>,
d.paterson2@genie.geis.com writes:

That's not the only problem. The XL/XE OS is not the same as the 400/800.
That was why they came out with the Translator disks. Even with loading
the old OS in to RAM, it may or may not work after you change the calls to
joystick ports 3 and 4.
The Disk Detective

6098. Atari 1040ST with monitor 4sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 06:47:21 UTC
From: saxmania@ripco.com
Message-ID: <Cyoluy.KI6@rci.ripco.com>
Source record: 97518

I've gat an Atari 1040ST with SC1224 monitor. Both in excellent condition.
Also have mouse, mouse master, dust cover, owner's manual, original boxes,
Atari magazines with discs... Asking $250- or best offer for everything.
Will consider trades for Macintosh stuff:monitor, 210meg or larger hard
drive, CD-ROM player...what have you?

-Saul

--

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5aX t|-|3rApY_____________///s|A|u|L|||s|M|a|I|z|Y|s///_________________
____/\<|><|>/______
-----v/o/x--//312//907//8229/////////---f/a/x/-/data--//312//907//8521///////x

6099. New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 07:19:38 UTC
From: ime@death.hancad.co.at
Message-ID: <39a2ua$lbf@hancad.hancad.co.at>
Source record: 97519

I've wondered how much different RAM Upgrades already exist,
which use different Bits of the PIA Port B Adress for access.

I think this is because there are many Bits already used at this
particular Adress, like for switching OS ROM, BASIC ROM, SELFTEST ROM,
XE BANKS 1-4, ENABLE BANK FOR CPU, ENABLE BANK FOR ANTIC.

I own a recently upgraded 800 XL (Claus Buchholz Upgrade) and making
a defacto Standard for upgraded XL/XE's is really necessary.

I also agree that new Software shouldn't rely on upgraded XL/XE's but
Support of the additional RAM would be great.

Just my opinions

6100. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 10:14:12 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Nov3.101412.301@cs.nott.ac.uk>
Source record: 97521

In article <395juq$1f3@xmission.xmission.com> jeking@xmission.com (James King) writes:
>: Of course theres nothing wrong with pumping up your 8 bit, just
>: that it would be silly to try and make a standard on the premise
>: that you need 'modern' features.
>
>I dont know. I think the remaining 8bitters out there already have
>advanced machines. Most folks I know, anyway - have a good sized
>ramdisk, hard drive and at least 2400-14.4k modems. I suppose a defacto
>standard already exists - as I've noticed that more and more software
>apps are tending toward hard drive/ramdisk users.

I don't buy that! I know a lot of people that have just standard machines.
Maybe most people here on the net have upgraded machines, but there are plenty
of others who don't. All I've got is a ramdisk for example - no modem no HD.
Others don't even have that. Maybe some upgrades are more common in certain
parts of the world than others. Modems and HD's don't tend to be all that
common on 8-bits here (Britain) - probably because we don't get free local
calls like our friends over the water, and there has been no easy, relatively
cheap and available way of adding a HD. The now defunct Gralin used to sell
a HD interface..but even their description of it made it sound complicated!

I'd be interested to hear what the situation is in other parts of the world.
How many people do have ramdisks, modems, hardrive and other such add ons?
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

6101. Standard Graphics Formats

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 10:30:39 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Nov3.103039.1691@cs.nott.ac.uk>
Source record: 97546

Ok all... I'd like a little bit of help from all you lovely people in net land.
What I'd like to know is which are the most common formats for saving pictures
in on the 8-bit. I've already got the standard 62 sector format (used by
micropainter and others (?)) which is 192 lines, 40 bytes per line (Gr.15)
(7680 bytes) followed by 4 bytes of colour registers (708,709,710,712).

What other formats are out there? How are they arranged?
I'm looking for anything in any graphics mode that is reasonably wide spread.

Thanks! E-mail would be nice (if possible), otherwise posting here is fine.
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

6102. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 12:10:16 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <39ajv8$juf@dux.dundee.ac.uk>
Source record: 97547

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: In article <395juq$1f3@xmission.xmission.com> jeking@xmission.com (James King) writes:
: >: Of course theres nothing wrong with pumping up your 8 bit, just
: >: that it would be silly to try and make a standard on the premise
: >: that you need 'modern' features.
: >
: >I dont know. I think the remaining 8bitters out there already have
: >advanced machines. Most folks I know, anyway - have a good sized
: >ramdisk, hard drive and at least 2400-14.4k modems. I suppose a defacto
: >standard already exists - as I've noticed that more and more software
: >apps are tending toward hard drive/ramdisk users.

: I don't buy that! I know a lot of people that have just standard machines.
: Maybe most people here on the net have upgraded machines, but there are plenty
: of others who don't. All I've got is a ramdisk for example - no modem no HD.
: Others don't even have that. Maybe some upgrades are more common in certain
: parts of the world than others. Modems and HD's don't tend to be all that
: common on 8-bits here (Britain) - probably because we don't get free local
: calls like our friends over the water, and there has been no easy, relatively
: cheap and available way of adding a HD. The now defunct Gralin used to sell
: a HD interface..but even their description of it made it sound complicated!

: I'd be interested to hear what the situation is in other parts of the world.
: How many people do have ramdisks, modems, hardrive and other such add ons?

I agree with Raphael on this as well- things are always cheaper in the states,
(not to mention the fact they have a relatively high income compared to other
countries too), I for example couldn't afford that sort of system. It'd be
nice to have an XL/XE hard drive, but It'd be significantly more expensive
and less useful than one for a 16/32 bit machine (ironically). Who's going
to define the standard? You can only have a standard when the manufacturer
(the *sole* manufacturer) says so, otherwise there will always be
non-standard developments. Support extra memory, don't rely on it though.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6103. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 15:05:29 UTC
From: jeking@xmission.com
Message-ID: <39au7p$ho4@xmission.xmission.com>
Source record: 97527

```
: Well, the XEP-80 has a firmware ATASCII font. Therefore there is NO
: tilde or backquote characters (tilde is important in Unix for referring
: to home directories, etc.). You will also be locked into the stoneage
: with no greater than 4800 baud throughput. Choose your poison, dude.

4800 is the stoneage? I have a Hayes Ultra 14.4 - and reading usenet
articles and/or sending/reading mail are perfectly fast at 4800. 9600
and above for those features is overkill.

I'm perfectly happy with my XEP80.

--
-+-+-+
```

6104. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 15:06:38 UTC
From: jeking@xmission.com
Message-ID: <39au9u$htg@xmission.xmission.com>
Source record: 97528

Bill Marcum (bmarcum@iglou.iglou.com) wrote:

: If your Unix host has the 'screen' program, try using it to run programs
: like Elm, Tin and Lynx.

Tried Screen and it made emulation worse, instead of better.

Set my term to vt52, then typed "screen tin" and got quite a bit of what
appeared to be control characters.

--
-+
James E. King + Internet Junky
jeking@xmission.com - Atari XL/XE (8-bit) fanatic
-+

6105. Re: Copyright infringements?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 15:30:08 UTC
From: sydtech@winternet.com
Message-ID: <39avm0$ehe@blackice.winternet.com>
Source record: 97531

Philip Clayton Abel (pca8c@Virginia.EDU) wrote:
[snip]
: no longer exists, etc. etc. Same deal probably holds whereby
: you get permission from author to release software into public
: domain (I know of a few programs for the Apple II line that
: have gone from copyrighted to public domain like that). Just a
: thought...

This is happening frequently for other classic systems.

Wayne Westmoreland and Terry Gilman, who wrote some very popular games for the old TRS-80s, just released a bunch of their old games (Eliminator, Armor Patrol, etc) to the public domain, along with a lot of alternate versions and unreleased stuff (including a Donky Kong for the TRS-80!). Most of these games were released by Adventure International (whatever happened to Scott Addams?). They included a text file with some notes, and the games are even available in virtual disk format for Jeff Vavasour's excellent Model I/III emulators for the PC.

The Commodore 64 community has an FTP site setup with tons of games for the C64 emulator....

- Scott

6106. Thank you.

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 16:30:52 UTC
From: wi40756@seba.rz.tu-ilmenau.de
Message-ID: <39b37s$dr2@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 97532

Thank all of you for the great support to get a MIO II-Board. There were no person in the whole USA, who could give me an answer.

But a friend from UK called me, thank you, David!!!

Hendrik Merkel

6107. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 17:50:47 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <39b7tn$a37@hearst.cac.psu.edu>
Source record: 97534

Vince Grienti (ai542@FreeNet.Carleton.CA) wrote:
: Anyway, I seem to have wandered (again) from the topic so I'll get back
: into it -- adhering to a standard means that it makes an implied bridge to
: the possibilities of expanding the capabilities and scope of the venerable
: 8-bit. Now if there was a way to make a 3 1/2" mechanism plug into a
: 1050/Indus/Percom/Trac/etc... that would be a bonus!

There is a way to plug a 3.5 into a 1050. =) Ever notice that
the FDC is a standard unit... just not all wired up... or course
even without programming a new rom... you can easily add a 3.5 drive
and uses a toggle switch to flip between disk sides. (I've seen it!)

I kinda liked the parrallel 1050 better..but that had too many limitations
but it was DAMN fast.

--
Karll The Ghoull says: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cagsfaq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6108. Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 19:08:20 UTC
From: rsalerno@linet01.li.net
Message-ID: <39bcf4$bc7@linet02.li.net>
Source record: 97536

The original "Airplane" movie (the one with Peter Graves as the pilot)
used the famous 810 "sector read" beep as a cockpit sound. It emanated
from the navigator's console.

6109. IDE / 800 HD controller help

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 19:11:26 UTC
From: rsalerno@linet01.li.net
Message-ID: <39bcku$bc7@linet02.li.net>
Source record: 97537

In article <CyExJA.JE3@freenet.carleton.ca>
ai542@FreeNet.Carleton.CA (Vince Grienti) writes:

> Hi Bob, the controller is called an MIO (Multi I/O), a new version is
> being manufactured by a company called Fine Tuned Engineering (FTE), one
> of the members of the XE Group picked up 5 of them. The current cost is
> $80 US. This is a limited time price. I don't have the Internet address
> for the company, but if you like I'll hunt around for it.

WIll the MIO work with a 48K 800 or does it require an XL?

6110. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 20:36:58 UTC
From: jduers01@solix.fiu.edu
Message-ID: <39bhla$q3p@newshost.fiu.edu>
Source record: 97538

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Bill Marcum (bmarcum@iglou.iglou.com) wrote:

: : If your Unix host has the 'screen' program, try using it to run programs
: : like Elm, Tin and Lynx.

: How does screen help? By readjusting margins to 40 collumns or
: something? I use it for a remote backscroll/capture buffer. Works nice.

Why don't you try this? Type "stty rows 24 columns 40" at the command line,
and then run whatever program you like to use...This should let any screen-
dependent programs know how big the screen you're using is.

Jason

6111. Re: Copyright infringements?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-03 20:41:30 UTC
From: jlodoen@shell.portal.com
Message-ID: <39bhtq$f1@news1.shell>
Source record: 97539

Scott Butler (sydtech@winternet.com) wrote:
: Wayne Westmoreland and Terry Gilman, who wrote some very popular games for
: the old TRS-80s, just released a bunch of their old games (Eliminator,
: Armor Patrol, etc) to the public domain, along with a lot of alternate
: versions and unreleased stuff (including a Donky Kong for the TRS-80!).
: Most of these games were released by Adventure International (whatever
: happened to Scott Addams?).

The editor of Computer Gaming World reported that Adams had found
religion and gave up computer games as 'ungodly'.

Whatever happened to Russ Wetmore?

jlodoen@shell.portal.com

6112. 1050's and 850 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 03:22:25 UTC
From: rob_g@news.delphi.com
Message-ID: <39c9dh$nov@news.delphi.com>
Source record: 97540

I have two 1050 disk drives for sale... one stock for $35,
one with a US Doubler for $50.

I also have an 850 interface .

All three items include power supplies.

Rob

6113. Re: wich is better?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 05:45:53 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Nov4.054553.9066@iglou.com>
Source record: 97541

The 65XE is basically the same as the game system except that it does not have Missile Command built in, and it has a monitor output with separate chroma and luma (gives a clearer image on a monitor that has chroma/luma inputs, like the Commodore monitors). Another difference is that the 65XE uses eight 64Kx1 ram chips, while the game system has two 64Kx4 chips. Both models have the ram chips soldered in, making it difficult to add more memory.

--
Bill Marcum bmarcum@iglou.com
"Resistance is futile ffththwpp You will be assimilated ffththwpp"
--Victor of Borg
"My stars, it's full of dogs!" 2001 Dalmatians

6114. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 08:05:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <126368@cup.portal.com>
Source record: 97542

Raphael; I probably count as a near harware junkey vs a true one since I don't have a hard drive, but... I've got some stuff like an ATR8000 with two 720k drives so I don't really feel the need for one. I used to have PR:Connection/850/ATR serial ports, but my PR went south due entirely to my negligence. I had to be one of the first people to buy a rambo, it didn't even come with a ramdisk handler at the time that would use the full 192k so I ended up phoning 1/2 across the U.S. to download one from the ICD bbs. I also added a 256k Newell upgrade to another xl & have recently aquired an 800 with the 128k axalon board. I was at 2400 baud as soon as Supra's were available via mailorder for $118. I even had a EPROM burner until I loaned it out & it came back busted. I've also got a couple of hacks that used to get plugged into my xl that no one else has, but nothing that would be significant to your average user. I don't know what it's like in the U.K., but ram here is dirt cheap. I've found clone AT motherboards with 1 meg of ram selling for $10. $10/36 drams=> you can upgrade an xl for less then $2.25 in dram. The prices for things like rambo boards is still way to high, $28 to $40 depending on where you shop, but everything else including the computer is cheap. I guess there are some people who don't have hacked Ataris, but I'd guess around 25% of the computers that are still in use in the US have been upgraded.
Rick

6115. Re: MOD files...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 09:08:52 UTC
From: hofer@iam.unibe.ch
Message-ID: <39ctn4$8o8@aragorn.unibe.ch>
Source record: 97543

```
In article 9p5@newstand.syr.edu, mtwoodwa@mailbox.syr.edu (Mr. Matt...) writes:
> I have a few Atari computers sitting around at home. Would it be possible
> to write a MOD tracker for an Atari 800 or 130XE? I was wondering this cause
> I remember that the 800 has 4-voices (channels?) but I wasn't sure whether
> they were DACs or whatnot...
>
> Now that I'm getting serious about programming, I was wondering if it were
> poss. to code a MOD tracker/player...
>
> I imagine tho that the 360K DD disks will present a problem tho. Most MOD files
> take up about that much room. (Load on one disk, swap in a data disk?)
>
> Any ideas? Thanks in advance...
>
> - Mr. Matt
>

A MOD file player already exist! If I remember exactly it's called Fumpy v2.0 or Fampy.
At the moment I'm not sure about the name. The program has been written by a german
programmer.

_S.H.

--------------------------------------------------------------------------------
I ||| is the best you can get! Sacha Hofer(hofer@iamexwi.unibe.ch) I
I / | \ Proud owner of: 2 800 XL, 1 130 XE, 1 520 STFM , 1 1040 STF , I
I 1 VCS 2600, 2 Lynx , 1 Falcon and 1 486 PC. Soon I'll get a Jag. I
--------------------------------------------------------------------------------
```

6116. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 09:27:01 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.1986@legend.akron.oh.us>
Source record: 97544

```
You neglected to mention one other terminal program... OmniCom ...
which gives 80 columns at 2400 baud, and is readable with a composite
monitor.
```

6117. Reviewer Wanted for PC X-former 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 09:33:28 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2EB9FC8F@POST0.LAAFB.AF.MIL>
Source record: 97545

Current Notes, the longest running magazine that still supports the Atari 8-bit (13 years) is looking for a reviewer for PC X-former 3.0. Please contact me via e-mail for further details or if you are interested.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

reaserrl@post2.laafb.af.mil
reaserjr1@genie.geis.com
72130.2073@compuserve.com

6118. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 14:25:18 UTC
From: jeking@xmission.com
Message-ID: <39dg8e$j59@xmission.xmission.com>
Source record: 97548

: Ummm...what's the point in using a 14.4 modem on the 8-bit when all the
: 8-bit terminal programs skip that baud rate for some odd reason? I think
Actually, on my MIO, if I set the baud rate at 19.2k, I can always get
maximum throughput - irregardless of what type BBS/service I call. I've
gotten CPS values in excess of 4000 before on my little 8bit - of course,
that depends on the xfer prot. and the type file xferred.

: funny characters kept popping up on the screen and the modem wouldn't
: respond to anything I did.

I also have a PR: and it's no good after 4800.. Of course, I had an older
PR:C that would do 9600 and somtimes 19.2k without noise.

--
-+
James E. King + Internet Junky
jeking@xmission.com - Atari XL/XE (8-bit) fanatic
-+

6119. Re: Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 14:26:05 UTC
From: jeking@xmission.com
Message-ID: <39dg9t$j8h@xmission.xmission.com>
Source record: 97549

```
: : I am using a 1.44 MB Teac drive (3.5")
: : it is connected with the HDI from Erhard Puetz (Germany) and works fine...

: Can you format the disk under SpartaDOS to 1.44 MB?

SpartaDos will only format to a max of 1.22meg

--
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
James E. King + Internet Junky
jeking@xmission.com - Atari XL/XE (8-bit) fanatic
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

6120. Re: MASSIVE AUCTION (ARGH!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 14:27:57 UTC
From: jeking@xmission.com
Message-ID: <39dgdd$jd1@xmission.xmission.com>
Source record: 97550

: the last nickle out of his stuff.

Nothing wrong with getting top dollar. I'm just angry because I see the same people doing these MASSIVE AUCTION messages in almost every group I read - and what's worse is they post updates almost hourly! ARGH!

--
-+-+-+

6121. Original s-ware wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 14:30:21 UTC
From: jeking@xmission.com
Message-ID: <39dght$jl5@xmission.xmission.com>
Source record: 97551

I'd like to get the original (complete) boxed sets of all the ZORK adventures. Would prefer to trade for other alike original software - as I have hundreds of original titles in my closet, but have always been fascinated with the ZORK series.

In addition, the original Scott Adams boxed sets would be nice also!

--
-+-+-+

6122. @XE_BOT

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 14:44:07 UTC
From: jeking@xmission.com
Message-ID: <39dhbn$l24@xmission.xmission.com>
Source record: 97552

Who's running the XE_BOT that's keeping #Atari8 open? How's it created?

In addition, is it possible to create a bobterm .btm file that sends keystrokes through the modem to keep my service from disconnecting me if I need to take off for a few minutes? I suppose the same program could be used to keep an IRC channel open too! [grin]

--
-+-+-+

6123. Atari apps/games for SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 17:55:08 UTC
From: davidn9000@aol.com
Message-ID: <39dshs$jb6@newsbf01.news.aol.com>
Source record: 97553

Atari items For Sale

All software on original disks and with complete documentation.

Solo Flight
Broadsides
Maxi Golf
Karateka
Pool 400
*Forms Generator
*Silent Butler
*Home Filing Manager
*Homepak
*Micro Filer
*Timewise
Computer Quarterback
Galaxian
Flight Simulator II
*Atariwriter
*Atari Proofreader
*NewsStation
Pro Football Facts/Predictions
*Home Financial Mgt
Night Raiders
Championship Golf

$6 each for above games, $8 each productivity (marked with *)

Atari 7800 Game Carts: $6 each LIKE NEW. Reg. card/docs/box.
Ballblazer
Xevious
Joust

Add $2 for 1st game/ $1 each additional game for US Priority Mail (2
days).
Email to DavidN9000@aol.com if interested.

Thanks,
David Newman

6124. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 20:29:58 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <39e5k6$8dq@nic-nac.CSU.net>
Source record: 97554

Ok folks, just to throw my 2c in, I develop software (sorta.. hehe).

When I am in the process of designing something (ie, "Hmm.. what should I support?") I usually think to myself "If they had a RAMdisk like I do, or a hard drive, I could add in cool graphics or better sound when I get around to making the thing".

I'm not gonna babble on forever, but just name two pretty good examples:
1) TextPro .. works fine on 48/64k, supports any-drive (RAM/Hard/Floppy), also supports more RAM
2) MegaBlast .. works fine on 48/64k, but you have a slight advantage if you have 128k.

Think of Alternate Reality. Some people bitch that it doesn't support RAM-disk or hard drive... oh well... if/when I make a multi-DISK game, I'll be sure to support it.. ANY configuration I can think of. From one 88k floppy to a huge 16mb hard disk partition or 1mb of RAMdisk space...

-bill "not me! the cow!" kendrick @ vax.sonoma.edu or zippy.sonoma.edu
(or even groucho.sonoma.edu)
I hate REM

6125. Re: Standard Graphics Formats

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 20:42:23 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <39e6bg$92p@nic-nac.CSU.net>
Source record: 97455

THe Koala format (old, sure, but it was quite popular) is another one.

BTW The GRx (I call it that) format is usually 40 x height bytes (ie,
80 x 192, 160 x 192, 160 x 96, 320 x 192) with 712, 708, 709, 710, 711...
at least that's what most programs seem to support (viewers, GIFNCode, etc.)

Forget the name of it.. either MicroPainter or MicroIllustrator or something..

-bill!?

6126. Re: MOD files...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 20:45:07 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <39e6gj$95i@nic-nac.CSU.net>
Source record: 97456

TELL ME ABOUT CARD STAX!!!!!!!!!!!!!!!!!!!!!!!!

Also, the MOD Players out here are MODPlay, SoundTracker, and Fampy.
(Last two use converted MODs (MD8))s..

They all sound very good, but Fampy seems to sound the best (at least the
demo MD8s it came with sounded REALLY nice :))

All are at UMich! See my article in Current Notes this past month(s) if you
subscribe..

l8r
-bill

6127. Re: *** Q: WHAT KIND OF PEOPLE ON THE NET ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 20:46:37 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <39e6jd$965@nic-nac.CSU.net>
Source record: 97457

Uh oh.. looks like this message has been posted in ALL the groups.. well, ok..
at least two that I've read in the past day or so. :)

I'm a student, 8bit addict, programmer, ... uhh.. yeah.

6128. Re: Top dollar for Flash Attach program

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 22:18:59 UTC
From: daveb@dgtl.com
Message-ID: <4485@dsinet>
Source record: 97458
Cross-posted to: comp.sys.ti,comp.sys.ibm.pc.games.adventure,comp.sys.ibm.pc.games.action,comp.sys.cbm,comp.sys.att,comp.sys.atari.st.tech,comp.sys.atari.8bit,comp.sys.apple2

kowalski@futureworld.digex.net wrote:

: I am in search of the game Flash Attack which was written for the Pet, Apple II
: and TRS-80 computers between 1980-1982.

: If you have this game, I am interested in buying it along with the computer
: needed to run it. Please send e-mail, thanks!

I doubt if this would run on anything ever made by AT&T...

--
David Breneman Email: daveb@jaws.engineering.dgtl.com
System Administrator, Voice: +1 206 881-7544 Fax: +1 206 556-8033
Product Development Platforms
Digital Systems International, Inc. Redmond, Washington, U. S. o' A.

6129. Re: MULE the file transfer utility...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-04 23:37:06 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <Cyro9w.FK0@freenet.carleton.ca>
Source record: 97459

In a previous article, hcl5384@vaxd.isc.rit.edu () says:

>In article <CyEwy2.InE@freenet.carleton.ca>, ai542@FreeNet.Carleton.CA (Vince Grienti)
writes:
>>
>>In a previous article, HEGEDUS@mszi.pmmf.hu (Tomika) says:
>>
>>>Hi!
>>>
>>> Anybody used the MULE for transfering files between the IBM and
>>>the Atari?
>>>
>>
>>I haven't used Mule, but I HAVE used MYDOSPC (Utils), it also only works
>>in double density mode. It's pretty impressive and includes the C source code.
>>
>>--
>>--
>>"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
>> is indistinguishable from magic." | (Vince Grienti)
>> --- Arthur C. Clarke | Nepean, Ontario CANADA
>
>Where do I get MYDOSPC? from FTP?
>Henry
>

I hope someone else can answer this, because I can't. However, if all else
fails, I can mail you the diskette (sure, it is low tech, but what the hell!!)
and it should reach you in a week or so.

Regards,

Vince

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

6130. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 00:14:14 UTC
From: krishna@max.tiac.net
Message-ID: <39eiom$ofc@sundog.tiac.net>
Source record: 97460

jason a duerstock (jduers01@solix.fiu.edu) wrote:
: Why don't you try this? Type "stty rows 24 columns 40" at the command line,
: and then run whatever program you like to use...This should let any screen-
: dependent programs know how big the screen you're using is.

Yeah, but these utilities still want to push out vt100 cursor controls.
Bobterm won't support anything but 40 collumn vt52 and who knows how good
that is?

6131. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 00:20:49 UTC
From: krishna@max.tiac.net
Message-ID: <39ej51$ofc@sundog.tiac.net>
Source record: 97461

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:
: Ummm...what's the point in using a 14.4 modem on the 8-bit when all the
: 8-bit terminal programs skip that baud rate for some odd reason? I think
: it's a bit of a nuisance having to buy a 19.2K modem and not be able to
: use all that speed since most boards are 14.4K. I'm using a 2400 baud UDS
: modem on the P:R: right now. I've tried using my friend's 9600 modem, but
: funny characters kept popping up on the screen and the modem wouldn't
: respond to anything I did.

Don't ask me how it works. You just set the PORT speed to 19.2k and it works. You just need an MIO (with revised R: handler) or a BB or a future R:P: to make sure hardware flow control negotiates things. Throughput between the modem and the computer will never go above 19.2K and will probably vary depending on how much compression it can do. The modem to modem speed will be fixed at 14.4.

Even with a 2400 baud modem, if it has data compression you could do the same thing and get faster performance than just straight 2400 baud. In fact, I've heard that 9600 baud performance on the 8-bit very close to 14.4 performance since the compression ratio of 14.4 is at least 4:1 and usually today's computers use a port speed of 57K baud with them, not 19.2K.

I know from my Amiga that with file transfers the CPS can be from 1500-over 5000 CPS depending on whether the file is already compressed (like .gifs). With the Atari, file transfers can go up to around 1200 CPS maximum on 19.2k connections.

Going to high speed is MOOT unless you have the right interface, though. But the reward is less waiting. You'll get more done in the same amount of time because you won't be waiting for screen refreshes and the like. Vt100 has a shitload of overhead in the escape codes. I don't think 4800 baud is fast enough for me. It's a personal choice I guess.

6132. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 00:22:56 UTC
From: krishna@max.tiac.net
Message-ID: <39ej90$ofc@sundog.tiac.net>
Source record: 97462

ROBERT STOUT (rstout@legend.akron.oh.us) wrote:
: You neglected to mention one other terminal program... OmniCom ...
: which gives 80 columns at 2400 baud, and is readable with a composite
: monitor.

Omnicom loses text after about 1 screen's worth of incoming nonstop
text. Kermit65 has a larger buffer but still starts to lose it after a
couple screens.

Ice-T and FlickerTerm80 are the only vt100 terminals that will NOT lose a
single character no matter how much nonstop text scrolls by at up to 9600
(Ice-T) and 19.2 connections (Flick).

6133. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 00:24:16 UTC
From: krishna@max.tiac.net
Message-ID: <39ejbg$ofc@sundog.tiac.net>
Source record: 97463

James King (jeking@xmission.com) wrote:
: Actually, on my MIO, if I set the baud rate at 19.2k, I can always get
: maximum throughput - irregardless of what type BBS/service I call. I've
: gotten CPS values in excess of 4000 before on my little 8bit - of course,
: that depends on the xfer prot. and the type file xferred.

I never get more than 1200 CPS but that was all with .arc files and the
like. I never really tested the CPS of a raw text file or something.

6134. Re: Corvus HDs

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 00:31:52 UTC
From: krishna@max.tiac.net
Message-ID: <39ejpo$ofc@sundog.tiac.net>
Source record: 97464

Diskdet2 (diskdet2@aol.com) wrote:
: That's not the only problem. The XL/XE OS is not the same as the 400/800.
: That was why they came out with the Translator disks. Even with loading
: the old OS in to RAM, it may or may not work after you change the calls to
: joystick ports 3 and 4.

As long as the programs make 'legal calls' it should work. But something
that is rerouting I/O may do some funky stuff at the hardware level.

6135. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 00:36:53 UTC
From: krishna@max.tiac.net
Message-ID: <39ek35$ofc@sundog.tiac.net>
Source record: 97465

Today, the best way to support banked ram is to configure it manually with a text file or something so it KNOWS which bits to twiddle.

Not by using a menu with an incomplete list of upgrades, NOT by trying to figure it out on its own, and NOT by just assuming RAMBO compatibility.

As long as its banking scheme (capacity, bank address, and byte stuffing values) is configurable the program will be instantly compatible with everything. The reason I include BANK ADDRESS here is in case you had a successful PIA2 upgrade and had 8 free bits in PORTA of PIA2 to twiddle plus I still have no idea what MARS8 does. Axlon upgrades would probably be problematic because their bank window is in a different spot I believe.

The problem with application programs is that they are totally fixed by the time they were made and do not have provisions for any future contingency.

6136. Re: Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 00:38:53 UTC
From: krishna@max.tiac.net
Message-ID: <39ek6t$ofc@sundog.tiac.net>
Source record: 97466

Rick_Michael_Cortese@cup.portal.com wrote:
: How about a complete rewrite of the manual to go with it<g>?
: I haven't been posting a lot of code lately <sigh of relief from many
: readers> but if anybody needs some Action! code such as complete banking
: tables for accessing 192k on a Newell upgrade or something like that I
: should be able to get it out. I was supposed to be ff work this week, but
: I ended up [fri, sat, sun, mon, tues, wed, fri] for a schedule. Not to
: echo Graeme's comments to closely, but I really don't need anything
: like 192k of data or graphics myself but I'm not morally or philosophically
: opposed to letting anyone else know how to do it.

Tom Hunt would appreciate it, because he's been banging his head against
the wall trying to implement unzippers and the like.

6137. Re: Atari Printer Specs Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 04:20:41 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cys1EI.7yn@freenet.carleton.ca>
Source record: 97467

In a previous article, ransom22@delphi.com (Joe Walsh) says:

>I was recently compiling a list of Atari-brand 8-bit printer specs, for
>personal use. I own most of them, and all but one of them I can find
>published specs on. The one I'm unable to find any information on is
>the XMM801 dot matrix printer.
> If you know the speed, number of pins, fonts supported, whether
>it handles graphics, etc. for this printer, please post them here or
>e-Mail
>me with them, if you prefer.

Ummm...scary question. Considering I used to own 2. I now own one with a
broken manual-feed knob.

Ok...on to the specs...

2 I/O ports
9 pin
Fonts: Ascii, ATascii, foreign character set.
Epson compatible, but you would be better off finding a copy of the
XMM801 -> Epson printer driver that was put out by the now,
unfortunately, defunct BellComm.
It barely handles graphics and uses a carbon ribbon instead of ink.

That's my $0.02!

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

6138. Re: Corvus HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 04:48:48 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <fseipel.1134398568E@news-stand.acs.ohio-state.edu>
Source record: 97468

I've had a good deal of experience with Corvus drives on Atari 8-bits so I think I'll jump in to this discussion.

The Corvus to Atari 8-bit interface uses exactly two joystick ports -- ports 3 & 4. It was designed for use on an Atari 8oo, but could conceivably run on an 800XL or 130XE. The main modification required would consist of changing all references to PORTB to PORTA, and all references to PBCTL to PACTL. Since the standard Atari OS doesn't recognize a Corvus, it cannot boot from one. Thus you must either boot from 1) a floppy which then boots DOS.SYS from the Corvus [this was supplied with the Corvus drive] 2) a cartridge which fits in the right hand slot (I've never seen one, but they exist) or 3) [best option] acquire a replacement personality board (Integrator) which allows you to boot from any Corvus volume, any floppy drive, or your Axlon/Axlon compatible RAMdisk. or 4) a cassette containing the code to boot DOS.SYS from the Corvus [a program to write such a boot cassette was provided with Corvus's Atari
8-bit software package that came with the drive].

To run a Corvus on an XL/XE, with an Integrator personality board or the cartridge boot system, you would have to burn custom EPROMS of the modified software, since both the software to be modified is on ROM chips.

The Corvus does not *have* to use a custom OS board. The Integrator board is an option. I highly recommend it, though, since it adds direct operating system support of Axlon RAMDISKS, allows you to swap any physical drive with any device number (D1: through D8:), allows quick changes to the Corvus mount table, and allows you run MyDos and full disk programs on your hard drive, as opposed to the modified DOS 2.0D which you are forced to use if you don't have the Integrator. What Mr. Corr said of SIO is true; the Integrator only works with DOS's that use legal SIO calls to access the drive, hence SpartaDOS X and SpartaDOS will not support the Corvus. The Integrator, regrettably, does not overcome the problem of partition size; it is still only possible to have 180K partitions on a Corvus using the integrator. A patch for MyDos could be written to overcome this. This would be a very short patch, since the Integrator would do almost all the work of swapping partitions (see below). The SIO calls in MyDos would be patched (namely, the read and write sector vectors). This would be the extent of the patch. Prior to calling the built-in ROM SIO routines, the patch would:

1. Divide the sector number by 720 and store the remainder of the division.
2. The whole number result of the division in step [1] would be the Corvus volume number that the sector resides on. The volume number would be incremented by one, since the Corvus volume numbers begin at one instead of zero. The remainder of the division would correspond to the sector

number on that volume. The one-byte volume number would be stored in RAM as the 'current volume' following step [3].
3. The patch would check to see if the drive number (eg D1:) in question is presently set to the 'current volume' calculated in step [1].
4. If the drive were not presently on that volume a JSR would be made to $C000 in the Integrator ROMS. This configuration routine is built into the integrator and fully documented within the integrator manual. This would reconfigure that drive number (eg D1:) to the volume number calculated in step [1].
5. The sector number would be changed to the remainder of the division from the calculation in step [1]. Thus, sector 725 would correspond to sector 5 (remainder of 725 divided by 720). Similarly, the volume number would be the integral part of the division plus one -- thus sector 725 would be on volume 2)
6. The patch would proceed to call the built-in ROM SIO routine, which would then get or put the appropriate sector number on the appropriate volume.
Note that this patch would work for everything -- even directory reads -- since MyDos would be seeing the Corvus as one large drive. Also, delays due to volume changes would not be excessive, since the configuration command would only be issued at 720-sector intervals.

I do not believe any such patches were ever written but I think I've demonstrated the necessary logic to do the deed. MyDos doesn't pay much attention to checking if a configuration is legitimate, so you would just specify the number of sectors and tracks corresponding to six megs, ten megs, or twenty megs, and use the [I] command from the DOS menu to write out a legitimate directory structure. Once the patch is installed with the modified directory structure, it would work like a charm. Whenever a sector above 720 is accessed, the patch would catch it. The format XIO call would not need to be altered; the integrator ignores this anyway. Incidentally, David & Sandy Small were geniuses; they might have already implemented the patch into the OS; what happens when you try to access above sector 720? Does it lock up, or does it automatically change volumes, or give an error?

Finally, regarding speed: I once did a comparison of the speed of the Corvus vs the Blackbox hooked to an SCSI drive. I don't recall the exact results, but the data rate was comparable. The joyports are plenty fast; the problem is the software. One advantage of the joyports is that (had the software supported it) the drives would work with every single 8-bit computer ever made, without any adapters. The cartridge port would have the same advantage as an interface. Not supporting all platforms is one of the disadvantages of all existing HD interfaces, except for the ATR8000, which is slow and doesn't support SCSI.

Frank Seipel (614) 622-1653
fseipel@magnus.acs.ohio-state.edu
76116.1126@compuserve.com

6139. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 05:06:36 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <39f3ss$rd8@terminator.rs.itd.umich.edu>
Source record: 97469
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw------- lenn 66648 Oct 31 00:58 ./8bit/Telecomm/icet.arc
-rw-r--r-- lenn 1628 Oct 31 00:58 ./8bit/Telecomm/icet.txt
-rw-r--r-- lenn 1973 Oct 31 01:04 ./8bit/Newfiles.txt
-rw-r--r-- lenn 161216 Oct 31 01:07 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

6140. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 06:40:08 UTC
From: jlodoen@shell.portal.com
Message-ID: <39f9c8$cgq@news1.shell>
Source record: 97470

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:
: Ummm...what's the point in using a 14.4 modem on the 8-bit when all the
: 8-bit terminal programs skip that baud rate for some odd reason? I think
: it's a bit of a nuisance having to buy a 19.2K modem and not be able to
: use all that speed since most boards are 14.4K. I'm using a 2400 baud UDS
: modem on the P:R: right now. I've tried using my friend's 9600 modem, but
: funny characters kept popping up on the screen and the modem wouldn't
: respond to anything I did.

Hey, even the PC terminal programs skip 14.4k. You're getting the
modem to modem speed confused with the modem to computer speed.
Standard speeds being 2400, 4800, 9600, 19200, 38400 and 57600.
(there are lower and higher rates, but it seems nothing between.)

For example, I have a v.32bis modem on my 486. The port speed
is 38400 (highest the modem supports). On compressed binary data
I get about 1600cps; text at around 3000cps... having a high
modem to computer speed is a good thing, if your interface can
handle it.

jlodoen@shell.portal.com

6141. Re: MASSIVE AUCTION (ARGH!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 07:56:29 UTC
From: cmwagner@gate.net
Message-ID: <39fdrd$i4k@tequesta.gate.net>
Source record: 97471

James King (jeking@xmission.com) wrote:
: Nothing wrong with getting top dollar. I'm just angry because I see the
: same people doing these MASSIVE AUCTION messages in almost every group I
: read - and what's worse is they post updates almost hourly! ARGH!

This is true. But time after time it becomes more and more annoying.

I wouldn't consider this person to be a selling his personal equipment, to me it seems to be more like a commercial business. Is there any restrictons with those kind of posts? I know some other networks like fidonet restricted those messages because it was on every nodes dime. Now I guess you could say it is on everyones dime. :)

6142. Re: Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 08:02:07 UTC
From: cmwagner@gate.net
Message-ID: <39fe5v$i4k@tequesta.gate.net>
Source record: 97472

James King (jeking@xmission.com) wrote:
: : Can you format the disk under SpartaDOS to 1.44 MB?
: SpartaDos will only format to a max of 1.22meg

That is pretty good, guess you might as well as stick a 1.2 meg floppy in there. Why doesn't SpartaDOS support 1.44 meg formats?

6143. Who sells PC Xformer 3.0?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 10:55:00 UTC
From: ulf@ANTIC.sub.org
Message-ID: <5_HGcXoHS7B@antic.sub.org>
Source record: 97473

Hi!

BraSoft told me that some American companies have started to advertise PC Xformer 3.0. Is that true? Originally, the official release date for Xformer was scheduled for September. Er, since it's already November I am starting to get worried. Anyway, who knows about American companies that advertise PC Xformer 3.0. How much is it?

Ulf

Ulf Petersen, GERMANY InterNet: ulf@zodiac.de
RULE 33: It never hurts to suck up to the boss! (DS9: Rules of Acquisition)

CrossPoint v3.02

6144. 8-bit Giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 14:26:00 UTC
From: ac666@detroit.freenet.org
Message-ID: <39g4lo$fvo@detroit.freenet.org>
Source record: 97474

FOR SALE CHEAP--800XL (64K), 400 (16K), 850 Interface

All of the above have been taking up space for the last 10 years.
I have decided to get rid of the lot (including all old
Atari magazines--years worth of Analog and Antic) to anybody
who will take the pile and pay for shipping and handling.
I figure that about $50 will cover the expense of boxing
it up and shipping it out.

The 400 has the coveted B-Key keyboard, and all machines have
powersupplies that work. I'll even throw in an original Atari
joystick if I'm feeling generous. No floppy drives, tho--sold
them ten years ago.

Please mail your eager responses to the above address--I obviously
am not a regular reader of this newsgroup.

--Sheldon

6145. *-bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 14:51:08 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <39g64s$d1p@nyx10.cs.du.edu>
Source record: 97475

Atari 8-Bit Stuff for sale:

HARDWARE:

Reset Button: Plugs into cartridge slot, $10.

SOFTWARE:

* Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $10.

* Sublogic FLIGHT SIMULATOR 2 plus JAPAN SCENERY Disk, $25.

* Timewise (Time management), $9.

* "Kingdom" (Instructions and
game, cassette), $3.

* "Biorhythms", (Instructions and
game, cassette), $3.

* "Super-Text" word processor
(disk), $4.

* "Atariwriter" (Cartridge), 2 avail., $20. each.
Excellent word processor for Atari

* "The Newsroom" (Compose and print newsletters) $10.

* "Movie Maker" (Animation Construction Set) $10.

* "Your Personal Net Worth", $10.

* "Softporn Adventure", $5.

* "Pinball Construction Set", $10.

** The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

* Atari BASIC version "C" cartridge. Eliminates bugs in built-in version
"B".

BOOKS ($3.95 each plus shipping)

Atari Programming (with 35 Programs)

An Atari in the Classroom

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package offers that move a lot of items!

****SPECIAL BARGAIN OFFER****: The items above total more than $200. IF YOU TAKE EVERYTHING---$99. postpaid.

Please reply by e-mail.

6146. Re: Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 15:10:27 UTC
From: jeking@xmission.com
Message-ID: <39g793$a52@xmission.xmission.com>
Source record: 97476

```
: That is pretty good, guess you might as well as stick a 1.2 meg floppy in
: there. Why doesn't SpartaDOS support 1.44 meg formats?

My guess is because SpartaDos was created before 1.44 drives were popular
and or in existance.

--
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
James E. King + Internet Junky
jeking@xmission.com - Atari XL/XE (8-bit) fanatic
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

6147. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 19:42:02 UTC
From: krishna@max.tiac.net
Message-ID: <39gn6a$rpj@sundog.tiac.net>
Source record: 97586

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: For example, I have a v.32bis modem on my 486. The port speed
: is 38400 (highest the modem supports). On compressed binary data
: I get about 1600cps; text at around 3000cps... having a high
: modem to computer speed is a good thing, if your interface can
: handle it.

Yes. Today's modems constantly compress data at both ends, but not from
modem to modem or at least not as MUCH. They do this because the physical
limit of the phone lines has pretty much been reached.

So graphically it would look like this on an Atari 8-bit:

```
Atari dialup
19.2K port 19.2K port
connection connection
\ /
\ /
\ /
\ 14.4 signal /
\_____________________________________________/
MODEM = - -= -=-= -=phone line =- = -= MODEM
v.32 comp. _____________________________________________ v.32bis
/ \ compression
/ \
/ \
/ \
/ \
/ \
/ \
```

I think that if the dialup is set to 57K or more it will still work. As
long as the Atari has hardware flow control negotiating things. This
setting on modems is pretty fixed so although it works, it leaves the
higher setting on (in this case 57K) just sitting there with extra
bandwidth wasted. It only takes one end to impose a limit on both ends.

On most modems slower than 9600 the diagram would be like this:

```
300/1200/2400 baud 300/1200/2400 300/1200/2400
-------------------------------------------------------------------------
MODEM -- - - - - - phone line -- - -- -- MODEM
-------------------------------------------------------------------------
```

No compression, one fixed setting. Port and actual line speed are identical.

6148. Re: Corvus HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 19:50:39 UTC
From: krishna@max.tiac.net
Message-ID: <39gnmf$rpj@sundog.tiac.net>
Source record: 97588

>
>Finally, regarding speed: I once did a comparison of the speed of the Corv
>vs the Blackbox hooked to an SCSI drive. I don't recall the exact results
>but the data rate was comparable. The joyports are plenty fast; the probl
>is the software. One advantage of the joyports is that (had the software
>supported it) the drives would work with every single 8-bit computer ever
>made, without any adapters. The cartridge port would have the same
>advantage as an interface. Not supporting all platforms is one of the
>disadvantages of all existing HD interfaces, except for the ATR8000, which
>is slow and doesn't support SCSI.
>

It's actually fast? Will wonders never cease... I guess we are thinking about how slow SINGLE joystick things are, like those 300 baud modems and digitizers. Once you move to 2 joystick ports I guess it does more than even double the speed capability. The only other interface that uses both joystick ports I know of is the ComputerEyes one. I know this has been hacked to stream hard drive backup data to VCRs before, so this may be another indication of double joystick speed. Hard to tell.

I just assumed that 2 joysticks would be slower than SIO. But essentially 2 joysticks is parallel, not serial, so I guess it could be a lot faster.

These days the cartridge board is the best place to hack for universal HD interfaces. The MUX shows how well this can work. It leaves the joysticks free for games, etc... With the 800 it didn't matter because 99% of the games didn't support 4 joysticks.

6149. Diamond GEM cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 19:55:37 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <377_9411060458@softtech.brisnet.org.au>
Source record: 97587

mlHas anyone out there ever tried the DIAMOND GEM graphic operating
mlcartridge? I'm interested in it, but I'd like to know more about it's
mlpros and cons. Also ... what are the Diamond Paint and Diamond Write
mlprograms like? Thanks,

>> Mark <<

I tried it once with my set up. It screwed up my hard disk twice. I could
not get it to work with sparta X at all. After rebuilding my hard drive
twice, i gave it back to the owner who sold it to some fella in new zeland.
It screwed up his hard drive as well. shame he was a sysop of a bbs......

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

6150. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 22:07:07 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Nov5.220707.21590@cs.nott.ac.uk>
Source record: 97477

In article <126368@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:
[snip]
> I don't know what it's like in the U.K., but
>ram here is dirt cheap. I've found clone AT motherboards with 1 meg
>of ram selling for $10. $10/36 drams=> you can upgrade an xl for
>less then $2.25 in dram. The prices for things like rambo boards is
>still way to high, $28 to $40 depending on where you shop, but everything
>else including the computer is cheap. I guess there are some people who
>don't have hacked Ataris, but I'd guess around 25% of the computers that
>are still in use in the US have been upgraded.
>Rick
I think the problem here is not so much price, but of people willing to
hack up their machines. Especialy when replacements aren't too easy
to find anymore. Recently Richard Gore brought back the Yorky board
which is just plugs into the PBI, but even then people didn't jump at the
chance of buying one. Maybe us brits are just too consevartive. I used to
be like that.. didn't see the need for extra bits and pieces. Now that I've
got my ramdisk I can't live without it ;)
I couldn't get much use out of a modem personaly (no telephone line ;))
and a HD is out of my price league... Now a 3.5 drive is something I would
REALLY LIKE....

--
*** Raphael Espino, rje@cs.nott.ac.uk ***

6151. XE Group

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 22:11:32 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CytEz9.B9o@freenet.carleton.ca>
Source record: 97420

Should anyone want the number of the XE Group BBS in Ottawa, Canada, it is (613) 225-0901 running at 300/1200/2400 baud. Messages, files, online games, it has it all!

Leave e-mail to the sysop; Digital Dave after you log on.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

6152. Re: Atari Printer Specs Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 23:33:24 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xS317Zc.ransom22@delphi.com>
Source record: 97421

Chris Brown <ba930@FreeNet.Carleton.CA> writes:

>Ok...on to the specs...
>
>2 I/O ports
>9 pin
>Fonts: Ascii, ATascii, foreign character set.
>Epson compatible, but you would be better off finding a copy of the
> XMM801 -> Epson printer driver that was put out by the now,
>unfortunately, defunct BellComm.
>It barely handles graphics and uses a carbon ribbon instead of ink.

Hey, thanks for the information. :)
I am surprised it does indeed do graphics, even if "barely" :)

And it is 9-pin, too. Hmmm.

Anyone know the speed (CPS) of the machine?

Thanks again,

Joe

6153. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 23:34:21 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <39h4pt$i8m@charm.magnus.acs.ohio-state.edu>
Source record: 97478

In article <39ek35$ofc@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>Today, the best way to support banked ram is to configure it manually
>with a text file or something so it KNOWS which bits to twiddle.
>
>Not by using a menu with an incomplete list of upgrades, NOT by trying to
>figure it out on its own, and NOT by just assuming RAMBO compatibility.

You want something like MyDOS's RAMdisk setup? No way! I never did
get that thing working right, and my 256k RAMBO is one of the most
common upgrades around.

The ideal thing is to give a list of common choices, but also allow
customization beyond (or instead of) that. That way you take care of
people who have no clue about how their RAM works ("Um, I know it's
256k, and I'm pretty sure it's a RAMBO thing", and the people who
custom-designed their own 4-Meg RAM upgrade.

Heck, if you get really ambitious, have the program attempt to
(non-destructively!) figure out what sort of RAM setup you have --
always allowing for user customization, of course.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6154. Re: MASSIVE AUCTION (ARGH!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-05 23:45:10 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <39h5e6$ia5@charm.magnus.acs.ohio-state.edu>
Source record: 97479

In article <39fdrd$i4k@tequesta.gate.net>,
Chad Wagner <cmwagner@gate.net> wrote:
> Is there any restrictons
>with those kind of posts? I know some other networks like fidonet restricted
>those messages because it was on every nodes dime. Now I guess you could say
>it is on everyones dime. :)

As annoying as those posts are (I'm sure glad my newsreader doesn't
force me to read them), I'm glad there are no set, enforced
restrictions on that sort of thing. We must rely on courtesy, gentle
reminders, and occasionally a message to the poster's admin (which is
likely to be ignored, but may result in that person losing access).

I suggest that everbody who finds those posts annoying send the poster
a message saying so. Maybe if he gets more complaints than bids,
he'll stop.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6155. Re: VT 100 Emulation ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 13:39:27 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <CyuLxs.66I@itex.jct.ac.il>
Source record: 97503

Winston Smith (winston@merk.com) wrote:
: On Friday, October 21, 1994 at 16:31:41 GMT (10:31am EDT ?)
: gbya@access3.digex.net (Glen Alberro) wrote:

: GA> 300bps. Can I emulate VT-100 without additional hardware
: GA> (e.g. 850 interface or Hayes comp. modem)?

: No problem. Step One: You need to get ahold of the XM301 RS232
: device driver. Step Two: You need to get the --FULL-- distribution of a
: program, such as KERMIT-65. Many bulletin boards just include one
: executible that has already had an ATARI 850 device loader appended to it.

FlickerTerm and Ice-T (check em both out!) both include executables without
R: handlers, for the simple reason that every interface requires a different
handler. Ice-T includes a seperate 850 handler (for you to append to Ice-T
yourself), because it wasn't too hard for me to find (I own a 850). :)
The ARCed Flickerterm I have doesn't seem to include a handler, you just
append your own.

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

6156. Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 17:04:57 UTC
From: jeking@xmission.com
Message-ID: <39j2bp$quo@xmission.xmission.com>
Source record: 97495

After 7 months out of the mainstram, the Atari Connection BBS is back online.

For now, we're online at 2400 baud, with over 800meg of hard drive
storage - but havent yet backed up to where we were BEFORE the great HD
crash of 94!

If you'd like to call and poke (peek) around, then set your modem to dial
1-801-969-1468!

--
-+-+-+

6157. Atari 400/800 carts WANTED!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 17:38:09 UTC
From: es94ai@badger.ac.BrockU.CA
Message-ID: <1994Nov6.173809.27104@spartan.ac.BrockU.CA>
Source record: 97504

I've got an Atari 400 computer that just sits there reminding me of all those classic arcade games I used to play on it before I foolishly sold them to pay for a C=64! (Please don't lynch me, I was young and foolish!!) Anyway, I wouldn't mind picking up some of the old games again for nostalgia purposes. If you have any old classic arcade carts kicking around (like Defender, Dig Dug, Donkey Kong/DK Jr., Centipede, Robotron, Qix, Pa Man, etc.) please send me a list, along with some prices. I've got some Atari 2600/Colecovision hardware/software that I'd be willing to trade too. Please drop me a line and help me return to the glory days of Atari. Thanks...Euan B. Sharp.
B��

6158. Again for the ABBUC

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 17:46:12 UTC
From: Christian Nitsch <Christian.Nitsch@muenst.Boerde.DE>
Message-ID: <2ebd165f.12@muenst.Boerde.DE>
Source record: 97484

```
Hello Users,
thats my last try, to make publicity for the A.B.B.U.C.! It's the
world greatest ATARI-XL-CLUB. For only 5 marks in the month, you
gets every quartal a magazine+disk with cool PD. You are able
to use much services like the repairservice, the PD-Service and
so on. Waiting for you
Chris
ABBUC-Contact-adress
Wolfgang Burger
Wieschenbeck 45
D-45699 Herten
:
```

6159. 1050 XF551 question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 18:13:37 UTC
From: luf@tiamat.umd.umich.edu
Message-ID: <luf.784144785@tiamat.umd.umich.edu>
Source record: 97557

Hello,

I was wondering about the differences between the 1050 disk drives and the xf551 drives. Other than one is newer and faster than the other, what are the differences. Also what is a happy drive? My understanding is that it transfers data by track other than by sectors.

Sam Lysinger
luf@tiamat.umd.umich.edu
http://www.umd.umich.edu/~luf/

6160. Re: 1050 XF551 question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 19:05:52 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39j9eg$nrp@nermal.cs.uoguelph.ca>
Source record: 97560

: I was wondering about the differences between the 1050 disk drives and
: the xf551 drives. Other than one is newer and faster than the other,
: what are the differences. Also what is a happy drive? My understanding
: is that it transfers data by track other than by sectors.

The XF551 is allegedly (I don't have one) faster and more compact
than the 1050. It's much more quiet and is designed in a cream color like
the 130XE and 65XE. Using DOS XE, it can store up to 360K per diskette
vs. 127K on the old 1050. This is a drive I'd like to learn more about,
because it's VERY hard to find. I don't know any of the pros and cons, or
how I could go about purchacing one. If anyone can help, I'd love some info!

>> Mark <<

6161. 800XL system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 19:11:02 UTC
From: sharakan@think.com
Message-ID: <39j9o9INN5l7@early-bird.think.com>
Source record: 97561

FOR SALE: Atari 800XL with the following features:
- ICD RAMBO XL 256K Memory upgrade
- Atari 1050 Floppy Drive with ICD US Doubler HW upgrade
- Commodore 1702 Monitor (w/separate chrom./lum. mod in 800XL)
- AID R-Verter Serial Bus MODEM/printer Adapter
- Cermetek 1200 BAUD MODEM
- Epson u82A dot matrix printer (haven't used in ages; worked last time I did)
- Several different models of joysticks (might not all work)
- Tons of software, including
- Atari DOS 2.0, 2.5, 3.0 & 4.0
- SmartDOS
- SpartaDOS 3.2
- Omnicom shareware vt100 emulator which provides readable
80x24 screen with the Commodore monitor and sufficiently
robust emulation to run things like GNU Emacs and IRC (I'm
using this combo right now to type this in)
- Turbo BASIC
- AtariWriter
- Data Perfect Database manager
- VisiCalc
- SubLogic Flight Simulator II
- Loads of other utilities & games (~50 double-sided floppies' worth)
- Lots of documentation, reference manuals, Atari-specific magazines,
articles, technical info, extra floppies, etc. etc.

Everything is in working order unless specified. $300 or B/O gets you
the whole kit and kaboodle. I will only sell this a a set. I also
don't want to deal with shipping, so you'd need to be able to pick it
up from my home in Brighton, Mass. Home phone: (617) 734-1314
--
Eric Sharakan I can explain it for you, but
sharakan@think.com I can't understand it for you.
{uunet,harvard}!think!sharakan - Anon.
(617) 234-2710

6162. Re: Request for assistance

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 19:33:18 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <Cyv2BK.1Kv@itex.jct.ac.il>
Source record: 97555

Mark Glassberg (dw444@cleveland.Freenet.Edu) wrote:

: Could someone please tell me the best way to fix a 1200XL
: keyboard when it gets hard to use certain keys?

Hmm.. On my 1200xl, the 5 key gets stuck and I have to pull it before it
repeats, and Z requires a very forceful press before it does anything.
Not that I care, I'll be getting my hotrod 130XE soon.... :)

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

6163. AMIGA <> ATARI 800 XE

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 19:46:06 UTC
From: H.POPLOW@jakebox.sh.sub.de
Message-ID: <uvU6eMD0acz3@p0000230.jakebox.sh.sub.de>
Source record: 97433

Hallo ihr alle!

Falls noch irgendeiner dieses Brett liest ... ;-)

Ich beabsichtige einen ATARI 800 XE mit einem AMIGA 500 zu verkoppeln.
Zeil der Sache ist, dass sich der AMIGA einbildet, ein Diskettenlaufwerk
von Atari zu sein. Hat das schon mal wer gemacht??

Zur Zeit kaempfe ich mit den Codes, mit denen der Atari seine Peripherie
anmeldet.

Man schreibt sich ...

___
H.Poplow / / _______
06122 Halle/Saale / /_/ ____/
___ __/
H.POPLOW@jakebox.sh.sub.de ==== _/ ======
2:249/1020.27 LOGOUT FASCISM!

6164. Re: Corvus HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 19:58:37 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <126520@cup.portal.com>
Source record: 97482

For some of my goofy hacks, I've had no trouble simulating a 19,200
serial port with a joystick, so I'd imagine using all 8 bits would be
about 8x as fast as a standard serial device. I've been delving into
different serial data formats lately & learned a bit of info that
was interesting to me. Apparently a lot of older keyboard/terminal
interfaces just used a serial to parallel converter circuit with the
start bit triggering a latch or interupt to indicate EOC. I don't know
of a 9 bit serial to parallel converter so I guess it explains why there's
a lot of old stuff that only understands 7 bit stuff. Makes me wonder
just exactly how they did the handshaking on a Corvus?
BTW: I was dating a woman years ago who was best friends with the wife
of one of the Corvus founders. We were over there one night & she said
"Let me show you <forgot his name! ARRGHH!> new car." We went out to the
garage full of Teutonic nuts & bolts. A 635 BMW, Porshe 911<?>, and a
brand new Porsche Cabriolet. The rest of my story is not fit for telling.

6165. Re: Who sells PC Xformer 3.0?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 20:02:53 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <126522@cup.portal.com>
Source record: 97483

I've seen it advertised in the latest B&C catalogue, $29.95 for the thing. Bruce is pretty strict about putting stuff that isn't available in his catalogue so I'd guess he either has copies ready to ship or he's seen a copy that's pretty much ready to go.

6166. Re: 1050 XF551 question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 21:46:41 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <39jis1$n6c@charm.magnus.acs.ohio-state.edu>
Source record: 97485

In article <luf.784144785@tiamat.umd.umich.edu>,
Samuel Lysinger <luf@tiamat.umd.umich.edu> wrote:
>I was wondering about the differences between the 1050 disk drives and
>the xf551 drives. Other than one is newer and faster than the other,
>what are the differences.

the xf551 is double sided and double density, while the 1050 is single
sided and only "enhanced" density. The 1050 can be upgraded to double
density and high speed, but not double-sided.

> Also what is a happy drive? My understanding
>is that it transfers data by track other than by sectors.

I think every Happy upgrade (for both 810 and 1050) increases the data
transfer rate, and the Happy 1050 upgrade also gives the 1050 double
density.

I think the Happy upgrade also involved some other enhancements, but I
never had a happy so I'm not sure what they are.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6167. Re: Corvus HD

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 22:50:54 UTC
From: bjcorr@delphi.com
Message-ID: <9411061748591.DLITE.bjcorr@delphi.com>
Source record: 97486

```
4>>Finally, regarding speed: I once did a comparison of the speed of the Corv
4>>vs the Blackbox hooked to an SCSI drive. I don't recall the exact results
4>>but the data rate was comparable. The joyports are plenty fast; >

4>It's actually fast?
```

6168. Re: Diamond GEM cartridge

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 22:51:07 UTC
From: bjcorr@delphi.com
Message-ID: <9411061748592.DLITE.bjcorr@delphi.com>
Source record: 97487

>mlHas anyone out there ever tried the DIAMOND GEM graphic operating
>mlcartridge? I'm interested in it, but I'd like to know more about it's
>mlpros and cons. Also ... what are the Diamond Paint and Diamond Write
>mlprograms like? Thanks,
>
> >> Mark <<
>
>I tried it once with my set up. It screwed up my hard disk twice. I could
>not get it to work with sparta X at all. After rebuilding my hard drive
>twice, i gave it back to the owner who sold it to some fella in new zeland.

>It screwed up his hard drive as well. shame he was a sysop of a bbs......

That's weird. I ran it with my Corvus and Happy Warpspeed Dos on an 810, no problemn (never did get Sparta X to go. They gave me a patch for it and no lue as to how to use it.) It was just severley buggy upon exiting any program to DOS, and cursor movement with the trackball was NOT proportional which was silly, took forever to move the cursor around.
Diamond Write and Diamond Paint were %$#@*&!!!

bjcorr@delphi.com

6169. Re: Atari Printer Specs Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 22:51:26 UTC
From: bjcorr@delphi.com
Message-ID: <9411061748593.DLITE.bjcorr@delphi.com>
Source record: 97488

>Chris Brown <ba930@FreeNet.Carleton.CA> writes:
>
>>Ok...on to the specs...
>>
>>2 I/O ports
>>9 pin
>>Fonts: Ascii, ATascii, foreign character set.
>>Epson compatible, but you would be better off finding a copy of the
>> XMM801 -> Epson printer driver that was put out by the now,
>>unfortunately, defunct BellComm.
>>It barely handles graphics and uses a carbon ribbon instead of ink.
>
>Hey, thanks for the information. :)
>I am surprised it does indeed do graphics, even if "barely" :)
>
>And it is 9-pin, too. Hmmm.
>
>Anyone know the speed (CPS) of the machine?
>
>Thanks again,
>
>Joe

Wait a minute, are we talking about the same printre that was basically a microline 92 in Atari clothing? Thought you had to get a rom upgrade to do graphics??? Do I have the right machine?

bjcorr@delphi.com

6170. Re: 1050 XF551 question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-06 23:55:29 UTC
From: bjcorr@delphi.com
Message-ID: <9411061854591.DLITE.bjcorr@delphi.com>
Source record: 97480

>In article <luf.784144785@tiamat.umd.umich.edu>,
>Samuel Lysinger <luf@tiamat.umd.umich.edu> wrote:
>>I was wondering about the differences between the 1050 disk drives and
>>the xf551 drives. Other than one is newer and faster than the other,
>>what are the differences.
>
>the xf551 is double sided and double density, while the 1050 is single
>sided and only "enhanced" density. The 1050 can be upgraded to double
>density and high speed, but not double-sided.
>
>> Also what is a happy drive? My understanding
>>is that it transfers data by track other than by sectors.
>
>I think every Happy upgrade (for both 810 and 1050) increases the data
>transfer rate, and the Happy 1050 upgrade also gives the 1050 double
>density.
>
>I think the Happy upgrade also involved some other enhancements, but I
>never had a happy so I'm not sure what they are.

I have owned a Happy enhanced 810 for many years and it had 2 claims to fame;
1) If used with the Happy Warpspeed Dos (modified 2.0) it had VERY fast
I/O as in US Doubler modified 1050's. Unfortunately the Happy 810 never got
the support that the Happy 1050 or US Doubler did (does not do Warp speed
with Sparta or anything other than Warpspeed Dos)
2) It's main claim to fame - Since it allowed complete control over the
drive it was capable of copying protected software via the Happy Backup
Program. It could analyze several protection methods and defeat them or use
PDB files (pre-defined backup files, config files to program the drive for
certain programs that had new schemes.) The software could also compact
protected disks into files and load them, with a menu, on "compacted" disks
with other compacted programs to save disks. It had several rather cute
features, like the tracker program which would, once enabled, let you load a
piece of software, run it as normal, and upon exit would save a map of all
disk sectors accessed, so you could copy just those sectors to make a broken
copy of the program. It even had the ability to be "unhappy" and behave as a
normal 810, to fool programs that looked for a Happy enhanced drive so they
could shut down before being run. The drive had a 4k buffer (never saw any
articles on how to get in and program the drive myself, but it has been
done,) and even available was a Happy Customizer program to let you make
custom disk formats! The folks at Happy computing were very knowledgable
about the drives and the manual (which I have) is full of info. They even
included a mod to let the drive slow itself down to write more than
19sectors/trak, a common protection technique.

Oh well, history now. If anyone has need of the manuals for Happy 810 or the customizer, drop me a line. OOPS! wait...
Does anyone know if the Happy 810 software, customizer software or manuals were released to the PD? Any idea on how to make the Happy 810 work at high speed with Sparta X?

bjcorr@delphi.com

6171. Re: 65816 /32 info

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 00:14:43 UTC
From: mathniss@link.xs4all.nl
Message-ID: <39jrhj$54b@link.xs4all.nl>
Source record: 97501

```
c >From: clay@supra.com (Clay Cowgill)rst.edu!a_mail.supra.com!v_mail.supra.com!
c >Subject: Re: 65816 /32 info
c >Date: 9 Sep 1994 19:13:48 GMT
c >Organization: Supra Corporation

[snip]

c >Rockwell's processors (C29, C39, C40, etc...) are pretty much what you
c >describe. Some varient runs DSP and controller functions on their 28.8
c >and 14.4 modem chipsets...
c >
c >They're clocked obscenely fast-- anyone for a 40MHz 6502? :-)
c >
c >-Clay
c >
c >-=-=-==-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-=-
c >Clayton N. Cowgill Supra Corporation clay@supra.com
c >Macintosh Product Manager 206.905.1400

Hey, I've got one of them V.32bis modems your company sells.

And YES I'd like that 40MHz 6502 in my 130XE and 800XE.

CU Mathy Van Nisselroy

--------------------------------------------------------------------------

NEW Address: mathniss@link.xs4all.nl
^^^^^^

--------------------------------------------------------------------------

---
* PabQwk 2.0 *
```

6172. FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 00:14:48 UTC
From: mathniss@link.xs4all.nl
Message-ID: <39jrho$54e@link.xs4all.nl>
Source record: 97502

```
f >From: F Tooned <ftooned@delphi.com>
f >Subject: FTe announces MIO II
f >Date: Tue, 27 Sep 94 09:09:07 -0500
f >
f >Hi everyone,
f >
f >Well, it's been a very busy summer here at FTe...
f >
f >Even though the MARS 8 release has been delayed,
f >we've been working on quite a few other projects
f >in order to set some new standards for its' release.
f >
f >One of these is the MIO II.
f >
f >How would you like to attach a "new" IDE hard disk
f >to your 130XE or 800XL for under $100?
f >
f >Our new interface plugs into the PBI of your computer,
f >and simply requires an IDE hard disk to operate.
f >
f >You don't need an external case or power supply.
f >In fact, our unit will power your computer in addition
f >to the interface AND the Hard Drive.
f >
f >We are taking advance orders for the month of
f >October for $79.95 (plus $5.00 shipping), for it's
f >debut in November.
f >
f >After October 31st, the MIO II will be $99.95.
f >
f >The power supplies are even switchable to 230V,
f >for our friends overseas.
f >
f >Please direct inquiries here, as it's been difficult
f >to keep up with the phones in our offices lately.
f >
f >Stay Tooned, as there are more suprises on the way!!
f >
f > Mike (FTe)
```

HOWDY, MIKE

Is this baby compatible with the Blackbox and FloppyBoard. (read: would it be possible to plug the MIO II into the computer and plug the Blackbox into the MIO II)? Can it be used with the MUX?

Are you comming to the ABBUC meeting on October 22nd at:

Burgerhaus Herten-Sued
in 45699 Herten, Germany

?????

For more info you might concider contacting Wolfgang Burger, President of the
ABBUC, via (air) mail;

ABBUCev
c/o Wolfgang Burger
Wieschenbeck 45
45699 Herten, Germany

or via his BBS/phone

Intern. access code + 49-2366-39623
His BBS is online:
Monday thru Friday 19:00 to 07:00 CET
Saturday & Sunday 15:00 to 08:00 CET
The rest of the day either his answering machine or his FAX will answer
the phone.
CET is 6 hours ahead of EST.
His BBS runs at 8/N/1 1200-9600 (maybe even 14k4)

Might be the first time I visite the JHV of the ABBUC.

CU Mathy Van Nisselroy New address: mathniss@link.xs4all.nl

My human_to_human interface lacks flow-control

---
* PabQwk 2.0 *

6173. atari 400

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 00:25:43 UTC
From: tfp@indirect.com
Message-ID: <CyvFuw.KAr@indirect.com>
Source record: 97481

I just picked up an atari 400 system at a flea market, and i am now looking for anyone who has access to the docs for this thing. if anyone could send me any information on this system, i'd really appreciate it.

thanks in advance...

tfp@indirect.com

--

| david destefano tfp@indirect.com |

6174. CardStax, MODs etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 02:09:24 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411070209.AA164194157@relay2.geis.com>
Source record: 97489

Actually, CardStax doesn't play MOD files. (I should know,; I wrote the thing!) It plays Pokey Player files. It's a limited hypertext system for the 8-bit.

It's designed around cards (screen displays) which branch out to other cards (and so on). A collection of cards is called a stack.

I haven't even looked at it for a while now, but it does support mixing text, graphics (micropainter, 62 sector, print shop icons) and sound (pokey player files) on screen; graphics modes 8,9,10,11 and 15; mouse, joystick or touch tablet control; screen dumps to Epson/compatible printers (SIO only, no joystick interfaces); up to six branches off each card; user-designed assembly routines can be called on loading a card or on selection of a branch. There's even a reserved block of memory for user routines (one of those bugs that became a program feature). The program itself is written in standard BASIC; most routines are assembly to speed it up.

Unfortunately, I never wrote any really good utilities to create cards and stacks with. The current ones are limited at best. As well, the current version works under MyDos; I haven't tried it under Sparta, though I'd imagine it would only need a few minor changes in a few XIO calls.

I wrote a quick review and description in Current Notes about a year ago.

If anyone is interested, I'll DCM it again and FTP it to the Umich archive.

If you've got any other questions, feel free to ask away.

Dave Paterson
D.Paterson2@genie.geis.com

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

6175. Atari Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 02:37:01 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411070236.AA196895811@relay2.geis.com>
Source record: 97490

The XMM801 was a decent printer by Atari, though a few years late. I believe that the Daisy Dot printer programs support the XMM801.

The Atari printer that was a repackage microline was the nefarious 1025 combination printer / doorstop. I've still got one gathering dust on a shelf; completely indestructable by anything less than a nuclear strike. It was a slow a 7-pin printer with NO graphics and no descenders. Its only redeeming feature was that is hooked up via SIO; it was Atari's first direct-connect 80 column printer (the 825 printer required the 850 interface).

Ben Poehland wrote about his 1025 in one AC issue - it was his labelling workhorse for the magazine.

Dave Paterson

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

6176. Serial to parallel

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 02:37:26 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411070236.AA196805803@relay2.geis.com>
Source record: 97491

One way to go serial to parallel on a 6502:

This assumes that the byte in INPUT_PORT is valid serial data, all 0 except bit 0 which is the data bit (binary %0000000d). It also assumes a high start bit. DATA_VALUE is the value read so far.

```
CHECK_DATA
; routine to see if there is a bit waiting.

GET_BIT
CLC
LDA DATA_VALUE
ASL
AND INPUT_PORT
STA DATA_VALUE
BCC CHECK_DATA

; here we store the data in the buffer, and reset DATA_VALUE to 0
```

I had originally planned this for a joystick port interface, with 3 bi-directional data lines and two handshaking lines (one in, one out to each machine). Data coming in in sets of 3 = 3 sets per byte. My intent was to use bits 0,1 and 2 for data, Bit 3 for handshaking out, and the trigger for handshaking in. Never did get around to it, though.

Dave Paterson

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

6177. Atari stuff for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 03:07:18 UTC
From: g.carlson1@genie.geis.com
Message-ID: <199411070307.AA240687631@relay2.geis.com>
Source record: 97492

To folks at comp-sys-atari-8bit:

I posted an ad for Atari 8 bit and ST stuff for sale on Genie and got
this message from Dave Patterson:

>You might want to send a copy of your Atari stuff for sale ad to:
>
>comp-sys-atari-8bit@cs.utexas.edu@inet#
>
>via GEmail. Lots more people there who may be interested.

Not one to miss a bet, here it is:

I still have a couple items of ST related hardware and some
software, plus some 8-bit stuff left. For this small stuff, at
rock-bottom prices, you pay the shipping. Contact me here via e-
mail <g.carlson1@genie.geis.com> or by voice/fax at 503-239-4846.

HARDWARE
SM124 Monochrome Monitor, doesn't work,
no cord, *As Is* $ 5

Panasonic KX-P1091i 9 pin printer 40
Panasonic KX-P1091 9 pin printer 30

1200 Baud Modems:
SmarTeam 5
Capetronic 5
Avatex 5

SOFTWARE With docs
WordWriter ST 10
Turbojet G-Dos accelerator 2
Turbo Kit HD utilites (for TOS 1),
plus HD Toolkit V.2 Beta (for TOS 1.4+) 3
Chestmaster 2000 (3 disks) 6
Starglider 2 6
Manhunter NY (5 disks) 10
Goldrush (5 disks) 10

SOFTWARE Without Docs
Hitchhiker's Guide to the Galaxy 2
1st Word 1
Copy II ST 1

8-BIT HARDWARE
Amdek 300-A Monochrome monitor (Includes cable for Atari 800 XL or C-64) 15
Indus GT DD drives, two available (with hard shipping cases, and all softtware that came bundled with them) *each* 25
850 Interface with RS-232 Serial and Centronics Parallel cables, manual 15
410 Tape drive 1

8-BIT SOFTWARE
AtariWriter Cart 5
Spell Wizard 3
Family Finances & Home Filing Manager 1
Crossword Magic 1
RamBrant 2
Print Shop 2
Graphic Shop 1
Puzzler 1

GAME CARTRIDGES $3 each
POLE POSITION - FROGGER - MOUNTAIN KING - PAC-MAN

DISK GAMES
Temple of Apshai (upper reaches, temple, Curse of Ra) 5
-OR- separately each 2
Round About 1
Ernie's Magic Shapes 1
Mickey in the Great Outdoors 1

6178. Re: 1200XL Forsale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 05:59:55 UTC
From: rlziegler@aol.com
Message-ID: <39kfor$9ur@newsbf01.news.aol.com>
Source record: 97494

How about $35 +shipping?
Any thing more, and I'l just call Toad computers and get one from there.

6179. [--- Full screen UNIX ATARI 8-bit ---] (was: FlickerTerm)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 06:48:10 UTC
From: winston@merk.com
Message-ID: <CyvxKB.6zM@merk.com>
Source record: 97497

James King (jeking@xmission.com) wrote:
: attributes. No offense to Clay, as Flicker is nice - but I just cant
: stand the compressed and flickering text. I've tried to use my Unix
: shell account using Bobterm, but both versions of VT52 (E/O) simply do
: not like to work with programs like IRC, TIN and ELM.

On Wednesday, November 2, 1994 at 00:24:09 GMT (7:24pm EST ?)
krishna@max.tiac.net (Glenn M. Saunders) wrote:

GS> Unfortunately only things like VT100 and VT220 and such are compatible
GS> with IRC, TIN, and the like. VT52 --COULD-- support those programs but
GS> even if you change your TERM type, it won't support it.
GS> I've tried too.

That's only because some programs explicitly look for particular TERM types as part of their startup routine. Micro-EMACS, for example, is intelligent enough to handle forty column BOBTERM, except that the EMACS prompts are eighty columns long. If you have access to the source code, you can cut the prompt lengths, force the screen size to forty columns, and perform other custom modifications. (If I remember, VT52 lacks a Line Delete / Close Over Line capability, and VT52 also lacks scrolling regions, but BOBTERM does support a Line Delete function.) If you take out the code block that demands a VT100 class terminal, EMACS will run, but you have to hardcode the source to make it fit the BOBTERM parameters (i.e. it is no longer general as the GNU project didn't code for forty column terminals). EMACS isn't terribly useful in forty columns, practically worthless. Fullscreen forty columns with wordwrap would only be useful if you were typing a newspaper column, since the world uses eighty column screens for the most part. Other than that, formatting for forty columns isn't useful, and you wouldn't see enough of your text. There wouldn't be a significant difference over using ED. VI would be pretty nice in forty columns, though.

GS> Well, the XEP-80 has a firmware ATASCII font. Therefore there is NO
GS> tilde or backquote characters (tilde is important in Unix for
GS> referring to home directories, etc.). You will also be locked into
GS> the stoneage with no greater than 4800 baud throughput. Choose your
GS> poison, dude.

Using a Tilde is not a --REQUIREMENT-- of UNIX, only a --DEFAULT--. UNIX is --CUSTOMIZABLE--, not "brain dead" ! You can just as easily use $HOME for your home directory. If you lack a tilde on your IBM EBCDIC terminal you can go into your ".mailrc" file and tell UNIX to use a Cent Sign or a Supernaught/Degree, or Underscore, for example. We are talking UNIX, here... --EVERYTHING-- is customizable! (Well, I don't know how inflexible ELM is, but the original UNIX software tools are amazingly flexible.) EMACS does fullscreen amazingly intelligently. TIN is a bit

stupid when it comes to updating the screen, using more of a brute force approach as if every terminal were a fullscreen system console, whereas genuine UNIX expected anything from a clanking TeleType 33 to a plasma display to be connected to it. (You can use STTY "keymap", TR, PERL, or other UNIX lexical programs as an input filter to assign another key as a functional "backquote" evaluator if it is absolutely necessary. You are never "stuck" in UNIX. There is always a work-around.)

6180. [--- TRS-80 Programs ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 06:58:53 UTC
From: winston@merk.com
Message-ID: <Cyvy26.79D@merk.com>
Source record: 97498

On Thursday, November 3, 1994 at 15:30:08 GMT (10:00am EST ?)
sydtech@winternet.com (Scott Butler) wrote:

SB> Wayne Westmoreland and Terry Gilman, who wrote some very popular
SB> games for the old TRS-80s, just released a bunch of their old games
SB> (Eliminator, Armor Patrol, etc) to the public domain, along with a lot
SB> of alternate versions and unreleased stuff (including a Donky Kong for
SB> the TRS-80!). Most of these games were released by Adventure
SB> International (whatever happened to Scott Addams?). They included a
SB> text file with some notes, and the games are even available in virtual
SB> disk format for Jeff Vavasour's excellent Model I/III emulators for
SB> the PC.

Do these TRS-80 games that are resurfacing appear in the form of BASIC
source code (in which case they are convertible to the ATARI 8-bit), or are
they executible binary machine code? (I'm curious.)

6181. [--- Infocom Interpreters ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 07:30:13 UTC
From: winston@merk.com
Message-ID: <CyvzIF.7ws@merk.com>
Source record: 97499

I have been following the discussion about the public domain Infocom interpreters -- ZIP and ITF -- (available from "ftp.gmd.de" in their "if-archive/infocom") with interest. I was successfully able to build the ITF interpreter. I also downloaded the C program to convert the ATARI format database. The program says that it can convert the ATARI format of the Infocom files. It was at this point that a funny thought occurred to me. As the Infocom databases are entire sides of disks that use a custom loader and have no standard DOS to speak of, how was I to upload the raw sectors of the Infocom database so that the parser would be able to parse them? There is no directory to find a file in, and there is no DOS to execute a copy command with! I assume that BOBTERM expects a filename and an accessible directory. Is there an easy method to solving this problem? Would the D.E.C.U.S. format of the MIT MDL DUNGEON (in FORTRAN) be compatible with the Infocom interpreters or does the database need to be in Z-Machine database format? How does one upload "raw bits" that have no filename associated with them to a non-ATARI computer? I've done all of my ATARI bit twiddling on the actual ATARI, so this is a first for me.

--Thank you.

6182. Re: Copyright infringements?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 12:12:45 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <39l5jt$mh0@dux.dundee.ac.uk>
Source record: 97400

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: : Most of these games were released by Adventure International (whatever
: : happened to Scott Addams?).

: The editor of Computer Gaming World reported that Adams had found
: religion and gave up computer games as 'ungodly'.

Judging by the Incredible Hulk, it's probably just as well. I've got the
"Americana" budget rerelease of the 16K version and it's crap. That's not
because it's 16K- Brian Howarth, who did the conversion, had written
some games of his own (from Channel 8 software), and Waxworks is actually
quite fun despite the limitations..

Some people reckon Scott Adams didn't have much to do with "his" later games,
save the name on the box. Any thoughts?

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6183. new Atari ftp directory

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 12:24:47 UTC
From: jeking@xmission.com
Message-ID: <39l6af$ip2@xmission.xmission.com>
Source record: 97556

For those unable to access the atari archive or wuarchive, I've just created a new atari file source. If you want to retrieve anything new, you might want to try ftping to: xmission.com, and access /pub/users/jeking/Atari

If you have anything to upload, put it in the New directory. All uploads will be put on umich within 2 days.

--
-+-+-+

6184. Re: Standard Graphics Formats

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 13:52:40 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Nov7.135240.5037@cs.nott.ac.uk>
Source record: 97558

In article <39e6bg$92p@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick)
writes:
>THe Koala format (old, sure, but it was quite popular) is another one.
That uses compression, right? If I understand correctly it can be in either
horizontal or vertical compression mode, right? So how is it done?
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

6185. NEDERLAND: atari 800xl etc. te koop

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 15:37:50 UTC
From: frits@cp.tn.tudelft.nl
Message-ID: <frits.784222670@draconis.cp.tn.tudelft.nl>
Source record: 97493

```
Te koop wegens zolder opruiming:
Atari 800xl computer
1010 program recorder
1050 diskdrive + Happy uitbreiding
850 interface
discovery 1200 baud externe modem
meer dan 100 floppen in 2 bakken
Atari Basic ref. manual
copietjes van De Re Atari, Hardware manual en de OS users manual
Compute!'s Mapping the Atari
Animation Primer
3 tijdschriften cassettes met Compute!
4 cassettes met Amerikaanse, Duitse en Nederlandse tijdschriften

Doe maar een bod. Maar wel eentje dat het me de moeite waard maakt om niet
de trafo's te houden en de rest weg te kieperen.

Ik wil graag alles in een keer wegdoen, maar er is al iemand geweest die
interesse had in de OS manuals en de floppy drive, en de 850+modem.

Doegs,
Frits
--
Frits Kuijlman frits @ cp.tn.tudelft.nl
Delft University of Technology The Netherlands

--
Frits Kuijlman frits @ cp.tn.tudelft.nl
Delft University of Technology The Netherlands
```

6186. Re: Who sells PC Xformer 3.0?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 15:41:15 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <39lhqr$fgu@nic-nac.CSU.net>
Source record: 97496

I personally know that nobody needs to worry about PC XFormer 3.0.
The docs have just (nearly) been completed. I just printed them out last night and proofread them, finding some indenting/spacing problems and a few other things which could be cleaned up a little more. (I want as little nit-picking about it as possible! :)) And Darek has informed me that the software is pretty much done as well and he's going to ship VERY soon (within the month or sooner!?). The software ALSO sounds a lot better than I imagined! (I never really trusted his claims before 3.0 started work, but I guess I was just pessimisting. It sounds VERY fast and like it's compatible with at least the more useful 8bit software).

BraSoft (Darek) can be contacted at darekm@microsoft.com if you wanna talk to him directly.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!
I can't wait to get a copy! (Even though I don't HAVE a 386!)

6187. Re: CardStax, MODs etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 15:44:47 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <39li1f$hv2@nic-nac.CSU.net>
Source record: 97500

Dave! Please upload CardStax to UMich! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!

6188. Re: Atari Printer Specs Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 16:27:01 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <126673@cup.portal.com>
Source record: 97562

The 801 is only partially Epson compatable. The two I owned are now gone along with there manuals, but as I recall, they would only accept graphic dumps in Epson single density mode. They will do higher density graphics, but they use a different command character then Epsons.

6189. Re: [--- Infocom Interpreters ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 16:44:47 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <126675@cup.portal.com>
Source record: 97563

What language are you working in? Loading sectors is almost trivial on
an Atari since the routine is located in the OS ROM.
Rick

6190. Re: 1050 XF551 question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 16:50:28 UTC
From: luf@tiamat.umd.umich.edu
Message-ID: <luf.784226946@tiamat.umd.umich.edu>
Source record: 97559

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: I was wondering about the differences between the 1050 disk drives and
>: the xf551 drives. Other than one is newer and faster than the other,
>: what are the differences. Also what is a happy drive? My understanding
>: is that it transfers data by track other than by sectors.

> The XF551 is allegedly (I don't have one) faster and more compact
>than the 1050. It's much more quiet and is designed in a cream color like
>the 130XE and 65XE. Using DOS XE, it can store up to 360K per diskette
>vs. 127K on the old 1050. This is a drive I'd like to learn more about,
>because it's VERY hard to find. I don't know any of the pros and cons, or
>how I could go about purchacing one. If anyone can help, I'd love some info!

> >> Mark <<

There's a place by me that still has a couple reconditioned units, I can
E-mail you their ph# if you're interested or anyone else for that matter.

Sam Lysinger
luf@tiamat.umd.umich.edu
http://www.umd.umich.edu/~luf/

6191. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 19:20:23 UTC
From: rlziegler@aol.com
Message-ID: <39luln$mhv@newsbf01.news.aol.com>
Source record: 97564

Are you sure a HD is out of your price league? A MIO II from FTe is $99, and IDE drives are about $.50 a meg. The MIO II has everything needed for powering of the HD. I exhort you to look in to a HD setup. They are even better for breathing new life into Ataris than a ram upgrades!! Also, many IBMers out there are upgrading their HDs, leaving many 220 meg and under HDs without homes. Leave a message somewhere asking for IDE drives. I am positive you can get then inexpensively.

6192. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 20:45:14 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <Cyx0BF.E0@itex.jct.ac.il>
Source record: 97576

Glenn M. Saunders (krishna@max.tiac.net) wrote:

: The only product placement happened during the Warner era when Atari was
: still a player. Atari really ceased being a player after 1984.

Yeah, when they turned from Atari Inc. to Atari Crap.

;)

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

6193. Re: Atari Printer Specs Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 21:48:22 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cyx38M.DAL@freenet.carleton.ca>
Source record: 97566

In a previous article, bjcorr@delphi.com (ben corr) says:

>>>Ok...on to the specs...
>>>
>>>2 I/O ports
>>>9 pin
>>>Fonts: Ascii, ATascii, foreign character set.
>>>Epson compatible, but you would be better off finding a copy of the
>>> XMM801 -> Epson printer driver that was put out by the now,
>>>unfortunately, defunct BellComm.
>>>It barely handles graphics and uses a carbon ribbon instead of ink.

>Wait a minute, are we talking about the same printre that was basically a
>microline 92 in Atari clothing? Thought you had to get a rom upgrade to do
>graphics??? Do I have the right machine?

Ummm...doubt it. You only need the translator from BellCom that I
mentioned above. It's slow, but it works.

6194. Re: [--- Infocom Interpreters ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 21:48:25 UTC
From: jlodoen@shell.portal.com
Message-ID: <39m7b9$41l@news1.shell>
Source record: 97565

Winston Smith (winston@merk.com) wrote:

: I have been following the discussion about the public domain Infocom
: interpreters -- ZIP and ITF -- (available from "ftp.gmd.de" in their
: "if-archive/infocom") with interest. I was successfully able to build the
: ITF interpreter. I also downloaded the C program to convert the ATARI
: format database. The program says that it can convert the ATARI format of
: the Infocom files. It was at this point that a funny thought occurred
: to me. As the Infocom databases are entire sides of disks that use a
: custom loader and have no standard DOS to speak of, how was I to upload the
: raw sectors of the Infocom database so that the parser would be able to
: parse them? There is no directory to find a file in, and there is no DOS to
: execute a copy command with! I assume that BOBTERM expects a filename and
: an accessible directory. Is there an easy method to solving this problem?

Easy, hmmmm. I had the Lost Treasures collection on order but got impatient.
I had an Atari format "Planetfall" disk to work with. To get the disk
to my PC, I made an image with SIO2PC and removed the header. Then
I ran the Atari->Z-machine converter on it. Worked. Others didn't,
but the disks were ancient, bad sectors probably.

But how to do it with what you have? You'll have to make an image
file on the Atari side. Do you have a >90K drive? Put the image
file there and Bobterm will have something to work with.

There may be utility to do this. Diskcomm will compress or leave
out empty sectors, so that won't do it. A BASIC program could
handle it. Read sector 0, copy to file. Read sector 1, append to
file. All the way to 720. Bypass DOS, or it might look for link-bytes.

Good luck. Are you going to port the interpreter to the Atari?
Can it be done?

jlodoen@shell.portal.com

6195. Re: CardStax, MODs etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-07 21:55:18 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cyx3K6.EE6@freenet.carleton.ca>
Source record: 97567

In a previous article, d.paterson2@genie.geis.com () says:

>Actually, CardStax doesn't play MOD files. (I should know,; I wrote the
> thing!) It plays Pokey Player files. It's a limited hypertext system for
> the 8-bit.

Oh..woops. It must have been on the same DOM then. The Ottawa Atari XE
Group had a MOD player on of its Disks of the Month a while ago.

>It's designed around cards (screen displays) which branch out to other cards
> (and so on). A collection of cards is called a stack.
>
>I haven't even looked at it for a while now, but it does support mixing
> text, graphics (micropainter, 62 sector, print shop icons) and sound (pokey
> player files) on screen; graphics modes 8,9,10,11 and 15; mouse, joystick or
> touch tablet control; screen dumps to Epson/compatible printers (SIO only,
> no joystick interfaces); up to six branches off each card; user-designed
> assembly routines can be called on loading a card or on selection of a
> branch. There's even a reserved block of memory for user routines (one of
> those bugs that became a program feature). The program itself is written in
> standard BASIC; most routines are assembly to speed it up.

I tried printing out that picture of Elvis...it didn't come out too good.
I now have a program from MAPDA called Weak, which in irony is pretty
powerful. It prints Graphics 9 pictures better than they appear onscreen.
Maybe if you did a second release, you could ask for the rights on
incorporating the routines from Weak into CardStax? Sound interesting...

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

6196. 1050 Drive Belts

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 02:41:01 UTC
From: b.poehland@genie.geis.com
Message-ID: <199411080240.AA025152451@relay2.geis.com>
Source record: 97569

This is for Jason Bardis who inquired a few weeks ago about the crumbling belt in his 1050 (hey, I'm only 3 weeks behind reading my mail, this is PROGRESS!):

If the belt fell off by itself, that's a bad sign. It means the drive belt has become stretched (a sign of age). Contrary to their appearance, the drive belts are not made of rubber but are actually a rubber-coated fabric. The rubber coating gives them the friction grip required to stick to the drive wheels. Eventuallt the longitudinal stress forces exerted on the belt cause them to become longitudinally distorted; i.e. the belt has become permanently stretched & can no longer maintain the correct amount of tension required for it to maintain contact with the drive wheels.

Belts this old almost always exhibit some degree of dry rot in the rubber coating. Check the belt under a strong magnifier, you'll see the rubber coating is cracked & flaking off. Bad news.

I've had some success with worn belts by cleaning them thoroughly in alcohol & re-installing them INSIDE-OUT. Distorted belts always assume a circular shape, & by installing them inside-out you once again create tension in the belt. ALWAYS WASH YOUR HANDS BEFORE HANDLING BELTS! However, this little trick is only a stop-gap measure.

The only permanent fix is to replace the belt. The best source for these belts is Best Electronics (see the FAQ list). Belts usually cost $6-$12 depending on type & source. When you order a new belt, you MUST state which type of mechanisim your 1050 contains (Tandon or World Storage). The belts for those two mechanisms are of different sizes.

A rubber band will NOT make a suitable replacement for the original belt. Rubber bands will undergo excessive elastic deformation during a rotational cycle, causing unstable operation of the disk hub with respect to constant RPMs. I would expect quite a few disk R/W errors using a rubber band. Cleaning the belt & installing it inside-out is preferable to a rubber band.

Another possibility is to apply "Belt-Dressing". Stuff in a spray can from Pep Boys, used on belts in car engines. Yukky stuff, really messy. But it does seem to tone up old belts & DEFINITELY makes them much tackier. Never tried it in a disk drive, tho. I prefer to solve problems at the source & keep a supply of spare belts on hand.

- Ben Poehl{and
The 8-Bit Alchemist

6197. Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 03:41:23 UTC
From: b.poehland@genie.geis.com
Message-ID: <199411080341.AA109956070@relay2.geis.com>
Source record: 97570

Continuing my vain effort to catch up my email, I've followed with interest the thread on Percom drives.

I just completed rebuilding 6 of them & am in the process of preparing a manuscript on the subject for AC (yes, The Alchemist is yet alive!).

The controller on the RFD40-S1 does support 80 tracks but does NOT support double-sided disks. I've not had a double-sided model in my hands but an ad from the place in Chantilly Virginia that used to service Percoms indicates the double-sided/double-density model was designated RFD44-S1.

What I discovered about the RFD40 (using SpartaDOS 3.2d) was that it WILL lay down a true 720K format on a 3.5" drive. However, the controller will only access the first 360K of it. So, in effect, the 3.5" drive becomes a 360K drive with a single-sided controller. The RFD series drivs can also be programmed using the switches to properly recognize a double-density slave drive upon bootup.

The same cannot be said of the AT88-S1PD drives. With a double-density mech installed, the AT88-S1PD WILL format single-sided/double -density on either a 5.25" mech or a 3.5" mech. However, a double-density mech slaved to an AT88 will onlt be recognized as a single density mech upon bootup. But-- if you format a double-density disk on the slave, it will thereafter recognize the slave as double-density (until, of course, you turn it off). Sheesh!

Percom could never make up its mind which type of connector to use for the slaves. Some models used 34-pin mass termination pins, others used card-edge connectors. And just to complete the confusion, the AT88-SPD used BOTH. On those models, the mass termination pin connector is for the parallel printer port. The printer port on these models works fine when directly connected to an Epson printer, but when you place a print buffer in series with the printer there is weirdness. (The print buffer problem will be the subject of a whole nuther article).

I've seen many horrors involving the power supplies in Percom drives. From the very beginning to the very end, NO ONE at Percom EVER understood how to properly mount voltage regulators. I've replaced about a million failed regulators in Percoms, all because of the way Percom mounted them. The power supply failures gave the Percom drives a bad reputation which I feel they did not deserve. The sad part of it is, the fix is ridiculously simple.

Percom tech people also didn't know how to diagnose hardware problems over the phone. When my friend's At88 died & he called Percom, they

charged him $25 to replace the SMC-made 1795 FDC chip on the controller card (they mailed him the chip). He plugged it in, the drive was still dead. (It was a failed regulator- as usual- that was the culprit!) Percom claimed the SMC-made chips tended to overheat. Baloney! Several of my Percoms contain SMC chips & run just fine.

I disagree with recently proposed nomenclature I saw posted here on RFD-series drives. It read: RFDxx-Sy where is number of tracks on the wups....
where xx is the number of tracks on the originally installed mech & y is the number of sides on the mech. I don't think so. Such literature as I've seen indicates the model nomenclature should be as follows:

RFD4x-Sy
x=0 --> a single-sided drive
x=4 --> a double-sided drive
y=1 --> a single-mech drive unit
y=2 --> a double-mech drive unit

So, is everbody suitably confused now? :)

- Ben Poehland
The 8-Bit Alchemist

6198. CSS XF Dual Upgrade Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 04:15:18 UTC
From: b.poehland@genie.geis.com
Message-ID: <199411080414.AA161098083@relay2.geis.com>
Source record: 97571

I noticed the post a few weeks ago from someone experiencing a problem with a 3.5" mech slaved to the xf551 using the CSS Dual Upgrade.

My gut feeling is that the problem lies with the mechanism you are using Two important details were not given: a.) the brand of drive mech; b.) whether the disk inserted in the drive was a QD (720K) disk or a HD (1.44M) disk. The density of the mech being used was given as 1.44M.

I have 3 CSS Dual-upgrade modified XF551's in service now for several years & find no problems with them. HOWEVER, when I was first setting them up I ran into difficulties that lead me to feel this upgrade is rather "touchy", in that if you stray from the instructions given by CSS you are asking for trouble. CSS SPECIFICALLY states you should not use 1.4M mechs with the Dual Upgrade. (Of course, 720K mechs are almost impossible to find these days!). I tried a variety of 1.4M mechs & found that some worked & some didn't. It has something to do with slight differences in head timing, it's far more critical in the HD mechs & may not be compatible with the Dual firmware. This problem even occurred with some QD mechs & CSS was obliged to revise the ROMs several times to accomodate differences in various brands of QD mechs.

I recollect I was successful in formatting a QD disk in a 1.4M Teac 3.5" drive using a late version Dual ROM. However, that doesn't mean the Teac 1.4M drives being sold today will work! Dadburnit, Teac has changed their hardware several times in the past 3 years, it has driven me crazy. Each revision results in a physically flimsier drive. One thing they did that bummed me out was reduce the drive select positions from 4 to 2 (God bless IBM, where, as everyone knows, you NEVER have more than 2 drives, right?).

I also tried a an Epson QD mech that didn't work, I gave it away.

Bottom line: if you buy the Dual upgrade from CSS, you are well advised to buy your 3.5" mech from them also. If you stray beyond their recom-mendations, you're on your own.

And if you are unwary, the Murphy Demons will get you.

- Ben Poehland
The 8-Bit Alchemist

6199. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 05:03:49 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Nov8.050349.16513@vpnet.chi.il.us>
Source record: 97568
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its November meeting on Tues. Nov. 15 at 7:30 PM (7PM setup), at the College of DuPage, Room K157 (the K building is located on 22nd St. just west of Lambert Rd., in Glen Ellyn). We will watch a video of the Summer Consumer Electronics Show (I've been assured that it really will be there this time :-), and we plan to have at least one demo (probably on a TT, whether it be MagiX/MagiC or something else ....). Maybe even a Jaguar!

Everyone is welcome to attend.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

6200. Just can't get along

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 05:36:24 UTC
From: b.poehland@genie.geis.com
Message-ID: <199411080536.AA276672982@relay2.geis.com>
Source record: 97572

<A problem with the ICD P:R:C was desribed...>
I see at least possiblities that should be checked into here.
First, open the case of the P:R:C & look at the circuit board. If the board says REV 3, the problem is likely in the P:R:C. There were nasty bugs in this version. ICD quietly upgraded it without ever admitting the problems. One nasty bug in particular was a tendency for the REV 3 P:R:C to drop your connection when you went local.

If the P:R:C is REV 4, I would say the problem lies somewhere outside the the P:R:C. I no longer actively use my P:R:C, but I did experience difficulties with a REV 4 unit when I first configured my main system with lots of junk stuck on the SIO. The P:R:C was unreliable. I did al all kinds of stuff to fix it, including the addition of bypass caps to the +5 line, nothing worked. The flaky behavior continued whether the P:R:C was at the beginning, middle, or end of the serial chain.

The cure was the Amplified SIO Cable from CSS. This cable contains a chip that beefs up the signals on the SIO & gives you a strong signal regardless of how many feet of SIO line you have on there. I've not attempted to reverse-engineer this thing, nor was I ever to get a straight answer from bob Puff on exactly how it works. MY gut feeling is that the P:R:C may be sensitive to the capacitive effects on signal waveforms due to added cable length. I did notice a number of odd effects as I added more or less SIO cable. All this vanished when I added the SIO Amp Cable from CSS.

One other <dumb> thing I tried was replacing the custom SMT chip in my P:R:C (an ICD rep told me I had a bad chip & would have to send the unit in for repair). Instead, I bought the chip from Best for $16 & replaced it myself. It took me 2 hours, it was my first experience with surface-mount technology. (I have a vague recollection of the effort being accompanied by quite a few colorful expletives.) The repaired unit functioned exactly like the original one-- I accoplished nothing at all except a waste of time & money.

The CSS Amp cable *might* also cure problems on a P:R:C with a REV 3 board. However, since there's no way to determine which problems are caused by a buggy P:R:C & which are caused by external factors, putting the amp cable on a REV 3 P:R:C is a shot in the dark.

- Ben Poehland
The 8-Bit Alchemist

6201. 1.44M 3.5" Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 06:17:54 UTC
From: b.poehland@genie.geis.com
Message-ID: <199411080617.AA035415452@relay2.geis.com>
Source record: 97573

Percom controllers will only read/write/format 720K if you have one of the double-sided-double-density models. I would also be VERY leery of hooking up a 1.44M drive to a Percom, even if you only put 720K disks in it. My gut feeling is that success with the Percom connection would be a hit-or-miss thing.

I agree that the Black box/Floppy board is absolutely the best way to go. the BB/FB is compatible with 99% of the 1.4M drives on the market, it works great, & it gives you total compability with MessyDOS (IBM) stuff. uh... that's "compatability", above...

The only problem with the FB just now is availability. I've received grumblings from 2 people the past month who attempted to order FB's from CSS & were put on a waiting list with possible delivery in several months (eeeek!). Not a good sign...

My guess is that with the market declining, CSS is waiting until a certain minimal number of orders have been placed before having more boards made up. It's a pretty complex product, not exactly cheap to produce.

If you're the betting type, there are 2 ways to figure it:
A.) CSS will have more FB's made up this year to fill existing orders plus satisfy any "Christmas Rush" (if there is such a phenomenon in the 8-bit market any more).
B.) CSS will wait till next year to make up some more, to avoid paying the dreaded Business Inventory Tax. This is a tax all US businesses must pay to the Feds based on the value of unsold merchandise in stock as of December 31 (or whatever their tax year basis is).

Of course, the pessimistic view is that CSS will never get enough orders, so they'll NEVER get made again. Bummer.

Anybody wanna flip a coin?

- Ben Poehland
The 8-bit Alchemist

6202. The 130XE vs the 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 06:56:45 UTC
From: mtwoodwa@mailbox.syr.edu
Message-ID: <39n7fd$b2j@newstand.syr.edu>
Source record: 97574

Is there a difference between the Atari 800 and the 130XE in terms of speed?
I own both but the key board on the 130XE is fried and I'm considering going
back to the 800 cept that it's so big and only has 64K vs 128K in the XE.

What I want to know is if the 130XE is any faster than the 800?

Thanks in advance...

- Matt

6203. [--- Infocom Interpreter ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 10:24:46 UTC
From: winston@merk.com
Message-ID: <Cyy29C.Lp7@merk.com>
Source record: 97577

I have sucessfully compiled the ITF Infocom Interpreter.
I am left with the quandry of how to move the data file from my 6502 to
the interpreter.

Is there a program that will UNDISCOMM an ATARI 6502 disk under UNIX
SYSTEM V ?

The doc. files just state to feed you database to the converter. It
doesn't explain how to get your boot disk into UNIX. Would I make a
hex dump and then "cat" it across ? Any ideas are appreciated. Thanks.

6204. All Micro Show 8 (UK) - still on?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 10:42:49 UTC
From: nthewarapp@ea.com
Message-ID: <nthewarapp-0811941042490001@nthewarapperuma.ea.com>
Source record: 97575

The All Micro Show 8 at Bingley Hall, Stafford was advertised in the October/November issue of Page 6 as 12th November 1994, 10-4pm.

As I've not been to one before, can anyone confirm that this is still happening, and what I should expect to see for the Atari 8-bits.

As it's quite soon, and Usenet news usually takes about a week to arrive at this site, if you could email me any relevant info to: mailto:nthewarapp@ea.com

Thanks in advance!

--
/--\
Neil Thewarapperuma at Electronic Arts Europe mailto:nthewarapp@ea.com
E A S P O R T S IF IT'S IN THE GAME, IT'S IN THE GAME.
Opinions expressed above don't necessarily represent those of my employer
\--/

6205. Re: The 130XE vs the 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 12:11:07 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <39npsr$586@dux.dundee.ac.uk>
Source record: 97401

L.C.B.Matt (mtwoodwa@mailbox.syr.edu) wrote:
: Is there a difference between the Atari 800 and the 130XE in terms of speed?
: I own both but the key board on the 130XE is fried and I'm considering going
: back to the 800 cept that it's so big and only has 64K vs 128K in the XE.

: What I want to know is if the 130XE is any faster than the 800?

As far as I know, there's no difference in speed, although the ROMS are
slightly different. An 800 with 64K? I thought most of them had 8-48K....

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6206. Wanted to buy Percom drives and Cheerup hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 15:40:10 UTC
From: mameyer@solaria.sol.net
Message-ID: <39o64q$63q@solaria.mil.wi.us>
Source record: 97578

I'm looking for someone who would like to sell me their copy of the
CHEERUP upgrade hardware made by Happy for the 1050 Duplicator. Supposedly
hundreds of these were sold.

I am also looking to buy any ATARI Percom drives that might be available.

If you can help out with either of these items, please contact me at the
e-mail address below.

Thanks,
Marc Meyer

```
--------------------------------------------------------------------------------
. . . + . LOWERY'S LAW:
_____________________ . . __ . "If it jams - force it.
\______NCC_1701_____|) .____.--"--"---._____ If it breaks,
. + || /-----._________.----/ it needed replacing anyway."
. /=======||====/___/ "--" +--------------------------------
. . \==\____________|(- + . | meyer%nyneve.dnet@delcoelect.com
. . . . | mameyer@solaria.mil.wi.us
-----------------------------------------+--------------------------------
```

6207. Re: [--- Infocom Interpreter ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 17:16:34 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39obpi$mdv@bmerha64.bnr.ca>
Source record: 97582

Winston Smith (winston@merk.com) wrote:

> I have sucessfully compiled the ITF Infocom Interpreter.
> I am left with the quandry of how to move the data file from my 6502 to
> the interpreter.
>
> Is there a program that will UNDISCOMM an ATARI 6502 disk under UNIX
> SYSTEM V ?
>
> The doc. files just state to feed you database to the converter. It
> doesn't explain how to get your boot disk into UNIX. Would I make a
> hex dump and then "cat" it across ? Any ideas are appreciated. Thanks.

Get hold of the IBMPC or Amiga versions of the Infocom datafiles and
use them.

What would be useful is an infocom engine (like ZIP or ITF) for the
8 bit so you could run standard IBM/Amiga infocom datafiles on the 8bit.

You'd really need a DD diskdrive and lots of ram though.

gavan
--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

6208. Re: New standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 17:19:47 UTC
From: moran@dace.bnr.co.uk
Message-ID: <39obvj$mdv@bmerha64.bnr.ca>
Source record: 97583

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
> Ok folks, just to throw my 2c in, I develop software (sorta.. hehe).

> When I am in the process of designing something (ie, "Hmm.. what should I
> support?") I usually think to myself "If they had a RAMdisk like I do, or
> a hard drive, I could add in cool graphics or better sound when I get around
> to making the thing".

> I'm not gonna babble on forever, but just name two pretty good examples:
> 1) TextPro .. works fine on 48/64k, supports any-drive (RAM/Hard/Floppy),
> also supports more RAM
> 2) MegaBlast .. works fine on 48/64k, but you have a slight advantage if
> you have 128k.

> Think of Alternate Reality. Some people bitch that it doesn't support RAM-
> disk or hard drive... oh well... if/when I make a multi-DISK game, I'll
> be sure to support it.. ANY configuration I can think of. From one 88k
> floppy to a huge 16mb hard disk partition or 1mb of RAMdisk space...

Alternate Reality the Dungeon supported the 64K of extra RAM in a 130XE.
Too bad it meant that with my rambo-XL the game developed a bug that made
it unfinishable with the extra ram.

gavan

--
email gmoran@nyx.cs.du.edu | 'There can be only ONE!'
OR G.Moran@NIREY002.northern.co.uk | - The Highlander.

6209. Re: @XE_BOT

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 17:21:36 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <39oc30$j30@usenet.INS.CWRU.Edu>
Source record: 97580

In a previous article, jeking@xmission.com (James King) says:

>Who's running the XE_BOT that's keeping #Atari8 open? How's it created?

Tomasz Tatar in Poland has been doing it. If you don't have his address handy I can find it. (It's in the FAQ, along with a brief description of #Atari8.)
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6210. Re: MASSIVE AUCTION (ARGH!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 17:41:33 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <39od8e$lc5@usenet.INS.CWRU.Edu>
Source record: 97581

In a previous article, cmwagner@gate.net (Chad Wagner) says:

>I wouldn't consider this person to be a selling his personal equipment, to
>me it seems to be more like a commercial business. Is there any restrictons
>with those kind of posts? I know some other networks like fidonet restricted
>those messages because it was on every nodes dime. Now I guess you could say
>it is on everyones dime. :)

Yes, there are restrictions on commercial usage of most Usenet newsgroups.
Commercial announcements are allowable at "reasonable" intervals, but no
business should exist solely through postings to Usenet newsgroups not
designated for commercial use. Scan the news.announce.newusers group for
the policy documents.

There are no Usenet police, so like everything else, if you don't like
someone's posting patterns, tell him _in e-mail_. Posting your complaints
only further wastes bandwidth.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6211. Re: 1.44M 3.5" Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 18:34:48 UTC
From: luf@tiamat.umd.umich.edu
Message-ID: <luf.784319506@tiamat.umd.umich.edu>
Source record: 97591

b.poehland@genie.geis.com writes:

>Percom controllers will only read/write/format 720K if you have one of
>the double-sided-double-density models. I would also be VERY leery
>of hooking up a 1.44M drive to a Percom, even if you only put 720K disks
>in it. My gut feeling is that success with the Percom connection would
>be a hit-or-miss thing.
>
>
> - Ben Poehland
> The 8-bit Alchemist

A solution to using 1.44's in this case is to solder a switch to the 720/1.44
sensor. I do this all the time to 1.44's that stop reading 1.44's but still do
720k or vice versa. This would probably solve the problem, if not desolder it
and use it as an IBM drive.

Sam Lysinger
luf@tiamat.umd.umich.edu
http://www.umd.umich.edu/~luf/

6212. WTB: Atari Games on Disk

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 18:37:32 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <he33DP8.ransom22@delphi.com>
Source record: 97579

Still looking for a few titles for my classic collection. I'd like to buy games that are as close to "new in the box" as possible. (ie, with all manuals and supporting pieces [for example, the 'pills' included in the Deadline package], and the box itself all present and in good shape.)

I'm willing to pay very well for items in the best possible condition.

Here's the games I'm looking for:

Witness (Infocom)
Deadline (Infocom)

Thanks for reading,

Joe

6213. XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 18:40:50 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <he-XzTy.ransom22@delphi.com>
Source record: 97589

I recently purchased an XEP-80 from BEST Electronics. It was new in the box.

The problem is, when I hook it up to my Commodore 1802 monitor, using the Monochrome jack (or the composite jack), and switching it to that setting, I get nothing but wavy, diagonal lines, making the display totally useless.

However, hooking anything else up to that 1802 using those same jacks works just fine.

Similarly, I can run the XEP-80 through a different monitor (that isn't as good), and the output is perfect.

Oh, that other monitor is also an 1802, only it has some problems with displaying the screen too low, so it is mostly unsuitable for normal viewing.

Any idea why the XEP-80 is allergic to my "good" 1802?

Anyone else have a problem like this with thier XEP-80?

Thanks,

Joe

6214. WILL BUY these unwanted softwares

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 19:32:34 UTC
From: kowalski@futureworld.digex.net
Message-ID: <1994Nov8.173633.18162@nntpxfer.psi.com>
Source record: 97584
Cross-posted to: comp.sys.ti,comp.sys.tandy,comp.sys.ibm.pc.games,comp.sys.cbm,comp.sys.att,comp.sys.atari.st,comp.sys.atari.8bit,comp.sys.apple2,alt.games.video.classic

I am in search to BUY these programs from whatever computer you may have
them for:

Software Name Software Publisher
---
1) "Pinball Construction Set" - Electronic Arts or Budge Co.

2) "Graphics Magician" - PolarWare or Peguin Software

3) "Special Effects" - Peguin Software
- painting and drawing software
for Apple II computers

If you have any of these, I will take them off your hands for a respectable
price. Please don't respond here, but instead send e-mail to:

kowalski@futureworld.digex.net

Thanks!
Rob

6215. Atari 850 Interface wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 19:43:48 UTC
From: kowalski@futureworld.digex.net
Message-ID: <1994Nov8.174542.18429@nntpxfer.psi.com>
Source record: 97585

I am looking to buy an additional Atari 850 interface - If you have this, I will pay a respectable price.

Please do not respond here, but rather send e-mail to the following address:

kowalski@futureworld.digex.net

Thanks!
Rob

6216. Re: FTe announces MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 19:50:25 UTC
From: rlziegler@aol.com
Message-ID: <39okq1$c34@newsbf01.news.aol.com>
Source record: 97406

In article <39jrho$54e@link.xs4all.nl>, mathniss@link.xs4all.nl (Mathy Van Nisselroy) writes:

>Is this baby compatible with the Blackbox and FloppyBoard. (read: would it
be possible to plug the MIO II into the computer and plug the Blackbox into
the MIO II)?

From my understanding, yes it is. I can't wait to order mine!

6217. 1050 drive belt?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 20:34:59 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <39ondj$snt@bolt.ucsb.edu>
Source record: 97592

Howdy.
Sorry for posting this here, but...
to the fellow to whom I sent a SASE for a replacement 1050 drive belt, I
was wondering if it's on the way or if you've lost my address or whatever.
Thanks.

-Jason

6218. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 20:53:08 UTC
From: jeking@xmission.com
Message-ID: <39oofk$8gq@xmission.xmission.com>
Source record: 97407

```
: The problem is, when I hook it up to my Commodore 1802 monitor, using the
: Monochrome jack (or the composite jack), and switching it to that setting,
: I get nothing but wavy, diagonal lines, making the display totally useless.

The XEP80 requires a standard 80 column monochrome monitor. It will only
produce a standard RCA output signal, wheras your 1802 is looking for more.

Go to any decent thrift store and pick up a Magnavox 80 computer monitor
(monochrome) and plug your XEP80 into that - you'll be impressed by the
quality..

--
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
James E. King + Internet Junky
jeking@xmission.com - Atari XL/XE (8-bit) fanatic
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

6219. Neue ABBUC BBS Nummer

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 21:31:47 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.0299@didi.mayn.sub.de>
Source record: 97426

Hallo alle
die Abbuc BBS ist wieder online und zwar unter folgender Nummer
(Deutschland) 05439-3265
zu den ï¿½blichen Zeiten (abends ab 19.00)
und WOchenende ab 15.00 Uhr

--
-- Es sind die glï¿½cklichen Sklaven der Freiheit grï¿½ï¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

6220. WILL BUY these unwanted softwares

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 22:18:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <689_9411082335@flight.org>
Source record: 97331

I have a pirate copy of Pinball const. set. do you want that?
--
| Internet: Terry.Streeter@flight.org
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

6221. Local Atari User Group Meeting - Wed Nov 9/94

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-08 22:56:59 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <Cyz12z.Hy5@undergrad.math.uwaterloo.ca>
Source record: 97590
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

```
Atari user group, KWEST, general meeting, Wednesday, Nov 9, 1994
at 7:00pm in MC2009, 2nd floor of the Math & Computer Building
at the University of Waterloo.
Phone 725-2068 for details. Visitors welcome.

Hope to see you there,
Dani Roloson
```

6222. GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 00:15:37 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411082321.AA00366@ilmen.lanl.gov>
Source record: 97446
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

There have been some rumors floating around about GEnie dropping support for the Atari in the near future. I went to the head of the class, so to speak, to find out what the real story was. Here is the reply I received from Darlah Potechin, Chief Sysop of the Atari RT on GEnie:

From darlah@genie.geis.com Mon Nov 7 20:21:33 1994
>
> Although it is true that there will be a GUI for the Mac and IBM,
> that will not let the Atari market out. At the worse case
> scenario, we would have text. Though, a GUI for Atari is in the
> market to happen. Rest assured, Atari support on GEnie will
> continue.
>
> Thanks!!

So with evident pressure from the likes of AOL, it looks like GEnie is going to go graphical, too. Let's hope that whatever GUI tools they cook up for the Atari will be as good as their ST Aladdin software.

-Hutch- @ Fair Dinkum Tech

P.S.: I apologize for the crossposting but I thought this was important enough to justify it.

6223. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 02:00:56 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <56zXLnw.ransom22@delphi.com>
Source record: 97593

James King <jeking@xmission.com> writes:

>The XEP80 requires a standard 80 column monochrome monitor. It will only
>produce a standard RCA output signal, wheras your 1802 is looking for more.

No, I don't believe that is true. For one thing, the monitor does indeed
want standard monochrome output (it has inputs for composite, separate, AND
monochrome, source selected from the front panel). For another, it works
on the second 1802 I have, as I mentioned in the original post. But,
as I also mentioned, the second 1802 also produces a screen that is dropped
down the monitor screen about 10-15 scanlines, so is not my "monitor of
choice". :)

Thanks for the response, tho.

-Joe

6224. Re: GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 03:43:03 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39pgg7$t0e@nermal.cs.uoguelph.ca>
Source record: 97596
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

Hutch (hutch@ilmen.lanl.gov) wrote:
: There have been some rumors floating around about GEnie dropping support for
: the Atari in the near future. I went to the head of the class, so to speak,
: to find out what the real story was. Here is the reply I received from
: Darlah Potechin, Chief Sysop of the Atari RT on GEnie:

"The Atari" what???? I wish people would be more specific! The
"Atari" as you call it, could mean the 8-bit, the ST, the TT, the Lynx,
the Falcon, the Jaguar, the Portfolio or various other products.

>> Mark <<

6225. Re: Fido NetNodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 04:27:12 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.03rg@beco.link.xs4all.nl>
Source record: 97604

kamaro_kid@delphi.com wrote:
> A while back, somebody posted a list of Fido based BBS'S where the
> 8bit atari feed could be found. Can somebody please repost that?
>

Well here it comes........

From
link.hacktic.nl!hacktic!sun4nl!EU.net!howland.reston.ans.net!cs.utexas.edu!not-for-mail
Tue Aug 16 18:44:36 1994
Path:
link.hacktic.nl!hacktic!sun4nl!EU.net!howland.reston.ans.net!cs.utexas.edu!not-for-mail
From: r.reaserjr1@genie.geis.com
Newsgroups: comp.sys.atari.8bit
Subject: FidoNet 8-bit Echo
Date: 13 Aug 1994 22:09:48 -0500
Organization: UTexas Mail-to-News Gateway
Lines: 123
Sender: nobody@cs.utexas.edu
Message-ID: <199408140309.AA050323756@relay2.geis.com>
NNTP-Posting-Host: news.cs.utexas.edu

The following is a list of FidoNet BBSes that carry the Atari 8-bit Echo.
It is organized by area code and compiled from the taglines of messages
posted over the past several months on the echo. Hopefully, the format won't
get too messed up and you will be able
to decipher the list. It's actual 93
characters across.

Phone Location Node # BBS Name
SysOp Baud

(204) 889-3608 Winnipeg MB 1:348/104 Ability
Jim Martinuk 9600
(206) 472-6805 Tacoma WA 1:138/245 Permanent Crew Rest
John Schliep 2400
(206) 695-0799 Vancouver WA 1:105/169 Aurora BBS
Scott Hemphill 9600
(210) 333-5360 San Antonio TX 1:387/307 Quantum Leap
Mike Mazzola 9600
(214) 442-0388 Wylie TX 1:124/7028 Wylie Connection
Wes Newell 9600
(216) 478-0548 Canton OH 1:157/629 CanCom BBS
Gary Cox 9600
(219) 674-6040 Osceola IN 1:227/145 Ye Ole Connection
Chris Smith 9600

(301) 292-7955 Fort Washington MD 1:109/412 The Computer Orphanage
Ken LaCapria 9600
(302) 239-7242 Hockessin DE 1:150/120 Inner World BBS
Brian Funk 9600
(305) 472-7715 Fort Lauderdale FL 1:369/120 Bashful Pervert BBS
Bob Patten 9600
(310) 374-7929 Redondo Beach CA 1:102/137 PC Heaven BBS
Tony Reeves 9600
(315) 797-3054 Utica NY 1:2609/507 W.A.A. BBS
Richard Seeley 9600
(317) 356-5519 Indianapolis IN 1:231/370 The Zoo
Bill Jones 9600
(407) 568-8774 Bithlo FL 1:363/153 MoonRose HQ
Kevin Hoffman 9600
(501) 932-6961 Jonesboro AR 1:389/2 The Wizard's Domain
Jon Wagner 9600
(501) 933-9281 Jonesboro AR 1:389/3 The Gameing BBS!
Gary Edwards 9600
(504) 362-1636 New Orleans LA 1:396/80 Assassin's Lair
Todd Jordan 9600
(514) 466-9637 Greenfield Park Qc 1:167/565 Evening Shade
Chris Ross 9600
(516) 579-2069 Seaford NY 1:2619/119 The Arena BBS
Mark Ciochetto 9600
(601) 992-4023 Jackson MS 1:3632/3 MCS Micronet
James Simmons 9600
(602) 459-0013 Sierra Vista AZ 1:309/51 United We Stand America
Bill Starr 9600
(602) 459-6514 Sierra Vista AZ 1:309/35 The Danish Tower BBS
Bill Morris 9600
(602) 464-4817 Mesa AZ 1:114/318 STAR*LINX
Jeff Kovach 9600
(604) 272-5888 Richmond BC 1:153/813 T.R.A.C.E BBS
Terry Schreiber 9600
(604) 323-9698 Vancouver BC 1:153/7091 Miramax BBS
David Poon 9600
(609) 223-0133 Mullica Hill NJ 1:266/52 Python Bbs
Rudy Schmidt 9600
(609) 794-8907 Vineland NJ 1:266/73 Connections! BBS
Michael Nelson 9600
(612) 544-5118 Minneapolis MN 1:282/47 FlightLine BBS
Craig Peterson 9600
(615) 376-7623 Knoxville TN 1:3615/17 Soft Touch
Mary Pinckard 9600
(617) 595-5626 Swampscott MA 1:101/106 NewWorld Magic1
Hal DuPrie 9600
(617) 595-5627 Swampscott MA 1:101/107 NewWorld Magic2
Hal DuPrie 9600
(617) 932-0958 Woburn MA 1:101/435 MMASKS
Herb Oxley 9600

(701) 727-9811 Minot AFB ND 1:14/645 Gamma World
Lance Powell 9600
(702) 435-0786 Las Vegas NV 1:209/745 The Rebel BBS
Terry May 9600
(703) 642-3616 Alexandria VA 1:109/618 Infinite Data Source
John Choi 9600
(706) 868-9726 Martinez GA 1:360/17 The Far Side BBS
Jim Noblett 9600
(713) 461-1682 Houston TX 1:106/6969 STarship
Rich Tietjens 9600
(718) 817-5500 Bronx NY 1:278/103 Fordham Jesuit BBS
Fr. N. Lombardi 9600
(803) 731-3884 Columbia SC 1:376/50 Dreadnaught Class
Julius Edwards 9600
(803) 788-8194 Elgin SC 1:376/112 Jake's Place
Leo Davidson 9600
(805) 734-4742 Vandenberg AFB CA 1:206/2703 FIDOdoor Support BBS
Bryan Hall 9600
(816) 763-3353 Kansas City MO 1:280/66 Synergy
John Hutton 9600
(818) 763-9006 N. Hollywood CA 1:102/836 Computer One
Ed Baker 9600
(904) 268-9203 Jacksonville FL 1:112/57 The Dragon's Domain
B. Himmelstoss 9600
(904) 375-7913 Gainesville FL 1:3601/106 The Den
Ken Sallot 9600
(904) 871-6536 Panama City FL 1:3608/1 221B Baker St
James Young 9600
(904) 769-9688 Panama City FL 1:3608/121 The -< Bejue >-
Larry Black 9600
(916) 737-1844 Sacramento CA 1:203/69 Humanx Commonwealth
Smokey Layton 9600
(916) 448-5840 Sacramento CA 1:203/9264 *Your BBS*
Curtis Delzer 9600
(919) 469-8463 Cary NC 1:151/139 ArenA
Paul Newton 9600
46-31-363973 Partille 2:203/221 STraight BBS
Bertil Jagard 9600
64-3-389-0898 Christchurch 3:770/140 Mirth Control [#1]
Daniel Ayers 9600
64-9-817-2868 Auckland NZ 3:772/480 Hitch-Hiker's
Jamie Walker 2400
64-9-445-0661 Auckland NZ 3:772/1000 PC WORLD-1
Chris Miller 9600

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

Greetinx from Bernard Kok
--

Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-06 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

6226. Re: [--- TRS-80 Programs ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 04:46:15 UTC
From: sydtech@winternet.com
Message-ID: <39pk6n$2k1@blackice.winternet.com>
Source record: 97594

Winston Smith (winston@merk.com) wrote:
[snip]
: Do these TRS-80 games that are resurfacing appear in the form of BASIC
: source code (in which case they are convertible to the ATARI 8-bit), or are
: they executible binary machine code? (I'm curious.)

They're binary files, for the most part. Almost all of the commercially
released games for the TRS-80s came as compiled (filename.CMD)
executables.

Scott

6227. Re: [--- Full screen UNIX ATARI 8-bit ---] (was: FlickerTerm)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 05:58:09 UTC
From: krishna@max.tiac.net
Message-ID: <39podh$4p@sundog.tiac.net>
Source record: 97595

>functional "backquote" evaluator if it is absolutely necessary. You are
>never "stuck" in UNIX. There is always a work-around.)

Sure, if you are a Unix programmer.

I've done some modest customization, but nothing THAT complicated. Sounds like more work than its worth when one could just run Flick or IceT.

6228. Re: Percom Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 06:06:33 UTC
From: krishna@max.tiac.net
Message-ID: <39pot9$4p@sundog.tiac.net>
Source record: 97597

By the way, I have a friend who has an RFD with 2 360K mechs in it. He offered the drive to me because he is leaving the 8-bit but I have no need for it since I have a BB/FB. If someone wants to see if he will give it up for the cost of shipping, email cjwoods@max.tiac.net and say I sent you.

6229. Re: The 130XE vs the 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 06:09:21 UTC
From: krishna@max.tiac.net
Message-ID: <39pp2h$4p@sundog.tiac.net>
Source record: 97598

L.C.B.Matt (mtwoodwa@mailbox.syr.edu) wrote:
: Is there a difference between the Atari 800 and the 130XE in terms of speed?
: I own both but the key board on the 130XE is fried and I'm considering going
: back to the 800 cept that it's so big and only has 64K vs 128K in the XE.

No difference. I think the 6502 in the 800 is a 2mhz model slowed down
by an external crystal to sync to the custom chips, not sure. But in
practice, there is no speed difference. Both are 1.79mhz.

6230. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 06:14:16 UTC
From: krishna@max.tiac.net
Message-ID: <39ppbo$4p@sundog.tiac.net>
Source record: 97599

I have an amber mono monitor that I will sell for only $5 plus shipping. I used it with my XEP-80 at one time with Bobterm but have since switched to Flickerterm.

It also includes a switchbox on the top to share the monitor between 2 composite input signals (i.e. from the atari (40 collumn) and XEP (80)).

6231. Re: GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 06:19:29 UTC
From: krishna@max.tiac.net
Message-ID: <39pplh$4p@sundog.tiac.net>
Source record: 97600

For the record, there is already an 8-bit Aladdin system. This was crossposted from the St group so they are obviously oblivious to this fact.

However, I do not suggest GEnie. I was there and although it does sport a couple gurus (Alfred and Jeff Potter) it is not really worth the rates they charge, even with Aladdin. The system crawls so much that Aladdin doesn't really save that much money, especially the way Alfred INSISTED on uploading text in the slowest fashion imaginable just becuase 'that's the way the real Aladdin does it'. Sheesh. I used Backtalk scripts before Djinni (the Aladdin clone) and used UPLOAD mode in the editors and it was about 10-20 times as fast as Djinni.

6232. Re: Movie with Atari stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 06:29:36 UTC
From: krishna@max.tiac.net
Message-ID: <39pq8g$4p@sundog.tiac.net>
Source record: 97601

Do YOU chew ice cream? (bruck@brachot.jct.ac.il) wrote:
: Glenn M. Saunders (krishna@max.tiac.net) wrote:

: : The only product placement happened during the Warner era when Atari was
: : still a player. Atari really ceased being a player after 1984.
: Yeah, when they turned from Atari Inc. to Atari Crap.

They've got a chance now with the Jaguar. But the Tramiel mark of quality (TM) is still with them. I bought a Jaguar as an impulse-buy because I just HAD to see what Alien vs. Predator looked like. The first thing I noticed was that the dimples on one of the 3 overlays did not line up correctly. I also noticed the way the manual was only B&W (shades of latter 2600/7800 flimsy dox) to shave down production costs. The manual was okay, though. No typos that I could tell of. Next was the fact that this Jaguar console I got HISSES like it is frying eggs under the hood. One of the reasons I waited a year to get a Jag was in the hopes that after all this time that they would have sold off all the 'hissing Jaguars' and the new ones would be revised motherboards. (great American workmanship no doubt) Indeed this one says Revision B on it. So either they still haven't fixed the problem or they have sold SO few of them that I have an ancient unit despite the fact that it was bought from Toys R Us who has just picked up the Jaguar.

Suffice to say, after spending over $300 for the Jag and AvP (and Cybermorphs jerkiness and bland nontextured world was not particularly enjoyable to me) I decided I could spend my money on more productive things, and returned it. A tough thing to do since my heart is still with Atari.

So if I ever get a Jaguar again, it will be at least 6 months hence and only in the context of a larger catalogue (Star Raiders 2000 perhaps???) and I will NOT tolerate a hissing Jaguar.

So I chalk this up to a 'free rental'.

(AvP is nice by the way, not perfect by any means, but very promising).

6233. Re: CardStax, MODs etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 06:33:53 UTC
From: krishna@max.tiac.net
Message-ID: <39pqgh$4p@sundog.tiac.net>
Source record: 97602

Cardstax will NOt work on Sparta. I've tried it. It's official.

6234. Re: Atari Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 06:41:45 UTC
From: krishna@max.tiac.net
Message-ID: <39pqv9$4p@sundog.tiac.net>
Source record: 97603

The only Atari printer I am fond of is the 1027. In fact, if someone has one they want to sell cheap that is in GOOD condition, let me know. There are a lot of occasions where a true letter quality printer could be of use to me.

They both reflect Atari's innovation in producing very inexpensive things which could give you some quality results (albeit with some effort).

Sure, you have to put up with some BS to get the most out of them, but it's fun. The lack of a tractor feed on the 1027 is the big problem. Print a large document and you will be sitting there forever. This was before the days of sheet feeders like what today's cheap inkjets up through expensive lasers use. The sheet delivery mechanism was imprecise enough that if you weren't careful, the paper could slip in mid page and spoil the print. But the quality was excellent and the rubber stamps supported full ASCII including international characters.

My 1027 essentially broke down, or I just stopped using it. I must have thrown it out or something. I wound up getting an Epson FX-80. For the purpose of writing term papers in college, I kinda wish I had the 1027 to make a cleaner paper although it would require monitoring the printing to change sheets.

6235. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 13:08:11 UTC
From: jeking@xmission.com
Message-ID: <39qhjr$ig9@xmission.xmission.com>
Source record: 97323

```
: No, I don't believe that is true. For one thing, the monitor does indeed
: want standard monochrome output (it has inputs for composite, separate, AND
: monochrome, source selected from the front panel). For another, it works
: on the second 1802 I have, as I mentioned in the original post. But,
: as I also mentioned, the second 1802 also produces a screen that is dropped
: down the monitor screen about 10-15 scanlines, so is not my "monitor of
: choice". :)

I dont know, but my XEP80 wont work on my 1702, bt works flawlessly on my
monochrome magnavox monitor.

--
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
James E. King + Internet Junky
jeking@xmission.com - Atari XL/XE (8-bit) fanatic
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

6236. Atari 1090 XL Expansion System: PLEASE READ!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 13:11:27 UTC
From: bensmith@teleport.com
Message-ID: <39qhpv$mos@sandra.teleport.com>
Source record: 97320

What is an Atari 1090 XL Expansion System? Someone sent me theirs so I could sell it for Him. It plugs into the XL expansion port. I removed the cover and their is room for 5 Cards. Is this made for IBM PC Cards? What kind of Power Supply does it use?

Please direct all replies in E-Mail to:

bensmith@teleport.com

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

6237. Re: GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 13:13:32 UTC
From: jeking@xmission.com
Message-ID: <39qhts$j4e@xmission.xmission.com>
Source record: 97319

Glenn M. Saunders (krishna@max.tiac.net) wrote:

: However, I do not suggest GEnie. I was there and although it does sport
: a couple gurus (Alfred and Jeff Potter) it is not really worth the rates
: they charge, even with Aladdin. The system crawls so much that Aladdin
: doesn't really save that much money, especially the way Alfred INSISTED
: on uploading text in the slowest fashion imaginable just becuase 'that's
: the way the real Aladdin does it'. Sheesh. I used Backtalk scripts
: before Djinni (the Aladdin clone) and used UPLOAD mode in the editors and
: it was about 10-20 times as fast as Djinni.

I'd hav to disagree with you, Glenn. You dropped off of Delphi, THEN
GEnie, probably because of financial reasons, rather than functional..
I stil hve a DELPHI and GEnie account, and highly recommend both. GEnie
will sometimes slowdown, but what systems dont? GEnie has tons of files,
and you can almost ALWAYS get an answer _ same thing with Delphi.

--
-+-+-+

6238. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 16:55:20 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <39quto$le4@usenet.INS.CWRU.Edu>
Source record: 97405

In a previous article, ransom22@delphi.com (Joe Walsh) says:

>The problem is, when I hook it up to my Commodore 1802 monitor, using the
>Monochrome jack (or the composite jack), and switching it to that setting,
>I get nothing but wavy, diagonal lines, making the display totally useless.

Have you tried fiddling with all the picture settings? I also use the
aformentioned Magnovox 80 mono monitor, but when I first attached it to the
XEP80 the display was similar to what you describe. In my case, as I
recall, it was the horizontal hold setting on the monitor that was just a
tad off, but produced a wildly useless display.

I see no reason why the XEP80 wouldn't work on the 1802. On the other
hand, trust us in that you won't be duly impressed with the XEP80 unless
you've seen it on an 80 column mono monitor.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6239. Re: GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 16:57:17 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411091603.AA00552@ilmen.lanl.gov>
Source record: 97409
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

In article t0e@nermal.cs.uoguelph.ca, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>Hutch (hutch@ilmen.lanl.gov) wrote:
>: There have been some rumors floating around about GEnie dropping support for
>: the Atari in the near future. I went to the head of the class, so to speak,
>: to find out what the real story was. Here is the reply I received from
>: Darlah Potechin, Chief Sysop of the Atari RT on GEnie:
>
> "The Atari" what???? I wish people would be more specific! The
>"Atari" as you call it, could mean the 8-bit, the ST, the TT, the Lynx,
>the Falcon, the Jaguar, the Portfolio or various other products.

Oh, well excuse me for livin'.

GEnie currently maintains a specific area (called a RoundTable) for Atari
support including all the machines you mentioned, to some extent. This
support includes a staff of Sysops, some salaried and some as volunteers
with limited free access.

If they dropped support, this officially maintained area would go away.
That is not going to happen in the forseeable future, according to GEnie
sources. A graphical front end for the Atari will likely come about but
not until after the PC and Mac software is finished.

Clear enuf for ya?

-Hutch- @ Fair Dinkum Tech

6240. New Best catalogue?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 17:12:06 UTC
From: DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca
Message-ID: <DBSTRUTT.93.000C33A7@CHEMICAL.watstar.uwaterloo.ca>
Source record: 97329

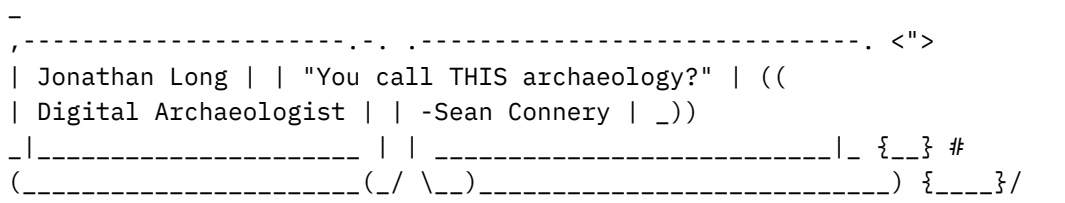
Anyone know if Best has a new catalogue out? I think it would be edition 9
or 10.

David Strutt dbstrutt@chemical.watstar.uwaterloo.ca
UWaterloo chem eng grad student am023@freenet.carleton.ca
(519) 576-2128
"Keep your stick on the ice!"

6241. 800 cart list w/rarities?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 18:24:59 UTC
From: longjon@clark.net
Message-ID: <39r45r$hs9@clarknet.clark.net>
Source record: 97328

Hello, all! I'm looking for a listing of Atari 800 carts and their rarities. I have such a list for other classic systems (2600,5200,7800,intv,coleco,etc) but none for atari 800 carts. Can anyone give me a pointer?



Finding the keys to the future is in first studying the locks of the past.

6242. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 19:55:49 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <39r9g5$hm9@charm.magnus.acs.ohio-state.edu>
Source record: 97408

In article <39qhjr$ig9@xmission.xmission.com>,
James King <jeking@xmission.com> wrote:
>: No, I don't believe that is true. For one thing, the monitor does indeed
>: want standard monochrome output (it has inputs for composite, separate, AND
>: monochrome, source selected from the front panel). For another, it works
>: on the second 1802 I have, as I mentioned in the original post. But,
>: as I also mentioned, the second 1802 also produces a screen that is dropped
>: down the monitor screen about 10-15 scanlines, so is not my "monitor of
>: choice". :)
>
>I dont know, but my XEP80 wont work on my 1702, bt works flawlessly on my
>monochrome magnavox monitor.

When I had an XEP80, it worked fine on my 1702, except that the dispay
was a little tall. I used the xep80 with a TTL monitor (the xep was
modified by the previous owner), but I could have used it wth the
1702. I think I even tried it successfully on an 1802. (The 1802 was
extremely sensitive to interference from my hacked 1200xl, though.)
The output from the xep80 SHOULD work with any of: the monochrome
(green screen) input, the luma input (with nothing on chroma, gives
b&w screen), or the composite input (again gives b&w).
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6243. Re: GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 19:57:40 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39r9jk$qpc@nermal.cs.uoguelph.ca>
Source record: 97339
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

: Oh, well excuse me for livin'.

: GEnie currently maintains a specific area (called a RoundTable) for Atari
: support including all the machines you mentioned, to some extent. This
: support includes a staff of Sysops, some salaried and some as volunteers
: with limited free access.

Good! Thanks for clarifying! I wouldn't get so ticked off except
that Atari machines underrated because they general populous thinks that
Atari isn't even in business. When you say "The Atari", most of the
population thinks about the old 2600 game system. When you are more
specific (ie. "The Atari Portfolio Palmtop PC"), people realize that
Atari is more than games and take Atari more seriously. It benefits the
Atari community. Sorry if I seem harsh, but the only way the Atari
community can thrive is by maintaining and building upon current support.
We have to let people know that Atari has a diverse product line!

Cheers,

>> Mark <<

6244. Re: GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 20:02:01 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <39r9rp$hum@charm.magnus.acs.ohio-state.edu>
Source record: 97410
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

In article <39pgg7$t0e@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>Hutch (hutch@ilmen.lanl.gov) wrote:
>: There have been some rumors floating around about GEnie dropping support for
>: the Atari in the near future. I went to the head of the class, so to speak,
>: to find out what the real story was. Here is the reply I received from
>: Darlah Potechin, Chief Sysop of the Atari RT on GEnie:
>
> "The Atari" what???? I wish people would be more specific! The
>"Atari" as you call it, could mean the 8-bit, the ST, the TT, the Lynx,
>the Falcon, the Jaguar, the Portfolio or various other products.

Probably ST and compatibles. I can't imagine them going to the
trouble of programming a graphical interface for the 8bits these days.
The Lynx and Jaguar can't even use a modem, and the portfolio is
DOS-compatible.

I've noticed a lot of software I've compiled for Unix machines saying
that it could be configured for Ataris, and I've always assumed they
meant the ST family.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6245. Wanted to buy Percom drives and Cheerup hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 20:45:13 UTC
From: meyer%nyneve.dnet@koedgw01.delcoelect.com
Message-ID: <199411092045.AA34074@gmlink.gmeds.com>
Source record: 97343

I'm looking for someone who would like to sell me their copy of the
CHEERUP upgrade hardware made by Happy for the 1050 Duplicator. Supposedly
hundreds of these were sold.

I am also looking to buy any ATARI Percom drives that might be available.

If you can help out with either of these items, please contact me at the
e-mail address below.

Thanks,
Marc Meyer

```
--------------------------------------------------------------------------------
. . . + . LOWERY'S LAW:
_____________________ . . __ . "If it jams - force it.
\______NCC_1701_____|) .____.--"--"---._____ If it breaks,
. + || /-----._________.----/ it needed replacing anyway."
. /=======||====/___/ "--" +--------------------------------
. . \==\____________|(- + . | meyer%nyneve.dnet@delcoelect.com
. . . . | mameyer@solaria.mil.wi.us
-----------------------------------------+--------------------------------
```

6246. Atari Printer SMM801 Jumper Setting

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 21:10:08 UTC
From: ralphd@netaxs.com
Message-ID: <39rdrg$p8t@netaxs.com>
Source record: 97447

The manual that came with the printer does not give the jumper settings.
I am trying to print single sheets to the bottom of the page.
Anyone know the pin settings on the 8 jumpers? Thanks for the help.

6247. Re: GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 21:24:56 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411092031.AA00641@ilmen.lanl.gov>
Source record: 97439

In article 4p@sundog.tiac.net, krishna@max.tiac.net (Glenn M. Saunders) writes:
>
>For the record, there is already an 8-bit Aladdin system. This was
>crossposted from the St group so they are obviously oblivious to this fact.

You did not include any reference but I assume you were referring to my
previous post. In any event, yes, I'm aware that there is a semi-version
of Aladdin for the venerable 8-bits. My post was in response to a rumor
generated by a disgruntled ST user, hence I didn't mention the 8-bit
version. My mistake. I'm soooo sorry.

Not that it matters to anyone but me, but my very first computer was an
Atari 400, serial number xxx197, as I recall, and quickly followed by a
steady march of great 8-bit systems (all except a 1450XLD). So while I no
longer program for the 8-bit, I'm not exactly 'oblivious' to the genre.

>However, I do not suggest GEnie. [blah, blah, blah]

OK, fair enough. But since you don't recommend GEnie, what commercial
service DO you recommend for Atari users? Delphi? AOL? CIS? Bix? Prodigy???

-Hutch- @ Fair Dinkum Tech

6248. WANTED: Atari 600XL

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 21:45:49 UTC
From: eric@escher.resnet.cornell.edu
Message-ID: <39rfud$gtd@newsstand.cit.cornell.edu>
Source record: 97440
Cross-posted to:
comp.sys.atari.8bit,rec.games.video.classic,rec.games.video.marketplace,rec.games.video.atari,misc.forsale.computers.other

A frind of mine brought up her Atari 600XL as a fun machine to play old arcade games on. Unfortunately, the unit seems to have completely died. I believe that the cartridiges are in good shape though. Rather than replace the unit, I was wondering if anyone out on the net was selling an Atari 600XL in good working order. Cost is most definitly an issue, but getting an Atari that works is more important than getting a cheap broken machine. If you have any information, please reply by email to eric@escher.resnet.cornell.edu.

Thanks in advance!

-Eric Scharff
eric@escher.resnet.cornell.edu
eds2@cornell.edu

6249. Re: Who sells PC Xformer 3.0?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-09 23:20:28 UTC
From: darekm@microsoft.com
Message-ID: <Cz0wuA.G54@microsoft.com>
Source record: 97425

PC Xformer 3.0 is now shipping! I will be posting an announcement shortly. Dealers will be receiving their orders within a few days. All major U.S. Atari dealers will be selling PC Xformer, including Toad Computers, Rising Star Computers, and B & C Computervisions. See their ads in this month's issues of Current Notes and ST Informer magazines for their addresses and numbers.

For those of you who have not used the PC Xformer 2.0 freeware version, I have also just released an updated version called PC Xformer 2.5 which fixes bugs people found in 2.0 as well as adding some new features. The major features such as 130XE emulation and true PM/G support are of course still only available in the PC Xformer 3.0 commercial version which sells for $29.95. Dealers may sell for less.

PC Xformer 3.0 also comes with over 40 pages of documentation covering Atari BASIC, DOS 2.5, MyDOS, Turbo Basic, graphics modes, sound, character sets, error messages, and more. So if you have lost all your 8-bit manuals do not worry because the PC Xformer 3.0 manual replaces them.

If you want a copy of PC Xformer 2.5 to play with right away until your PC Xformer 3.0 order arrives in the mail, reply to this email and I will email it to you. Within a few days I will have 2.5 available for download from the Internet, Compuserve, GEnie, and other online services.

- Darek, the PC Xformer guy

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

6250. 800XL (256K), Kpoala and Suncom Pads for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 00:25:59 UTC
From: rob_g@news.delphi.com
Message-ID: <39rpan$626@news-feed.delphi.com>
Source record: 97411

I have a 256K (Newell) 800XL, asking $45

Also, a Koala pad and a Suncom graphics tablet. No software or
anything else included. $15 each.

Rob

6251. Toad Holiday Festival '94

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 00:37:08 UTC
From: toad@charm.net
Message-ID: <39rpvk$pbo@sowebo.charm.net>
Source record: 97412

```
TOAD COMPUTERS -- HOLIDAY FESTIVAL '94
======================================================================

NEW EXHIBITORS JUST ANNOUNCED: GRIBNIF AND ANODYNE SOFTWARE!

Toad Computers is proud to announce HOLIDAY FESTIVAL '94 which will
take place on December 3rd & 4th, 1994. Last year's event drew
500 people from all over the country and featured guests and
exhibitors such as:

- Dave Small
- Joe Waters, Ed. of Current Notes
- Charles Smeton (STraight FAX!)
- Dave Troy (CN Columnist / Toad Co-owner)
- Tim Reyes
- MajicSoft
- Carter's Creative Computer
- Greg Ondo of Steinberg Jones

We'll feature free hot apple cider, door prizes and more! We'll also
have another raffle to benefit Habitat for Humanity (which raised over
$500 last year!!)

The show will take place at TOAD COMPUTERS in the Park Plaza Shopping
Center in Severna Park, Maryland. There's unlimited free parking and
lots to see and do nearby, as we're nestled between Washington,
Baltimore, and Annapolis.

Confirmed 1994 attendees include:

- Tom Harker, ICD Inc. (CatBox and Star Battle)
- Roger Burrows, Anodyne Software (ExtenDOS CD Driver)
- Gribnif Software -- Dan Wilga / Rick Flashman
- Bob Luneski, Oregon Research
- MajicSoft
- Binary Sounds (Hybrid Arts Product Line)
- Joe Waters, Ed. of Current Notes
- Greg Ondo, Steinberg Jones
- Charles Smeton (STraight FAX!)
- And of course, the Toad Gang -- including
Dave and Jennifer Troy

TOAD COMPUTERS HOLIDAY FESTIVAL '94:

Saturday December 3rd 10:00am - 7:00pm
Sunday December 4th 10:00am - 5:00pm
```

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623
FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098

For MAPS, DIRECTIONS, HOTEL ACCOMODATIONS, or any other
information you may need, please call us!

The local HOLIDAY INN is offering $59 (reg $90) rooms for the
show. For more information, please call us at (410) 544-6943!

Keep an eye open for further developments on the show! We plan to have
announcements on and in:

- GEnie - CompuServe
- Internet - Delphi
- Current Notes - ST Informer

We will also be mailing postcards in support of the show
sometime in November. If you know of someone who would like
to come to the show, give us their name and address and
we'll be sure they get the information!

ADMISSION IS FREE!!!! ADMISSION IS FREE!!!

We hope to see you here! Last year, we were really happy with how
things went. The holiday season adds a spirit of real levity and
excitement that is often missing at other Atari events. We're looking
forward to putting on a first-class show, and we hope you can join
us.

David Troy
Jennifer Troy
Ray Mitchell

========== 11/08/94 =====

--

--
toad@charm.net Toad Computers

6252. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 00:52:57 UTC
From: krishna@max.tiac.net
Message-ID: <39rqt9$a23@sundog.tiac.net>
Source record: 97413

I think that 80 collumn refers to a different horizontal scan rate which standard composite color monitors do not reach.

6253. Re: GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 00:58:46 UTC
From: krishna@max.tiac.net
Message-ID: <39rr86$a23@sundog.tiac.net>
Source record: 97414

James King (jeking@xmission.com) wrote:
: I'd hav to disagree with you, Glenn. You dropped off of Delphi, THEN
: GEnie, probably because of financial reasons, rather than functional..
: I stil hve a DELPHI and GEnie account, and highly recommend both. GEnie
: will sometimes slowdown, but what systems dont? GEnie has tons of files,
: and you can almost ALWAYS get an answer _ same thing with Delphi.

To each his own. It should be stated that Delphi is currently the weakest online network, and GEnie is not far behind. And most of the files on GEnie are available here on the atari.archive. The benefit of GEnie was speaking to programmers, but we are minus one now that Clay's left too. Also, GEnie is 2400 baud and you pay a shitload more for 9600 baud. This is totally archaic in comparison to dialup shells which are all 14.4. So not only do you pay more, but you spend more time downloading files. So your free time is spent less efficiently.

As for 'answers' on Delphi, when I left you and I were probably the only big diehard 8-bitters left. There was nary an 8-bit guru to be seen.

However, Delphi's pricing was better than GEnie, but still pales in comparison to dialup shell accounts. I firmly believe that pay services like CI$, AOL, and the rest are increasingly anachronistic compared to internet accounts. The only things they have over the internet are celebrity guests and graphical interfaces.

6254. Re: GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 01:01:12 UTC
From: krishna@max.tiac.net
Message-ID: <39rrco$a23@sundog.tiac.net>
Source record: 97415

Hutch (hutch@ilmen.lanl.gov) wrote:

: OK, fair enough. But since you don't recommend GEnie, what commercial
: service DO you recommend for Atari users? Delphi? AOL? CIS? Bix? Prodigy???

NETCOM for a real internet shell account. Screw the 'closed' and
backwards systems which are mutating more and more into what dialin
shells are already.

6255. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 02:27:54 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hO-W0sK.ransom22@delphi.com>
Source record: 97416

Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:

>The output from the xep80 SHOULD work with any of: the monochrome
>(green screen) input, the luma input (with nothing on chroma, gives
>b&w screen), or the composite input (again gives b&w).

Thanks, I'll try the luma input. I'd tried the monochrome and composite.

If that doesn't work, I guess I'll have to lug the whole shebang down
to the local commie shop (yep, we still have one in town) and ask 'em
to have a look-see at the monitor to find out whether or not the monitor
is at fault.

As for the suggestion that the horizontal hold is at fault, the 1802 is
seriously deficient in monitor controls. It has horiz. position, but
no horiz. hold. It has vertical hold and size, but not vertical
position. Weird.

Thanks again to everyone for their thoughts.

-Joe

6256. Re: GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 02:29:24 UTC
From: wells_s@ix.wcc.govt.nz
Message-ID: <39s0i4$550@golem.wcc.govt.nz>
Source record: 97417
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.atari.st.tech

```
] : There have been some rumors floating around about GEnie dropping support
] : the Atari in the near future. I went to the head of the class, so to spea
] : to find out what the real story was. Here is the reply I received from
] : Darlah Potechin, Chief Sysop of the Atari RT on GEnie:
]
] "The Atari" what???? I wish people would be more specific! The
] "Atari" as you call it, could mean the 8-bit, the ST, the TT, the Lynx,
] the Falcon, the Jaguar, the Portfolio or various other products.
]
] >> Mark <<
```

Atari. e.g. Everything.

6257. Prices of XF551 drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 02:35:42 UTC
From: mrathwel@uoguelph.ca
Message-ID: <39s0tu$ae3@nermal.cs.uoguelph.ca>
Source record: 97418

Can anyone tell me any mail-order houses that carry the XF551 drives? I'm looking for the best prices possible. Thanks,

>> Mark <<

6258. Re: Wanted to buy Percom drives and Cheerup hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 06:20:41 UTC
From: diskdet2@aol.com
Message-ID: <39se3p$9g6@newsbf01.news.aol.com>
Source record: 97419

In article <39o64q$63q@solaria.mil.wi.us>, mameyer@solaria.sol.net (Marc A. Meyer) writes:

As one of the few Happy dealers, the cheerup upgrade was the complete replacement of the duplicator with a Happy board. I only have one 810 happy left. The only 1050 happy I have is in my own drive. Hope this helps. If you have any more questions on Happy units, let me know.
The Disk Detective

6259. ClassiC AtarI 8-Bit Catalogs Available!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 09:27:30 UTC
From: bensmith@teleport.com
Message-ID: <39sp22$41d@linda.teleport.com>
Source record: 97422

My Classic Atari 8-Bit HardWare and
SoftWare Catalogs are now available.

Anyone wanting copies must be able to
send and receive E-Mail!

All Parties interest in my Text File
Catalogs, please E-Mail me at:

bensmith@teleport.com

--Thanks--
---Ben---

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

6260. Atari 1200XL and 800XL FS

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 09:42:08 UTC
From: CMOORE@wpo.csd.scarolina.edu
Message-ID: <CMOORE.120.0009B40F@wpo.csd.scarolina.edu>
Source record: 97424

I still have the 1200XL and 800XL with two cassette drives and printer. I had a deal on it, but the guy hasn't gotten back with me and my buddy wants to move them. How bout $50 + shipping?

My opinions are probably my own...although the aliens speaking to me from my toaster seem to be having some influence on me of late...

"Captain...not in front of the Klingons..."

Carl.Moore@scarolina.edu

6261. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 09:48:57 UTC
From: The Geezer <garrison@coventry.ac.uk>
Message-ID: <Pine.DYN.3.90a.941110094407.28674B-100000@cc_sysk>
Source record: 97423

I have an XF551 disk drive for sale, as new with some games and disks

#60 ono

U.k. only please....

garrison@coventry.ac.uk

6262. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 17:35:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <Cz2BID.7xM@freenet.carleton.ca>
Source record: 97428

In a previous article, ransom22@delphi.com (Joe Walsh) says:

>Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:
>
>>The output from the xep80 SHOULD work with any of: the monochrome
>>(green screen) input, the luma input (with nothing on chroma, gives
>>b&w screen), or the composite input (again gives b&w).
>
>Thanks, I'll try the luma input. I'd tried the monochrome and composite.
>

I've been using a Tandy VM-4 green screen mono monitor with no problems whatsoever, and our club has been using Commodore monitors as well. Try different input combinations until you find the right one. Another test is to find another monitor to see if it is the monitor, the socket connection, or the cable/adapter you are using. Do all that checking BEFORE you shell out bucks just to open the monitor casing, much less service the unit.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

6263. Re: WILL BUY these unwanted softwares

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 17:46:23 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411101652.AA00913@ilmen.lanl.gov>
Source record: 97427

In article 9411082335@flight.org, Terry.Streeter@flight.org (Terry Streeter) writes:
>I have a pirate copy of Pinball const. set. do you want that?
>--
>| Internet: Terry.Streeter@flight.org
>| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

Oh, great. Thank you sooooo very much for your callous attitude towards piracy, Terry. It's not enough that you steal software, you have to publicly rub all developer's noses in it with posts like this.

If you MUST have a criminal hobby, kindly do it privately, OK?

-Hutch- @ Fair Dinkum Tech

6264. PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 19:35:00 UTC
From: ulf@ANTIC.sub.org
Message-ID: <5_b3S4tHS7B@antic.sub.org>
Source record: 97431

On 09.11.94, darekm@microsoft.com (Darek Mihocka) wrote ...

>For those of you who have not used the PC Xformer 2.0 freeware version,
>I have also just released an updated version called PC Xformer 2.5 which
>fixes bugs people found in 2.0 as well as adding some new features.
How come that PC Xformer 2.5 is more than 2 times slower than 2.0 on a
386DX-40 ???

Ulf

Ulf Petersen, GERMANY InterNet: ulf@zodiac.de
RULE 33: It never hurts to suck up to the boss! (DS9: Rules of Acquisition)

CrossPoint v3.02

6265. Atari 130XE and XF551 WANTED!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 19:52:27 UTC
From: Sibeling <sibeling@u.washington.edu>
Message-ID: <Pine.PTX.3.91a.941110115117.4499B-100000@carson.u.washington.edu>
Source record: 97430

WANTED: Atari 130XE computer and a XF551 floppy drive. I am just
starting to collect older systems and would prefer if you still have the
docs. And if you have the box I could KISS you! Or something. Anyways,
please let me know what you have/how much you want/etc... Thanks!

-Matt
sibeling@u.washington.edu

6266. ice-t?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-10 22:24:46 UTC
From: chaos@oo.com
Message-ID: <19941110.17C91C8.FCD2@oo.com>
Source record: 97432

damn..wheres the ice t file everyone is talking about? all i see at
the FTP sites are icet.txt wich talks about a DCM file, but i dont see it
anywhewre...

also, anyone know where i can get an sx212 handler for flickerterm? i
havent even been able to fire that sucker up cause it doesent like the handler
form BOBTERM im useing..
lates!
chaos@oo.com

6267. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 00:35:02 UTC
From: rlziegler@aol.com
Message-ID: <39ue7m$kq5@newsbf01.news.aol.com>
Source record: 97434

Does anybody know what monitors are best for highly hacked computers? My 1802 is very bad with all the signals its picking up from my 800xl in pc case w/ a BB/FB &HD.

6268. [--- ICE-T on Archive ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 01:51:48 UTC
From: winston@merk.com
Message-ID: <Cz2yID.AL2@merk.com>
Source record: 97437

I just saw a letter from ITAY and a directory listing of ICE-T TERM
flsh across my screen. Does this mean that ICE-T is out of Beta
distribution and has been officially released? I'm curious...
(i.e. do we need to update the existing beta copies to the "official"
release?)

Thank you.

6269. Printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 02:10:08 UTC
From: tfoh@aol.com
Message-ID: <39ujq0$mmd@newsbf01.news.aol.com>
Source record: 97436

I just dug up all my Atari stuff, and found an okimate 10 printer in with the lot. It has the standard Atari SIO interface, and I was wondering if there was any way it could be rigged up to my PC. Any ideas? If so, you can answer me here, or E-mail me at Rallen@neoucom.edu. All ideas would be greatly appreciated. Thanks in advance!
Robb

6270. Re: New Best catalogue?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 02:14:41 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Zg21UAZ.ransom22@delphi.com>
Source record: 97435

D Strutt <DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca> writes:

>Anyone know if Best has a new catalogue out? I think it would be edition 9
>or 10.

I spoke to Brad, the owner of BEST electronics, a couple of weeks ago.
He said that the catalog has been delayed, but he hopes to have it out
by the new year. He said he plans on sending a post card to all his
customers announcing the new catalog when it is finished.

-Joe

6271. New Best catalogue?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 03:14:52 UTC
From: amszorny@mtu.edu
Message-ID: <39unjc$rfj@cael1.me>
Source record: 97438

What is the address of BEST electronics?
I'd be interested in checking out what they have.
Thanks,
Andy

e-mail: amszorny@mtu.edu

6272. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 05:16:17 UTC
From: krishna@max.tiac.net
Message-ID: <39uun1$mno@sundog.tiac.net>
Source record: 97444

RLZiegler (rlziegler@aol.com) wrote:
: Does anybody know what monitors are best for highly hacked computers? My
: 1802 is very bad with all the signals its picking up from my 800xl in pc
: case w/ a BB/FB &HD.

It shouldn't be picking up interference. That is only for RF cables
unless you are using RF to VCR to composite.

Mine works fine.

6273. 8-bit Stuff for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 05:53:56 UTC
From: tdrake1@umbc.edu
Message-ID: <39v0tk$c10@news.umbc.edu>
Source record: 97445

I have the following 8-bit items for sale:

1 Atari 850 Interface complete with power supply and
original instruction manual ----------> $25

1 Atari 850 Interface complete with power supply and
original instruction manual with parallel printer cable -> $30

1 stock Atari 1050 dual density (127K) disk drive with
power supply and instruction manual ----------> $30

2 used Atari 1050 internal Tandon drive mechanisms
complete in good condition ----------> $5 each

1 Lazer 180K DD Atari 1050 high-speed disk drive, new drive
mechanism, complete with Lazer disk, power supply
and instructions (works very much like a Happy & US Doubler)
(read/write 3 times normal) ----------> $60

1 256K RAM Yorky Plug memory upgrade for the 800XL
(simply plugs into the PBI expansion port and you get an instant
1/4 of a meg!) Comes complete with instructions and disk.
Is switch selectable for expanded and normal 64K memory. -> $55

1 brand-new Atari TrakBall never used ----------> $5

1 Atari 410 Cassette Recorder/Player (works) ----------> $5

You pay shipping...

E-mail if interested...

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

6274. Re: Atari Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 07:22:58 UTC
From: winston@merk.com
Message-ID: <Cz3DuB.IKy@merk.com>
Source record: 97449

Is the ATARI 1025 printer the letter quality printer that uses regular spool-to-spool typewriter ribbons ? (I'm curious....) Thanks.

6275. Re: WILL BUY these unwanted softwares

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 08:29:28 UTC
From: maba@simpson.ruhr.de
Message-ID: <39va18$17@simpson.ruhr.de>
Source record: 97316

```
Terry Streeter (Terry.Streeter@flight.org) wrote:
: I have a pirate copy of Pinball const. set. do you want that?
: --
: | Internet: Terry.Streeter@flight.org
: | From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

I think nobody here is interested in pirated software!

--
+------------------+--------------------------------+------------------+
| Martin Bartsch | Internet: maba@simpson.ruhr.de | |||||| MiNT is |
| Am Waldesrand 14a | | |||||| Now TOS |
| D-58093 Hagen | Fax: +49 2331 589761 | _// || \\_ |
| Germany | | /_/ || \_\ |
+------------------+--------------------------------+------------------+
```

6276. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 09:47:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19941111094733MIS0160@MVS.UDEL.EDU>
Source record: 97305

>On 09.11.94, darekm@microsoft.com (Darek Mihocka) wrote ...
>
>>For those of you who have not used the PC Xformer 2.0 freeware version,
>>I have also just released an updated version called PC Xformer 2.5 which
>>fixes bugs people found in 2.0 as well as adding some new features.

I must have missed this message. Does anyone in this newsgroup know
of an FTP site with version 2.5???????

Roger Cole

6277. Atari 8-bit Omnibus

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 10:29:57 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411111029.AA215779794@relay2.geis.com>
Source record: 97454

Have you ordered your copy of The Omnibus yet? This catalog of Atari 8-bit hardware and software is a great source for all users, featuring products from three continents. For only $5, you'll get your own copy sent out in its own protective envelope. It's a great place to start when you're writing your Christmas wish list. It even makes a great stocking stuffer. So rush your order to:

D.A. Paterson
Attn: Atari 8-bit Omnibus
PO Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

Make cheques or money orders payable to D.A. Paterson

Volume discounts for as few as five copies! Email for more details.

6278. FS: 8-bit Hardware/Software

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 14:04:09 UTC
From: jguettle@b4pph10c.bnr.ca
Message-ID: <39vtkp$sk6@nrtphaa9.nt.com>
Source record: 97452

I have the following for sale, I would like to sell everything as a package
to avoid selling it piecemeal. I'm asking $75 + shipping for everything, unless someone
gives me a better offer. All pieces have original power supplies and
documentation.

Atari 800XL
Atari 800
Atari 400
Atari 1050 Disc Drive
Atari 1025 Printer
Atari 410 Tape Drive

The Communicator Package
Atari 830 Acoustic Modem
Atari 850 Interface Module
Telelink1 Cartridge

Applications
(Cartridge)
AtariWriter
Educational System with Great Classics tapes
Asteroids
Star Raiders
Chess
BASIC programming Language

(Disc)
The Home Filing Manager
SAT Preparation
Master Typer
Assorted games from magazines:
Concentration
Hangman
Convoy
Many others (~5 diskettes worth).

(Cassette)
Space Invaders
Juice

Home (919) 781-2655
Office (919) 991-4610
e-mail jrguettl@eos.ncsu.edu

6279. Re: New Best catalogue?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 14:05:31 UTC
From: jeking@xmission.com
Message-ID: <39vtnb$70i@xmission.xmission.com>
Source record: 97325

```
D Strutt (DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca) wrote:
: Anyone know if Best has a new catalogue out? I think it would be edition 9
: or 10.

Edition 9 came out quite some time ago. Spoke with Brad a few days ago,
and the newest catalog is still being created.

--
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
James E. King + Internet Junky
jeking@xmission.com - Atari XL/XE (8-bit) fanatic
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+
```

6280. Rumors of my dearth, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 14:42:09 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9411120844.AA10934@emh.kunsan.af.mil>
Source record: 97453

Ummm.... the statements of the esteemed Mr. Saunders notwithstanding, I am still present and active on GEnie.

Also, regarding the Atari areas on GEnie, there are two of them-- the original, 8-bit area, and the ST/TT/Portfolio/Jaguar area.

If there's any area GEnie would consider closing (and I haven't heard anything myself), it would probably be the 8-bit one.

And further, regarding the GEnie vs. Internet debate... in my experience, the exchanges on GEnie tend to be an order of magnitude more civil than what I experience as a matter of course on the internet. 100% Moderation does have its advantages.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

6281. Re: Using a 1.44 meg with CSS xf upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 15:07:45 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.02c9@didi.mayn.sub.de>
Source record: 97341

In article <398lt8$8bj@tequesta.gate.net> cmwagner@gate.net (Chad Wagner) writes:
> Dieter Popp (didi@didi.mayn.sub.de) wrote:
>
> : I am using a 1.44 MB Teac drive (3.5")
> : it is connected with the HDI from Erhard Puetz (Germany) and works fine...
>
> Can you format the disk under SpartaDOS to 1.44 MB?
* sorry I dont use Sparta DOS, I use MYDOS and can format with
a special programm 1.44 MB with Mydos.
But I know Erhard use SpartaDOS and use also 1.44 MB, I think he
wrote a programm to format under Sparta 1.44 MB

--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

6282. Re: 800XL system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 16:41:06 UTC
From: sharakan@Think.COM
Message-ID: <3a06r2INNrqq@early-bird.think.com>
Source record: 97441

In article <39j9o9INN5l7@early-bird.think.com>, sharakan@think.com (Eric Sharakan) writes:
|> FOR SALE: Atari 800XL with the following features:
|> - ICD RAMBO XL 256K Memory upgrade
|> - Atari 1050 Floppy Drive with ICD US Doubler HW upgrade
|> - Commodore 1702 Monitor (w/separate chrom./lum. mod in 800XL)
|> - AID R-Verter Serial Bus MODEM/printer Adapter
|> - Cermetek 1200 BAUD MODEM
|> - Epson u82A dot matrix printer (haven't used in ages; worked last time I did)
|> - Several different models of joysticks (might not all work)
|> - Tons of software, including
|> - Atari DOS 2.0, 2.5, 3.0 & 4.0
|> - SmartDOS
|> - SpartaDOS 3.2
|> - Omnicom shareware vt100 emulator which provides readable
|> 80x24 screen with the Commodore monitor and sufficiently
|> robust emulation to run things like GNU Emacs and IRC (I'm
|> using this combo right now to type this in)
|> - Turbo BASIC
|> - AtariWriter
|> - Data Perfect Database manager
|> - VisiCalc
|> - SubLogic Flight Simulator II
|> - Loads of other utilities & games (~50 double-sided floppies' worth)
|> - Lots of documentation, reference manuals, Atari-specific magazines,
|> articles, technical info, extra floppies, etc. etc.
|>
|> Everything is in working order unless specified. $300 or B/O gets you
|> the whole kit and kaboodle. I will only sell this a a set. I also
|> don't want to deal with shipping, so you'd need to be able to pick it
|> up from my home in Brighton, Mass. Home phone: (617) 734-1314

Due to the overwhelming response, I've decided to modify the terms of my
offer. :-) I am now willing to sell this system in pieces, and would also
be willing to ship any of this stuff, except the monitor.

So, make me an offer on any or all of this stuff! And if you're just
interested in some of the software, send me email, and I can give you a
more complete list of what I've got.

Please email me directly, as I don't read this group often.

--
Eric Sharakan I can explain it for you, but
sharakan@think.com I can't understand it for you.
{uunet,harvard}!think!sharakan - Anon.

(617) 234-2710

6283. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 16:59:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3a07sk$t2a@charm.magnus.acs.ohio-state.edu>
Source record: 97442

In article <39ue7m$kq5@newsbf01.news.aol.com>,
RLZiegler <rlziegler@aol.com> wrote:
>Does anybody know what monitors are best for highly hacked computers? My
>1802 is very bad with all the signals its picking up from my 800xl in pc
>case w/ a BB/FB &HD.

I had the same problem with my 1802 and hacked 1200xl, and the best
solution I could come up with was to keep the 1802 with my stock 800xl
and far away from the 1200xl, while using a 1702 with the 1200xl.

You might also try adding some shielding (e.g. aluminum foil) between
the computer and the monitor. Maybe inside the computer case if you
can do it without shorting things out.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6284. Re: Printer interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 17:04:23 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3a086n$t34@charm.magnus.acs.ohio-state.edu>
Source record: 97443

In article <39ujq0$mmd@newsbf01.news.aol.com>, TFoH <tfoh@aol.com> wrote:
>I just dug up all my Atari stuff, and found an okimate 10 printer in with
>the lot. It has the standard Atari SIO interface, and I was wondering if
>there was any way it could be rigged up to my PC. Any ideas? If so, you
>can answer me here, or E-mail me at Rallen@neoucom.edu. All ideas would
>be greatly appreciated. Thanks in advance!

I don't know of an easy way, but I bet somebody could come up with
some sort of interface, probably involving an actual atari as the main
interface box. Between the cartridge port, the PIA, and the joystick
ports, I'm sure some parallel input could be worked out, and a program
could just send that input to P:.
That's one of those projects that I'd like to do some time, but
probably never will.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6285. [Repost] XEGS for sale, $35

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 17:28:12 UTC
From: DBSTRUTT@CHEMICAL.watstar.uwaterloo.ca
Message-ID: <DBSTRUTT.97.000C785C@CHEMICAL.watstar.uwaterloo.ca>
Source record: 97448
Cross-posted to: comp.sys.atari.8bit,rec.games.video.marketplace

The original buyer evaporated, so here it is again.

I've got a good condition XEGS with the following:

keyboard
power supply
RF cable
lightgun + Bug Hunt cartridge
standard Atari joystick in matching grey
Missile Command (built in)

Note: this unit has a strange problem: when you have anything plugged into the SIO port on the back, the sound comes out really hushed. Remove the connection, the volume returns to normal. Doesn't affect game play in any way though, and there's no problem with cartridges.

I'd like US $35 plus shipping for this.

David Strutt dbstrutt@chemical.watstar.uwaterloo.ca
UWaterloo chem eng grad student am023@freenet.carleton.ca
(519) 576-2128
"Keep your stick on the ice!"

David Strutt dbstrutt@chemical.watstar.uwaterloo.ca
UWaterloo chem eng grad student am023@freenet.carleton.ca
(519) 576-2128
"Keep your stick on the ice!"

6286. PC Xformer 3.0 (130XE emulator) now SHIPPING!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-11 23:45:12 UTC
From: darekm@microsoft.com
Message-ID: <Cz4nBE.Mw6@microsoft.com>
Source record: 97370

"Imagine my glee at having a tiny little window on my screen showing
the good old SWANDEMO executing at previously unimaginable speeds...
Thanks so much for XF... I didn't think XF3 would be able to reach
that level of emulation, but I guess I was wrong."

- Oscar Fowler, PC Xformer user whose life was profoundly changed

Introducing...

PC Xformer 3.0 - The Atari 130XE Emulator For MS-DOS Compatible PCs
==========

PC Xformer 2.5 - The Atari 800XL Emulator For MS-DOS Compatible PCs
==========

November 10, 1994.

For more information, a product catalog, or to place an order, contact:

Darek Mihocka, c/o
Branch Always Software
14150 N.E. 20th Street
Suite 302
Bellevue, WA 98007 U.S.A.

Phone: 206-369-5513 Fax: 206-885-5893 Compuserve: 73657,2714 GEnie: BRASOFT

PC Xformer 2.5 is a free emulator for MS-DOS users who wish to run their old
Atari 400/800 and Atari 800XL software on their PC. The file XF25.ZIP is today
being released to the online services Compuserve, Delphi, and GEnie, and the
Internet. The ZIP file contains the PC Xformer 2.5 emulator, and
various sample
Atari 800XL programs and demos.

Also being released today is PC Xformer 3.0, the world's only 130XE emulator
for MS-DOS, Windows 3.1, OS/2 Warp, Windows 95, and Windows NT.

PC Xformer 3.0 is a powerful 32-bit version of PC Xformer, which runs up to
8 times faster than a real 130XE (on a Pentium) and is the only 8-bit emulator
ever to fully support display list interrupt, player missile graphics, and
GTIA graphics. PC Xformer 3.0 is available for only $29.95 U.S.

PC Xformer 3.0 also includes over 40 pages of documentation covering the use
of the emulator as well as Atari Basic, Atari DOS 2.5, MyDOS, graphics modes,
sound, error messages, and a complete glossary of Atari 8-bit terminology.

PC Xformer 3.0 also includes over 1 megabyte of public domain and shareware
Atari 800, Atari 800XL, and Atari 130XE software ready to run on the emulator.

Both PC Xformer 2.5 and PC Xformer 3.0 run on a minimum configuration of an MS-DOS (or compatible) based PC, 640K of RAM, and a VGA card. PC Xformer 2.5
is a 16-bit program which runs on 286, 386, 486, and Pentium processors, while PC Xformer 3.0 only runs on 386, 486, and Pentium processors.

Features

Many of the limitations of our old ST Xformer emulator and other clone Atari emulators have been eliminated in PC Xformer. PC Xformer is written mostly in machine language and takes full advantage of the PC hardware.

Features common to both PC Xformer 2.5 and PC Xformer 3.0 include:

- 48K Atari 400/800 emulation

- 64K Atari 800XL emulation with "RAM under ROM" memory

- allows user installable patches to the OS and BASIC

- displays all ANTIC text and graphics modes, including GTIA modes

- 256 color GTIA color palette

- displays player missile graphics (no collision detection)

- horizontal and vertical fine scrolling

- supports display list interrupts, IRQ, and NMI interrupts

- reads and writes to ST Xformer and SIO2PC generated disk images

- reads MS-DOS files directly from within Atari DOS

- switch Atari BASIC on/off with one keystroke

- switch between Atari 400/800 and Atari 800XL emulation with one keystroke

- joystick emulation using the keyboard cursor keys

- full speed emulation on a 386/33 or faster

- slow and fast modes of emulation to take advantage of fast PCs

- compatible with all VGA cards

In addition, PC Xformer 3.0 adds features including these:

- 130XE emulation with 256K of extended XE memory

- player missile graphics with full collision detection

- on-the-fly disk image swapping

- 4 voices of sound, printer, and modem support

- real joystick support

- 386 optimized code for faster speed

- over 1 megabyte of sample Atari 8-bit programs

- over 40 pages of 8-bit Atari reference documentation

Below is a list of processors and the approximate speed of emulation relative to an Atari 800:

- 286/16 - 0.3
- 386SX/20 - 0.5
- 386DX/33 - 1.0
- 486DX/33 - 2.0
- 486DX2/66 - 4.0
- Pentium/90 - 8.0

486 and Pentium users can use the slow/fast option to slow down the emulator to normal Atari 800 speed or let it run as fast as possible.

PC Xformer 3.0 can be ordered for $29.95 U.S. directly from Branch Always Software at the address above, or from these and other fine Atari dealers:

B & C Computervisions (U.S.A.) phone: 408-986-9960 fax: 408-986-9968
Mid Cities Computers (U.S.A.) phone: 310-867-0626 fax: 310-920-8933
Rising Star Computers (U.S.A.) phone: 800-252-2787 fax: 513-254-7970
Toad Computers (U.S.A.) phone: 800-448-TOAD fax: 410-544-1329

In addition, our Gemulator 3.02 Atari ST Emulator for MS-DOS can also be purchased from the above dealers and these international dealers:

ACN (Holland and Germany) phone: +31 23351100 fax: +31 23361444
FaST Club (U.K.) phone: +44 602445250 fax: +44 602445305
Ordosoft (France) phone: +33 47547942 fax: +33 47513726
Paragon Computers (Australia) phone: +61 92213216 fax: +61 93258251

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

6287. DIGITIZING SOUND

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 01:08:59 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Cz4r70.Lvn@freenet.carleton.ca>
Source record: 97450

How is digitized sound accomplished on the 8-bit? I've seen it many
times(ie. MegaBlast, Parrot2 Digitized Music Player, etc.) and I have no
idea how to do it...and would love to know.

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

6288. Re: Atari Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 01:18:43 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xU4Vswb.ransom22@delphi.com>
Source record: 97307

Winston Smith <winston@merk.com> writes:

>Is the ATARI 1025 printer the letter quality printer that uses regular
>spool-to-spool typewriter ribbons ? (I'm curious....) Thanks.

The Atari 1025 does use spool-to-spool ribbons, but it is far from letter
quality. :) I believe the print head produces a 5x7 dot matrix.

-Joe

6289. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 03:07:52 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.1aah@legend.akron.oh.us>
Source record: 97317

What you are experiencing is the inabitlity of the p:r:connection to keep up with modem speeds beyond 2400 baud ... tho I have not experienced it, I have read of it quite often. Whichis the reason that the mythical r:p:connection has been proposed, which will handle 14.4 K bps.

6290. Re: Atari Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 03:44:57 UTC
From: lginzb@ccat.sas.upenn.edu
Message-ID: <3a1dnp$qor@netnews.upenn.edu>
Source record: 97451

In article <xU4Vswb.ransom22@delphi.com> Joe Walsh <ransom22@delphi.com> writes:
>Winston Smith <winston@merk.com> writes:
>
>>Is the ATARI 1025 printer the letter quality printer that uses regular
>>spool-to-spool typewriter ribbons ? (I'm curious....) Thanks.
>
>The Atari 1025 does use spool-to-spool ribbons, but it is far from letter
>quality. :) I believe the print head produces a 5x7 dot matrix.
>
>-Joe

That sounds right. It was the 1027 that was the letter quality (in the
old sense-- the thing clacked away like a typewriter) printer.

Lionel

--
Lionel Artom Ginzburg lginzb@ccat.sas.upenn.edu

6291. Re: Wanted to buy Percom drives and Chee

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 04:52:59 UTC
From: bjcorr@delphi.com
Message-ID: <9411112350591.DLITE.bjcorr@delphi.com>
Source record: 97310

>In article <39o64q$63q@solaria.mil.wi.us>, mameyer@solaria.sol.net (Marc
>A. Meyer) writes:
>
>As one of the few Happy dealers, the cheerup upgrade was the complete
>replacement of the duplicator with a Happy board. I only have one 810
>happy left. The only 1050 happy I have is in my own drive. Hope this
>helps. If you have any more questions on Happy units, let me know.
>The Disk Detective
>
Okay I have one. How do I get my Happy 810 to do warp speed with Sparta X?

bjcorr@delphi.com

6292. Re: Atari Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 04:58:42 UTC
From: jeking@xmission.com
Message-ID: <3a1i22$gkq@xmission.xmission.com>
Source record: 97311

Joe Walsh (ransom22@delphi.com) wrote:
: Winston Smith <winston@merk.com> writes:
:
: >Is the ATARI 1025 printer the letter quality printer that uses regular
: >spool-to-spool typewriter ribbons ? (I'm curious....) Thanks.
:
: The Atari 1025 does use spool-to-spool ribbons, but it is far from letter
: quality. :) I believe the print head produces a 5x7 dot matrix.

Although the 1025 is far from letter quality, it is still capable of some
very nice print-outs, especially so with a new ribbon.

I'd say the 1025 was more compatible with an older non-electric type-writer.

--
-+-+-+

6293. 8-bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 05:10:03 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <3a1inb$t3p@nyx10.cs.du.edu>
Source record: 97312

Atari 8-Bit Stuff for sale:

HARDWARE:

Reset Button: Plugs into cartridge slot, $10.

SOFTWARE:

* Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $10.

* Sublogic FLIGHT SIMULATOR 2 plus JAPAN SCENERY Disk, $25.

* Timewise (Time management), $9.

* "Kingdom" (Instructions and
game, cassette), $3.

* "Biorhythms", (Instructions and
game, cassette), $3.

* "Super-Text" word processor
(disk), $4.

* "Atariwriter" (Cartridge), 2 avail., $20. each.
Excellent word processor for Atari

* "The Newsroom" (Compose and print newsletters) $10.

* "Movie Maker" (Animation Construction Set) $10.

* "Your Personal Net Worth", $10.

* "Softporn Adventure", $5.

** The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

* Atari BASIC version "C" cartridge. Eliminates bugs in built-in version
"B".

BOOKS ($3.95 each plus shipping)

Atari Programming (with 35 Programs)

An Atari in the Classroom

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package offers that move a lot of items!

****SPECIAL BARGAIN OFFER****: The items above total more than $200. IF YOU TAKE EVERYTHING---$99. postpaid.

Please reply by e-mail.

6294. Atari 8-bit archive sites?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 05:19:32 UTC
From: Mark Statzer <mstatz@cei.net>
Message-ID: <3a1j94$641@gould.ualr.edu>
Source record: 97308

Can anyone please drop me a message as to where I might FTP 8-bit files?

I'm trying to pick up as much as I can, while the files still
exist, and while I still have a cheap I-net account...

Thanks

Mark Statzer
mstatz@cei.net

6295. Re: [--- .lha files? ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 05:39:10 UTC
From: winston@merk.com
Message-ID: <Cz53pC.KAG@merk.com>
Source record: 97309

On Sunday, October 30, 1994 at 02:07:37 CET (7:07 EST, Oct 29th)
didi@didi.mayn.sub.de (Dieter Popp) wrote:
DP> I put it on my Amiga 4000 and compressed it with lha-uue-encode.
DP> -- at first, uue-decode it
DP> -- at second decode it with lha (now you have an dcm-file)
DP> -- at third move it to the XL (I use 0 modem cable)
DP> -- and now decode it on the xl with diskcommunicator
DP>
DP> *-- Es sind die gl�cklichen Sklaven der
DP> Freiheit gr��ter Feind...--*
DP> Dieter Popp,
DP> Unterfranken, Germany didi@didi.mayn.sub.de
DP>
DP> - Member of A.B.B.U.C. -
DP> Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
DP> 1050, 1064, and also an Amiga 4000

```
Greetings A.B.B.U.C. !

UUDECODE it ? No problem... this UNIX system can do it.

DECODE with LHARC ? How ? Is there an LHARC for the 8-BIT ?
Do I track someone down who can do LHARCs ?

Move it to the XL ? Huh? But I am --ON-- the XL right now!
That is what I download to. I use KERMIT-65,
BOBTERM, ICE-T, FLICKERTERM, TERM-80, OMNITERM,
to talk to this UseNET NewsGroup.

Does LHARC assume that there is a 68000 CPU machine in the middle,
or can UNIX and the ATARI 6502 8-BIT handle it? I have never heard of
UNIX doing LHARC format before, only COMPRESS. Would Bob Puff's LH-1
beta UNLZH decoder handle it?

Thank you (Sorry to be such a bother.... I'll see if I can find
someone who can LHARC.)
```

6296. Re: Atari 8-bit archive sites?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 06:02:56 UTC
From: dderhak@xmission.com
Message-ID: <3a1lqg$kqi@xmission.xmission.com>
Source record: 97306

In article <3a1j94$641@gould.ualr.edu>, Mark Statzer <mstatz@cei.net> says:
>
>Can anyone please drop me a message as to where I might FTP 8-bit files?

>Thanks
>
>Mark Statzer
>mstatz@cei.net
>
Good question, especially in light of the new Atari 8-bit emulator for the PC, there's going to be demand for 8-bit software. I don't know of any sites yet, but I have a helluva lot of
Atari 8-bit stuff - hundreds of disks of the stuff. I've already converted much of it to the
Xformer format (.xfd files). If you find out a good place to post this stuff, let me know too!

Dean dderhak@xmission.com

6297. Carts

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 14:56:53 UTC
From: an152088@anon.penet.fi
Message-ID: <150302Z12111994@anon.penet.fi>
Source record: 97318

Atari games for 800, 1200, 800XL, 130XE, 65XE, XE System

Atari Carts with 3 games ($ US 20 plus S/H)

Code

To find out more about the anon service, send mail to help@anon.penet.fi.
Due to the double-blind, any mail replies to this message will be anonymized,
and an anonymous id will be allocated automatically. You have been warned.
Please report any problems, inappropriate use etc. to admin@anon.penet.fi.

6298. Re: Atari 8-bit archive sites?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 15:46:56 UTC
From: jeking@xmission.com
Message-ID: <3a2o1g$210@xmission.xmission.com>
Source record: 97313

: >
: Good question, especially in light of the new Atari 8-bit emulator for the PC, there's
: going to be demand for 8-bit software. I don't know of any sites yet, but I have a
helluva lot of
: Atari 8-bit stuff - hundreds of disks of the stuff. I've already converted much of it to
the
: Xformer format (.xfd files). If you find out a good place to post this stuff, let me know
too!

Two good spots to UPLOAD files are 1) atari.archive.umich.edu
(/systems/atari/8bit/New) and 2) xmission.com (/pub/users/jeking/Atari/New)

To DOWNLOAD files, just try mirror.archive.umich.edu and you'll get
connected to one of three or four FTP sites.

--
-+
James E. King + Internet Junky
jeking@xmission.com - Atari XL/XE (8-bit) fanatic
-+

6299. Re: Atari Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 16:28:32 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3a2qfg$vhv@hearst.cac.psu.edu>
Source record: 97314

Lionel Ginzburg (lginzb@ccat.sas.upenn.edu) wrote:
: In article <xU4Vswb.ransom22@delphi.com> Joe Walsh <ransom22@delphi.com> writes:
: >Winston Smith <winston@merk.com> writes:
: >
: >>Is the ATARI 1025 printer the letter quality printer that uses regular
: >>spool-to-spool typewriter ribbons ? (I'm curious....) Thanks.
: >
: >The Atari 1025 does use spool-to-spool ribbons, but it is far from letter
: >quality. :) I believe the print head produces a 5x7 dot matrix.
: >
: >-Joe

: That sounds right. It was the 1027 that was the letter quality (in the
: old sense-- the thing clacked away like a typewriter) printer.

DId it? The xdm121 does, my 1027 is rather quite.

: --
: Lionel Artom Ginzburg lginzb@ccat.sas.upenn.edu

--
Karll The Ghoull says: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cagsfaq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6300. 1027 Printer question:

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 16:30:05 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3a2qid$vhv@hearst.cac.psu.edu>
Source record: 97315

Did the 1027 printer always not print "perfect"?
The letters are never perfectly aligned straight across the page...
I was wondering if this is because its old...or because a spinning wheel
is hard to stop.

--
Karll The Ghoull says: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cagsfaq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6301. ATR 8000, etc, FOR SALE

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 17:22:46 UTC
From: ccastn1@prism.gatech.edu
Message-ID: <3a2tl6$7gj@acmex.gatech.edu>
Source record: 97321
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

I have the following 8-bit hardware for sale. Prices do not include shipping.

- ATR 8000 w/64K and Co-Power 88 with 5.25" 1.2MB floppy $150
- Atari XEP-80 80-column adapter ..... $ 50
- Atari 850 serial/parallel interface ..... $ 30
- Atari 1010 tape drive ..... $ 10

Please send inquiries via e-mail to ccastn1@prism.gatech.edu.

6302. Would it be possible to:

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 18:12:14 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3a30hu$l29@dux.dundee.ac.uk>
Source record: 97207

[Article crossposted from comp.sys.atari.st.tech]
[Author was Rod McCall]
[Posted on 12 Nov 1994 17:21:18 GMT]

Connect an XL to a Falcon so that you could click on an icon and
up would pop an XL window?

I know it sounds 'strange' but it would be quite good fun to be able
to open up a process running on an XL card and run it at the same
time as other progs.

Rod

--
--
-==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

==

--
--
-==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

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(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

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6303. Need info about FTE products!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 18:31:00 UTC
From: ulf@ANTIC.sub.org
Message-ID: <5_jOBVB1S7B@antic.sub.org>
Source record: 97322

Hi!

Does anybody have specific information about FTE products like MARS 8
etc.? What is MARS 8 exactly? What other hardware products have they
released yet? Are they currently working on new hardware? How much will
they cost?

Yes, I know. Too many questions! Hopefully I'm not the only one who wants
to know all that ;).

Ulf

Ulf Petersen, GERMANY InterNet: ulf@zodiac.de
RULE 33: It never hurts to suck up to the boss! (DS9: Rules of Acquisition)

CrossPoint v3.02

6304. XL Emulator for F030

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 21:05:05 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3a3am1$md6@dux.dundee.ac.uk>
Source record: 97206

I really should have included this with my other post, but to put
it simply, is there one?

Rod

--
--
-==
Roderick McCall K.P.
President, Lip Theatre Company, University of Dundee

Mathematics & Computer Science Dept.
Dundee University
(Turn left at the junction, go past the gents and up two flights
of stairs, its the small broom cupboard on the right.)
Scotland.

email: rmccall@mcs.dundee.ac.uk

"It's a pile of bollox!", what god said to the author of the
bible before suing him for libel.

==

6305. Free Antic Magazines

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 21:32:16 UTC
From: frankh@sr.hp.com
Message-ID: <Cz6Bts.15J@srgenprp.sr.hp.com>
Source record: 97326

My dad is getting rid of his old Atari magazines. He says the stack is about 2 feet high, and mostly Antic's. If they are not gone soon, he will throw them away. He lives in Grass Valley, California. If someone would like to go by and pict them up, they are free. He is not interested in mailing them. My dad's phone number is 916 273-0830.

--

Frank Hamlin, Santa Rosa Systems, Hewlett Packard __@ __@
1400 Fountaingrove Pkwy, Santa Rosa, Calif _-\<,-\<,
frankh@sr.hp.com (*)/---/(*)

6306. Re: [--- .lha files? ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 22:29:43 UTC
From: krishna@max.tiac.net
Message-ID: <3a3fkn$7ff@sundog.tiac.net>
Source record: 97327

Winston Smith (winston@merk.com) wrote:
: Does LHARC assume that there is a 68000 CPU machine in the middle,
: or can UNIX and the ATARI 6502 8-BIT handle it? I have never heard of
: UNIX doing LHARC format before, only COMPRESS. Would Bob Puff's LH-1
: beta UNLZH decoder handle it?

There must be a unix lharc/unarc program someplace. I have seen files named lzh but no lha on ftp. There ARE unix zip/unzip and these are great utlities for 8-bitters to have available off their dialup shells.

The lack of lha/unlha is a big reason there aren't enough .mods around. However, I'd be glad to unlha mods for people since I now have an Amiga.

6307. Re: 1027 Printer question:

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 22:31:56 UTC
From: krishna@max.tiac.net
Message-ID: <3a3fos$7ff@sundog.tiac.net>
Source record: 97324

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Did the 1027 printer always not print "perfect"?
: The letters are never perfectly aligned straight across the page...
: I was wondering if this is because its old...or because a spinning wheel
: is hard to stop.

What happens I think is the stamp heads wear out. My 1027 developed
blank spots in it as the stamp wore out. But this part can be replaced
from Best electronics. You could also try lubricating around the stamp
wheels. Dust collects in there a lot so it could probably be cleaned
somehow.

I really miss my 1027 :(

6308. Fido Netnodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-12 23:44:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <f02_9411130752@flight.org>
Source record: 97345

```
KA> A while back, somebody posted a list of Fido based BBS'S where the
KA> 8bit atari feed could be found. Can somebody please repost that?
KA>
KA> I USED to access the FlightLine, but lost the number -- and the last
KA> time I was on, they had switched to a new .ARC format which was
KA> incompatible with SpartaDos X and SuperUnarc.

*I'm pretty sure you don't mean Flightline here in Minneapolis...

*-Dag-
* PabQwk 1.1 * The future isn't what it used to be.
--
| Internet: Dag.Hugdahl@flight.org
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource
```

6309. Re: Need info about FTE products!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 00:52:21 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <Cz6L39.K2F@freenet.carleton.ca>
Source record: 97330

In a previous article, ulf@ANTIC.sub.org (Ulf Petersen) says:

>Hi!
>
>Does anybody have specific information about FTE products like MARS 8
>etc.? What is MARS 8 exactly? What other hardware products have they
>released yet? Are they currently working on new hardware? How much will
>they cost?
>
>Yes, I know. Too many questions! Hopefully I'm not the only one who wants
>to know all that ;).
>
>Ulf
>

There is a wealth of information of what you seek in this usenet. Scan the
messages and you will find what you want.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

6310. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 03:53:07 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_784698325@rtfm.mit.edu>
Source record: 97332
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 8-Nov-94

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

Usenet newsgroups where this list is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also send for this list by mail-order.
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

================================================================

All commercial vendors and developers should be listed here. "Major"
shareware developers should also be listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List, available separately.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com
```

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Germany
Developer: various hardware and software (also schematics, mailbox, disk magazine, repair-service, helpline addresses, meetings)

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@escmail.orl.mmc.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.

San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them

AS
see: Mirage

Assisting Children to Excel
P.O. Box 1213
Camarillo, CA 93011
Vendor: Educational Master Cartridge, Dorsett Teaching Tapes

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd
Wales LL77 7UR
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet, Menu Print Elite, Loopz, Helter Skelter,
Bomb Blaster, Pro Paint

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th
Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127

Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA
U.S.A. 90740-5909
tel: (310) 430-5433
tel: (310) 596-6123
Developer: hardware and software for model railroading applications

B&C ComputerVisions
1725 De La Cruz Blvd. #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
P.O. Box 301
Westfield, IL 62474-0301
U.S.A.
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091
Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood St.

Simi Valley, CA 93065-5646
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA
U.S.A. 98007
tel: (206) 369-5513
FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer 2.55, PC Xformer 2.0

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245
Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place

Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14624
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super E-Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

D.G.S.
62 Thomson Ave.
Balby

Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video & Computers
1717 South U.S. 1
Fort Pierce, FL
U.S.A. 34950
Vendor: ???what???

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V
27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701

tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA
U.S.A. 95067
tel: 1-800-For-6502 (1-800-367-6502) orders
tel: (408) Get-REAL ((408) 438-7325) info/support
FAX/BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit, Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection, R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21, SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL, RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon, Small Business Management, Small Business Management for the 130, Express! Professional, MARS 8

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Net: rg9@{vax,tower}.york.ac.uk
Vendor: commercial software
Developer: Yorky 256K, Jawbreaker, Mousekattack, Arena, Bubble Zone

HobbyTown Electronics
917 N. 169th St.
Omaha, NE
U.S.A. 68118
tel: (402) 289-3572
Vendor: ????

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 22122 AMF
Salt Lake City, UT
U.S.A. 84122
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
Developer: BBS Express! Professional, Multiline Version,
Multiline Version & Mux Hardware, Networking Modules,
Pro_Term Terminal Modules, HardBack & Restore, Mux_Time Software,
TurBoss! High Speed O/S, BBS Express! Professional Update Disks V4.0b,
KPI Hard Disk Drive Interface

Nick Kennedy
300 South Vancouver
Russellville, AR
U.S.A. 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
Kemal Ezcan
Frankenstrasse 24
D-63477 Maintal
Germany

tel: +49-6181/87539
FAX: +49-6181/83436
Vendor: new hardware, commercial/PD/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: PD/freeware/shareware

Lex-Tronics
see: DataQue Products

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
POLAND
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235
-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

LACE (London Atari Computer Enthusiasts)
c/o Mr. Roy Whiteman, Secretary
15b Swaby Road
Earlsfield
LONDON, UK
Net: Simon Trew (Simon.Trew@def.bae.co.uk)
BBS: The Land That Time Forgot, 0181-960 1605 (+44 1819 691 695 ex. uk)
Vendor: used hardware/software, PD/freeware/shareware

LonerSoft
c/o Clay Halliwell
407 S. 2nd St
Clinton, MO 64735-2107
tel: (in the military... changes every couple years)
GEn: E.HALLIWELL
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: +021-353-5730
FAX: +021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22
Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,

Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX
U.S.A. 78757-7642
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MyTek
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEn: MYTEK
Developer: Prism Studio (color NTSC genlock)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop

graphics

Novatari XL/XE PD Library
C/O Geoffrey Dimego
8612 Thames Street
Springfield, VA
U.S.A. 22151
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South St.
Norwood, NJ
U.S.A. 07648
tel: (201) 767-3913
Net: ItsMarver@aol.com
Developer: ChromaCAD (3-D modeler)

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
GEn: D.PATERSON2
Developer: CardStax, Atari 8-bit Omnibus

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
202 Chestnut Ridge St.
Winter Springs, FL 32708

Net: potter@escmail.orl.mmc.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700
Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu

Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.2

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Software Infinity
642 East Waring Avenue
State College, PA
U.S.A. 16801
tel: (814) 238-7967 24 hr ans
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519
Australia
tel: (074) 969 169
Net: Masstorage@closer.brisnet.org.au
Developer: SuperMax, Super800, SuperRAM, SuperMon, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Toad Computers
570F Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146
tel: 1-800-448-TOAD (1-800-448-8623) orders
tel: (410) 544-6943 info
FAX: (410) 544-1FAX ((410) 544-1329)
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2
02-695 Warsaw
POLAND
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange (T.W.E.)
c/o Chris Carson
P.O. Box 44251
Parkland, WA
U.S.A. 98444
Vendor: commercial/shareware/freeware/PD

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
England
Vendor: PD/freeware/shareware
Developer: UltiFont, The Complete and Essential Map (book)

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs
Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA
U.S.A. 15223
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ
U.S.A. 08731
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

6311. Re: 1027 Printer question:

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 04:10:15 UTC
From: diskdet2@aol.com
Message-ID: <3a43j7$ron@newsbf01.news.aol.com>
Source record: 97333

In article <3a2qid$vhv@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu
(Andrew K. Heller) writes:

To put to mildly the 1027 is a piece of crap! I would on 100's of those
units. The mech. is so poorly made. It never was a good printer.
The Disk Detective

6312. Atari Connection BBS

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 04:56:23 UTC
From: jeking@xmission.com
Message-ID: <3a469n$ah0@xmission.xmission.com>
Source record: 97334

Just another quick promo for the Atari Connection BBS. It's back online, and the file databases are building up quickly. Find the LATEST in 8bit Atari, ST, soon PC, AD&D gaming and .GIF images online this system.

Now, unbefore seen on ANY 8bit Atari BBS, you can read the latest USA Today paper, direct from GANNET Publishing daily. Simply access the system [L]ibrary.

Currently online from 300-2400 baud (soon back to 14.4k), with almost 800 meg of storage (with bank switching to utilizie it).

Dial 1-801-969-1468 with your Atari, PC or ST system!

While online, dont forget to enter the [G]ame room and join in the Action in Nebula E/L/I/T/E!

--
-+-+-+

6313. IRC Meetings on Sundays

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 04:57:57 UTC
From: jeking@xmission.com
Message-ID: <3a46cl$aig@xmission.xmission.com>
Source record: 97335

Not sure if anybody has already planned this, but how about we all get
together on Sundays at 2pm MST (4pm EST), 1pm (Pacific)??

/Join #Atari8 for action, excitement, information and friendship!

--
-+-
James E. King - MIS Manager, SL County Housing Authority
jeking@xmission.com + Atari XL/XE (8-bit) hobbyist, circa 1983
-+-

6314. Hardware/Software wanted for trade(s)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 04:59:48 UTC
From: jeking@xmission.com
Message-ID: <3a46g4$al2@xmission.xmission.com>
Source record: 97336

I seek the following items on trade(s):

Adaptec 4000a (to replace one of mine that just fried) *or*
Any half height Seagate SCSI hard drive (20-60meg)

Zork I-III adventures, COMPLETE in original packaging with ALL original
paperwork, documentation and paraphanelia.

--
-+-+-+

6315. Need address of Toad Computers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 15:29:56 UTC
From: rkim@uranus.uucp
Message-ID: <3a5bdk$cr6@nic-nac.CSU.net>
Source record: 97337
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Help!!

Can someone more knowledgeable tell me which address is the correct one?

A) Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

B) Toad Computers
570F Govenor Ritchie Highway
Severna Park, MD 21146

C) _____ <---you fill in the blank.

thanks.
Rich K.

email> rkim@calstatela.edu

6316. Re: SAM vs. talking Mac

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 16:01:40 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9411131601.AA18267@brachot.jct.ac.il>
Source record: 97338

```
: But I think the Amiga one can be coaxed to SING.

: The best speech for the Atari was probably the Alien Voice Box which CAN
: sing, steals next to no CPU time, but it is a pretty rare item and I heard
: it is flaky on XL/XEs.

Hmmm.. I have a SAM demo that *sings* "Daisy, Daisy" with a Graphics 3 changing
(page-flipping, I think) picture on the screen.
It sounds fine, I still can't figure the lyrics out though..
(It's by Santa Cruz Educational Software, Tricky Tutorial #12, I think)

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

10 PRINT "HI THERE! WHAT'S YOUR NAME?"
20 INPUT A$
30 PRINT "FUCK YOU, "; A$
40 GOTO 30
```

6317. Re: Need address of Toad Computers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 16:21:20 UTC
From: boyd@gauss.math.fsu.edu
Message-ID: <3a5ee0$49@mailer.fsu.edu>
Source record: 97340
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit

Richard H.S. Kim (rkim@uranus.uucp) wrote:
> Help!!
>
> Can someone more knowledgeable tell me which address is the correct one?
>
> A) Toad Computers
> Park Plaza Shopping Center
> 570 Ritchie Highway
> Severna Park, MD 21146-2925
>
> B) Toad Computers
> 570F Govenor Ritchie Highway
> Severna Park, MD 21146
>
> C) _____ <---you fill in the blank.

The address in the newest Current Notes magazine is given as:

Toad Computers
570 Gov. Ritchie Highway
Severna Park, MD 21146-2925

Phone 1-800-448-TOAD or 410-544-6943
FAX 410-544-1329

It is likely that either of yours would have worked too.

--
****
* Mickey Boyd *
* Systems Administrator *
* Florida State University Mathematics Department *
* email: boyd@math.fsu.edu Office: (904) 644-7167 Pager: (904) 657-6425 *
****

6318. Atari Corp. Info Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 17:58:08 UTC
From: kxs156@email.psu.edu
Message-ID: <3a5k3g$1d23@hearst.cac.psu.edu>
Source record: 97342

I am working on a research paper, topic is Atari. Could
anyone direct me to FAQ's, docs, other Internet resources
that contain information about the company?
Thanx,
ks

6319. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 19:21:18 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3a5ove$mhh@nic-nac.CSU.net>
Source record: 97366

Hmm.. really? I tried 2.5 on a 286 and it actually seemed a LITTLE more responsive than 2.0 did on the same 286. I didn't think it was slower. I have yet to try the thing on a 486 or even a 386, though. Did you remember that the Scroll-Lock default is the opposite on 2.5 than it is on 2.0 !?

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!

6320. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 19:22:46 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3a5p26$nqg@nic-nac.CSU.net>
Source record: 97367

I uploaded version 2.5 (plus a little blurb) to the UMich archives, and I'm pretty sure it's been spread around GEnie, CompuServe, etc. I dunno if it's available for download though. (ALTHOUGH, I WAS able to get stuff OUT of the "New" directory at UMich; a bunch of GIFs which someone else uploaded.)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!

6321. Re: MOD files...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 20:33:48 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.02ej@didi.mayn.sub.de>
Source record: 97348

In article <39e6gj$95i@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
> TELL ME ABOUT CARD STAX!!!!!!!!!!!!!!!!!!!!!!!
>
> Also, the MOD Players out here are MODPlay, SoundTracker, and Fampy.
> (Last two use converted MODs (MD8))s..
>
> They all sound very good, but Fampy seems to sound the best (at least the
> demo MD8s it came with sounded REALLY nice :))
>
* BTW there is a real new version of FAMPY available from
Friday-soft, germany
it is simply crazy what this new version can play
(today Friday told me, he can play mods with a original size up to
400 kB)
but I think FAMPY is no PD, you have to pay for using....

--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--
Dieter Popp,
Unterfranken, Germany didi@didi.mayn.sub.de

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

6322. Re: 8-bit Giveaway

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 21:01:01 UTC
From: John Byrne <johnbyrne@delphi.com>
Message-ID: <Ju82Mc9.johnbyrne@delphi.com>
Source record: 97372

Hi Sheldon! How are things going? You still doing any Amiga stuff?
I used to like the stuff you wrote about in the mags--I dropped out of Amy
about 2 years ago so I'm not real utd on any of it. Anyways--drop a line as
I'd be interested in hearing what your're doing!

John Byrne

CD-i Devotee since '91

6323. Re: Toad Holiday Festival '94

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 21:07:36 UTC
From: John Byrne <johnbyrne@delphi.com>
Message-ID: <BM038G4.johnbyrne@delphi.com>
Source record: 97371

Hi Toad guys! I'll be at your fest for sure!

Oh--what is your experience with Charm Net? I'm using Delphi as my 'onramp' but would like to get a real SLIP connection to the net. any comments would be appreciated. Thanks!

John Byrne
CD-i devotee since '91
)

6324. Just Can'T Get Along

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 21:17:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <2b3_9411142335@flight.org>
Source record: 97375

```
Quoting From: b.poehland@genie.geis.com
B >
B >If the P:R:C is REV 4, I would say the problem lies somewhere outside the
B >the P:R:C. I no longer actively use my P:R:C, but I did experience
B >difficulties with a REV 4 unit when I first configured my main system
B >with lots of junk stuck on the SIO. The P:R:C was unreliable. I did al
B >all kinds of stuff to fix it, including the addition of bypass caps to
B >the +5 line, nothing worked. The flaky behavior continued whether the
B >P:R:C was at the beginning, middle, or end of the serial chain.
B >
B >The cure was the Amplified SIO Cable from CSS. This cable contains a
B >chip that beefs up the signals on the SIO & gives you a strong signal
B >regardless of how many feet of SIO line you have on there. I've not

Thanks for the information. I was having problems a long time ago with
my P:R: and someone else mentioned to check the Rev. I did and I'm pretty sure
I have Rev. 4, so the Amplified SIO cable may be the answer to my problems
as well. I'll try to get ahold of one...

-Dag-

* PabQwk 2.0 #23 * JUMP! Ten thousand lemmings can't be wrong!
--
| Internet: Dag.Hugdahl@flight.org
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource
```

6325. Genie Changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 21:54:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <2b4_9411142335@flight.org>
Source record: 97376

Quoting From: krishna@max.tiac.net (Glenn M. Saunders)

GM>However, Delphi's pricing was better than GEnie, but still pales in
GM>comparison to dialup shell accounts. I firmly believe that pay services
GM>like CI$, AOL, and the rest are increasingly anachronistic compared to
GM>internet accounts. The only things they have over the internet are
GM>celebrity guests and graphical interfaces.

Graphical interfaces are available with programs such as Mosaic,
at least for World-Wide Web or Gopher. Too bad the 8-bits don't have enough
horsepower to use them...

-Dag-

* PabQwk 2.0 #23 * Damnit Jim, I'm a programmer, not a doctor!
--
| Internet: Dag.Hugdahl@flight.org
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

6326. Re: 1050 XF551 question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 22:17:01 UTC
From: dwh@delphi.com
Message-ID: <BS1WEE1.dwh@delphi.com>
Source record: 97346

Samuel Lysinger <luf@tiamat.umd.umich.edu> writes:

>I was wondering about the differences between the 1050 disk drives and
>the xf551 drives. Other than one is newer and faster than the other,
>what are the differences. Also what is a happy drive? My understanding

The 1050 is a Single/Enhanced density Single Sided drive. I can be upgraded to Double Density/Single Sided with the U.S. Doubler chip set. The XF551 is a true Double Sided/Double Density drive. It also supports SS/SD and SS/ED disks in both read and wri
te modes. It has a high speed data transfer rate that can be used with Sparta X (the cart) or Sparta 3.2d & 3.2f (these require a patch) that makes a double density disk read/write with a speed like a SS/SD (on regular data transfer rates, the DD modes ar
e twice as slow per sector as is a SD mode). There is an upgrade kit available from CSS which will allow you to use a 3.5" mech instead of or in addition to the 5 1/4" mech in the unit. The biggest problems with the XF551 is the I/O ports are not very we
ll secured in the unit which can cause the traces to break if you do much removal/insertion of I/O cords and a difficulty switching from SD to DD disks with any DOS other than Sparta. The switch can be done, but it requires doing so from the DOS menu. Wi
th a Sparta format disk, just read a directory on a DD disk and the drive switches density. The density switching problem is corrected with the 3.5" drive kit from CSS or they sell a fixed drive ROM that will just take care of that problem.

I have 2 XF551 drives and LOVE 'em! I've never had trouble with the I/O ports, but then I've never unhooked the drives since I intially set them up.

__Darryl__

6327. Opinions on DOS XE?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-13 23:52:53 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3a68sl$kib@nermal.cs.uoguelph.ca>
Source record: 97344

Any opinions on Atari's DOS XE? Just seeking some info to satisfy my
XF551 curiosity.

>> Mark <<

6328. Re: 1027 Printer question:

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-14 02:21:23 UTC
From: krishna@max.tiac.net
Message-ID: <3a6hj4$q4r@sundog.tiac.net>
Source record: 97211

Diskdet2 (diskdet2@aol.com) wrote:
: To put to mildly the 1027 is a piece of crap! I would on 100's of those
: units. The mech. is so poorly made. It never was a good printer.
: The Disk Detective

Do you have a point to make? If you are going to slag it, please try to proofread your grammar. The 1027 is fragile, like the 1020 plotter. That much is for certain. But if you are careful with it, and if you don't panic when something breaks and you just get a relatively cheap replacement, it's a fine unit for getting true letter-quality output.

The reason I forsook the 1027 and got an Epson FX-80 is that I was using it for things it was never meant for, like printing out Basic listings. I got really impatient with it since it doesn't have a tractor-feed.

You just have to know when to use it, like for writing up formal-looking documents and the like, where even a hint of dot matrixness would look unprofessional.

Yes, these days even a $200 inkjet can approximate the output of the 1027, but used 1027s are much cheaper than that.

6329. Re: SAM vs. talking Mac

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-14 02:23:44 UTC
From: krishna@max.tiac.net
Message-ID: <3a6hng$q4r@sundog.tiac.net>
Source record: 97212

Do YOU chew ice cream? (bruck@brachot.jct.ac.il) wrote:
: Hmmm.. I have a SAM demo that *sings* "Daisy, Daisy" with a Graphics 3 changing
: (page-flipping, I think) picture on the screen.
: It sounds fine, I still can't figure the lyrics out though..
: (It's by Santa Cruz Educational Software, Tricky Tutorial #12, I think)

Wow. I heard RUMORS of a SAM version that would sound normal with the
screen on but never actually got proof of it.

I'd love to see that one.

6330. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-14 07:38:00 UTC
From: ulf@ANTIC.sub.org
Message-ID: <5_rVA-P1S7B@antic.sub.org>
Source record: 97351

On 13.11.94, kendrick@zippy.sonoma.edu (William Kendrick) wrote ...

>Hmm.. really? I tried 2.5 on a 286 and it actually seemed a LITTLE more
>responsive than 2.0 did on the same 286. I didn't think it was slower.
>I have yet to try the thing on a 486 or even a 386, though. Did you
>remember that the Scroll-Lock default is the opposite on 2.5 than it is
>on 2.0 !?
Yes, I know about that :) ! Try to run some games like MULE, PINHEAD or
INTERNATIONAL KARATE (you need to remove the copy protection of your
originals first) or even BALLDEMO. Then you'll see what I mean. Maybe it
depends on your VGA-card. I'm not sure about that.

I noticed that lots of (good) games like MULE, RAMPAGE, AR: THE DUNGEON
and many others don't run properly on Xformer 2.5. The system always
crashes at some point :(((I informed Darek about that but I haven't
received a reply yet.

BTW: I'll upload some very fine tools like TURBO BASIC :) to UMICH next
week.

Ulf

Ulf Petersen, GERMANY InterNet: ulf@zodiac.de
RULE 33: It never hurts to suck up to the boss! (DS9: Rules of Acquisition)

CrossPoint v3.02

6331. [--- ATARI 8-BIT BBSes ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-14 08:30:00 UTC
From: winston@merk.com
Message-ID: <Cz90y3.EvB@merk.com>
Source record: 97217

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o F.O.R.E.M. BBS -- Friends of Rick E. Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FOREM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the ATARI 8-bit
has been placed into the public domain or not. This BBS was the first to
support a RAM-disk, which Paul Swanson called a "V:" device for "virtual
disk". This BBS was written in ATARI BASIC and required a joystick
hardware "dongle" device. This was notable as being one of the first ATARI
8-BIT BBSes that could actually go for a week without having to be
rebooted. Pointers to the message base were kept in an ATARI "very long
string" (for which ATARI BASIC is famous). The BBS would only have
problems (for the most part) if this string became corrupted.

o ATKEEP -- An ATARI 8-BIT version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of
the commercial BASIC-XE cartridge to run. This BBS program was very
popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It
expects to be running under a SPARTA-DOS environment. This was a problem
until very recently, when SPARTA-DOS was released into the public domain.
This BBS program uses a "modem clock string" rather than an R-TIME-8
cartridge in order to retrieve the current time. It also comes with an
ATARI BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC-XE.
This version of FOREM BBS requires the commercial BASIC-XE cartridge in order to run. It is in the public domain and can import and export messages from the ATARI PRO! BBS EXPRESS-NET (7-BIT text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in ACTION! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE-- demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

6332. 1050 Drive Belt

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-14 08:43:26 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <3a77ve$hjc@bolt.ucsb.edu>
Source record: 97347

Sorry for the public posting of a private message (again), but I just wanted to thank the nice fellow (whose name and e-mail address elude me now) who sent me a complimentary 1050 replacement drive belt--arrived yesterday. Thanks! My 1050 has a new lease on life!

-Jason

6333. Help on Atari Portfolio!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-14 11:34:59 UTC
From: v922354@si.hhs.nl
Message-ID: <Cz99IC.5J6@si.hhs.nl>
Source record: 97349

Hello!

I'm a new user of the Atari Portfolio, and want to know more about
serial and parallel interfacing.

Can someone please give me more hardware info on this subject ?

Thank you,

Tom

6334. Re: Fido Netnodes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-14 13:17:25 UTC
From: jeking@xmission.com
Message-ID: <3a7o15$fbc@xmission.xmission.com>
Source record: 97350

Dag Hugdahl (Dag.Hugdahl@flight.org) wrote:
:
: *I'm pretty sure you don't mean Flightline here in Minneapolis...

Actually, I _WAS_ referring to Flightline in Min., but have been on since without problems - now if I could only figure out why it doesnt accept my uploads - every pabqwk packet uploaded says "wrong base listed" or some such error.

--
-+-
James E. King - MIS Manager, SL County Housing Authority
jeking@xmission.com + Atari XL/XE (8-bit) hobbyist, circa 1983
-+-

6335. FOR SALE:Atari 2600/7800/8-bit/Commodore 64/128 carts & software

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-14 17:36:25 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3a876p$271$1@mhade.production.compuserve.com>
Source record: 97354
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other,alt.atari.2600

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator
Package (XLent Software), Winter Challenge, Indus DOS XL Master Disk/GT Estate
Word Processor Package $5 each or all 4 for $15

F-15 Strike Eagle (Microprose) $6

FOR SALE - ATARI 2600 CARTS

Realsports Football (2 available) $3 each

FOR SALE - ATARI 7800 CARTS

Ballblazer (4 available), Choplifter!, One-On-One Basketball,
Pole Position II (3 available) $4 each

Karateka (cart only) $3

FOR SALE - COMMODORE 64/128 SOFTWARE

Dave Winfield's Batter Up! (Avant-Garde) $6.00
F-15 Strike Eagle (Microprose) $6.00
The Filer (Spinnaker) $3.00 each
Bop 'N Rumble (Mindscape) $5.00

USED: Professional Gambler (Load & Go) $2.50

All items are brand new in original boxes unless noted.

All prices include shipping unless noted.
If interested, please contact Lawrence Estep at 71450,1050 on
CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--
Lawrence Estep / 71450.1050@COMPUSERVE.COM
REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

6336. Re: Icce-T on Archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-14 22:30:48 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9411142230.AA11126@brachot.jct.ac.il>
Source record: 97352

Winston Smith (winston@merk.com) wrote:

: I just saw a letter from ITAY and a directory listing of ICE-T TERM
: flsh across my screen. Does this mean that ICE-T is out of Beta
: distribution and has been officially released? I'm curious...
: (i.e. do we need to update the existing beta copies to the "official"
: release?)

I dunno.. You can call it an Alpha-test or something.. Someone told me it works fine for him (even though it DOESN'T for me!!) so I decided I'd just upload it, since I'm sorta in a dead-end in terms of motivation (read: one and a half registered users) and time constraints, and it seems to work for other people, why the heck not release it.

Try it out.. If it works for you, pay the shareware fee and support this programmer.

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

```
10 PRINT "HI THERE! WHAT'S YOUR NAME?"
20 INPUT A$
30 PRINT "FUCK YOU, "; A$
40 GOTO 30
```

6337. FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 02:07:47 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9411152009.AA05476@emh.kunsan.af.mil>
Source record: 97353

Could everyone who was having trouble running FlickerTerm with Sparta and/or the R-Time 8 please email me?

Thank you.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

6338. Re: Icce-T on Archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 02:16:58 UTC
From: tdrake1@umbc.edu
Message-ID: <3a95mq$h9h@news.umbc.edu>
Source record: 97355

Do YOU chew ice cream? (bruck@brachot.jct.ac.il) wrote:
: Winston Smith (winston@merk.com) wrote:

: : I just saw a letter from ITAY and a directory listing of ICE-T TERM
: : flsh across my screen. Does this mean that ICE-T is out of Beta
: : distribution and has been officially released? I'm curious...
: : (i.e. do we need to update the existing beta copies to the "official"
: : release?)

: I dunno.. You can call it an Alpha-test or something.. Someone told me it
: works fine for him (even though it DOESN'T for me!!) so I decided I'd just
: upload it, since I'm sorta in a dead-end in terms of motivation (read: one
: and a half registered users) and time constraints, and it seems to work for
: other people, why the heck not release it.

: Try it out.. If it works for you, pay the shareware fee and support this
: programmer.

I am the 1 of the 1 and half registered users and I am very happy indeed
with Ice-T. Definitely worth the $15 registration fee.

I just about use Ice-T exclusively for all of my VT100 netting from my
Atari 8-bit. I have used it successfully with Sparta X 4.21, Sparta 3.2d
and 3.2g, MyDos 4.5 on a plain jane 800, a stock 800XL, and on a souped up
1 meg 130XE with a Black Box, and 14.4 modem!

It is not as fast as FlickerTerm 80 but more than fast enough for normal
netting. It even has the ability to download files via straight Xmodem.
It all works for me!!

I recommend it highly. It really is a slick telecommunications package.
Yes, there are still a couple of features that would be nice like macros,
etc. but what the heck, it does work and is very functional!!
And the font looks great!

Let's support Itay and Ice-T. Maybe some of you are just not using your
8-bit for telecommunicating!!

Ice-T is much easier and more fun to use than Omnicom or Kermit.

I would certainly recommend Ice-T, if someone were asking about it.

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

6339. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 03:55:56 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3a9bgc$jo3@charm.magnus.acs.ohio-state.edu>
Source record: 97356

In article <3a5ove$mhh@nic-nac.csu.net>,
William Kendrick <kendrick@zippy.sonoma.edu> wrote:
>Hmm.. really? I tried 2.5 on a 286 and it actually seemed a LITTLE more
>responsive than 2.0 did on the same 286. I didn't think it was slower.
>I have yet to try the thing on a 486 or even a 386, though. Did you
>remember that the Scroll-Lock default is the opposite on 2.5 than it is
>on 2.0 !?

I can't get scroll-lock to do anything but lock up the computer --
certainly not speed it up.

I think Darek needs to work on the keyboard handling a bit. My Break
(shift-pause, control-3) just sends an "L" when I want EOF, so
COPY E: FILE doesn't work. The pause key required the (PC's) break key
to unpause. In the keyboard self-test I noticed a lot of things that
I thought should have been different. None of the shift-control
combinations worked, so programs like PaperClip, Action, and Bobterm
won't work completely right.
Control-Tab (clear tabs) sends a shift-backspace (delete line).
The most annoying thing was that control-F3 didn't turn off the new
keyclick like it does on the 1200xl. According to the keyboard
self-test, F1-F4 just mimic the control-arrow keys rather than the
1200xl's function keys. The code's in the OS, why not
take advantage of it? I tried disabling the click routine in the ROM
file, but when I started up again it went right into the memory test,
giving a big red bar for the first ROM block. So much for cheating.
(Is there an easy way to modify the ROM files and be able to use
them?)

But it's still a great program to have. I'll buy XF3 if some of these
problems are fixed there.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6340. Re: Atari 8-bit archive sites?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 04:42:23 UTC
From: Mark Statzer <mstatz@cei.net>
Message-ID: <3a9e7g$7jb@gould.ualr.edu>
Source record: 97360

> In article <3a1j94$641@gould.ualr.edu>, Mark Statzer <mstatz@cei.net> says:
> >
> >Can anyone please drop me a message as to where I might FTP 8-bit files?
>
> >Thanks
> >
> >Mark Statzer
> >mstatz@cei.net
> >
> Good question, especially in light of the new Atari 8-bit emulator for the PC, there's
> going to be demand for 8-bit software. I don't know of any sites yet, but I have a
helluva lot of
> Atari 8-bit stuff - hundreds of disks of the stuff. I've already converted much of it to
the
> Xformer format (.xfd files). If you find out a good place to post this stuff, let me know
too!
>
> Dean dderhak@xmission.com
>

I just found the atari.archive.umich.edu Atari Archive (it was too busy, so I got
re-routed to wuarchive.wustl.edu - look under <mirrors>)

I'm still looking tho - I'll let you know when I have a definative list.

Mark Statzer

Team 6502

(If I can be in TeamOS/2, why not Team 6502?)

mstatz@cei.net

6341. Atari 1027 & 1025 Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 06:18:33 UTC
From: b.poehland@genie.geis.com
Message-ID: <199411150618.AA133130311@relay2.geis.com>
Source record: 97358

I was just following the recent threads on the Atari 1027 & 1025 printers.

I disagree with the negative comments on the 1027. I used 2 of them for 5 years (until I got my Epson 24-pin printers). The frustrations people have with the 1027 result from units that were defective in the box (if it printed crooked it should have been returned the day it was bought) & also to the hideously inept manual Atari supplied with the thing. I have the Atari Field Service Manual for the 1027, & even THAT is missing essential information.

All the shortcomings of the docs for the 1027 were reviwed in an Alchemist article several years ago in CURRENT NOTES (around Feb 1991????- my memory is weak here), including details on lubrication that should have been supplied by atari in the user manual as well as all the missing electronic component designations that Atari failed to provide in the Field Service Manual. The article contained a wealth of detail on the scandal involving a big batch of defective 1027 inkrollers that were sold by Atari, B&C, & Best during the period 1989-1991 (the rollers literally fell apart shortly after being placed in service & scattered ink particles all over). In the December 1992 issue of Atari Classics it was briefly mentioned that replacement rollers now being sold were not defective. After a year or 2 of hard use & several re-inkings they do eventually develop wear grooves & must be replaced. I regard inkroller replacement & proper lubrication merely as characteristics of the equipment, like periodically replacing brakes & tires on cars. The 1027 can serve very well for light printing jobs such as personal letters, memos, or short manuscripts. It will even accept continuous-feed papaer if you treat it right.

So, Glenn... you really miss your 1027? I got one as new in the box, be glad to let you have it for $35 postpaid & will throw in a whole bunch of "extras" for it including a copy of the Current Notes article. Contact me if you're interested. (I got a 2nd one to sell for $20, but it's got some "mileage" on it.)

Whoever said the output of a 1025 looks like a typewriter or approaches letter-quality or whatever (words to thst effect), has their wires crossed. I used a 1025 to print virtually all the mailing labels for Atari Classics Dec. 1992-April 1994. Literally thousands of labels! The 1025 is a text-only 7-pin dot matrix printer that doesn't print true descenders. Its output is very "dotty"-looking. The appearance of the print bears all the worst features of dot-matrix printers. But... I still use it! Not because I like the appearance of the print (I *never* use it for printing my personal correspondence), but because it's just fantastic as a mailing label printer. I did huge label runs on it, would go to bed while it

slowly spat out labels. The mechanism is extremely durable & reliable. So what if the print looks dotty? Mailing labels don't have to look beautiful! (Mailing labels get trashed after they've served their purpose anyway.) Again, the 1025 does require periodic lubrication (which Atari doesn't adequately describe in the manual, of course!), but with proper lubing & a goodly supply of new or re-inked ribbons the darn thing will last forever. I'm hanging onto mine, thank you.

The only real drawback to both printers is that they are slow. The 1025 is not logic-seeking which really clobbers its speed performance. The 1027 is logic-seeking but the complicated mechanism it uses slows it down. Both printers are about equally slow. The 1025 is really an Okidata Microline-80 in disguise, but the 1027 is an odd-fellow (I think it was made by Alps of Japan). For someone just starting out with an Atari system either of these printers are an excellent choice. They're direct-connect on the SIO (no interface required) & work fine with stuff like AtariWriter. They seem to readily available on the used market at giveaway prices & will do just fine for the average joe who just wants to bang out an occasional letter. (I wouldn't want to print an encyclopedia on one, tho!).

Just my $.02.

- Ben Poehland
The 8-Bit Alchemist
b.poehland@genie.geis.com

6342. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 07:55:15 UTC
From: cmwagner@gate.net
Message-ID: <3a9ph3$1asd@tequesta.gate.net>
Source record: 97357

Ulf Petersen (ulf@ANTIC.sub.org) wrote:
: I noticed that lots of (good) games like MULE, RAMPAGE, AR: THE DUNGEON
: and many others don't run properly on Xformer 2.5. The system always
: crashes at some point :(((I informed Darek about that but I haven't
: received a reply yet.

Did anyone notice that PC Xformer 2.5 can't run SpartaDOS 3.2f? Anyone know
why?

6343. All Micro Show

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 10:49:01 UTC
From: mbitdc9306@titan.newi.ac.uk
Message-ID: <94111510285886@titan.newi.ac.uk>
Source record: 97359

Phew!! What a weekend! Something like 10 hours of driving in about 3 days. I think the car's as knackered as I am :)

If you live in the UK and couldn't make it, why not? Actually, to be honest the 8-bit support wasn't as good as last year with fewer stands (FUTURA were missing, there hasn't been any sign of Tiger Developments for months - is he still operating, Raph? - and Gralin International have ceased trading a few weeks ago).

I have a confession to make .... I only bought one piece of Atari 8-bit equipment and that was a replacement XL for five pounds. The rest of the stuff I bought was cheap PC equipment, although I now have a spare drive that I could use with Micro Discount's new drive board. They have some plans to create compilation disks containing up to 10 pieces of software on a single 720K 3.5" floppy (you heard it here, folks).

They were also demonstrating a 130XE running the Creative Labs MidiBlaster sound module and it was incredible. I was allowed up close to it and I have to say that with one of these beauties you don't need a specialist wave table synth. Of course, I asked the inevitable question and the reply was yes, there was no reason why games couldn't be written to support it. The mind boggles :)

Um, unfortunately Menu Print wasn't available at the show because of problems with the manual, so I've got three more weeks to get it ready.

As I say, the show was pretty dull for Atari 8-bit users apart from Micro Discount's stand so I don't know how much longer it will be the focal point of Atari 8-bit users in the UK ... I do know that TWAUG intend to be at SAMS in april, though.

David Davies
The Atari Classic Programmer's Cklub
mbitdc9306@newi.ac.uk

6344. Re: DIGITIZING SOUND

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 13:09:00 UTC
From: yhavinga@cs.utwente.nl
Message-ID: <3aabtc$925@utrhcs.cs.utwente.nl>
Source record: 97361

The lowest four bits of the 'audio control' registers of
the Pokey chip can be used to output 'volume'.

The Pokey chip has 4 audio control registes, one for each
channel.

Changing the volume fast (e.g. 15000 times a second) will
produce sound.

A complicating factor is that when samples are to be played,
the troughput of volumes, or play-rate, has to be constant,
and, more important, continuous.

So, NMI's, especially the vertical blank can be annoying.

When timing is not done using NOP operations in the play-
loop, but e.g. using WSYNC, a lot of problems are already
avoided.

But, you should read the 'Mega Megazine', a disk magazine
by programmers, for programmers. It is english, though
most writers are european. It is distributed by
A.N.G. software, Holland.

The address can be found in a faq (faq2.txt?) on atari.umich

Yeb

6345. Re: Would it be possible to:

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 13:17:46 UTC
From: yhavinga@cs.utwente.nl
Message-ID: <3aacdq$925@utrhcs.cs.utwente.nl>
Source record: 97362

Rod McCall wrote :

> Connect an XL to a Falcon so that you could click on an icon and
> up would pop an XL window?

Ofcourse that is possible

> I know it sounds 'strange' but it would be quite good fun to be able
> to open up a process running on an XL card and run it at the same
> time as other progs.

It doesn't sound strange, but maybe the advantage of having the XL
connected to the Falcon isn't that you're able to run programs
concurrently. You can already do that, unless you have two monitors.

Accessing a hard drive in the Falcon from the XL will for example
be a great gadget for programmers.

Yeb

6346. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 17:11:09 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3aaq3d$nee@charm.magnus.acs.ohio-state.edu>
Source record: 97363

In article <3a9ph3$1asd@tequesta.gate.net>,
Chad Wagner <cmwagner@gate.net> wrote:
>Did anyone notice that PC Xformer 2.5 can't run SpartaDOS 3.2f? Anyone know
>why?

I noticed it, but didn't mention it yet because I thought maybe
something had gone wrong in the conversion from DCM to ATR format.

I didn't even get a BOOT ERROR, just a blue lockup.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6347. Atari 40 Column Printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 17:19:02 UTC
From: gruber@austin.ibm.com
Message-ID: <CzBK3r.3t87@austin.ibm.com>
Source record: 97399

I'm looking for the Atari 40 Column Printer, if anyone has one
for sale I'd like to buy it (of course only if it works).

Thanks,
Scott

Disclaimer : The views of the poster are not necessarily that of IBM

6348. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 18:50:00 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.02hg@didi.mayn.sub.de>
Source record: 97210

In article <3a5ove$mhh@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
> Hmm.. really? I tried 2.5 on a 286 and it actually seemed a LITTLE more
> responsive than 2.0 did on the same 286. I didn't think it was slower.
> I have yet to try the thing on a 486 or even a 386, though. Did you
> remember that the Scroll-Lock default is the opposite on 2.5 than it is
> on 2.0 !?
* Hello where can I get the V 2.5 ?
please write me the server adress ...
thanx

--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--

Servus bis bald,
write to: didi@didi.mayn.sub.de

Dieter Popp,
Unterfranken - Germany

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

6349. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 19:51:50 UTC
From: coonj@osuunx.ucc.okstate.edu
Message-ID: <CzBr6E.Lxn@osuunx.ucc.okstate.edu>
Source record: 97248

In article <5_rVA-P1S7B@antic.sub.org> ulf@zodiac.de writes:
>On 13.11.94, kendrick@zippy.sonoma.edu (William Kendrick) wrote ...
>
>>Hmm.. really? I tried 2.5 on a 286 and it actually seemed a LITTLE more
>>responsive than 2.0 did on the same 286. I didn't think it was slower.
>>I have yet to try the thing on a 486 or even a 386, though. Did you
>>remember that the Scroll-Lock default is the opposite on 2.5 than it is
>>on 2.0 !?
>Yes, I know about that :) ! Try to run some games like MULE, PINHEAD or
>INTERNATIONAL KARATE (you need to remove the copy protection of your
>originals first) or even BALLDEMO. Then you'll see what I mean. Maybe it
>depends on your VGA-card. I'm not sure about that.
>
>I noticed that lots of (good) games like MULE, RAMPAGE, AR: THE DUNGEON
>and many others don't run properly on Xformer 2.5. The system always
>crashes at some point :(((I informed Darek about that but I haven't
>received a reply yet.
>
>BTW: I'll upload some very fine tools like TURBO BASIC :) to UMICH next
>week.
>
>
Are you talking about an Atari 800 emulator for the PC? Do they have
one? ARGH!!! Where, how much? How good?

Jeff
coonj@osuunx.ucc.okstate.edu
"The best way to accelerate a Macintosh is at -9.8m/s/s"

6350. Needed! Atari 8-bit disk drive!!! (please!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-15 19:57:38 UTC
From: coonj@osuunx.ucc.okstate.edu
Message-ID: <CzBrG2.112@osuunx.ucc.okstate.edu>
Source record: 97247

I have looked for the proper forsale group to post this to, but
didn't find any Atari for sale groups, so I wanted to get right to the
8-bit users...

I am looking for a floppy drive for my Atari 800. That's all I need.
I have the I/O cables for it, all I need is a working drive with a power
supply. If you have one for sale cheap, please let me know via E-MAIL
at :

coonj@osuunx.ucc.okstate.edu

Thanks. (If you happen to have any software you'd be willing to part
with, let me know. Preferably games.)

Jeff
coonj@osuunx.ucc.okstate.edu
"The best way to accelerate a Macintosh is at -9.8m/s/s"

6351. new atari8 ftp site...small but growing

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 00:27:10 UTC
From: Dave.Blears@closer.brisnet.org.au
Message-ID: <c56_9411160435@softtech.brisnet.org.au>
Source record: 97364

Hello all!

Just a note to let you know

closer2.brisnet.org.au (203.4.149.98)

Support site for James Bradfords Super 8-bit Products including SuperDos,
SuperRam, Super800<->XL and much more.

has a small but growing selection of atari8 files available by ftp...

at present available 7pm till 6am Australian Eastern Standard Time

come dec 1 it will be 24hrs

Cheers
Dave

6352. Re: Atari 1027 & 1025 Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 01:34:58 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3abnk2$kh0@hearst.cac.psu.edu>
Source record: 97395

b.poehland@genie.geis.com wrote:
: AtariWriter. They seem to readily available on the used market at
: giveaway prices & will do just fine for the average joe who just wants
: to bang out an occasional letter. (I wouldn't want to print an
: encyclopedia on one, tho!).
:
: Just my $.02.
:

And my $.02 is if you are dumping out pages and pages of manuals (me)
and lesson plans (the woman)..then the XDM121 is the beast... it looks
and feels like it should fall apart... but... it hasnt yet...
and its BEEN USED... I even roll back the ribbon... still prints great.

--
Karll The Ghoull says: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cagsfaq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6353. Xformer 2.5 is here!! - xf25_1.zip [0/3]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 02:05:22 UTC
From: dderhak@xmission.com
Message-ID: <3abpd2$8dg@xmission.xmission.com>
Source record: 97253

Okay- here it is: the latest PD atari 8-bit emulator for the PC. Get it while it's hot!
The following message contains the two official .zip files from the guy who made it.
xfd_1.zip is the emulator xfd_2.zip contains several example disks w/programs
be sure and get both!

6354. Re: Atari 40 Column Printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 02:06:51 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3abpfr$sop@charm.magnus.acs.ohio-state.edu>
Source record: 97254

In article <CzBK3r.3t87@austin.ibm.com>,
Scott Gruber <gruber@austin.ibm.com> wrote:
>I'm looking for the Atari 40 Column Printer, if anyone has one
>for sale I'd like to buy it (of course only if it works).

Which one? There were at least 2, maybe 3.

I used to have a 1020 plotter that printed 40 col in the default text
mode, and an 820(?) thermal printer that printed 40 col.
It's those unusual and cheap old Atari printers that make me want an
interface that would let me attach one to a standard parallel port
(like on my HP workstation at work -- that'd be cool :-)

I think I sold them, but I'll check.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6355. Re: Genie Changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 02:53:20 UTC
From: krishna@max.tiac.net
Message-ID: <3abs70$i26@sundog.tiac.net>
Source record: 97257

Dag Hugdahl (Dag.Hugdahl@flight.org) wrote:
: Graphical interfaces are available with programs such as Mosaic,
: at least for World-Wide Web or Gopher. Too bad the 8-bits don't have enough
: horsepower to use them...

nonsense. Most WWW sites have textbased menus and clickon pictures.
Using Lynx I can download these to the shell and then to the Atari. As
long as they are .GIFs or .WAVs, the Atari can view and play them in some
way. Is it fast? No. Is it 'as good'? No. But it is untrue to assume
that you can't navigate the WWW unless you are running a true GUI like
mosaic.

6356. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 07:50:09 UTC
From: cmwagner@gate.net
Message-ID: <3acdjh$1tdf@tequesta.gate.net>
Source record: 97365

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: I noticed it, but didn't mention it yet because I thought maybe
: something had gone wrong in the conversion from DCM to ATR format.

I tried doing the conversion using The Disk Communicator under MyDOS, and it gave me an error #139. I tried dcm2dsk2.zip and it worked.

: I didn't even get a BOOT ERROR, just a blue lockup.

Same results here upon conversion, no message, just the familiar blue screen.

6357. Drope Zone

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 09:49:47 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <3ackjr$fj5@taiwan.informatik.uni-rostock.de>
Source record: 97368

Hi there,

I am looking for Drope Zone one of the best game for the Xl. Does anyone know where I can get it or is there someone who want to sell it to me or does anyone has a address. I think the game was by U.S. Gold. It would be very kind of you to inform me.

Bye
Holger Janz
hjanz@informatik.uni-rostock.de
BTW - I would pay up to $50.

6358. Re: All Micro Show

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 10:28:38 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Nov16.102838.29649@cs.nott.ac.uk>
Source record: 97369

In article <94111510285886@titan.newi.ac.uk> mbitdc9306@titan.newi.ac.uk writes:
>8-bit support wasn't as good as last year with fewer stands (FUTURA were
>missing, there hasn't been any sign of Tiger Developments for months - is he
>still operating, Raph?
Sadly the answer to that one is yes. Last show Tiger Developments went to was
AMS 7, since then Neil practicaly gave up on Tiger Dev. There are many reasons
behind the decision, including lack of user support, work pressures, he had
to move house and was planning on doing so again in the near future... meaning
address changes and the possibility of lost mail... as well as several other
reasons. So Tiger Developments has disapeared as a label. However the
software still exists, and as far as I know Neil is still coding and very much
into the Atari 8-bit. He has been talking about selling the programs to
someone else to distribute... but everytime I hear from him he says he hasn't
"got round to it yet". In fact due to my long holiday I haven't heard from
him since about May this year, so I'm not exactly up to date on all the lastest
news!

--
*** Raphael Espino, rje@cs.nott.ac.uk ***

6359. ALL Computer & Electronics Swap Meet!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 11:27:35 UTC
From: bensmith@teleport.com
Message-ID: <3acqb7$san@kelly.teleport.com>
Source record: 97394
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,
comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

ACE of America, an All Computers and Electronics User Group, with a
special emphasis on Atari. At Swap Meets you might find Atari, Apple,
Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis,
Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items
to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk
Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables,
supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

Is currently holding Monthly Swap Meets with an occasional Raffle.
Monthly Swap Meets are Held on the First Monday of each Month from 7 PM - 10
PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks
North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table
space is $10. Tables provided as long as they last. Show up early to get a good
table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR ANY INFO INCLUDING TABLES: CALL BEN AT (503)256-9974!!
THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone
reading and their Brother is welcome to come and Attend!!

The Next Swap Meet will be held Monday, December 5th 1994!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

6360. Re: IRC Meetings on Sundays

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 12:51:33 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <CzD2Dy.4Mq@itex.jct.ac.il>
Source record: 97379

```
: Not sure if anybody has already planned this, but how about we all get
: together on Sundays at 2pm MST (4pm EST), 1pm (Pacific)??

: /Join #Atari8 for action, excitement, information and friendship!

Excellent for me! In Israel time that's 10 PM - 12AM, which is when
I'm always logged on (since phone calls are free during that period).

Now, if I could only figure out this IRC shit..

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

10 PRINT "HI THERE! WHAT'S YOUR NAME?"
20 INPUT A$
30 PRINT "FUCK YOU, "; A$
40 GOTO 30
```

6361. Re: Xformer 2.5 is here!! - xf25_1.zip [0/3]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 13:12:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19941116131254MIS0160@MVS.UDEL.EDU>
Source record: 97380

In article <3abpd2$8dg@xmission.xmission.com>,
dderhak@xmission.com (El Catalan) writes:

> Okay- here it is: the latest PD atari 8-bit emulator for the PC. Get it while it's hot!
>The following message contains the two official .zip files from the guy who made it.
> xfd_1.zip is the emulator xfd_2.zip contains several example disks w/programs
> be sure and get both!
>
>
>
Thanks, but how do I unencode it? My standard UUDECODE program
doesn't recognize the data.

6362. Re: Drope Zone

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 13:17:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19941116131717MIS0160@MVS.UDEL.EDU>
Source record: 97274

In article <3ackjr$fj5@taiwan.informatik.uni-rostock.de>,
hjanz@informatik.uni-rostock.de (Holger Janz) writes:

>Hi there,
>
>I am looking for Drope Zone one of the best game for the Xl. Does anyone
>know where I can get it or is there someone who want to sell it to me or
>does anyone has a address. I think the game was by U.S. Gold. It would be
>very kind of you to inform me.

The latest B&C Computervisions catalog I have lists Drop Zone for the
mere price of $9.95 US. Their phone # is (408) 986-9960 and their
address is 2730 Scott Blvd, Santa Clara, CA 95050.

6363. Re: new atari8 ftp site...small but growing

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 14:14:22 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <1994Nov16.141422.16046@iglou.com>
Source record: 97373

How many hours difference is there between Australian Eastern Standard
time and GMT?

--
Bill Marcum bmarcum@iglou.com
"Eye of newt, spleen of censor..."

6364. Ice-T and FlickerTerm Reviewers Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 14:35:43 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2ECA18E5@POST0.LAAFB.AF.MIL>
Source record: 97377

I sucked the recently released version of Ice-T down from umich via the GEnie Internet Roundtable and posted it in the 8-bit library sections of GEnie and CompuServe last night. (Itay, just keep the IRCs I sent you to mail me a disk. The GEnie/umich connection worked just super!)

Is anyone interest in writing reviews of either program for Current Notes? If you are, contact me via email and I'll let you know what's involved. (Winston Smith appears to be quite knowledgeable on Ice-T, based on his posts. <grin>)

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

6365. MidiBlaster Information Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 14:40:12 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2ECA19F6@POST0.LAAFB.AF.MIL>
Source record: 97374

Dave Davies recently mentioned:

"They were also demonstrating a 130XE running the Creative Labs MidiBlaster sound module and it was incredible. I was allowed up close to it and I have to
say that with one of these beauties you don't need a specialist wave table synth."

The TWAUG people sent me a audio tape of it by Darek Fern and it blew my socks off. How does one obtain more detailed information on availability, price, ordering information, requirements and capabilities?

Sounds like an article or product announcement is brewing for Current Notes. Darek, if you see this, please contact me or post here.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

r.reaserjr1@genie.geis.com
reaserrl@post2.laafb.af.mil

6366. Atari Software for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 14:58:13 UTC
From: zirin_robert_m@ae.ge.com
Message-ID: <9411161458.AA00454@thomas.ge.com>
Source record: 97378

I have some Atari 400/800/XL/XE Software and Hardware
left for sale. Prices are negotiable; customer pays
shipping.

Offers or questions should be directed to me via e-mail
zirin@ae.ge.com.

GAME CARTRDGES
3D Tic-Tac-Toe 3
Asteroids 5
Basketball 3
Bug Hunt 3
Donkey Kong 5
Flight Simulator 5
Missile Command 5
Pac-Man 5
Space Invaders 5
Star Raider 5
Super Breakout 3
K-razy Antiks 5
Embargo 5
Wizard Of Wor 5
Castle Hassle 5
Up 'N Down 5

MISC CARTRDGES
Video Easel 3
Fun With Art 5
Koalapainter 3
Action! 15

DISK GAMES w/Manuals
Adventure Trilogy 3
Hardball! 5
Karateka 5
Lode Runner 5
Racing Destruction Set 3
Raster Blaster 3
Touchdown Football 5

ANTIC DISK SOFTWARE w/Manuals
Computer Tutor 3
C.U.E.S. Edpack #1 3
C.U.E.S. Edpack #2 3
Homecard 5
Home Inventory 5

Homepak Customizer 1
PD Micropaint Artist 3
Screen Plot 1
Stock Management 5
The Expense Tracker 5
The Roster 5
VT100 Terminal Emulator 3

MISC DISK SOFTWARE w/Manuals
Alphabet Zoo 3
Atariwriter Plus 5
Atari Proofreader 3
Juggles Rainbow 3
Kindercomp 3
Match Up! 3
My First Alphabet 3

MISC 8-BIT HARDWARE
410 Program Recorder, w/Owner's Guide 3
1020 Color Printer, w/Owner's Guide 3
Atari XE Light Gun 3
Koala KoalaPad 2
Accuball Trackball 3
Wico Boss Joystick 4
Discwasher PointMaster Joystick 2

6367. GREAT BATTLES game urgently wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 17:46:06 UTC
From: ae481@FreeNet.Carleton.CA
Message-ID: <CzDG0u.I93@freenet.carleton.ca>
Source record: 97381

My favourite game was and still is Great Battles. As life would have it
the game was lost forever. If anyone has a copy of same, I am willing to
pay TOP dollar for it. Please make my day. Regards, John.
--
To get along, go along.
HST.

6368. Re: Xformer 2.5 is here!! - xf25_1.zip [0/3]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 19:38:53 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3adn4d$4rb@charm.magnus.acs.ohio-state.edu>
Source record: 97387

In article <19941116131254MIS0160@mvs.udel.edu>,
Roger Cole <MIS0160@MVS.UDEL.EDU> wrote:
>Thanks, but how do I unencode it? My standard UUDECODE program
>doesn't recognize the data.

It's not UUencoded, it's bin64. He posted it from his Windows PC
as a "MIME file inclusion", so you need a MIME-capable mailer or
newsreader, or something else that can understand bin64, to decode it.
I thought the Unix mailer I use could do MIME, but it didn't recognize
the multi-part format. I'll try it from my home machine tonight.

I could be wrong, but as far as I can tell from the post, it's the
same thing that's on atari.archive.umich.edu as 8bit/xf2/xf25.zip, so
if you can ftp to there you don't need to worry about decoding the
posts.

BTW, the two easy ways to recognize a uuencoded file are:
1 - first line has a filename and a 3-digit number such as '644'
2 - each data line starts with 'M'
If you don't see these, it's not uuencoded.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6369. Liest hier noch wer???

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 19:39:22 UTC
From: H.POPLOW@jakebox.sh.sub.de
Message-ID: <uynwKMD0acz3@p0000230.jakebox.sh.sub.de>
Source record: 97068

```
Hey 8-Bit-Fans!

Gibbet es noch einen??

Man schreibt sich ...

___
H.Poplow / / _______
06122 Halle/Saale / /_/ ____/
\___ __/
H.POPLOW@jakebox.sh.sub.de ==== \_/ ======
2:249/1020.27 LOGOUT FASCISM!
```

6370. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 19:47:37 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3adnkp$3f5@usenet.INS.CWRU.Edu>
Source record: 97388

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

>
>I think that 80 collumn refers to a different horizontal scan rate which
>standard composite color monitors do not reach.

The first thing I attached my XEP80 to was my Magnavox 40 column color composite monitor (no separate chroma/luma). You have to set the display dimensions smaller since the XEP80 generates a "larger" picture, but this particular monitor could handle it. Of course, the characters were so fuzzy that they were barely readable, and soon after I bought my 80 column mono monitor (another Magnovox).
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6371. Re: Prices of XF551 drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 19:50:56 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3adnr0$3km@usenet.INS.CWRU.Edu>
Source record: 97389

In a previous article, mrathwel@uoguelph.ca (Mark Rathwell) says:

>Can anyone tell me any mail-order houses that carry the XF551 drives? I'm
>looking for the best prices possible. Thanks,

B&C ComputerVisions is still listing new XF551s for US$200, I believe.
Best Electronics may have some too.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6372. Re: ice-t?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 19:56:24 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3ado58$45s@usenet.INS.CWRU.Edu>
Source record: 97382

In a previous article, chaos@oo.com (Ed Heffernan) says:

> damn..wheres the ice t file everyone is talking about? all i see at
>the FTP sites are icet.txt wich talks about a DCM file, but i dont see it
>anywhewre...

There should be icet.arc, which contains the icet.dcm file.

> also, anyone know where i can get an sx212 handler for flickerterm? i
>havent even been able to fire that sucker up cause it doesent like the handler
>form BOBTERM im useing..

You might try sx212a.arc from Merit/UMich, or another one is called
rverter.arc or something similar. I don't know which, if any, work with
FlickerTerm 80, since I don't use my SX212 anymore.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6373. Re: 800 cart list w/rarities?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 20:21:09 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3adpjl$6dr@usenet.INS.CWRU.Edu>
Source record: 97391

In a previous article, longjon@clark.net (Jonathan Long) says:

>Hello, all! I'm looking for a listing of Atari 800 carts and their
>rarities. I have such a list for other classic systems
>(2600,5200,7800,intv,coleco,etc) but none for atari 800 carts. Can anyone
>give me a pointer?

chase@electron.rutgers.edu (Kevin Chase) put together his Classic Atari
Cartridge List, v. 3.0, just over a year ago. I have it available on the
Cleveland Free-Net Atari SIG, if he isn't around anymore.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6374. Re: Need info about FTE products!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 20:28:57 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3adq29$6oe@usenet.INS.CWRU.Edu>
Source record: 97273

In a previous article, ulf@ANTIC.sub.org (Ulf Petersen) says:

>Does anybody have specific information about FTE products like MARS 8
>etc.? What is MARS 8 exactly? What other hardware products have they
>released yet? Are they currently working on new hardware? How much will
>they cost?

The following will be the press release from FTe about MARS 8 posted here
on comp.sys.atari.8bit last spring, and made available ever since on the
Cleveland Free-Net Atari SIG.

More recently, FTe announced the MIO II, an IDE interface.

Fine Tooned Engineering unveils MARS 8 Project
Date: 25 May 1994 16:31:38 GMT

4/28/94

PRESS RELEASE

Fine Tooned Engineering
unveils MARS 8 Project.

FTe will be introducing a "new"
product for the Atari 6502-based
800XL's that is simply "out of
this world". The MARS 8 has been
described as an all-in-one "wonder-
board", that has had well over two
years of R&D invested in it's making.

Once installed, you won't ever need
to peek "under the hood" of your
800XL again. This enhancement will
allow your Atari 8-Bit to have more
memory than a Mega4! The memory has
an option for battery backup and may
be used with 256K, 1MB, or 4MB SIMMS.

We even threw in SpartaDOS X, The
R-Time 8, MAC/65, Action!, Basic XL,
and Basic XE, just so you can show
your friends the "raw power" that
these machines are capable of!

The price structure and availability
is as follows.

The MARS 8 Project
(for 800XL's only)

Level Options Avail

"Galaxy The MARS8 board May 94
Plus" w/ SpartaDOS X
R-Time 8
$139.95 Basic XL w/TK&RT
& 256K (exp to 4mb)

"Cosmic MAC/65 w/TK Jun 94
OSS" Action! w/TK&RT
Basic XE
& Toon-a-Matic (c)
add $69.95 Option

"Stellar X-press! Jul 94
Sysop" D-Ram Battery Bkup
& Toon-a-Matic (c)
Option
add $79.95

"Twilight All of the above!
Zone" complete with Aug 94
easter eggs...

$249.95 (everything)

Order a "Galaxy Plus" before
5/31/94 & recieve a "Cosmic
OSS" upgrade voucher towards
the "Twilight Zone" model.
(which will be released 8/94)

The $139.95 for the Galaxy Plus
is an introductory offer. We
have "working" prototypes, and
these little beasties are "costly"
to manufacture. Due to the unique
nature of the MARS 8 Project we
have decided to release it early,
without any idea of how many of
them to produce. We are commited
to this price until 6/1/94. This
is a very "cool" product, and we
hope that the Atari Community feels
the same. We will offer a 30 day
money-back guarantee on this first
run of boards, knowing that once
you plug it in, you won't want to
take it back out! It would have
been nice to have this product
"reviewed" by a magazine such as

Current Notes, but we will be
shipping the first boards at the
end of May. (which means July issue)

All prices and features are subject
to change, as we have REALLY gone
out on a limb to let everyone know
what's happening...

As far as the SpartaDOS 3.2f
SHAREWARE is concerned, people have
been at two extremes. One side
which is complaining about "no code"
being modified and/or SpartaDOS
ownership conflicts. While the
other side has balanced out all
the "bad vibes" from the first group.

FTe is commited to doing everything
that we can to keep the end-user
as happy as possible. It should be
obvious that a tremendous amount of
energy has been placed with getting
the MARS 8 Project off the ground.

We are simply going to get this
Project finished and out-the-door
before any significant amount of
time will be spent on SpartaDOS 3.2f

Hopefully, it will do well enough
so that a few more people can be
put on staff, to get even more
"cool" products out so that we can
put a few more people...

(I think you get the idea!)<grin>

On that note, I hope everyone enjoys
this "no code modified except for
copyrights" SHAREWARE release of
DiskRX version 1.9

Mike

"Just your normal?
8-Bit kinda guy"

Fine Tooned Engineering

PO Box 66109

Scotts Valley, CA 95067

(408)Get-REAL
(438-7325)
or

(800)For-6502
(367-6502)
(orders only)

P.S. A few "personal" messages that
need to be included...

His "Electronic Highness" will have
the Express Pro! BBS set up by the
second week of May.

Greetings to ABBUC... (A PAL is on
the way)

Additional greetings to NWPAC & DACE.

All mail has been read, and yes, our
new brochure will be sent out REAL
soon...
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto::mcurrent@carleton.edu

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6375. Re: Atari Corp. Info Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 20:34:28 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3adqcl$75h@usenet.INS.CWRU.Edu>
Source record: 97383

In a previous article, kxs156@email.psu.edu (Kaspar Stromme) says:

>I am working on a research paper, topic is Atari. Could
>anyone direct me to FAQ's, docs, other Internet resources
>that contain information about the company?

My 8-bit Atari FAQ contains some stuff you might find useful. Just let me
know and I'll mail you a copy.

I've also done my own research on Atari, and likely could answer many of
your questions myself, if that would be useful to you.

Watch out for misinformation, there's plenty of it out there!
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6376. Re: Icce-T on Archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 20:50:57 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3adrbh$8fc@usenet.INS.CWRU.Edu>
Source record: 97393

In a previous article, tdrake1@umbc.edu (drake thomas phd posi)) says:

>I am the 1 of the 1 and half registered users and I am very happy indeed
>with Ice-T. Definitely worth the $15 registration fee.

>[deserved praise of Ice-T]

>I recommend it highly. It really is a slick telecommunications package.
>Yes, there are still a couple of features that would be nice like macros,
>etc. but what the heck, it does work and is very functional!!
>And the font looks great!

I completely agree. I'm still using the original free 0.0 release, but as
soon as I download the new release and assuming it's at least as good as
0.0, he'll be getting my shareware fee too.

>Let's support Itay and Ice-T. Maybe some of you are just not using your
>8-bit for telecommunicating!!
>
>Ice-T is much easier and more fun to use than Omnicom or Kermit.
>
>I would certainly recommend Ice-T, if someone were asking about it.

Ice-T has come to be my term prog of choice. Anyone wanting high-speed
VT100 emulation should give it a try!
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6377. Re: Opinions on DOS XE?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 21:05:00 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3ads5s$9hi@usenet.INS.CWRU.Edu>
Source record: 97384

In a previous article, mrathwel@uoguelph.ca (Mark Rathwell) says:

>Any opinions on Atari's DOS XE? Just seeking some info to satisfy my
>XF551 curiosity.

I kinda liked it. The interface is rather neat in that you always had menus to work with, yet if you know the commands ahead of time you can enter many selections at once. Using that same "command language" DOS XE supports batch files. Also file date (but not time) stamping, and of course complete support of DS/DD high-speed operation with the XF551.

Some of the drawbacks. It requires an XL/XE so it can use the memory under the OS, its unique disk format isn't supported by anything else, and the DOS 2.x support isn't nearly as seamless as it first appears. Plus, nobody uses it! (seemingly)

I gave up on it when I got MYDOS, which in turn I stopped using for the most part when I bought SpartaDOS X.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6378. Re: Drope Zone

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 21:08:59 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3adsdb$9ns@usenet.INS.CWRU.Edu>
Source record: 97385

In a previous article, MIS0160@MVS.UDEL.EDU (Roger Cole) says:

>The latest B&C Computervisions catalog I have lists Drop Zone for the
>mere price of $9.95 US. Their phone # is (408) 986-9960 and their
>address is 2730 Scott Blvd, Santa Clara, CA 95050.

That's the old address! Be sure to check my vendor/developer list (or AC
or CN, for that matter) for the new address.

They didn't change their phone number.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6379. Re: XL Emulator for F030

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 21:15:25 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3adspd$a2h@usenet.INS.CWRU.Edu>
Source record: 97404

In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) says:

>I really should have included this with my other post, but to put
>it simply, is there one?

I suppose it depends on whether ST Xformer by Branch Always runs on the
Falcon030. (ST Xformer significantly pre-dates the Falcon030.)

Branch Always contact info is in my vendor/developer list, but the
freeware itself is available in most Atari file archives.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6380. HOW MANY HAVE BEEN SOLD???

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 21:41:00 UTC
From: ulf@ANTIC.sub.org
Message-ID: <5_-3GInXS7B@antic.sub.org>
Source record: 97396

Hi!

I have a very simple ;) question: how many ATARI 8bits have been sold
worldwide? Does anybody know?

Ulf

Ulf Petersen, GERMANY InterNet: ulf@zodiac.de
RULE 33: It never hurts to suck up to the boss! (DS9: Rules of Acquisition)

CrossPoint v3.02

6381. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 21:58:35 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <3advab$e0s@usenet.INS.CWRU.Edu>
Source record: 97386

In a previous article, ulf@ANTIC.sub.org (Ulf Petersen) says:

>On 13.11.94, kendrick@zippy.sonoma.edu (William Kendrick) wrote ...
>
>>Hmm.. really? I tried 2.5 on a 286 and it actually seemed a LITTLE more
>>responsive than 2.0 did on the same 286. I didn't think it was slower.
>>I have yet to try the thing on a 486 or even a 386, though. Did you
>>remember that the Scroll-Lock default is the opposite on 2.5 than it is
>>on 2.0 !?
>Yes, I know about that :) ! Try to run some games like MULE, PINHEAD or
>INTERNATIONAL KARATE (you need to remove the copy protection of your
>originals first) or even BALLDEMO. Then you'll see what I mean. Maybe it
>depends on your VGA-card. I'm not sure about that.
>
>I noticed that lots of (good) games like MULE, RAMPAGE, AR: THE DUNGEON
>and many others don't run properly on Xformer 2.5. The system always
>crashes at some point :(((I informed Darek about that but I haven't
>received a reply yet.

Also of note is that NONE of the 3 sector boot loader programs like
ATARI ARCADE will work the XF 2.5. Almost all my games have been
unprotected to files and must be loaded with a boot loader instead of
DOS. Though it will boot the disk as give a menu, it will not load any
of the programs.

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

6382. Re: PC Xformer 3.0 (130XE emulator) now SHIPPING!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 22:04:11 UTC
From: dh395@cleveland.Freenet.Edu
Message-ID: <3advkr$eg4@usenet.INS.CWRU.Edu>
Source record: 97390

In a previous article, darekm@microsoft.com (Darek Mihocka) says:

>
>"Imagine my glee at having a tiny little window on my screen showing
>the good old SWANDEMO executing at previously unimaginable speeds...
>Thanks so much for XF... I didn't think XF3 would be able to reach
>that level of emulation, but I guess I was wrong."
>
> - Oscar Fowler, PC Xformer user whose life was profoundly changed

Thats nice, but why dies everything except 'the sawn demo' refuse to run,
including Spartados?

Steve
--
-- Video game playing, adventure junkie, choclate craving, woman loving,
Limbaugh hating, Trek watching, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VIDEO GAME STUFF !! 2000+ Lines !!

6383. Atari Lynx 16-bit color portable for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 22:15:17 UTC
From: SA073@getty.onu.edu
Message-ID: <SA073.840.2ECA8475@getty.onu.edu>
Source record: 97285

I have a complete system. It is an Atari Lynx, 16-bit portable gaming system. It has a color LCD screen, with an electroluminescent backlit screen, so you can play it in the dark, wherever you go. It works with 6 AA batteries, or you can run it off of a 9v ac adapter.
This system has stereo sound. It is also a 16-BIT system, not 8-bit like the Sega Game Gear. I guess you could say that it is like having a portable Genesis with a screen. There are over 70 games available for the Lynx, and more coming out. You will find favorites like Ms. Pac-Man, Joust, Quixx, Ninja Gaiden, Lemmings, and a lot of others I can't remember offhand. There are some new ones as well, like Desert Strike, from Electronic Arts. Most of these games are available for around $20 each, from Atari or other mail order places. I will give the related phone #'s to whoever buys the system. In case you are wondering why I am only selling one game with the system, it is because I now have two! (I will need the rest of the games for my Lynx II) Oh, I almost forgot - the Lynx is the only portable game system that is designed to work with either left or right handed individuals. It has a double set of controllers, and with a push of a button the screen flips upside down (or rightside up, depending on your point of view) and you can enjoy playing left handed with the 2nd set of buttons. This isn't all that important to those of use who are right-handed, but I just thought I'd let you know.

Keep in mind that a Sega Game Gear, which has a smaller screen, (and is only 8-bit) costs $89 without a game, and $119 with a game. I would like to sell this system for the highest bid I get in the next 10 days. If I get a really good bid within the next few days, I may simply end the sale right then & there, because I don't really like auctions much myself. I would also consider trading the system for about 4 OEM CD games, but you would probably have to be a dealer or at least have access to a good selection to be able to get the ones I want. If interested, e-mail me.

I am including:

The Atari Lynx 16-bit base unit
6 new alkaline batteries (batteries included, wow!)
ac wall adapter, to use when you are near a wall outlet
and a free game of your choice!
(pick one from the following list)

Gates of Zendocon (shooter) This game has over 50 different levels! You can get power ups, have side shooters, etc. My favorite is the flying eyeball that shoots fire!

Rampage (the classic "monsters smash up the city" game) This has the original 3 monsters, plus another mystery monster you can play!

Gauntlet III (explore the dungeons, get the keys, fight hordes of ghosts, giant scorpions, the undead, etc.) This one lets you be the wizard, warrior, valkyrie, punk rocker, nerd, cowboy, pirate, and several others. Each has different attributes.

6384. Re: Prices of XF551 drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 23:44:22 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ae5gm$jj8@nermal.cs.uoguelph.ca>
Source record: 97264

```
: B&C ComputerVisions is still listing new XF551s for US$200, I believe.
: Best Electronics may have some too.

Ouch! Especially when PC 3/12 drives are selling new for under $70 Canadian!

>> Mark <<
```

6385. Re: Opinions on DOS XE?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-16 23:46:06 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ae5ju$jj8@nermal.cs.uoguelph.ca>
Source record: 97265

Thanks!

You're one of the only people in this group that ever seems to reply to
my posts. Thanks,

>> Mark <<

6386. Re: Xformer 2.5 is here!! - xf25_1.zip [0/3]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 00:57:20 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3ae9pg$6nt@charm.magnus.acs.ohio-state.edu>
Source record: 97249

In article <3adn4d$4rb@charm.magnus.acs.ohio-state.edu>, I wrote:
>In article <19941116131254MIS0160@mvs.udel.edu>,
>Roger Cole <MIS0160@MVS.UDEL.EDU> wrote:
>>Thanks, but how do I unencode it? My standard UUDECODE program
>>doesn't recognize the data.
>
>It's not UUencoded, it's bin64. He posted it from his Windows PC

sorry, that's "Base64". I think.

>as a "MIME file inclusion", so you need a MIME-capable mailer or
>newsreader, or something else that can understand bin64, to decode it.
>I thought the Unix mailer I use could do MIME, but it didn't recognize
>the multi-part format. I'll try it from my home machine tonight.

Well, Eudora for Windows is supposed to be MIME-compliant, but it
didn't seem to know those were MIME messages. That could have
something to do with my attempt to edit the headers to keep the
original header info, but I'm pretty sure I did it right.

So unless your newsreader understands those posts as a multipart file
inclusion (apparently WinVN does), just ftp the thing from the
archive. It's less painful.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6387. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 01:05:54 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3aea9i$6p5@charm.magnus.acs.ohio-state.edu>
Source record: 97398

In article <5_rVA-P1S7B@antic.sub.org>, Ulf Petersen <ulf@zodiac.de> wrote:
>Yes, I know about that :) ! Try to run some games like MULE, PINHEAD or
>INTERNATIONAL KARATE (you need to remove the copy protection of your
>originals first) or even BALLDEMO. Then you'll see what I mean. Maybe it
>depends on your VGA-card. I'm not sure about that.

I thought it was really strange that SWANDEMO was quite fast (um, it
flew?), but BALLDEMO just crawled (rolled?).
I haven't run BALLDEMO on my 1200 lately, but I remember it going MUCH
faster than xf25 runs it.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6388. Re: Icce-T on Archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 02:58:21 UTC
From: jeking@xmission.com
Message-ID: <3aegsd$q8p@xmission.xmission.com>
Source record: 97290

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:

: Let's support Itay and Ice-T. Maybe some of you are just not using your
: 8-bit for telecommunicating!!

If ICET actually appeared on UMICH, rather than the ICET.TXT file that IS
sitting there, maybe folks WOULD support ITAY and his program.

Somebody PLEASE upload it!

--
-+-
James E. King - MIS Manager, SL County Housing Authority
jeking@xmission.com + Atari XL/XE (8-bit) hobbyist, circa 1983
-+-

6389. Re: Atari 1027 & 1025 Printers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 03:04:17 UTC
From: jeking@xmission.com
Message-ID: <3aeh7h$qtl@xmission.xmission.com>
Source record: 97286

b.poehland@genie.geis.com wrote:

Personally, for labels I prefer my tank like 820. Its fed with labels
permanently and requires virtually no maint. or interaction.

I have two 1025's and am impressed with their durability too, although I
wouldnt use them for personal correspondene either, but use them for text
dumps, etc..

--
-+-
James E. King - MIS Manager, SL County Housing Authority
jeking@xmission.com + Atari XL/XE (8-bit) hobbyist, circa 1983
-+-

6390. The Atari 8-bit Omnibus

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 04:50:26 UTC
From: tdrake1@umbc.edu
Message-ID: <3aenei$sn6@news.umbc.edu>
Source record: 97392

I just received my copy of "The Atari 8-Bit Omnibus". There are some 24 pages, plus inside front and back cover, just loaded with Atari 8-bit products and services. It is very well done, and has quite a range of offerings. It is printed on stock very similar to the "new" Atari Classics.

There were some vendors I hadn't heard from or seen in some time. Quite a few were completely new to me. It was nice to see that there really are a number of vendors out there still supporting the 8-bit.

Basically, David wrote to everyone listed in the Vendors and Developers list maintained by Michael Current. He offered free ads to anyone who was still supporting the Atari 8-bit. There are many vendors some of us will recognize, but there are some selling stuff from Australia and Europe, etc. and many of the overseas vendors have U.S. distributor addresses, for those who net from the U.S., that I had not seen before. There are even a few vendors in the U.S. I had never heard of!

The Atari 8-bit Omnibus was edited and published by a David A. Paterson and is only $5. His address is:

Atari 8-bit Omnibus
P.O. Box 342
Cote-St-Luc, QC H4V 2Y5
Canada

If you want one, you can make checks or money orders in the amount of $5 (U.S.) payable to David A. Paterson.

If you want more information about "The Atari 8-bit Omnibus" you can contact David at: D.PATERSON2@genie.geis.com

Check it out!

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

6391. Re: Xformer 2.5 is here!! - xf25_1.zip [0/3]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 10:17:09 UTC
From: ekman@lysator.liu.se
Message-ID: <EKMAN.94Nov17111710@lysistrate.lysator.liu.se>
Source record: 97397

Rrrrright! So, how do I decode it?

/Fredrik Ekman

6392. Re: Drope Zone

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 13:14:39 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3afkvv$kcj@dux.dundee.ac.uk>
Source record: 97402

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: In a previous article, MIS0160@MVS.UDEL.EDU (Roger Cole) says:

: >The latest B&C Computervisions catalog I have lists Drop Zone for the
: >mere price of $9.95 US. Their phone # is (408) 986-9960 and their
: >address is 2730 Scott Blvd, Santa Clara, CA 95050.

: That's the old address! Be sure to check my vendor/developer list (or AC
: or CN, for that matter) for the new address.

I remember Americana (US Gold's budget label) sold it for 3 pounds in the UK-
that's less than five dollars. But I don't know if there are any stocks left
of it.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6393. Re: Atari 40 Column Printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 13:18:24 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3afl70$kcj@dux.dundee.ac.uk>
Source record: 97403

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <CzBK3r.3t87@austin.ibm.com>,
: Scott Gruber <gruber@austin.ibm.com> wrote:
: >I'm looking for the Atari 40 Column Printer, if anyone has one
: >for sale I'd like to buy it (of course only if it works).

: Which one? There were at least 2, maybe 3.

: I used to have a 1020 plotter that printed 40 col in the default text
: mode, and an 820(?) thermal printer that printed 40 col.
: It's those unusual and cheap old Atari printers that make me want an
: interface that would let me attach one to a standard parallel port
: (like on my HP workstation at work -- that'd be cool :-)

The 1020 could do 80 column in very small letters if you sent the right
control code to it first. I've got one, but I never use it much...

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6394. Re: PC Xformer 3.0 (130XE emulator) now SHIPPING!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 14:27:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19941117142742MIS0160@MVS.UDEL.EDU>
Source record: 97214

```
>In addition, PC Xformer 3.0 adds features including these:
> - 4 voices of sound, printer, and modem support
> - real joystick support
>

Do these two features require any additional hardware (sound card or
the like?)
```

6395. Re: Icce-T on Archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 15:07:32 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3afrjk$a1h@charm.magnus.acs.ohio-state.edu>
Source record: 97205

In article <3aegsd$q8p@xmission.xmission.com>,
James King <jeking@xmission.com> wrote:
>drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
>: Let's support Itay and Ice-T. Maybe some of you are just not using your
>: 8-bit for telecommunicating!!
>If ICET actually appeared on UMICH, rather than the ICET.TXT file that IS
>sitting there, maybe folks WOULD support ITAY and his program.
>
>Somebody PLEASE upload it!

I just downloaded it using gopher, so it is there. icet.arc, 66k,
dated "94-10-32". (I didn't know October had 32 days!)
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6396. PC Xformer 2.5 is up at UMICH's FTP site!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 15:51:51 UTC
From: KENDRICK@sonoma.edu
Message-ID: <941117075219.26e12f98@sonoma.edu>
Source record: 97208
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

PC Xformer 2.5, the free version of the Atari 8-bit emulator for IBM PC's, has been uploaded to the U. of Mich. FTP archives.

It requires a 286 or better and 320 x 200 x 256 graphics. It emulates an Atari 800XL and Atari 800 with or without BASIC. Sound, printer, modem, joystick, Player/Missile Collision detection, and a few other things are NOT supported in 2.5, but for $29.95 you can purchase 3.0, which emulates an Atari 130XE WITH the above support as well as 320K RAM (it also includes a 40-page printed manual and a lot of free Atari 8-bit software). (Note: 3.0 requires a 386 or better).

The site's name is: archive.umich.edu (also try mirror.archive.umich.edu)

The file's path is: atari/8bit/Xf2/xf25.zip (approx. 180k ZIPped)
~~~~~~~~

For details, see the file xf25.txt in that same directory, the Atari 8-bit Newbie / Stupid Questions / Emulator Help F.A.Q. (xf2faq.txt), or the documents within the ZIP file.

To order version 3.0 of PC Xformer (or GEMulator, the Atari ST emulator (software/hardware combo)) from Branch Always Software, contact them at:

Branch Always Software
14150 North East 20th Street, Suite 302
Bellevue, Washington 98007, USA

Voice: 206-369-5513
Fax: 206-885-5893

Or post a message in one of these newsgroups (comp.sys.atari.8bit or comp.emulators.misc) and they'll reply.

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!
Not directly associated with Branch Always Software, but I do support them
(and PC Xformer is a nice peice of software!) :)
Keeper of the Atari 8-bit Newbie/Emulator FAQ file!
~~~~~~~~

6397. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 16:34:51 UTC
From: coonj@osuunx.ucc.okstate.edu
Message-ID: <CzF7E3.LH1@osuunx.ucc.okstate.edu>
Source record: 97283

I tried running XFormer 2.5 on an IBM 486 DX2 machine with 4 Meg RAM
and all it did was lock up my computer. It didn't even try to show that
familiar Blue "READY" screen.

any suggestions?

And questions:
1) Does it really run M.U.L.E.? Really? Is it fast enough? How
are the graphics?

2) What is this player missle collision detect thing that doesn't
work properly? What does that encompass 8-bit software-wise?

thanks.

Jeff
coonj@osuunx.ucc.okstate.edu
"The best way to accelerate a Macintosh is at -9.8m/s/s"

6398. GEMulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 16:39:58 UTC
From: coonj@osuunx.ucc.okstate.edu
Message-ID: <CzF7Mn.1oL@osuunx.ucc.okstate.edu>
Source record: 97227

Does anyone have the GEMulator for the PC?

If so, two questions for you:

1) What's it like?

2) Is it worth it?

Jeff
coonj@osuunx.ucc.okstate.edu
"The best way to accelerate a Macintosh is at -9.8m/s/s"

6399. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 18:37:39 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3ag7tj$big@charm.magnus.acs.ohio-state.edu>
Source record: 97209

In article <CzF7E3.LH1@osuunx.ucc.okstate.edu>,
Jeff Coon <coonj@osuunx.ucc.okstate.edu> wrote:
> I tried running XFormer 2.5 on an IBM 486 DX2 machine with 4 Meg RAM
>and all it did was lock up my computer. It didn't even try to show that
>familiar Blue "READY" screen.
>
> any suggestions?

Make sure you have the .ROM files in the current directory when you
run the program.

> And questions:
> 1) Does it really run M.U.L.E.? Really? Is it fast enough? How
> are the graphics?

I haven't tried it.

> 2) What is this player missle collision detect thing that doesn't
> work properly? What does that encompass 8-bit software-wise?

Just about any games for the Atari use PMG and the collision
detection. Collision detection is a fast and easy way for a program
to find out if a player/missile is touching/overlapping another
player/missile or the background (playfield).
When it doesn't work, you can shoot right through your enemies -- and
they can never kill you. Doesn't make for much of a game, though.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6400. Re: MidiBlaster Information Wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 18:57:20 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9411171859.AA21234@dylan.newi.ac.uk>
Source record: 97213

> Subject: MidiBlaster Information Wanted
> To: Info-Atari8@PINE.CSE.NAU.EDU
>
> Dave Davies recently mentioned:
>
> "They were also demonstrating a 130XE running the Creative Labs MidiBlaster
> sound module and it was incredible. I was allowed up close to it and I have
> to
> say that with one of these beauties you don't need a specialist wave table
> synth."
>
> The TWAUG people sent me a audio tape of it by Darek Fern and it blew my
> socks off. How does one obtain more detailed information on availability,
> price, ordering information, requirements and capabilities?
>
> Sounds like an article or product announcement is brewing for Current Notes.
> Darek, if you see this, please contact me or post here.
>
> Rick Reaser
> Atari 8-bit Editor
> Current Notes Magazine
>
> r.reaserjr1@genie.geis.com
> reaserrl@post2.laafb.af.mil
>

I don't think that Derek has access to e-mail. He has got a fax
number if you're interested, though. Let me know and I'll dig it out
for you.

From what Derek told me a couple of months ago, he's not planning on
actually building any devices to hook up a MidiBlaster but rather
just give others the info they need to hook it up themselves. He may
have changed his mind after the response he probably got at the show
so you'd better fax him (a bit cheaper than getting dragged into a
long telephone conversation, I reckon :)).

I was lucky enough to be allowed round the other side of the stand at
the show to see the MidiBlaster and his drive board at close hand.
The MidiBlaster is a standard Creative Labs unit which was hooked up
to a hi-fi amp and a 130XE. It's not cheap, though. We reckon that
it'll cost anyone who wants a setup like this a minimum of 250
pounds. The amp isn't really required, I don't think, and I reckon a
pair of decent PC speakers would do the job.

Mind you, just think of the gaming possibilities !!!!

Anyway, Rick, I reckon you'd best contact Derek for the latest info
since some of what I've been told is months old ...

David Davies
mbitdc9306@newi.ac.uk
The Atari Classic Programmer's Club

6401. All Micro Show

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 19:30:00 UTC
From: Dag.Hugdahl@flight.org
Message-ID: <70a_9411172135@flight.org>
Source record: 97232

Quoting From: mbitdc9306@titan.newi.ac.uk

M >They were also demonstrating a 130XE running the Creative Labs MidiBlaster
M >sound module and it was incredible. I was allowed up close to it and I have
t
M >say that with one of these beauties you don't need a specialist wave table
M >synth. Of course, I asked the inevitable question and the reply was yes,
ther
M >was no reason why games couldn't be written to support it. The mind boggles
:

A question, is this Creative Labs the same Creative Labs that makes
SoundBlaster for the PC? The way it is described, it sounds like the same
company...

-Dag-

* PabQwk 2.0 #23 * ERROR- 255 (Programmer Deleted)
--
| Internet: Dag.Hugdahl@flight.org
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

6402. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 21:01:00 UTC
From: ulf@ANTIC.sub.org
Message-ID: <5a3GTR0XS7B@antic.sub.org>
Source record: 97221

On 17.11.94, rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote ...

>> And questions:
>> 1) Does it really run M.U.L.E.? Really? Is it fast enough? How
>> are the graphics?
MULE boots up just fine until the intro screen. You can choose your
character and stuff, but when it comes to load the 2nd part the programme
returns to the intro screen. PC Xformer still has some disk handling
problems. I reported that to Darek, but haven't heard anything from his
side yet. BTW, the graphics of MULE look cool! If Darek took his time to
remove that bug, all of us could play MULE on our PC!

Ulf

Ulf Petersen, GERMANY InterNet: ulf@zodiac.de
RULE 33: It never hurts to suck up to the boss! (DS9: Rules of Acquisition)

CrossPoint v3.02

6403. Re: Atari Corp. Info Needed

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 21:35:50 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3agibm$s2b@usenet.INS.CWRU.Edu>
Source record: 97216

In a previous article, aa700@cleveland.Freenet.Edu (Michael Current) says:

Eek, that was supposed to be an email message!

Obviously I'm not the only one around here who knows something about Atari
history, I was just trying to volunteer my own help.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6404. Re: Icce-T on Archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 21:40:42 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3agikq$sg1@usenet.INS.CWRU.Edu>
Source record: 97219

In a previous article, rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:

>I just downloaded it using gopher, so it is there. icet.arc, 66k,
>dated "94-10-32". (I didn't know October had 32 days!)

I haven't confirmed it in this case, but they noticed the same sort of thing over on comp.sys.atari.st. I guess the Gopher server at Merit/UMich is being a little wacky, 'cause they said when you look at by FTP all the dates make sense.

I got it from there too, just haven't downloaded to my Atari yet. (One of these days!)
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6405. Re: Atari 40 Column Printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-17 21:50:26 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3agj72$3f@usenet.INS.CWRU.Edu>
Source record: 97251

In a previous article, rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:

>Which one? There were at least 2, maybe 3.
>
>I used to have a 1020 plotter that printed 40 col in the default text
>mode, and an 820(?) thermal printer that printed 40 col.

The little 40 column thermal printer is the 822.

There's also the 40 column 820, which looks very similar in shape to the
810 disk drive.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6406. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 00:19:21 UTC
From: coonj@osuunx.ucc.okstate.edu
Message-ID: <CzFsw9.5In@osuunx.ucc.okstate.edu>
Source record: 97215

I tried d/ling all the files again, and erased the old ones, and it
does the same thing. Either locks up the computer or reboots it. I've
tried taking everything out of the boot to make sure there aren't any
memory conflicts, but that doesn't work.

All the .ROM files are right there in the same directory.

Jeff
coonj@osuunx.ucc.okstate.edu
"The best way to accelerate a Macintosh is at -9.8m/s/s"

In article <3ag7tj$big@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu
(Rob Funk) writes:
>In article <CzF7E3.LH1@osuunx.ucc.okstate.edu>,
>Jeff Coon <coonj@osuunx.ucc.okstate.edu> wrote:
>> I tried running XFormer 2.5 on an IBM 486 DX2 machine with 4 Meg RAM
>>and all it did was lock up my computer. It didn't even try to show that
>>familiar Blue "READY" screen.
>>
>> any suggestions?
>
>Make sure you have the .ROM files in the current directory when you
>run the program.
>
>> And questions:
>> 1) Does it really run M.U.L.E.? Really? Is it fast enough? How
>> are the graphics?
>
>I haven't tried it.
>
>> 2) What is this player missle collision detect thing that doesn't
>> work properly? What does that encompass 8-bit software-wise?
>
>Just about any games for the Atari use PMG and the collision
>detection. Collision detection is a fast and easy way for a program
>to find out if a player/missile is touching/overlapping another
>player/missile or the background (playfield).
>When it doesn't work, you can shoot right through your enemies -- and
>they can never kill you. Doesn't make for much of a game, though.
>--
>---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
> "I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
> are good... Please don't let me | funkr@er4.eng.ohio-state.edu
> be misunderstood." | funk@cis.ohio-state.edu

6407. Re: Need info about FTE products!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 00:25:25 UTC
From: krishna@max.tiac.net
Message-ID: <3ags9l$q9d@sundog.tiac.net>
Source record: 97255

At one time Sparta X was going to be FTE's main focus on enhancement,
namely MUX compatibility!

What happened with that?

6408. 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 03:10:23 UTC
From: dignam@maestro.maestro.com
Message-ID: <CzG0tC.925@maestro.maestro.com>
Source record: 97242

I have an ATARI 1050 Dual Density Disk Drive.
This is available free to anyone who will pick it up.

location Long Island City (Queens) New York

If you are interested please contact dignam@maestro.com

6409. Atari 130XE system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 03:48:10 UTC
From: plefebvre@delphi.com
Message-ID: <5W23s1S.plefebvre@delphi.com>
Source record: 97220

8-bit Atari System

130XE 128K
1050 Disk Drive
810 Disk Drive
Monochrome (green) monitor
Software
Carts:
Frogger
Blue Max
Centipede
Pac-Man w/docs
Star Raiders
AtariWriter
Atari Logo w/docs
Disks:
Recipe Search & Save 2.1
Nightmission Pinball
Hard Hat Mack
Chessmaster 2000
D-Bug
Mickey and the Great Outdoors
Spelling Genie
Public domain software

I'm asking $150 for the whole system.

email to PLEFEBVRE@DELPHI.COM

6410. Re: HOW MANY HAVE BEEN SOLD???

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 04:17:11 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CzG3wo.C2t@freenet.carleton.ca>
Source record: 97218

In a previous article, ulf@ANTIC.sub.org (Ulf Petersen) says:

>Hi!
>
>I have a very simple ;) question: how many ATARI 8bits have been sold
>worldwide? Does anybody know?
>
>Ulf

Ulf, you have just assigned yourself a project (there is a lesson in this,
never "volunteer" by asking a question <grin!>.

Contact Atari, or find production figures for various models
(400/800/XE/XL), then take it from there.

A conservative estimate is at LEAST 100,000. How many are still in use,
however, is a different matter.

What about it, if you don't get a reply, would you like to give it a shot??

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

6411. This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 04:59:24 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ahcbc$a8n@nermal.cs.uoguelph.ca>
Source record: 97223

Is it just me, or are most of the readers in this group very shy? In most other groups, I put up a posting and someone responds within hours. In this group, posts go unanswered for days ... sometimes no one responds. Even to questions that aren't difficult. Very strange.

>> Mark <<

6412. Re: Need info about FTE products!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 07:18:56 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <JC-XEJg.ftooned@delphi.com>
Source record: 97222

It's been a busy summer!!
The August/Sept issue of Current Notes announced a delay
with the MARS 8 release because 65816 Processor was being
added.
The "Sweet 16" board is the result of that extra development.
The "MIO II" also happened... (almost by mistake), and it's
been coffee and doughnuts (and Domino's Pizza) here at
FTe 20 hours a day since late August!!

The "Sweet 16" and "MIO II" will be shipping before Christmas,
and hopefully I will be able to take a short break and get
some REAL food over the holidays...

Any more questions will be cheerfully responded to. Mike

6413. Re: [--- Infocom Interpreters ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 10:31:29 UTC
From: winston@merk.com
Message-ID: <CzGL8I.nq@merk.com>
Source record: 97225

On Monday, November 7, 1994 at 08:44:47 PST (2:44pm GMT ?)
Rick_Michael_Cortese@cup.portal.com (Rick Cortese) wrote:

RC> What language are you working in? Loading sectors is almost trivial
RC> on an Atari since the routine is located in the OS ROM.

What language would you like me to work in? ATARI BASIC and
TURBO BASIC would be best, because I don't have to go digging through piles
of stuff, but ATARI ASM, ATARI LOGO, ATARI PILOT, FIG-FORTH (not FORTH-83),
ACE C, CC65, DRAPER PASCAL, would all be fine. I do not posess either
ACTION! or MAC/65, though.

I understand that it is just a CIO call of some sort. I tried a quick
program from CHADWICK'S "Mapping the ATARI", but it crashed my 800XL. As I
was doing something else at the time, I didn't pursue it further. I am
used to working in fullscreen HEX editors (such as PER and XEDIT on an IBM
370, and I think they call it "DISKASM"(?) on the ATARI 8-bit), but that
usually involves just twiddling bits in place. This is the first time that
I have to upload a DOS-less boot image onto another machine. I heard a rumor
that someone wrote a UNIX utility to uncompact atari DISKCOM archives into
a data image? I had thought about just going into the back issues of some
magazines and converting a disk HEX dumper program. UUENCODE would be
nice, except that I think that requires DOS. The Infocom interpreters,
ITF, ZIP and INFORM(?), require you to upload the database off of a game
disk. As I am at a bit of a loss as to the best way to accomplish this,
any advice which you could give would be most appreciated. Thank you.

6414. Atari XMM804 Printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 11:42:19 UTC
From: ralphd@netaxs.com
Message-ID: <3ai3ur$l7g@netaxs.com>
Source record: 97224

Does anyone know the settings for the 8 pins for this printer?
I am trying to disable the paper-out sensor so that I can better
use this printer for single sheets. I have the manual that came
with the printer but there is no reference re: the setting of the
pins that are inside the printer.
Thanks for any help,
Ralph

6415. I'm back!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 14:22:34 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <439AA5D6324@east-01.novell.leeds.ac.uk>
Source record: 97226

Hello world, after an absence of just over four months I'm back with
an e-mail account. My support for the Atari 8-bits has been continuing
and I have some new products for you. Read on for some brief details
and keep your eye on future digest mailings for the full details.

NEW NEW NEW NEW NEW NEW NEW NEW NEW NEW

GTRACKER A sample sound sequencer program for Replay/Parrot
compatible sound files. Digitise your own sounds and sequence them
into a song file. Twin disk pack with several demo files, a player
program and a printed manual.

Price: #6.50 ($15) including shipping.

SUPER PRINT-LAB XE A new graphics design and print program for
use on 128k (or more) machines. Features include the usual array of
art tools, extensive support utilities and printer support for Atari 1029,
Atari 1020 (in full colour) and Epson compatibles.

Price: #6.95 ($16) including shipping.

Other titles:

JAWBREAKER #4 ($8)
MOUSEKATTACK #4 ($8)
Buy both Jawbreaker & Mousekattack for only #6.95 ($14)

ARENA #5 ($10)
BUBBLE ZONE #5 ($10)

ADDRESS:-
RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH,
DONCASTER, DN5 8BW, ENGLAND

E-mail: chmrig@leeds.ac.uk

Watch this space for more products and more details.

6416. Re: HOW MANY HAVE BEEN SOLD???

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 15:53:31 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3aiilr$qko@nermal.cs.uoguelph.ca>
Source record: 97234

: A conservative estimate is at LEAST 100,000. How many are still in use,
: however, is a different matter.

I would argue that at least a million were sold. Compute! once reported
that Atari sold 2 million XEGS systems and that's just one model!

>> Mark <<

6417. Re: GEMulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 16:22:51 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411181528.AA01843@ilmen.lanl.gov>
Source record: 97228

In article 1oL@osuunx.ucc.okstate.edu, coonj@osuunx.ucc.okstate.edu (Jeff Coon) writes:
> Does anyone have the GEMulator for the PC?
>
> If so, two questions for you:
>
> 1) What's it like?
>
> 2) Is it worth it?

Well, methinks this question best belongs in the comp.sys.atari.st
newsgroup but since you asked...

The Gemulator works very well indeed as long as you remember that it is,
in fact, an _emulator_ and therefore will not do _everything_ as well as
the 'real' thing. But it's a very good effort, IMHO. Compatability is
quite good, ease of use is superb, and on a fast PC it's very usable.
It is NOT the best solution for games or MIDI software, but does a quite
respectable job on most everything else. Besides... it's a neat hack. :)

Is it worth it? Only you can answer that. Since used Atari ST hardware is
dirt cheap nowadays, it might not represent that much of a cost savings.
But it will certainly save you deskspace being 2 computers in one, essentially.

For more specific info, contact the author directly at darekm@microsoft.com.

-Hutch- @ Fair Dinkum Tech

>"The best way to accelerate a Macintosh is at -9.8m/s/s"

While I may disagree with this witticism, I must admit it's a cute one. :)

6418. Re: IRC Meetings on Sundays

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 16:31:15 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411181536.AA01853@ilmen.lanl.gov>
Source record: 97229

In article 4Mq@itex.jct.ac.il, bruck@brachot.jct.ac.il (Elad Bruck) writes:
>
>Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
>
>10 PRINT "HI THERE! WHAT'S YOUR NAME?"
>20 INPUT A$
>30 PRINT "FxxK YOU, "; A$
>40 GOTO 30

Oh, that's VERY good, Itay. You win the award for the most childish .signature.
And you show such promising programming talent, too. Kindly either grow up or
go away before your mommmy spanks you and takes away your net privileges, OK?

And since you are using Elad Bruck's account to post this vulgarity, I'm sure
he must really appreciate being associated with your banal wit, too.

-Hutch- @ Fair Dinkum Tech

6419. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 16:40:01 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411181545.AA01858@ilmen.lanl.gov>
Source record: 97230

In article a8n@nermal.cs.uoguelph.ca, mrathwel@uoguelph.ca (Mark Rathwell) writes:
>Is it just me, or are most of the readers in this group very shy? In most
>other groups, I put up a posting and someone responds within hours. In
>this group, posts go unanswered for days ... sometimes no one responds.
>Even to questions that aren't difficult. Very strange.

While it's unfortunate you don't always get answers to your questions, you
should realize that such responses are generally directly proportional to
the amount of traffic a newsgroup receives. Or perhaps your questions have
not been stated clearly or have been non-specific or too-general or... ?

Anyway, don't give up on the group as there is a lot of 8-bit knowledge and
experience encompassed here. I generally don't respond to such queries as I
no longer consider myself up-to-date on the 8-bits and there are many others
here much more qualified than I to give a better answer. As a last resort
you might try emailing a few individuals for help if the net fails you.

So come on Atarians... help each other out. Goodness knows no one else will. :)

-Hutch- @ Fair Dinkum Tech

6420. Re: GEMulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 17:01:47 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <127544@cup.portal.com>
Source record: 97231
Body handling: HTML body converted to readable text

One of my friends has one & he thinks it's the greatest thing since sliced bread. One of the things he's highest on is the ability to change screen rez without the computer doing a reboot. All rez's are available from a standard VGA card so no need for Monitor Masters etc. He also likes the speed improvement he got with a 486 .

6421. Re: Atari Lynx 16-bit color portable for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 18:47:12 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3aisrg$b5u@dux.dundee.ac.uk>
Source record: 97233

Sorry! No sale BUT.....

Daniel Woodard (SA073@getty.onu.edu) wrote:
: I guess you could say that it is like having a portable
: Genesis with a screen.

You could, but you'd be lying ;)
Actually, for a handheld, and considering when it came out, it's *very* good.

: It
: has a double set of controllers, and with a push of a button the screen
: flips upside down (or rightside up, depending on your point of view) and you
: can enjoy playing left handed with the 2nd set of buttons. This isn't all
: that important to those of use who are right-handed, but I just thought I'd
: let you know.

Well, I'm right handed, and I find it much easier to play upside down. I
always feel that most controllers (Lynx's included) have the pad and buttons
the wrong way round for right-handed people (although I've never heard anyone
else complain), but the Lynx is the only one that lets you "correct" this
if you want.

BTW, my brother has a Lynx, but it's faulty, it's like it thinks the joypad
is constantly moving in one direction (left I think), this is reversed when
you trun it upside down (like above).
It's been like that for years now, when it first
happened he got my Dad to look at it, but he couldn't see anything wrong.
Is is a short circuit somewhere- is this a common problem?

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6422. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 21:28:03 UTC
From: jlodoen@shell.portal.com
Message-ID: <3aj693$ga3@news1.shell>
Source record: 97235

ulf@ANTIC.sub.org (Ulf Petersen) writes:

>On 17.11.94, rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote ...

>>> And questions:
>>> 1) Does it really run M.U.L.E.? Really? Is it fast enough? How
>>> are the graphics?
>MULE boots up just fine until the intro screen. You can choose your
>character and stuff, but when it comes to load the 2nd part the programme
>returns to the intro screen. PC Xformer still has some disk handling
>problems. I reported that to Darek, but haven't heard anything from his
>side yet. BTW, the graphics of MULE look cool! If Darek took his time to
>remove that bug, all of us could play MULE on our PC!

I've tried MULE on it. You can get to Irata, but only at original speed.
Once you see the ship, go back to fast. And that isn't fast on my 486/33
with crappy DOS-mode VGA card (great Windows speed, though.)

I got through the Land Grant, outfitted a MULE, and installed it.
But you can't re-enter the town! Related to collision detection.

jlodoen@shell.portal.com

6423. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 23:25:00 UTC
From: jim.graham@cccbbs.cincinnati.oh.us
Message-ID: <89DF451.08310002B4.uuout@cccbbs.cincinnati.oh.us>
Source record: 97080

The release of 2.0 PCXformer was enough to get me to order 3.0. It alone proves it can be done right. Why not give its author some incentive and go ahead and order it? I don't believe in supporting bad software, but Branch Always has released some very good stuff. I'd like to see some positive postings around here for a change.
The fact is, that in this area (Atari software), some appreciation may be even more incentive than the financial gain. For a good programmer to continue supporting this platform, he has to have special dedication to the machine and the people using it. I purchased Xformer 3.0 and Gemulator as well as some earlier software and I have never regreted a purchase. Great Work Branch Always!
-Jim Graham

6424. Alchemist Returns To AC

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-18 23:43:17 UTC
From: b.poehland@genie.geis.com
Message-ID: <199411182343.AA054412179@relay2.geis.com>
Source record: 97236

For those of you who were glad to see the first publication of the New AC a few weeks ago but bemoaned its lack of substance, help is on the way. :)

The 8-Bit Alchemist has once again fired up his soldering iron to do battle with the Murphy Demons. Hopefully my old Alchemist column will once again become a regular feature of the New AC. A manuscript is now nearing completion & will get sent off to Jim Hood probably next week, with fresh subject matter now appearing in the pipeline for future material.

Should I say what the subject of this article will be?

Naaaahh, that would be telling.....

- Ben Poehland
The 8-Bit Alchemist

6425. Re: Xformer 2.5 is here!! - xf25_1.zip [0/3]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 00:01:23 UTC
From: darekm@microsoft.com
Message-ID: <CzHMqD.3K3@microsoft.com>
Source record: 97069

Yes, please download PC Xformer 2.5 from the UMICH site. The person who posted the whole uuencoded file as two separate ZIP files was being stupid and not doing what I had requested. The whole file XF25.ZIP comes in ONE PIECE and the file size of the ZIP file is 188,416 bytes. The CRC on the XF25.EXE file within the ZIP is 74DA99C1.

DO NOT DOWNLOAD PC XFORMER 2.5 FROM OTHER SOURCES IF THE FILE SIZE IS NOT 188,416 BYTES, IF THE ZIP FILE HAS BEEN BROKEN UP, OR IF THE CRC DOES NOT MATCH!!

I do not want people tampering with PC Xformer 2.5 as some people did with PC Xformer 2.0 and then posting the tampered version. If you are worried about the authenticity of the ZIP file, email me and I will try to email you the file directly, although this won't work with everyone's email accounts.

Also, when you decide that yeah, PC Xformer 2.5 is pretty nice, but you'd like to upgrade to 3.0 so as to get full Player Missile Graphics collision detection support, real joystick support (great for games!), real sound, modem, and printer support, both TOAD COMPUTERS and B & C COMPUTERVISIONS (see ads in Current Notes and ST Informer) now have shrink wrapped copies of PC Xformer 3.0 in stock and for sale for $29.95.

- Darek, the PC Xformer guy

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

6426. 400/800 Hardware Manual, Tech. Ref. Notes, and OS Source Listings FS:

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 00:48:41 UTC
From: paul@panix.com
Message-ID: <3aji19$c4t@panix2.panix.com>
Source record: 97238

Hi:

I have for sale the following:
Atari 400/800 Technical Reference Notes
Atari 400/800 Hardware Manual
Atari 400/800 Operating System Source Listing

These manuals are copyright ATARI 1982. It is 8.5" X 11" and aprox 500 pps.
Included are very detailed electronic schematics.

Pleae make _reasonable_ offers to paul@panix.com

6427. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 01:39:52 UTC
From: dwh@delphi.com
Message-ID: <hm41MNg.dwh@delphi.com>
Source record: 97239

Chad Wagner <cmwagner@gate.net> writes:

>Did anyone notice that PC Xformer 2.5 can't run SpartaDOS 3.2f? Anyone know
>why?

I noticed the same thing. I tried everything to get it to run. Even made a
new DISKCOM file without the batch file and it still refused to work.
Bummer!

6428. Re: Opinions on DOS XE?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 01:49:01 UTC
From: dwh@delphi.com
Message-ID: <pExXM-t.dwh@delphi.com>
Source record: 97240

Mark Rathwell <mrathwel@uoguelph.ca> writes:

>Any opinions on Atari's DOS XE? Just seeking some info to satisfy my
>XF551 curiosity.

In a word... DON'T! Use either MyDOS or SpartaDOS. Both support the DS/DD capabilities of the XF551 and are compatible with other DOSes in DD mode. DOS-XE is compatible with nothing but itself. Plus if you choose SpartaDOS version 3.2d or 3.2f you can patch the DOS to take advantage of the High Speed mode of the drive. It really flies! DD at SD speeds!

6429. Floppy Drives Available

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 02:08:10 UTC
From: b.poehland@genie.geis.com
Message-ID: <199411190207.AA142880863@relay2.geis.com>
Source record: 97237

I noticed a few recent inquiries from people asking about floppies
for the 8-bit. I have a few I'd like to sell if anyone is
interested.

U/S Doubler 1050 drives- mint in the box w/all accessories, $55.
(Original Atari chips are included; these must be replaced for
repair or alignment purposes.)

U/S Doubler 1050 drives- no box or manuals, $45.
Power supply, SIO cable & original chips included.

Stock 1050 drives- no box or manuals, $35.
Power supply & SIO cable included.

XF551 Drives- mint in the box w/all accessories, $70. (only 2 to sell)

Might have another 551 to sell if I can ever the darn thing fixed.

- Ben Poehland
The 8-Bit Alchemist
b.poehland@genie.geis.com

6430. Re: [--- Infocom Interpreters ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 02:41:40 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <127603@cup.portal.com>
Source record: 97241

```
If you're working with a single density disk, the DSKINV vector works
fine, I can't think of why the Mapping routines wouldn't work.
for D1: it should be as easy as:
10 DATA 104, 32, 83, 228,96
20 FOR N=1536 TO 1536+4
30 READ A:POKE N,A:N.N
40 POKE 769,1:REM DRIVE #1
50 POKE 770,82:REM R FOR READ
60 POKE 772,128:REM LOW BYTE OF BUFFER
70 POKE 773,6:REM HIGH BYTE OF BUFFER
80 POKE 778,1:REM LOW BYTE OF SECTOR
90 POKE 779,0:REM HIGH BYTE=>SECTOR 0
100 X=USR(1536)
After the USR() the contents of the sector will be in memory
from 1536+128 to 1536+255. You can also point the buffer to
the address of a string as long as you've already dimed & assigned
a value to the last character.
```

6431. Atari Archive

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 04:58:56 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9411192300.AA05238@emh.kunsan.af.mil>
Source record: 97243

Has anyone else had trouble accessing the umich archive lately? When I ftp to 141.211.32.2, as soon as I log on it says it can't change to some subdirectory and kicks me off.

And is the Intel Outside demo up there YET?

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

6432. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 05:06:44 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3ak154$pvs@terminator.rs.itd.umich.edu>
Source record: 97244
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 2043 Nov 13 03:00 ./8bit/Xf2/xf25.txt
-rw-r--r-- lenn 188942 Nov 13 03:00 ./8bit/Xf2/xf25.zip
-rw-r--r-- lenn 2046 Nov 13 03:01 ./8bit/Newfiles.txt
-rw-r--r-- lenn 162113 Nov 13 03:03 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

6433. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 05:58:42 UTC
From: cmwagner@gate.net
Message-ID: <3ak46i$2hnl@tequesta.gate.net>
Source record: 97245

dwh@delphi.com wrote:
: I noticed the same thing. I tried everything to get it to run. Even made a
: new DISKCOM file without the batch file and it still refused to work.

Well I thought it would have been tested with SpartaDOS, almost every XL/XE
user that I know uses SpartaDOS.

6434. Ice-T, the program, is at umich!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 06:11:01 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2ECCBC7C@POST0.LAAFB.AF.MIL>
Source record: 97246

Jim King was complaining that Ice-T was not at umich. It is. I requested it through the Internet RT on GEnie. (Itay had sent me the path.) I have uploaded Ice-T, the program, to GEnie. (icet1.arc) and to CompuServe (icet.arc). The reason it's icet1.arc on GEnie is because Jim King already used that file name in the GEnie library for some reason awhile back.

So, it there Jim. Just keep looking.

I think I may have a reviewer for both FlickerTerm and Ice-T for Current Notes. (Kent Johnson and Dave Paterson) It wasn't clear to me whether Kent Volunteered to do Ice-T or something else though, so if anyone is interested in getting their name in print, re: Ice-T, please send me a note.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

6435. Re: HOW MANY HAVE BEEN SOLD???

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 08:14:35 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <fseipel.1135620515B@news-stand.acs.ohio-state.edu>
Source record: 97193

In Article <5_-3GInXS7B@antic.sub.org>, ulf@ANTIC.sub.org (Ulf Petersen) wrote:
>Hi!
>
>I have a very simple ;) question: how many ATARI 8bits have been sold
>worldwide? Does anybody know?
>

From The American Banker, November 5, 1982:

"Mr. Cayne said 240,000 Atari 800 computers are sold a year, and Mr.
Curtis adds that Atari said 90% to 95% of the manufacturers' New York sales
are at Christmas time."

Based on this, I would say there were approximately 2 to 5 million sold. Of course, the sales figures undoubtedly changed with time, especially with the advent of the relatively inexpensive XL line. But the sales figure of 100,000, which another poster reported, is clearly incorrect, since this is less than the 1982 yearly sales.

I think industry statistics would be available on this kind of thing, but it would take some digging (and no, I'm sorry to report I'm not volunteering!)

Frank Seipel (614) 622-1653
fseipel@magnus.acs.ohio-state.edu X=USR(1536)
76116.1126@compuserve.com

6436. 1050 disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 15:04:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <938_9411191736@flight.org>
Source record: 97282

Sure would like to have that drive.
Hard to pick it up from MPLS.
Anyway I can pay to have it shipped
here?
--
| Internet: Terry.Streeter@flight.org
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

6437. Ice-T, the program, is at umich!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 15:05:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <939_9411191736@flight.org>
Source record: 97287

```
What is the phone # to Umich?
Would like to call.
--
| Internet: Terry.Streeter@flight.org
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource
```

6438. Need info about FTE products!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 15:09:00 UTC
From: Terry.Streeter@flight.org
Message-ID: <93a_9411191736@flight.org>
Source record: 97284

Do you fine folks at FTe going
to have a catalog that can be looked at?
that would really boost your sales.
--
| Internet: Terry.Streeter@flight.org
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

6439. NEW CATALOGUE / NEUER KATALOG

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 18:13:00 UTC
From: ulf@ANTIC.sub.org
Message-ID: <5aBfkgf1S7B@antic.sub.org>
Source record: 97250

```
--------------------------------------------------------------------
>>> AN ALLE DEUTSCHSPRACHIGEN ATARI-FREAKS <<<
--------------------------------------------------------------------

USER-MAG gibt hiermit die Veroeffentlichung ihres neuen ATARI XL/XE
Kataloges bekannt. Auf insgesamt 24 DINA4-Seiten wird unser gesamtes
Warenangebot fuer dieses System aufgefuehrt und vorgestellt. Insgesamt
sind es mehr als 400 (!) Artikel (Soft- und Hardware). Der Katalog und
dessen Aussendung sind KOSTENLOS! Wer einen Katalog haben moechte kann uns
entweder per E-mail seine Adresse mitteilen oder schreiben. Unsere
Anschrift lautet ...

USER-MAG
Ulf Petersen
Postfach 1103
24318 Luetjenburg
DEUTSCHLAND
Tel: 04381/7678 FAX: 04381/4739

e-mail: ulf@zodiac.de FIDO: Ulf Petersen@2:240/2018.22

Hier eine kurze Auflistung der aktuellen Neuheiten aus unserem Katalog ...
Hardware: MARS8, SWEET16, MAC/65, ACTION!, ATARI TOUCH TABLET etc.
Software: PC Xformer 3.0, MULE, THE BRUNDLES etc.

Seit mehr als fuenf Jahren betreuen wir bereits den ATARI XL/XE und werden
es auch weiter tun, wenn die ATARI-Gemeinschaft es wuenscht.

Zoegern Sie nicht und fordern Sie noch heute kostenlos und unverbindlich
unseren aktuellen Katalog an und unterstuetzen Sie die ATARI XL/XE-
Gemeinde.

Mit freundlichen Gruessen,

Ulf Petersen
Geschaeftsfuehrer

--------------------------------------------------------------------------
!WICHTIG!WICHTIG!WICHTIG!WICHTIG!WICHTIG!WICHTIG!WICHTIG!WICHTIG!WICHTIG!
--------------------------------------------------------------------------
END OF MESSAGE

## CrossPoint v3.02 ##
```

6440. Re: PC Xformer 3.0 (130XE emulator) now SHIPPING!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 18:52:50 UTC
From: darekm@microsoft.com
Message-ID: <CzJ346.FH6@microsoft.com>
Source record: 97293

In article <3advkr$eg4@usenet.INS.CWRU.Edu> dh395@cleveland.Freenet.Edu (Steven J Tucker) writes:
>
>Thats nice, but why dies everything except 'the sawn demo' refuse to run,

Steve, it is an absolutely false statement to post a message that only swan demo runs on PC Xformer. C'mon, you know better that to post something stupid like that. I think most people here on the net have had a chance to try PC Xformer and will tell you it runs a lot more than just the swan demo.

There are a large number of programs that you will only be able to run on PC Xformer 3.0, due to 2.0 and 2.5's lack of real player missile graphics support. I have explained that time and time again.
2.0 and 2.5 are versions similar in power to the Atari ST versions of ST Xformer 2.0 and ST Xformer 2.5, which also did not support player missile graphics. The free versions of PC Xformer are meant to get you interested in upgrading to the 3.0 product, which does implement all the features advertised. If you're the type of person that tries to mooch off free demos instead of ever paying for software, well, then you will have to live with the limitations. Or you can join the 200 or so people that have purchased PC Xformer 3.0 so far.

By the way, don't get me wrong. I'm more than willing to fix any legitimate bugs in 3.0. Just reprot them to me directly instead of posting bug reports buried deep in internet postings hoping that I'll trip across them. 2.5 fixed a number of bugs that people reported about 2.0. There won't be another free release, so all bug fixes will be made to 3.0 and as with Gemulator, registered users will be offered periodic free updates for bug fix releases and low cost upgrades for major releases.

- Darek

--
/--------------------------------------\
| Darek Mihocka. net: darekm@microsoft |
| Views expressed are always my own. |
\--------------------------------------/

6441. BETA TESTERS (PC Xformer!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-19 20:59:00 UTC
From: ulf@ANTIC.sub.org
Message-ID: <5aBhZgPmS7B@antic.sub.org>
Source record: 97252

Hi!

I know that the "official" beta testers of PC Xformer have also subscribed
to this newsgroup, so this seems to be the best method to get in touch
with them. I'd like to exchange bug reports, so if you are a beta tester
of PC Xformer, please send me a message!

Ulf

Ulf Petersen, GERMANY InterNet: ulf@zodiac.de
RULE 33: It never hurts to suck up to the boss! (DS9: Rules of Acquisition)

CrossPoint v3.02

6442. L

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 00:54:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <9cd_9411200142@flight.org>
Source record: 97116

```
send 8bit/Music/smon.txt
--
| Internet: Tim.Gearin@flight.org
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource
```

6443. I

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 01:00:00 UTC
From: Tim.Gearin@flight.org
Message-ID: <9ce_9411200142@flight.org>
Source record: 97117

```
To: atari@atari.archive.umich.edu
Send 8bit/0index/trakball.arc
--
| Internet: Tim.Gearin@flight.org
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource
```

6444. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 01:12:31 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3am7pv$19cm@hearst.cac.psu.edu>
Source record: 97181

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: Is it just me, or are most of the readers in this group very shy? In most
: other groups, I put up a posting and someone responds within hours. In
: this group, posts go unanswered for days ... sometimes no one responds.
: Even to questions that aren't difficult. Very strange.

: >> Mark <<

What have you posted that has gone un-answered?

--
Karll The Ghoull says: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cagsfaq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6445. Cheerio.bas?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 02:00:10 UTC
From: thegeezer@aol.com
Message-ID: <3amaja$r56@newsbf01.news.aol.com>
Source record: 97304

Does anybody out there recall a short 2 or three line program that played a short song song in atari basic with just a few peeks and pokes? I think it was in an Antic issue quite a few years ago. If anybody remembers this neat little program, please post it..
thanks

thegeezer@aol.com / kdezuzio@turbo.kean.edu
Newell 256k 800xl, 800XL, 600XL, 130XE, Happy 1050, 1050.....

6446. Atari 8-Bit Package Deal

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 02:42:27 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <3amd2j$132@nyx10.cs.du.edu>
Source record: 97159

Atari 8-Bit Stuff for sale:

HARDWARE:

Reset Button: Plugs into cartridge slot, $10.

SOFTWARE:

* Pilot Programming Language
w/"Turtle" graphics, (Educators'
package), $10.

* Sublogic FLIGHT SIMULATOR 2 plus JAPAN SCENERY Disk, $25.

* Timewise (Time management), $9.

* "Kingdom" (Instructions and
game, cassette), $3.

* "Biorhythms", (Instructions and
game, cassette), $3.

* "Super-Text" word processor
(disk), $4.

* "Atariwriter" (Cartridge), 2 avail., $20. each.
Excellent word processor for Atari

* "The Newsroom" (Compose and print newsletters) $10.

* "Movie Maker" (Animation Construction Set) $10.

* "Your Personal Net Worth", $10.

* "Softporn Adventure", $5.

** The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer

* Atari BASIC version "C" cartridge. Eliminates bugs in built-in version
"B".

BOOKS ($3.95 each plus shipping)

Atari Programming (with 35 Programs)

An Atari in the Classroom

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package offers that move a lot of items!

****SPECIAL BARGAIN OFFER****: The items above total more than $200. IF YOU TAKE EVERYTHING---$99. postpaid.

Please reply by e-mail.

6447. Re: FlickerTerm

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 04:36:12 UTC
From: robert.stout@akron-info.com
Message-ID: <9411200036.0AVUA06@akron-info.com>
Source record: 97261

I have tried ICET and found it to be a little more legible than Omnicom (maybe even a Lot!) Why would you want a term program to be recieving chars nonstop if you were unable to capture them anyway? IceT doesn't have screen capture, does it? ...and Omnicom sure has not much of one, I agree. I do really like IceT, tho.

6448. Re: GEnie changes

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 04:41:59 UTC
From: robert.stout@akron-info.com
Message-ID: <9411200041.0AZTN06@akron-info.com>
Source record: 97260

That reply from Genie sucks. Why can't the person answering answer the question instead of asking another. They could at least have said if ANY atari section was going to be discontinued instead of asking "which one do you want to know about" (!!!)

6449. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 05:02:49 UTC
From: robg@picasso.ICSI.Net
Message-ID: <3aml9p$a36@picasso.ICSI.Net>
Source record: 97256

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: Is it just me, or are most of the readers in this group very shy? In most
: other groups, I put up a posting and someone responds within hours. In
: this group, posts go unanswered for days ... sometimes no one responds.
: Even to questions that aren't difficult. Very strange.

: >> Mark <<

6450. New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 05:40:18 UTC
From: b.poehland@genie.geis.com
Message-ID: <199411200540.AA273550012@relay2.geis.com>
Source record: 97258

A little belated, but I'd like to add my thoughts on the proposed idea of new standards for 8-bit usage.

First, it's a great idea. I've wished so many times all old software could be upgraded for 256K machines-- which for me would be the most minimal standard. Also that print graphics could be made for 24-pin printers.

Second, there's not a snowball's chance in Hades it will ever happen. The community is too fragmented. The few active developers left don't have the resources to enforce the standards. Too much of our software base now comes from the user community itself-- & many of those people have only minimal systems. You can't develop a PD or shareware prog that makes use of XE memory or better on a 64K machine.

Although many users have souped-up hardware, I believe those people to be a minority. Probably most users who are sophisticated enough to read this newsgroup have advanced systems. (I'm logged on right now with an 800XL based system w/1-meg RAM, 44-meg removable hard drive, XEP-80, & four 1.44-meg floppies. I doubt there are 50 other users with comparably advanced systems.) Time & again I see posts here from folks who seem to feel the people who are on-line ARE the 8-bit user community. 'Tain't so!

Statistics show only about 20% of all computer users use their machines for telecommunications. My experience suggests that figure holds fairly true for the Atari 8-bit community as well. In other words, the great majority of users are not on-line, are relatively isolated, & have systems that are either minimal or only slightly upgraded. (I would hope that a 256K upgrade would be the most popular among users generally.)

It took a major effort among the Big Three of the IBM world to get standards for one relatively narrow item: memory management. Lotus, Intel & Microsoft all threw their weight into the LIMS standard for managing expanded memory in AT-class IBMs & compatibles. The small developers took their cue & folloed the standard as a matter of economic survival. But no such name-recognition exists in our community, nor are there any developers left who have a sufficient financual interest at stake to make it in their interest to adopt/adhere to standards. We just just don't have critical mass any more.

About the only standard I see existing are Atari's original guideleines for programmers (do's & don'ts regarding OS calls & stuff), plus the Atari DOSs. Even DOS 2.5 can't be a true standard, since dual density isn't recognized by many of the floppy drives still being used by a lot of people-- such as the old 810's. So the de-facto DOS standard (the DOS

you use as a common medium of exchange between users) is still basically DOS2.0s. Which is what, 12 years old? I really chafe at this (booting up AtariDOS on my system takes me back to the Stone Age), but there is nothing to be done about it. You just can't force eveyone out there to upgrade their systems to some minimal standard of RAM, printer, DOS, floppy drive, etc.

Even if you could find them all-- which you can't.

- Ben Poehland

6451. Re: Cheerio.bas?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 06:19:51 UTC
From: jlodoen@shell.portal.com
Message-ID: <3ampq7$2k4@news1.shell>
Source record: 97259

thegeezer@aol.com (The GEEZER) writes:

>Does anybody out there recall a short 2 or three line program that played
>a short song song in atari basic with just a few peeks and pokes? I think
>it was in an Antic issue quite a few years ago. If anybody remembers this
>neat little program, please post it..
>thanks

Okay, from Antic, V4#8, December 1985:

```
10 S=53760:POKE S,230:POKE S+1,175:POKE S+2,231:POKE S+3,175:POKE S+4,229:
POKE S+15,3
20 FOR X=0 TO 255.49 STEP 0.135:POKE S+8,X:NEXT X:GOTO 20
```

jlodoen@shell.portal.com

6452. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 06:44:38 UTC
From: krishna@max.tiac.net
Message-ID: <3amr8m$1o9@sundog.tiac.net>
Source record: 97262

My reply to this is that if there are a lot of 8-bitters who are fragmented and essentially on their own, there is no way to distribute new shareware to them, nor is there a way to let them know about Atari Classics, etc... So they are essentially to be ignored.

The 'New Standard' would therefore be relegated to the online/usergroup community.

6453. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 06:47:00 UTC
From: krishna@max.tiac.net
Message-ID: <3amrd4$1o9@sundog.tiac.net>
Source record: 97263

Here is analogy. The isolated 8-bit community is like the theorized dark matter in the universe. We know it is out there, but it is impossible to detect from our perspective.

Unless THEY find US, we can only treat them as though they do not exist.

There is no way we can, for instance, put a magazine on the racks for them to stumble over. If Antic or Analog were never on the mag racks I'd never have subscribed to them in the mid to late 80s.

If they don't get a modem and discover what support is left, like I did a few years ago, they will remain on their own, and odds are they won't remain with the Atari long anyway.

6454. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 08:37:38 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3an1si$s2n@hearst.cac.psu.edu>
Source record: 97266

b.poehland@genie.geis.com wrote:
:
: First, it's a great idea. I've wished so many times all old software
: could be upgraded for 256K machines-- which for me would be the most
: minimal standard. Also that print graphics could be made for 24-pin
: printers.

Please elaborate on the 24pin printer drivers.... Are you referring
to upgrading existing graphics programs or writing a new program
from scratch... what would you like to see?

(Well, other than a nice chemistry software pack... =)

Now, do I have any 24pin printers laying around...hmmm

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6455. Re: PC Xformer 3.0 (130XE emulator) now SHIPPING!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 08:42:10 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3an252$s2n@hearst.cac.psu.edu>
Source record: 97267

Darek Mihocka (darekm@microsoft.com) wrote:

: By the way, don't get me wrong. I'm more than willing to fix any
: legitimate bugs in 3.0. Just reprot them to me directly instead of
: posting bug reports buried deep in internet postings hoping that
: I'll trip across them. 2.5 fixed a number of bugs that people reported
: about 2.0. There won't be another free release, so all bug fixes will
: be made to 3.0 and as with Gemulator, registered users will be offered
: periodic free updates for bug fix releases and low cost upgrades for
: major releases.

Well, A few things I would like to see worked on...

1) paddle support
2) direct loading of software from an atatched atari drive..
3) direct printing to atari printers..
4) direct printer to a pc printer that "looks" like an atari printer
and 5, and this one really bugs me...
better keyboard/joystick support.... as it is now... its hard to
fire and move around at the same time using xf2.5. Apparently...either
my hardware/keyboard/or xf doesnt like having multiple keys pressed. =)

if any of these are in 3.0 or future upgrades..let me know... I know what
I want for xmas then. =)

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6456. WTB: "The Atari Word Processor"

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 08:48:13 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3an2gd$s2n@hearst.cac.psu.edu>
Source record: 97268

How good is this thing? I am sure AW/AW+/AW80 are better...but
for historical sake and collectors... anybody got a complete set?

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6457. WTB: Atari Light Pen

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 08:49:08 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3an2i4$s2n@hearst.cac.psu.edu>
Source record: 97269

It seems to me that there were 2 versions of the light pen (yes/no?)
...and if anybody happens to know where to get a NEW ONE or a cheap used
one..please let me know... (I have some..um... neato concepts for
programming with it..)

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6458. 2600 Adventure kind-of ported to Atari 8-bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 09:20:32 UTC
From: aramos@cis.ohio-state.edu
Message-ID: <3an4d0INN2eg@boa.cis.ohio-state.edu>
Source record: 97270
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic,alt.atari.2600

2600 Adventure for the Atari 8-bit computer, by Tony Ramos

With interest in Atari emulators now growing, and the progress made on emulating the Atari 2600 (Activision's upcoming product) and the 8-bit computer (Darek Mihocka's XFormer 3.0 for IBM compatibles), many people are hoping to see at long last an Atari 2600 emulator for the IBM PC.

Although hardly a solution, I feel it is time to present some work I did a long while ago: An Atari 8-bit version of 2600 Adventure.

Don't get too excited: there's no sound, lots of things are broken or just plain unfinished, and on a good day it's maybe 1/3 the speed of the real thing. However, I did manage to get the graphics and movement dynamics pixel- and frame- perfect, and even made room and data editors for constructing new worlds.

First, some background info: I'll try to keep this short.

I had my first encounter with the Atari VCS when I was perhaps 12 or 13 years old, and my mother visited a friend of hers whose children had one. One of the games they had was Adventure, which made such an impression on me I became fascinated with the possibilities of creating environments using computers.

14 years later, in 1986, I had just finished Parrot, a digital sound sampler for the Atari 8-bit, and was beginning the first year of my computer science degree. As a programming challenge, and in tribute to Warren Robinett's amazing work, I attempted to re-create 2600 Adventure on my Atari 8-bit computer. I videotaped several game sessions, digitized and slowed down the sound effects, and made many charts and graphs. Unfortuately my programming expertise was limited to Atari BASIC and simple assembly language routines.

And so, presenting the unfinished results of that effort. The executable, ADVNTRE1.COM, is Atari BASIC with M/L subroutines, compiled using A Basic Compiler. It loads the data file ORIGINAL.ADV, which contains all the room, object, and linking data for the kingdom. Also included are ROOMMAKE.BAS, a room editor; TABLMAKE.BAS, a room link editor; and DATMAKE.BAS which builds the final data file.

I have uploaded an archive containing these and several other files to atari.archive.umich.edu as ADVNTRE.ARC; the complete version of this post is included as documentation.

Have fun picking this apart...don't be too hard on me, I program much better now...honest.

-Tony R.

Tony Ramos : inter\active
286 E.13th Ave : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43201 : *** computer-mediated environments ***
(614)299-9529 : *** interface ** image synthesis ***

--
Tony Ramos : inter\active
286 E.13th Ave : ramos.15@osu.edu, tony_ramos@fitch.com
Columbus, OH 43201 : *** computer-mediated environments ***
(614)299-9529 : *** interface ** image synthesis ***

6459. Re: PC Xformer 2.5 is up at UMICH's FTP site!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 10:07:15 UTC
From: briang@bgserv.demon.co.uk
Message-ID: <785326035snz@bgserv.demon.co.uk>
Source record: 97271
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

I cannot help but feel that V2.5 should be diftched in favour of
a time limited, or reduced function V3. I have had quite a lot
of experience of selling the Spectrum emul, and you have to
balance those that bemoan crippleware, and those who never
believe a featire until they see it. I think XF2.5 errs on the
cripple side, and does not show the good bits, if they exist.

Brian

--
briang@bgserv.demon.co.uk - Email for Speccy membranes
Brian Gaff is B G Services - UK support for 'Z80'
The Spectrum Emulator

6460. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 11:25:43 UTC
From: cmwagner@gate.net
Message-ID: <3anbnn$18hv@tequesta.gate.net>
Source record: 97272

JIM GRAHAM (jim.graham@cccbbs.cincinnati.oh.us) wrote:
: The release of 2.0 PCXformer was enough to get me to order 3.0. It
: alone proves it can be done right. Why not give its author some
: incentive and go ahead and order it? I don't believe in supporting bad
: software, but Branch Always has released some very good stuff. I'd like
: to see some positive postings around here for a change.

Because emulating the 800 is one thing, and emulating an 800XL or an 130XE is a little bit harder. 2.5 can't even run one of the most popular DOSs available, SpartaDOS. 2.0 is a fine piece of work, and the emulation seems flawless, 99% of the software probably runs fine on 2.0, but 2.5 with the 800XL emulation it seems apparent that it can't run as much software as reliable.

: The fact is, that in this area (Atari software), some appreciation
: may be even more incentive than the financial gain. For a good
: programmer to continue supporting this platform, he has to have special
: dedication to the machine and the people using it. I purchased Xformer

This is probably true, I guess you would consider (this is not BA, it would be another company, and another emulator) $69.95 US a dedicated person also?

But I think that he (Darek) isn't really interested in the money, but feels he deserves some compensation, and I feel he is right.

: 3.0 and Gemulator as well as some earlier software and I have never
: regreted a purchase. Great Work Branch Always!

I heard Gemulator wasn't that great, but I have never tried it. What I can say is that I have used PC Xformer 2.0, and it is an excellent emulator, one of the better ones, a commercial grade emulator. But what I have seen of 2.5 is that it can't run my favorite DOS.

6461. Problems with DiskCommunicator

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 13:49:17 UTC
From: nthewarapp@ea.com
Message-ID: <nthewarapp-2011941349170001@nthewarapperuma.ea.com>
Source record: 97296

I'm having problems making disks using DiskCommunicator, I hope someone can give me some help!

I just got my Atari system going again after buying a 720k 3.5" disk drive at AMS allowing me to transfer files found on the Internet to my Atari.

My Internet Connection is via a Macintosh, so I FTP files from umich, put them on a 720k IBM PC disk, take them home, stick them in my Micro Discount 720k floppy and transfer them with Robert Puff's IBMREAD program to Atari disks. .ARC files transfer and de-ARC OK, but I'm having problems with .DCMs.

I'm running DiskCommunicator 3.2 (12/87), with verify on, I have formatting set to on, the program seems to read the files OK, formats the disks in my 1050 OK, and seems to write the sectors OK too, but the only .DCM I've managed to turn into a bootable disk OK is INTELB.DCM. All the other disks have just loaded 3 or so boot sectors in on bootup and then zilch.

.DCMs tried without success
---
big1.dcm
big2.dcm
halle93a.dcm
rayofhop.dcm
sweeta.dcm
fted32f.dcm
intela.dcm

.DCM tried with success
---
intelb.dcm

My System

Atari 800XL (PAL)
Atari 130XE (PAL) - tried both 800XL and 130XE, same results
Atari 1050 drive with Hyper Drive DD and Warp-Speed enhancement
(I've turned the Hyper Drive off, it doesn't seem to make any difference)
Micro-Discount 720k Disk Drive Interface and Chinon 720k 3.5" drive
(I've removed the interface from the SIO chain, it doesn't seem to make any difference)

DOS versions tried without success

MYDOS 4.50

SpartaDOS 3.2c

I hope someone can give me a tip, here...this is driving me nuts!

Thanks all!

Neil.

P.S. If you could email me any info as well as/instead of posting, as news takes about 5 days to get to our site.

Thanks again.

--
/--\
Neil Thewarapperuma at Electronic Arts Europe mailto:nthewarapp@ea.com
E A S P O R T S IF IT'S IN THE GAME, IT'S IN THE GAME.
Opinions expressed above don't necessarily represent those of my employer
\--/

6462. Still some British mags available

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 16:33:46 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <199411201634.LAA12363@nextsun.INS.CWRU.Edu>
Source record: 97275

We still have some British mags in stock for just $1 each. These are the mags

we currently have in stock.

Page 6/New Atari User:

30,31,32,33,36,37*,38,39*,40***,

41***,42**,43***,44**,45*,46***,47***,48***,49**,50**,51**,52,

53*,54**,55*,56**,57**,58***,59*,60,61*,62*,63*,64**

A * indicates we have 2 copies of the issue in stock.

A ** indicates we have 3 copies of the issue in stock.

A *** indicates we have 4 copies of the issue in stock.

They are just $1 per issue. Surface mail shipping is about $15 per 10 mags.

E-Mail to reserve the issues you want. I will then confirm the reserve, and

then you can send your CASH in US$ to us at:

DGS

62 THOMSON AVE

BALBY

DONCASTER

DN4 0NU

ENGLAND

Phone: +44-302-855-026

E-Mail: dx107@cleveland.freenet.edu

--
Dean Garraghty Software (D.G.S.) - dx107@cleveland.freenet.edu
D.G.S., 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND.
Phone (in UK): (0302) 855026 / International: +44-302-855-026
D.G.S -- Supporting the Atari 8-bit!!

6463. Re: - xf25_2.zip [1/4]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 18:06:06 UTC
From: guenther@cabal.sh.sub.de
Message-ID: <EKUQEHWM1UP@cabal.sh.sub.de>
Source record: 97084

In <3abquk$abc@xmission.xmission.com> El Catalan wrote :

Whatever this asshole said, it contained much too much binaries to stand.

FLAME ON

Mr. El Cucaracha, would you please notice that this is indeed
comp.sys.atari.8bit?

IT IS NOT, REPEATED NOT, COMP.BINARIES.IBM.PC OR C.B.I.P.WANTED!!!!!!!!!!

YOUR STUPID DOUBLE POSTING OF A CLONE BINARY INTO AN ATARI GROUP HAD COST
THE NET THOUSANDS OF DOLLARS!!!!!!!!!!

FLAME OFF

Ah, that's much better!

Never, never do _this_ again!

Thorsten

6464. PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 18:27:17 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ao4e5$hpf@hearst.cac.psu.edu>
Source record: 97276

Since SIO2PC works so well... how hard would it be to do a
PC21050? No more need for all those double density drives! And
since Atari drives have their own CPU so to speak, having a PC
tell the Atari drive what to do with itself should be easy.

So, has this been done or am I being drafted? =)

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6465. Re: PC Xformer 2.5 TOO SLOW!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 18:41:42 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <127669@cup.portal.com>
Source record: 97302

$.02, I've done a lot of disassembly of commercial software & a fairly common trick is to write values from $C000 to $FFFF. I've seen this done for both disk based & cartridged based software. I'm not sure which programs people are talking about not working, but it would be more useful if you named specific titles that didn't work. I believe Ultima IV is an example where they used both bad sector disk protection & the write to ROM protection.
Rick

6466. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 19:01:42 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <127670@cup.portal.com>
Source record: 97303

Well, some things will be done just because they are obvious. For instance memory banking: There are no more pins left on port B so what has to happen is a new latch on the BUSS. The only thing that needs to be done is say where. I'm betting on $D380. If you add 8 bits of latch there you only have to cut/jump one pin on the mother board & you should be compatable with everything from an internal mod of a 400 to something hung on the PBI. I hacked my xl to have a 6520 there <No, I didn't use it for banked ram, too lazy> & hung a printer on it. If someone really wanted to go retro you could even add 4 joysticks, but I don't see that happening. If I would've been given the choice of the current memory hacking scheme or just adding a latch & leaving the exist built in BASIC etcetera alone I would have taken the latch.

6467. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 20:03:58 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3aoa3e$c64@ns.mcs.kent.edu>
Source record: 97155

On 20 Nov 1994 18:27:17 GMT, Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Since SIO2PC works so well... how hard would it be to do a
: PC21050? No more need for all those double density drives! And
: since Atari drives have their own CPU so to speak, having a PC
: tell the Atari drive what to do with itself should be easy.

Not hard at all. :) I do believe this has already been done for the PC.
I think it was done using a typical device handler to the drive which
was connected via the parrallel port on the PC. The catch is: It has
been done for LINUX. Shouldnt be too hard to get the source code and
port it to a straight MeSsy Dos program, maybe a TSR even.

--BRiT
clisowsk@mcs.kent.edu (BRiTiSH)
aa853@cleveland.freenet.edu (Craig Lisowski)
http://nimitz.mcs.kent.edu/~clisowsk/index.html

6468. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 21:24:21 UTC
From: krishna@max.tiac.net
Message-ID: <3aoeq5$4d8@sundog.tiac.net>
Source record: 97109

Rick_Michael_Cortese@cup.portal.com wrote:
: Well, some things will be done just because they are obvious. For instance
: memory banking: There are no more pins left on port B so what has to
: happen is a new latch on the BUSS. The only thing that needs to be done
: is say where. I'm betting on $D380. If you add 8 bits of latch there you

Is this the PIA2 technique? It has been discussed. We should all
remember that MARS8 uses some new banking technique that is supposed to
be progressive. But as of yet, FTE has not explained just how it operates.

6469. Re: WTB: "The Atari Word Processor"

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 22:22:26 UTC
From: jlodoen@shell.portal.com
Message-ID: <3aoi72$6nm@news1.shell>
Source record: 97110

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

> How good is this thing? I am sure AW/AW+/AW80 are better...but
>for historical sake and collectors... anybody got a complete set?

From what I read in magazine reviews that was one NASTY word
processor. Braindead printing, you had to press RETURN for
each page while it was printing!

Every other program trounced it. I can't find the review in the
ANALOG index. Must've been Antic, not long before AtariWriter
came out. AW (and + and 80) were done by William Robinson and
Mark Riley at Datasoft.

jlodoen@shell.portal.com

6470. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 22:28:43 UTC
From: jlodoen@shell.portal.com
Message-ID: <3aoiir$70v@news1.shell>
Source record: 97112

clisowsk@condor.mcs.kent.edu (BRiTiSH) writes:

>On 20 Nov 1994 18:27:17 GMT, Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
>: Since SIO2PC works so well... how hard would it be to do a
>: PC21050? No more need for all those double density drives! And
>: since Atari drives have their own CPU so to speak, having a PC
>: tell the Atari drive what to do with itself should be easy.

>Not hard at all. :) I do believe this has already been done for the PC.
>I think it was done using a typical device handler to the drive which
>was connected via the parrallel port on the PC. The catch is: It has
>been done for LINUX. Shouldnt be too hard to get the source code and
>port it to a straight MeSsy Dos program, maybe a TSR even.

There is a prblem, it would require a slightly different
interface. The 'command' line with SIO2PC can only be
controlled by the Atari. It would need different wiring
so the PC can control a disk drive.

The ST X-Former cable is the type you want. Darek said it is
possible to modify SIO2PC for this purpose, maybe use a switch
so you can go back to normal?

jlodoen@shell.portal.com

6471. Re: Cheerio.bas?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 22:36:25 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3aoj19$mqg@nic-nac.CSU.net>
Source record: 97113

Ahh! Good old address 53768! I used it for "music" like that ones too. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!

6472. PC Xformer 3.0 Documents

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 23:09:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3aokud$o7s@nic-nac.CSU.net>
Source record: 97277

In Vol.14 No.7 (Oct/Nov 1994) issue of _Current_Notes_ magazine, Atari 8-bit Editor and Columnist Rick Reaser mentioned that I wrote the documents to PC Xformer 3.0 for Branch Always Software.

This is true, but some facts have changed since that article was published. Due to the costs of printing, the documents to PC Xformer had to be scaled down a bit, but the scaling was 90% reformatting and font-shrinking.

_CN_ listed it as having 13 appendicies and a 16-page glossary... :) well, that was shrunk to 12 appendicies (which includes the glossary as appendix 12) and the glossary is about 13 pages long (6-point font) and includes over 450 entries!

It includes 7 major sections, one containing eight subsections, and subjects range from general things like requirements and setup, to details like Atari and MyDOS menu commands, the many ways of transferring files between Ataris and IBMs, the ENTIRE Atari ATASCII character set (including ture 8 x 8 graphical images (I've seen many books try to reproduce the Atari character set, and I figured >I'D< do the whole thing (rather than skip the textual ones and only draw the graphical ones) .. perhaps it was too much?! :)), error codes (for BASIC, TBXL, MyDOS, Atari DOS AND spartaDOS .. all in one list!), file I/O, editor controls, colors, graphics, and sounds, and even how to contact other Atari 8-bit users!

Of course, most people will use this info. only as reference material, but think of the non-Atari-guru folks who will find use in this stuff and perhaps end up hardcore Atari users, even though they don't HAVE an Atari anymore (or ever)!?

Oh god.. now I'm bragging.. sorry :) I didn't mean to, again my whole point for this was to correct the _CN_ article with updated information :)

anyways! I highly recommend PC Xformer 3.0 to all those out there who either can't bring their 8-bit everywhere or who just don't HAVE an 8bit anymore!

NOW.. I'm POSITIVE that 3.0 MUST have bugs in it. The XL/XE OS inclusion is a pretty NEW feature! It's BOUND to have bugs, but who CARES!? Wait for the free upgrades (be sure your REGISTER though!!!!!!!!).. it's not like Darek wrote this program, release it, and is going to vanish or something!

happy 8bitting! (either on your 8bit or on your 32bit! :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!

6473. Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 23:27:37 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xEy3EN5.ransom22@delphi.com>
Source record: 97118

Computers, Progress and Necessity

I've been doing a lot of thinking recently about computers. More specifically, I've been thinking about what computers are *for*. Why do we have computers at home? What is it that has prompted us to invest thousands of dollars in these boxes of silicon?

Before I lose you completely, I want to say that I've had a fairly lengthy history of computer use. My first computer was an Atari 400, which I received as a present in 1982, at the age of 13. Through the years, I've gone through a 1200XL, an Apple //c, and several models of MS-DOS boxes. The point is, every time I purchased a new computer, I spent more money than the previous time.

A few years ago, I returned to my first "hacker" machine, the Atari 8-bit. I've kept the MS-DOS boxes around for certain tasks (more on this later).

Since I spend most of my computing time (outside of work) on the Atari 8-bit these days, it has made me wonder whether anything else is necessary, and if so, for what application(s)?

Generally speaking, there are three broad categories that computer usage can be divided into: programming (a dying art), using applications, and gaming. What follows are my experiences with these tasks.

I thoroughly enjoy programming the Atari 8-bit. I have books that tell me what every single byte in the computer's memory is for. With effort, I can coerce the machine into doing some really great things. Additionally, I'm thoroughly comfortable with it as a programming environment.

The applications I use include word processing, spreadsheets, data bases, and telecommunications. My Atari can do all of these things very well. I am completely at home in AtariWriter Plus, SynCalc, SynFile+, and BOBTerm. Each of these products fits my needs completely.

The final category I mentioned is games. I don't think much needs to be said here, beyond asserting that the Atari 8-bit is the ultimate gaming machine.

Total cost of my 8-bit system, including the software to do these things, is less than $200 at garage sales, flea markets and here in the USENet.

Now that I've shown you all how well this low-cost machine fits my needs, perhaps you begin to see what I mean by the questions I posed in the first paragraph. Why do I have an

MS-DOS box?
Well, one of my MS-DOS machines is used by others; it is a BBS machine. I find that environment to be the most conducive to good BBS activity.
Another of my MS-DOS machines is reserved for producing high resolution color printouts, as well as professional quality desktop-published written material. Many of the color printouts are the result of scanning in images, retouching them, then printing them out.
Now, the above-described are examples of activities that the 8-bit is not suited for. However, how many people really have a need to do that stuff? Is it worth $1500-$3000 to put a system together for that? No, not to most people. (By the way, my BBS machine is a 286 with a monochrome monitor. Not exactly state-of-the-art, not expensive, and it runs my highly-regarded BBS perfectly.)
The truth is, most people would be able to get their work done with an unmodified Atari 130XE, a good-quality color monitor, an 850 interface, a couple of disk drives, and any of the currently produced high-quality/low-cost printers and modems. But, would they be happy?
No, they would not. Not unless they could rise above the advertising which convinces us we "just gotta" have the latest equipment, which performs at levels faster than the supercomputers of a decade ago. Oh, yes, we must have all that power, so that we can be more productive! (And, of course, play Doom.)
The above paragraphs are an attempt to answer my first question, which was "why do we have computers at home?". Most people own computers so that they can play games, word process, telecommunicate, analyze spreadsheets, and/or create databases (probably in that order of popularity). A few people do the heavy-duty, high-end tasks such as scanning and manipulating images, producing professional-quality desktop publishing work, designing with the aid of a computer, etc.
The second question, "What is it that prompted us to invest thousands of dollars in these boxes of silicon?", is easier to answer: Techno-lust. Yes, techno-lust, induced by the myriad of images screaming out from our televisions and radios and leaping from magazine and newspaper ads. Advertising has created a market where none should exist. Ninety-nine percent of the computer-owning population has a computer on their desk that is too powerful for their needs, by a factor of at least 10.
Yes, I know, once a year you use your Mac Quadra 850 to produce a holiday newsletter of family happenings which you send to your friends and relatives. Looks great, doesn't it? And aren't your the recipients all impressed with it? (Ha! They probably toss the irritating thing with the junk mail!) But is your computer's true power used often enough to

justify the power and the price?
No, we don't need these over-powered behemoths. That once-a-year newsletter could be produced at the local Quickie Print. It could even be produced on your Atari 8-bit. It might not have all those nifty clip art images, nor the fancy formatting and fancier fonts, but it would still get the job done.
My conclusion in these musings is that we've all gone along with the marketing departments in their quests to make their bosses richer (and, more importantly, keep their jobs). We've emptied our wallets into IBM and Apple Computer for no good reason.
So, next time you flick that switch on your Pentium processor-based, SVGA local-bus video, 17" monitor, 16-megabyte RAM, 540 MB hard disk, CD-ROM-using machine so that you can play the latest videogame, remember that you're paying homage to the great gods of marketing (and your local computer outlet).

6474. Re: XEP-80 Problem

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-20 23:46:54 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <CzLBE7.6Av@itex.jct.ac.il>
Source record: 97281

Michael Current (aa700@cleveland.Freenet.Edu) wrote:

: In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

: >
: >I think that 80 collumn refers to a different horizontal scan rate which
: >standard composite color monitors do not reach.

: The first thing I attached my XEP80 to was my Magnavox 40 column color
: composite monitor (no separate chroma/luma). You have to set the display
: dimensions smaller since the XEP80 generates a "larger" picture, but this
: particular monitor could handle it. Of course, the characters were so
: fuzzy that they were barely readable, and soon after I bought my 80 column
: mono monitor (another Magnovox).
: --
: Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
: Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

One cool thing on my monitor (some Zenith) is a 40/80 column switch on the back. On 40, a Gr.0 screen fills the entire screen horizontally, and in 40, it's a square (as opposed to a rectangle) in the middle of the screen. For some reason though, I use the 80 setting for use in 40 columns because the chars look smaller and sharper, but when I'm in virtual 80 columns (Ice-T) I switch to 40, so the Gr.8 fills the entire screen, and the letters are nice, sharp and readable. (40-column in this mode looks wide and ugly!)

just my quarter-nybble (or whatever)

--

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

6475. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 00:19:22 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <fseipel.1135764802A@news-stand.acs.ohio-state.edu>
Source record: 97120

You brought up some very good points in your post; I would argue that computers spend most of their available cycles waiting for you to press a key. You don't need a high-speed CPU to do word processing or basic spreadsheet work. The same goes for hard drive storage and RAM; it doesn't take 16MB of RAM and 300MB of hard disk drive space to write business letters or do telecommunications work.

However, I would argue that 80 columns is a must for efficient word processing (an 8-bit Atari can, of course, display 80 columns with an XEP80, Omniview, BIT-3, or Austin-80 board).

While programs such as AtariWriter do not offer the functionality of Microsoft Word v6.0, most people who use word processing programs do not utilize 90% of Word's advanced features. What percent of Word users utilize such features as annotations, footnotes, tables, drop caps, graphs, multiple columns, the equation editor, the glossary, or mail merge?

Personally, for word processing and communications, I prefer an older computer with a huge monochrome screen (I presently use a 1989 vintage Mac IIx with a 20" Apple monochrome display).

Frank Seipel (614) 622-1653
fseipel@magnus.acs.ohio-state.edu X=USR(1536)
76116.1126@compuserve.com

6476. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 00:56:15 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3aor7f$pja@hearst.cac.psu.edu>
Source record: 97278

BRiTiSH (clisowsk@condor.mcs.kent.edu) wrote:
: On 20 Nov 1994 18:27:17 GMT, Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: : Since SIO2PC works so well... how hard would it be to do a
: : PC21050? No more need for all those double density drives! And
: : since Atari drives have their own CPU so to speak, having a PC
: : tell the Atari drive what to do with itself should be easy.

: Not hard at all. :) I do believe this has already been done for the PC.
: I think it was done using a typical device handler to the drive which
: was connected via the parrallel port on the PC. The catch is: It has
: been done for LINUX. Shouldnt be too hard to get the source code and

There are linux sources for hooking a 1050 to a pc? Um..PLEASE
send me them... I have a nice BSDI box sitting here...

: port it to a straight MeSsy Dos program, maybe a TSR even.

also..why the parrallel port? Is there a baud rate conflict by using
the serial ports?

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6477. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 03:21:20 UTC
From: lginzb@ccat.sas.upenn.edu
Message-ID: <3ap3ng$fdd@netnews.upenn.edu>
Source record: 97279

In article <fseipel.1135764802A@news-stand.acs.ohio-state.edu>
fseipel@magnus.acs.ohio-state.edu (Frank Seipel) writes:
> While programs such as AtariWriter do not offer the functionality of
>Microsoft Word v6.0, most people who use word processing programs do not
>utilize 90% of Word's advanced features. What percent of Word users
>utilize such features as annotations, footnotes, tables, drop caps, graphs,
>multiple columns, the equation editor, the glossary, or mail merge?
>

Actually, I remember an article on PaperClip in Antic sometime around
1986-7 where they compared the features of PaperClip quite favorably
against the current version of WordStar then in vogue in the MSDOS
world. :) And both PaperClip and (if I remember) First XLENT
could do annotations, footnotes and mail merge. Not to mention included
graphics. (Though not WYSIWYG graphics) :)

I did my first two years of college using an 800XL and a Panasonic
KXP1091 (This was 1988-89). When the keyboard on the 800XL began to die,
I bought a 130XE real cheap and kept on working. These were (and are)
quite usable machines. (I also have a Remington portable manual
typewriter, ca. 1920, which is still perfectly usable-- old doesn't mean
bad at all).

Since college, I've worked as a temp secretary at times, using lots and
lots of different machines and word processors. (At last count, I was
comfortable at something around 22 different programs/machines) I have
yet to come across *anybody* who could justify wasting the 40-60 megs
necessary for a full installation of today's "modern" word processors.
Yeah, I own and use MacWordPerfect. But as a page layout program (which
is what a lot of the bulk of the thing is) it's barely usable for serious
work. Word for Windows can do some pretty powerful stuff-- stuff that
99% of users won't and don't need to learn.

If my memory serves me, PaperClip was 212 sectors on a single-density disk.
About 26k. And it did the job quite well. I'm not sure if I could have
written my senior thesis (82 pages, tons of footnotes) on it without
problems, but it served me quite well for years.

btw, on a related note, does anyone have either a list of ATASCII codes
for formatting in PaperClip, or a translator that'll get it into
Word/WordPerfect/RTF format? It'd be nice to be able to access my old
writings, formatting intact, without having to bounce across the house to
boot up the Atari.

--
Lionel Artom Ginzburg lginzb@ccat.sas.upenn.edu

6478. A Call to Arms

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 03:23:32 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5Q+Wcx8.ransom22@delphi.com>
Source record: 97280

The computers of today provide no real increased value
to the average consumer over the computers of a decade ago.
Rather, today's computers provide nothing more than marketing
fodder, otherwise known as bells and whistles

Computers such as the Atari 8-bit line, the Apple][']s
and the Commodore 64/128 provide all the computing power
necessary for a vast majority of home users. Such tasks as
word processing, spreadsheet calculation, database searching
and telecommunications are non-intensive tasks which can be
quickly performed by even the earliest 8-bit computers having
a minimal amount of memory. These tasks account for 99% of
all non-game computer use.

In the case of game programs, more powerful machines
produce higher-resolution graphics, so there is a feeling
that the equipment is necessary. However, the same effects
can be achieved by both a $2500.00 computer and a $250.00
dedicated game machine. Clearly, high-quality games are not
a good reason to spend thousands of dollars on computers.

The remaining computer use legitimately requires
powerful computers. Such tasks as graphics processing using
sophisticated paint programs such as Corel, and engineering
programs such as AutoCAD are prime examples of this.
However, home usage of such programs is very small, and does
not account for the widespread usage of powerful computers.

In fact, a disproportionate amount of processing power
today is drawn off by the operating system. This is true of
Windows, OS/2 and Macintosh. The argument is that the
computer is supposed to do work for the users, rather than
the other way around. Thus, rather than typing a file name,
the user simply clicks on an icon.

However well-founded that argument may be, all users of
these operating systems know that, in practice, the ease-of-
use issue is never as simple as the marketing folks tell us
it is. Rather, people end up learning non-intuitive skills
such as icon recognition and mouse control rather than typing
skill, which is transferable and useful outside of the
computer world. In addition, most computer users must know
how to type in any case, in order to use the applications
they are loading. So, in this sense, the user is still
working for the computer by learning these new skills.

Now that it has been shown that it is by no means necessary for the vast majority of computer users to own today's equipment, an alternative will be presented. It is an alternative which has already been mentioned in this article.

The classic 8-bit computers are perfect for today's users. They can be manufactured cheaply, the software for them is abundant, and there are numerous programmers who have cut their teeth on these computers who would be able to produce effective and astonishing programs for them.

In addition, in capping off the growth in home computing power, stability would be achieved which would ensure a large reservoir of resources for computer users. From programs to fellow users and from books to magazines, the user would be presented with a wide range of information that would retain its usefulness in perpetuity.

The other side of this coin is that manufacturers would no longer be able to re-sell product to existing users at such a fast pace. Rather, the market would become like that for toasters, radios and electric razors. Periodic replacement would be the leading reason users would re-purchase equipment.

The focus would instead turn to software innovation, where it belongs. Newer and better programs are always welcome as they offer real increased utility and value for purchasers.

Thus, consumers would win in a world without hardware advances. However, since the manufacturers would not win, it will, of course, never happen unless consumers indicate that is their wish by their purchasing pattern.

6479. Re: new atari8 ftp site...small but growing

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 04:54:41 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <066_9411210600@softtech.brisnet.org.au>
Source record: 97136

blHow many hours difference is there between Australian Eastern Standard
bltime and GMT?

We are 10 hours ahead of GMT. ie 10am for us is midnight for GMT. The usa
is 15 to 21 hours behind us. 15 for east coast and 21 for hawaii.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

6480. How Many Were Sold?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 12:03:41 UTC
From: mbitdc9306@titan.newi.ac.uk
Message-ID: <94112112014121@titan.newi.ac.uk>
Source record: 97288

I recall that during the mid eighties, the Dixons electrical high street store here in the UK were shifting a reported 100,000 XL machines every Christmas!

This was during the priod 1984 - 1987.

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6481. New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 12:20:40 UTC
From: mbitdc9306@titan.newi.ac.uk
Message-ID: <94112112091121@titan.newi.ac.uk>
Source record: 97289

Rick Cortese reckons that a 4 joystick hack won't happen. Well, Rick, think again - one's already on the drawing board. However, it won't be a straight hardware hack but just a simple board that hooks up to the standard joystick ports on an XL (or an old 400/800 if you're so inclined).

Thing is I'm having a bit of a debate with one of the club members at the moment as to which is the best way to build it. My method will probably be more expensive but also potentially more reliable (however, it will restrict the maximum number of ports to just 6 on an XL :)), whereas the member's idea will probably be cheaper but possibly less reliable (although it should allow anything up to 256 joysticks to be hooked up **choke**). It's being designed because of my next project which will be a clone of one of the best multi-player arcade games out at the moment.

Whether it will get supported by other software in the future is another thing, but then that's the problem whenever a new add-on appears. No sooner that you think you have set a new standard (256K and all the mod cons) then something else appears that needs supporting. The idea of a new standard is a good one but unlikely.

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6482. Atari 800 sys for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 13:48:40 UTC
From: mikeW@BIG_Airplane_Co
Message-ID: <3aq8fo$ft0@pong.lasc.lockheed.com>
Source record: 97292

I have an 800 with 48K, 1050 drive, 1010?? plotter (the one that uses ink pens)
basic, Pac-Man, Centipede, cartridge.

noother software....

Will sell for all for $50 + 5.00 for shipping.

I don't get on this net very often...

Mike Whaley
560 Wooddale Dr
Smyrna, GA 30080 (USA)

6483. Re: 400/800 Hardware Manual, Tech. Ref. Notes,

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 15:07:59 UTC
From: yhavinga@cs.utwente.nl
Message-ID: <3aqd4f$64o@utrhcs.cs.utwente.nl>
Source record: 97294

paul@panix.com (Paul Gatke) wrote:
>
> Hi:
>
> I have for sale the following:
> Atari 400/800 Technical Reference Notes
> Atari 400/800 Hardware Manual
> Atari 400/800 Operating System Source Listing
>
> These manuals are copyright ATARI 1982. It is 8.5" X 11" and aprox 500 pps.
> Included are very detailed electronic schematics.
>
>
> Pleae make _reasonable_ offers to paul@panix.com
>

I can advice this : BUY THEM!

Recently I purchased the same package, and it just contains EVERYTHING
an atari 8-bit programmer wishes to know. I am only sorry about one
thing : that I haven't bought it in 1982. Well, maybe 1986 or so.

Yeb Havinga, yhavinga@cs.utwente.nl

6484. Watson type site for atari files?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 15:32:16 UTC
From: csuou@csv.warwick.ac.uk
Message-ID: <3aqei1$21f@chervil.csv.warwick.ac.uk>
Source record: 97291

Are there any ftp sites for the atari emulator similar to the
watson.mbb.sfu.ca site for the C64? If there aren't then how do I get games?
(I have some on tape, but no disk!).

--
++ Alex Hornby | Second Year Computer Science | University of Warwick ++

6485. Could anybody send me the article "PC Xformer 3.0 ..." ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 15:44:45 UTC
From: maschuma@news.cs.TU-Magdeburg.DE
Message-ID: <3aqf9d$1si@tanne.cs.tu-magdeburg.de>
Source record: 97295

Sorry, I was not able to read to article

Darek Mihocka: "PC Xformer 3.0 (130XE emulator) now SHIPPING!"

because it was expired on our news server. Could anybody send the
article by E-Mail to:

maschuma@sunpool.cs.tu-magdeburg.de

Thank you!

Marco

6486. FS:Atari 400 system

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 16:49:46 UTC
From: krispy@bga.com
Message-ID: <3aqj3a$jhm@ivy.bga.com>
Source record: 97297
Cross-posted to: comp.sys.atari.8bit,tx.forsale,austin.forsale

```
have an atari 400 system (not the membrane keyboard type)
with power supply, rf converter, documentation and two game carts.

make offer
```

6487. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 17:01:43 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <127754@cup.portal.com>
Source record: 97299

I'm under the impression the MARS will just dedicate some pins of the programable logic device to bank switching. It's a pretty cute system, all Mike has to do is tranfer a circuit design done with standard TTL logic into a program that automatically compiles the circuit & programs the device. I got the impression that you could just about take the entire schematic from memory expanded xl [Rambo for instance] & combine all the descrete logic, [74ls157, 74ls138, maybe the 6520, ...] onto a single device. The one he showed me was in circuit programable so if you wanted to do stuff like change the memory banking circuit from Rambo compatible to Axalon, all you'd have to do is talk him into sending the circuit through his compiler & downloading the file from a bbs. Your 8 bit would then run the file & convert itself into an Axalon compatible 800.

6488. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 17:21:43 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <127756@cup.portal.com>
Source record: 97300

Dave; I'm glad to hear you're hacking 8 bits as I'm of the opinion that virtually everything done is instuctive, but I think we may have to live with a difference of opinion about standards. I'm assuming that FTE will be successful for at least a couple of years. Since Mike has the rights to all the ICD/OSS/Newell lines as well as being "The only game in town" he will probably set the next standard for OS, memory expansion, hard drives, whatever. I have a low threshold for what I consider a standard so if say 10%-20% of us upgrade to a FTE product, that would be enough to satisfy me. Even if your joystick hack gets up in the morning & makes you coffee I don't think that many people will install it. More of a refllection of the average 8 bitter then the merits of your hack.
Rick

6489. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 17:41:45 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <127759@cup.portal.com>
Source record: 97298

Andrew; I always thought there were two reasons for the printer port:
First is serial data is inverted on a serial port so you'd need a hardware
hack. 2nd if you're using your serial port for Atari-IBM<or ST> communication
you'd have more trouble finding a free serial port for modems. I kind of
like serial ports myself just because they've got all the timing built in.
I'm sure I could hack a single chip solution ala SIO2PC for hooking up a
drive to the serial port, but could you explain why you feel it is necessary
to have one? I mean there seems to be various utilities for converting &
transfering files already, do you just want a little more convinience?
Rick

6490. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 18:34:36 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Ro4X9UE.ransom22@delphi.com>
Source record: 97301

Frank Seipel <fseipel@magnus.acs.ohio-state.edu> writes:

> However, I would argue that 80 columns is a must for efficient word
>processing (an 8-bit Atari can, of course, display 80 columns with an XEP80,
>Omniview, BIT-3, or Austin-80 board).

Agreed. I'd say the minimum hardware configuration would be something
like 48K, 80-columns, SS/SD disk drive, 80-column dot matrix printer.
This sort of setup could easily be achieved by Atari, Apple and Commodore
8-bit machines.

-Joe

6491. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 19:19:58 UTC
From: jjmcwill@next5
Message-ID: <3aqrsu$gbs@news.mtu.edu>
Source record: 97176

Well, since I'm back, here's a good a place as any to jump back into the fray. Here's my view of things.

For years now I've been coaxing and tricking my Atari 8 bit computer to do all sorts of things. Many of these tasks were considered undoable by an Atari in its early years. As my needs progressed, so did the add-ons, hacks, and peripherals that I added to the Atari.
As my demand for sharper printed output increased, I migrated to a 24 pin and then to a Inkjet printer. With the Inkjet, I was able to take turn a Textpro file, 50% of which was control codes, into a nice crisp looking Resume. For text based word processing, using a 24 pin or inkjet printer, and it's standard built in fonts, the 8 bit is quite well suited to the task.

This fall I returned to college, to finish my bachelor's degree in Electrical & Electronic Engineering Technology. I suddenly found the 8 bit unable to meet my needs. Technical reports require something above and beyond standard ASCII text that's well laid out and looks nice. Technical reports often include mathematical formulas and equations, tables of theoretical and measured experimental data, and technical diagrams inserted into the text and referenced.
These things the Atari was unable to do. No matter what you do to a B/Graph graph, it still 320x200 resolution. There exist no applications for creating electrical, chemical, or mechanical drawings or figures on the Atari. Once I had a rough draft of my report written down with a pen, it took me two days to come up with a report that was minimally acceptable. This report did not include technical drawings, just a few mathematical formulas and one table. I used Daisy Dot III to produce the document. Producing a character set (or two) used to produce the horizontal and vertical monospaced lines in a table, and then using it was a huge pain. I also had to create my own set of Greek symbols for use in equations, and it required numerous sample prints to get the equations and the data table properly aligned, so that everything was where it was supposed to be.
The next day, finding some missed typos, I went and re-entered the same report into Wordperfect 5.1 for DOS. It took me 2 hours, and at the time I was minimally familiar with Word Perfect. Since then I've learned how to create any sort of drawing I wish in a shareware CAD program, and import it directly into Word Perfect. Creating tables are a breeze once you get accustomed to it. Best of all, with Word Perfect's spell checker and thesaurus, and external shareware grammar and style checkers, my reports are better laid out now than they've ever been before.

I have no problem admitting that cutesy little home tasks like a Christmas card mailing list, or a database of recipes or a musical CD collection

can be easily dealt with on the Atari. However, as a society which continues to become more and more technically oriented, I've begun to find the Atari 8 bit severely lacking in more sophisticated applications. Yes, there are others out there like me, such as Ben Poehland, with whom I tried in vain to write my own technical drawing program for the Atari.

The things which the atari does, and has done for years, it does quite well. I disagree however, with those who say there's little reason to purchase something other than their 8 bit.
I own a PC clone now. It didn't cost me $2000, it cost me $600.00. It's a 386DX40 and it runs Wordperfect very well. My wife uses it and Microsoft Works for DOS for her school homework.

I'm proud of how far the Atari has carried me. Though it gets less use now than it did before, by no means will I be putting it in a closet, or selling it at a garage sale anytime soon. On the contrary, I'm loaning one of my systems to my Dad back home so that he and I can keep in touch via e-mail. There just comes a time when a person finds tasks which the Atari simply can't do any longer.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

6492. Re: PC Xformer 2.5 is up at UMICH's FTP site!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 19:53:00 UTC
From: john@enville.demon.co.uk
Message-ID: <11211994195312um@enville.demon.co.uk>
Source record: 97161
Cross-posted to: comp.emulators.misc,comp.sys.atari.8bit

On Sun, 20 Nov 1994 10:07:15 +0000, in <785326035snz@bgserv.demon.co.uk>
briang@bgserv.demon.co.uk (Brian Gaff) wrote.....
>
>I cannot help but feel that V2.5 should be diftched in favour of
>a time limited, or reduced function V3. I have had quite a lot
>of experience of selling the Spectrum emul, and you have to
>balance those that bemoan crippleware, and those who never
>believe a featire until they see it. I think XF2.5 errs on the
>cripple side, and does not show the good bits, if they exist.
>
>Brian

As a potential buyer of this program (having owned an Atari 400 as my first
computer, way, way back in history) I have to second this. So many important
features are missing; sound, player missile collision, etc.

Take Brians advice, he, and I, know what we are talking about.

Regards
John

o---o----------------------------o
| John Risby, | PGP Key Available |
| Manchester, England. | john@enville.demon.co.uk |
o---o----------------------------o

6493. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 20:10:21 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3aqurd$19ai@hearst.cac.psu.edu>
Source record: 97178

Rick_Michael_Cortese@cup.portal.com wrote:
: Andrew; I always thought there were two reasons for the printer port:
: First is serial data is inverted on a serial port so you'd need a hardware
: hack. 2nd if you're using your serial port for Atari-IBM<or ST> communication
: you'd have more trouble finding a free serial port for modems. I kind of
: like serial ports myself just because they've got all the timing built in.
: I'm sure I could hack a single chip solution ala SIO2PC for hooking up a
: drive to the serial port, but could you explain why you feel it is necessary
: to have one? I mean there seems to be various utilities for converting &
: transfering files already, do you just want a little more convinience?
: Rick

Essentially, yes. Most of the programs out there for converting
atari<>ibm are buggy... (Yes, they work! And in fact I almost always use
them) but they also need to be in double density...etc...

I was thinking along the lines of how WONDERFUL it would be to:

"Darn...that copy of such and such is on the IBM... "
(plug 1050 [any chip model, even STOCK 1050's] into the good ol' PC crap)
"Okay.. um... (slips a blank disk in the drive) format dos3 mode. "
(dos 3 is used as an example only!!! its to show that ANY format
can be used.)
"now... (from dos) copy cool8bit.fil x:\cool8bit.fil"
"now... (from unix) cp cool8bit.fil x:\cool8bit.fil"

hehe..just thought of something odd... hehe Mounting a 1050 under unix.
ahahahah

and reading files from the 1050 would just be as easy...
think of booting up games using a real 1050 for the XF emulator.
or what if you don't have a 1050 but a friend does and you want to play
his such and such on your XF..just plug his drive in and copy the disk.

I like this idea toooo much... I think I will work on it...

so.. is it to be serial or parrallel? A par. device is going to have to
use bit converts/drivers and is a bitch to make work under unix...
especially when the device drivers for the PRINTER PORT (what it really is)
are not bi-directional usually. This requires new device drivers and
rebuilding the kernel.

about the inverted serial data... what do you mean exactly?
atari's sio send/receive data lines use bits backwards?

--
Karll The Ghoull asks: "Have you played Atari today?"

Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6494. Re: WTB: "The Atari Word Processor"

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 20:16:24 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3aqv6o$q90@usenet.INS.CWRU.Edu>
Source record: 97179

In a previous article, jlodoen@shell.portal.com (Jeff M Lodoen) says:

>Every other program trounced it. I can't find the review in the
>ANALOG index. Must've been Antic, not long before AtariWriter
>came out. AW (and + and 80) were done by William Robinson and
>Mark Riley at Datasoft.

One of the earliest issues of Antic had a comparative review of the Atari
Word Processor, Letter Perfect, and Letter/Text Wizard. That's probably
the article you were thinking of.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6495. Re: Ice-T, the program, is at umich!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 20:51:41 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3ar18t$dil@nic-nac.CSU.net>
Source record: 97153

Ummmmm.. I don't think UMich has any dialup numbers? You need to FTP to
it...

-bill!
kendrick@zippy.sonoma.edu

6496. Re: IRC Meetings on Sundays

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-21 21:55:52 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <Czn0x4.44E@itex.jct.ac.il>
Source record: 97156

Hutch (hutch@ilmen.lanl.gov) wrote:
: In article 4Mq@itex.jct.ac.il, bruck@brachot.jct.ac.il (Elad Bruck) writes:

: >10 PRINT "HI THERE! WHAT'S YOUR NAME?"
: >20 INPUT A$
: >30 PRINT "FxxK YOU, "; A$
: >40 GOTO 30

: Oh, that's VERY good, Itay. You win the award for the most childish .signature.

Thanks you, everybody.. I'm so excited! Wow! I've never won an award before!..
Well, first I'd like to thank my parents for bringing me to this wonderful
day -

oh. I get it now.

: And you show such promising programming talent, too. Kindly either grow up or
: go away before your mommmy spanks you and takes away your net privileges, OK?

ok. I, like, turned 16 two weeks ago.. Does that count as growing up?

: And since you are using Elad Bruck's account to post this vulgarity, I'm sure
: he must really appreciate being associated with your banal wit, too.

Yes, he does. No, actually I usually (like now, check the headers) don't allow
his name to be written in the headers.. that was an accident.

And yes, I figured that if anybody was enjoying that crap, a few times was
enough, and I removed it from my .sig.

Happy now?

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

6497. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 01:30:37 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pg5XdUF.ransom22@delphi.com>
Source record: 97162

Jeffrey J. McWilliams <jjmcwill@next5> writes:

>This fall I returned to college, to finish my bachelor's degree in
>Electrical & Electronic Engineering Technology. I suddently found the

Here's a good example of something that is not an application that the Atari does well. Certainly, there are such things. [Read my "A Call To Arms" post for a more thorough look at this whole issue.] But, I hardly think that a significant portion of the population needs to do such things at home. My argument is that the vast majority of users do not benefit to any significant degree from the expensive computers they are buying. I believe your specific example does not disprove this theory.

It's time for us to get off the technology treadmill.

I believe the way to accomplish this is to do what has been suggested since the early days of mass-market computers: figure out what you need to do, then find the computer that can do it.
Don't just go out and buy the latest and greatest. Don't believe the marketing hype that tells us we've "just gotta" have the latest software [which contains a myriad of features you'll never use], and the latest equipment to run it on [because it uses bloated code and is run on an inefficient graphical operating system such as Windows 3.0].

As I've said, most people have a computer that has far more power than they need. It's just silly to buy into the marketing hype.

-Joe

>I own a PC clone now. It didn't cost me $2000, it cost me $600.00.
>It's a 386DX40 and it runs Wordperfect very well. My wife uses it and
>Microsoft Works for DOS for her school homework.

I, too, own a low-cost system. I own a 286 that has been running for years, I own a 386DX-40 that cost me very little to build, and a direct-market 486DX2-50 that cost me a bundle. I'm as guilty as the next person. :)

Here, you're proving my point: that $600 computer is doing the job for you just fine, and will continue to do so. Even though there may never be another Wordperfect version that executes in DOS, even though the latest and greatest may not run quickly on your computer, the stuff you have now will continue to work. Obselescence does not mean the equipment and/or software become useless.
You've done the sensible thing in your situation. You had a specifric [er, specific] task that could not be accomplished on your present system (the Atari), so you went out and found a low-cost alternative.
On the other hand, most folks become convinced that if they don't buy

the top-of-the-line (or very near to it) right now, they'll HAVE to upgrade sooner. So, they spend those thousands of dollars and get a machine that has more power than they need.

>The things which the atari does, and has done for years, it does quite well.

Absolutely. And what it does is what most people need: word processing, spreadsheets, data bases and telecommunications.

-Joe
PS: When I wrote that original note, I did it in "ha ha only serious" mode. However, on reflection, I felt it needed a more serious treatment. That is why the message under the heading "a call to arms" was created. Read it for another look at the issue.

6498. Re: A Call to Arms - is this guy joking??

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 02:29:41 UTC
From: James Wood <jamesw@CSOS.ORST.EDU>
Message-ID: <Pine.SUN.3.91.941121180159.20979F-100000@CSOS.ORST.EDU>
Source record: 97123

On Sun, 20 Nov 1994, Joe Walsh wrote:

> The computers of today provide no real increased value
> to the average consumer over the computers of a decade ago.
> Rather, today's computers provide nothing more than marketing
> fodder, otherwise known as bells and whistles

Disagreed. Computers of today can do everything that computers
of a decade ago did. Computers of today do those things both EASIER and
FASTER. Computers of today do a lot of things the old ones couldn't -
like desktop publishing, multimedia/CD-ROM. PCs of today are also more
reliable. How many BBS sysops remember the days of running boards on
floppies? I used to do it. It wasn't reliable. I'm not saying hard
drives never crash, but modern hard drives are more reliable than
floppies, and more reliable than the old hard drives of 10 years ago
(auto-parking heads, for example). An example of a "bell or whistle"
might be the curvature of the bezel of a monitor or of a computer case or
a digital "MHz" display.

>
> Computers such as the Atari 8-bit line, the Apple]['s
> and the Commodore 64/128 provide all the computing power
> necessary for a vast majority of home users.

The Commodores had such slow disk access (about 2400 baud, I
believe) that it was possible to rig the Commodore cassette drive to load
faster than the 1541 disk drive. The Atari 8-bit's drives were always
quite slow as well. The Apple II was the only one of the 3 to offer a
workable 80-col screen and parallel-interface drives. Too bad the
graphics and sound sucked. All the computing power necessary for a home
user? No....I like to log on to a BBS and capture the entire message
base (at 14.4K BPS) into buffer. It takes a bit more then 64K. So does
maintaining all the fonts in word processing, as well as writing a
75-page report.

> Such tasks as
> word processing, spreadsheet calculation, database searching
> and telecommunications are non-intensive tasks which can be
> quickly performed by even the earliest 8-bit computers having
> a minimal amount of memory. These tasks account for 99% of
> all non-game computer use.

It can be done easier with a modern computer, though, and a
better job done at that. Word processors are easier to use and simply do
more. Atariwriter just didn't have that online thesaurus or check
spelling in a matter of seconds like Wordperfect does for me...and I am

behind the times with ver. 5 for DOS!

>
> In the case of game programs, more powerful machines
> produce higher-resolution graphics, so there is a feeling
> that the equipment is necessary. However, the same effects
> can be achieved by both a $2500.00 computer and a $250.00
> dedicated game machine. Clearly, high-quality games are not
> a good reason to spend thousands of dollars on computers.

Why $2500 and $250? Why not $1200 (DX2/66 8MB/420MB 15" monitor,
etc). Most of my Super-NES owning friends think a PC is worth $1200 when
they see the games...and all the non-game applications.

> In fact, a disproportionate amount of processing power
> today is drawn off by the operating system. This is true of
> Windows, OS/2 and Macintosh. The argument is that the
> computer is supposed to do work for the users, rather than
> the other way around. Thus, rather than typing a file name,
> the user simply clicks on an icon.

So what's your hurry if the OS zaps a little performance? If
those old 8-bit machines pacified you, a clock-doubled modern PC with a
dragging OS should be a rocket to you.

> However well-founded that argument may be, all users of
> these operating systems know that, in practice, the ease-of-
> use issue is never as simple as the marketing folks tell us
> it is. Rather, people end up learning non-intuitive skills
> such as icon recognition and mouse control rather than typing
> skill, which is transferable and useful outside of the
> computer world. In addition, most computer users must know
> how to type in any case, in order to use the applications
> they are loading. So, in this sense, the user is still
> working for the computer by learning these new skills.

Good heavens. The user simply clicks on the pop-down menu and
selects what he SEES instead of remembering a bunch of
CONTROL-ALTERNAL-FKEY combinations. If "icon recognition" and "mouse
control" is challenging, then bladder control must be also.

>
> Now that it has been shown that it is by no means
> necessary for the vast majority of computer users to own
> today's equipment, an alternative will be presented. It is
> an alternative which has already been mentioned in this
> article.

WHOA, DOGGIES. Ain' nuthin' been shown. This is getting really
good. You'd better be running a service which offers to rescue people by
allowing them to trade in their modern PCs for 8-bit computers, or I'm
going to loose respect for ya real soon. You want to con me out of my
PC, right?

> The classic 8-bit computers are perfect for today's
> users. They can be manufactured cheaply, the software for
> them is abundant, and there are numerous programmers who have
> cut their teeth on these computers who would be able to
> produce effective and astonishing programs for them.

In a free-enterprise economy, the consumers are actually who
determines what is produced. If the above paragraph contained any truth,
the scenario it depicts would already be transpriring.

>
> In addition, in capping off the growth in home computing
> power, stability would be achieved which would ensure a large
> reservoir of resources for computer users. From programs to
> fellow users and from books to magazines, the user would be
> presented with a wide range of information that would retain
> its usefulness in perpetuity.

I suppose we could all drive VW Beetles, too. It would get us to
where we want to go. I think I'll take a more modern approach at
transportation. Does not the same apply for computers?

6499. Peachtree accounting system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 02:47:37 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Nov21.214647.11552@wariat.UUCP>
Source record: 97079

Peachtree Back to Basics Accounting System:
General Ledger
Accounts Receivable
Accounts Payable

This is a six disk set, two disks with each 'module'.
Included is an unrunable backup of the disks for restoration
purposes if the protected originals ever get corrupted.
Peachtree is still in business, so you should be able to get
product support if you encounter any problems. The
registration cards are included (never registered.) I will
include a receipt for two of the modules (can't find the
other receipt.) There is a book with each 'module'. The
three books are identical except for one says 'General
Ledger', one says 'Accounts Receivable' and one says
'Accounts Payable'. The documentation looks to be
outstanding. Six chapters, including a first chapter on the
basics of accounting principles. There is a glossary and an
index.
These disks and books have never been used other than to
open the shrink wrap and boot the disks just to see that
they worked. I thought I might wish to learn accounting and
maybe do it on the side. This accounting system needs two
single density disk drives, Atari 8-bit and a printer
(probably an Epson compatible).
If anyone ever saw these 'modules' in a store, they know
that I paid well over $120 for all three.
I am selling 'AS IS', so if you want me to make sure the
disks still boot, you'll have to specify that to me.

Price: $60 shipped COD to buyer in the U.S.
e-mail Russ.Gilbert@apk.wariat.org
or
cb541@cleveland.freenet.edu

--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

6500. MULE on PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 03:42:03 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2ED0C5A8@POST0.LAAFB.AF.MIL>
Source record: 97085

I heard an interesting thing this weekend on FidoNet, I think. Someone purported that there were two different versions of MULE (the Electronic Arts game). The first was written for the Atari 800. The second for the XL/XE. There has been mixed success in running the game on the other machine.

I have never run MULE (the game) on the XL/XE. I use my 800 on our 32" TV. The box says all you have to do is Hold Option on the XL to get it to run.

Has anyone else heard about this? Maybe this is why people are having problems running MULE with PC Xformer. I think the real reason people are having problems is that MULE is a commercial, copy protected game. I'm not sure if PCs support four joysticks. Does anyone know about that.

Perhaps people are talking about MULE, the 8-bit/PC utility program.

Rick Reaser

6501. Re: WTB: Atari Light Pen

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 04:48:15 UTC
From: bjcorr@delphi.com
Message-ID: <9411212346591.DLITE.bjcorr@delphi.com>
Source record: 97087

> It seems to me that there were 2 versions of the light pen (yes/no?)
>....and if anybody happens to know where to get a NEW ONE or a cheap used
>one..please let me know... (I have some..um... neato concepts for
>programming with it..)
>
>--
>Karll The Ghoull asks: "Have you played Atari today?"
> Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
> Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
> 1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
> ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
> cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu
>
I have an original (?) cx70 light pen and have never seen an app that uses
the bugger! Does anyone know of any app that uses the light pen? It is an
intriquing litle thing, I'm tempted to try and write some goodies for it
myself, anyone know how reliable the little thing is?
bjcorr@delphi.com

6502. Re: MULE on PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 06:06:40 UTC
From: jlodoen@shell.portal.com
Message-ID: <3as1pg$ftp@news1.shell>
Source record: 97157

REASERRL@POST2.LAAFB.AF.MIL (Reaser, Richard L., LtCol) writes:

>I heard an interesting thing this weekend on FidoNet, I think. Someone
>purported that there were two different versions of MULE (the Electronic
>Arts game). The first was written for the Atari 800. The second for the
>XL/XE. There has been mixed success in running the game on the other
>machine.

They may have revised MULE to run on the XL/XEs. Some EA games looked
for an Omnimon, by checking for ROM at $C000. The Omnimon was used by
hackers to disassemble protected games among other things. Trouble is
the XLs 'looked' the same and the game locked.

I've had limited success with XL/XE only titles. "The Eidolon" won't
work, for instance.

>I have never run MULE (the game) on the XL/XE. I use my 800 on our 32" TV.
> The box says all you have to do is Hold Option on the XL to get it to run.

Option keeps BASIC from loading. PC X-former lets you turn BASIC on and off
with Shift-F10.

jlodoen@shell.portal.com

6503. Atari stuff for Sale!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 06:49:41 UTC
From: bensmith@teleport.com
Message-ID: <3as4a5$6t2@linda.teleport.com>
Source record: 97158

Following is some Atari stuff I Have
for Sale.

Following is my Classic Atari 8-Bit
HardWare Catalog:

PS=Power Supply.

Atari 130xe, 128K
w/PS & Manual.....$75 U.S.

Atari 800xl, 64k
w/PS.....$50 U.S.

Atari 800xl, 64k
w/o PS.....$40 U.S.

Atari 800, 48K/52K/Impossible Chip
40/80 Column, w/o PS.....$50 U.S.

Atari 800, 256K Happy Compatible
Ram Disk * Makes One Pass copies
with Happy Drive, OmniMon/800 OS/?
Cold Reset Button,Pill Chip
w/PS.....$80 U.S.

Atari 800, 48K
w/o PS.....$20 U.S.

Atari xf551 Disk Drive, DS/DD, New
w/Box, Manual, Dos, PS.....$175 U.S.

Atari xf551 Disk Drive, DS/DD, New
Drive Only, w/o PS.....$125 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, Manual & SIO Cable.....$70 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, & SIO Cable.....$60 U.S.

Atari 1050 Disk Drive, SS/ED
w/o PS.....$50 U.S.

Atari 810 Disk Drive, SS/SD
w/PS.....$30 U.S.

Atari 1020 Plotter (Color Printer)
Direct Connect, w/o PS.....$25 U.S.

Atari 850 Interface
Lets your Atari use standard modems
and Printers, w/o PS........$50 U.S.

ATR8000 by SWP (For CPM etc.)
PS Built in, CPU only.......$50 U.S.

MPP-1100 Printer InterFace
No PS Needed, Plugs into Joystick
Port, as is.................$10 U.S.

Atari CX85 Numeric KeyPad
Plugs into Jostick Port.....$8 U.S.

Atari XM301 modem, 300bps
Direct Connect, needs no PS..$8 U.S.

Atari 1010 Program Recorder
Cassette Storage, w/PS.......$8 U.S.

Atari 410 Program Recorder
Uses standard cassette tapes
w/Built In PS................$5 U.S.

JoySticks, Many makes/models
E-Mail or Call Voice for more info.
Starting at only ....$5 U.S.

Following is my Classic Atari 8-Bit
SoftWare Catalog:

An Invitation to Programming 1:
Atari, Cassette, Box...........$5.00

An Invitation to Programming 3:
Atari, Cassette, Box, & Docs...$5.00

Archon, Electronic Arts, Disk..$5.00

Asteroids, Atari, Cart.........$5.00

AtariLab light module
Atari, Cart, Box, & Docs......$10.00

Atari Basic Cartridge..........$5.00

Basic A+ (with OS/A+)
OSS, Disk, & Docs.............$10.00

Atari Basketball Cart..........$5.00

Battle of Antietam
SSI, Disk, Box, & Docs........$20.00

Blue Max Cart, Atari...........$5.00

Carrier Force
SSI, Disk, Box, & Docs.....$20.00

Centipede Cart, Atari.....$5.00

Clear for Action, Avalon Hill
Disk, Box, & Docs.....$20.00

Colonial Conquest
SSI, Disk, Box, & Docs.....$20.00

Computer Ambush
SSI, Disk, Box, & Docs.....$20.00

Computer Quarterback
SSI, Disk, Box, & Docs.....$10.00

Cutthroats, Infocom
Disk, Box, Maps, & Docs.....$20.00

David's Midnight Magic
Broderbund, Disk, Box, & Docs.$10.00

Deadline, Infocom, Disk.....$5.00

Deadline, Infocom
Disk, Box, Maps, & Docs.....$20.00

Defender Cart, Atari.....$5.00

Desk Top Video April 88
Antic, Disk.....$5.00

Dog Daze
APX, Cassette, Box, & Docs.....$5.00

Donkey Kong Cart, Atari.....$5.00

Encounter, Synapse, Disk.....$5.00

Fight Night Cart, Atari.....$5.00

Financial Asset Management System
APX, Disk, Box, & Docs.....$10.00

Flight Simulator II, Sublogic
Disk, Box, Maps, & Docs.....$20.00

Forbidden Forest, Cosmi
Atari/C64, Disk, Box, & Docs..$10.00

FujiBoink Disk, Atari???.....$5.00

Gettysburg - The Turning Point
SSI, Disk, Box, & Docs.....$20.00

Gorf, Roklan
Cart, Box, & Docs.....$5.00

Hacker, Activision, Disk & Box.$5.00

Humpty Dumpty & Jack and Jill
Thorne EMI Video
Cassette, Box, & Docs.....$5.00

Infidel Disk, Infocom.....$5.00

Juggles' House, Atari
Cassette, Box, & Docs.....$5.00

Kampfgruppe, SSI
Disk, Box, & Docs.....$20.00

Kennedy Approach, Microprose
Disk & Docs.....$10.00

Knights of the Desert
SSI Apple/Atari Disk/ TRS-80 Cass
Disk, Cassette, Box, & Docs...$20.00

Legionnaire, Avalon Hill
Disk, Cassette, Box, & Docs...$20.00

Lords of Conquest
Electronic Arts
Disk, Box, & Docs.....$10.00

Marauder, Sierra On Line, Disk.$5.00

Match Racer, Gebelli
Disk & Reference.....$5.00

Math Blaster!
Davidson Atari/Commodore 64/128
Disk, Box, & Docs.....$5.00

Mech Brigade, SSI
Disk, Box, & Docs.....$20.00

Memor Mania & Maxwell's Demon
Gentry, Disk.....$5.00

Missile Command Cart, Atari....$5.00

Nam, SSI, Disk, Box, & Docs...$15.00

Operation Market Garden
SSI, Disk, Box, & Docs.....$20.00

Pac-Man Cart, Atari.....$5.00

Paris in Danger, Avalon Hill
Disk, Box, & Docs.....$20.00

Pharoah's Curse
Synapse, Disk.....$5.00

QIX Cart, Atari.....$10.00

Rails West!, SSI
Disk, Box, & Docs.....$20.00

Reforger '88
SSI Apple/Atari, Disk & Docs..$10.00

Rescue at Rigel, Atari, Disk...$5.00

Shamus, Synapse Software, Disk.$5.00

Space Eggs
Sirius Software, Disk.....$5.00

Space Journey, Roklan
Cart, Box, & Docs.....$5.00

Spider-Man
Green Valley Publishing, Disk..$5.00

Star Fleet I, Cygnus
Disk, Reference, Box, & Docs..$20.00

Star Raiders Cart, Atari.....$5.00

Star Trek, Sega
Cart, Overlaysm Box, & Docs....$5.00

States & Capitals, Atari
Cassette, Box, & Docs.....$5.00

Stratos, Adventure International
Disk, Box, & Docs.....$10.00

Syn Calc, Synapse
Disk, Box, & Docs.....$20.00

TAC - Tactical Armor Command
Avalon Hill, Disk, Box, Docs..$20.00

TeleLink 1 Cart, Atari.....$5.00

Telengard, Avalon Hill
Cas/TRS-80/Comm64/Pet2001
Disk, Cassette, Box, & Docs...$20.00

Temple of Apshai, Epyx
Disk, Box, & Docs.....$15.00

The Wizard and the Princess
On Line Systems, Disk.....$5.00

Threshold, On Line Systems
Disk.....$5.00

Tigers in the Snow
SSI Apple/Atari, Disk, Docs...$15.00

Tink! Tonk! Tuk Goes to Town
Sprout, Disk, Docs.....$5.00

Top Gunner Collection
Microprose, Disk, Box, & Docs.$15.00

U.S.A.A.F., SSI
Disk, Box, & Docs.....$20.00

Ulysses, Sierra On Line, Disk..$5.00

VC, Avalon Hill
Disk, Box, & Docs.....$15.00

VisiCalc, VisiCorp
Disk, References, Box, & Docs.$20.00

War, Adventure International
Disk.....$5.00

War in Russia, SSI
Disk, Box, & Docs.....$20.00

Warship, SSI
Disk, Box, & Docs.....$20.00

Zork I, Infocom, Disk.....$5.00

All interested Parties Send E-Mail
on the InterNet to:

bensmith@teleport.com

Or call (503)256-9974 anytime!

--Thanks--
---Ben---

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in E-Mail to bensmith@teleport.com or
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bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

6504. ALL Computers and Electronics Swap Meet!! PLEASE READ THIS!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 07:52:12 UTC
From: bensmith@teleport.com
Message-ID: <3as7vc$9da@linda.teleport.com>
Source record: 97163
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,
comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

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6505. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 09:30:42 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3asdo2$1p6@nyheter.chalmers.se>
Source record: 97160

In article <pg5XdUF.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>Jeffrey J. McWilliams <jjmcwill@next5> writes:
>
>>This fall I returned to college, to finish my bachelor's degree in
>>Electrical & Electronic Engineering Technology. I suddently found the
>
>Here's a good example of something that is not an application that the Atari
>does well. Certainly, there are such things. [Read my "A Call To Arms" post
>for a more thorough look at this whole issue.] But, I hardly think that
>a significant portion of the population needs to do such things at home.

Well, There is in fact a way of doing this at home on your XL/XE,
by learning Postscript!!!!!!
You could produce a postscript file in f.ex. Textpro just aswell as Word
could do it.
I have a friend who learned postscript and he say's its pretty cool..
In this manner you could produce any complicated formulae..

>My argument is that the vast majority of users do not benefit to any
>significant degree from the expensive computers they are buying. I believe
>your specific example does not disprove this theory.
>
>It's time for us to get off the technology treadmill.

I agree!!

WFR:
Fredrik Lundholm
d1dol@dtek.chalmers.se

6506. New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 13:25:46 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9411221327.AA11362@dylan.newi.ac.uk>
Source record: 97164

Rick Cortese said:
> Dave; I'm glad to hear you're hacking 8 bits as I'm of the opinion that
> virtually everything done is instuctive, but I think we may have to
> live with a difference of opinion about standards.

Not neccessarily. I for one am all for a new standard. I don't know what the software situation is over in the States but from what I've seen, it's pretty lacklustre with commercial software even being written in Basic. The Tyne and Wear Atari User Group received a piece of software a while ago from the States to evaluate for publication in the UK. It was crap shoot-em 'up written in Atari Basic and I've since seen it listed in the vendors/developer's list. Whether or not this is indictive of the State of US developers these days, I don't know.

Over here we have a mass of German, Dutch and Polish imports available and all of very high quality. The only problem is a complete lack of originality. Part of the problem, I'm sure, is the fact that all the European games software I know about run on 64K Ataris. We have been flooded with top quality puzzle games and shoot 'em ups but little else because you can't fit much onto a 64K machine. In fact, there's absolutely sod all worth buying unless you like shoot 'em ups and puzzle games (there's about half a dozen Tetris clones available).

If a new RAM standard of about 256 could be agreed between the developers, then that would be a good place to start. Mind you, the Germans will probably still end up producing 256K versions of Tetris!!

> I'm assuming that FTE
> will be successful for at least a couple of years. Since Mike has the
> rights to all the ICD/OSS/Newell lines as well as being "The only game
> in town" he will probably set the next standard for OS, memory expansion,
> hard drives, whatever. I have a low threshold for what I consider a standard
> so if say 10%-20% of us upgrade to a FTE product, that would be enough to
> satisfy me. Even if your joystick hack gets up in the morning & makes you
> coffee I don't think that many people will install it. More of a refllection
> of the average 8 bitter then the merits of your hack.
> Rick
>

Really, in order to set a new standard you have to be looking closer to the 50% mark. RAM upgrades are actually pretty close to that. In the club's membership, for example, 90% of users have at least 128K and 70% have at least 256K - with something like 25% of the total membership having 1Mb machines.

Other bits and pieces are going to be a long time in reaching this level. In the UK, hard drive users are almost non-existent. Also the Turbo816 upgrade was available over here for a short time but obviously didn't do very well - probably because the device wasn't fully compatible with the 6502.

A fairly high threshold is a must before developers will really look to move the Atari 8-bit on a bit. After all if a 256K standard is adopted it will mean longer production times and reduce the potential user base for their software. Personally, I don't see anything wrong with setting a 256K RAM standard since RAM upgrades aren't too expensive in the first place.

I think that it is about time that developers took the lead on this. Up till now we've been led by the user. It's the same old thing, though, isn't it? A device comes out but no-one buys it because there's no support and there's no support because no-one buys it - and then if people do buy it they moan due to a lack of support, or if you go the other way then the rest of the user base moan because you're producing software that will only run on souped-up machines.

I think that developers who jump ahead of the others with regards to setting a new standard can take some heart out of the situation on the PC - people began writing software for CD ROM before they started to become popular ... now look at it go!!

Dave.
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

Stretch your Atari to the limit - 'cos no-one else will :(

6507. Re: PC21050

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 14:17:51 UTC
From: HEGEDUS@mszi.pmmf.hu
Message-ID: <16F29043B40@mszi.pmmf.hu>
Source record: 97166

```
#> From: heller@akh104.rh.psu.edu (Andrew K. Heller)
#> Date: 20 Nov 1994 18:27:17 GMT
#>
#> Since SIO2PC works so well... how hard would it be to do a
#> PC21050? No more need for all those double density drives! And
#> since Atari drives have their own CPU so to speak, having a PC
#> tell the Atari drive what to do with itself should be easy.
#> So, has this been done or am I being drafted? =)

I found a program on the archive which written for this job, but
when I tried it didn't worked, sometimes the LED lit, and the
program reads something, but i wasn't very serious...
But you can try it if you want...
Get this file:
Misc/atariem2.zip or Misc/at800xl.zip
I don't know which have it but the program's name is SIOCOPY (I
think...)

Good luck!

Tomika

======================================
hegedust@pmmf.hu <-VAX-VMS
hegedus@mszi.pmmf.hu <-Novell
hegedust@aladar.pmmf.hu <-Linux
hegedust@nowhere.can.find <-Atari DOS 2.5
======================================
Hegedus Tamas
H-7635 Pecs, Abaligeti ut 3.
Hungary

Tel.: 36-72-328-697
======================================
```

6508. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 14:21:15 UTC
From: cd827@cleveland.Freenet.Edu
Message-ID: <3asuor$40h@usenet.INS.CWRU.Edu>
Source record: 97167

In a previous article, d1dol@dtek.chalmers.se (Fredrik Lundholm) says:

>Well, There is in fact a way of doing this at home on your XL/XE,
>by learning Postscript!!!!!!
>You could produce a postscript file in f.ex. Textpro just aswell as Word
>could do it.
>I have a friend who learned postscript and he say's its pretty cool..
>In this manner you could produce any complicated formulae..
>
>>My argument is that the vast majority of users do not benefit to any
>>significant degree from the expensive computers they are buying. I believe
>>your specific example does not disprove this theory.
>>
>>It's time for us to get off the technology treadmill.
>
>I agree!!
>
>WFR:
>Fredrik Lundholm
>d1dol@dtek.chalmers.se
>
>
Fredrik,

I actually looked into this. I was considering buying the Epson ActionLaser
1100 printer, 4 meg upgrade, and postscript option, and then also buying
all the books that I would need to learn post script. Why bother?
It would have cost me more to do this than to purchase the PC I'm using now.
And how, pray tell, would I have constructed charts, graphs, and
technical drawings for inclusion in a postscript program?

Jeff

--
Jeff McWilliams -->classic Atari black-hole resident.
cd827@cleveland.freenet.edu

6509. Re: [--- Infocom Interpreters ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 15:17:52 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Nov22.151752.7540@cs.nott.ac.uk>
Source record: 97169

In article <CzGL8I.nq@merk.com> winston@merk.com (Winston Smith) writes:
>On Monday, November 7, 1994 at 08:44:47 PST (2:44pm GMT ?)
> Rick_Michael_Cortese@cup.portal.com (Rick Cortese) wrote:
>
> RC> What language are you working in? Loading sectors is almost trivial
> RC> on an Atari since the routine is located in the OS ROM.
>
>
> I understand that it is just a CIO call of some sort. I tried a quick
>program from CHADWICK'S "Mapping the ATARI", but it crashed my 800XL. As I
>was doing something else at the time, I didn't pursue it further. I am

If you're loading sectors directly from the disk then its the SIO you want,
not the CIO. The CIO accesses the disk at filename level, the SIO reads the
sectors directly. Here's how you do it:
set DDEVIC (768) to 49 (49= disk drive)
set DUNIT (769) to the number of the drive, 1 for drive 1, 2 for drive 2, etc.
set DCOMND (770) to 82 for read sector
set DSTATS (771) to 64 to receive data from drive (128 = send data)
set DBUFLO and DBUFHI (772,773) to the low byte, high byte of your buffer into
which you're going to read the sector.
set DBYTLO and DBYTHI (776,777) to the size of the sector (128,0) for
single/enhanced density or (0,1) for double density.
set DAUX1 and DAUX2 (778, 779) to the sector number you want to read. Note:
sector numbers start at 1 not 0!
then finaly you do a JSR $E459
that should do you fine!
(all numbers above are in decimal.. except the JSR address)
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

6510. Re: IRC Meetings on Sundays

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 15:43:45 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411221448.AA02392@ilmen.lanl.gov>
Source record: 97165

In article 44E@itex.jct.ac.il, bruck@brachot.jct.ac.il (Do YOU chew ice cream?) writes:

[...]

>And yes, I figured that if anybody was enjoying that crap, a few times was
>enough, and I removed it from my .sig.
>
>Happy now?

Absolutely ecstatic, thanks.

>Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH

-Hutch-

6511. Atari Lynx for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 15:55:28 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411221500.AA02401@ilmen.lanl.gov>
Source record: 97170
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale.computers.other,rec.games.video.atari

ATARI LYNX (color hand held game console) for sale:

My son wishes to sell his Atari Lynx complete with 4 or 5 game cards,
com-link cable, car cigarette lighter power adapter, etc. It's in
good condition and works just fine.

We are only looking at about $50 plus shipping so it's a good deal.
Would make a great Christmas present for kids (or yourself).

Sorry that I don't have the game titles with me right now but I'll
round those up tomorrow for anyone interested via email.

Sorry for the crossposts but I wasn't sure where to put this.

-Hutch-

6512. Re: MULE on PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 17:26:04 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <3at9jc$rvh@bolt.ucsb.edu>
Source record: 97175

My copy of MULE ran on my 800 but won't run on my 130XE :(

-Jason

6513. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 17:41:49 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <127922@cup.portal.com>
Source record: 97172

Just having expanded ram is not enough. You also have to know quite a bit about it if you want to use more then the XE banks. For instance, setting the same bits on a Rambo as a Newell will make the 1st 16k of RAM appear in the window. Write something to it & blamo. The only person I think that ever really understood RAM banking schemes completely was Tim Patrick. I confess to being frustrated by my SDX, I though USENONE in my config.sys file would free all 12 banks, not so. A MEM cmd said I only had 11 banks available & sure enough when I tried to use the 12 bank all my DOS functions disappeard. The reason I used SDX is my OMINMON OS doesn't co-exist with disk based SD. Now that Rambo, Newell, OMINMON, SDX, etcetera are all under the FTE umbrella I think we may be able to see better compatability in at least the next generation products.
Odd, but my favorite game & the one I always come back to is the "Pools of Radiance" series. Last time I played was just last night wandering around in the Silver Blades installment on my clone. The funny thing is these also came out for the C64. I wish the market would have been there for the 8 bit when these came out. The Atari could have come off favorably when compared to CGA graphics & would have won hands down on sound.
Every once in awhile I toy with the idea of writing a simple 3-D Rogue type game for the 8 bit, but then I come back to reality & realize I'd never have the energy to do a decent job of it.
Rick

6514. COMPUTER GAMING SURVEY

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 18:00:46 UTC
From: lena3@vaxa.mdx.ac.uk
Message-ID: <3atbke$ts@beta.qmw.ac.uk>
Source record: 97168

Computer Gaming Survey

Could you please take time to answer our questions about computer games, for a survey we are conducting. Thank you.

NB Questions can be answered by either the following format:-

1a, 2e, 3a, ... and so on until completion of question 12.

Or

Edit it by just marking a *** next to the correct answer for you ie:-

1) Are you?
a) ***Male b) Female

Details of where to send your answers are given at the end of this file.

AND THERE'S MORE ...

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1) Are you?

a) Male b) Female

2) How old are you?

a) under 12 b) 12 - 14
c) 15 - 17 d) 18 - 20

e) 21 - 23 f) 24 - 29
g) 30 - 39 h) 40 - 49
i) Over 50

3) Do you have a computer?

a) Yes b) No

4) If yes then is it a?

a) An IBM compatible PC b) MAC
c) Amiga/ST d) Console
e) Some other (i.e. 8 bit like com 64)

5) How long have you had your machine?

a) Less than 6 months b) 6 months to 1 year
c) Between 1 & 2 years d) Between 2 & 4 years
e) Between 4 & 6 years e) Over 6 years

6) How long have you been using computers?

a) Less than 6 months b) 6 months to 1 year
b) Between 1 & 2 years d) Between 2 & 4 years
e) Between 4 & 6 years f) Between 6 & 10 years
g) Over 10 years

7) If you had another computer previously then was it a?

a) An IBM compatible PC b) MAC
c) Amiga/ST d) Console
e) Some other (i.e. 8 bit like com 64)

8) What types of software do you spend alot of money on?

a) Business b) Applications
c) Games d) Other

9) Do you like computer games?

a) Yes b) No

10) What type of game do you most like to play?

a) Role-playing b) Puzzle
c) Adventure d) Beat-em-up
e) Simulations f) Platform
g) Strategy h) Shoot-em-up
i) Car Racing j) Sports
k) Other

11) How much do you spend on games per year in pounds (dollars)?

a) Up to £30 ($40)
b) £30 ($45) - £60 ($90)
c) £60 ($90) - £90 ($135)

d) £90 ($135) - £120 ($180)
e) £120 ($180) - £160 ($225)
f) £160 ($225) - £200 ($300)
g) £200 ($300) - £400 ($600)
h) Over £400 ($600)

12) Approximately how many games do you purchase per year?

a) 0 - 2 b) 3 - 5 c) 6 - 9
d) 10 - 14 e) 15 - 25 f) Over 25

Could you please forward your answers to one of the following addresses:-

Cecil@mdx.ac.uk or

Antoni1@mdx.ac.uk or

Colin7@mdx.ac.uk or

Myself:-
Lena3@mdx.ac.uk

THANK YOU FOR YOUR TIME AND HELP IN ANSWERING THE QUESTIONS IN THIS SURVEY FOR OUR PROJECT.

6515. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 18:01:48 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <127923@cup.portal.com>
Source record: 97174

By inverted data I mean the Atari serial line sends a start bit, the line goes from a 0 to a +5<or there abouts> volts. When an RS232 compatible port sends a start bit it goes from about +9V to -9V. Now that I think about it, you're may be right about the IBM printer port. I don't know that much about them, but I think they can't be switched to I/O vs out only/in only which means some hardware anyway. Another not so small problem is getting Derek to support it. Once you invert the serial data everything is just straight 19,200 baud data. The IBM bios only supports up to 9,600 baud, but I have a .OBJ module for my C compiler that goes 100K+.
$.02 I bought the ST Xformer Cable for about $34 years ago. It's so covered with dust now that I doubt if it well even work anymore. There was also someone who wrote a small progam for the ST that uses the Xformer cable with a 1050 just like it's an ST disk, but of course in a format that's incompatible with everything else. The idea in general has merit, but when it was done on the ST platform it never really took off. If I clear some of my projects out in the next few days I may take a look at it.
Rick

6516. OMNIMON in RAM?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 19:23:41 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Nov22.142309.27008@wariat.UUCP>
Source record: 97177

Rick Cortese said his OMNIMON conflicted with disk based
SpartaDOS. And somebody else said MULE (the game) checked to
see if OMNIMON was present and that the xl/xe look to MULE
like a OMNIMON.
Either Rick didn't try SpartaDOS or he really does have a
RAM based OMNIMON. Because OMNIMON is part of the OS ROM,
SpartaDOS uses the RAM under OS ROM. I don't understand why
xl/xe look like OMNIMON on a 800? There is no RAM under the
ROM on an 800, so what exactly was it that MULE checked for?
I know my OMNIMON OS runs SpartaDOS 3.2d. I believe OSNXL
doesn't have the PBI support and international character set
and whatever else Atari put in the $C000-$CFFF area in the
xl/xe. But rather OSNXL has most or all of the monitor
there.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

6517. Re: Liest hier noch wer???

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 19:29:22 UTC
From: luedtke@uke.uni-hamburg.de
Message-ID: <3atgqi$cde@rzsun02.rrz.uni-hamburg.de>
Source record: 97018

In article <uynwKMD0acz3@p0000230.jakebox.sh.sub.de>, H.POPLOW@jakebox.sh.sub.de (Henry Poplow) writes:
>
> Hey 8-Bit-Fans!
>
>Gibbet es noch einen??
>
>Man schreibt sich ...
>
Hi Henry!

was soll ich denn schreiben?

Bye,
Matthias

6518. Re: A Call to Arms - is this guy joking??

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 20:59:32 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3atm3k$dj9@nic-nac.CSU.net>
Source record: 97101

I didnt read all of either of those messages, but I agree with the reply (I liked the bladder control comment hehehe).. the post was a bit ummm.. I dont wanna say "preachy" but the word comes to mind..

just my useless 2c

-bill!
kendrick@zippy.sonoma.edu

6519. K-Edit!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 21:17:00 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3atn4c$el5@nic-nac.CSU.net>
Source record: 97104

I DL'd Kedit from UMich a while ago (along with KASM, KLINK, etc.) and I have to say I LIKE it! Finally, a disk-based Action!-Editor style editor!!!!!!!!!! Also, it comes with a very fast (comparable to Itay's 80 column driver) set of 40- and 80-column E:-handlers!!!!

Anyways.. I'd like others' thoughts on its reliability (I only got to look at it a little) as well as what you folks think of the other K-programs uploaded lately...

-bill!
kendrick@zippy.sonoma.edu

6520. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-22 22:24:12 UTC
From: dgb@owlnet.rice.edu
Message-ID: <3atr2c$jkd@larry.rice.edu>
Source record: 97171

In article <xEy3EN5.ransom22@delphi.com> Joe Walsh <ransom22@delphi.com> writes:

> The truth is, most people would be able to get their
>work done with an unmodified Atari 130XE, a good-quality
>color monitor, an 850 interface, a couple of disk drives, and
>any of the currently produced high-quality/low-cost printers
>and modems. But, would they be happy?

No, because they really couldn't get all of their work done in
a way which satisfies them. With an Atari 8-bit, can you ...
- ... put together multi-page documents with pictures,
multiple fonts, etc, and print them out on a laser printer
at 600dpi and up?
- ... display high-resolution, high-color graphics?
(by high-color, I mean 256+)
- ... access the huge amount of data available on cheap CD-ROMs?
- ... support a 38.4k modem connection, doing VT100 emulation,
at a text res of 132x40?
- ... process and print Postscript files on a non-Postscript printer?
- ... easily add new hardware like video cards, sound cards, even
faster CPUs, and have them be supported seamlessly by most software?
- ... play the newest games AND the old classics?

These are the reasons I have spent a good deal of time and money on my PC.
If I could do all of this on my 8-bits, I would--they're cheaper and
take up much less room (well, maybe...). As it is, however, my 8-bits
tend to just play classic games.

> So, next time you flick that switch on your Pentium
>processor-based, SVGA local-bus video, 17" monitor, 16-
>megabyte RAM, 540 MB hard disk, CD-ROM-using machine so that
>you can play the latest videogame, remember that you're
>paying homage to the great gods of marketing (and your local
>computer outlet).

Nope, you're harnessing the power of a machine that users
5 years ago drooled over, even before the great gods of marketing
found a market for it.

The "general public" seems to want a computer that acts as an
appliance. Such a computer needs multimedia features to
be intuitive and provide a natural user interface (since when is
"Press F to format a disk" natural???), and that requires power (not to
mention support, but notice this is the only time I've
brought *THAT* up).

One of the systems you described above can handle it, and one cannot. I'll let you decide which is which!

6521. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 00:06:02 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3au11a$j3c@nermal.cs.uoguelph.ca>
Source record: 97011

: What have you posted that has gone un-answered?

Questions about the XF551. Questions about 80-column
telecommunications programs. Questions about mail-order in the USA. Other
questions on Diamond GEM and DOS XE got answered, but the responses were
VERY slow in coming.

>> Mark <<

6522. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 00:11:56 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3au1cc$n5n@nic-nac.CSU.net>
Source record: 97010

- ... put together multi-page documents with pictures,
multiple fonts, etc, and print them out on a laser printer
at 600dpi and up?

This isn't possible. What is possible however is Daisy Dot III..
Graphics is harder, fonts aren't as easy to use (to have more than
one size of a font, you have to DRAW them (unless you can settle
with double/triple/etc. width/height)
Connecting a good printer w/ postscript fonts is possible too.
I haven't time to go into more details though.....

- ... display high-resolution, high-color graphics?
(by high-color, I mean 256+)
We have LOW resolution 4096 color graphics, which is damned
nice IMO.. sure, it isn't 320x200x256 or 640x480x256 or 640x480x16m
but it's nice for the 8bit.. many people though have actually gone on
to other systems (Amiga, IBM) for the graphics (GIF/JPG/etc)
viewing alone...

- ... access the huge amount of data available on cheap CD-ROMs?
Via SIO2PC we can read any files an IBM can.. the interface needs
work though (rather than type "I" drive #, filename on the PC, I
think some extra handler should be written for the Atari for
doing this via SIO2PC automatically! :))

- ... support a 38.4k modem connection, doing VT100 emulation,
at a text res of 132x40?

14.4k at 80x24 ... more isn't often needed I think.. not in text

- ... process and print Postscript files on a non-Postscript printer?

Uhhhh..

- ... easily add new hardware like video cards, sound cards, even
faster CPUs, and have them be supported seamlessly by most software?

Not really.. OS upgrades, yes... MARS8, yes...

- ... play the newest games AND the old classics?

New games are still comign out if you wanne be techincal :)

-bill
kendrick@vax.sonoma.edu

6523. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 01:24:48 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <B251lKY.ransom22@delphi.com>
Source record: 97127

William Kendrick <kendrick@zippy.sonoma.edu> writes:

> - ... easily add new hardware like video cards, sound cards, even
> faster CPUs, and have them be supported seamlessly by most software?
>
>Not really.. OS upgrades, yes... MARS8, yes...

I'd go further and say, is it really necessary? (Kind of like the WWII billboards that said, "Was this trip really necessary?" <G>)
If you're happy with the system you have, do you need such upgradability? Really, this particular point isn't a valid argument, as what we're arguing about is whether it is worthwhile to have one of the new, expensive computers with their features....saying that they can be made faster isn't really an argument for spending all that money, to me. :)

Ah, well, at least it appears there are a few folks out there who, at the very least, feel that consumers are not making a wise choice in jumping on the bandwagon with the companies who insist everyone absolutely must have the latest and fastest computer, or they're wasting their time....

-Joe

6524. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 01:35:43 UTC
From: krishna@max.tiac.net
Message-ID: <3au69f$dg9@sundog.tiac.net>
Source record: 97130

THis is from John Harris, not me. I am forwarding it for him.

From jharris@cup.portal.com Tue Nov 22 20:31:05 1994
Date: Tue, 22 Nov 94 13:43:22 PST
From: jharris@cup.portal.com
To: krishna@max.tiac.net
Subject: Can you Deliver?

Hi Glenn,

I wanted to post in the recent "A Call to arms" discussion, and my service has temporarily lost outgoing net access. Could you post this for me?

.....

Some major points are being missed here.

The kind of people that bought computers in the early '80s were very technically oriented. Most of the computer owners today are the kind of people that have trouble programming their VCR. Seriously! How many different schemes have come out to make VCR programming easier?!? For these people, icons and menus and WYSIWYG are essential. Because if they can't see it and point at it, they won't be able to figure it out.

Next, time is an important commodity. Something that saves people time is worth money. I can get stuff done using modern word processors much easier and faster than with the Atari8. Not to mention better results, so I am willing to pay for that.

We can't force today's programmers to program as efficiently as they used to. As long as faster machines exist to run their sloppy code, they'll continue to write sloppier code. I may not like it, but if a new application or game comes along that I want to use, I'd rather have a machine fast enough to run it the way it was intended, versus having my productivity slowed down, or even doing without it.

>...Atari 8 bit best for games...

Sorry. The _only_ reason I wanted an IBM compatible over the last several years was to play games. The quality and depth of available games is unmatched by any dedicated game system. New systems like Jaguar and 3DO may provide the quality, but depth is likely to still lag far behind. Personally, I already had an Amiga 3000 as my primary productivity computer, so I was unwilling to spend another $2000 on a IBM system just to play games. (It takes at least a 486 and local bus video for today's games). But I still consider it a clear winner as a game system.

All this being said, I come from a unique point of view on the other side of the equation. I _still_ market video character generator systems based on Atari8 technology. I constantly have to defend the choice against other professionals, who see the machine as being inferior to the Amiga (or IBM) for video applications.

First, the Atari8 is the least expensive machine that directly supports NTSC video. When I made my decision to write the software, the price differential was quite large -- especially since the Amiga 600 and 1200 were not available yet.

Second, character generator screens are mostly viewed on RF TV sets from 8 or more feet away, after the signal has traveled down miles of cable and distribution amplifiers. This inevitable form of anti-aliasing helps narrow the gap between Atari8 and current display technology. Plus, the screens are only displayed for a short period of time, and rarely studied for video quality.

Third, the purpose is to convey information. Once that goal has been achieved efficiently, there is very little need to go any further.

This last point is in line with the reasoning given behind the Atari8's viability as a general purpose computing solution, but I don't believe it applies there, for the reasons given earlier. I truly enjoy today's advanced programs. People who are less computer literate require them. I can't deny that there is a lot of waste in today's computing power. But there are a lot of wonderful uses for that power as well, and those uses wouldn't exist if the machines hadn't sold so well in the first place. I can't deny that many of the advances could have been done on the Atari8, (and theoretically still could be), but the hard truth is that there wasn't ever enough motivation, and there certainly is even less now.

I won't give up my Atari8 system anytime in the forseeable future. I'm happy certain projects are underway to make 8 bit life even better. I think it's best to keep certain things in perspective, and realize the Atari8 is a special machine for a unique group of people, but not for the computing world at large. Efforts need to be focused towards acheiving the goals of the remaining users, which are different from those of a general purpose community which does not, and will not, exist.

John Harris - jharris@cup.portal.com

6525. Re: A Call to Arms - is this guy joking??

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 01:52:27 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <J210FGb.ransom22@delphi.com>
Source record: 97173

James Wood <jamesw@CSOS.ORST.EDU> writes:

>(auto-parking heads, for example). An example of a "bell or whistle"
>might be the curvature of the bezel of a monitor or of a computer case or
>a digital "MHz" display.

First off, let me say I enjoyed your note. I was laughing out
loud while reading portions of it. Not at the your counter-argument's
points, of course, but at the phrasing. Which is to say, no, I don't
take this seriously. Not in the sense that a person might take, say
an abortion debate seriously. However I do feel the points I raise
have validity...as does the other side of the argument. It's a nice
thing to explore, is it not?
Anyway . . .

>user? No....I like to log on to a BBS and capture the entire message
>base (at 14.4K BPS) into buffer. It takes a bit more then 64K. So does
>maintaining all the fonts in word processing, as well as writing a
>75-page report.

>more. Atariwriter just didn't have that online thesaurus or check
>spelling in a matter of seconds like Wordperfect does for me...and I am
>behind the times with ver. 5 for DOS!

These are some of the numerous specific examples you give troughout your
message. Let me first say that, in many cases, these things can be
done differently with the 8-bit computers, for the most part. For
instance, if you want to log on and grab all the messages to read off-line
(I"ve been running a BBS for years, and no one has done this, to my
knowledge, on my own board..but, okay, for the sake of argument), just
write 'em to disk. With a 360K floppy formatted under SpartaDOS X,
you should have enough room for the messages, unless you like to wait
a long period of time between logons. And, speaking of 64K, the DOS
version of Procomm Plus only offers 64K of scrollback buffer....so
you'd have to log it to disk anyway. :)

> So what's your hurry if the OS zaps a little performance? If
>those old 8-bit machines pacified you, a clock-doubled modern PC with a
>dragging OS should be a rocket to you.

Ah, but are you getting what you paid for? If the OS is dragging system
performance down, I argue that you are not.

I wont' even get into the ubiquitous "Unrecoverable Application
Errors...

> Good heavens. The user simply clicks on the pop-down menu and
>selects what he SEES instead of remembering a bunch of
>CONTROL-ALTERNAL-FKEY combinations. If "icon recognition" and "mouse
>control" is challenging, then bladder control must be also.

This is hilarous, by the way.
Anyway, while icon recognition and mouse control may seem very
intuitive to you and I, it is in reality anything but. I had the unique
priveledge(?) of starting at a company right when they were switching
from the IBM Displaywriter to a LAN-based system running Windows 3.0.
Those poor people were absolutely confused. Their mouse movements made
them seem in the middle of a spastic fit! And, finding the right icon
on the desktop was a challenge until they recognized those icons, of
course.

A few still don't use the computers, but most caught on OK...
once the company spent thousands on training...

> In a free-enterprise economy, the consumers are actually who
>determines what is produced. If the above paragraph contained any truth,
>the scenario it depicts would already be transpriring.

In a loose sense, this is true. However, the comsumers determine this
by (in most cases) their purchasing pattern. And what influences their
purchasing pattern? Many things, including advertising. If every ad
you see urges you to buy the fastest and best, if all the "buyer's Guides"
tell you to do the same, if everyone you know either has the fastest
and best or wants it, what are you going to buy (assuming you are a PC
novice)? A rational, thinking person would most likely buy the
fastest and the best, not because it is what they need, but because it
is what they *perceive* as being what they need. Their perception of
their needs has been influenced.

> I suppose we could all drive VW Beetles, too. It would get us to
>where we want to go. I think I'll take a more modern approach at
>transportation. Does not the same apply for computers?

I'll say the same thing to this that I have said to the argument
that computer users don't need to understand computers because drivers
of cars do not need to understand how the engine in it operates: computers
are not cars. This may not seem like a revalation <grin>, but it seems
to escape a lot of people. :)
A car is a status symbol, not just a tool for getting one from
one place to another.
A computer, on the other hand, is only a tool. If they've
become status symbols in the minds of Americans, then we've really gone
off the deep end. :) "Oooh, he uses a Pentium! Man, what a sexy,
successful guy!" :)

-Joe

6526. Decimal Creep

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 01:52:59 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9411231954.AA06599@emh.kunsan.af.mil>
Source record: 97180

Okay, time for a REAL 8-bit guru challenge...

Have you ever been listing an old commercial BASIC program on your
Atari, and come across stuff like "POKE 710,10.99843"? I used to
find that sort of thing all the time, but just figured it was the
work of programmers who weren't familiar with programming the Atari.
But a while back, I was looking through one of my own older programs,
and found a couple instances of the same blamed thing!

Soooo.... what causes this??? Anybody? Anybody?

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

6527. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 01:53:57 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Nov22.205130.3765@wariat.UUCP>
Source record: 97150

I think it is interesting that Pentium, SVGA, 530 meg hd, CD ROM
playing, $2500 computer people are defending themselves against a 1979,
64k, 8-bit, $5 computer. This group is pretty much made up of people
who either use the machine or admire it or something and I'm sure glad
we aren't having to defend ourselves, it's the other way around.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

6528. 850 Bare Bones Kit

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 02:24:12 UTC
From: ralphd@netaxs.com
Message-ID: <3au94c$8s6@netaxs.com>
Source record: 97187

I've had this kit for years, never built the thing. Anyone want to make an offer?

Regards,

Ralph

6529. Fond Memories

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 03:50:11 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Jcy3lSb.ransom22@delphi.com>
Source record: 97055

Among my favorite memories are my first experiences with
computers.
The first computer I remember seeing was when I was in
the seventh grade. The school I went to was a rather small
church-based school. The bible study classes included
students from grades seven through 12, so there was some
level of interaction among all the grades. I remember
watching one of the three people who were in
the 12th grade building a Heathkit which had been donated to
the school. When he finished it, I sat and watched him enter
the program to run a version of Lunar Lander. It was text-
only, of course, but it was great fun to watch him play it.
I didn't actually get to use a computer until a year
later, when I got my own Atari 400. Yes, it had a membrane
keyboard and only 16K of RAM, but it seemed powerful to me!
Learning basic by reading the BASIC Reference Manual and
"Inside Atari BASIC" (by Bill Caris) was a real thrill.
I programmed a "catch me"-type game in Gr. 3 as one of
my first projects. It used the joystick to move a single
block around the screen, avoiding another block as the player
moved around (and hid behind) objects on his way through the
fifteen "rooms". One problem: the screen kept blinking!
Not just the moveable objects, but the whole thing!
I called Atari's 800 number, and asked them about it.
I told them I was using the BASIC programming language to
program a game, and the objects on the screen kept flashing.
The woman told me she'd have someone call me back with help.
The next morning at around 7 AM, I got a phone call.
It was from someone who claimed to be the programmer of
BASIC. As an 8th-grader, that was quite a thrill!
I explained my problem to him as I had to the woman
previously. He said that the BASIC programming cartridge was
very limited, so he wasn't surprised at this difficulty. He
suggested I might try one of the Atari computers instead.
I told him I *was* using an Atari computer. He said,
"Don't you mean you're using the BASIC Programming cartridge
on the VCS?" I laughed a little, and replied that I meant
the Atari BASIC cartridge on the 400 computer.
He then asked how many players I had on the screen. I
naturally told him I had only one. He said he didn't
understand why it would blink with only one player, but he
would send me some information that might help me out.
About a week later, I got a manilla envelope with some
copies of Atari programming information. One was on

redefining character sets, others were on various other topics, and one was on player/missile graphics. On reading that last one, I finally understood what he meant by "Player". I wasn't using ANY players, because I hadn't even known what they were!

I went back to the program and looked it over carefully, then finally found my problem: I had the main program loop going back up to the GR. 3 statement, thus having it erase the screen and re-draw it every time through the loop! No wonder it flashed!

Since then, I've done a wee bit more programming on a variety of platforms in a variety of languages. I think I've gotten a little better at it, too. :)

But, I always remember that an actual Atari programmer called little ol' me to help me solve my piddling problem. Since we were essentially speaking completely different languages, it's no wonder he didn't understand my problem. Heck, even *I* didn't understand my problem! But the fact remains that Atari and its programmers had at least one thing going for them at the time . . . real customer service. And I'll always remember them for that more than anything else.

If you have a programming experience you'd like to share, please do! I'd love to read them . . .

-Joe

6530. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 03:53:16 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <J8zWVMc.ransom22@delphi.com>
Source record: 97057

Russ Gilbert <Russ.Gilbert@apk.wariat.org> writes:

>I think it is interesting that Pentium, SVGA, 530 meg hd, CD ROM
>playing, $2500 computer people are defending themselves against a 1979,
>64k, 8-bit, $5 computer. This group is pretty much made up of people
>who either use the machine or admire it or something and I'm sure glad
>we aren't having to defend ourselves, it's the other way around.

<laughing> Good point. Sort of ludicrous, isn't it? :)

I mean, how could they even *consider* that their computer could compete
with our Atari 8-bits? :)

-Joe

6531. Re: Fond Memories

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 04:00:44 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Je0WFOc.jeking7@delphi.com>
Source record: 97056

I got into the world of computers quite by accident. My little brother had purchased a used 800xl back in 83 or so. I just happened to have a video game system that he wanted very much.

I ended up trading my video game system straight across for an 800xl, Xm301 modem and stock 1050 disk drive.

BEST trade I ever made!

--James King
jeking7@delphi.com

[formerely kamaro_kid]
--

James E. King + MIS Manager, Housing Authority
jeking7@delphi.com - 3595 South Main Street
801-284-4447 + Salt Lake City, Utah 84115

6532. Computing In The 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 04:56:58 UTC
From: b.poehland@genie.geis.com
Message-ID: <199411230456.AA012496609@relay2.geis.com>
Source record: 97152

Well, I be impressed! Didn't know this group had all these intellectual-philosopher types. Geeze, I hope this group isn't getting too high-brow for us low-lifes. ;-)

Actually I see merit in both sides of these arguments. Tho I *would* like to correct a minor misstatement made by Jeff McW. who said something to the effect that technical drawing programs for the 8-bit don't exist. Uh... technically speaking (pun intended) he's dead wrong. They do exist.

Jeff referred briefly to a drawing prog we worked on a couple years ago. It was called Circuit Master. I wrote the design protocol, Jeff crunched code (or maybe I should say, he choked on the code). Someone else hacked at it before Jeff (Chris Chiesa??) & also choked. Guess we bit off more than we could chew. The purpose of C-M was to draw high quality electronic schematics, making use of 24-pin graphics to cre{ate camera-ready art for magazine articles.

There are already 3 programs on the market that do this: Schematic Designer from Alpha Systems, Circuit Database from Elfin Magic, & Graphic Master from Datasoft. I have them all. I've used them all. And all of them are crap.

The situation on the Mac & IBM world is no better. There are plenty of offerings, most of them hideously expensive, & none which are entirely suitable for serious publishing work. 100MHz Pentiums, but nobody out there has yet written a decent circuit-drawing program. I now own as many IBMs as I do 8-bits (11 of each), but still mainly use the 8-bit since as was mentioned in the foregoing articles it does just fine for text-based applications which is 90% of what I do.

The infuriating aspect of this is that a 256K Atari with a cheap 24-pin printer could do the circuit-drawing job. It doesn't require that much CPU muscle or even a high speed processor since most of the user's time is spent laying out the circuit (50% head-scratching time). The proper program nicely done would create a sensation in the mainstream market that could make SOMEONE a lot of money. It would be nice to see it start on a Classic-8.

- Ben Poehland
The 8-Bit Alchemist

6533. PC Xformer Complaints

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 05:00:34 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2ED2CC4A@POST0.LAAFB.AF.MIL>
Source record: 97015

I've read with some amusement the call to add more features to the "free" version of PCX 2.5. Where is the free version of MicroSoft PowerPoint or Word Perfect or any of the other commercially available programs? The "pay" version is only $29.95. That's less than a new GameBoy cartridge!!

Let's get serious guys. Both Atari Classics and Current Notes will be running reviews of PCX 3.0, so you can read about it there. You will also here about it via word of mouth here and on the other telecommunications services. Darek has provided ample press releases and advertising to let us know what this program does and doesn't do. (Unlike a lot of the other people supporting the 8-bit today.)

My observation is that these demands just scare off many would be 8-bit programmers. People just give up on us since the 8-bit user base is sometimes perceived as a hostile audience. Yes, we need to alert programmers to bugs and advise them of desired features. But I think this needs to be done in a more positive way or no one will want to support us in the future. Darek has provided ample opportunity for the 8-bit user base to provide feedback on bugs, features and whatnot. How many people actively participated in that process when 2.0 was first released several months ago? Not many on csa8. Fortunately guys like Bill Kendrick and Bob Woolley did and I think that PCX 3.0 is a solid product as a result. If people enough people buy the program, it's quite possible that new features (that more than one person want) will be added (as Darek has stated).

Rick Reaser

6534. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 05:14:59 UTC
From: dgb@owlnet.rice.edu
Message-ID: <3auj4j$46i@larry.rice.edu>
Source record: 97190

In article <3au1cc$n5n@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick) writes:
> - ... put together multi-page documents with pictures,
> multiple fonts, etc, and print them out on a laser printer
> at 600dpi and up?
>
>This isn't possible. What is possible however is Daisy Dot III..
>Graphics is harder, fonts aren't as easy to use (to have more than
>one size of a font, you have to DRAW them (unless you can settle
>with double/triple/etc. width/height)

Been there, done that. It was acceptable for some reports but the need
for more complicated documents came about.

> - ... display high-resolution, high-color graphics?
> (by high-color, I mean 256+)
>We have LOW resolution 4096 color graphics, which is damned
>nice IMO.. sure, it isn't 320x200x256 or 640x480x256 or 640x480x16m
>but it's nice for the 8bit..

I've seen some of the 4096-color pictures floating around BBSs, and
like you said, they're nice for the 8-bit. A neat trick. I love to see
programs that push computers to the limits. However, in this case,
those limits are too much for most non-static uses of high-color graphics.

> - ... access the huge amount of data available on cheap CD-ROMs?
>Via SIO2PC we can read any files an IBM can.. the interface needs
>work though (rather than type "I" drive #, filename on the PC, I
>think some extra handler should be written for the Atari for
>doing this via SIO2PC automatically! :))

Maybe SIO2PC can be extended to use the PC's VGA display as the 8-bit's
display, and the PC's sound card as the 8-bit's sound source...
see my point?

> - ... support a 38.4k modem connection, doing VT100 emulation,
> at a text res of 132x40?
>
>14.4k at 80x24 ... more isn't often needed I think.. not in text

It depends. 80x24 is OK for standard BBSing, but I use the higher-res
modes for editing and so forth where it helps to see more of a file.

> - ... process and print Postscript files on a non-Postscript printer?
>
>Uhhhh..

Most of the documents the profs give us are in Postscript, and using
ghostview on my PC, I can print them on my HP-compatible printer.
The PC does all of the Postscript processing that the CPU in a Postscript
printer would do. It takes a lot of memory and it's slow. I admit
there are much better ways to do this, I just haven't tried. So we'll
skip this one!

> - ... play the newest games AND the old classics?
>
>New games are still comign out if you wanne be techincal :)

Hmm... Simcity 2000 on the 8-bit. Maybe, on an upgraded system.
After all, the original Simcity came out for the C64 and
therefore should be possible on the Atari 8-bit.

Well, before this turns into a silly flame-fest (it's not yet,
but you know how things go) I want to say that I'm not posting
anything with the intent of insulting 8-bit users or developers.
I'm not exactly an 8-bit veteran but I used a 130XE as
my "main" computer for about a year before I needed to upgrade.
Given the price of 8-bit hard drive systems and whole PC/XTs
with hard drives then, I went the PC route.

I think there's a reason that a lot of people don't use the
8-bits anymore which has nothing to do with being sucked
in by PC marketers. I think that reason is to get a lot of
things done on the 8-bit, it takes a lot of upgrading, knowledge
of the system, and patience, which a majority of PC users
don't want to invest into the process of getting out a document or
spreadsheet, both almost trivial tasks in Windows Office (yech!) on
the usual office or home PC.

6535. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 06:37:12 UTC
From: joek@lucky.innet.com
Message-ID: <3aunuo$ahu@lucky.innet.com>
Source record: 97182

Joe Walsh (ransom22@delphi.com) wrote:
: Computers, Progress and Necessity
: So, next time you flick that switch on your Pentium
: processor-based, SVGA local-bus video, 17" monitor, 16-
: megabyte RAM, 540 MB hard disk, CD-ROM-using machine so that
: you can play the latest videogame, remember that you're
: paying homage to the great gods of marketing (and your local
: computer outlet):

So we are all puppets of the marketing genius these large companies posess? You are a true Atari loyalist, which is admirable, but youve got the blinders on.

...Its OK to like more than one machine (especially ones that can play the "latest videogames."). My Atari has its rightful place: along side the rest of the machines I use.

joek@innet.com

6536. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 06:42:33 UTC
From: joek@lucky.innet.com
Message-ID: <3auo8p$ak6@lucky.innet.com>
Source record: 97183

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:

: Well, There is in fact a way of doing this at home on your XL/XE,
: by learning Postscript!!!!!!

Why should someone have to learn postscript to do something that takes 5 minutes to do on a different machine? I suppose if you dont own anything other than Atari 8 bits, its your only alternative.

Joe

6537. Re: A Call to Arms - is this guy joking??

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 06:54:56 UTC
From: joek@lucky.innet.com
Message-ID: <3aup00$al2@lucky.innet.com>
Source record: 97184

Joe Walsh (ransom22@delphi.com) wrote:
:
: I wont' even get into the ubiquitous "Unrecoverable Application
: Errors...

Which happen at about the same frequency as my 800xl locks up
unexpectedly (must be sun spots)...

: Anyway, while icon recognition and mouse control may seem very
: intuitive to you and I, it is in reality anything but. I had the unique

You have the honor of being the only 8 bitter Ive ever seen thats tried
to knock a graphical interface to something like a Displaywriter or Atari
DOS.

: fastest and the best, not because it is what they need, but because it
: is what they *perceive* as being what they need. Their perception of
: their needs has been influenced.

Today though, what people think they need will most likely do th e job,
since most machines sold today are overkill for the average consumer.
Once in a bad case of zealousy I talked a friend out of buying a Mac
and going with an ST instead. I never knew guilt until I talked with
him a year later.

: A car is a status symbol, not just a tool for getting one from
: one place to another.
: A computer, on the other hand, is only a tool. If they've
: become status symbols in the minds of Americans, then we've really gone
: off the deep end. :) "Oooh, he uses a Pentium! Man, what a sexy,
: successful guy!" :)

A car (or vehicle) is a tool just like anything else. If car A gets you
there faster, more comfortably, safer, uses less gas, and looks better
than car B, which one would you choose? Car B because its cheap? I
dunno about that one.

Jeez, maybe someone should start a atari8.advocacy! Thatd be fun..

Joe

6538. PC Xformer 2.00 and 2.50

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 07:09:33 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3auprd$4jr@usenet.INS.CWRU.Edu>
Source record: 97185

I have seen a lot of comments about Xformer 2.50 lately and some
software not working. I will describe my findings below. I welcome
any other comments on PC XFormer. If any of the "Bugs" have been fixed,
let me know, because I definately want to buy it - If not just for the
ability to use a real joystick.

A bugs with 2.50 (and how to fix it):
In 800 XL mode some programs that work on 2.00 don't work in 2.50 and
reset enables BASIC. A temporary fix is to patch atarixl.rom file:

At the byte 18-20,292-294,658-660, and 1138-1140 (assuming the first byte
is 1 and NOT 0), change the bytes (which are 173,13,208) to 169,0,234.
This changes "lda trig3" instructions to "lda #0 nop" telling the
computer no cartridge is present (BASIC still works).

You also MUST change bytes 1 and 2 to 29 and 146 respectively.
This changes the ROM checksum for the first 8K (not counting the first two bytes).
If this is not changed, you will boot up into memory test with the ROM
checking bad.

I sent the file to my 8bit and wrote a Turbo BASIC
program to do the patch, hopefully someone can write it for BASIC on the
PC side. I do not have BASIC on the PC side (actually I do have it on
a 5.25" disk, but the computer only has a 3.5" drive).

I had no problems with the 800 mode.

Hopefully, this bug is fixed at the emulator level on 3.00

If anyone gets this to work, let me know.

Did you know?:

Pressing ALT with the arrow keys will give the un-control key on the
Atari. This is good if a program requires use of cursor keys without
pressing CONTROL.

This may not be true of 2.00, I am not sure but on my computer you can
use:
alt-ctrl-tab for ctrl-tab
alt-ctrl-` for ctrl-inverse
alt-ctrl-esc for ctrl-esc
alt-ctrl-f6 real ctrl-1 pause
alt-ctrl-F8 for ctrl-3 (EOF)
unfornately alt-ctrl-caps duplicates HELP and not ctrl-caps

alt-ctrl with function keys each return different press, this is
more of a quirk than a feature.

Fixed in 2.5:

Player-Missile priorities don't work. Priority of missiles combined
to be a player (ie: all same color) doesn't work. In 2.50 they work!!!!

Some functions seem faster, but some seem slower particularly when PM
graphics are on - perhaps due to the above bug fix. Diagnol scrolling on
Zaxxon looks much better on 2.50

Bugs in 2.0 & 2.5

Display List interupts appear to be executed on the first line
of a mode line, instead of the last (this causes DLI color/
character set changes to occur too soon for any mode other than
graphics 8 and 7+ (Antic modes 15 and 14). This often renders
a score line unreadable as well as other screen glitches.

Changing data in a character set after the character set is
enabled will not cause the change to occur on the screen
unless the screen is written to in that area, or a Player-Missile
Graphic data appears on that row.

The control-G functions appears to return the same code as control-F.
Control-Tab performs a delete line instead of clear tab. You can use
alt-ctrl-tab however.

Specifying an atari file (not an XFD or ATR disk image) that is in another
directory will cause it to have a filename that includes the directory for
part of it: XF2 MYDOS.ATR C:\ATARI\PROGRAM.EXE will have a file
on drive 2 that will be named C:\ATARI\PR and be unaccessable.

I have had occasional problems with players not lining up exactly or
problems with narrow playfields, but these could be attributed to some of
the above bugs.

Ken Siders
cp576@cleveland.freenet.edu

I attempted to get on the umich archive, a program that will convert a
single, 1050 double, or double density disk to a disk image .XFD file
and write it to disk (assuming you have one large enough), or send it
via standard xmodem (not CRC since I don't know how the CRC code is
calculated) to an R: device. If anyone tries this program or it never
appears and you are interested, let me know. (called DISK2XFD)

I also have a newer version that will read from a disk, a diskcomm file,
Xmodem input(.XFD), an XFD file, or .ATR file and write to a disk, Xmodem
output(.XFD), and .XFD file.(cannot input and output to XMODEM at same
time obviously). The only thing slowing me down is the XMODEM recieve
routine sometimes doesn't work. This version is menu driven vs. command
line driven DISK2XFD.

6539. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 07:12:55 UTC
From: cp576@cleveland.Freenet.Edu
Message-ID: <3auq1o$4ok@usenet.INS.CWRU.Edu>
Source record: 97186

Glad to see my KEdit, Kasm, and Klink programs made it to the archive. If KEdit locks up with a Shift-DElete on a particular computer, let me know and I can upload a fixed version. It works fine on my XL, but crashes on Xformer. If you press Shift-DElete and it doesn't lock up, you are OK

Ken Siders
cp576@cleveland.freenet.edu

6540. Re: Liest hier noch wer???

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 07:44:45 UTC
From: austria@ravel.wirtschaft.tu-ilmenau.de
Message-ID: <3aurtd$42i@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 97189

Yes, here I am! At the moment I live and work in Ilmenau. If you want,
you can write to:
Marcel Kujat
Trueperweg 2
07749 Jena
Tel.: 03641-523356

or via e-Mail to: marcel.kujat@wirtschaft.tu-ilmenau.de

6541. Computing In The 1990`s

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 08:38:10 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3auv1i$dmb@news.cs.tulane.edu>
Source record: 97188

Quoting b.poehland@genie.geis.com

b >Actually I see merit in both sides of these arguments. Tho I *would*
b >like to correct a minor misstatement made by Jeff McW. who said something
b >to the effect that technical drawing programs for the 8-bit don't exist.
b >Uh... technically speaking (pun intended) he's dead wrong. They do exist.

Seems that this topic comes up every so often, and just about the same things
get said each time. "A call to arms" aside, most folk are just going to
use what ever system works for them. I needed AutoCad, I've got a 486...needed
to do DTP work for Tulane, I've got a Mac650...and just because I like
systems that have been droped by their parent company...I've picked up a
NeXT cube.

So what's this got to do with anything? Nothing. Oddly I find all the systems
just about the same...Windows, Mac OS and NeXT Step aside. They all get the
job done, and the end results printed on my letter head look just alike :>

My office has three Atari's MUX'ed to an 80 Meg server hooked to a HP550. True,
each system is now in a mini tower and has a standard IBM style keyboard via
a TransKey, but the systems do what I what them to do and the total cost was
less than a new 486, monitor, 8meg memory, Windows, WP6.0, network cards etc...

Guess that makes me a stuck in the mud die-hard. :>

As far as circuit design and printing goes, nothing AutoCad and a Calcomp
plotter can't be beat...but at 3.5K for Acad 13 and 2.5K for the plotter
I can see why you might want to keep looking elsewhere. ;>

Mike Todd

---
* PabQwk 2.0 #9 * Remember when 48k was a lot of memory...

6542. Atari8

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 08:46:34 UTC
From: Terry.Streeter@flight.org
Message-ID: <06f_9411231135@flight.org>
Source record: 97108

Would like some phone #'s for
Atari8 bbs's in the Atlanta
area. Would anyone have this info?
Thanks!
--
| Internet: Terry.Streeter@flight.org
| From The FlightLine [MSP] (612)544-5118 Aviation & Sim Resource

6543. Re: Light Pen

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 11:08:47 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9411231110.AA17801@dylan.newi.ac.uk>
Source record: 97191

> I have an original (?) cx70 light pen and have never seen an app that uses
> the bugger! Does anyone know of any app that uses the light pen? It is an
> intriquing litle thing, I'm tempted to try and write some goodies for it
> myself, anyone know how reliable the little thing is?
> bjcorr@delphi.com
>
Yup, there's absolutely sod all available for the light pen. You
could of course try and use some of the light gun games with it :)

The only package I have for the light pen is a drawing ROM cartridge.
Thing is, the cursor jumps about like a flea so it's impossible to
use it for detailed drawing (even in Zoom mode).

However, I have thought about adding support for it in some of my own
software in the future since it is very nice to use.

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6544. New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 11:25:36 UTC
From: mbitdc9306@titan.newi.ac.uk
Message-ID: <94112311195229@titan.newi.ac.uk>
Source record: 97192

Okay, Rick, you win. Here's my spec for the new standard ...

1. Support for several 256K RAM upgrades.
2. Support for 8 channel stereo sound upgrades.
3. How about hard disk installeable games?
4. Hmmm ... games for the Turbo 816 would be nice.
5. .... and so on .... blah ... blah ... and all that :)

One problem is knowing where to stop! The above outline would help to produce some incredible software, but the outline itself isn't credible. Okay ... Speak to me ... what's your idea of a new standard? You never know - it could come true :)

David Davies
The Atari Classic Programmer's Club
mbitdc9306
@newi.ac.uk

6545. Re: Fond Memories

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 12:26:42 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3avce2$67j@dux.dundee.ac.uk>
Source record: 97062

Aah! Fond memories- I remember years ago I wanted a Sinclair ZX Spectrum 128K, this was about 1986, but I couldn't have afforded it all myself, so my Dad was going split the cost with me. Yipee! Then he got a shot of a computer off someone he knew. Atari 800XL- it rang some faint bells, but I'd never seen one in real life, and had never seen one running. The first game I saw was Elektraglide, by English Software. It took ages to load, and the title page with its tweening graphics was impressive. Anyway, to cut a long story short, when I saw the game itself running I was absolutely gobsmacked! I'd *never* seen anything nearly as good on a Spectrum. So guess which computer we ended up getting...! I also have memories of being annoyed when I discovered how little software there actually was available, but all said and done, Elektraglide was so *cool*, and the games I ended up getting were pretty good!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6546. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 12:38:13 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3avd3l$67j@dux.dundee.ac.uk>
Source record: 97061

Dennis Gale Brown (dgb@owlnet.rice.edu) wrote:
: In article <3au1cc$n5n@nic-nac.CSU.net> kendrick@zippy.sonoma.edu (William Kendrick)
writes:
: I've seen some of the 4096-color pictures floating around BBSs, and
: like you said, they're nice for the 8-bit. A neat trick. I love to see
: programs that push computers to the limits. However, in this case,
: those limits are too much for most non-static uses of high-color graphics.

Wow! How do they do that? Pity I can't download stuff from the net due to
only having a 1050 drive (I can't transfer the files without at least an
XF551 or so I've heard).

: >New games are still comign out if you wanne be techincal :)

: Hmm... Simcity 2000 on the 8-bit. Maybe, on an upgraded system.
: After all, the original Simcity came out for the C64 and
: therefore should be possible on the Atari 8-bit.

SimCity 2000 on the Amiga requires 4mb and a hard drive. Even on an upgraded
system how much memory are you going to need. Also apparently, because of
the speed of the game, you need a reasonably accelerated Amiga to run it on.
How slow is it going to be on the XL/XE? Simcity? Yes. Simcity 2000? I think
not...

Despite my dislike for bloated PC software, not helped by the inclusion of
features which will never be used by most people, you can still do more with
it than you can with a 48K 8-bit Atari package. Sorry, but that's the way it
is. Can you do it as well, and as easily? I've heard for things like DTP, you
require *at least* 6 megs to do it properly. Sure you could have an 8-bit
Atari expanded to 8 megs, but doesn't that totally defeat the argument about
only needing small machines?

This isn't a criticism of the 800XL, but when I use it these days, I use it
for its strengths and not it's weaknesses.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6547. Re: [--- Infocom Interpreters ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 13:39:55 UTC
From: winston@merk.com
Message-ID: <Czq3AK.792@merk.com>
Source record: 97194

On Friday, November 18, 1994 at 18:41:40 -0800 (Sat. Nov. 19th 2:41am GMT ?)
Rick_Michael_Cortese@cup.portal.com (RC) wrote:

```
RC> If you're working with a single density disk, the DSKINV vector works
RC> fine, I can't think of why the Mapping routines wouldn't work.
RC>
RC> For D1: it should be as easy as:
RC>
RC> 10 DATA 104, 32, 83, 228,96
RC> 20 FOR N=1536 TO 1536+4
RC> 30 READ A:POKE N,A:N.N
RC> 40 POKE 769,1:REM DRIVE #1
RC> 50 POKE 770,82:REM R FOR READ
RC> 60 POKE 772,128:REM LOW BYTE OF BUFFER
RC> 70 POKE 773,6:REM HIGH BYTE OF BUFFER
RC> 80 POKE 778,1:REM LOW BYTE OF SECTOR
RC> 90 POKE 779,0:REM HIGH BYTE=>SECTOR 0
RC> 100 X=USR(1536)
RC>
RC> After the USR() the contents of the sector will be in memory
RC> from 1536+128 to 1536+255. You can also point the buffer to
RC> the address of a string as long as you've already DIMed and assigned
RC> a value to the last character.
```

A HA! I think you put your finger on the problem! I was using --BOTH-- a single density 810 --AND-- a double density XF551. Obviously I didn't step the XF551 down to single density by performing a "show directory". I was probably also pointing to "D1:" for my read test, and it was probably still in double density. There is no mention in APPENDIX 11 of "Mapping" that Disk Density is a factor. Of course, that goes without saying that it is single density since SEC$(128) is DIMed and 128 is used. Still, it would have been nice if the author had spelled it out explicitly. Hmm... I wonder why no ERROR was generated ? If I remember correctly, my disk just spun and then nothing happened? Hmm... there probably was an ERROR code sitting in the STATUS register. I don't remember whether or not I had to reboot (in which case error handling wouldn't have executed anyway...). Thanks for the tip! It is obvious now that you point it out. Time to try it again....

6548. Re: A Call to Arms - is this guy joking??

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 16:39:36 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pq019eY.ransom22@delphi.com>
Source record: 97029

Joe Kearney <joek@lucky.innet.com> writes:

>Jeez, maybe someone should start a atari8.advocacy! Thatd be fun..

Agreed! That would be a good idea....

-Joe

6549. Re: PC Xformer Complaints

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 18:02:07 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3b002v$2mt@nic-nac.CSU.net>
Source record: 97014

Here here, Rick! >I'll< be one of the first folks knocking on Darek's
door with bugs, quirks, etc. about PC XF 3.0 (and its docs <grin>)
but I'll just say this:

Player Missile Collision detection

W O R K S ! ! !

When I first got a copy of 2.5, I tried playing Rubberball with it but
alas, the damned ball fell through everything.. I loaded it up today
in 3.0 with much anticipation and it WORKED! It acted a bit funny for
a few reasons though: 1) I was using a slow 386 so it wasn't as fast
or responsive as it could be 2) I forgot that the fire button pauses
the game and from that, 3) the joystick emulation was odd (I've noticed
this in the console key responses, too.. maybe Darek should make a keypad
which plugs into a COM port that does Start/Select/Option/Fire), so I ended
up getting stuck literally frozen a couple of times.

Just to add another note: somebody said something about it not emulating
Shift+Control key combinations. Well, I loaded up BobTerm and hit s+c+E
and the edit buffer came up! Whoever was complaining must either have
2.5 and 2.5 doesn't support it, or has a weird PC keyboard..

anyway, I'll shut up for now.. look for a new revision of my Emulator FAQ
coming out pretty soon!

-bill!

kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!

6550. Re: PC Xformer 2.00 and 2.50

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 18:13:13 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3b00np$351@nic-nac.CSU.net>
Source record: 97012

Hey! Cool! Thanx for those tips and suggestions. I hope Darek is listening in. Are you planning on purchasing 3.0? Some of this may be fixed in that.

On another note, I was thinking to myself "one sneaky cheat to speed up the screen writes in PC XF is maybe to write to every other pixel per frame" .. ie, if text appeared where there was none before, it'd look checker-board dithered at first, and by the next frame it'd be solid.. this is comparible to how Interlaced GIFs work.. rather than seeing the screen from top to bottom, you see a small percentage of the whole thing, then a little bit more, then a little bit more, and finally the whole 100% is up on the screen. It takes as much data and time to load it as it does if you were to view top to bottom, but you actually see more of what the image will look like before it has been loaded....

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu Check out
William (Bill) Kendrick / | \ ** New Breed Software ** my new .plan!

6551. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 18:41:47 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128043@cup.portal.com>
Source record: 97021

Any ideas I have are just BS until new products hit the market. That being said: What I'd like to see is things going a little retro before going forward. For instance, I believe CSS was modifying 800xl's to make them 100% 130XE compatible by putting all the 130XE circuity on the mother board. I've talked with Mike at FTE & he didn't seem to think there was a problem with cloning the XE MMU. I've paid up to $13 for those chips, but I'm sure FTE could do it for $1-2+ whatever their overhead is. With the cut/jumping of one trace on the mother board you can decode all chips in the xl/xe series to only use the bottom half of the page. This would free the top half most hardware pages i.e. [$D380-$D3FF, $D280-$D2FF] for additional chips. The new chips can either be added to the mother board or hung on the PBI. My wish list from there would go something like: Software/Hardware bundled together just like ICD did with the Sparta DOS construction kit so every one could plan on having a uniform platform. As a minimum you could expect a 130XE, at best you could expect things like 8 bits of banking at $D300 so you could access 4 megs of banked ram in addition to the XE banks. For other chips like the stereo upgrade or Wooley's 2 GTIA chips I'm not so hot on the idea. They aren't making any more of these chips so I'm in favor of using off the shelf parts. Maybe a 6551 or better but more expensive a 2681 serial chip on the buss. Really, the 6551 would be sufficient & it's at least $15 cheaper. Whoops! That was $D380 above for the 4 megs of banking. As long as you're adding latches, a printer port would be nice. I really do not feel strongly about where the chips go, for instance the MIO take the $D100 page so it could be left alone, but some things wouldn't be to difficult to implement given the right tools. Doing stuff like switching the OS to ram & installing a new printer handler in the RAM OS would be a snap. I guess the down side to this is the whole package ends up being a huge task. We may not have the horse power left to do it. It's really late, this should have been done circa 1984-85 by Atari. Those guys had revenues of up to $2.5 billion/year & didn't spend it where it should have gone.
Rick

6552. Re: Computing In The 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 19:01:48 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128045@cup.portal.com>
Source record: 97019

Actually Ben, you should give a look at Easytrak. It has two programs EASYEDIT.EXE & EASYPLOT.EXE that are fantastic. I downloaded them from the JDR bbs. The only complaint I have is you can't force the autorouter to go in single sided mode. If you're willing to add the traces by hand or can do a double sided board it's not a problem. The programs support just about everything from a CGA/Herc XT to super VGA Pentiums. Printer support goes the same, FX80 to HP/Calcomp plotters, Postscript, Gerber, you name it. I believe it's from England & the full version is $200, but I really can't imagine what else they could add. Even though this is a freeware version I will probably try to send them some bucks if I ever make a board<g>. After trying this program out, I wouldn't even let my dog sit on PC Board Designer for my ST, it's that much better.

6553. Re: OMNIMON in RAM?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 19:21:46 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128046@cup.portal.com>
Source record: 97020

Nope, I have both Omniview & Omnimon on the Newell OS board. Never bought 3.2, got a copy of 2.3 with a US doubler & went straigth from there to 4.19. I seem to be a little out of sync, buying the version just a little too soon but trust me on this. 2.3 crashes badly with Omnimon. Maybe someone misspoke, but I think what they were trying to say was look for ROM at $C000 on an 800. I have a copy of Movie Maker & it doesn't run with anything in my xl but a standard OS. I can only guess it computes a checksum. I never use the program so I never bothered looking into it's copy protection scheme.
Rick

6554. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 20:16:25 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Nov23.201625.18562@cs.nott.ac.uk>
Source record: 96916

In article <pg5XdUF.ransom22@delphi.com> Joe Walsh <ransom22@delphi.com> writes:
>Jeffrey J. McWilliams <jjmcwill@next5> writes:
>>The things which the atari does, and has done for years, it does quite well.
>
>Absolutely. And what it does is what most people need: word processing,
>spreadsheets, data bases and telecommunications.
You forgot the 3 most important uses in that list: games, games and
erm.... games :)
EVERYONE needs games, even super-wizzo Pentium owners...
Games is one of the things the 8-bits have always been recognised for.

--
*** Raphael Espino, rje@cs.nott.ac.uk ***

6555. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 20:55:43 UTC
From: jeking@xmission.com
Message-ID: <3b0a8f$6m8@xmission.xmission.com>
Source record: 97195

```
: Questions about the XF551. Questions about 80-column
: telecommunications programs. Questions about mail-order in the USA. Other
: questions on Diamond GEM and DOS XE got answered, but the responses were
: *VERY* slow in coming.

Perhaps you think you're paying us all to answer just YOUR questions? At
least your answers get answered, albeit a bit slow.

Your questions about GEM and DOS XE may have gone unanswered because of 2
reasons... 1) GEM and DOS XE stink and 2) nobody really uses ANY of those
two anymore - ESPECIALLY GEM!

No offense - but its simply the truth..

--
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-
James E. King - MIS Manager, SL County Housing Authority
jeking@xmission.com + Atari XL/XE (8-bit) hobbyist, circa 1983
-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-+-
```

6556. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 21:35:25 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b0cit$rjr@nermal.cs.uoguelph.ca>
Source record: 96914

: Perhaps you think you're paying us all to answer just YOUR questions? At
: least your answers get answered, albeit a bit slow.

I didn't mean to offend people. I just put this post here, to see
if people actually do frequent this group. This is the only post I've
made that really got answered a lot.

: Your questions about GEM and DOS XE may have gone unanswered because of 2
: reasons... 1) GEM and DOS XE stink and 2) nobody really uses ANY of those
: two anymore - ESPECIALLY GEM!

- Thanks! I really wanted to know about these programs. You've shed some
light on the subjects.

>> Mark <<

6557. Atari Lynx - SOLD!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 21:56:46 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9411232101.AA02879@ilmen.lanl.gov>
Source record: 96915
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st,misc.forsale.computers.other,rec.games.video.atari

> ATARI LYNX (color hand held game console) for sale:

Thank you for all the interest but my Atari Lynx game system has been sold.

-Hutch-

6558. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 23:30:55 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <CzqunL.7nM@itex.jct.ac.il>
Source record: 97105

```
: Since SIO2PC works so well... how hard would it be to do a
^^^^^^^^^^^^^^^^^^^^^^^^^^^^
```

Well, it stutters alot if I'm in 8 Mhz on my XT.. It's ok when I turn
Turbo off and I'm at 4Mhz, though.

And why does my new Ultraspeed+ OS have no effect on throughput with sio2pc?
I thought it supports US ("Jump tu Ultra-speed" in the main menu).
When I try to boot a sio2pc image it just doesn't work, unless I press
Option-Select to *disable* US...

Any tips?

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

6559. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-23 23:43:45 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <3b0k3h$6hg@ulowell.uml.edu>
Source record: 96918

Read the book, The Home Computer Wars, it covers this
very topic in great detail. (It's a good read too)

Anyway, Jack Tramiel was a brilliant business man at
Commodore. He was always knocking down prices to the lowest level,
and bringing out great hardware at incredible prices. Also, Commodore's
vertical integration didn't hurt...they owned the company that made
their microprocessors which cut down on prices tremendously. This
is what TI did to get their calculator prices down so low, which forced
Commodore out of the calculator business and many others into
bankruptcy.
The VIC-20 and Commodore 64 set new standards for computers
at their price levels. They had tons of features found on more
expensive computers, and had really cheap peripherals. For instance,
they thought it was impossible to get a modem down to $100, but
Commodore did it, and introduced the VICMODEM at roughly $100.
Their in-house software developers worked 'round the clock
to get VIC-20 games out for the introduction, and their deal with
Bally got them some hot game lisences. They had wide distribution,
and were always able to cut the price below all the competitors.
Jack did make some bad decisions, such as the Commodore 16/+4
and the UltiMax (which, thankfully, he was convinced not to produce...
he dumped the initial 10,000 units on Japan) before he left Commodore.
At Atari, they haven't been as successful. I think that
they didn't change their business strategy to update with the modern
market among other things.

--
Ralph A. Barbagallo III --- rbarbaga@cs.uml.edu --- Only AMIGA makes it
URL: http://www.uml.edu/~rbarbaga "Don't be a Dunk!"* Possible... *
R.I.P. Jay Miner: June 20th 1994 Father of the 2600, Atari 8bit, Amiga
-=-VAPS Member=-=-Classic Game Collector=-=-Broke Freelance Journalist=-

6560. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 00:08:46 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xG5XFee.ransom22@delphi.com>
Source record: 97035

Yeechang Lee <ycl6@ciao.cc.columbia.edu> writes:

>that the Atari 8-bit systems _were_ more advanced technically (more
>colors, real DOS, better disk access, better BASIC, etc; C-64 only had an
>edge in sound, absolute video quality [chroma/luma separation] and maybe
>sprites vs. P/M). I don't know about other people, but where I grew up

Just my humble opinion here, but Atari had the C-64 beat in terms of sound,
and equalled it in video quality (on the 800 and XE lines, anyway, as
they had chroma/luma separation). In terms of sprites versus P/M, I have
to say commodore's sprites win out.

As to the overall issue of why Commodore succeeded where Atari failed,
I'll offer the following as *some* of the reasons. These are my opinions,
based on reading Antic, ANALOG, Compute!, and various other resources
produced during the era (including 'mainstream' magazine articles and
newspaper columns).

One thing that really hurt Atari was Warner Communications. They just
didn't know how to run a computer company. Atari's early creations
(the VCS and 8-bit computers) carried it through the years when those
devices were clearly superior. Later on, their lack of marketing
caught up as low-price alternatives began to appear (the Commodore for
one, and the TI 99/4a for antoher) and the bloody price wars began,
which were essentially ended (IMO) when TI dropped the 99/4a line
and dumped them at prices that allowed retailers to sell them for $49
each.
To get back to Warner, they put people in charge of the company
who didn't understand the business. Raymond Kassar knew nothing of
electronics. Mr. Morgan likewise didn't know what he was doing. The former
was from the textile industry, and the latter from the tobacco industry.
They proved without a doubt that computers can't be marketed like
most other products. This is especially true of the time they were marketing
them, when most of the population was even more ignorant of computers than
they are today.
Instead of recognizing that the videogame market and the computer
market were one and the same during and after the price wars (when
the price difference between computers and videogames evaporated), Atari
tried to do both, segmenting its audience and competing with itself (esp
in the case of the 5200).

Another "helping hand" in the downfall of Atari were the magazines,
such as Antic and ANALOG, which printed more negative comments about Atari
than was sensible. From editorials expounding on the poor products produced,
to feature articles detailing the rampant pirating, they did a lot to
scare consumers AND software producers away from the market.

I was never in the Atari pirate scene, so I can't say for sure
how bad it was. However, I was involved in the Apple][pirating
scene, and know thatAtari's couldn't have been worse. It just couldn't
have. Yet, the Apple][line lasted far, far longer than did Atari's
(as far as profitable years is concerned). Yet, ANALOG in particular
claimed that the reason games took longer to come out on the Atari
was because of the "rampant piracy" in the Atari community. I'd bet
that companies read those articles just as we did, and came to the
conclusion that the magazine writers must know what they're talking
about, and THAT is what led to the lack of programs in the post-83
Atari era.
Again, these are just my opinions. Possibly I"m way off,
but until I learn otherwise . . .

-Joe

6561. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 00:40:19 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b0ndj$b5g@nermal.cs.uoguelph.ca>
Source record: 97135

Jack Trammiel managed to undercut everyone, including Atari. I remember that advertising wasn't as good as some of the competition (a problem, even then!) and the Atari computers weren't in as many stores. The 8-bit Atari was technically superior, though.

>> Mark <<

6562. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 01:00:33 UTC
From: ycl6@ciao.cc.columbia.edu
Message-ID: <3b0ojh$gsl@apakabar.cc.columbia.edu>
Source record: 97137

In article <xG5XFee.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
|Just my humble opinion here, but Atari had the C-64 beat in terms of sound,
|and equalled it in video quality (on the 800 and XE lines, anyway, as
|they had chroma/luma separation). In terms of sprites versus P/M, I have
|to say commodore's sprites win out.

I didn't realize Ataris eventually gained chroma-luma separation.

I'd always understood Commodore's SID chip to be better than the Atari's
(another voice, better waveforms) but am willing to be corrected.

I think one thing Atari could've done better was promote its machines'
128-color capability, something unequalled on micros 'till the Amiga's
HAM mode in '85. Tech specs, then as now, impressed people.

|Later on, their lack of marketing
|caught up as low-price alternatives began to appear (the Commodore for
|one, and the TI 99/4a for antoher) and the bloody price wars began,

You might have something there--Atari never really got into the price
wars, not 'till Tramiel (a veteran of them of course) came on and dumped
excess XL-series machines onto the market, right?

|which were essentially ended (IMO) when TI dropped the 99/4a line
|and dumped them at prices that allowed retailers to sell them for $49
|each.

I still remember Toys 'R Us's TV ads advertising this, in late '83.

|than was sensible. From editorials expounding on the poor products produced,
|to feature articles detailing the rampant pirating, they did a lot to
|scare consumers AND software producers away from the market.

Again I'm not familiar with the Atari magazine market, but certainly
Commodore-related publications weren't shy about excoriciating West
Chester when deserved, either. The Plus-4 and the C16 were (deservedly)
killed by massive amounts of bad press, for instance.

|how bad it was. However, I was involved in the Apple][pirating
|scene, and know that Atari's couldn't have been worse. It just couldn't
|have.

I assure you, the Commodore pirate market was just as bad! "Fast
Hack'Em!"

|Yet, the Apple][line lasted far, far longer than did Atari's
|(as far as profitable years is concerned).

Another possible thread to explore--was it because of a more "serious computer" image, greater expandability, or simply a greater financial incentive for Apple owners to stick with their machines?

-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|The Celestial Kingdom has Taco Bell

6563. Re: PC Xformer Complaints

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 01:35:10 UTC
From: cathrynm@aol.com
Message-ID: <3b0qke$b72@newsbf01.news.aol.com>
Source record: 97196

In article <3b002v$2mt@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes:

[Just to add another note: somebody said something about it not emulating Shift+Control key combinations. Well, I loaded up BobTerm and hit s+c+E and the edit buffer came up! Whoever was complaining must either have 2.5 and 2.5 doesn't support it, or has a weird PC keyboard..]

Btw, are you able to use Bobterm on Xformer 3.0 consistently? When I run "xforemer -c1", Bobterm finds the serial port. But, it seems like I'm only receiving characters when I type them. Like I type "AT <control-M>" and nothing comes out. But If I bank on the keys, I'll eventually see the "OK" come out as I press each key.

Bobterm worked once for me, as I was able to phone my BBS at 300 Baud. But, I'm still not sure exactly what I did to make it work. And now, I can't get it working again. (Gonna' try some other modems.)

I still haven't had a chance to put games on Xformer.

6564. Help with Adaptec Controller

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 01:59:15 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b0s1j$spe@news2.delphi.com>
Source record: 96926

I recently picked up an Atari SH204 Hard drive, and it uses an Adaptec controller to access an MFM (ST225) drive. I ran the SCSI cable to my MIO, but the drive won't verify after a format. It says "block header bad". I noticed that the controller has an Atari EPROM instead of an Adaptec one, so I imagine Atari has crippled the conroller for ST-dedicated use. Can anyone get me either an EPROM or a file to make an original Adaptec EPROM? I'm not sure at the moment which controller it is, but it's as big as a 5 1/4" drive.

-Thanks!

-Bry

6565. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 02:57:50 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b0vfe$eit@nermal.cs.uoguelph.ca>
Source record: 97197

: I'd always understood Commodore's SID chip to be better than the Atari's
: (another voice, better waveforms) but am willing to be corrected.

I don't know about the wave forms, but the Atari 8-bits had four
seperate voices, wheras the SID chip only had three. The range was
greater on the SID chip, but you could POKE 16-bit sound out of the Atari
that would give you three voices with the same range as the SID.

: I think one thing Atari could've done better was promote its machines'
: 128-color capability, something unequalled on micros 'till the Amiga's
: HAM mode in '85. Tech specs, then as now, impressed people.

128 until 1981, then the GTIA chip came out and the pallette
doubled to 256 colors.

: You might have something there--Atari never really got into the price
: wars, not 'till Tramiel (a veteran of them of course) came on and dumped
: excess XL-series machines onto the market, right?

Not true. Whenever a machine was about to be replaced, the older
Atari computer would fall in price. When the 800XL and 600XL came onto
the market, the 400 and 800 prices shrunk away.

: Again I'm not familiar with the Atari magazine market, but certainly
: Commodore-related publications weren't shy about excoriciating West
: Chester when deserved, either. The Plus-4 and the C16 were (deservedly)
: killed by massive amounts of bad press, for instance.

I don't know much about these machines. While the C64/128,
VIC-20, and Amiga computers hit, it seems like quite a few Commodore
computers missed ... Plus/4, Plus/16, c16, MAX-2 etc. Wonder why this was?

: |Yet, the Apple][line lasted far, far longer than did Atari's
: |(as far as profitable years is concerned).

Well ... about three years, anyway. The Atari market's final big
year seemed to be around 1986 or 7.

Cheers,

>> Mark <<

6566. Re: A Call to Arms - is this guy joking??

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 03:21:49 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <128081@cup.portal.com>
Source record: 97198

Well. I haven't been on much the last few months, and I missed the original "Call To Arms" post entirely, but this is a GREAT discussion!

Reminds me of the night one of my uncles tricked my Mom and me into attending an Amway proselytizing meeting.

Those poor bastards tried for three hours to set their hooks in me, but alas they were using the wrong bait. Someone here has said (to paraphrase it loosely) that "a thinking person will buy the latest and greatest because he *perceives* that it is what he needs; his perception of his needs has been influenced." Someone else added to the "computers / cars analogy," saying that "if Car A and Car B both get you to your destination, only Car A is more comfortable ... and looks better, which one are you going to buy? Car B because it's cheaper? I don't think so!" More or less. Well, MY take on all of this, for what it's worth, is that a TRULY "thinking" person ought to be AWARE that his perceptions are being manipulated, and ought to be able to disregard said manipulation, and make his purchasing decisions based on more practical considerations. Likewise, if Car B is cheaper and gets you to your destination at the same speed as Car A, the only rational course is to buy Car B -- all other reasons for preferring Car A are emotional ones. This point completely escaped those Amway people, as they tried in vain to woo me with visions of all kinds of latest-and-greatest material goods -- "surely you've gone to a car dealership and sat in the seat of the latest models...?" "Nope." "Then surely you used to sit in your Dad's car and dream about having a car of your own..." "Nope." Etc. etc. ad nauseum.

I put it to you that several (though by no means all) of the posters to this thread also miss this crucial point: that it IS possible to live without the latest-and-greatest of everything -- even of ANYTHING -- and to deliberately DECIDE to "buy Car B," and to believe and be able to defend the philosophy that this is the Only Rational Course Of Action (though I would never put it so religiously; the only objection I have to your believing differently than I, is that there are MORE of you than there are of me, with the result that, as time goes on, there are fewer and fewer products made which I am willing to buy as time goes on. I forget who first said it, but one of my favorite Truths is this: "nobody ever went broke underestimating the taste of the public." Substitute "intelligence" for "taste" and it remains just as true.

That's my 2 cents' worth. Oh, and I own an Amiga 1000, several Atari 8-bits, an AT&T 3b1, an Altos Xenix system, and a couple of other odds and ends. One and all are obsolete, most were orphaned by their manufacturers shortly after, or in some cases BEFORE, I acquired them, AND I might purchase a PC at some point in future time IF I were to perceive a practical, put-my-

finger-directly-on-it-and-it-doesn't-disappear, need for one -- but that moment is not now and shows few if any signs of approaching. A couple of non-Internet friends and I, here in the land of Bob Puff, still have a grand old time hacking around and programming and modifying old software to fit our needs, on the good ol' Atari 800XL.

Oh, and yes, I _was_ the other person to nibble and choke on Circuit Master, as Ben Poehland stated. Sorry, Ben. :-(

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

6567. ValForth

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 03:41:00 UTC
From: william.forbes@channel1.com
Message-ID: <40.5426.1844@channel1.com>
Source record: 97204

Is there anyone out there in ATARI8LAND that has a copy of ValForth (and perhaps its add-ons) that they would like to sell? I would appreciate hearing from you. Answer this note on Usenet or email me at sszpmqb@grove.iup.edu.

6568. Re: Atari 40 Column Printer

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 03:55:19 UTC
From: fbnx@aol.com
Message-ID: <3b12r7$elv@newsbf01.news.aol.com>
Source record: 97200

You're probably looking for the Atari 820 printer. I picked up a brand new one from Best Electronics in CA a few months ago and use it for mailing labels and screen dumps. It's actually pretty quick [compared to my 1025] and the print quality is not bad [looks kind of like one of those old dot-matrix cash registers].

My guess is Best still has a stock of them.

- Mark

6569. Re: Fond Memories

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 04:01:48 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <128082@cup.portal.com>
Source record: 97199

Ye gods, I could fill a small book with my computer memories, particularly if I go all the way back to hunting-and-pecking on a glass-enclosed tele-type unit at some kind of science fair back in the early Sixties; I was about five years old and my Dad couldn't pry me away from the thing. He still has a photograph of me standing there mesmerized.

I can cut it down by limiting myself to microcomputers, from the mid-70's (my early teens) on. A friend's father was an electrical engineer and used to bring home all kinds of stuff which, in retrospect, his company must have been training him in using. My friend and I, being the ever-so-careful, "nerd" type, were allowed to play with these things occasionally. One time I went over there and my friend was playing with a little unit consisting of a circuit board with two seven-segment LED "digit" displays, eight toggle switches, and four pushbuttons, on a circuit board. If you looked through the accompanying manual you would find lists of two-place number-and-letter combinations, which you looked up in a table to determine the corresponding on-off pattern of the eight toggle switches, set that up, and pressed one of the four pushbuttons. You would put in a whole list of numbers that way, then press one of the OTHER buttons, and suddenly the display would "count upwards from zero," or "count down from the number represented by the switches," or some such simple task. It was completely fascinating and completely mysterious, and I had no idea how it worked. That was around 1975 or 76 as I make it, and it was only in 1982, in a Microcomputers course in my second year of college, that I suddenly realized that we had been reading machine-language program listings in hexadecimal, translating them into binary, setting the bits via the eight switches, and poking them into memory to form a program!

That was at RPI and there were already a smattering of personal computers in student dorm rooms. There were Apple IIs and Atari 800s and a whole slew of oddly-named off-brand :-) computers. Interestingly enough, there was a scholarship program going on at that time and place, which consisted of giving students with sufficiently high SAT scores :-) complete Atari computer systems: each recipient received an Atari 800 computer "fully] loaded" with 48K RAM, two Atari 810 disk drives, an Atari 850 Interface Module, an Atari 830 (300 baud) modem, an Epson 8-pin dot-matrix printer, and a TV set for monitor (yep, they all got TVs into the deal). I prob-ably would have qualified, myself, but only applied to the school at the last minute and so was not even CONSIDERED. It's just as well, though, because you only got to keep the system beyond your senior year if you ACTUALLY GRADUATED, and as it turned out I did NOT. :-) Rather, I made friends with several of these Atari-given folks -- one of them became my girlfriend for the next three or four years :-) -- and programmed on THEIR systems. This, more than anything else, was what decided me when in 1982 I finally decided to spend the then $1000 needed for such a system, and

had to choose among Apple II, Commodore 64, and Atari 800. (That, plus a little "running horse" demo I saw at a computer store. I still have that program; it's in BASIC, and uses redefined characters PRINTed in Graphics 0. Oh, and the horse has a FIVE-beat gait. :-))

I could throw in here how I taught myself BASIC from a book in the high-school library before ever having a computer available on which to TRY any of it, or how my BASIC version of LIFE on the school's ancient IBM mini (which had a whopping 4K of real magnetic-core memory) was so slow they would only let me run it an hour after school had let out, or about making friends with the manager of the local Radio Shack store and having him let me come and "work" on the store's "demo" model TRS-80, and my Mom having to telephone the store to get me to come home for dinner -- but this message is long enough already and I've probably told most of these stories here before anyway. :-)

I agree with the original instigator of this thread, though, that my early computing memories are among my most cherished.

Chris Chiesa
Chris_F_Chiesa@cup.portal.com

6570. Re: WTB: "The Atari Word Processor"

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 04:05:27 UTC
From: fbnx@aol.com
Message-ID: <3b13e7$eqc@newsbf01.news.aol.com>
Source record: 97202

I've never used it, but was warned when I bought my 1200XL to stay away from it and wait for AW. Even the Atari catalog I have looks like they had a hard time saying anything good about AWP [it came with a bunch of disks, a workbook, and a training program]. Comparing that to AW [which got me through Jr High, High School and part of college] - it was easy to use right out of the box. I can appreciate the fact that you're nostalgic for it though. I picked up an 830 acoustic modem a few months ago...

- Mark

6571. Re: Light Pen

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 04:10:44 UTC
From: fseipel@magnus.acs.ohio-state.edu
Message-ID: <fseipel.1136037884A@news-stand.acs.ohio-state.edu>
Source record: 97201

In Article <9411231110.AA17801@dylan.newi.ac.uk>,
MBITDC9306@titan.newi.ac.uk (DAVID DAVIES) wrote:

>The only package I have for the light pen is a drawing ROM cartridge.
>Thing is, the cursor jumps about like a flea so it's impossible to
>use it for detailed drawing (even in Zoom mode).

You can remedy this to some extent by adjusting the color of the background;
if I remember correctly, darkening the background reduces cursor jittering,
but it still jumps quite a bit -- much like a stylus behaves on a touchpad.
The software should have incorporated a feature for smoothing out lines.

Frank Seipel (614) 622-1653
fseipel@magnus.acs.ohio-state.edu X=USR(1536)
76116.1126@compuserve.com

6572. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 04:34:08 UTC
From: krishna@max.tiac.net
Message-ID: <3b1540$2h1@sundog.tiac.net>
Source record: 97203

Yeechang Lee (ycl6@ciao.cc.columbia.edu) wrote:
: I didn't realize Ataris eventually gained chroma-luma separation.

They had it fromt he start (Atari 800). But we all know that most XLs don't have chroma/luma and these are the most common units in service today. This was an engineering snafu. I'm sure in theory they wanted to support chroma/luma. I think Atari saw the monitor jack as a waste of time. In 1979, they designed the Atari 800 as an expensive personal computer, but the XLs were cheaper machines for a world which had changed, and they felt like they could cut corners. Not to mention that they assumed that few users would buy a monitor. I betcha that Warner's Atari could have made some good bux selling monitors like C= did if they had ever got off their asses and sold some. Then that would have validated more attention on the video monitor output signals.

I agree that the 5200 was a big mistake, that an XEGS-type unit should have appeared instead. We can only guess how that might have changed the market. Obviously C= never made a game console from their machines until the CD^32. Kinda full circle because the Amiga was originally designed as a game console.

Also by 1983 the Atari 8-bit archetecture was already 4 years old. By the time they went to 64K, with RAM prices finally coming down, THAT was the time to start revizing ANTIC/GTIA for multicolored and 80 collumn text modes, 4 color (at least) 320x192, and 16 color 160x192 or some such. Limiting the system to 8K screen RAM was no longer that important, and certainly not with the XEs where you had ANTIC BANKING which, in theory, could provide for a 64K video mode, having ANTIC look solely to banked ram in parallel with the CPU looking to main RAM.

C= and Apple both graced their 8-bit machines with about as much attention as was possible, with the C=128 and the AppleIIGS respectively. The Atari 130XE is by far the most pitiful of the three in terms of amount of meaningful improvements, in fact there were problems (the keyboard, ECI+Cart vs. PBI, soldered chips vs. sockets, etc..)

Apple and C= still gave their 65xx(x) machines the enhancements that the preexisting userbase wanted. Sure, they also offered 68K machines, but they didn't just shove their old userbase aside like Tramiel virtually did with the ST.

There was a magic moment in the mid 80s, when an 8-bit machine could FINALLY be enhanced to the limit for a good price. That is when the C=128 and AppleIIGS were made (or even the CoCo3). There was some overlap between the 'critical mass' for 8-bit machines and the dawn of the 16-bit machines. It was essentially do or die for Atari and they chose to let

the 8-bit sit. So it really didn't MATURE the way the others did. It is still a 1979 machine. Any accolades it receives now should be taken in that context, and treated differently from someone lauding over an accellerated AppleIIGS or C=128 or CoCo3 running OS/9.

6573. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 05:01:50 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <Czr9z2.Jo2@freenet.carleton.ca>
Source record: 97111

In a previous article, mrathwel@uoguelph.ca (Mark Rathwell) says:

>: Perhaps you think you're paying us all to answer just YOUR questions? At
>: least your answers get answered, albeit a bit slow.
>
> I didn't mean to offend people. I just put this post here, to see
>if people actually do frequent this group. This is the only post I've
>made that really got answered a lot.

What did you mean "that really got answered a lot". How many answers do
you want? This isn't like a local bbs where you have regulars that each
answer the same question. I could have answered your question, but I saw
that someone else had already done it...so why bother.

>
>: Your questions about GEM and DOS XE may have gone unanswered because of 2
>: reasons... 1) GEM and DOS XE stink and 2) nobody really uses ANY of those
>: two anymore - ESPECIALLY GEM!
>
>- Thanks! I really wanted to know about these programs. You've shed some
>light on the subjects.
>
> >> Mark <<
>
Ease up on the sarcasm.....if you want to whine this isn't the place. You
may not have noticed, but this is primarily a technical information
exchange. You can participate, or not participate...it is entirely your
choice, just find somewhere else to post your bullsh*t if the Net doesn't
bust it's ass to give you fifty alike answers to a given question.

You can reply to this in another flippant manner, but I'm not going to
waste the bandwidth answering.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

6574. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 06:18:14 UTC
From: snyder10@mailhost.tcs.tulane.edu
Message-ID: <3b1b76$p21@news.cs.tulane.edu>
Source record: 97106

In article <3b0cit$rjr@nermal.cs.uoguelph.ca>
mrathwel@uoguelph.ca (Mark Rathwell) writes:

> : reasons... 1) GEM and DOS XE stink and 2) nobody really uses ANY of those
> : two anymore - ESPECIALLY GEM!

Then I guess that makes me a real Atari odd-ball, I still tinker with
Diamond 2.0 all the time...it's the reason I had to learn banking :)

I do agree about DosXE...I've played with it and even keep it around
for users that still use it, but once I got hold of SDX....

Mike Todd

6575. Re: K-Edit!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 06:28:32 UTC
From: snyder10@mailhost.tcs.tulane.edu
Message-ID: <3b1bqg$p21@news.cs.tulane.edu>
Source record: 97107

In article <3atn4c$el5@nic-nac.CSU.net>
kendrick@zippy.sonoma.edu (William Kendrick) writes:

> I DL'd Kedit from UMich a while ago (along with KASM, KLINK, etc.) and
> I have to say I LIKE it! Finally, a disk-based Action!-Editor style
> editor!!!!!!!!!! Also, it comes with a very fast (comparable to Itay's
> 80 column driver) set of 40- and 80-column E:-handlers!!!!

About the only thing Kedit needs is a better 80 col. character set...I
almost wish he'd have included the Flash80 source so that it could be
updated. As far as Kasm...very nice assemble. Used in relative move
with
Klink, it's very like Six Fork's Assemble...ya never have to re-compile
stock modules.

Mike Todd

6576. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 08:14:59 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b1i23$leb@news2.delphi.com>
Source record: 97114

When you compare the Atari 8 bit to the 64, you have to realize that the 64 was inferior, but had the features that look good to a public unlikely to know the difference.

1st, the 64 had multi-color sprites, and these could be drawn in high resolution. Matter of fact, the 64 was much more flexible in with its 320x200 gfx because it decoupled the pixels from the color clocks. This meant that contrasting colors could be placed adjacent to each other even though the pixels weren't wide enough to occupy an entire (or even half) of an NTSC color clock (the smallest width screen area that can represent any color). Of course, these pixels weren't always accurately colored (Commodore called it "chroma noise") but the higher resolution freedom with color and lower price attracted game designers.

The Atari on the other hand, was a better piece of whole system design. First of all, you had true raster-mapped pixels for all graphics modes, several styles of monochrome and color text modes, and the ability to mix horizontal bands of these modes in any configuration you wish onscreen with no CPU intervention. You can set interrupts on as few or as many scan lines as you wish, and you can read video from any area of system RAM. The Atari "Players" (sprites) were only single color, but had re-assignable priority, Luma transparency (over high resolution graphics), and selectable overlap lensing. Oh yes, and the Atari could generate 16 colors in 16 shades (256 colors).

Plus the fact that the Atari could auto-boot OS extensions or other software made it better for "real world" applications (you got NO disk utility AT ALL with the commodore 1541 drive!) but most 64s were sold as upgrades from a floundering video console market, I suspect. The Atari was designed to be connectable, and the 64 was designed to be cheap to build. If Atari had understood thier product better, maybe they could have shown the public the difference, but instead, they began a long and fruitless campaign of repackaging the same hardware to gain newness in the market. The 64 remained old-looking, ugly, and the hottest selling home computer on the market.

Go figure.

-Bry

6577. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 08:25:02 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b1iku$lu4@news2.delphi.com>
Source record: 97115

Joe Walsh <ransom22@delphi.com> writes:

> Another "helping hand" in the downfall of Atari were the magazines,
>such as Antic and ANALOG, which printed more negative comments about Atari
>than was sensible. From editorials expounding on the poor products produced,
>to feature articles detailing the rampant pirating, they did a lot to
>scare consumers AND software producers away from the market.

I think the Atari magazines became exasperated as they watched the Atari
market decline, and were simply trying to whip everyone into shape (isn't
that what free press is for? <g>)

> I was never in the Atari pirate scene, so I can't say for sure
>how bad it was. However, I was involved in the Apple][pirating
>scene, and know thatAtari's couldn't have been worse. It just couldn't
>have. Yet, the Apple][line lasted far, far longer than did Atari's
>(as far as profitable years is concerned). Yet, ANALOG in particular
>claimed that the reason games took longer to come out on the Atari
>was because of the "rampant piracy" in the Atari community. I'd bet
>that companies read those articles just as we did, and came to the
>conclusion that the magazine writers must know what they're talking
>about, and THAT is what led to the lack of programs in the post-83
>Atari era.

Well, Apple managed to attract people with a professional angle which
tended to tie computer owners to their dealer. This caused a better
defined distribution channel for software IMHO. Most people who carried
the Atari weren't into much service-after-the-sale, so people fended
for themselves. Plus, the serious apps often attracted the Apple to
the adult market instead of a toy for the kids, so I think the Apple
user was more likely to be able to afford software.

>-Joe

-Bry (my $.02 worth)

6578. Closer2 ftp site for atari8

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 08:41:19 UTC
From: Incisor@closer.brisnet.org.au
Message-ID: <300_9411250426@softtech.brisnet.org.au>
Source record: 96968

Hi

just a note to let you know that closer2.brisnet.org.au now has FTP up and running on a 24hr basis.

the system is running under OS/2 so you will be landed in pub\incoming as this is the only directory with write access..

atari 8 files are in pub\archive1\8bit and file descriptions are contained in the file "files.bbs" as this directory is shared by a OS/2 bbs system.

Atari ST files are in pub\archive1\atarist

also note the ls and ls -l do not function properly under OS/2 use dir and redir

there are NO TELENET services available.....

email fileserver will be up and running shortly as well (fingers crossed!)

any problems access this system then please contact me via email....

cheers
dave

... Demand a 9600 BAUD psychomodem and a telepathic protocol.

6579. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 09:23:26 UTC
From: Mark Crispin <mrc@CAC.Washington.EDU>
Message-ID: <Pine.NXT.3.92.941124000624.1100G-100000@Tomobiki-Cho.CAC.Washington.EDU>
Source record: 97119

Atari got its ass kicked by bad management and bad marketing of a sort that was not equaled until NeXT.

Price/performance curves have been very aggressive since the early 1970s, yet Atari failed to keep up. Instead, they maintained the same ridiculously high pricing in the expectation that their technical superiority would make the difference in sales ($700 for the 1200XL?!?).

That technical superiority rapidly eroded. They never used a faster clock speed; the 130XE was just as slow as the 400. The only significant advance was the GTIA.

Yeah, it was nice to have the extra RAM in the 130XE, but an 800 with third-party memory had more, and a RAMdisk isn't all that interesting. Why didn't they move the entire DOS and ROM-based OS out, except for vector points that switched memory banks as needed? It was pretty silly that less than half the address space was available for programs by the time the OS ROM, DOS, and the cartridge got through with you. [You're talking to a fellow who hacked his 400 with 48K memory card to be 52K.] It should have been possible to give a user as much as 60K for program space.

What about the lame disk drives? A lot of people bought Happy just to get the improved performance (and then there were the asshole developers who deliberately tried to screw people with Happys).

Atari had some amazingly good promise when it started, but failed utterly to follow up. Remember the courseware? The drawing program? What about peripherals which only ever were used in one application (the paddles? the light pen?)?

Atari under Warner decided that they didn't have a computer with the 400/800, but rather had a games machine. I approached an Atari bigwig in 1981 or 1982 about developing some commercial applications, and was rather rudely told not to waste his time, games were the only thing that was of interest to them.

And such games! Remember ET, easily the worst computer program ever written? Atari was largely responsible for the collapse of the entire video game market in the mid 80s, by flooding it with shoddy games.

One need only take a look at the early Atari software offerings and compare them to what followed to see how badly downhill Atari went. Oh, there were exceptions, such as Donkey Kong (hi, Landon!) but those only proved the rule. Innovation got tossed out the door.

Once the ST came out, it was clear that the 8-bitters were dead.

Too bad, too. I picked up a 130XE and a couple of 1050s a couple of years ago, just for old times' sake. Still cute machines, even though I hardly ever use them except for an occasional game of Donkey Kong. I wish I knew why the RAMdisk feature stopped working, though (I had to disable it otherwise I could never get to DOS from BASIC. It used to work).

-- Mark --

6580. Various assemblers uploaded to simtel

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 12:14:13 UTC
From: prompt@xs4all.nl
Message-ID: <3b202l$o1q@news.xs4all.nl>
Source record: 97121

```
------------------------------------------------------------------------
AS02 [1.07] - Assembler for M6800/6801/6802/6803 microprocessor.
AS05 [1.07] - Assembler for M6805 microprocessor.
AS09 [1.07] - Assembler for M6809/H6309 microprocessor.
AS65 [1.07] - Assembler for 6502/65SC02 microprocessor.
AS80 [1.07] - Assembler for 8080/8085/Z80 microprocessor.

Available from:
- oak.oakland.edu: /pub/msdos/crossasm/as??_107.zip
- and the Simtel mirrors.

Common Features:
- fast two-pass assembly.
- supports binary, s-records or intel-hex output file formats.
- three segments (code, data, bss) for ROM-based programs.
- 'struct' keyword for easy declarations.
- instruction cycle count in listing.
- full conditional assembly.
- C-style expressions, accept base 2...36, using either % and $
prefixes or <base>#<value> format, 32-bit calculations.
- runs under MS-DOS 3.x or higher.

New in version [1.07]
- corrected some error messages.
- fixed ALIGN to emit null bytes in data segment.
- fixed reported bug in checksum of some generated S-records.
- generates debug information file if -g specified.
- more strictly checks for overwriting previous code.
- now accepts = as synonym for SET.
- now also checks for .asm extension to source file name.

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------------------------------------------------------------------------
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Kingswood Software BBS +31-70-355 8674 2508 CM The Hague
prompt@xs4all.nl The Netherlands
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6581. Re: Atari Lynx 16-bit color portable for sale!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 13:13:03 UTC
From: chide@stack.urc.tue.nl
Message-ID: <3b23gv$hqr@tuegate.tue.nl>
Source record: 97122

Why would somebody buy this thing second-hand? Hear in Holland I can get an atari lynx new for fl 50,- (or about $25-$30). The problem is that the atari lynx isn't really sold any more. Now the shops are trying to get rid of them, and you can buy them for almost nothing!

Chide Groenouwe.

6582. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 15:49:18 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <J4-Xt0m.ransom22@delphi.com>
Source record: 97124

Yeechang Lee <ycl6@ciao.cc.columbia.edu> writes:

>I'd always understood Commodore's SID chip to be better than the Atari's
>(another voice, better waveforms) but am willing to be corrected.

I must have my facts wrong. I could have sworn that the Commodore
had 3 voices to Atari's 4. So, the C=64 had 5 voices? Sheesh!

>Another possible thread to explore--was it because of a more "serious
>computer" image, greater expandability, or simply a greater financial
>incentive for Apple owners to stick with their machines?

Just a guess here, but the expandability is what attracted the homebrew-type
hackers to that machine. And once you have them in your fold, great software
and hardware is soon to follow, which brings in more consumers . . .

-Joe

6583. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 16:44:32 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b2ftg$6v9@nermal.cs.uoguelph.ca>
Source record: 96905

: What did you mean "that really got answered a lot". How many answers do
: you want? This isn't like a local bbs where you have regulars that each
: answer the same question. I could have answered your question, but I saw
: that someone else had already done it...so why bother.

In comparison with most other groups I've seen, people don't
really like to get into discussions here. I was just curious to know if
many people actually read this group. The number of postings here are
very low.

: Ease up on the sarcasm.....if you want to whine this isn't the place. You
: may not have noticed, but this is primarily a technical information
: exchange. You can participate, or not participate...it is entirely your
: choice, just find somewhere else to post your bullsh*t if the Net doesn't
: bust it's ass to give you fifty alike answers to a given question.

Listen buddy ... I wasn't being sarcastic! I was thanking the previous
poster for his info! I would appreciate it
if you would NOT READ INTO THINGS THAT AREN'T THERE!!!! YOUR HOSTILE TONE
IS REALLY PISSING ME OFF, EPSECIALLY SINCE MY POST WaS NOT HOSTILE!

>> Mark <<

6584. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 16:52:21 UTC
From: ycl6@ciao.cc.columbia.edu
Message-ID: <3b2gc5$70k@apakabar.cc.columbia.edu>
Source record: 97125

In article <3b1540$2h1@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
|In 1979, they designed the Atari 800 as an expensive personal
|computer, but the XLs were cheaper machines for a world which had
|changed, and they felt like they could cut corners.

Didya know that IBM considered OEMing Ataris under the IBM logo? Instead
we all know which route they went.

|Not to mention that
|they assumed that few users would buy a monitor. I betcha that Warner's
|Atari could have made some good bux selling monitors like C= did if they
|had ever got off their asses and sold some. Then that would have
|validated more attention on the video monitor output signals.

Yes, I've thought about that--Atari sold every other kind of peripheral
(printers, modems), but never monitors 'till the ST, while Commodore
always sold monitors (1702x, 1802, 1902, etc.)--possibly a holdover from
the built-in monitor days of the PET?

|Also by 1983 the Atari 8-bit archetecture was already 4 years old. By
|the time they went to 64K, with RAM prices finally coming down, THAT was
|the time to start revizing ANTIC/GTIA for multicolored and 80 collumn
|text modes, 4 color (at least) 320x192, and 16 color 160x192 or some
|such.

Sort of what Commodore did with the 128 (extended graphics, 80 columns),
eh?

-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|The Celestial Kingdom has Taco Bell

6585. Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 17:01:27 UTC
From: ycl6@ciao.cc.columbia.edu
Message-ID: <3b2gt7$7fe@apakabar.cc.columbia.edu>
Source record: 97126
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

[This is a repost of something I posted to comp.sys.atari.8bit a few days ago, and which has prompted a very interesting thread there. I have superseded the original article, adding comp.sys.cbm to the Newsgroups: line. Again, I _do not_ want to start an "Atari vs. Commodore" flame war--just analyze the historical trends of the Great Computer Wars of the '80s.-YL]

. . . Of course, it's all a moot historical point now, but I'm still curious about the above question.

I admit it: I was a devoted Commodore user, both the VIC-20 and the C-64. Loved them, too; they were great machines. However, it's clear in retrospect that the Atari 8-bit systems _were_ more advanced technically (more colors, real DOS, better disk access, better BASIC, etc; C-64 only had an edge in sound, absolute video quality [chroma/luma separation] and maybe sprites vs. P/M; most importantly, however, was the _price_). I don't know about other people, but where I grew up (NYC), I hardly knew anyone with 8-bit Ataris, while everyone seemingly owned a Commodore. Even when both platforms started getting overwhelmed by the MS-DOS onslaught (N.B.: I've owned the Tandy 1000 I'm typing this on since '88), the Commodore market lasted longer than the Atari one.

Why? What was the big Commodore advantage? Was Jack Tramiel really that much better a marketer? (Indeed, I'm curious as to what is the consensus on Tramiel's tenure with Atari, after he was forced out from Commodore.) How much was Atari hurt by its changes in ownership (Warner-->Tramiel) and the Great Video Game Collapse of '83? Did Commodore have better software, and how much was this a result of Commodore's greater popularity? Did the 'video game company' image hurt Atari, period?

It's funny; I almost went the Atari road, anyway. It came down to buying an Atari 600XL or a VIC-20, and I'm sad to say that my family went the less-expensive road--but hey, $100 counted for a lot for us, back in December '83.

Anyways, let's do some real historical analysis of the home computer market of the early and mid '80s. I do _not_ want to start a flame war; instead, let's post our own recollections and feelings about an era in which so many of us got started with our computer hobbies.

(Crossposted to comp.sys.atari.8bit, comp.sys.cbm and alt.folklore.computers; followups to comp.sys.atari.8bit and comp.sys.cbm)

-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|The Celestial Kingdom has Taco Bell

-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|The Celestial Kingdom has Taco Bell

6586. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 17:25:51 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b2iav$11m@news2.delphi.com>
Source record: 96925

Mark Crispin <mrc@CAC.Washington.EDU> writes:

>Price/performance curves have been very aggressive since the early 1970s,
>yet Atari failed to keep up. Instead, they maintained the same
>ridiculously high pricing in the expectation that their technical
>superiority would make the difference in sales ($700 for the 1200XL?!?).

Some might argue that a 1200XL was almost 2X as fast as an Apple II for
half the cost. Atari culd have maintained those prices had they done
the marketing.

>That technical superiority rapidly eroded. They never used a faster clock
>speed; the 130XE was just as slow as the 400. The only significant
>advance was the GTIA.

I agree that Warner gave up on the computer line early on, and the
Tramiels were just buying time for the ST with the XE. Freddie was a
neat idea had it caught on, though.

>Yeah, it was nice to have the extra RAM in the 130XE, but an 800 with
>third-party memory had more, and a RAMdisk isn't all that interesting.
>Why didn't they move the entire DOS and ROM-based OS out, except for
>vector points that switched memory banks as needed? It was pretty silly
>that less than half the address space was available for programs by the
>time the OS ROM, DOS, and the cartridge got through with you. [You're
>talking to a fellow who hacked his 400 with 48K memory card to be 52K.] It
>should have been possible to give a user as much as 60K for program space.

In the early days no one thought you'd ever need all that RAM, and later
the machines were considered "set in stone". Too bad too. An OS switched
parts of itself out would be pretty nifty.

>What about the lame disk drives? A lot of people bought Happy just to get
>the improved performance (and then there were the asshole developers who
>deliberately tried to screw people with Happys).

Ever use a 1541? Atari had a surprisingly good drive design and a common
port for all accessories. Other machines used a different port for each
device. People bought Happys to copy software.

>Atari had some amazingly good promise when it started, but failed utterly
>to follow up. Remember the courseware? The drawing program? What about
>peripherals which only ever were used in one application (the paddles?
>the light pen?)?

Again, producing these items wasn't the problem. The problem was that
Atari's marketing didn't rally much of a variation in third party

support.

>Atari under Warner decided that they didn't have a computer with the
>400/800, but rather had a games machine. I approached an Atari bigwig in
>1981 or 1982 about developing some commercial applications, and was
>rather rudely told not to waste his time, games were the only thing that
>was of interest to them.

I doubt anyone at Atari knew what their official market stance was.

.....
>Once the ST came out, it was clear the 8-bitters were dead.

The market was lost long before that. Warner started using Atari as a
write off until it went bankrupt.

-Bry

6587. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 17:28:43 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b2igb$15c@news2.delphi.com>
Source record: 96924

Joe Walsh <ransom22@delphi.com> writes:

>Yeechang Lee <ycl6@ciao.cc.columbia.edu> writes:
>
>>I'd always understood Commodore's SID chip to be better than the Atari's
>>(another voice, better waveforms) but am willing to be corrected.
>
> I must have my facts wrong. I could have sworn that the Commodore
>had 3 voices to Atari's 4. So, the C=64 had 5 voices? Sheesh!

No, the SID has 3 voices with 12bit pitch resolution. Pokey has 4 voices
with 8 bit pitch resolution or 2 voices with 16 bit pitch resolution (or
mix the two: 3 voices - one with 16bit, two with 8bit.)

-Bry

6588. Atari Vs C64

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 18:06:06 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9411241806.AA26490@dylan.newi.ac.uk>
Source record: 97042

Yeechang Lee wrote:
> Joe Walsh <ransom22@delphi.com> wrote:
> |Just my humble opinion here, but Atari had the C-64 beat in terms of sound,
> |and equalled it in video quality (on the 800 and XE lines, anyway, as
> |they had chroma/luma separation). In terms of sprites versus P/M, I have
> |to say commodore's sprites win out.
>
> I didn't realize Ataris eventually gained chroma-luma separation.
>
> I'd always understood Commodore's SID chip to be better than the Atari's
> (another voice, better waveforms) but am willing to be corrected.

There's much conjecture over this. When I first heard about the C64
and its infamous SID chip I was pretty amazed (I didn't have my Atari
at the time). The SID was developed to allow the C64 to have speech
in its software.

However, a couple of years ago a C64 owning friend showed me a C64
programming manual and in it were the words ... 3 sound channels and
1 noise channel. This does seem to bury the myth a bit!

>
> I think one thing Atari could've done better was promote its machines'
> 128-color capability, something unequalled on micros 'till the Amiga's
> HAM mode in '85. Tech specs, then as now, impressed people.

Ahem. Surely you mean its 256-colour capability? ;-)

One thing you are right about though is that tech specs impress
people. That's why I opted for an Atari rather than a Commodore. As
time has gone on and I've discovered more info about the C64, I've
come to appreciate the Atari even more.

For example, the Atari is the faster of the two machines and is
easier to program, so you can imagine why so many Atari users are
somewhat annoyed that the C64 seemed to grab all the limelight in the
computing press and amongst software developers.

Just to show how much easier the Atari is to program for, the free
RAM below the operating system on the Atari is readily available
(about 40K) of it. If I remember correctly, the aforementioned
programmer's manual for the C64 said that all the free memory in the
machine had to be ... gasp ... BANK SWITCHED!! Yup, the main memory
on a C64 is split up into 16K blocks.

>
> |Later on, their lack of marketing

> |caught up as low-price alternatives began to appear (the Commodore for
> |one, and the TI 99/4a for antoher) and the bloody price wars began,
>
> You might have something there--Atari never really got into the price
> wars, not 'till Tramiel (a veteran of them of course) came on and dumped
> excess XL-series machines onto the market, right?

I'm in agreement with this, although it actually seemed to work both ways. In the UK, the original 800 cost about stlg600 for a 16K unit back in 1982. Of course, not very many people bought one (I used to know someone who did fork out that much for one). Then, when the Tramiels took over they redesigned the machines and lowered the price. Initially they were still about stlg20 more expensive than a C64 but gradually the price continued to drop.

Unfortunately the upshot of this price drop was that the Ataris were thought to be crap simply because they were far cheaper than other machines of the time. I got into some horrendous arguments with a BBC Micro owner when we tried to convince others that our machines were the best. As soon as the price was mentioned people immediately regarded the BBC as being far superior, regardless of the specs that were mentioned. The Beeb at the time cost about stlg300 to an XL's stlg130 and was much inferior with only 32K RAM, a crappy little internal speaker and a much smaller palette. The only thing it had in its favour was a very fast Basic, but even that was flawed.

>
> |which were essentially ended (IMO) when TI dropped the 99/4a line
> |and dumped them at prices that allowed retailers to sell them for $49
> |each.
>
> I still remember Toys 'R Us's TV ads advertising this, in late '83.
>
> |than was sensible. From editorials expounding on the poor products produced,
> |to feature articles detailing the rampant pirating, they did a lot to
> |scare consumers AND software producers away from the market.
>
> Again I'm not familiar with the Atari magazine market, but certainly
> Commodore-related publications weren't shy about excoriciating West
> Chester when deserved, either. The Plus-4 and the C16 were (deservedly)
> killed by massive amounts of bad press, for instance.

Hey! Don't bad-mouth the C16! It saved my 8-bit's bacon. We bought my sister a C16 to keep her off my Atari. Quite a nice machine actually. Mind you, I ended up buying 90% of the software for it.

>
> |how bad it was. However, I was involved in the Apple][pirating
> |scene, and know that Atari's couldn't have been worse. It just couldn't
> |have.
>
> I assure you, the Commodore pirate market was just as bad! "Fast

> Hack'Em!"

Maybe not in the States, but in Europe the Atari market was almost
destroyed by piracy and unfortunately it's still going on.

>
> |Yet, the Apple][line lasted far, far longer than did Atari's
> |(as far as profitable years is concerned).
>
> Another possible thread to explore--was it because of a more "serious
> computer" image, greater expandability, or simply a greater financial
> incentive for Apple owners to stick with their machines?
>

Hell, who knows and who cares? The point is that the Atari 8-bit is
still going even if Atari themselves have given up on it. So long as
users continue to give support to the suppliers, I don't see any
reason why it can't thrive well into the next century.

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6589. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 18:44:54 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b2mv6$bmv@nermal.cs.uoguelph.ca>
Source record: 97047

: I agree that the 5200 was a big mistake, that an XEGS-type unit should
: have appeared instead. We can only guess how that might have changed the
: market. Obviously C= never made a game console from their machines until
: the CD^32. Kinda full circle because the Amiga was originally designed
: as a game console.

Actually there was a C64 Game System which came out first. It was
a bigger flop than the XEGS, though. The CDTV also predated the CD^32.

: as was possible, with the C=128 and the AppleIIGS respectively. The Atari
: 130XE is by far the most pitiful of the three in terms of amount of
: meaningful improvements, in fact there were problems (the keyboard,
: ECI+Cart vs. PBI, soldered chips vs. sockets, etc..)

I thought the 130XE wasn't bad, although you're write about
Atari's limited improvements. An 80 column display should have been
included. I think Atari was more interested in getting people to buy STs
instead.

>> Mark <<

6590. Re: PC21050

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 19:31:11 UTC
From: mmunoz@sage.cc.purdue.edu
Message-ID: <MMUNOZ.94Nov24143112@sage.cc.purdue.edu>
Source record: 97050

In article <16F29043B40@mszi.pmmf.hu> HEGEDUS@mszi.pmmf.hu (Tomika) writes:

<Previous stuff deleted>

> I found a program on the archive which written for this job, but
> when I tried it didn't worked, sometimes the LED lit, and the
> program reads something, but i wasn't very serious...
> But you can try it if you want...
> Get this file:
> Misc/atariem2.zip or Misc/at800xl.zip
> I don't know which have it but the program's name is SIOCOPY (I
> think...)
>
> Good luck!

I wrote siocopy back in July. I moved and have not had internet access
until now. The LINUX version was adapted from my original code (idea?)
by (someone who's name I have forgotten). I only have a XF551 disk drive.
The program works well on my IBM 486/33 and my IBM 286/12 using this drive.
I do not know enough about the 1050 to implement this drive. I made
several attempts at reading a 1050 formatted disk on my XF551, but I
could not get it to read properly - it is possible, but I do not know
the proper device commands and disk format.

If there is enough interest, I may try to get the 1050 to work. However,
I should point out that a number of people could not get this program
to run at all on their IBM PCs. On the older and/or cheaper IBM PCs clones
the designers have non-standard (whatever that means) implementations of
the parallel port that effects the operation of my program.

Mike

6591. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 20:10:12 UTC
From: krishna@max.tiac.net
Message-ID: <3b2rv4$hd@sundog.tiac.net>
Source record: 97128

Mark Crispin (mrc@CAC.Washington.EDU) wrote:
: That technical superiority rapidly eroded. They never used a faster clock
: speed; the 130XE was just as slow as the 400. The only significant
: advance was the GTIA.

True, but that is mostly Tramiel's fault. To introduce a 65816 system or
a faster 6502 or 802 system in 1984 was still a little early. But they
should have been able to enhance Antic/GTIA by then since they did get
someone to design a new custom chip archetecture for the 7800...

: vector points that switched memory banks as needed? It was pretty silly
: that less than half the address space was available for programs by the
: time the OS ROM, DOS, and the cartridge got through with you. [You're
: talking to a fellow who hacked his 400 with 48K memory card to be 52K.] It
: should have been possible to give a user as much as 60K for program space.

The OS and DOS, contrarty to popular opinion, is NOT dead weight. Those
routines are used so often that it isn't usually a waste to have them
there when you are programming. That's why a single poke can do stuff
that would take several lines of code otherwise. It is also possible to
disable the OS and use an interrupt routine to gain full access to 64K.
Not very elegant, but it worked for many games and eurodemos.

: What about the lame disk drives? A lot of people bought Happy just to get
: the improved performance (and then there were the asshole developers who
: deliberately tried to screw people with Happys).

They should have been parallel, yes. But they were better than the C=
drives. They also should have been double density from the get go.
NOONE was using single density anymore, not even in 1979.

: peripherals which only ever were used in one application (the paddles?
: the light pen?)?

I don't see how this is a big issue.

: Atari under Warner decided that they didn't have a computer with the
: 400/800, but rather had a games machine. I approached an Atari bigwig in
: 1981 or 1982 about developing some commercial applications, and was
: rather rudely told not to waste his time, games were the only thing that
: was of interest to them.

They were of split minds on this. It was a curse on the machine to be
treated as a game machine, but it was how it was most popular. Many
people got the 800 when it came out solely because of Star Raiders. When
Jack Tramiel took over, he wanted to try to remove the game machine
stigma, and instead of trying to change the image of the 8-bit, he

created the ST and threw up his hands and accepted the role of game machine for the 8-bit. That's why the majority of Atari produced software in the mid to late 80s is games and only a couple productivity things (Atariwriter+/80), in the end for the XEGS. I see this stigma as pointless because ALL computers are game machines, and its image is always illusory. There were great games for most machines, including those which are seen as the most businesslike and serious such as the clones. By releasing a computer that was relatively CHILDPROOF, impervious to easy short-circuits, from a company that was known mostly for the 2600, it was understandable that people's first impression would be 'game machine'. Not to mention the archetecture itself which was so set up for games. However, this doesn't mean that's ALL it can do.

Case in point. If Atari had decided 'we want a serious computer' and purposefully avoided adding hardware sprites and scrolling capabilities, a program like FlickerTerm, which uses Sprites and custom scrolling routines to support vt100, would be IMPOSSIBLE.

: And such games! Remember ET, easily the worst computer program ever
: written? Atari was largely responsible for the collapse of the entire
: video game market in the mid 80s, by flooding it with shoddy games.

No. I don't buy that at all. Sure, Atari's debaucle with ET and PAC MAN were legendary, and remember, this is 2600 history, not Atari 8-bit. But by 1983, almost everyone who was into videogames HAD a 2600. Hardware sales of the 2600s could not be sustained infinitely. Therefore Atari had to make money on carts, but they were competing with several DOZEN 3rd party manufacturers. So it was like how IBM is now a 2nd stringer fighting clone makers. Atari 2600 carts continued to sell briskly beyond 1983, but the profits were split across all the competing 3rd party companies, and none of these companies benefitted from this.

: Once the ST came out, it was clear that the 8-bitters were dead.

Yes, well, they didn't move to the ST if that is what you are thinking. Some did, but they were the exception, not the rule. Jack alienated his only preexisting userbase by introducing a new machine which was so different from the Atari, and in some ways was a step BACKWARDS (3 vs 4 sound voices, less than 16 shades in the color palette, no hardware sprites, etc..) With Commodore, I believe they offered C64 emulators for the Amiga soon after it was released. How good they are, I don't know. But they did try to ease the transition. Apple did the same thing with the MAC I believe although I don't know how good an Apple II emulator would be on a monochrome display, in some ways the MAC was a step down even from the Apple II. The only 16 bit machine which didn't compromise the graphics and sound capabilities compared to the previous 8-bit counterparts was the Amiga. It took a few years before the graphics and sound eclipsed their ancestors, due no doubt to the final realization that these things DO matter and they do not instantly stigmatize it as a 'game machine'. Yeah, I know, they moved mostly to 640x200 or 640x400 and supported better digitized sound. But like I said, that doesn't tell the whole story on what the gfx and sound can accomplish.

6592. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 20:14:42 UTC
From: krishna@max.tiac.net
Message-ID: <3b2s7i$hd@sundog.tiac.net>
Source record: 97129

Joe Walsh (ransom22@delphi.com) wrote:
: Yeechang Lee <ycl6@ciao.cc.columbia.edu> writes:
:
: >I'd always understood Commodore's SID chip to be better than the Atari's
: >(another voice, better waveforms) but am willing to be corrected.
:
: I must have my facts wrong. I could have sworn that the Commodore
: had 3 voices to Atari's 4. So, the C=64 had 5 voices? Sheesh!

It's 3 plus a noise channel I believe.

I don't care that the C= had 320x200 at 16 colors. The multicolored text mode is nice, but in general, the 16 colors it has, which are NOT paletted by the way, are a bunch of washed out pastels and a few good ones. The Apple II is a little better but still, history has shown that paletted is better than fixed.

I was never that impressed by the C= sprites either. I don't think they are as flexible as Atari ones. Multicolor, fine. But what about sprite resolution and horizontal double/quad registers? What about using display list tricks to take a PMG strip and simulate more players with it? Changing horizontal position on the strip halfway down and having 2 images on the strip, there you go, you got an extra PMG to manipulate. What about PMG priorities? Etc..

6593. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 20:21:25 UTC
From: krishna@max.tiac.net
Message-ID: <3b2sk5$hd@sundog.tiac.net>
Source record: 97131

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
: >Once the ST came out, it was clear the 8-bitters were dead.

: The market was lost long before that. Warner started using Atari as a
: write off until it went bankrupt.

It should be noted that although some people consider the ST the savior of Tramiel Atari (despite their steady decline until salvation with the Jaguar and the Sega 90 million agreement which is again, quickly eroding), the total number of STs sold PALES and I mean PALES in comparison to the number of Atari 8-bits sold, this despite the fact that the ST has been on the market for nearly 10 years, about as long as the Atari 8-bit was manufactured. That's not necessarily saying that they should have agressively kept on marketing the 8-bit in the late 80s, but that again, it was a MISTAKE for Tramiel to essentially alienate that kind of userbase with the ST. Few people outside of musicians would consider buying an ST. 8-bitters were split on the thing. The only chance Atari had, was to sell a new machine to their 8-bit userbase which had steadily accumulated despite all obstacles, in the previous 6 years, into a fairly healthy number, even in 1984.

6594. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 20:24:56 UTC
From: krishna@max.tiac.net
Message-ID: <3b2sqo$hd@sundog.tiac.net>
Source record: 97132

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: I thought the 130XE wasn't bad, although you're write about
: Atari's limited improvements. An 80 column display should have been
: included. I think Atari was more interested in getting people to buy STs
: instead.

There were, of course, many chances they missed with all the vaporware.

Never pushed a 3.5" drive. C= eventually offered one for their 8-bits.

Then the XEP-80 which uses the slow joystick port instead of it being at
least an SIO, cart, or PBI device.

Also never releasing the 1090XL expansion box.

Also removing the PBI from the 65XE and XEGS was a mistake since they
should have seen that ICD had released the MIO and they should continuue
to support it on all models, that and the video jack compromise on the XEGS.

6595. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 21:29:08 UTC
From: ycl6@sawasdee.cc.columbia.edu
Message-ID: <3b30j4$522@apakabar.cc.columbia.edu>
Source record: 97133

In article <3b2mv6$bmv@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
| Actually there was a C64 Game System which came out first. It was
|a bigger flop than the XEGS, though. The CDTV also predated the CD^32.

The C64 game unit never appeared in the States; just Europe. I don't
know about Canada.

-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|The Celestial Kingdom has Taco Bell

6596. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 21:31:07 UTC
From: ycl6@sawasdee.cc.columbia.edu
Message-ID: <3b30mr$57g@apakabar.cc.columbia.edu>
Source record: 97134

In article <3b2iav$11m@news2.delphi.com>,
BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:
|Freddie was a neat idea had it caught on, though.

What's Freddie?

-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|The Celestial Kingdom has Taco Bell

6597. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-24 22:33:00 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <CzsMn1.5zF@iglou.com>
Source record: 97138

This is just a wild guess, but maybe a 4.77 Mhz XT can't handle the
ultraspeed baud rate.

--
Bill Marcum bmarcum@iglou.com
"Eye of newt, spleen of censor..."

6598. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 00:00:19 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b39ej$mko@nermal.cs.uoguelph.ca>
Source record: 97139

: The C64 game unit never appeared in the States; just Europe. I don't
: know about Canada.

I heard that it was just released in Britain. It got yanked after
some awful sales.

>> Mark <<

6599. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 01:16:10 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b3dsq$af5@news2.delphi.com>
Source record: 97141

krishna@max.tiac.net (Glenn M. Saunders) writes:

>I don't care that the C= had 320x200 at 16 colors. The multicolored text
>mode is nice, but in general, the 16 colors it has, which are NOT
>paletted by the way, are a bunch of washed out pastels and a few good

Actually, they are. 64 modes are limited to only a few of the 16 at a
time with fewer bits for color. I agree the color choices are less than
stunning.

>ones. The Apple II is a little better but still, history has shown that
>paletted is better than fixed.

The Apple II's color was far worse in my opinion, because there was no
separate generation of Chroma/Luma. Instead, the Apple shifted the Luma
pulse to get color.

>I was never that impressed by the C= sprites either. I don't think they
>are as flexible as Atari ones. Multicolor, fine. But what about sprite
>resolution and horizontal double/quad registers? What about using
>display list tricks to take a PMG strip and simulate more players with
>it? Changing horizontal position on the strip halfway down and having 2
>images on the strip, there you go, you got an extra PMG to manipulate.
>What about PMG priorities? Etc..

The 64 sprites have fixed priority, and single & double width modes. You
could set an interrupt for a scan line on which to move them so more
could be simulated on the 64 too.

-Bry

6600. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 01:20:28 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b3e4s$ai3@news2.delphi.com>
Source record: 97142

krishna@max.tiac.net (Glenn M. Saunders) writes:

>eroding), the total number of STs sold PALES and I mean PALES in
>comparison to the number of Atari 8-bits sold, this despite the fact that
>the ST has been on the market for nearly 10 years, about as long as the
>Atari 8-bit was manufactured. That's not necessarily saying that they
>should have agressively kept on marketing the 8-bit in the late 80s, but
>that again, it was a MISTAKE for Tramiel to essentially alienate that

Well, to be honest, no computer has the life span that a computer of the
'80s enjoyed, but the 8-bit was more successful, I agree. The ST was a
pretty simple design, even by '85 standards and does not equal the 8-bit's
revolutionary design.

-Bry

6601. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 01:23:52 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b3eb8$akj@news2.delphi.com>
Source record: 97143

ycl6@sawasdee.cc.columbia.edu (Yeechang Lee) writes:

>In article <3b2iav$11m@news2.delphi.com>,
>BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:
>|Freddie was a neat idea had it caught on, though.

>What's Freddie?

Freddie was a Memory Manager that allowed the CPU to read from 'primary'
RAM while the video DMA happened from 'extended' RAM for the same
physical addresses. This took the display out of your way until you needed
to change it. Of course, you could bank switch as you would with other
RAM upgrades too.

-Bry

6602. Re: OMNIMON in RAM?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 01:52:45 UTC
From: classics@en.com
Message-ID: <d$FrkegEjMIB073yn@en.com>
Source record: 97144

In article <128046@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com wrote:
> Nope, I have both Omniview & Omnimon on the Newell OS board. Never
> bought 3.2, got a copy of 2.3 with a US doubler & went straight from
> there to 4.19. I seem to be a little out of sync, buying the version
> just a little too soon but trust me on this. 2.3 crashes badly with
> Omnimon. Maybe someone misspoke, but I think what they were trying
> to say was look for ROM at $C000 on an 800. I have a copy of Movie
> Maker & it doesn't run with anything in my xl but a standard OS. I
> can only guess it computes a checksum. I never use the program so
> I never bothered looking into it's copy protection scheme.
> Rick

Its it Electronic Arts? All the electronic arts programs look into the
rom at $c000 to see if its not the original atari rom. If its OMNIMON or
any other modified OS it will display 'REMOVE ROM AT $C000' and lock up.

There is no legitimate reason for this except to prevent thier programs
from being cracked.

-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@en.com @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

6603. Eprom Burner

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 01:53:19 UTC
From: jcrios@reuna.cl
Message-ID: <Czsvww.JJz@reuna.cl>
Source record: 97140

I&#65533;m making a light system for a disco with an Atari 800XL. I don&#65533;t want to use a 1050 or XC12 etc. The idea is to use a cart with my program. If anyone can teach how to save my program into a cart I would be very happy. Please tell me what type of memories and eprom burner i must buy and from who.

Thanks

Juan Carlos

6604. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 01:57:32 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b3gac$ppd@nermal.cs.uoguelph.ca>
Source record: 97145

: With 16-bit sound you only have 2 channels on the Atari.

Isn't it three? 2 16-bit + 8 bit?

>> Mark <<

6605. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 01:59:20 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b3gdo$ppd@nermal.cs.uoguelph.ca>
Source record: 97146

```
: Well, to be honest, no computer has the life span that a computer of the
: '80s enjoyed, but the 8-bit was more successful, I agree. The ST was a
: pretty simple design, even by '85 standards and does not equal the 8-bit's
: revolutionary design.

Well ... that depends on the 80's computer you're talking about.
If you compare the ST to sales of the Elf, the Commodore Plus/4 or the
Spectravideo computer, I'm sure the ST would come out on top!

>> Mark <<
```

6606. Diamond GEM

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 02:18:56 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411250217.AA181489867@relay2.geis.com>
Source record: 97147

Sorry Mark, must have missed that post of yours...

I got a used copy of Diamond 3.0 about a year ago; while it's interesting to look at and play with it isn't really a usable environment. From a programming standpoint it's pretty easy to use the Diamond routines, but many of them are of limited usefulness. As well, the v1.0 technical docs are next to worthless - I learned more by trial, error and source code listings than by anything else. Given that it was produced by one person, it's a remarkable achievement, but that still doesn't mean that it's workable.

I also downloaded all the Diamond message bases from GEnie, which provided for an interesting historical overview of the progress of Diamond. It also provided a nice technical supplement to the programmer's notes. If you have any specific questions, please ask and I'll reply as best I can.

Dave

6607. Memories, piracy, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 02:19:20 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411250218.AA182279888@relay2.geis.com>
Source record: 97148

Joe: I remember many friends with Apple][s, and can't remember a single legit piece of software in any of their systems. In fact, I'd bet that the widespread pircay made people more likely to buy Apple hardware - they knew they'd be able to get software for their system!

My best programming memory dates back to the week the Atari 800 arrived at home. I spent hours typing in programs from the manual that came with the computer - remember the collapsing boxes? Then, I discovered that I could save the programs to disk, and not have to retype every time - what a timesaver!

Of course, I started to modify the programs. And I came up with a brilliant bit of insight. "Better make sure that the memory is clear before I run the programs" I thought. So, to every program I typed in, I added a new line 0:

```
0 NEW
```

And, sure enough, whenever I ran the programs, the memory would be clear - of everything, including my program.

After a week or so I figured out what was going on. Needless to say, I've learned a bit more since then.

Dave

6608. Re: Fond Memories

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 04:35:38 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pKx1Vmq.ransom22@delphi.com>
Source record: 97149

<Chris_F_Chiesa@cup.portal.com> writes:

>Ye gods, I could fill a small book with my computer memories, particularly
>if I go all the way back to hunting-and-pecking on a glass-enclosed tele-

Be glad to hear 'em. When you're published, let me know. :) I never
tire of reading these stores. Truly.

>of giving students with sufficiently high SAT scores :-) complete Atari
>computer systems: each recipient received an Atari 800 computer "fully]
>loaded" with 48K RAM, two Atari 810 disk drives, an Atari 850 Interface
>Module, an Atari 830 (300 baud) modem, an Epson 8-pin dot-matrix printer,
>and a TV set for monitor (yep, they all got TVs into the deal). I prob-

Ohmygawd! What an incredible prize! At the time, that much equipment
must have cost a helluvaloto' money! This was before the big price
drop.....plus the 850's were NEVER cheap...man!

-Joe

6609. Re: PC Xformer 3.0 Documents

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 05:35:55 UTC
From: Scott LeGrand <SML108@psuvm.psu.edu>
Message-ID: <94329.003555SML108@psuvm.psu.edu>
Source record: 97151

Hey, just got my hands on PC XFormer 3.0. I love it!
Found some bugs already though. First, load up
Doug Engel's game ROCKS (included in Analog
compendium 5.4). Notice that the game runs and
that it is playable. However, the asteroids, which
are implemented as a set of scrolled characters
with display list interruts between each row so
they can scroll independently glitch on the first
scanline or so after the display list interrupt
which define their position. Second, player missile
graphics are used to implement a set of satellites which
zoom across the bottom 1/3 of the screen. Usually,
they only explode if you collide with them. Here, they
explode soon after entering the screen area...

Finally, can I beg you to put in full sound support?
There I did already... Oh please! Oh please!
I want my FULL compatibility!!!!

BTW I am running on a generic local bus 486/DXII-66
PC with a Cirrhus 542x graphics card, and a soundblaster
16 sound card...

Fantastic hack overall!

Scott@4Play who is going to be buying several of these
babies as gifts...

6610. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 09:46:39 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Nov25.094639.1899@cs.nott.ac.uk>
Source record: 97154

In article <Pine.NXT.3.92.941124000624.1100G-100000@Tomobiki-Cho.CAC.Washington.EDU> Mark Crispin <mrc@CAC.Washington.EDU> writes:
>And such games! Remember ET, easily the worst computer program ever
>written? Atari was largely responsible for the collapse of the entire
>video game market in the mid 80s, by flooding it with shoddy games.
Oh, I don't know about ET being the worst ever written, I think there have been worse. But it is true that Atari gained a bad name for releasing bad games for it's machines. There was a thread in the video.classic groups about which was the worst game ever released on 2600,5200 and 7800. Atari also did a bad thing by just letting any third party developer release games for their machines, not everyone had the same standards. Basicaly Atari picked up a bad name from there.

>Too bad, too. I picked up a 130XE and a couple of 1050s a couple of years
>ago, just for old times' sake. Still cute machines, even though I hardly
>ever use them except for an occasional game of Donkey Kong. I wish I
>knew why the RAMdisk feature stopped working, though (I had to disable it
>otherwise I could never get to DOS from BASIC. It used to work).
You're probably not too interested in this, but:
Either your expanded memory has gone bad, you managed to change your RAMDISK.COM file somehow, or you did something to your DOS. To get into DOS from BASIC you need to make sure that the DUP.SYS file is on your ramdisk, and your DOS knows what drive number to load it from (ie. the ramdisk drive number). Further than that it depends what DOS you're using.
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

6611. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 13:00:41 UTC
From: dgb@owlnet.rice.edu
Message-ID: <3b4n5p$f3i@larry.rice.edu>
Source record: 97058

In article <pg5XdUF.ransom22@delphi.com> Joe Walsh <ransom22@delphi.com> writes:
>It's time for us to get off the technology treadmill.

Yes, dump your 8-bits and go for a teletype-operated powerhouse [you can
store it in your basement--better stock up on vacuum tubes!].
[sarcasm alert -- run for your lives -- or whatever]

>I, too, own a low-cost system. I own a 286 that has been running for
>years, I own a 386DX-40 that cost me very little to build, and a direct-
>market 486DX2-50 that cost me a bundle. I'm as guilty as the next person. :)
>
>Here, you're proving my point: that $600 computer is doing the job for
>you just fine, and will continue to do so. Even though there may never
>be another Wordperfect version that executes in DOS, even though the
>latest and greatest may not run quickly on your computer, the stuff you
>have now will continue to work. Obselescence does not mean the equipment
>and/or software become useless.

But next year, 486DX/33 computers WILL be $600. And don't forget how much
the Atari 800 cost at its debut.

My point: If, indeed, one can do everything he/she wants to do with a
specific computer, regardless of age/obsolecence, then that's great.

However, things are always a bit easier on newer machines and if you
don't buy the current "greatest" model, you'll be paying very little
for more power (less waiting, less disk-swapping, better output, and
overall, more productivity). Just buy technology a year or so after
it's introduced and you won't be paying a lot but you'll have
something that still has support (should you decide to do anything besides
using Lotus 1-2-3 1.0, for example) and is a marked improvement
over odler technology.

I don't totally disagree with you. I think it's pretty stupid
to go out and spend $2000 on a computer with the latest technology
unless you really need it. But I also think it's counterproductive to
keep using old hardware if it isn't as good as you want it, and you
can get the next step up really cheaply.

You can get an Amiga 1000 with a color RGB monitor for about the same
price as people ask for a 130XE and two XF551 drives: $150-$200. If the
Amiga allows you to be more productive time-wise, EVEN IF the 130XE will
do ALL of the same stuff (but it won't), you should go with the Amiga,
if you were buying a new general-purpose computer
[I'm not suggesting that current 8-bit owners abandon their computers.
Not at all. The point-of-view for this entire argument is that of a person

buying his/her first computer.]

There just isn't any sense in people who don't have a computer and want one today going out and buying a 130XE setup when they can get much more powerful computers for the same price or not much more.

6612. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 14:18:53 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.113.000E5100@genesis.informatik.rwth-aachen.de>
Source record: 97059

If you'll have a closer look to Germany you notice that until 1985/86 the Atari machines were much more expensive than the C= ones.

Another point you have already mentioned is that also the 130 XE is based on the concept of an 1979 system with only some little changes.

I think, that the original concept isn't made for an Home-Computer but for something as a Personal-Computer: the good structure of the OS (have a look to the C=64 side and you`ll know what I mean, a confuse mix of Basic and OS), the bootable DOS, the PBI-architecture and so on...

And so the C= 64 was much better for the public than the Atari: cheaper, better sounds, a good grafic (with multicolour Sprites) and a lot of good games!!!!

Matt

6613. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 14:28:51 UTC
From: birznie@aplcenmp.apl.jhu.edu
Message-ID: <Cztuw4.6B8@aplcenmp.apl.jhu.edu>
Source record: 97060
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I would have loved to have an Atari 800 but the price was just too high. Commodore 64 was good enough and had similar features. And it CAME with 64K ram... as opposed to a typical 48K.

Atari 400 had a low price barrier but the chicklet keyboard was just plain silly.

Sprite Graphics are DEFINATELY better than Player Missle graphics on the Atari. While amount of colors is nice, it is not necessary and also eats up a lot of RAM... The Commodore 64 was able to get some nice pictures regardless and I think the Commodore 64 had an extra 8 pixels of resolution at high resolution mode.

Also, the Commodore 64 was very friendly frm the point of view of making programs with color and graphics... Having the base 16 colors able to be entered from the keyboard is really nice (cant remember if Atari features the same thing). You could ,ake a color graphics program without even poking anything for color changes really.

And plus, William Shatner was doing Commodore commercials! Oh, im sorry.. those commercials made Commodore stock DROP. heheh

Later,
Gunther

PS THe built in SID chip was nice for the 64 also... As a Home game machine though, I would have dearly loved to have an ATARI with FOUR joystick ports. I loved playing MULE like that.

6614. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 15:00:19 UTC
From: ycl6@bonjour.cc.columbia.edu
Message-ID: <3b4u63$pvi@apakabar.cc.columbia.edu>
Source record: 97063
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <Cztuw4.6B8@aplcenmp.apl.jhu.edu>,
Gunther Birznieks <birznie@aplcenmp.apl.jhu.edu> wrote:
|Also, the Commodore 64 was very friendly frm the point of view of making
|programs with color and graphics...

I loved my Commodores too, but have to disagree on this one--not much
question Atari BASIC was far superior to CBM BASIC 2.0, especially in
regards to access to color and graphics through BASIC commands.

-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|The Celestial Kingdom has Taco Bell

6615. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 15:15:37 UTC
From: hab@FIMP02.fim.uni-linz.ac.at
Message-ID: <3b4v2p$t2q@alijku06.edvz.uni-linz.ac.at>
Source record: 97064
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

ycl6@ciao.cc.columbia.edu (Yeechang Lee) writes:

> [This is a repost of something I posted to comp.sys.atari.8bit a few days
> ago, and which has prompted a very interesting thread there. I have
> superseded the original article, adding comp.sys.cbm to the Newsgroups:
> line. Again, I _do not_ want to start an "Atari vs. Commodore" flame
> war--just analyze the historical trends of the Great Computer Wars of the
> '80s.-YL]
[...]
> Loved them, too; they were great machines. However, it's clear in
> retrospect that the Atari 8-bit systems _were_ more advanced technically
> (more colors, real DOS, better disk access, better BASIC, etc; C-64 only
^^
[...]

Looks to me like you _do_ want to start a flame war.

Richard
--
E-mail: Richard.Hable@jk.uni-linz.ac.at
"My DOS is just as real as your DOS..."

6616. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 15:24:18 UTC
From: ycl6@aloha.cc.columbia.edu
Message-ID: <3b4vj2$rbu@apakabar.cc.columbia.edu>
Source record: 97067
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3b4v2p$t2q@alijku06.edvz.uni-linz.ac.at>,
Richard Hable <Richard.Hable@jk.uni-linz.ac.at> wrote:
|Looks to me like you _do_ want to start a flame war.

Not at all. If you'll look through the other posts on this thread,
you'll see we've been having a reasoned historical discussion on the home
computer market in the '80s--without a single flame!

-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|The Celestial Kingdom has Taco Bell

6617. SIO2PC, or sth new?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 16:08:09 UTC
From: yhavinga@cs.utwente.nl
Message-ID: <3b5259$rds@utrhcs.cs.utwente.nl>
Source record: 97072

Reading this newsgroup, I have slowly gotten the idea that it
is an unstated rule referring to SIO2PC as being great etc,
though more and more users are getting a bit sick of it, and
start thinking about new sorts of interfaces.

Personally, I have tried SIO2PC, resulting in not using
SIO2PC. It is just not capable of doing fast what I seek in
an interface to a PC : I want to use the harddisk of the PC
to store files. I do not want boundaries of emulated disks (ok
that is no problem anymore) but I also want to have direct
access from the XL to files that I store on the harddisk
at the PC. So the filesystem has to be shared. I do not
want to start several hundred programs each time I wish
to transfer a file to the PC and vice versa.

These are my demands on an interface, and currently I am
working on an interface that will satisfy MY needs.

From the posting of Andrew Heller (PC21050), I conclude that
also he (you?) must have some demands that SIO2PC doesn't
handle. This is a very interesting idea; there might be
more people that have certain wishes about an interface.

Maybe, if heads are sticked together, an interface can be
designed that satisfies the needs of all, instead of one.

If people are with me, I suggest that will be focussed
on features the interface must have, or in other words,
the things people want to use the interface for. If we have
a list we think of to be complete, the hardware/software
requirements can be formulated and designed.

Yeb Havinga, yhavinga@cs.utwente.nl

6618. Any Linux users around?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 16:12:07 UTC
From: yhavinga@cs.utwente.nl
Message-ID: <3b52cn$rds@utrhcs.cs.utwente.nl>
Source record: 97073

In reactions to 'PC21050' I saw people mentioning Linux.
As I also someone who has finally gained appreciation
for his PC after starting using Linux, I was wondering
if there are more atari 8-bit users that also run
Linux on their PC.

Yeb Havinga, yhavinga@cs.utwente.nl

6619. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 16:17:05 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5y7Vlap.jeking7@delphi.com>
Source record: 97065

Didnt mean to be so abrasive, its just that I see so many helpful folks in here, and to have a lurker flame everybody -- well, it just got on my nerves.

My apologies.

6620. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 16:20:05 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5Q80Vwl.jeking7@delphi.com>
Source record: 97066

Mark Rathwell <mrathwel@uoguelph.ca> writes:

>: Ease up on the sarcasm.....if you want to whine this isn't the place. You
>: may not have noticed, but this is primarily a technical information

I didnt read any sarcasm in his message. I think you are wrong here.

> Listen buddy ... I wasn't being sarcastic! I was thanking the previous
>poster for his info! I would appreciate it

I agree, I think you were responding politelly enough and think your
last reply was uncalled for.

6621. Re: Why did Commodore beat Atari in the 8-

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 16:21:43 UTC
From: yhavinga@cs.utwente.nl
Message-ID: <3b52un$rds@utrhcs.cs.utwente.nl>
Source record: 97074

Matthias Belitz wrote :

..
> I think, that the original concept isn't made for an Home-Computer but for
> something as a Personal-Computer: the good structure of the OS (have a look
> to the C=64 side and you`ll know what I mean, a confuse mix of Basic and OS),
> the bootable DOS, the PBI-architecture and so on...
..

You have a point there on the good structure of the OS of the atari 8-bitter.
I think what we can learn from history is that the C64 has been more a game
machine than the atari; more in the sence of better graphics and sound.

A good OS however doesn't help us much with games; most games use the OS only
for loading, but is comfortable for programmers. The OS of the atari, in
combination of the excellent design of the hardware (I mean the way things
are organizes) has made the XL the perfect machine for making hardware
enhancements and their software equivalents.

So, success of a microcomputer can be expressed in sales figures, or other
criteria. For me, if I must express things in winning or loosing, I must say
the XL has won.

Yeb Havinga, yhavinga@cs.utwente.nl

6622. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 16:22:03 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3b52vb$s2u@dux.dundee.ac.uk>
Source record: 97070

Someome mentioned earlier on that Atari went bankrupt uner Warner. Is this true?

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==========

6623. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 16:27:14 UTC
From: "flt@kal.data.telia.se (Magnus Nyman)" <flt@kal.data.telia.se>
Message-ID: <1994Nov25.162714.15522@palantir.p.tvt.se>
Source record: 97071
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

> In article <Cztuw4.6B8@aplcenmp.apl.jhu.edu>,
> Gunther Birznieks <birznie@aplcenmp.apl.jhu.edu> wrote:
> |Also, the Commodore 64 was very friendly frm the point of view of making
> |programs with color and graphics...
>
> I loved my Commodores too, but have to disagree on this one--not much
> question Atari BASIC was far superior to CBM BASIC 2.0, especially in
> regards to access to color and graphics through BASIC commands.
>

Who uses BASIC to do something with colous and graphics, when there is ML.
- No one I hope!!

//Magnus

6624. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 17:22:12 UTC
From: pbhoeff@io.org
Message-ID: <3b56g4$j3d@ionews.io.org>
Source record: 97017
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3b4u63$pvi@apakabar.cc.columbia.edu>,
Yeechang Lee <ycl6@columbia.edu> wrote:
>I loved my Commodores too, but have to disagree on this one--not much
>question Atari BASIC was far superior to CBM BASIC 2.0, especially in
>regards to access to color and graphics through BASIC commands.

But by the same token, I believe that CBM BASIC had a big advantage in it's
handling of strings and arrays, which Atari BASIC is slightly silly about.
I doubt this would be much of a mitigating factor, though. When I used to
fiddle with the computers in the stores, I'd play with the colors and sound.
On the C64 you could change the text colors just by pressing clearly labelled
keys (as has been mentioned), but sound was nigh impossible without a chart
of necessary POKEs. Atari BASIC gave you much nicer access to those features.

So now that I've run around in a circle here, I'm wondering if maybe the Atari
line didn't do as well because of the association everyone had of the name
Atari with the 2600 VCS? If you don't know much about computers (as my parents
certainly don't) one could easily think that Atari just made game machines,
not serious computers?

(Proud owner of both a C64 and an 800XL)
--

---
pbhoeff@io.org (in Toronto, Ontario, Canada) Bret Hoeffler

6625. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 17:31:19 UTC
From: rhialto@mbfys.kun.nl
Message-ID: <Czu3C7.MFr@sci.kun.nl>
Source record: 97076
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In <3b4v2p$t2q@alijku06.edvz.uni-linz.ac.at> hab@FIMP02.fim.uni-linz.ac.at (Richard Hable) writes:
>> Loved them, too; they were great machines. However, it's clear in
>> retrospect that the Atari 8-bit systems _were_ more advanced technically
>> (more colors, real DOS, better disk access, better BASIC, etc; C-64 only
> ^^
>[...]
>
>Looks to me like you _do_ want to start a flame war.

Hey, even I, a commodore computer enthousiast, have drooled over the Atari 8 bitters! They had color and sprites before commodore had. And the disk access *was* better integrated in the Basic, you know...

-Olaf.
--
___ Olaf 'Rhialto' Seibert rhialto@mbfys.kun.nl Ooey-Gooey-Fluffy-Barfie
\X/ I'm not weird, I'm differently perceived. D787B44DFC896063 4CBB95A5BD1DAA96

6626. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 17:31:23 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <Czu3CB.4Hv@freenet.carleton.ca>
Source record: 97075

In a previous article, mrc@CAC.Washington.EDU (Mark Crispin) says:

>Atari got its ass kicked by bad management and bad marketing of a sort
>that was not equaled until NeXT.

NeXT is a good case in point. Probably not too many people are aware that the DOOM editor (DOOMed) used by id Software is a proprietary editor that only runs on the NeXT computer (source: PC Magazine Nov 8, 1994 page 316).

id is smart enough to use a machine that they feel can do their product the most good. Ya know what....in that magazine there was no other mention (ad or otherwise, of the NeXT. Atari isn't the only one with marketing problems!

>
>Atari under Warner decided that they didn't have a computer with the
>400/800, but rather had a games machine. I approached an Atari bigwig in
>1981 or 1982 about developing some commercial applications, and was
>rather rudely told not to waste his time, games were the only thing that
>was of interest to them.

Of course. In those days the bottom line had to do with games, so they went for anything that would accomplish that end. Thats why Atari developed very little in the area of utilities. People like Bob Puff became Atari legends with the sheer volume, quality and imagination of the software they produced.

>
>Once the ST came out, it was clear that the 8-bitters were dead.
>

Atari seems to be developing a pattern where the latest and greatest gets everything, while last year's product gets the door. All this advertising for the Jag in magazines, and nothing on the Falcon. Does that mean all the R&D and front money for the Falcon is a write off??? Not only that but the Falcon is being pushed in Europe, but nothing at all his happening in North America.

An Atari dealer here in Ottawa Canada has called Atari via telephone for info on the Falcon , and TT so he can take some orders from prospective customers but Atari will not answer his calls. That's about par for the course for Atari. They had the same pattern when the 8 bit, and ST were dropped. Sort of the "ostrich" method of customer relations.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA

is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

6627. Re: Atari Vs C64

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 19:21:47 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128165@cup.portal.com>
Source record: 97077

$.02 price which was directly related to overhead. I had several friends who used to work at Atari & they describe the experience as something like a corrupt circus with everyone gone mad. I remember sometime around '83 a discounted 1200xl was advertised for $249 with basic. When I wnt to the store they told me they meant you could buy basic for an additional $50. Foggy memory, but I think C64's could be had with built in basic for less then $200. Jack Tramiel just had tight control on the ship so with people having to actually be held accountable for their work, things got done cheaper/faster. He also skimmed less of the profits off into his own pockets relative to Gould which is why Atari is still here & Commadore is history.

I would really reccomend everyone work for a start-up firm for a couple of years just to see what happens. You have to realize that the people who bring the company to profitability are the last ones to be taken care of. Jay Minor is a classic example, Mensch <sp?> who came up with the 6502 with Peddle<SP?>. I wish I could remember the name of the engineer that did the ST. Story I heard was he was offered stock instead of decent pay. Once all his stock options had matured, Atari didn't give him any more options or a big enough pay raise to keep him interested in staying.

There's a saying in sports, "You dance with the guy who brought you!" American companies are probably the most notorious in the world for violating this priciple. Atari gave money and control to everybody *but* the ones who made them profitable, Commadore didn't give money to anybody. To me it's as simple as that.

6628. Re: Eprom Burner

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 19:21:50 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128166@cup.portal.com>
Source record: 97078

It's a little tough to do if you're working in BASIC. I've been using
a Needham EPROM burner I got for my clone since my Atari one broke. The
Needham one sells for about $120 via mail order & works fine. Cart making
supplies can be bought from B&C ComputerVisions in Santa Clara, CA if
you don't want to take apart an existing cart. Let me know exactly what
you have for a program & I may be able to give you the rest of the info
you need.
Rick

6629. Re: SIO2PC, or sth new?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 19:50:02 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3b5f5a$2bf@nic-nac.CSU.net>
Source record: 97081

I think the following would be essential additions to SIO2PC:

1) Ability to jump to MS-DOS (with a command) from the Atari
(ie, say I just downloaded a JPG on the Atari, sent it to
the IBM, and want to convert it to GIF.. I'd like to be
able to run "DJPEG" for the PC without touching the PC)
2) Multitasking- how about the ability for file transfe
stuff to be going on while I do something else either in
SIO2PC (like add another disk image) or even while I'm
not still IN SIO2PC (ie, have it run in the background
while I'm in Telix or shelled to DOS or something)?
3) Direct access of PC files either via another drive
(say, D8: could be it) or via a handler loaded into the
Atari; no more of this "Install PC file" on the IBM, or
"File2PC" on the Atari.
Say I wanted a directory of C:*.* .. I could tell MyDOS
to give me a directory of "D8:C:*.*" !? :) Say
I wanted some file off of my A: drive, I could tell MyDOS
to copy "D8:A:\FILE.EXT,D9:FILE.EXT". A lot of simple
stuff like deleting files, changing directories, etc.
would actually be quite difficult to do (to trick MyDOS
or SpartaDOS or Atari DOS 2.5, at least). But may be
worth it. It seems though that SIO2PC would have to
say "oh, you're looking at the disk directory sector
now" (the "S" command which pops up on SIO2PC's status
line I guess could tell it this). Then it would have to
look at the directory you want, convert it into SpartaDOS
or MyDOS (perhaps an Option for SIO2PC) format, and then
send it back to the Atari?...

Anyways.. A lot more could be added, but I feel these could be
especially helpful. Oh, these and better directory listings in
SIO2PC. :) I often have to H:Shell-to-DOS and do a "DIR" because
the "D" command doesn't give me enough information.

And now to bitch about other things :) PC XFormer's Drive Config.
menu doesn't have any useful commands like:
Disk directory
Shell to DOS or howabout even
Save State for when you wanna exit but not lose ANYTHING? :)
& Load State of course (The "States" could be saved as files
which include what OS you're using, BASIC on/off,
the drives/files you had installed, and ALL Of the
emulated Atari's memory...)

My last complaint: S2PC doesn't recognize at LEAST ONE of my MyDOS
ATR files. I have a 2048k (2MB) disk image which has no files in the
root directory, but has a bunch of SubDirectories. I tell S2PC to change
directory and it says "xxx is not a directory". I tried explicitely
saying "MAZE." and "MAZE . " but those two weren't even recognized by
it for some reason (I was trying to change to the "MAZE" directory). Hmm.
It could be because I'm using MyDOS 4.53 maybe? What MyDOS does S2PC
support? What DOSes does ATARIMG support (too bad I can't run that program
either cuz I have a crappy CPU or I don't have good enoguh graphics!)

later!
-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I'm tellin' you, Martha.. that guy's a ding-dang psycho or somethin'!

6630. Re: Peachtree accounting system for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 20:01:26 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3b5fqm$d01@charm.magnus.acs.ohio-state.edu>
Source record: 97082

Although I disagree with most points of the "Call to Arms", I thought
it might be amusing to point out that my mom bought a 486 a little
over a year ago with the primary purpose of running Peachtree
Accounting for MS-DOS (which proceeded to caus her immense headaches).
If she had known there was a version for the Atari, she might still be
using my 800xl.
Since I still don't have a DX2 Linux machine, I have to admit I'm glad
she got this thing.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6631. Re: Decimal Creep

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 20:21:51 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3b5h0v$d1t@charm.magnus.acs.ohio-state.edu>
Source record: 97083

In article <9411231954.AA06599@emh.kunsan.af.mil>,
Earl C Halliwell <ehalliwe@emh.kunsan.af.mil> wrote:
>Have you ever been listing an old commercial BASIC program on your
>Atari, and come across stuff like "POKE 710,10.99843"? I used to
>find that sort of thing all the time, but just figured it was the
>work of programmers who weren't familiar with programming the Atari.
>But a while back, I was looking through one of my own older programs,
>and found a couple instances of the same blamed thing!
>
>Soooo.... what causes this??? Anybody? Anybody?

As I recall, giving a non-integer value to something that expects an
integer just results in INT(x) being used. So in your example,
location 710 would end up with a value of 10.
Why use the decimals then? Usually when I've seen it it's in a loop,
with the value going through some math expression. No explicit
real-to-integer conversion is done, since all numbers are floating
point and the Basic commands take care of converting everything to
integers. It ends up being a bit like analog-to-digital conversion,
with inputs being precise (to 10 digits) decimal numbers, and outputs
being integers.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6632. Re: Any Linux users around?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 20:38:55 UTC
From: heide@ee.ualberta.ca
Message-ID: <3b5i0v$per@quartz.ucs.ualberta.ca>
Source record: 97086

yhavinga@cs.utwente.nl (Yeb Havinga) writes:

>In reactions to 'PC21050' I saw people mentioning Linux.
>As I also someone who has finally gained appreciation
>for his PC after starting using Linux, I was wondering
>if there are more atari 8-bit users that also run
>Linux on their PC.

Yup, there are a few of us. I haven't used my 130XE in years (missing keyboard, broken 1050 drive belt, little free time, etc.) since my computing power requirements have grown a bit beyond that (SPICE3 on the 8-bit? :-)). I'd still love to have the time to tinker around on it. The edit/run/debug cycle time seemed to be a lot shorter even for relatively fancy programs, thanks to the graphics and sound features. I wish it could be that easy to develop X programs. :-(

And the games, of course. The graphics don't seem so great anymore, but at least they had the gameplay factor...

Speaking of Linux, didn't someone some time ago mention he was working on an 8-bit emulator for X? I haven't heard anything recently.

--
Cameron Heide (heide@ee.ualberta.ca) "I'll be socially unpopular! More so!"

6633. Umich down???

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 21:46:59 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411252146.AA103039974@relay2.geis.com>
Source record: 97088

The past few times I've tried logging on to Umich I've received a message:

can't change directory to /afs/umich.edu/group/itd/archive

and been punted off the system. Anyone know what's going on?
(I've been FTPing to 141.211.32.2)

Hope it's nothing serious...

Dave

6634. Freddie

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 21:48:34 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411252147.AA104170070@relay2.geis.com>
Source record: 97089

Ah! So Freddie is the bank logic controller!

Does that mean that when Antic is looking at banked memory the CPU is no longer interrupted by Antic's DMA instructions? That would make a banked display run a lot faster - and would all of a sudden make the 130xe a much better choice, IMHO.

Dave

6635. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 22:33:16 UTC
From: 621126@mercury.utb.edu
Message-ID: <3b5onc$ae3@geraldo.cc.utexas.edu>
Source record: 97090
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

I'll tell you all why I bought a C64 instead of an Atari 800xl.

I was an Atari 2600 weenie and wanted nothing more than to buy an 800xl, BUT I had the good fortune of seeing a C64 brochure lying on the grounds of the store that carried the machine I wanted, the 800xl. I had done my homework on the 800xl and so I was blown away when I read what the C64 had to offer. For $250 *LESS* than the 800xl, here was a machine that would do the same things. Sure, each machine had a few strengths over the other, but on the whole they balanced out. (800xl had more colors, which I never saw the games of the time take advantage of, and C64 had the industry-leading sound.) Peripherals too, 1050 blew away the 1541 for speed (heh, anything did), but 1541 had an extra 50K in its disk format (which was a big deal back then). All in all, at the time, the C64 was, IMHO, the "best bang for the buck."

Again, bear in mind that all this was many years ago. I'm sure the 800xl, just like the c64, has been taken to limits no one expected when these machines came out. (eg., drive & video improvements - hardware/software, none of these were available on both machines at first.)

Mike

6636. Re: Atari Vs C64

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 23:07:20 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b5qn8$7uk@news2.delphi.com>
Source record: 97091

Rick_Michael_Cortese@cup.portal.com writes:

>Peddle<SP?>. I wish I could remember the name of the engineer that did the
>ST. Story I heard was he was offered stock instead of decent pay. Once

His name was Shivji. He now works for the bankrupt Media Vision.

-Bry

6637. Re: Freddie

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-25 23:12:56 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b5r1o$85n@news2.delphi.com>
Source record: 97092

d.paterson2@genie.geis.com writes:

>Ah! So Freddie is the bank logic controller!
>
>Does that mean that when Antic is looking at banked memory the CPU is no
>longer interrupted by Antic's DMA instructions? That would make a banked
>display run a lot faster - and would all of a sudden make the 130xe a much
>better choice, IMHO.
>
>Dave

No, I think that since only one device can access RAM at a time, the speed
penalty is still there. A more advanced MMU would have to be built for that.

-Bry

6638. Re: Computing in the 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 00:07:43 UTC
From: junkster@coho.halcyon.com
Message-ID: <3b5u8f$lig@news.halcyon.com>
Source record: 97095

I'm the ultimate minimalist. I like to do stupid things like write my own PC-based 6502 cross assembler in in 8086 assembly language--and I'm actually proud that the EXE is under 5K. I don't like the silly "gotta have the ultimate machine, gotta upgrade every year" philosophy that runs rampant these days. And after programming PCs, some mini and and mainframe computers, a very expensive telecom switching system, and a couple of currently hot game machines, I still like the Atari 8-bits.

But sometimes, amid ridiculously large and complicated systems and bloated software, there are some things that are amazingly simple and nice that would've been hell on my 800. Like using QEdit on a PC--having 20 files open at once and cutting and pasting and zipping between them. Or using SimpleText or the basic features of Microsoft Word on a Macintosh--highlight a line of text and make it bold and a slightly larger size, piece of cake.

I do think that this sort of thing could be done on an 800, but it would be a serious effort. It's much easier and cheaper to feed off the perfectly good hardware thrown out by PC fanatics. Heck, you can get 386sx machines for _nothing_. There are tens of thousands of businesses and individuals willing to _give_ them away. It's kind of sad, in a way.

James Hague
junkster@halcyon.com

6639. Re: Atari Vs C64

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 00:11:29 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Nov25.191040.21424@wariat.UUCP>
Source record: 97093

(Discussion about who won, Commodore 64 or Atari 800xl.)
Consumers of both won. Producers? Well, maybe Commodore
did a little better, but I think Atari overproduced the
8-bit and didn't make a wad of money. Atari probably made
more on 1050 drives than on the 800xl. Shiraz Shivji was
the engineer who designed the ST. Atari has closed down
most of its R&D and manufacturing facilities, so they now
are basically a designer and then let out contracts for
producing the designs.
As far as C=64 vs. Atari 800xl. I'm glad I got into the
Atari 8-bits. I've probably saved 3.94 years of my life
just doing disk accesses alone. The SID, in my opinion, is
definitely the superior sound chip to the POKEY. But POKEY
is adequate. I say both C=64 and Atari 800xl consumers were
winners because of the large software base for both
machines. Probably the C=64 has a little more software, but
the 800xl has plenty. In my opinion, the 800xl does not
have a decent data base and doesn't have a good 80 column
option. The C=128 did go to a good 80 col display which is
a distinct advantage over the 130xe.
To sum up, I don't think I could have gone wrong with
either the C=64 or the 800xl. Either would have given me
years of enjoyment/education/usefulness. Life isn't long
enough for me to have done both machines. The manufacturers
I don't think did enormously well, considering Commodore is
out of business and Atari is just barely hanging in there
with the Jaguar and Falcon. Both companies lacked something
that might have made better business sense. Indeed both
companies are the children to a great extent of the
Tramiels. And the Tramiels are still hanging in there.
Gould's company is gone for good, I think. But I really
would like to see Panasonic or somebody buy the rights to
Commodore and do something with the Amiga. Probably both
the Amiga and ST are losers from the producer's point of
view. I think the Amiga wins out over the ST in consumer
loyalty and software produced for the machines.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

6640. Re: Freddie

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 00:15:50 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Nov25.191336.21424@wariat.UUCP>
Source record: 97094

(Discussion about Freedie and accessing RAM.)
You can set what you want ANTIC and the CPU to see. You can set so the
CPU sees extended RAM and ANTIC sees main RAM, you can set so ANTIC
sees extended RAM and CPU sees main ram, or you can set so both ANTIC
and CPU see the extended RAM.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

6641. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 01:32:19 UTC
From: krishna@max.tiac.net
Message-ID: <3b6373$nvs@sundog.tiac.net>
Source record: 97096

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : With 16-bit sound you only have 2 channels on the Atari.

: Isn't it three? 2 16-bit + 8 bit?

: >> Mark <<

--

6642. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 01:39:42 UTC
From: krishna@max.tiac.net
Message-ID: <3b63ku$nvs@sundog.tiac.net>
Source record: 97098
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Gunther Birznieks (birznie@aplcenmp.apl.jhu.edu) wrote:
: Sprite Graphics are DEFINATELY better than Player Missle graphics on the
: Atari. While amount of colors is nice, it is not necessary and also
: eats up a lot of RAM... The Commodore 64 was able to get some nice
: pictures regardless and I think the Commodore 64 had an extra 8 pixels
: of resolution at high resolution mode.

Nothing is totally fixed with the Atari 8-bit. Just because graphics 8
stock mode is 320x192 doesn't mean you can'd build your own custom mode
which adds as much overscan lines as your monitor can allow for. That's
what Clay Halliwell did with Flickerterm to allow 80x24 character mode plus
status bars and stuff. Yes, it is a manual affair, but it does herald
what the Amiga did later in allowing for programmable resolutions and
overscan preferences. With wide variations in overscan range in
monitors, it makes sense not to limit yourself solely to RF bandwidth. I
know there is also a poke to compress the screen down horizontally. I
don't know if it will let you widen the display beyond 320 pixels, it
might. My monitor wouldn't show the overscan if it did.

: Also, the Commodore 64 was very friendly frm the point of view of making
: programs with color and graphics... Having the base 16 colors able to be

That is not true. The goofy way screen memory is mapped on the C=
combined with the lack of specialized gfx commands from Basic makes
programming graphics nearly impossible for the novice.

6643. Re: Memories, piracy, etc.

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 01:39:48 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Jw11tI8.ransom22@delphi.com>
Source record: 97097

<d.paterson2@genie.geis.com> writes:

>My best programming memory dates back to the week the Atari 800 arrived at
>home. I spent hours typing in programs from the manual that came with the
>computer - remember the collapsing boxes? Then, I discovered that I could
>save the programs to disk, and not have to retype every time - what a
>timesaver!

Collapsing boxes...hmm...nope, don't remember that. :(I must
have some flaky RAM chips. :)
RE: saving programs to disk....I went through the re-typing everytime
phase, and it was my own fault. I was 13 yrs old (had just turned 13,
in fact). My parents and I were at Macy's, and I told them I'd love to
have an Atari computer for Xmas (my B-day is Nov 27th, so this was coming
up quickly). So, we looked over the computers, software, and peripherals.
I, wanting to sound like I knew what I was doing for one thing, and for
another trying to keep the price down so that I could actually have it
as a present...I suggested the Atari 400 (bleh...membrane keyboard!), and
said I didn't need a 410 (an 810 was out of the question, of course).
oops. :) So, I got just what I asked for. Fortunately for me,
about a month later my parents bought me the 410 and States and Capitals. :)
The original gift I got was the 410 w/BASIC and the Entertainer
package. Had great fun with Star Raiders. Had fun typing in some simple
AD&D-style combat programs. But didn't have fun when I had to retype
them from memory every time I wanted to play. :)

>Of course, I started to modify the programs. And I came up with a brilliant
>bit of insight. "Better make sure that the memory is clear before I run the
>programs" I thought. So, to every program I typed in, I added a new line 0:
>
>0 NEW

Oh, that's classic! At this point, it seems like the most idiotic thing in
the world to do. But, when you're a computer novice, and all the manuals
tell you to make sure you type "new" before each program, well...it's
not hard to understand someone getting confused on that. :) If you don't
yet know how the computer works.....!

Thanks for sharing your story!

-Joe

6644. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 01:44:48 UTC
From: krishna@max.tiac.net
Message-ID: <3b63ug$nvs@sundog.tiac.net>
Source record: 97099
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

flt@kal.data.telia.se (Magnus Nyman) (flt@kal.data.telia.se) wrote:
: Who uses BASIC to do something with colous and graphics, when there is ML.
: - No one I hope!!

Well, there were a plethora of AtariBasic games. A poke is a poke is a poke, you see, and it is still easier to do intermediate gfx work within an interpreter than to move to assembly or C. It isn't that hard to get ML speed by poking the right OS locations, etc.. I have a book on how to use string manipulation for speed with PMGs. Yes, there IS a lot you can do within Basic.

That's why mourning over the missing 16K RAM in the 800 is a little shallow, since the OS is chock full of powerful poke locations that will keep your code smaller and easier to write than if you had a more spartan OS and more RAM to play in.

6645. New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 01:50:43 UTC
From: b.poehland@genie.geis.com
Message-ID: <199411260150.AA147194644@relay2.geis.com>
Source record: 97100

When I referred to a standard for 24-pin printers, I meant that software which involves graphics should support 24-pin DM printers.

If you take Print Shop & print out a graphic with it using an Epson LQ-500 series printer, the graphic will be longitudinally distorted (aspect ratio distortion). And it will still only have 9-pin resolution.

There was a place in Michigan (the name escapes me) that brought out a 24-pin drivers for a few of the more popular graphics packages. I reviewed one of them a few years back in Current Notes, it was for Print Shop. That driver really only corrected the aspect ratio problem (which was due to a change in Epson firmware when Epson hardware switched to 24-pin resolution). I was really bummed out to see the same blocky 9-pin graphics being cranked out by my nice hi-rez 24-pin printer. I mean if you've shelled out the bucks for 24-pin resolution, let's use ALL 24 of those pins! Not just for text, but for graphics too. Seems it should be possible to write a driver that not only corrects for aspect ratio but will also include some sort of filling/smoothing routine that will fill in the craggies using the other 15 pins.

- Ben Poehland

6646. Re: Why did Commodore beat Atari in the 8-

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 01:56:21 UTC
From: krishna@max.tiac.net
Message-ID: <3b64k5$nvs@sundog.tiac.net>
Source record: 97102

Yeb Havinga (yhavinga@cs.utwente.nl) wrote:
: You have a point there on the good structure of the OS of the atari 8-bitter.
: I think what we can learn from history is that the C64 has been more a game
: machine than the atari; more in the sence of better graphics and sound.

The reason the C= has a larger catalog including more recent games, is
the 5 year (I think) contract that 3rd parties had to sign to develop for
the C=. This shackled them into making games for the C= 8-bits beyond
the point where they would have seen it as profitable.

However, I will fight tooth and nail the assertion that the C= makes a
better game machine. I have not played a TON of C= games, but those that
I have, I was not THAT impressed with. The animation especially seemed a
little 'off' in a hard to describe way. It must have something to do
with the way graphics are blitted and the way sprites operate that is not
as conducive to smooth animation as the Atari. And the colors, YUCK.
Pink running into light yellow running into white. 320 horizontal pixels
means little when you've got similar colors bleeding into eachother in
the middle of the color clocks, even with split video.

6647. Re: Freddie

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 02:03:36 UTC
From: krishna@max.tiac.net
Message-ID: <3b651o$nvs@sundog.tiac.net>
Source record: 97103

d.paterson2@genie.geis.com wrote:
: Ah! So Freddie is the bank logic controller!
:
: Does that mean that when Antic is looking at banked memory the CPU is no
: longer interrupted by Antic's DMA instructions? That would make a banked
: display run a lot faster - and would all of a sudden make the 130xe a much
: better choice, IMHO.

Due to the fact that the RAMBO style upgrades for the 800XL became so popular, very few software was written to use ANTIC banking. Antic banking is a simple form of Video RAM system. Yes, the custom chips and the CPU are both sharing the same memory bus, so it's not like you can accellerate the CPU and the chips the way the AMiga does with chip and fastram, but you DO gain a TON of memory for both graphics and mainline code. Here is how it works (I think)

ANTIC
---
sees banked ram only, in 16K chunks at a time

CPU sees main ram

As you can see, if you set it up right, you no longer lose 8K+ of screen memory in the main address range. Yes, to access the lowest 16K you have to install an interrupt routine to share it with the OS, but still, you pretty much get to the point of being able to have nearly all 64K active for a main program, and you can have ANTIC look to any amount of banked ram for video.

The early versions of Pab Sungenis' QWK reader used Antic banking but he eventually compressed his code to use the standard banking routines (which winds up taking away more main memory than Antic banking).

6648. Re: Atari Vs C64

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 03:06:37 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b68nt$ao2@nermal.cs.uoguelph.ca>
Source record: 97007

: His name was Shivji. He now works for the bankrupt Media Vision.

He works for a bankrupt company? How?

>> Mark <<

6649. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 03:12:10 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b692a$ao2@nermal.cs.uoguelph.ca>
Source record: 97005
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
: Nothing is totally fixed with the Atari 8-bit. Just because graphics 8
: stock mode is 320x192 doesn't mean you can'd build your own custom mode
: which adds as much overscan lines as your monitor can allow for. That's
: what Clay Halliwell did with Flickerterm to allow 80x24 character mode plus
: status bars and stuff.
```

There you've hit a GOOD point. In my opinion, one of the Atari 8
bit's greatest strength was it's flexibility in the graphics department.
While it was tedious to manipulate all those display lists, with a little
patience, the Atari could be programmed to keep up with the times.
Considering that the GTIA chip came out in 1981, it has held up well all
these years. Look at Jeff Potter's Colorview program! Those graphics are
impressive ... my friends thought they were looking at an Atari ST or an
Amiga, not an 8-bit.

>> Mark <<

6650. Re: This group isn't very helpful ...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 03:13:22 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3b694i$ao2@nermal.cs.uoguelph.ca>
Source record: 97006

```
: Didnt mean to be so abrasive, its just that I see so many helpful folks
: in here, and to have a lurker flame everybody -- well, it just got on
: my nerves.
:
: My apologies.

Appology accepted! Happy computing!

>> Mark <<
```

6651. Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 03:50:45 UTC
From: 621126@mercury.utb.edu
Message-ID: <3b6bal$he2@geraldo.cc.utexas.edu>
Source record: 97008

Hello,

I just want to remind the membership here that neither the ol' CBM nor the Atari machines stood still since their introductions. When people quote the baseline stock figures it's because that is what the companies put out irrespective of future improvements. Both systems were improved upon ad infinitum by their users, and are still being hacked to death today.

Mike

6652. PC Xformer Bug Reports and Suggestions

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 04:06:58 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2ED6B4AE@POST0.LAAFB.AF.MIL>
Source record: 97009

Please be sure to send your complaints, suggestions, bug reports on PCX (whatever the version) direct to Darek Mihocka. Posting stuff here, without sending it direct to him is no guarantee that he will ever get your input. Be sure to send things direct to:

darekm@microsoft.com

Rick Reaser

6653. Re: WTB: Atari Light Pen

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 05:10:37 UTC
From: diskdet2@aol.com
Message-ID: <3b6g0d$haa@newsbf01.news.aol.com>
Source record: 97013

In article <9411212346591.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (ben
corr) writes:
I have the drawing/paint program the works with the light pen. As best as
I can remember that is the only program for the light pen. Let me know if
you want it.
The Disk Detective

6654. Want to Buy: SIO 2 PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 08:48:28 UTC
From: classics@en.com
Message-ID: <3b6sos$505@en.com>
Source record: 97016

I would like to buy a completed working SIO2PC cable. Please contact
me with price.

Steve

-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@en.com @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

6655. MASSIVE AUCTION V -- includes Atari 8-bit games and systems

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 14:27:17 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3b7gk5$eng@usenet.INS.CWRU.Edu>
Source record: 97022

MASSIVE AUCTION V -- ALL ITEMS RECEIVING THE MINIMUM BID WILL BE SOLD!

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI computers COLECOVISION COLECO ADAM
COLECO 2600 ADAPTER COMMODORE 64 INTELLIVISION INTELLIVOICE
ODYSSEY2 PONG (2 types) SEGA MASTER SYSTEM TOMY TUTOR
TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

****

This is a rather large file (31,692 bytes, 1074 lines), so if you don't like large files, and/or auctions, please stop reading now. You have been warned!

I will post updates approximately every 24 hours, and delete the last update after I'm sure the new one is accessible. I will also e-mail the list to all bidders, and anyone who requests to be placed on the auction e-mail list.

Mike

P.S. I RESERVE THE RIGHT TO CORRECT MISTAKES MADE WHILE TYPING THIS MESSAGE.

****

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

AUCTION RULES:

1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON MONDAY, DECEMBER 5TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE USUALLY GIVEN PRIORITY (UNLESS THE TRADE OFFER INCLUDES VECTREX ITEMS!)

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A HIGH BID, YOU WON'T BE ABLE TO PARTICIPATE IN FUTURE AUCTIONS. (SEE AUCTION RULE #8)

10) PAYMENT MUST BE MADE IN U.S. FUNDS, BY EITHER CHECK OR MONEY ORDER, DRAWN FROM A U.S. BANK BRANCH. CANADIAN BIDDERS MUST SEND A CANADIAN POSTAL MONEY ORDER, PAYABLE IN U.S. FUNDS. THIS IS THE ONLY WAY I HAVE FOUND TO DEAL WITH MY FRIENDS TO THE NORTH.

*****

SOFTWARE:

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

* = (after minimum bid) indicates a preference to trade that item.
TRADE = (after bid) trade pending, bids still accepted in case trade not made.
XXXXX = (after bid) item has been traded, please don't send further bids.

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ADVENTURE (Atari)
$ 6.00* AMIDAR (Parker Brothers) -- SOME RIPS ON FRONT LABEL
$ 2.50 ASTROBLAST (M Network)
$ 2.50 ATLANTIS
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 BATTLEZONE (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.50 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 2.50 BREAKOUT (Atari) -- NO END LABEL
$ 6.00* CALIFORNIA GAMES (Epyx)
$ 2.50 CASINO (Atari)
$ 2.50 CENTIPEDE (Atari)
$11.25* CHECKERS (Activision) -- SOME RIPS ON FRONT LABEL
$ 2.50 CHOPPER COMMAND (Activision) -- RIP ON FRONT LABEL
$ 2.50 CIRCUS ATARI (Atari)
$ 6.00* CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 CRYSTAL CASTLES (Atari)
$ 2.50 DECATHLON (Activision)
$ 2.50 DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.50 DODGE 'EM (Atari)
$ 2.50 DRAGSTER (Activision)
$ 2.50 ENDURO (Activision)
$ 6.00* FIRE FIGHTER (Imagic)
$ 2.50 FLAG CAPTURE (Atari)

$ 2.50 FREEWAY (Activision)
$ 2.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (M Network)
$ 2.50 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 6.00* HANGMAN (Atari)
$ 2.50 HAUNTED HOUSE (Atari)
$ 2.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
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$ 6.00* JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 KABOOM! (Activision)
$ 2.50 LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (M Network)
$ 2.50 M*A*S*H (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 2.50 MAZE CRAZE (Atari)
$ 2.50 MS. PAC-MAN (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 2.50 OUTLAW (Atari)
$ 2.50 PHOENIX (Atari)
$ 2.50 POLE POSITION (Atari)
$ 6.00* POPEYE (Parker Brothers)
$ 6.00* PORKY'S (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 2.50 RAIDERS OF THE LOST ARK (Atari)
$ 2.50 REAL SPORTS BASEBALL (Atari)
$ 2.50 REAL SPORTS FOOTBALL (Atari)
$ 6.00* REAL SPORTS TENNIS (Atari)
$ 2.50 RIDDLE OF THE SPHINX (Imagic)
$ 2.50 RIVER RAID (Activision)
$ 2.50 SEAQUEST (Activision)
$ 2.50 SKIING (Activision)
$ 2.50 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 2.50 SLOT RACERS (Atari)
$ 2.50 SOLARIS (Atari)
$ 6.00* SPACE ATTACK (M Network)
$ 2.50 SPIDER FIGHTER (Activision)
$ 2.50 STARMASTER (Activision)
$ 2.50 STAR VOYAGER (Imagic)
$ 6.00* STEEPLECHASE (Sears)
$ 6.00* STAR WARS: JEDI ARENA (Parker Brothers)
$ 2.50 STREET RACER (Atari)
$ 6.00* SUMMER GAMES (Epyx)
$ 2.50 SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (M Network)
$ 2.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 2.50 SWORDQUEST EARTHWORLD (Atari)
$ 2.50 SWORDQUEST FIREWORLD (Atari)
$ 2.50 TENNIS (Activision)
$ 6.00* TOWERING INFERNO (U.S. Games)

$ 6.00* TRICKSHOT (Imagic)
$ 2.50 VANGUARD (Atari)
$ 6.00* VENTURE (Atari)
$ 6.00* VENTURE (Coleco)
$11.25* VIDEO CHESS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 2.50 VIDEO PINBALL (Atari)
$ 2.50 WARLORDS (Atari)
$ 6.00* WINTER GAMES (Epyx)
$ 2.50 YARS' REVENGE (Atari)

GAMES WITH MANUAL:
$ 2.50 AIR-SEA BATTLE (Atari)
$ 3.50 ASTROBLAST (M Network)
$ 3.50 ATLANTIS (Imagic)
$ 3.50 BASKETBALL (Atari)
$ 3.00 BERZERK (Atari)
$ 3.00 BOWLING (Atari)
$ 3.00 BREAKOUT (Atari)
$ 7.00* CALIFORNIA GAMES (Epyx)
$ 3.00 CASINO (Atari)
$ 3.50 CENTIPEDE (Atari)
$ 3.00 CIRCUS ATARI (Atari)
$ 2.50 COMBAT (Atari)
$ 3.50 COSMIC ARK (Imagic)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 3.00 E.T. THE EXTRA-TERRESTRIAL (Atari) -- INCLUDES TIP BOOK
$ 3.00 FOOTBALL (Atari)
$ 3.50 GALAXIAN (Atari)
$ 3.00 GOLF (Atari)
$ 2.50 HOME RUN (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 LASER BLAST (Activision)
$ 3.50 MIDNIGHT MAGIC (Atari)
$ 2.50 MISSILE COMMAND (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 3.00 PAC-MAN (Atari)
$ 3.50 POLE POSITION (Atari)
$ 3.50 REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.50 SPACE INVADERS (Atari)
$ 4.50 SPACE INVADERS (Sears)
$ 3.50 SPACE JOCKEY (Vidtec)
$ 3.50 STARMASTER (Activision) -- INCLUDES TIP BOOK
$ 3.50 STAR WARS: THE EMPIRE STRIKES BACK (Parker
Brothers) -- NO LABEL
$ 3.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 3.50 SURROUND (Atari)

$ 3.00 SWORDQUEST: FIREWORLD (Atari)
$ 3.50 TARGET FUN (Sears)
$ 3.50 VANGUARD (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 2.50 WARLORDS (Atari)

GAMES WITH BOX AND MANUAL:
$ 5.00* ADVENTURE (Atari)
$ 3.00 ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 4.00 BERZERK (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 4.50* FISHING DERBY (Activision)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JUNGLE HUNT (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 4.00 PAC-MAN (Atari)
$ 3.00 SPACE INVADERS (Atari)
$ 5.00* SUPERMAN (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00* TASK FORCE (Froggo Games)
I WILL TRADE ONE OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T
ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A
LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$13.00 INDY 500 (Atari) -- ALSO INCLUDES TWO (2) DRIVING
CONTROLLERS.
$ 7.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, STAR RAIDERS OVERLAY, AND MANUAL.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (Atari)
$ 5.00 POINTMASTER JOYSTICK (Discwasher)
$ 5.00 QUICKSHOT JOYSTICK (Spectravision)

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ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE
$ 3.00 DEFENDER
$ 3.00 GALAXIAN
$ 3.00 MARIO BROS.
$ 7.50* POPEYE (Parker Brothers)

LOOSE GAMES, WITH OVERLAY(S):
$ 4.00 GALAXIAN (WITH 2 OVERLAYS)

$ 4.00 REALSPORTS: FOOTBALL (WITH 1 OVERLAY)

GAMES WITH MANUAL:
$ 4.00 CENTIPEDE
$ 4.00 POLE POSITION
$ 4.00 STAR RAIDERS

GAMES WITH MANUAL, AND OVERLAY(S):
$ 5.00 PAC-MAN (WITH 2 OVERLAYS)
$ 5.00 QIX (WITH 2 OVERLAYS)

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ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ASTEROIDS
$ 3.00 BALLBLAZER
$ 3.00 CENTIPEDE
$ 3.00 CHOPLIFTER!
$ 4.00 CROSSBOW
$ 4.00 DARK CHAMBERS
$ 3.00 DIG DUG
$ 3.00 DONKEY KONG
$ 3.00 FOOD FIGHT
$ 4.00 GALAGA
$ 3.00 HAT TRICK
$ 3.00 JOUST
$ 3.00 KARATEKA
$ 4.00 MARIO BROS.
$ 3.00 ONE-ON-ONE
$ 2.50 POLE POSITION II
$ 3.00 REALSPORTS: BASEBALL
$ 3.00 ROBOTRON: 2084
$ 4.00 TOWER TOPPLER
$ 3.00 XEVIOUS

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

GAMES WITH BOX AND MANUAL:
$ 5.00 ASTEROIDS
$ 5.00 HAT TRICK
$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00* ASTEROIDS
$12.00* CHOPLIFTER
$12.00* KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00* POLE POSITION II

$12.00* XEVIOUS
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I DON'T ALREADY HAVE (AND I WILL PAY TO SHIP TO YOU). IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE TO TRADE.

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ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 BASIC COMPUTING LANGUAGE (Atari)
$ 5.00 CENTIPEDE (Atari)
$ 5.00 DEFENDER
$ 5.00 DONKEY KONG (Atari)

GAMES WITH BOX AND MANUAL:
$ 6.00 STAR RAIDERS

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 7.00 STAR RAIDERS

BOOKS (I know this isn't software, but again, I had to put it somewhere!):
$ 5.00 INSIDE ATARI BASIC (Atari, by Bill Harris, 184 pages)

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 BUCK ROGERS: PLANET OF ZOOM
$ 3.00 LOOPING
$ 3.00 PEPPER II
$ 6.00* PITSTOP
$ 3.00 POPEYE (LABEL IS "GREASY LOOKING", GAME WORKS FINE)
$ 3.00 Q*BERT (LABEL IS "GREASY LOOKING", GAME WORKS FINE)

GAMES WITH MANUAL. NO BOX:
$ 4.00 COSMIC AVENGER
$ 3.50 DONKEY KONG
$ 4.00 LADY BUG
$ 4.00 VENTURE
$ 4.00 ZAXXON

GAMES WITH BOX AND MANUAL:
$ 5.00 DONKEY KONG JUNIOR

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 7.50* ALPINE SKIING
$ 6.00* APBA BACKGAMMON
$ 3.00 AUTO RACING
$ 3.00 BEAUTY & THE BEAST (Imagic)
$ 2.50 BOXING
$ 7.50* CARNIVAL (Coleco)
$ 6.00* CHECKERS
$ 6.00* DREADNAUGHT FACTOR (Activision)
$ 2.50 FROG BOG
$ 5.00* HORSE RACING
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 NBA BASKETBALL
$ 2.50 PBA BOWLING
$ 3.00 ROYAL DEALER
$ 3.00 SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRON: DEADLY DISCS
$ 3.00 TRON: MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 7.00* ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 3.50 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 PGA GOLF (WITH 2 OVERLAYS)
$ 8.50* KOOL-AID MAN (WITH 2 OVERLAYS)
$ 3.00 TENNIS (WITH 1 OVERLAY)

GAMES WITH MANUAL, AND 1 OVERLAY. NO BOX:
$ 4.50 TRON: MAZE-A-TRON

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 5.00 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 4.50 BOXING
$ 4.50 LOCK 'N' CHASE
$ 4.50 SPACE BATTLE
$ 5.00 SUB HUNT

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ASTROSMASH
$ 9.00* ATLANTIS
$ 6.00 BURGERTIME
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 MAJOR LEAGUE BASEBALL
$ 5.50 NASL SOCCER
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 SPACE HAWK
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 ALPINE SKIING
$ 3.00 COMPUTER GOLF
$ 3.00 COSMIC CONFLICT
$ 7.50* K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 3.00 KEYBOARD CREATIONS
$ 3.00 MONKEYSHINES
$ 3.00 THUNDERBALL

GAMES WITH BOX AND MANUAL:
$ 4.50 ALIEN INVADERS - PLUS
$ 4.50 ALPINE SKIING
$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL
$ 4.50 COMPUTER GOLF
$ 4.50 FOOTBALL
$ 4.50 LAS VEGAS BLACKJACK
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK

FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00* POOYAN

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00* SPIKE (NO OVERLAY)

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HARDWARE:

NOTE #1 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully. I ran out of used RF switchbox's in the third MASSIVE AUCTION, sorry.

NOTE #2 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW power supply for $10 that is virtually identical to one sold at Radio Shack for $13. This power supply works with a lot of systems. It features six (6) plug adapters, changeable polarity (positive or negative), "LED" lights to indicate proper voltage, and can be used on the following settings:

INPUT: 110-220 V, 60-50 Hz, 9W
OUTPUT: 1.5, 3, 4.5, 6, 7.5, 9, and 12 V DC.
CURRENT: 500 mA.

Radio Shack's model DOESN'T include 1.5 or 12 V settings, and is only 300 mA!

I just ran out of most used power supplies in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

AIR-SEA BATTLE (Atari)
ASTEROIDS (Atari)
ASTROBLAST (M Network)
BERZERK (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
MISSILE COMMAND (Atari)
NIGHT DRIVER (Atari)
REALSPORTS: BASEBALL (Atari)
VANGUARD (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BOWLING (Atari)
COMBAT (Atari)
DEFENDER (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
GOLF (Atari)
KABOOM (Activision)
MISSILE COMMAND (Atari)
OUTLAW (Atari)
REALSPORTS: FOOTBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #3 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
BOWLING (Atari)
BOXING (Activision)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
HOME RUN (Atari)
PAC-MAN (Atari)
WARLORDS (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, ONE (1)
ATARI JOYSTICK, ONE SET OF TWO PADDLE CONTROLLERS, AND NINE (9) SEARS
TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BASEBALL (Tele-Games)
BASKETBALL (Tele-Games)
BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
PONG SPORTS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

*****

LOT #5

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND TWO (2)
GAMES [NO BOXES OR MANUALS FOR GAMES]:

DEFENDER
POLE POSITION

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THE POWER SUPPLY WORKS, BUT AFTER TESTING IT I DISCOVERED THAT THERE ARE EXPOSED WIRES AT ONE POINT ON THE CORD. I WOULD SUGGEST NOT USING IT, AND I ONLY SUPPLY IT SO THAT YOU KNOW WHAT ONE LOOKS LIKE, AND CAN READ THE SPECIFICATIONS FROM THE POWER SUPPLY ITSELF.

MINIMUM OPENING BID OF $32.00

*****

LOT #6

ATARI 5200 (4-PORT), ORIGINAL POWER SUPPLY, ONE ATARI CONTROLLER, AND TWO (2) GAMES [NO BOXES OR MANUALS FOR GAMES]:

POLE POSITION
SUPER BREAKOUT

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

MINIMUM OPENING BID OF $35.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ORIGINAL ATARI POWER SUPPLY, ONE ATARI JOYSTICK, ATARI 410 PROGRAM RECORDER, AND DELUXE INVADERS (Roklan) CARTRIDGE.

THIS IS A COMPLETE ATARI 400 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $32.00

*****

LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER WITH POWER SUPPLY, ATARI 810 DISK DRIVE WITH POWER SUPPLY, MOLEX CONNECTOR CABLE, RCA CABLE, ONE ATARI JOYSTICK, AND PAC-MAN CARTRIDGE.

I DON'T HAVE A DISK TO CHECK THE DRIVE, BUT THE POWER LIGHT COMES ON AND IT MAKES A SOUND LIKE IT IS TRYING TO READ A DISK.

THIS IS A COMPLETE ATARI 130XE COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $125.00

*****

LOT #9

COLECOVISION SYSTEM WITH BOX, MANUAL, COLECO POWER SUPPLY, RCA CABLE, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND THREE (3) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

DONKEY KONG
DONKEY KONG JUNIOR
VENTURE

THIS IS A COMPLETE COLECOVISION SYSTEM, NOTHING ELSE NEEDED TO PLAY.

MINIMUM OPENING BID OF $55.00

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, TWO (2) CONTROLLERS, RCA CABLE, AND FOUR (4) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

COSMIC AVENGER
DONKEY KONG
SMURF: RESCUE IN GARGAMEL'S CASTLE
ZAXXON

BID #1) MINIMUM OPENING BID OF $50.00
BID #2) MINIMUM OPENING BID OF $50.00

*****

LOT #11

NEW RF SWITCHBOX PURCHASE OPTION

COLECO ADAM COMPUTER SYSTEM WITH ONE DIGITAL DATA DRIVE, TWO (2) ADAM [BEIGE] CONTROLLERS, RCA CABLE, AND DONKEY KONG CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

THIS SYSTEM DOESN'T INCLUDE THE POWER SUPPLY (WHICH NORMALLY COMES IN THE PRINTER), BUT A SUBSTITUTE CAN BE PURCHASED FROM A MAIL ORDER COMPANY. I WILL FURNISH THE PHONE NUMBER TO THE WINNER.

THIS SYSTEM DOESN'T INCLUDE THE KEYBOARD.

SINCE I DON'T HAVE A POWER SUPPLY, THE SYSTEM HASN'T BEEN CHECKED. THE CONTROLLERS AND THE CARTRIDGE WORK.

MINIMUM OPENING BID OF $42.00

*****

LOT #12 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM. SYSTEM INCLUDES ONE ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND EIGHT (8) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES, EXCEPT MISSILE COMMAND]:

AIR-SEA BATTLE (Atari)
COMBAT (Atari)
GRAND PRIX (Activision)
MISSILE COMMAND (Atari) [WITH BOX AND MANUAL]
RAIDERS OF THE LOST ARK (Atari)
SPACE INVADERS (Atari)
SUPER BREAKOUT (Atari)
YARS' REVENGE (Atari)

BID #1) MINIMUM OPENING BID OF $42.00
BID #2) MINIMUM OPENING BID OF $42.00

*****

LOT #13

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY, 1541 DISK DRIVE (PUSH IN MODEL) WITH POWER CORD, SERIAL CABLE, TEN 10 DS DISKS (WHICH MAY OR MAY NOT HAVE GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN), KICKMAN CARTRIDGE, MUSIC COMPOSER CARTRIDGE, AND RCA CABLE.

THIS IS A COMPLETE COMMODORE 64 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $75.00

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

SUPER VIDEO ARCADE (SEAR INTELLIVISION SYSTEM), WITH TWO (2) DETACHABLE CONTROLLERS, AND RCA CABLE. SYSTEM ALSO COMES WITH FOUR (4) GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

BURGERTIME (WITH 2 OVERLAYS)
LAS VEGAS POKER & BLACKJACK (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH MANUAL, 1 PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)

POWER SUPPLY IS BUILT IN.

MINIMUM OPENING BID OF $40.00

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION SYSTEM WITH TWO (2) BUILT IN CONTROLLERS, AND RCA CABLE.
SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTROSMASH
BURGERTIME
LAS VEGAS POKER & BLACKJACK
LOCK 'N' CHASE
NFL FOOTBALL
SNAFU
SPACE BATTLE

POWER SUPPLY IS BUILT IN.

MINIMUM OPENING BID OF $37.50

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND
ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR
MANUALS FOR GAMES]:

LAS VEGAS POKER & BLACKJACK
NIGHT STALKER
SNAFU
SPACE ARMADA
SPACE HAWK
STAR STRIKE
TRIPLE ACTION

BID #1) MINIMUM OPENING BID OF $60.00
BID #2) MINIMUM OPENING BID OF $60.00

*****

LOT #17

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH ORIGINAL BOX, AND
THREE (3) GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

B-17 BOMBER (WITH BOX)
BOMB SQUAD (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
SPACE SPARTANS (WITH BOX, MANUAL, AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #18

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH TWO (2) GAMES [NO
BOXES, OR MANUALS FOR GAMES]:

BOMB SQUAD
SPACE SPARTANS

MINIMUM OPENING BID OF $20.00

*****

LOT #19 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH ORIGINAL POWER SUPPLY, AND NINE (9) CARTRIDGES [NO BOX OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
ALIEN INVADERS -- PLUS!
BASEBALL!
BOWLING! / BASKETBALL!
FOOTBALL!
K.C. MUNCHKIN!
PICK AXE PETE!
POCKET BILLIARDS!
UFO!

BID #1) MINIMUM OPENING BID OF $45.00
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH A *NEW* POWER SUPPLY, AND NINE CARTRIDGES (9) [FOUR WITH BOX, THE REST WITHOUT BOX OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
BASEBALL!
BOWLING! / BASKETBALL!
K.C. MUNCHKIN!
MATH-A-MAGIC! / ECHO!
ALIEN INVADERS -- PLUS! (WITH BOX)
BLOCKOUT! / BREAKDOWN! (WITH BOX)
FOOTBALL! (WITH BOX)
POCKET BILLIARDS! (WITH BOX)

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $45.00

*****

LOT #21 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $5.00
BID #2) MINIMUM OPENING BID OF $5.00

*****

LOT #22

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

MINIMUM OPENING BID OF $5.00

*****

LOT #23

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

MINIMUM OPENING BID OF $17.50

*****

LOT #24

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

HANG-ON FREEZES AS SOON AS YOU START TO PLAY, BUT SAFARI HUNT WORKS FINE, AND ALL CARTRIDGES WORK FINE.

MINIMUM OPENING BID OF $30.00

*****

LOT #25

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #26

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, ONE FUNCTION KEY STRIP (FOR KEYBOARD), AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $30.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

6656. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 15:22:07 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Nov26.152207.18961@cs.nott.ac.uk>
Source record: 97026

In article <3b3gac$ppd@nermal.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: With 16-bit sound you only have 2 channels on the Atari.
>
>Isn't it three? 2 16-bit + 8 bit?
No. But you can choose between 2, 3 or 4 channels as follows:
POKEY has four 8-bit sound channels (labeled 0 to 3). You have the option of
linking two 8-bit channels together to form one 16-bit channel, (0 and 1 link
together and 2 and 3 link together). That gives you the following:

configurations # of channels
4 8-bit channels. ---------------(4)
1 16-bit and 2 8-bit channels---(3)
2 16-bit channels. --------------(2)

Of course you can switch the configuration around at any time you want, so for
one part of a tune you may have the four 8-bit channels and at another the
two 16-bit channels, or whatever. With some careful planning you can get some
amazing results. POKEY also has volume only sound which allows you to control
the speaker position directly, this is 4-bit giving you 16 diferent speaker
positions to play with, that's how digitized sequences are played.

--
*** Raphael Espino, rje@cs.nott.ac.uk ***

6657. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 15:23:56 UTC
From: ycl6@namaste.cc.columbia.edu
Message-ID: <3b7juc$qdu@apakabar.cc.columbia.edu>
Source record: 97023
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3b56g4$j3d@ionews.io.org>, Bret Hoeffler <pbhoeff@io.org> wrote:
|But by the same token, I believe that CBM BASIC had a big advantage in it's
|handling of strings and arrays, which Atari BASIC is slightly silly about.

Did Atari BASIC have big slowdowns from garbage collection? CBM BASIC
2.0 did, and it was a major pain.

-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|The Celestial Kingdom has Taco Bell

6658. Superdos

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 16:17:01 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <303_9411250426@softtech.brisnet.org.au>
Source record: 97024

My name is James Bradford. I am the vendor/developer of the super products. I have taken it over from the original owner. One product 'SuperDOS' was written by someone else for super products. I have finally gotten the source code to this excellent dos. Any suggestions, comments, bugs you would like to see, email me and i will see what i can do. I would like add INDUS GT high speed code to it and while i am at it, fix or add some more features.

What can this dos do??? It can use the high speed sio of happy, USdoubler, SuperMAX, and other USdoubler compatible upgrades and the XF551. The full 360k of the XF551 is used. It is compatible with DOS 2.5. SuperDOS can use ramdisks upto 320k xe or 256k axlon compatible ramdisk. DUP is loaded at boot up and hidden under the os roms (800xl, 130xe, 1200xl) or in bank one of the extra memory. Dup has 1 key commands. Can undelete files. Copy to whole disk to ram disk and back out again. AUX sys file contains seldom used commands. Aux can control such things as the xl/xe key rate, the number of drive/file buffers, copy from dos 3 and write a bootable file loader to disk that does not take any sectors away from the file space. Some dos 2 addresses remain unchanged.

Current version is 5.1.

Any comments, mail to Masstorage@closer.brisnet.org.au .

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

6659. Re: Superdos

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 16:53:21 UTC
From: ral@ral.slip.iglou.com
Message-ID: <ral.10.0010E41F@ral.slip.iglou.com>
Source record: 97030

In article <303_9411250426@softtech.brisnet.org.au> Masstorage@closer.brisnet.org.au (Masstorage) writes:
>From: Masstorage@closer.brisnet.org.au (Masstorage)
>Subject: Superdos
>Date: 26 Nov 1994 10:17:01 -0600

> My name is James Bradford. I am the vendor/developer of the super
>products. I have taken it over from the original owner. One product
>'SuperDOS' was written by someone else for super products. I have finally
>gotten the source code to this excellent dos. Any suggestions, comments,
>bugs you would like to see, email me and i will see what i can do. I would
>like add INDUS GT high speed code to it and while i am at it, fix or add
>some more features.

> What can this dos do??? It can use the high speed sio of happy,
>USdoubler, SuperMAX, and other USdoubler compatible upgrades and the XF551.
>The full 360k of the XF551 is used. It is compatible with DOS 2.5. SuperDOS
>can use ramdisks upto 320k xe or 256k axlon compatible ramdisk. DUP is
>loaded at boot up and hidden under the os roms (800xl, 130xe, 1200xl) or in
>bank one of the extra memory. Dup has 1 key commands. Can undelete files.
>Copy to whole disk to ram disk and back out again. AUX sys file contains
>seldom used commands. Aux can control such things as the xl/xe key rate, the
>number of drive/file buffers, copy from dos 3 and write a bootable file
>loader to disk that does not take any sectors away from the file space. Some
>dos 2 addresses remain unchanged.

> Current version is 5.1.

> Any comments, mail to Masstorage@closer.brisnet.org.au .

> * Wave Rider 1.0 [NR] *
>... UNREGISTERED EVALUATION COPY
>--- Blue Wave/Maximus

6660. Re: Superdos

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 16:56:48 UTC
From: ral@ral.slip.iglou.com
Message-ID: <ral.11.0010F2E4@ral.slip.iglou.com>
Source record: 97032

In article <303_9411250426@softtech.brisnet.org.au> Masstorage@closer.brisnet.org.au (Masstorage) writes:
>From: Masstorage@closer.brisnet.org.au (Masstorage)
>Subject: Superdos
>Date: 26 Nov 1994 10:17:01 -0600

> My name is James Bradford. I am the vendor/developer of the super
>products. I have taken it over from the original owner. One product
>'SuperDOS' was written by someone else for super products. I have finally
>gotten the source code to this excellent dos. Any suggestions, comments,
>bugs you would like to see, email me and i will see what i can do. I would
>like add INDUS GT high speed code to it and while i am at it, fix or add
>some more features.

> Current version is 5.1.

> Any comments, mail to Masstorage@closer.brisnet.org.au .

I remember SuperDOS. I registered my copy many years ago. However, after I moved to SpartaDOS, I placed it in the box with all MyDOS, DOS3, DOS4, DOSXL and a few others that I picked up along the way.

About the only thing that I would like to see would be a DOS that can actually read SpartaDOS's structure.

Rich Link
ral@iglou.com

6661. Re: Atari Vs C64

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 17:06:15 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b7pu7$bmt@news2.delphi.com>
Source record: 97025

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: His name was Shivji. He now works for the bankrupt Media Vision.

> He works for a bankrupt company? How?

> >> Mark <<

I guess my response was too compact. :) MediaVision (a maker of PC soundcards) filed chap 11 for protection. They are apparently still around for whatever reason.

-Bry

6662. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 17:08:20 UTC
From: ral@ral.slip.iglou.com
Message-ID: <ral.12.0011240F@ral.slip.iglou.com>
Source record: 97033

In article <Czw3Bt.LBz@osuunx.ucc.okstate.edu> coonj@osuunx.ucc.okstate.edu (Jeff Coon) writes:

.....
> Yes, I love my old 8-bit. And I have left it set up in my house now
>so that I can use it for those odd days when I'm in the mood for a good
>rousing game of M.U.L.E., but when I need something typed, why go back
>to it? Why not buy an IBM to suit my needs? I already have. You don't
>have to spend $2000 on an IBM 486 DX/2 with 8 Meg RAM and a 17 inch SVGA
>monitor.

> For under 800 dollars, you can purchase a 386 SX 33mhz machine with
>VGA graphics that will run most of todays software fast enough.

> Why live in the dark ages and refuse to use light bulbs because you've
>used candles all your life and don't see why anyone needs to change. If
>we all had that mentality, I think we'd all be dead of polio by now.

> Jeff
>CoonJ@osuunx.ucc.okstate.edu

I have kept all of my old computers, including several TI-99/4As, and Apple II+, Laser 128, 800xl, 600xl, and recently picked up 2 1200xls and an 800. I also have a 486 that I use for 90% of my computing. But the old stuff still intrigues me. Just this past week, I used my 800xl to log into the Internet at 9600 bps in 80col mode, downloaded a few files from the UK, just to show a few of our ST users that "it can be done". Granted, using MOSAIC is a bit easier on the eyes, but still it can be done if necessary.

If I had never hacked the power supply in my TIs and Ataris, never handwired memory upgrades into them, never hacked dual disk drives into a TI p-box, or used a sector editor to fix blown directories on a disk, then I probably wouldn't be willing to open up a PC, change motherboards, add memory and new hard drives, and pick around in a Windows INI file. As it is, I used the machines for learning, and that alone was probably a lot cheaper than if I had gone to school and paid tuition. Plus I still have my machines!

I won't be teary-eyed when my old computers finally stop booting up, I'll just go down to the thrift and buy another one for $10 and take up where I left off.

Rich Link
ral@iglou.com

6663. 6502 Crossassembler for Amiga

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 17:32:51 UTC
From: didi@didi.mayn.sub.de
Message-ID: <didi.02qo@didi.mayn.sub.de>
Source record: 96961

Hello amiga user,
on the fred fish disk no. 942 is a 6502 crossassembler for the amiga.
Did somebody try this programm ?

--
-- Es sind die gli¿½cklichen Sklaven der Freiheit gri¿½i¿½ter Feind...--

Servus bis bald,
write to: didi@didi.mayn.sub.de

Dieter Popp,
Unterfranken - Germany

- Member of A.B.B.U.C. -
Atari 400,130XE, XEGS, XF551, 800XL, 600XL, XEP80, HDI,
1050, 1064, and also an Amiga 4000

6664. Re: Superdos

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 18:53:00 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <Czw1sC.1C3@freenet.carleton.ca>
Source record: 97027

In a previous article, Masstorage@closer.brisnet.org.au (Masstorage) says:

>bugs you would like to see, email me and i will see what i can do. I would
>like add INDUS GT high speed code to it and while i am at it, fix or add
>some more features.
>

High speed code for the Indus would be great. Thus far, the only thing I have been able to find is DOS XL, which uses the Indus "Synchromesh" speed gooser. Dos XL is good, but I don't like the idea of constantly having to have the master diskette around to pick up overlays.

A command line interface would be nice to have. In other words, you have the option of using a menu, or typing in the command yourself.

Another feature is a file viewer with scroll up/down begin/end of file goto capability. Sure any type of dos can already copy to E:, but its nice to be able to scroll around a document and have the option of going to the end/beginning in one keystroke.

Anyway, just a couple of suggestions, since you asked! BTW, I'd like a registered version of Superdos when you get your next version going, please post it in this base or "announcements" and I'll be first in line with my registration fee :) !!

Regards,

Vince

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

6665. Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 19:26:15 UTC
From: coonj@osuunx.ucc.okstate.edu
Message-ID: <Czw3Bt.LBz@osuunx.ucc.okstate.edu>
Source record: 97028

After reading the article on the Atari 8-bit, it touched my heart. I remember the days of my 8-bit, sitting there with my grandmother, her teaching me how to program and make my name bounce around the screen. I remember writing letters with the "Desktop Publisher" to all my friends who lived out of state. I remember the hours upon hours I spent playing M.U.L.E. and the Cosmic Balance, and Wizard's Crown, my first computer RPG.

And then I thought. "I miss that." So I took a pilgramage to the garage to dig up the Atari 800. I began to go through some software. I used Bobterm and my old Atari 300 baud modem to call (or try to call) one of my favorate bulletin boards. They wouldn't accept such a slow speed, so I connected teh 2400 baud. I waded around the messages for a while and soon got board.

So I began to play games. I played on that Atari 800 for hours, just like I was 12 again. I played all my old arcade favorates, including a sparkling game of Pac-Man, where I actually beat my all time high score, even though I haven't played Pac-Man in years. (I guess it's like riding a bike.)

And then I began to get board. I fiddled a little more, and probably went through half my old software, just trying it out. And I realized "Gosh this is primitive."

To all you 8-bit users out there, I respect your dedication to such a machine, but the simple fact remains: In today's world, the 8-bit is just not powerful enough to handle what is needed.

Sure, the Print Shop prints out the cute little Christmas cards and Flyers for the weekend car wash, and you don't need anything fancy to write letters, or even reports for that matter.

But the Atari 800 can not begin to compare to the sheer amounts of sparkle that today's clones can handle. You're thinking "But all that glitter isn't necessary."

True. We could save lots of money by doing away with air conditioning and using fans. Or banning light bulbs, vowing never to buy one again because you're partial to candles. Candles get the job done. Why waste money on a light bulb, and the lamp to use it with, and the fixtures to plug it into, and the electricity to use it? A candle illuminates still the same, doesn't it?

Yes, I love my old 8-bit. And I have left it set up in my house now so that I can use it for those odd days when I'm in the mood for a good rousing game of M.U.L.E., but when I need something typed, why go back

to it? Why not buy an IBM to suit my needs? I already have. You don't have to spend $2000 on an IBM 486 DX/2 with 8 Meg RAM and a 17 inch SVGA monitor.

For under 800 dollars, you can purchase a 386 SX 33mhz machine with VGA graphics that will run most of todays software fast enough.

Why live in the dark ages and refuse to use light bulbs because you've used candles all your life and don't see why anyone needs to change. If we all had that mentality, I think we'd all be dead of polio by now.

Jeff
CoonJ@osuunx.ucc.okstate.edu
"The best way to accelerate a Macintosh is at -9.8m/s/s"

6666. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 22:07:24 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b8bis$jvm@news2.delphi.com>
Source record: 97031

coonj@osuunx.ucc.okstate.edu (Jeff Coon) writes:

<nostalgia deleted>

> For under 800 dollars, you can purchase a 386 SX 33mhz machine with
>VGA graphics that will run most of todays software fast enough.

> Why live in the dark ages and refuse to use light bulbs because you've
>used candles all your life and don't see why anyone needs to change. If
>we all had that mentality, I think we'd all be dead of polio by now.

> Jeff

I think you are making a big generalization here. Not everyone who reads this group believes the 8-bit is the ultimate piece of hardware. Many of us also use other computers for the things the 8-bit isn't very good at.

I am also an OS/2 user/programmer becuase yes, the computer world does move forward, but would you approach a classic car buff and tell him his car is worthless because it has no air conditioning, fuel injection, power options, etc..? Sometimes it's nice just to enjoy a hobby in a controlled environment. The Atari 8-bit is hardware that is accessable, well documented, and not in danger of becoming any more devalued by external forces. Just as someone might sit down at a table for hours with an old-fashoned jig-saw puzzle, the 8-bit offers hobbyists a way to truly understand and control thier hardware. I use a PC, but I don't pretend to control or really understand how everything works, and that's the point of the modern computer, to isolate the user from the hardware , and make him/her interact with a high level metaphor , which may help you get more done, but doesn't satisfy those who want to really master the machine.

The home mechanic may understand every part of his classic 'relic', but the modern car he drives to work goes right over his head with its computerized driveline and all.

The sensible 8-bitter doesn't try to take on the world, just defend his love for an old design, a lost way of thinking, which was probably what attracted him to computers in the first place.

-Bry

6667. Atari ST1040 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 23:05:20 UTC
From: saxmania@ripco.com
Message-ID: <CzwDGx.80G@rci.ripco.com>
Source record: 97034

mint condition with Atari color monitor, mouse and mousemaster, language disk and some games including Dungeon Master and Blockbuster. Asking $175- plus shipping. Will consider trades for Macintosh stuff.

--

_ \/ _ _ _ \ / s a u l s m a i z y s
S /=\/\ | |-| e R /-\ P | vox[312]907.8229 fax[312]907.8521

web page http://ripco.com:8080/~saxmania/saxlinks.html

6668. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-26 23:56:15 UTC
From: krishna@max.tiac.net
Message-ID: <3b8huv$618@sundog.tiac.net>
Source record: 97036

Mike Gordillo (621126@mercury.utb.edu) wrote:
: Hello,

: I just want to remind the membership here that neither the ol' CBM
: nor the Atari machines stood still since their introductions. When
: people quote the baseline stock figures it's because that is what the
: companies put out irrespective of future improvements. Both systems were
: improved upon ad infinitum by their users, and are still being hacked to
: death today.

But not in quite the same way as modern PCs. I know there is
SOME kind of 10mhz 6502 upgrade for the C=, don't know how well it works,
but as far as the Atari 8-bit, it was not designed for ease of
accelleration. The newer 16-bit machines freed themselves of this
limitation to a much greater extent. Obviously, it is CPU replacement
that is the most dramatic upgrade you can do. I will be curious to see
what FTE comes up with and HOW they manage to do it with the given locked
1.79mhz system, but even then, old software may break with a hack like
that. Newer software on newer systems is much more compatible when it
comes to running on different CPUs with different clock speeds.

6669. Re: WTB: Atari Light Pen

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 00:18:43 UTC
From: bjcorr@delphi.com
Message-ID: <9411261917591.DLITE.bjcorr@delphi.com>
Source record: 97037

>In article <9411212346591.DLITE.bjcorr@delphi.com>, bjcorr@delphi.com (ben
>corr) writes:
>I have the drawing/paint program the works with the light pen. As best as
>I can remember that is the only program for the light pen. Let me know if
>you want it.
>The Disk Detective
>
Yes, I am interested! What is the program and what is it like?
bjcorr

6670. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 00:49:30 UTC
From: Marko.Makela@HUT.FI
Message-ID: <MARKO.MAKELA.94Nov27024930@sranje.tky.hut.fi>
Source record: 97038
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

>>>>> "Olaf" == Olaf Seibert <rhialto@mbfys.kun.nl> writes:

Olaf> Hey, even I, a commodore computer enthousiast, have drooled over
Olaf> the Atari 8 bitters! They had color and sprites before commodore
Olaf> had. And the disk access *was* better integrated in the Basic,
Olaf> you know...

Well, I think BASIC should be forgotten in the comparison, as it is most probably too slow on the Atari too, even if it wasn't programmed by Microsoft.

But what about the disk performance? What kind of disk drives do the 8-bit Ataris use? Were they intelligent (with an own processor), and how fast can you read the disk? For comparison: If using custom routines, you can read a normal 1541 disk track in 3 disk revolutions. (A custom formatted track can be read in 2 revolutions, and using a parallel cable, you can read a track in one revolution.) But I believe that the Commodore holds the records of slowest standard disk routines.

Marko

6671. crosspost for Clay

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 00:59:50 UTC
From: snyder10@mailhost.tcs.tulane.edu
Message-ID: <199411270101.TAA26097@rs6.tcs.tulane.edu>
Source record: 97039

This message from Clay ended up in the wrong mailbox and a such would
not normaly be seen by anyone else by me. Sorry for the delay in
getting it crossposted to the news group.

Atari16@pine.cse.nau.edu

> >Have you ever been listing an old commercial BASIC program on your
> >Atari, and come across stuff like "POKE 710,10.99843"? I used to
>
> As I recall, giving a non-integer value to something that expects an
> integer just results in INT(x) being used. So in your example,
> location 710 would end up with a value of 10.

You completely missed the point. POKE was just an _example_. And
furthermore, I've found long decimals in places where I DIDN'T ORIGINALLY
PUT THEM. That was the whole point of my post. Something is causing
integers in old Basic programs to devolve, and I want to know what it is!

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

6672. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 01:01:22 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <CzwIuA.IEK@freenet.carleton.ca>
Source record: 97040

In a previous article, coonj@osuunx.ucc.okstate.edu (Jeff Coon) says:

>
> To all you 8-bit users out there, I respect your dedication to such a
>machine, but the simple fact remains: In today's world, the 8-bit is
>just not powerful enough to handle what is needed.
>
>
> But the Atari 800 can not begin to compare to the sheer amounts of
>sparkle that today's clones can handle. You're thinking "But all that
>glitter isn't necessary."
>
>
> Why live in the dark ages and refuse to use light bulbs because you've
>used candles all your life and don't see why anyone needs to change. If
>we all had that mentality, I think we'd all be dead of polio by now.
>
> Jeff

Jeff, I'm an IBM platform computer programmer, I use C, Clipper, dBase IV and Foxpro. I use a Compaq Prosignia 486DX2/66 server with 16 meg memory and 4 gig hard drives. It is not used as a server, but a DOS/Windows workstation. Believe me, it gets the hell kicked out of it in terms of use.

At home I have a clone, and also an Atari 800, 800XL and 130 XE. l play Doom, Duke Nukem etc.. on the clone, as well as run database, spreadsheets, desktop publishers, etc... The Atari machines are used for games and certain utilities.

Using the Atari is fun, but you are correct, some of the games for your 800 are primitive. The new stuff for the 130 XE is pretty good though. Draconus and Armarote rival Nintendo games. Even now Germany is cranking out some very impressive software.

However this software is no way as intricate as Doom for the IBM. However there are some very talented developers out there and you can be sure that they will continue to stretch the boundries of the 8 bit.

Regards,

Vince

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

6673. Re: Any Linux users around?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 01:10:19 UTC
From: darreld@access1.digex.net
Message-ID: <darreld.785898521@access1>
Source record: 97043

Yeah, I run Linux, OS/2 and DOS/Windoze on my system. I'm currently
teaching my eight year old son to program on one of my 800XL's. I've
recently benn having a blast writing BASIC code to answer his questions.
The Atari is still my first love...
Darrel
--
---
* Darrel L. Davis - darreld@access.digex.net (301)840-9023 *
* *

6674. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 01:22:59 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3b8n1j$re9@news2.delphi.com>
Source record: 97041
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Marko.Makela@HUT.FI (=?ISO-8859-1?Q?Marko_M=E4kel=E4?=) writes:

>But what about the disk performance? What kind of disk drives do the
>8-bit Ataris use? Were they intelligent (with an own processor), and
>how fast can you read the disk? For comparison: If using custom
>routines, you can read a normal 1541 disk track in 3 disk revolutions.
>(A custom formatted track can be read in 2 revolutions, and using a
>parallel cable, you can read a track in one revolution.) But I
>believe that the Commodore holds the records of slowest standard disk
>routines.

The Atari drives were intelligent serial devices. With a Happy upgrade,
the Atari could read a track in one revolution, but I believe a stock
drive can do it in 5-6 (anyone know the sector skew exactly?).

2 big problems with the 1541: No external ID switch. Changing the the
ID from 8 to 9 was a MAJOR pain. Also, why did C= put that HUGE
transformer right behind the mechanism? Does't that go against the
"don't put your disks on the power supply" rule?

Also, why did the 1541 get so hot? A disk left in there half an hour
was almost melted.

-Bry

6675. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 01:38:12 UTC
From: ycl6@sawasdee.cc.columbia.edu
Message-ID: <3b8nu4$j01@apakabar.cc.columbia.edu>
Source record: 97046
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3b8n1j$re9@news2.delphi.com>,
BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:
|Also, why did the 1541 get so hot? A disk left in there half an hour
|was almost melted.

Don't forget the good ol' headbanging. "Ratatatatatatatat
Ratatatatatatat," eh?

-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|The Celestial Kingdom has Taco Bell

6676. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 01:38:46 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <CzwKKM.J6v@iglou.com>
Source record: 97045
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3b7juc$qdu@apakabar.cc.columbia.edu>,
Yeechang Lee <ycl6@columbia.edu> wrote:
>
>Did Atari BASIC have big slowdowns from garbage collection? CBM BASIC
>2.0 did, and it was a major pain.
>
Atari Basic doesn't need garbage collection. Commodore Basic assigns
memory to string vraibles dynamically, whereas Atari Basic requires a DIM
to set the maximum length of each string. Commodore Basic uses DIM to
create string arrays; Atari Basic doesn't have those, but a string can be
as big as the available memory.

--
Bill Marcum bmarcum@iglou.com
"Eye of newt, spleen of censor..."

6677. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 01:55:38 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5o4U9k6.ransom22@delphi.com>
Source record: 97044

BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> writes:

>The sensible 8-bitter doesn't try to take on the world, just defend his
>love for an old design, a lost way of thinking, which was probably what
>attracted him to computers in the first place.

This message,and the one it is replying to, (as well as others who
wrote with similar themes) capture the truth of the idea I introduced:
1) You don't need a $2000 computer to do what you need done. A cheap,
"old" computer (whether a 386SX-16, a Mac Classic, or an Atari 8-bit)
will do the job just as well. Essentially, "if it does the job,
there's no reason to upgrade".
2) The pleasure is the thing. If you enjoy your computer, it doesn't
matter what type it is. There is equal honor in loving to use any
type of computer. (Yep, even Commies[G])

These can be boiled down further into: Don't upgrade just because the
new stuff is out and you feel left behind.

I'm glad we all explored the idea together. I certainly learned a lot,
and even enjoyed doing it. :)

-Joe

6678. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 02:58:21 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <Czwo99.tx@freenet.carleton.ca>
Source record: 97048

In a previous article, ai542@FreeNet.Carleton.CA (Vince Grienti) says:

>However this software is no way as intricate as Doom for the IBM. However
>there are some very talented developers out there and you can be sure that
>they will continue to stretch the boundries of the 8 bit.

Actually, my dad might have told you about this, but there is a game that
is almost like DOOM for th XE. It's called Maze of Agdagon and you can
have up to 8 players all on seperate computers playing at once. All you do
is wander around in a maze trying to find all of the other players and
then blow them away with your armory of bombs...but it's fun.

=CB=

BTW: Maze of Agdagon is by Dataque...I think it's a new company.

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

6679. Why still atari?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 04:03:39 UTC
From: ind00867@pegasus
Message-ID: <3b90er$op@news.cc.ucf.edu>
Source record: 97049

Hello... just curious.. do you guys still use XL's and XE's because you dont want to invest in a new computer or for sentimental reasons... or perhaps you like the machine better..?? I'm just curious... I still use my C64 because of the Brilliant programming done in the 80's.. I once had an 800XL, great computer.. I had "The Pawn" for it.. best graphics I ever saw on an XL screen. You guys have fun... those are great little machines.

6680. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 06:06:51 UTC
From: 621126@mercury.utb.edu
Message-ID: <3b97lr$med@geraldo.cc.utexas.edu>
Source record: 97051

Mike Gordillo (621126@mercury.utb.edu) wrote:
: Hello,

: I just want to remind the membership here that neither the ol' CBM
: nor the Atari machines stood still since their introductions. When
: people quote the baseline stock figures it's because that is what the
: companies put out irrespective of future improvements. Both systems were
: improved upon ad infinitum by their users, and are still being hacked to
: death today.

Glenn M. Saunders (krishna@max.tiac.net) replied:

But not in quite the same way as modern PCs. I know there is
SOME kind of 10mhz 6502 upgrade for the C=, don't know how well it works,
but as far as the Atari 8-bit, it was not designed for ease of
accelleration. The newer 16-bit machines freed themselves of this
limitation to a much greater extent. Obviously, it is CPU replacement
that is the most dramatic upgrade you can do. I will be curious to see
what FTE comes up with and HOW they manne to do it with the given locked
1.79mhz system, but even then, old software may break with a hack like
that. Newer software on newer systems is much more compatible when it
comes to running on different CPUs with different clock speeds.

I wasn't trying to make a comparison between 8-bits and "modern PCs"(whatever
that means... :). If we're talking about x86 machines, you'd be surprised
how much of the past they hold on to. For example, a few simple 8080
(circa 1975) routines will translate to x86 (Pentium, et al.) with no
effort. Remember dBase II (not III, but II) ? It ran on both CP/M and
MSDOS. When a bug was discovered in the MSDOS version, the folks at
Ashton-Tate would fix it on the CP/M 8080/Z80 side and shove it through
a simple code translator to generate the 8086/8088 version. :)

Neat, hunh?

Mike

6681. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 06:26:17 UTC
From: 621126@mercury.utb.edu
Message-ID: <3b98q9$mht@geraldo.cc.utexas.edu>
Source record: 97052
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

BRYEDEWAARD@news.delphi.com wrote:

2 big problems with the 1541: No external ID switch. Changing the the
ID from 8 to 9 was a MAJOR pain. Also, why did C= put that HUGE
transformer right behind the mechanism? Does't that go against the
"don't put your disks on the power supply" rule?

Also, why did the 1541 get so hot? A disk left in there half an hour
was almost melted.

-Bry

Yeah, the lack of a drive ID switch was an oversight, IMHO. Fortunately,
the hardware fix is/was easy.

The original 1541 was hot. I think the power supply was integrated into
the drive unit, and the technology of the day didn't include inexpensive
low-heat supplies (I think :). ?? ^^^^^^^^^^

I did know of people losing disks to the heat, but these were usually cases
where the person ran the drive with books, junk, etc. covering the vents
over a period of several hours. For example, a BBS sysop, who would stack
something on the drive and leave it running all day. By the end of the
day, the disk would probably show warping, especially if it was a cheapie
diskette.

In fact, there was one BBS that renamed itself "Crash & Burn" after suffering
a partial 1541 melt-down :).

Mike

PS: Needless to say, most 1541 owners bought a fan for it :).

6682. WTB: SIO2PC Cable

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 09:28:27 UTC
From: classics@en.com
Message-ID: <NR3skegEjg-T073yn@en.com>
Source record: 96929

SIO2PC Cable needed, send price.

Steve

-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@en.com @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

6683. B: ATARI XL/XE Katalog

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 11:48:00 UTC
From: ulf@ANTIC.sub.org
Message-ID: <5aeJA2B1S7B@antic.sub.org>
Source record: 97053

```
--------------------------------------------------------------------------
ATARI XL/XE * ATARI XL/XE * ATARI XL/XE * ATARI XL/XE * ATARI XL/XE
--------------------------------------------------------------------------
Hallo!

ATARI XL/XE - Besitzer aufgepasst :) ! Ich habe hier noch AKTUELLE
Kataloge fuer dieses System vorraetig. Auf insgesamt 24 Seiten wird so
ziemlich alles aufgelistet, was derzeit noch erhaeltlich ist (Hard- und
Software). Wer einen Katalog haben moechte, schicke bitte eine Mail mit
Adresse an mich. Gebt dieses Posting evtl. auch an Freunde weiter, wenn
die noch ein solches System haben. Den Katalog schicke ich gerne jedem,
der anfragt, KOSTENLOS zu. Also, meldet Euch, wenn Ihr noch einen ATARI XL/
XE habt!

Gruss,

Ulf Petersen

--------------------------------------------------------------------------
Ulf Petersen, GERMANY InterNet: ulf@zodiac.de
RULE 33: It never hurts to suck up to the boss! (DS9: Rules of Acquisition)
--------------------------------------------------------------------------
## CrossPoint v3.02 ##
```

6684. MASSIVE AUCTION V -- update #1 (lots of Atari stuff)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 13:14:59 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3ba0oj$nmg@usenet.INS.CWRU.Edu>
Source record: 97054

UPDATE #1:

MASSIVE AUCTION V -- ALL ITEMS RECEIVING THE MINIMUM BID WILL BE SOLD!

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI computers COLECOVISION COLECO ADAM
COLECO 2600 ADAPTER COMMODORE 64 INTELLIVISION INTELLIVOICE
ODYSSEY2 PONG (2 types) SEGA MASTER SYSTEM TOMY TUTOR
TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

****

This is a rather large file (31,703 bytes, 1076 lines), so if you don't like large files, and/or auctions, please stop reading now. You have been warned!

I will post updates approximately every 24 hours, and delete the last update after I'm sure the new one is accessible. I will also e-mail the list to all bidders, and anyone who requests to be placed on the auction e-mail list.

Mike

P.S. I RESERVE THE RIGHT TO CORRECT MISTAKES MADE WHILE TYPING THIS MESSAGE.

****

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

AUCTION RULES:

1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON MONDAY, DECEMBER 5TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE USUALLY GIVEN PRIORITY (UNLESS THE TRADE OFFER INCLUDES VECTREX ITEMS!)

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A HIGH BID, YOU WON'T BE ABLE TO PARTICIPATE IN FUTURE AUCTIONS. (SEE AUCTION RULE #8)

10) PAYMENT MUST BE MADE IN U.S. FUNDS, BY EITHER CHECK OR MONEY ORDER, DRAWN FROM A U.S. BANK BRANCH. CANADIAN BIDDERS MUST SEND A CANADIAN POSTAL MONEY ORDER, PAYABLE IN U.S. FUNDS. THIS IS THE ONLY WAY I HAVE FOUND TO DEAL WITH MY FRIENDS TO THE NORTH.

*****

SOFTWARE:

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

* = (after minimum bid) indicates a preference to trade that item.
TRADE = (after bid) trade pending, bids still accepted in case trade not made.
XXXXX = (after bid) item has been traded, please don't send further bids.

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ADVENTURE (Atari)
$ 6.00* AMIDAR (Parker Brothers) -- SOME RIPS ON FRONT LABEL
$ 2.50 ASTROBLAST (M Network)
$ 2.50 ATLANTIS
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 BATTLEZONE (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.50 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 2.50 BREAKOUT (Atari) -- NO END LABEL
$ 6.00* CALIFORNIA GAMES (Epyx)
$ 2.50 CASINO (Atari)
$ 2.50 CENTIPEDE (Atari)
$11.25* CHECKERS (Activision) -- SOME RIPS ON FRONT LABEL
$ 2.50 CHOPPER COMMAND (Activision) -- RIP ON FRONT LABEL
$ 2.50 CIRCUS ATARI (Atari)
$ 6.00* CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 CRYSTAL CASTLES (Atari)
$ 2.50 DECATHLON (Activision)
$ 2.50 DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.50 DODGE 'EM (Atari)
$ 2.50 DRAGSTER (Activision)
$ 2.50 ENDURO (Activision)

$ 6.00* FIRE FIGHTER (Imagic)
$ 2.50 FLAG CAPTURE (Atari)
$ 2.50 FREEWAY (Activision)
$ 2.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (M Network)
$ 2.50 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 6.00* HANGMAN (Atari)
$ 2.50 HAUNTED HOUSE (Atari)
$ 2.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 ICE HOCKEY (Activision)
$ 3.00 INTERNATIONAL SOCCER (M Network)
$ 6.00* JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 KABOOM! (Activision)
$ 2.50 LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (M Network)
$ 2.50 M*A*S*H (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 2.50 MAZE CRAZE (Atari)
$ 2.50 MS. PAC-MAN (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 2.50 OUTLAW (Atari)
$ 2.50 jasonbar PHOENIX (Atari)
$ 2.50 POLE POSITION (Atari)
$ 6.00* POPEYE (Parker Brothers)
$ 6.00* PORKY'S (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 2.50 jam4857 RAIDERS OF THE LOST ARK (Atari)
$ 2.50 REAL SPORTS BASEBALL (Atari)
$ 2.50 REAL SPORTS FOOTBALL (Atari)
$ 6.00* REAL SPORTS TENNIS (Atari)
$ 2.50 RIDDLE OF THE SPHINX (Imagic)
$ 2.50 RIVER RAID (Activision)
$ 2.50 jasonbar SEAQUEST (Activision)
$ 2.50 SKIING (Activision)
$ 2.50 jasonbar SKY DIVER (Atari)
$ 2.50 jasonbar SKY JINKS (Activision)
$ 2.50 SLOT RACERS (Atari)
$ 2.50 jasonbar SOLARIS (Atari)
$ 6.00* SPACE ATTACK (M Network)
$ 2.50 SPIDER FIGHTER (Activision)
$ 2.50 STARMASTER (Activision)
$ 2.50 STAR VOYAGER (Imagic)
$ 6.00* STEEPLECHASE (Sears)
$ 6.00* jam4857 STAR WARS: JEDI ARENA (Parker Brothers)
$ 2.50 STREET RACER (Atari)
$ 6.00* SUMMER GAMES (Epyx)
$ 2.50 SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (M Network)
$ 2.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 2.50 SWORDQUEST EARTHWORLD (Atari)
$ 2.50 SWORDQUEST FIREWORLD (Atari)

$ 2.50 TENNIS (Activision)
$ 6.00* TOWERING INFERNO (U.S. Games)
$ 6.00* TRICKSHOT (Imagic)
$ 2.50 VANGUARD (Atari)
$ 6.00* VENTURE (Atari)
$ 6.00* VENTURE (Coleco)
$11.25* VIDEO CHESS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 2.50 VIDEO PINBALL (Atari)
$ 2.50 WARLORDS (Atari)
$ 6.00* WINTER GAMES (Epyx)
$ 2.50 jam4857 YARS' REVENGE (Atari)

GAMES WITH MANUAL:
$ 2.50 AIR-SEA BATTLE (Atari)
$ 3.50 ASTROBLAST (M Network)
$ 3.50 ATLANTIS (Imagic)
$ 3.50 BASKETBALL (Atari)
$ 3.00 BERZERK (Atari)
$ 3.00 BOWLING (Atari)
$ 3.00 BREAKOUT (Atari)
$ 7.00* CALIFORNIA GAMES (Epyx)
$ 3.00 CASINO (Atari)
$ 3.50 CENTIPEDE (Atari)
$ 3.00 CIRCUS ATARI (Atari)
$ 2.50 COMBAT (Atari)
$ 3.50 jam4857 COSMIC ARK (Imagic)
$ 2.50 DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 3.00 jam4857 E.T. THE EXTRA-TERRESTRIAL (Atari) -- INCLUDES TIP BOOK
$ 3.00 FOOTBALL (Atari)
$ 3.50 GALAXIAN (Atari)
$ 3.00 GOLF (Atari)
$ 2.50 HOME RUN (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 jam4857 LASER BLAST (Activision)
$ 3.50 MIDNIGHT MAGIC (Atari)
$ 2.50 MISSILE COMMAND (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 3.00 PAC-MAN (Atari)
$ 3.50 POLE POSITION (Atari)
$ 3.50 jasonbar REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.50 SPACE INVADERS (Atari)
$ 4.50 SPACE INVADERS (Sears)
$ 3.50 SPACE JOCKEY (Vidtec)
$ 3.50 STARMASTER (Activision) -- INCLUDES TIP BOOK
$ 3.50 jam4857 STAR WARS: THE EMPIRE STRIKES BACK (Parker
Brothers) -- NO LABEL

$ 3.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 3.50 SURROUND (Atari)
$ 3.00 SWORDQUEST: FIREWORLD (Atari)
$ 3.50 TARGET FUN (Sears)
$ 3.50 jam4857 VANGUARD (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 2.50 jam4857 WARLORDS (Atari)

GAMES WITH BOX AND MANUAL:
$ 5.00* jam4857 ADVENTURE (Atari)
$ 3.00 ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 4.00 BERZERK (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 4.50* FISHING DERBY (Activision)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JUNGLE HUNT (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 4.00 PAC-MAN (Atari)
$ 3.00 SPACE INVADERS (Atari)
$ 5.00* SUPERMAN (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00* TASK FORCE (Froggo Games)
I WILL TRADE ONE OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T
ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A
LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$13.00 INDY 500 (Atari) -- ALSO INCLUDES TWO (2) DRIVING
CONTROLLERS.
$ 7.00 jam4857 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, STAR RAIDERS OVERLAY, AND MANUAL.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (Atari)
$ 5.00 POINTMASTER JOYSTICK (Discwasher)
$ 5.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE
$ 3.00 DEFENDER
$ 3.00 GALAXIAN
$ 3.00 MARIO BROS.
$ 7.50* POPEYE (Parker Brothers)

LOOSE GAMES, WITH OVERLAY(S):
$ 4.00 GALAXIAN (WITH 2 OVERLAYS)
$ 4.00 REALSPORTS: FOOTBALL (WITH 1 OVERLAY)

GAMES WITH MANUAL:
$ 4.00 CENTIPEDE
$ 4.00 POLE POSITION
$ 4.00 STAR RAIDERS

GAMES WITH MANUAL, AND OVERLAY(S):
$ 5.00 PAC-MAN (WITH 2 OVERLAYS)
$ 5.00 QIX (WITH 2 OVERLAYS)

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ASTEROIDS
$ 3.00 BALLBLAZER
$ 3.00 CENTIPEDE
$ 3.00 CHOPLIFTER!
$ 4.00 CROSSBOW
$ 4.00 jasonbar DARK CHAMBERS
$ 3.00 jasonbar DIG DUG
$ 3.00 jasonbar DONKEY KONG
$ 3.00 FOOD FIGHT
$ 4.00 GALAGA
$ 3.00 HAT TRICK
$ 3.00 JOUST
$ 3.00 KARATEKA
$ 4.00 kazmeyer MARIO BROS.
$ 3.00 ONE-ON-ONE
$ 2.50 POLE POSITION II
$ 3.00 REALSPORTS: BASEBALL
$ 3.00 ROBOTRON: 2084
$ 4.00 jasonbar TOWER TOPPLER
$ 3.00 XEVIOUS

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

GAMES WITH BOX AND MANUAL:
$ 5.00 ASTEROIDS
$ 5.00 HAT TRICK
$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00* ASTEROIDS
$12.00* CHOPLIFTER
$12.00* KARATEKA (SUPER GAME CARTRIDGE)

$ 8.00* POLE POSITION II
$12.00* XEVIOUS
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I DON'T ALREADY HAVE (AND I WILL PAY TO SHIP TO YOU). IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE TO TRADE.

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 BASIC COMPUTING LANGUAGE (Atari)
$ 5.00 CENTIPEDE (Atari)
$ 5.00 DEFENDER
$ 5.00 DONKEY KONG (Atari)

GAMES WITH BOX AND MANUAL:
$ 6.00 STAR RAIDERS

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 7.00 STAR RAIDERS

BOOKS (I know this isn't software, but again, I had to put it somewhere!):
$ 5.00 INSIDE ATARI BASIC (Atari, by Bill Harris, 184 pages)

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 maxwell BUCK ROGERS: PLANET OF ZOOM
$ 3.00 LOOPING
$ 3.00 maxwell PEPPER II
$ 6.00* PITSTOP
$ 3.00 POPEYE (LABEL IS "GREASY LOOKING", GAME WORKS FINE)
$ 3.00 Q*BERT (LABEL IS "GREASY LOOKING", GAME WORKS FINE)

GAMES WITH MANUAL. NO BOX:
$ 4.00 COSMIC AVENGER
$ 3.50 DONKEY KONG
$ 4.00 LADY BUG
$10.00 RANSOM22 VENTURE

$ 4.00 ZAXXON

GAMES WITH BOX AND MANUAL:
$ 5.00 DONKEY KONG JUNIOR

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 7.50* ALPINE SKIING
$ 6.00* APBA BACKGAMMON
$ 3.00 AUTO RACING
$ 3.00 BEAUTY & THE BEAST (Imagic)
$ 2.50 BOXING
$ 7.50* CARNIVAL (Coleco)
$ 6.00* CHECKERS
$ 6.00* DREADNAUGHT FACTOR (Activision)
$ 2.50 FROG BOG
$ 5.00* HORSE RACING
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 NBA BASKETBALL
$ 2.50 jasonbar PBA BOWLING
$ 3.00 ROYAL DEALER
$ 3.00 jasonbar SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRON: DEADLY DISCS
$ 3.00 TRON: MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 7.00* ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 3.50 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 PGA GOLF (WITH 2 OVERLAYS)
$ 8.50* KOOL-AID MAN (WITH 2 OVERLAYS)
$ 3.00 TENNIS (WITH 1 OVERLAY)

GAMES WITH MANUAL, AND 1 OVERLAY. NO BOX:
$ 4.50 TRON: MAZE-A-TRON

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 5.00 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 4.50 BOXING
$ 4.50 LOCK 'N' CHASE

$ 4.50 SPACE BATTLE
$ 5.00 SUB HUNT

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ASTROSMASH
$ 9.00* ATLANTIS
$ 6.00 BURGERTIME
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 MAJOR LEAGUE BASEBALL
$ 5.50 NASL SOCCER
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 SPACE HAWK
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 ALPINE SKIING
$ 3.00 COMPUTER GOLF
$ 3.00 COSMIC CONFLICT
$ 7.50* K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 3.00 KEYBOARD CREATIONS
$ 3.00 MONKEYSHINES
$ 3.00 THUNDERBALL

GAMES WITH BOX AND MANUAL:
$ 4.50 ALIEN INVADERS - PLUS
$ 4.50 ALPINE SKIING
$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL
$ 4.50 COMPUTER GOLF
$ 4.50 FOOTBALL
$ 4.50 LAS VEGAS BLACKJACK
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00* POOYAN

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00* SPIKE (NO OVERLAY)

****

HARDWARE:

NOTE #1 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully. I ran out of used RF switchbox's in the third MASSIVE AUCTION, sorry.

NOTE #2 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW power supply for $10 that is virtually identical to one sold at Radio Shack for $13. This power supply works with a lot of systems. It features six (6) plug adapters, changeable polarity (positive or negative), "LED" lights to indicate proper voltage, and can be used on the following settings:

INPUT: 110-220 V, 60-50 Hz, 9W
OUTPUT: 1.5, 3, 4.5, 6, 7.5, 9, and 12 V DC.
CURRENT: 500 mA.

Radio Shack's model DOESN'T include 1.5 or 12 V settings, and is only 300 mA!

I just ran out of most used power supplies in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

AIR-SEA BATTLE (Atari)
ASTEROIDS (Atari)
ASTROBLAST (M Network)
BERZERK (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
MISSILE COMMAND (Atari)
NIGHT DRIVER (Atari)
REALSPORTS: BASEBALL (Atari)
VANGUARD (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BOWLING (Atari)
COMBAT (Atari)
DEFENDER (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
GOLF (Atari)
KABOOM (Activision)
MISSILE COMMAND (Atari)
OUTLAW (Atari)
REALSPORTS: FOOTBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #3 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
BOWLING (Atari)
BOXING (Activision)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
HOME RUN (Atari)
PAC-MAN (Atari)
WARLORDS (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, ONE (1) ATARI JOYSTICK, ONE SET OF TWO PADDLE CONTROLLERS, AND NINE (9) SEARS TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BASEBALL (Tele-Games)
BASKETBALL (Tele-Games)
BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
PONG SPORTS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

*****

LOT #5

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND TWO (2) GAMES [NO BOXES OR MANUALS FOR GAMES]:

DEFENDER
POLE POSITION

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THE POWER SUPPLY WORKS, BUT AFTER TESTING IT I DISCOVERED THAT THERE ARE EXPOSED WIRES AT ONE POINT ON THE CORD. I WOULD SUGGEST NOT USING IT, AND I ONLY SUPPLY IT SO THAT YOU KNOW WHAT ONE LOOKS LIKE, AND CAN READ THE SPECIFICATIONS FROM THE POWER SUPPLY ITSELF.

MINIMUM OPENING BID OF $32.00

*****

LOT #6

ATARI 5200 (4-PORT), ORIGINAL POWER SUPPLY, ONE ATARI CONTROLLER, AND TWO (2) GAMES [NO BOXES OR MANUALS FOR GAMES]:

POLE POSITION
SUPER BREAKOUT

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

MINIMUM OPENING BID OF $35.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ORIGINAL ATARI POWER SUPPLY, ONE ATARI JOYSTICK, ATARI 410 PROGRAM RECORDER, AND DELUXE INVADERS (Roklan) CARTRIDGE.

THIS IS A COMPLETE ATARI 400 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $32.00

*****

LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER WITH POWER SUPPLY, ATARI 810 DISK DRIVE WITH POWER SUPPLY, MOLEX CONNECTOR CABLE, RCA CABLE, ONE ATARI JOYSTICK, AND PAC-MAN CARTRIDGE.

I DON'T HAVE A DISK TO CHECK THE DRIVE, BUT THE POWER LIGHT COMES ON AND IT MAKES A SOUND LIKE IT IS TRYING TO READ A DISK.

THIS IS A COMPLETE ATARI 130XE COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $125.00

*****

LOT #9

COLECOVISION SYSTEM WITH BOX, MANUAL, COLECO POWER SUPPLY, RCA CABLE, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND THREE (3) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

DONKEY KONG
DONKEY KONG JUNIOR
VENTURE

THIS IS A COMPLETE COLECOVISION SYSTEM, NOTHING ELSE NEEDED TO PLAY.

MINIMUM OPENING BID OF $55.00

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, TWO (2) CONTROLLERS, RCA CABLE, AND FOUR (4) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

COSMIC AVENGER
DONKEY KONG
SMURF: RESCUE IN GARGAMEL'S CASTLE
ZAXXON

BID #1) MINIMUM OPENING BID OF $50.00
BID #2) MINIMUM OPENING BID OF $50.00

*****

LOT #11

NEW RF SWITCHBOX PURCHASE OPTION

COLECO ADAM COMPUTER SYSTEM WITH ONE DIGITAL DATA DRIVE, TWO (2) ADAM [BEIGE] CONTROLLERS, RCA CABLE, AND DONKEY KONG CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

THIS SYSTEM DOESN'T INCLUDE THE POWER SUPPLY (WHICH NORMALLY COMES IN THE PRINTER), BUT A SUBSTITUTE CAN BE PURCHASED FROM A MAIL ORDER COMPANY. I WILL FURNISH THE PHONE NUMBER TO THE WINNER.

THIS SYSTEM DOESN'T INCLUDE THE KEYBOARD.

SINCE I DON'T HAVE A POWER SUPPLY, THE SYSTEM HASN'T BEEN CHECKED. THE CONTROLLERS AND THE CARTRIDGE WORK.

MINIMUM OPENING BID OF $42.00

*****

LOT #12 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM. SYSTEM INCLUDES ONE ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND EIGHT (8) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES, EXCEPT MISSILE COMMAND]:

AIR-SEA BATTLE (Atari)
COMBAT (Atari)
GRAND PRIX (Activision)
MISSILE COMMAND (Atari) [WITH BOX AND MANUAL]
RAIDERS OF THE LOST ARK (Atari)
SPACE INVADERS (Atari)
SUPER BREAKOUT (Atari)
YARS' REVENGE (Atari)

BID #1) MINIMUM OPENING BID OF $42.00
BID #2) MINIMUM OPENING BID OF $42.00

*****

LOT #13

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY, 1541 DISK DRIVE (PUSH IN MODEL) WITH POWER CORD, SERIAL CABLE, TEN 10 DS DISKS (WHICH MAY OR MAY NOT HAVE GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN), KICKMAN CARTRIDGE, MUSIC COMPOSER CARTRIDGE, AND RCA CABLE.

THIS IS A COMPLETE COMMODORE 64 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $75.00

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

SUPER VIDEO ARCADE (SEAR INTELLIVISION SYSTEM), WITH TWO (2) DETACHABLE CONTROLLERS, AND RCA CABLE. SYSTEM ALSO COMES WITH FOUR (4) GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

BURGERTIME (WITH 2 OVERLAYS)
LAS VEGAS POKER & BLACKJACK (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH MANUAL, 1 PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)

POWER SUPPLY IS BUILT IN.

MINIMUM OPENING BID OF $40.00

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION SYSTEM WITH TWO (2) BUILT IN CONTROLLERS, AND RCA CABLE.
SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTROSMASH
BURGERTIME
LAS VEGAS POKER & BLACKJACK
LOCK 'N' CHASE
NFL FOOTBALL
SNAFU
SPACE BATTLE

POWER SUPPLY IS BUILT IN.

$38.50 strugis

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND
ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR
MANUALS FOR GAMES]:

LAS VEGAS POKER & BLACKJACK
NIGHT STALKER
SNAFU
SPACE ARMADA
SPACE HAWK
STAR STRIKE
TRIPLE ACTION

BID #1) MINIMUM OPENING BID OF $60.00
BID #2) MINIMUM OPENING BID OF $60.00

*****

LOT #17

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH ORIGINAL BOX, AND
THREE (3) GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

B-17 BOMBER (WITH BOX)
BOMB SQUAD (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
SPACE SPARTANS (WITH BOX, MANUAL, AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #18

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH TWO (2) GAMES [NO
BOXES, OR MANUALS FOR GAMES]:

BOMB SQUAD
SPACE SPARTANS

MINIMUM OPENING BID OF $20.00

*****

LOT #19 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH ORIGINAL POWER SUPPLY, AND NINE (9) CARTRIDGES [NO BOX OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
ALIEN INVADERS -- PLUS!
BASEBALL!
BOWLING! / BASKETBALL!
FOOTBALL!
K.C. MUNCHKIN!
PICK AXE PETE!
POCKET BILLIARDS!
UFO!

BID #1) MINIMUM OPENING BID OF $45.00
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH A *NEW* POWER SUPPLY, AND NINE CARTRIDGES (9) [FOUR WITH BOX, THE REST WITHOUT BOX OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
BASEBALL!
BOWLING! / BASKETBALL!
K.C. MUNCHKIN!
MATH-A-MAGIC! / ECHO!
ALIEN INVADERS -- PLUS! (WITH BOX)
BLOCKOUT! / BREAKDOWN! (WITH BOX)
FOOTBALL! (WITH BOX)
POCKET BILLIARDS! (WITH BOX)

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $45.00

*****

LOT #21 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $5.00
BID #2) MINIMUM OPENING BID OF $5.00

*****

LOT #22

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

MINIMUM OPENING BID OF $5.00

*****

LOT #23

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

MINIMUM OPENING BID OF $17.50

*****

LOT #24

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

HANG-ON FREEZES AS SOON AS YOU START TO PLAY, BUT SAFARI HUNT WORKS FINE, AND ALL CARTRIDGES WORK FINE.

MINIMUM OPENING BID OF $30.00

*****

LOT #25

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #26

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, ONE FUNCTION KEY STRIP (FOR KEYBOARD), AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $30.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

6685. Future Crew

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 15:45:03 UTC
From: britchie@gpu.srv.ualberta.ca
Message-ID: <3ba9hv$lb5@quartz.ucs.ualberta.ca>
Source record: 96906

Just think back to the original atari game systems... EVERY single day you'd see like 3 - 9 atari commercials... the graphics weren't great, but advertising SELLS! Atari never advertised... I also feel analog/antic are in part to blame, but not because of their bad reveiws... what they said was usually true, it was their sudden disappearance... I used to wait at the door for my monthly magazine... I still dont think there is a mag on the market that can ever compete with either of the above 2 magazines... they had reviews, demos, tips, tutorials, and LOTS of type in programs... It's too bad atari can't manage it's own company... I think it had a wonderful edge on other machines in it's class... The PM graphics were not all that bad if you knew the tricks of assembly to create more players than actually existed etc... the languages on it were GREAT... like TURBO BASIC, ACTION, MAC/65, etc... n e ways... that's my 2 cents worth.

6686. Re: SIO2PC, or sth new?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 15:53:13 UTC
From: mmunoz@sage.cc.purdue.edu
Message-ID: <MMUNOZ.94Nov27105314@sage.cc.purdue.edu>
Source record: 96907

In article <3b5259$rds@utrhcs.cs.utwente.nl> yhavinga@cs.utwente.nl (Yeb Havinga) writes:

> Reading this newsgroup, I have slowly gotten the idea that it
> is an unstated rule referring to SIO2PC as being great etc,
> though more and more users are getting a bit sick of it, and
> start thinking about new sorts of interfaces.

> Personally, I have tried SIO2PC, resulting in not using
> SIO2PC. It is just not capable of doing fast what I seek in
> an interface to a PC : I want to use the harddisk of the PC
> to store files. I do not want boundaries of emulated disks (ok
> that is no problem anymore) but I also want to have direct
> access from the XL to files that I store on the harddisk
> at the PC. So the filesystem has to be shared. I do not
> want to start several hundred programs each time I wish
> to transfer a file to the PC and vice versa.

> These are my demands on an interface, and currently I am
> working on an interface that will satisfy MY needs.

SIO2PC is a good little program, it wasn't designed to do everything you
want it to do. It is free, why complain. Most programs are posted with
source code so that others can adapt them to their personal needs.

Go for it!

Mike

6687. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 16:19:48 UTC
From: coonj@osuunx.ucc.okstate.edu
Message-ID: <CzxpD0.Cn3@osuunx.ucc.okstate.edu>
Source record: 96908

In article <3b8bis$jvm@news2.delphi.com> BRYEDEWAARD@news.delphi.com
(BRYEDEWAARD@DELPHI.COM) writes:
>coonj@osuunx.ucc.okstate.edu (Jeff Coon) writes:
>
><nostalgia deleted>
>
>> For under 800 dollars, you can purchase a 386 SX 33mhz machine with
>>VGA graphics that will run most of todays software fast enough.
>
>> Why live in the dark ages and refuse to use light bulbs because you've
>>used candles all your life and don't see why anyone needs to change. If
>>we all had that mentality, I think we'd all be dead of polio by now.
>
>> Jeff
>
>I think you are making a big generalization here. Not everyone who reads
>this group believes the 8-bit is the ultimate piece of hardware. Many of
>us also use other computers for the things the 8-bit isn't very good at.

Oh, yes, by all means I understand what you are saying, and agree.
Let me approach that later:
>
>I am also an OS/2 user/programmer becuase yes, the computer world does
>move forward, but would you approach a classic car buff and tell him his
>car is worthless because it has no air conditioning, fuel injection,
>power options, etc..? Sometimes it's nice just to enjoy a hobby in a
>controlled environment. The Atari 8-bit is hardware that is accessable,
>well documented, and not in danger of becoming any more devalued by
>external forces. Just as someone might sit down at a table for hours
>with an old-fashoned jig-saw puzzle, the 8-bit offers hobbyists a way
>to truly understand and control thier hardware. I use a PC, but I don't
>pretend to control or really understand how everything works, and that's
>the point of the modern computer, to isolate the user from the hardware ,
>and make him/her interact with a high level metaphor , which may help
>you get more done, but doesn't satisfy those who want to really master
>the machine.

There are some things I don't want to progress forward. I would die
if they tried to make "New and improved M.U.L.E. (sorry, but I love
this game, and it's my comparison of the 8-bit's undying loyalty)" into
a new game.

Computers for a hobby: sure, the 8-bit is great for some people, most
the IBM.

Computers for use: I don't think the 8-bit covers too much ground
here, other than the recipe file your wife needs.
>
I totally agree with all you 8-bit fans about comfortability with your
8-bit. That's why I still have mine. But I am approaching the
usefullness aspect of the 8-bit, not the familiararity.

Jeff
CoonJ@osuunx.ucc.okstate.edu
"The best way to accelerate a Macintosh is at -9.8m/s/s"

6688. Re: Why still atari?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 16:43:05 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Jcw09lJ.ransom22@delphi.com>
Source record: 96909

Spawn <ind00867@pegasus> writes:

>Hello... just curious.. do you guys still use XL's and XE's because you
>dont want to invest in a new computer or for sentimental reasons... or
>perhaps you like the machine better..?? I'm just curious... I still use

I still use the the Atari 8-bit computers for a few reasons:
1) Sentimentality
2) Love the games
3) I like to buy lots of stuff for my computers, and it is a lot cheaper
to do so for this one. :)
4) I love programming this machine.
5) For some things, in some ways...it *is* a better machine. We've
argued this to death, so I won't say more on that. :)

Heck, I have a 486DX2/50, a 386-40, a 286-20, a 386SX-20 laptop,
and 19 Atari computers of varius types. I use them all (well, it is
hard to score time on the 486, since my girlfriend has pretty much
taken it over, and the 286 is the BBS machine). But, I use the
8-bit the most. I use it to play games. I use it to call in (using
Flickerterm...a great program!). I use it for applications (wp,
database,spreadsheet). And, I program on it (tho I also program
on the 386, as I am a BBS 'online game' author).
Oops. "use them all", above doesn't mean I have all 19
Atari's set up! Yeesh. I only have one Atari set up. that's
enough! :) the rest are owned because I collect 'em. :)

I haven't even used Atari's continuously for all these years.
After Atari dropped the 1200XL a week after I purchased it (and had
previously dropped the 5200 after I purchased IT), I swore off
Atari and got an Apple //c (well, there were some intervening years...
about two or three, as I recall, where I used the 1200XL...I just had
a paper route, so couldn't just go out and buy a computer every
month!). I stayed away from Atari until I opened my BBS sometime in
1990, when a user who HAD stuck with Atari all that time (and who
also uses Mac computers) started talking with me about it, and I
got the 'bug'. Been using Atari's ever since. Thanks, David Tipton,
for giving me back to joy of Atari.

-Joe

6689. 8-Bit Software Bonanza

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 17:05:13 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <3bae89$p7m@nyx10.cs.du.edu>
Source record: 96910

Atari 8-Bit Stuff for sale:

(NOTE: The prices below are for individual items,

See SUPER PACKAGE DEAL at the end of this ad.)

HARDWARE:

Reset Button: Plugs into cartridge slot, $10.

SOFTWARE:

* Pilot Programming Language

w/"Turtle" graphics, (Educators'

package), $10.

* Sublogic FLIGHT SIMULATOR 2 plus JAPAN SCENERY Disk, $25.

* Timewise (Time management), $9.

* "Kingdom" (Instructions and

game, cassette), $3.

* "Biorhythms", (Instructions and

game, cassette), $3.

* "Super-Text" word processor

(disk), $4.

* "Atariwriter" (Cartridge), 2 avail., $20. each.

Excellent word processor for Atari

* "The Newsroom" (Compose and print newsletters) $10.

* "Movie Maker" (Animation Construction Set) $10.

* "Your Personal Net Worth", $10.

* "Softporn Adventure", $5.

** The following from XLEnt Software, $15 each, or all 5 for $65.:

(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II

b)The First XLEnt Word Processor

c)Rubber Stamp

d)Typesetter

e)Page Designer

* Atari BASIC version "C" cartridge. Eliminates bugs in built-in version "B".

BOOKS ($3.95 each plus shipping)

Atari Programming (with 35 Programs)

An Atari in the Classroom

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY

SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package

offers that move a lot of items!

****SPECIAL BARGAIN OFFER****: The items above total more than $200.

IF YOU TAKE EVERYTHING---$89. postpaid.

Please reply by e-mail.

6690. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 17:35:06 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bag0a$ogt@news2.delphi.com>
Source record: 96911

coonj@osuunx.ucc.okstate.edu (Jeff Coon) writes:

> There are some things I don't want to progress forward. I would die
>if they tried to make "New and improved M.U.L.E. (sorry, but I love
>this game, and it's my comparison of the 8-bit's undying loyalty)" into
>a new game.

Yep, although the new Archon Ultra for the PC is pretty neat for an
upgrade.

> Computers for a hobby: sure, the 8-bit is great for some people, most
>the IBM.

Again, maybe both are great for some people. There is no rule that you
have to choose one platform.

> Computers for use: I don't think the 8-bit covers too much ground
>here, other than the recipe file your wife needs.

Sometimes it's the limitations that makes the 8-bit more fun. People
do as much or as little as they feel comfortable with. This isn't
computing for speed or profit, but for fun.

> I totally agree with all you 8-bit fans about comfortability with your
>8-bit. That's why I still have mine. But I am approaching the
>usefullness aspect of the 8-bit, not the familiararity.

Well, if technology serves us at all, each new generation of computers
with have more it can do. But each new generation of software holds the
same promise, and sometimes we find new things the 8bit could do all
along, had we known how to write the software. Making essentially '79
hardware do things modern computers are doing is truly an accomplishment.

> Jeff
>CoonJ@osuunx.ucc.okstate.edu
>"The best way to accelerate a Macintosh is at -9.8m/s/s"

Nice tag line (Like, where's mine, right?) We have a PowerMac at work
and it's not too shabby. I think I like OS/2 better, though.

-Bry

6691. Re: Why still atari?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 17:44:54 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bagim$onl@news2.delphi.com>
Source record: 96912

Joe Walsh <ransom22@delphi.com> writes:

>Spawn <ind00867@pegasus> writes:
>
>>Hello... just curious.. do you guys still use XL's and XE's because you
>>dont want to invest in a new computer or for sentimental reasons... or
>>perhaps you like the machine better..?? I'm just curious... I still use
>
>I still use the the Atari 8-bit computers for a few reasons:
>1) Sentimentality
>2) Love the games
>3) I like to buy lots of stuff for my computers, and it is a lot cheaper
>to do so for this one. :)
>4) I love programming this machine.
>5) For some things, in some ways...it *is* a better machine. We've
>argued this to death, so I won't say more on that. :)

Ya know what's funny, I used ST computers from '86 to '93 and I don't have any around anymore. When the ST market died, the XL was a more attractive "dead" platform than the ST (not really dead as long as people are willing to plug 'em in!). I guess the 8-bit was my first computer so it has a special familiarity to me. Also, the ST just isn't as configurable. I swear, every feature of the 8-bit comes with 50 extra options. :)

-Bry

6692. Re: Future Crew

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 17:46:29 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bagll$opn@news2.delphi.com>
Source record: 96913

Why did you call your topic "Future Crew" ?

Just curious.

-Bry

6693. Re: Cheerio.bas?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 21:48:41 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9411272148.AA18327@brachot.jct.ac.il>
Source record: 96917

William Kendrick (kendrick@zippy.sonoma.edu) wrote:
: Ahh! Good old address 53768! I used it for "music" like that ones too. :)

How bout someone explaining how the hell that minisong works?

I've never seen the sound capabilities of this machine properly documented, anywhere! The best I have is a funny description of audctl (53768), with something like, "hi-pass filter in Channel 1" and "clock Ch 1 w/ 1.79 Mhz not 64 Mhz" and "17-bit poly changes into 9-bit poly".. If anyone can point me to some nice resource I'd like it (post here).

And, how the *hell* are the demo tunes written? I'm sure there's a program that lays out a VBI automatically, using user-supplied songs (the demos themselves rave about these sometimes), but I've never seen such a utility anywhere!

PMs, DLIs, VBIs, etc so well-documented everywhere, and sound is such a bashful little creature. Like, it's taboo. Shh.

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

6694. Going out of (Atari) Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 22:10:15 UTC
From: lmurdock@aol.com
Message-ID: <3bb047$e5i@newsbf01.news.aol.com>
Source record: 96919

*Sigh****

That's right...after all of these years, it time for us to depart.
The evil speed beasts have won my heart over and the old Atari is becoming

a (I hate to say it)...a burden

I have a varied collection of hardware/software that I would like to
sell....

The primary components of which include:
A 256k 800XL running as a 160k machine (sound odd? I can provide details)
A 128k GUMBY 130XE (upgrade looks and runs like an OEM would)
A XF551 FD (like new condition)
An 810 FD (and it works fine!)
An 850 Interface (like new and runs great)
A 1050 drive that needs work (I know what components are needed and where
to get them)
Assorted software...primarily games and PD language compilers, etc

I would like to sell it all as a unit...(unlikely)
But I am flexible in this area as well as the price categories

I am not looking to make money off these things...I have enjoyed them too
much
over the years, and I know how all of you enjoy your machines.
In fact I am considering minimum bids at the cost of shipping...(that
should sweeten things up a little)

Note: Software will not be broken up...since most of it is not (*hmph*)
well...lets say in it original packaging.

Whoever buys the big components of the system first will receive ALL
floppies that I have/can find.

Bids will be taken until the end of the 1st week of Dec

My new email address is:
Lmurdock@aol.com
Ate_Bit@aol.com

Lance "Ate_bit" Murdock (BTW: I'll still keep the ATE_BIT name)
Controls Engineer
Grob Systems

6695. need 8-bit parts

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 22:22:02 UTC
From: klassa@aur.alcatel.com
Message-ID: <3bb0qa$ib3@aurns1.aur.alcatel.com>
Source record: 96921

Wasn't there some kind of a "super catalog" of sorts coming out for
8-bit stuff -- tons of advertisements & such? I find myself in the
market for an 800 power supply, a 1050 power supply & an SIO cable
(isn't that what they're called -- the 1050<->800 cables?)... I also
need a composite monitor cable for an 800. Anybody know where I can
find these things, in good working order & cheap?

Thanks-
John

--
John Klassa 919-850-1246 \ /\ /\
Alcatel Network Systems Subject: @CMD help \ /\ & \/ \
Raleigh, NC, USA for info... \/ \/ \

6696. "Mapping The Atari" book; forsale:

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 22:22:19 UTC
From: paul@panix.com
Message-ID: <3bb0qr$5k0@panix2.panix.com>
Source record: 96920

"Mapping the Atari" by Ian Chadwick. Revised edition. c. 1985

"The comprehensive sourcebook and memory guide for beginning and veteran programmers of the Atari 400, 800, XL, and XE personal computer.

Table of Contents:

Memory Map pps 1-- 154
VBLANK Processes 155
A Graphics Memory Map
Atari Timing Values
Old (A) and New (B) ROM's
Color
Sound and Music
Player/Missile Graphics Memory Map
Display Lists
Numerical Conversions
ATASCII and Internal Character Code Values
Addenda and Errata to the First Edition
The XL/XE Memory Map
XL/XE Graphics Modes
Meomory Management on the 130XE
Dos 2.5 and the 1050 Drive
Changing the 400/800 OS on the XL/XE Computers
XL/XE Programs
XL/XE Index
Index by Label
Index by Subject pp263

Price: $16.95
Condition: Mint

6697. Re: Why still atari?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 22:44:12 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ZSy1V1M.ransom22@delphi.com>
Source record: 96922

BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> writes:

>configurable. I swear, every feature of the 8-bit comes with 50 extra
>options. :)

I was ploughing through the 400/800 Os and Hardware Tech Ref notes last night, and I was once again amazed at the stuff they packed in there, and the possibilities they left open. While the machines don't have proper "slots", they're anything but a closed system.

Another amazing document is "De Re Atari". The game design philosophy Chris Crawford writes about in there is as applicable today as it was then, regardless of the platform. If anyone wants a good discussin of how a computer should interface with a user, this book is a must, IMHO.

-Joe

6698. Re: SIO2PC, or sth new?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-27 23:09:07 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3bb3ij$661@news.cs.tulane.edu>
Source record: 96923

In article <MMUNOZ.94Nov27105314@sage.cc.purdue.edu> mmunoz@sage.cc.purdue.edu (Michael Munoz) writes:
>
>SIO2PC is a good little program, it wasn't designed to do everything you
>want it to do. It is free, why complain. Most programs are posted with
^^^^^^^^^^
>source code so that others can adapt them to their personal needs.

SIO2PC is ShareWare...The author is still around and still supports the software and hardware.

Mike Todd
Info-Atari8-Digest
Moderator

6699. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 00:18:16 UTC
From: darrins@uniwa.uwa.edu.au
Message-ID: <3bb7k8$rvl@styx.uwa.edu.au>
Source record: 96928
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
Mike Gordillo (621126@mercury.utb.edu) wrote:
: BRYEDEWAARD@news.delphi.com wrote:
:
: 2 big problems with the 1541: No external ID switch. Changing the the
: ID from 8 to 9 was a MAJOR pain. Also, why did C= put that HUGE
: transformer right behind the mechanism? Does't that go against the
: "don't put your disks on the power supply" rule?
:
: Also, why did the 1541 get so hot? A disk left in there half an hour
: was almost melted.
:
: -Bry
: ----------------------------------------
:
: Yeah, the lack of a drive ID switch was an oversight, IMHO. Fortunately,
: the hardware fix is/was easy.
:
: The original 1541 was hot. I think the power supply was integrated into
: the drive unit, and the technology of the day didn't include inexpensive
: low-heat supplies (I think :). ?? ^^^^^^^^^^
:
: I did know of people losing disks to the heat, but these were usually cases
: where the person ran the drive with books, junk, etc. covering the vents
: over a period of several hours. For example, a BBS sysop, who would stack
: something on the drive and leave it running all day. By the end of the
: day, the disk would probably show warping, especially if it was a cheapie
: diskette.
:
: In fact, there was one BBS that renamed itself "Crash & Burn" after suffering
: a partial 1541 melt-down :).
:
: Mike
:
: PS: Needless to say, most 1541 owners bought a fan for it :).
:
I sold my trusty 800XL and 1050 for an amiga 500 back in '88. Since then
I've had an amiga 2000, 1200 and 600 and a Mac. Sold'em all and got a
C128D and C64!
I think the only reason CBM beat atari in australia was that the atari
distributor at the time (futuretronics) went bust. I remember having a
hell of a time getting warranty work done on my 1050!
But when all's said and done both machines were (still are) outstanding
examples of what a computer should be. That's why my next computer
```

purchase will probably be an 800XL or 130XE to go with my CBM's!
--

Darrin Smith
darrins@uniwa.uwa.edu.au
Ph.D Student
Department of Physiology
University of Western Australia

6700. when was my XE made?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 00:40:57 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9411280041.AA19166@brachot.jct.ac.il>
Source record: 96927

How do I know (looking at the serial no.) when my 130XE was manufactured?

My number is "A1 1087482".

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

6701. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 02:24:34 UTC
From: krishna@max.tiac.net
Message-ID: <3bbf12$n5v@sundog.tiac.net>
Source record: 96931

Mike Gordillo (621126@mercury.utb.edu) wrote:
: I wasn't trying to make a comparison between 8-bits and "modern PCs"(whatever
: that means... :). If we're talking about x86 machines, you'd be surprised
: how much of the past they hold on to. For example, a few simple 8080
: (circa 1975) routines will translate to x86 (Pentium, et al.) with no
: effort. Remember dBase II (not III, but II) ? It ran on both CP/M and
: MSDOS. When a bug was discovered in the MSDOS version, the folks at
: Ashton-Tate would fix it on the CP/M 8080/Z80 side and shove it through
: a simple code translator to generate the 8086/8088 version. :)

What I'm saying is that one has to put things in their proper
perspective. Had the Atari been designed with a dual bus archetecture
(chipram and main ram) then by now we'd all be running on 10mhz 65816s.

It's all well and good to feel good about Black Boxes and the like, but
16-bit CPU upgrades and accelleration are far more impressive, although
certainly an Atari off a hard drive is more impressive than off a 1050.

Only with a 16-bit machine can one implement a multitasking OS (unless
you count OS/9 on the CoCos). As long as the Atari is an 8-bit machine
it will have some serious limitations.

Certainly the Apple IIGS was 10 times the computer that the Apple II was.

6702. Re: WTB: "The Atari Word Processor"

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 03:05:46 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pCxUt-K.ransom22@delphi.com>
Source record: 96930

Andrew K. Heller <heller@akh104.rh.psu.edu> writes:

> How good is this thing? I am sure AW/AW+/AW80 are better...but
>for historical sake and collectors... anybody got a complete set?

Sort of a late reply, but better late than never! :)

I have the all the programs you mention. The Atari word processor is
only better than using a typewriter in that you don't have to re-type
a page just to add a word or line or whatever.
Other than that, it is a good one to pass on. :) Each page must be
saved as a separate file, for one thing. Using it is a laborious
process, to say the least.

-Joe

6703. Re: Why did Commodore beat Atari in the 8-

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 06:19:24 UTC
From: jon@playfair.stanford.edu
Message-ID: <jon-2711942219240001@tip-mp3-ncs-4.stanford.edu>
Source record: 96932

In article <3b52un$rds@utrhcs.cs.utwente.nl>, yhavinga@cs.utwente.nl (Yeb Havinga) wrote:

> Matthias Belitz wrote :
>
> ..
> > I think, that the original concept isn't made for an Home-Computer but for
> > something as a Personal-Computer: the good structure of the OS (have a look
> > to the C=64 side and you`ll know what I mean, a confuse mix of Basic and OS),
> > the bootable DOS, the PBI-architecture and so on...
> ..
>
> You have a point there on the good structure of the OS of the atari 8-bitter.
> I think what we can learn from history is that the C64 has been more a game
> machine than the atari; more in the sence of better graphics and sound.
>
> A good OS however doesn't help us much with games; most games use the OS only
> for loading, but is comfortable for programmers. The OS of the atari, in
> combination of the excellent design of the hardware (I mean the way things
> are organizes) has made the XL the perfect machine for making hardware
> enhancements and their software equivalents.
>
> So, success of a microcomputer can be expressed in sales figures, or other
> criteria. For me, if I must express things in winning or loosing, I must say
> the XL has won.

Isn't it interesting to look back and consider that both companies had hired celebrities to tout the products, Commodore's being William Shatner and Atari's Alan Alda (though he came later, I recall).

The Atari 400/800 was a landmark in terms of 1979 technology. The C64 came four years later and had a few features that were nicer, but all in all was still not as impressive. Commodore beat Atari only through marketing.

6704. MULE and other memories

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 07:19:04 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411280719.AA257017146@relay2.geis.com>
Source record: 96933

Apparently Dani Bunten has refused to work on a new version of MULE for the PC crowd; the changes demanded included guns and bombs. One of the PC games magazines had a brief description of the conflict.

I was reading one magazine with their list of the top PC games ever made; in their interviews with game designers the two games most often mentionned as the best ever were MULE and Star Raiders.

It's kind of strange, really - I see a game like X-Wing that occupies multi-megs of hard disk space and requires a high end PC to be playable, then go back to my 800 and play Star Raiders - an 8k program that will run with 8k of RAM. I've never seen a PC program that good, anything close to that small.

Dave

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

6705. That new Atari Catalog thing

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 07:19:49 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411280719.AA257897182@relay2.geis.com>
Source record: 96934

klassa@aur.alcatel.com was asking about that Atari catalog thing:

It's out now. The Atari 8-bit Omnibus - 24 pages plus covers, filled with ads from Atari vendors and developers. One satisfied customer posted to the net "It is very well done... Check it out!"

All this for just five bucks.

Make your cheque or money order payable to me (that's David A. Paterson) and send it to:

Atari 8-bit Omnibus
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

6706. ALL Computers & Electronics Swap Meet: PLEASE READ THIS!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 07:47:39 UTC
From: bensmith@teleport.com
Message-ID: <3bc1ur$lt7@sandra.teleport.com>
Source record: 96935
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

Is currently holding Monthly Swap Meets with an occasional Raffle.
Monthly Swap Meets are Held on the First Monday of each Month from 7 PM - 10 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

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THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading this and their Brother is welcome to come and Attend!!

ACE's next Swap Meet will be Monday, December 5th, 1994.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of BS Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

6707. Re: New Standard

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 08:39:06 UTC
From: lee912@cs.uidaho.edu
Message-ID: <3bc4va$jf6@owl.csrv.uidaho.edu>
Source record: 96936

Rick_Michael_Cortese@cup.portal.com wrote:
[snip]
: ... I confess to being frustrated by my SDX, I though USENONE in my
: config.sys file would free all 12 banks, not so. A MEM cmd said I only had
: 11 banks available & sure enough when I tried to use the 12 bank all my
: DOS functions disappeard.
[snip]
: Rick

Maybe that was a typo, but the way you use no banks is USE NONE, where
the space between USE and NONE is important.

I hope I'm right,

-Jonathan Lee

6708. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 11:32:58 UTC
From: rhialto@mbfys.kun.nl
Message-ID: <Czz6qy.L1n@sci.kun.nl>
Source record: 96937
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In <3b692a$ao2@nermal.cs.uoguelph.ca> mrathwel@uoguelph.ca (Mark Rathwell) writes:
> There you've hit a GOOD point. In my opinion, one of the Atari 8
>bit's greatest strength was it's flexibility in the graphics department.
>While it was tedious to manipulate all those display lists, with a little
>patience, the Atari could be programmed to keep up with the times.

Right. And where do people think the Copperlist comes from on the Amiga?
Exactly. Jeff Miner (may he rest in peace) took his design from the Ataris
and just generalised it a bit for the Amiga.

-Olaf.
--
___ Olaf 'Rhialto' Seibert rhialto@mbfys.kun.nl Ooey-Gooey-Fluffy-Barfie
\X/ I'm not weird, I'm differently perceived. D787B44DFC896063 4CBB95A5BD1DAA96

6709. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 13:16:09 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.25@utb.shv.hb.se>
Source record: 96938

In article <xG5XFee.ransom22@delphi.com> Joe Walsh <ransom22@delphi.com> writes:

>>colors, real DOS, better disk access, better BASIC, etc; C-64 only had an
>>edge in sound, absolute video quality [chroma/luma separation] and maybe
>Just my humble opinion here, but Atari had the C-64 beat in terms of sound,

Can someone explain how Atari soundchip was like? I've been programming the
SID for a long time and it's in fact very good. Check out the newer
musicreplayers. They sound terrific.

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

6710. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 13:36:12 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.26@utb.shv.hb.se>
Source record: 96939

In article <3b2s7i$hd@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

>: I must have my facts wrong. I could have sworn that the Commodore
>: had 3 voices to Atari's 4. So, the C=64 had 5 voices? Sheesh!
>It's 3 plus a noise channel I believe.

Nope. It's 3 voices with selectable waveform(triangle, puls, noise and sync,
ringmod.).

>I was never that impressed by the C= sprites either. I don't think they
>are as flexible as Atari ones. Multicolor, fine. But what about sprite
>resolution and horizontal double/quad registers? What about using

Yes, you could double the vertically and/or horizontally.

>display list tricks to take a PMG strip and simulate more players with
>it?

I've seen demos with as much as 64 sprites, maybe there are some demos with
more. Game usually don't use more than 16 or 20 sprites usually.

> Changing horizontal position on the strip halfway down and having 2
>images on the strip, there you go, you got an extra PMG to manipulate.
>What about PMG priorities? Etc..

You could change the xpos whenever you wanted, and image. You could also
select sprite/background priority.

The VIC wasn't bad...

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

6711. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 13:50:59 UTC
From: c4ab2@dmu.ac.uk
Message-ID: <1994Nov28.135059.22117@dmu.ac.uk>
Source record: 96940
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

I had a variation on the 1541, I think it was a 1541c or something like that. It DID have an external ID switch on it, so maybe Commodore learned something, eh?!!!!

Andy

6712. Re: Atari Vs C64

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 13:51:05 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.27@utb.shv.hb.se>
Source record: 96943

In article <9411241806.AA26490@dylan.newi.ac.uk> MBITDC9306@titan.newi.ac.uk (DAVID DAVIES) writes:

>However, a couple of years ago a C64 owning friend showed me a C64
>programming manual and in it were the words ... 3 sound channels and
>1 noise channel. This does seem to bury the myth a bit!

Not true. 3 voices. No Noise-voice.

>programmer's manual for the C64 said that all the free memory in the
>machine had to be ... gasp ... BANK SWITCHED!! Yup, the main memory
>on a C64 is split up into 16K blocks.

Only for the VIC. The CPU can reach every single byte. Perhaps you meant the ROM/IO-switch? The C64 has basic rom at $a000-$bfff, io area at $d000-$dfff, kernal rom at $e000-$ffff. Those coulde be switched out by writing to address $1.

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

6713. Re: PC Xformer Complaints

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 14:10:08 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <xm32V7A.ftooned@delphi.com>
Source record: 96941

Hi everyone,

I just picked up 3.0 and think it's really cool.
I will be releasing a new version of SpartaDOS
specifically for use with the Xformer (2.5 included)
SpartaDOS is up and running NOW, and I should be
able to get an ATR file up to the networks in the
next week or so. More Later... Mike

6714. DiskCommunicator 3.2 (repost)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 14:13:15 UTC
From: nthewarapp@ea.com
Message-ID: <nthewarapp-2811941413150001@nthewarapperuma.ea.com>
Source record: 96944

I'm posting this again, in case it didn't reach everyone(?)

I've tried 5 different copies of Diskcomm, but all were the same version (3.2) and the same file size, 13,054 bytes (jeez I remember the file size even though I'm nowhere near my Atari!).

I'm using a 3.5" 720k drive attached to my Atari to transfer files, and always do a binary transfer. I also tried transferring an ARCed Diskcomm and de-ARCing on the Atari, same result.

Do you know where I could find a different version of Diskcomm other than 3.2?

Here was the response I had from Robert Stout (thanks!):

RS> Tryto get another copy of diskcomm. Use a different sio2pc program
RS> (I use util.exe with the b for binary switch on). Good luck.

Here was my original post:

I'm having problems making disks using DiskCommunicator, I hope someone can give me some help!

I just got my Atari system going again after buying a 720k 3.5" disk drive at AMS allowing me to transfer files found on the Internet to my Atari.

My Internet Connection is via a Macintosh, so I FTP files from umich, put them on a 720k IBM PC disk, take them home, stick them in my Micro Discount 720k floppy and transfer them with Robert Puff's IBMREAD program to Atari disks. .ARC files transfer and de-ARC OK, but I'm having problems with .DCMs.

I'm running DiskCommunicator 3.2 (12/87), with verify on, I have formatting set to on, the program seems to read the files OK, formats the disks in my 1050 OK, and seems to write the sectors OK too, but the only .DCM I've managed to turn into a bootable disk OK is INTELB.DCM. All the other disks have just loaded 3 or so boot sectors in on bootup and then zilch.

.DCMs tried without success
---
big1.dcm

big2.dcm
halle93a.dcm
rayofhop.dcm
sweeta.dcm
fted32f.dcm
intela.dcm

.DCM tried with success
---
intelb.dcm

My System

Atari 800XL (PAL)
Atari 130XE (PAL) - tried both 800XL and 130XE, same results
Atari 1050 drive with Hyper Drive DD and Warp-Speed enhancement
(I've turned the Hyper Drive off, it doesn't seem to make any difference)
Micro-Discount 720k Disk Drive Interface and Chinon 720k 3.5" drive
(I've removed the interface from the SIO chain, it doesn't seem to make
any difference)

DOS versions tried without success

MYDOS 4.50
SpartaDOS 3.2c

I hope someone can give me a tip, here...this is driving me nuts!

Thanks all!

Neil.

P.S. If you could email me any info as well as/instead of posting, as news
takes about 7 days to get to our site.

Thanks again!

--
/----------\
Neil Thewarapperuma at Electronic Arts Europe mailto:nthewarapp@ea.com
E A S P O R T S IF IT'S IN THE GAME, IT'S IN THE GAME.
Opinions expressed above don't necessarily represent those of my employer
\----------/

6715. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 14:29:50 UTC
From: birznie@aplcenmp.apl.jhu.edu
Message-ID: <CzzExq.EEt@aplcenmp.apl.jhu.edu>
Source record: 96942
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

c4ab2@dmu.ac.uk (Andrew Blackman) writes:

>I had a variation on the 1541, I think it was a 1541c or something like that. It DID have an external ID switch on it, so maybe Commodore learned something, eh?!!!!

The lesson that Commodore SHOULD HAVE learned is that hardware and
software needs to be userfriendly.

The only lesson commodoreo seemed to have learned is to put dip switches on
the 1541... But for the novice user, it is quite annoying to have to remember
what combination of switches does what. Especially considering it only
costs a few bucks to put a real dial switch in ... With 4 settings instead
of 2 dip switch settings that mean different things in different combination.

>Andy

6716. Re: Light Pen

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 15:26:42 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9411281528.AA11244@dylan.newi.ac.uk>
Source record: 96945

> >The only package I have for the light pen is a drawing ROM cartridge.
> >Thing is, the cursor jumps about like a flea so it's impossible to
> >use it for detailed drawing (even in Zoom mode).
>
> You can remedy this to some extent by adjusting the color of the background;
> if I remember correctly, darkening the background reduces cursor jittering,
> but it still jumps quite a bit -- much like a stylus behaves on a touchpad.
> The software should have incorporated a feature for smoothing out lines.

Yes, I know about that remedy. The problem really lies in the speed
of the Atari, I think. It's not really fast enough to provide
accurate scanning of the electron beam on the TV.

David Davies
The Atari Classic Programmer's Club

---
mbitdc9306@newi.ac.uk

Great Mysteries of the World: #1 ...
Why do Americans call them Hamburgers when there isn't an ounce of
the stuff in them?

6717. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 15:28:24 UTC
From: nhatviet@nucleus.com
Message-ID: <CzzHnC.7q0@nucleus.com>
Source record: 96948
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

BRYEDEWAARD@news.delphi.com wrote:
:
: 2 big problems with the 1541: No external ID switch. Changing the the
: ID from 8 to 9 was a MAJOR pain. Also, why did C= put that HUGE
: transformer right behind the mechanism? Does't that go against the
: "don't put your disks on the power supply" rule?
:
: Also, why did the 1541 get so hot? A disk left in there half an hour
: was almost melted.

Well, both of these problems were addressed confidently with the Commodore 1541-II disk drive. Same basic operation as any other 1541, but it has an external power supply (BIG, BIG plus) and two DIP switches to allow device numbers 8-11. (still a plus, but I would have preferred them up front!)

I have two of these with JiffyDOS on my first 128 system, and two 1571's on my other 128 setup. I only like the 1571's because their power cords go straight to the power bar, and I don't have to put that "brick" on the floor. I have NO NEED for the extra capacity (I have 1581's on both computers also), and I would rather not have the heat or extra length...

Nhat-Viet Phi
nhatviet@nucleus.com
Calgary, Alberta, Canada

6718. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 15:48:01 UTC
From: mtmr@walsh.dme.battelle.org
Message-ID: <mtmr-281194105430@walsh.dme.battelle.org>
Source record: 96947

In article <Czw3Bt.LBz@osuunx.ucc.okstate.edu>,
coonj@osuunx.ucc.okstate.edu (Jeff Coon) wrote:
>
> After reading the article on the Atari 8-bit, it touched my heart. I
> remember the days of my 8-bit, sitting there with my grandmother, her
> teaching me how to program and make my name bounce around the screen. I
> remember writing letters with the "Desktop Publisher" to all my friends
> who lived out of state. I remember the hours upon hours I spent playing
> M.U.L.E. and the Cosmic Balance, and Wizard's Crown, my first computer
> RPG.

I just got a new 8-bit setup and need a copy of MULE. Could you send me
one?

thanks in advance...

============
MTM 'Matt the Mentat' Walsh ^^ mtm@walsh.dme.battelle.org

Visualize Impeachment.

Not speaking for Battelle.

6719. Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 16:22:02 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bd03a$gk4@nermal.cs.uoguelph.ca>
Source record: 96949
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
: Right. And where do people think the Copperlist comes from on the Amiga?
: Exactly. Jeff Miner (may he rest in peace) took his design from the Ataris
: and just generalised it a bit for the Amiga.

What? Jeff Miner is dead? This is the same guy who helped design
the Lynx, the 800 and the Amiga right? That's terrible!

>> Mark <<
```

6720. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 16:37:00 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.94Nov28163700@iq.pvv.unit.no>
Source record: 96946

In article <sa435.26@utb.shv.hb.se> sa435@utb.shv.hb.se (Tommy Hallgren) writes:

> In article <3b2s7i$hd@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>
> >: I must have my facts wrong. I could have sworn that the Commodore
> >: had 3 voices to Atari's 4. So, the C=64 had 5 voices? Sheesh!
> >It's 3 plus a noise channel I believe.
>
> Nope. It's 3 voices with selectable waveform(triangle, puls, noise and sync,
> ringmod.).

Ah. But if you had a 1541, you could play tunes on that, too ;)
--
Eyvind Bernhardsen

6721. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 16:54:19 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bd1vr$5bs@news2.delphi.com>
Source record: 96950
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

rhialto@mbfys.kun.nl (Olaf Seibert) writes:

>Right. And where do people think the Copperlist comes from on the Amiga?
>Exactly. Jeff Miner (may he rest in peace) took his design from the Ataris
>and just generalised it a bit for the Amiga.

>-Olaf.

Ahem... Jay Miner. :)

-Bry

6722. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 17:05:49 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bd2ld$5fa@news2.delphi.com>
Source record: 96951

sa435@utb.shv.hb.se (Tommy Hallgren) writes:

>In article <xG5XFee.ransom22@delphi.com> Joe Walsh <ransom22@delphi.com> writes:

>>>colors, real DOS, better disk access, better BASIC, etc; C-64 only had an
>>>edge in sound, absolute video quality [chroma/luma separation] and maybe
>>Just my humble opinion here, but Atari had the C-64 beat in terms of sound,

>Can someone explain how Atari soundchip was like? I've been programming the
>SID for a long time and it's in fact very good. Check out the newer
>musicreplayers. They sound terrific.

>Mvh: Tommy Hallgren

The Pokey chip in the Atari initializes to 4 voices with 8 bit pitch
resolution. There are 3 clocks you can divide by for different "ranges"
They are 15KHz, 64KHz, and 1.79MHz (The CPU clock). There are 3 polynomial
counters used to generate noise. When a voice is set to noise, the pitch
freq. is used as a 'countdown to sample' value, making it a low pass
filter to the noise signal.

There are high pass filters, and 4 bit volume.

2 8-bit voices can be combined into a 16-bit voice, so you can have
4 at 8 bit, 3 (2 at 8, 1 at 16) , or 2 16 bit.

With proper manipulation, Pokey music can sound very good. Some of the
new 8-bit demos sound incredible.

-Bry

6723. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 17:08:45 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bd2qt$5gl@news2.delphi.com>
Source record: 96952
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

mrathwel@uoguelph.ca (Mark Rathwell) writes:

> What? Jeff Miner is dead? This is the same guy who helped design
>the Lynx, the 800 and the Amiga right? That's terrible!

> >> Mark <<

Jay is responsible for the Amiga and much of the 800, but not the Lynx.
Epyx designed that.

-Bry

6724. Looking for Broderbund's Spelunker

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 17:14:03 UTC
From: s00670@darrel.digex.net
Message-ID: <3bd34r$qmn@news1.digex.net>
Source record: 96954

Hi all, I'm still looking for a copy of Broderbund's Spelunker, my favorite 8-bit game. If anyone has a copy to sell, or knows where I can get it, please _PLEASE_ let me know.

Darrel

6725. Help! I need...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 17:19:50 UTC
From: mtmr@walsh.dme.battelle.org
Message-ID: <mtmr-281194105922@walsh.dme.battelle.org>
Source record: 96953

Well I just got back into the 8-bit stuff with a 800 and a 1050. I got a bunch of games with it but am really looking for someone willing to send me some of my old favorites...

-MULE (>>really<< need this one again!)
-Dropzone
-Decathalon
-Pitfall II
-Frogger (the J. Harris edition)
-Montezuma's Revenge (not the Parker Bros. version, tho)
-Flak
-Whistler's Brother
-Alley Cat

Now before the self-righteous expound on the evils of pirated software, let me first tell you that:

1) I had purchased most of these titles long ago but gave it all away to a friendly kid in my neighborhood
2) I am more than willing to buy them again if you can tell me where
3) None of the software companies that made these games that are still in business (ECA, Activision, Broderbound) care about this old 8-bit stuff anyway.

Even if you have only a couple and are willing to help me out, please respond!

=====

MTM 'Matt the Mentat' Walsh ^^ mtm@walsh.dme.battelle.org

Visualize Impeachment.

Not speaking for Battelle.

6726. Perversion

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 17:31:29 UTC
From: cpierce1@ed7590.pto.ford.com
Message-ID: <3bd45h$9k1@eccdb1.pms.ford.com>
Source record: 96955

I'm posting this from my IBM RS/6000 Model 390, 20" display, 256MB RAM,
3 Gig disk, 10BaseT to the world, etc...etc...

While off in the corner of the screen, in an IBM PC Emulator, Running the
Xf2 Atari Emulator, I've got SWANDEMO.OBJ running on my desktop...

Now THAT's sick. (Or at least that's what the other engineers say when I
tell them what that REALLY is...)

--
---o------
Clinton A. Pierce | "If you rush a Miracle Man | \ / \ /
cpierce1@ed7590.pto.ford.com| you get rotten miracles." | \ G /
DCI, Inc. on loan to Ford. | --Miracle Max, The Princess Bride | / \ / \
---Freemason--

6727. Still using XL/XE because.....

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 17:45:34 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3bd4vu$qq4@dux.dundee.ac.uk>
Source record: 96956

Spawn (ind00867@pegasus) wrote:

: Hello... just curious.. do you guys still use XL's and XE's because you
: dont want to invest in a new computer or for sentimental reasons... or
: perhaps you like the machine better..?? I'm just curious... I still use
: my C64 because of the Brilliant programming done in the 80's.. I once had
: an 800XL, great computer.. I had "The Pawn" for it.. best graphics I ever
: saw on an XL screen. You guys have fun... those are great little machines.

I use my 800XL/130XE computers because they're *fun* at what they do!
I realised recently that although my Amiga is a great machine, I did a lot
more experimenting on the XL which dropped into BASIC dead easily. Altough
AMOS Pro on the Amiga is a very powerful way to harness the Amigas graphics
without machine code, for some things, the XL is less hassle and more fun.
With the XL, I feel I could, if I ever got good enough push the machine to
its limits. On the AMiga, it'd take a lot longer to be good enough to
program the machine at its very best. Also, there are still things on it which
impress me...

I always said that I would never sell any of my 800XL stuff to buy an ST.
I'm glad I didn't, because when I did buy an ST to *go along with* my 800XL,
I only had it a year, before dumping it for an Amiga 500Plus...

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6728. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 17:50:14 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3bd58m$qq4@dux.dundee.ac.uk>
Source record: 96957

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Only with a 16-bit machine can one implement a multitasking OS (unless
: you count OS/9 on the CoCos). As long as the Atari is an 8-bit machine
: it will have some serious limitations.

I remember listening to a documentary on the radio a few years ago- it was about the Trident recording studios. There they had a piano which everyone agreed sounded great, and was used in quite a lot of famous records. Then at some stage, someone decided to have it refitted or something, tuned up, and generally improved. Apparently after they did that, the piano lost it's magic sound, and ended up being very ordinary and run of the mill. 'Nuff said?

--

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6729. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 17:55:53 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3bd5j9$qq4@dux.dundee.ac.uk>
Source record: 96958

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
: Well, if technology serves us at all, each new generation of computers
: with have more it can do. But each new generation of software holds the
: same promise, and sometimes we find new things the 8bit could do all
: along, had we known how to write the software. Making essentially '79
: hardware do things modern computers are doing is truly an accomplishment.

Of course, that's the irony of it all. The computers which people replace/use
instead of their 8 bit Ataris with could be used to develop great Atari 8
bit games. If anyone can show me a paint package on the XL as good as Amiga
Brilliance, then please tell me. I had planned to do a data transfer system
from Amiga-> XL via the tape deck, but it didn't work. Having said that, if
I could get it to work, I could develop XL graphics much faster on an Amiga
than I could on an XL!!!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6730. Re: Computing In The 1990's

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 18:03:54 UTC
From: jjmcwill@next5
Message-ID: <3bd62a$ahf@news.mtu.edu>
Source record: 96788

Actually Ben, I agree that CPU horsepower MAY not be a factor in the ability of the Atari 8 bit to successfully render high quality schematics, but the Atari 8 bit architecture and programmers' resources ARE.

That old 130XE memory banking scheme makes a complex program like schematics difficult to program. Though workarounds exist for CC65 and Action!, they certainly don't make writing large, complex programs easy. Neither does having to program for the least common denominator. Some memory upgrades offer toggle-able Antic access to banked RAM, others force Antic to see always see the main bank, or to always see the same bank the CPU sees.

Having no standard for DOS doesn't help. Once again, you have to program for the least common denominator: DOS 2.0, which means 90 K disk, no subdirectories, and significantly less main memory than SpartaDOS X can offer.

It's too bad that Reeve Software's Diamond GUI package didn't materialize in a more workable, more widely purchased form. At least with Diamond, much of the user interface programming had already been done by Alan Reeve. I spent weeks coming up with my own mouse driver, and a graphical arrow pointer to go along with it!

In theory, the Fine Tooned Mars8 board, with a 65816 and resultant flat memory design would certainly make a programmer's task easier, IF a programming language (no, not assembly) came with it that addressed those features, and IF thousands were sold so that a programmer could write code confident that his intended market all owned the proper hardware to run the program!

If we had access to the technology that Fine Tooned is designing 5 years ago, and it sold to the massess, then I think my tune would be different. But now, there are some areas which I think will remain out of reach of the general 8 bit user. Schematics is one of them.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

6731. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 19:15:30 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bda8i$bsu@hearst.cac.psu.edu>
Source record: 96959

Rick_Michael_Cortese@cup.portal.com wrote:
: By inverted data I mean the Atari serial line sends a start bit, the line
: goes from a 0 to a +5<or there abouts> volts. When an RS232 compatible
: port sends a start bit it goes from about +9V to -9V. Now that I think

Actually the "RS232C Standard" allows for +5V<V<+25V...

However, sounds to me all you need is a 1488 and a 1489.

Ever noticed how the "R-Verter" worked? =)

: problem is getting Derek to support it. Once you invert the serial data
: everything is just straight 19,200 baud data. The IBM bios only supports
: up to 9,600 baud, but I have a .OBJ module for my C compiler that goes

Then how come I can null-modem at 19.2? hmm...
(Stupid IBM BIOS)

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6732. Re: Umich down???

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 19:25:43 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bdarn$tq@charm.magnus.acs.ohio-state.edu>
Source record: 96960

In article <199411252146.AA103039974@relay2.geis.com>,
<d.paterson2@genie.geis.com> wrote:
>The past few times I've tried logging on to Umich I've received a message:
>
>can't change directory to /afs/umich.edu/group/itd/archive
>
>and been punted off the system. Anyone know what's going on?
> (I've been FTPing to 141.211.32.2)

I don't know if this is the problem, but I just checked the IP for
atari.archive.umich.edu, and I got 141.211.32.11.
If you can, just use the verbal form, otherwise try the ...11 IP.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6733. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 19:57:48 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bdcns$15r@charm.magnus.acs.ohio-state.edu>
Source record: 96962

In article <3bda8i$bsu@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>However, sounds to me all you need is a 1488 and a 1489.
>
>Ever noticed how the "R-Verter" worked? =)

That reminds me...
Shouldn't it be possible to adapt one of the R-Verter style interfaces
to a SIO2PC interface? (I don't know why I didn't think of that
before! Mine's actually an "R-Link", but it's the same concept...)
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6734. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 20:04:35 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Nov28.200435.15152@cs.nott.ac.uk>
Source record: 96966
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3b63ku$nvs@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>Gunther Birznieks (birznie@aplcenmp.apl.jhu.edu) wrote:
>: Sprite Graphics are DEFINATELY better than Player Missle graphics on the
>: Atari. While amount of colors is nice, it is not necessary and also
>: eats up a lot of RAM... The Commodore 64 was able to get some nice
>: pictures regardless and I think the Commodore 64 had an extra 8 pixels
>: of resolution at high resolution mode.
>
>Nothing is totally fixed with the Atari 8-bit. Just because graphics 8
>stock mode is 320x192 doesn't mean you can'd build your own custom mode
>which adds as much overscan lines as your monitor can allow for. That's
>what Clay Halliwell did with Flickerterm to allow 80x24 character mode plus
>status bars and stuff. Yes, it is a manual affair, but it does herald

Building custom modes is a pretty easy thing to do, it can even be done from
BASIC. I've managed to squeeze 208 lines out and still get a perfect display.
(This was on a PAL TV though which have more horizontal lines to begin with).
I think the top limit is at around 210 lines, after that ANTIC/GTIA just can't
cope with the extra display lines and the top of your picture gets warped, go
further still and the screen starts to roll.

>know there is also a poke to compress the screen down horizontally. I
>don't know if it will let you widen the display beyond 320 pixels, it
>might. My monitor wouldn't show the overscan if it did.

Yes, you can widen the display too, to a maximum of 384 pixels wide. Of course
this will go off the edge of the screen on most/all displays. The reason for
doing this is to allow smooth horizontal scrolling, allowing the picture to
go off the edges of the screen means that you cannot see the edges of the
picture being drawn/deleted, plus you don't get an annoying vertical edge along
the side of the screen. Next time you see a scrolling message on a demo,
notice where the text appears. It gives a much better effect if it starts
appearing on the edge of your screen rather than a little way in at the margin.

One other point to note in the graphics architecture is how the CPU clock
is precisely sync'd to the raster scan. 1 CPU cycle = 2 colour clocks. This
allows for some impressive effects, such as switching colours, Player Missile
positions and even graphics modes half way along a horizontal scan line.
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

6735. Re: SIO2PC, or sth new?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 20:21:50 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bde4u$bsu@hearst.cac.psu.edu>
Source record: 96964

The main concept I wanted to implement was the ability to slap on
a 1050 drive to a dos/unix machine and copy to and from the drive
without worrying about density or dos...

It would a) use atari dos 2.0/2.5 formats and use sparta dos formats...
(I dont know enough about mydos...)
It would support the US Doubler... and my Duplicator board.
It would do SS/SE/SD.

NOW, however, the concept of making a PC look as if it were a drive
to an atari is very tantalizing. Sorta an SIO2PC concept but could actually
use the native ibm's file system... That way I could have a nice directory
filled with atari stuff...sub directories and all..on my ibm and be able
to look at the files, edit them...and run them from my 8bit.

Of course... this is A LOT EASIER done under UNIX than DOS.
So.. it would be done in UNIX first I would guess. =)

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6736. Re: Perversion

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 20:38:01 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <CzzvzD.Du6@freenet.carleton.ca>
Source record: 96965

In a previous article, cpierce1@ed7590.pto.ford.com (Clinton Pierce R)) says:

>Now THAT's sick. (Or at least that's what the other engineers say when I
>tell them what that REALLY is...)

Umm...just what is it? It looks like a swan to me.

=CB=

Tag with fully automatic weapons would be fun....*BANG!*...ack!I've been shot!
---------------+ Chris Brown aka Fisherman, Tomato!, and Spy on IIRC.
=>JESS TODD'S<=| "Stop the normalness!" -me +-------------------------
=>SPACE<= | ba930@freenet.carleton.ca | ---<--<-<@ <--For Fiona

6737. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 20:45:39 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bdfhj$ql3@nermal.cs.uoguelph.ca>
Source record: 96963
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
: Jay is responsible for the Amiga and much of the 800, but not the Lynx.
: Epyx designed that.

If I recall correctly, he was one of the people who helped to
design it for Epyx.

>> Mark <<
```

6738. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 20:53:50 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bdg0u$bsu@hearst.cac.psu.edu>
Source record: 96967

I have not yet read all 60 (?!?!?!) articles under this thread but
here are MY opinions based on research projects.

First and foremost it is imperative to understand the following:

Atari did not just (as in only cause) screw itself over in 83/4/5...
and fall over and die. EVERYBODY during this time period fell over and
went out of business. (Speaking figuratively, of course.) Atari survived.
TI went bye bye with their computers...as did Timex... commodore....
and the game companies (this was the great game era people!) coleco...
Matell... and only Atari made it through...

As for wondering why the Apple made it through longer than the other people
let us not forget they just about started the home computer market.. the PC
market... whatever... They were out before the Atari systems and were a major
source of fun for hobbiest. IBM wasnt even in the market until the end of '82.
IBM couldn't make a PC if they were given the schematics... (Atari offered
IBM to slap their name on their machines and IBM refused.) Eventually, IBM
told some of their engineers to go and "do it" and they were given 100%
freedom from the bureaucratic BS that IBM is known for. (Still, the day
before the PC was reveled to the world, IBM flew techs all around the world
to fix a small flaw in the design of the power supplies.. apparently, too
much dust could build up between the fan blades and the outer case and short
the whole thing out. Apple, it its ever increasing humor posted in the
news papers that very day: Apple welcomes IBM to the home computer market.)

But, I digress...

As for piracy, it was well known, at least among my piers that Atari users
were the most notorious "crackers" around, for both software, mainframe systems
and Phreaking. How much this contributed to the downfall is questionable.

Commodore's were marketed as if we were going to war! In every magazine,
on every TV set you found adverts for the C64 or the V20. It was purchased
by those people who were at the time computer illiterate. Whereas the Atari's
were purchased by those people who KNEW something about computers.

I myself was dying to get a C64, JUST LIKE EVERYONE ELSE I KNEW WAS, and then
one day, in Boscov's department store probably out in Hazelton PA. I saw
a 800XL. I played with it for 5 minutes and completely changed my mind as
to what I had been wanted for the past several months. The little things about
it won me over. In particular the basic editor was fantastic, compared to
the C64. On the C64 I never understood that stupid " mode, where the
arrow keys no long function once you begin a ". AND...the 800XL was damn
sexy. The C64 looked like it was from some cheap sci-fi film. The Atari
looked like it was superior and later on I found out just how fantastic the

OS was designed... how wonderful the hardware internals were put together.
And to this day it still amazes me how the Atari was a multi-processor
system. I hung out at a repair shop a lot and the CPU in the 64 was
almost always the culprit.

Where was this post going? hm..I think I will read some more...

--
Karll The Ghoull asks: "Have you played Atari today?"
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Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6739. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 23:03:14 UTC
From: David@thornber.demon.co.uk
Message-ID: <786063794snz@thornber.demon.co.uk>
Source record: 96984
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3b8n1j$re9@news2.delphi.com>
BRYEDEWAARD@news.delphi.com "BRYEDEWAARD@DELPHI.COM" writes:

>
> Also, why did the 1541 get so hot? A disk left in there half an hour
> was almost melted.
>
> -Bry

I upgraded my 1541 to 'Dolphin DOS' some years back. Since then, the drive
crashes when trying to fast save once it has reached 'running temperature'.

I now have to run the drive with the lid off. It cured the problem, but
it doesn't look too pretty and it doesn't half collect the dust.

The thing that really worried me though was the power supply for the
64 itself - you could almost fry eggs on it.

--
David Thornber

6740. non-standard 3.5" disk drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 23:09:30 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3bdnva$ks3@theopolis.orl.mmc.com>
Source record: 96970

I've just recently picked up a 3.5" disk drive (Sony MP-F52W-50, out of an old HP 9122 dual drive "box"). I have the CSS XF551 conversion, which should allow me to use this drive. But it's not standard. The Sony expects power (+12, +5V) on the 34-pin cable, not four separate pins. So I wired it up correctly. Now at least the drive spins up, but I am unable to read, write, or format a disk. I have the slide switch in the right position (otherwise it doesn't even spin up on power-up, or when I send a command to the XF551), and I'm only trying to use DSDD (720K) disks.

Can anyone point me to schematics or documentation on this Sony unit? Or maybe the standard 34-pin connector's pinout?

Thanks in advance!

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

6741. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 23:37:25 UTC
From: brad@alpha.vaxxine.com
Message-ID: <3bdpjl$93l@alpha.vaxxine.com>
Source record: 96969
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Another reason the Commodores did well was the fact that people disassembled the machine down right to the bones quite quickly after it was sold. I could buy a complete memory-map and ROM access point book, which allowed me to do alot more with the machine. Another (possible) factor was the transition from the Commodore PET.

6742. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-28 23:58:43 UTC
From: daled@cds9172.Cadence.COM
Message-ID: <D0059w.GpB@Cadence.COM>
Source record: 96978
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I was watching the 8 bit war when these two companies were fighting it out and would like to comment a little.

Technically commodore was slightly ahead in sound and sprites while atari had a better machine speed, easier graphics, perhaps a better basic. Although the basic performance on atari was slow which meant you didn't notice the raw machine speed. Price was a big factor I think.

One thing commodore did was buy a chip maker which they promptly used to develop video chips. The VIC 20 is testimony to the Video chip since the video chip is what made the vic20. The 64 continued the trend. A cheap price with a sophisticated video chip.

Atari was too late in entering the market. The membrane keyboard was not received well and everyone expected 2600 cartridges to work. They didn't of course which I think hurt the company. They could have easily made them work.

--
_ _ Dale DePriest San Jose, California
/`) _ // daled@Cadence.COM voice: (408) 428-5249
o/_/ (_(_X_(` fax: (408) 943-0402

6743. SDX HD Optimizers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 01:46:30 UTC
From: rburns@jpl.nasa.gov
Message-ID: <rburns-2811941746300001@macattack.jpl.nasa.gov>
Source record: 96971

Has anyone come out with a hard drive optimizer for SpartaDOS X yet? I know a few people were working on this a few years ago but I never heard anything.

Brian

6744. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 01:48:08 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3be18o$k9f@news2.delphi.com>
Source record: 96972
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: Jay is responsible for the Amiga and much of the 800, but not the Lynx.
>: Epyx designed that.

> If I recall correctly, he was one of the people who helped to
>design it for Epyx.

I hadn't heard that, but you may be right. Anyone?

-Bry

6745. Re: DiskCommunicator 3.2 (repost)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 02:23:34 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Bw1UVpe.jeking7@delphi.com>
Source record: 96973

Aha! Every program you listed as a failed UNdiscom was created in
Atari dual density. Your 720k drive can't handle Atari's very
odd 128k format scheme - but is probably limited to 80k and 180k..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

6746. Re: Still using XL/XE because.....

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 02:28:50 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JQ11tpa.jeking7@delphi.com>
Source record: 96974

I use my networked XL's and XE's because of several reasons:

1) Fun to use
2) Easy to hack
3) Cheap to hack, see #2 also
4) Nice to get away from the Novell and Unix networks I sysadmin
5) No need for high powered Pentium 100mhz at home
6) Games are fun and make me remember how life was at 13yrs old
7) My atari can do almost everything my PC's can do - some even better
8) Theres something cool about telling folks I use a 1983 machine at home
when I know more than they do about Unix boxes and Novell!

Any other questions?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

6747. Re: SDX HD Optimizers

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 02:31:44 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Jw+0dhY.jeking7@delphi.com>
Source record: 96975

Hard drive OPTIMIZER for SDX? What would you compare it with?

Cleanup.com for SpartaDos 32d.dos? It too will work under SpartaDos
if you go "X CLEANUP Dx:", or you can download a SDX version which
will run without the "X".

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

6748. .signature

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 02:32:28 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Jy20V1U.jeking7@delphi.com>
Source record: 96976

My apologies to Steven Tucker for stealing his nice looking .SIG - but
it was so lovely, I had to use it myself.

Thanks, Steven.. Hope you dont mind sharing those Fuji symbols!

[grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

6749. 8-bit hardware for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 02:35:36 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JS21F1Y.jeking7@delphi.com>
Source record: 96977

I have the following 8bit Atari hardware for sale or trade.. Unless
otherwise noted, all equipment is in near mint condition - complete
with all cables and power supplies:

---

5 x stock Atari 1050 disk drives (SS, ED)
3 x stock Atari 800xl computers (64k ram)
2 x CX85 keypads
2 x 1020 40 col. printer/plotters
2 x 1025 80 col. nlq printers
1 x 1027 80 col. dot matrix printer
1 x Commodore 1702 split luma/chroma monitor
5 x Seagate ST-225 20meg hh hard drives (formatted on MIO)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

6750. Re: MULE and other memories

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 03:05:39 UTC
From: dderhak@xmission.com
Message-ID: <3be5q3$380@xmission.xmission.com>
Source record: 96980

In article <199411280719.AA257017146@relay2.geis.com>, d.paterson2@genie.geis.com says:
>
>Apparently Dani Bunten has refused to work on a new version of MULE for the
>PC crowd; the changes demanded included guns and bombs. One of the PC games
>magazines had a brief description of the conflict.
>
There is a game for the PC that follows in the tradition of MULE. In fact, its an ovious MULE ripoff. Its called "Traders" and sells for the Amiga and PC. I was dissapointed because the buying/selling part is not a free market like in MULE.

Anyway, yeah - MULE was the best game on the Atari 8-bit. Star Raiders was only 8-K but was great for its ease of use and depth of play. The first real game to meet that criteria on the PC is DOOM.

Interesting how great games seem to "reveal" themselves. No matter where you were around the country, when you picked up MULE you loved it. Games that big have a huge following throughout the land - like Star Raiders did.

6751. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 03:23:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3be6qk$q1v@news2.delphi.com>
Source record: 96981
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

daled@cds9172.Cadence.COM (Dale DePriest) writes:

>Atari was too late in entering the market. The membrane keyboard was not
>received well and everyone expected 2600 cartridges to work. They didn't
>of course which I think hurt the company. They could have easily made them
>work.

Umm.. they entered the computer market in '79. The technology difference
between the 2600 and the 400/800 was fairly large. 2600 code is machine
cycle dependant. The code often needs to know how far into a scan line it
is, and what scan line it is on. Since the 400/800 had faster CPUs and
automated frame maintenence, 2600 code would need a lot of extra support
hardware. I doubt this was a major factor since all computer designs
had faced the no software dilema at first. Yes, the membrane keyboard
was a pain, but in '79 you couldn't buy a cheaper color computer than the
400.

-Bry

6752. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 03:25:29 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <B20W1NZ.ransom22@delphi.com>
Source record: 96982

Andrew K. Heller <heller@akh104.rh.psu.edu> writes:

> Atari did not just (as in only cause) screw itself over in 83/4/5...
>and fall over and die. EVERYBODY during this time period fell over and

This is a bit off of your subject, but I was just re-reading some of the
1972-1987 "mainstream" articles I photocopied during a self-serving
and self-directed research project in college, and found the
following interesting items:

from "Business Week", September 13, 1982:
Sales (billions of dollars) 1981 1982 1983
Warner.....$3.2 $4.3 $4.8
Atari.....$1.1 $2.0 $2.4
Atari's Share..... 34% 47% 50%

Operating earnings (millions of dollars)
Warner.....$442 $720 $826
Atari.....$281 $504 $571
Atari's share..... 64% 70% 69%

[My comment] So, Atari was providing about 70% of Warner's earnings
at the height of its success. Nice, huh? So, was Warner grateful?
No, not in the long term...read on...

From "fortune magazine", July 9, 1984:

[Discussin of recent big losses at Atari deleted, and tale of Morgan's
being hired also deleted]
"Morgan didn't see it coming: his 1984 budget called for sales of about $1
billion. In late March, at a meeting at Warner's New York headquarters,
Warner's top brass sent him back to the drawing board. Warner's Chairman
Steven Ross was at the meeting, battle-scarred from a takeover skirmish
with Australian publisher Rupert Murdoch. Also present was Herbert
Siegel, chairman of Chris-Craft Industries, which had helped Ross fend
Murdoch off and ended up controlling 29% of Warner's voting stock. As
Morgan recalls the meeting, Siegel politely said of the $1 budget,
"Everything has got to go exactly right for you to meet this budget.
There's no breathing room. You've got to give yourself breathin
room."
"...revised budget callin for a shrunken company with sales of $500
million and profits of $50 million to $100 million."
"Warner could use the profits. The company borrowed heavily to fend off
Murdoch and bought back his stake for $172 million. Last quarter's
interest bill was $41 million, particularly painful since Warner's
loss from operatins was $50 million. Ross indicated that Warner wouldn't

put another dime into ATari-and that the subsidiary must produce some cash for the parent. Warner would like to sell Atari or a piece of it, but not at a fire sale."

[My comments] So, after being Warner's cash cow for four years, ATari is given NOTHING. They're in trouble, need leadership, direction, and most of all $$ to re-grow their company. Instead, Warner leveredged itself so badly that it couldn't help Atari if it wanted to!
While Marketing is not Atari's strong suit, certanly warner's treatment of the subsidiary is also an underlying cause of the downfall. (Not to mention the people they put in charge! A textile industry exec? A cigarette marketing exec? Neither of which knew ANYTHING about consumer electronics, let alone the new industry of personal computers.)
I place the blame for Atari's downfall squarely at Warner's doorstep. They decided who was in charge. They decided how to run things and what to do with profits.

-Joe

6753. Re: Help! I need...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 03:35:24 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JU1VFXc.ransom22@delphi.com>
Source record: 96983

MTM 'Empty-M' Walsh <mtmr@walsh.dme.battelle.org> writes:

>-MULE (>>really<< need this one again!)
>-Dropzone
>-Decathalon
>-Pitfall II
>-Frogger (the J. Harris edition)
>-Montezuma's Revenge (not the Parker Bros. version, tho)
>-Flak
>-Whistler's Brother
>-Alley Cat

Hmmm...I've had the best luck with finding 8-bit software at Toad
Computers (1-800-448-8623). They sell used stuff, but a lot of it
is avail. in the box with instructions.
For more help, check the developers' list (not sure how to get that,
tho...anyone?)

-Joe

6754. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 03:38:02 UTC
From: payton@ins.infonet.net
Message-ID: <3be7mq$got@insosf1.infonet.net>
Source record: 96979
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <D0059w.GpB@Cadence.COM>, daled@cds9172.Cadence.COM (Dale DePriest) writes:

>I was watching the 8 bit war when these two companies were fighting it
>out and would like to comment a little.

<snip!>

>Atari was too late in entering the market. The membrane keyboard was not
>received well and everyone expected 2600 cartridges to work. They didn't
>of course which I think hurt the company. They could have easily made them
>work.

The 400/800 came out in '79, and the C64 was released in '82. IMO the C64 was really just a cheap ripoff of the Atari 8-bits. It was a rock-bottom priced implementation of already-existing technology. It won the price wars hands-down. (Tramiel did the same thing later at Atari, when he released the 520ST...there was really nothing "new" about the ST, but it was a good deal for the $ in '85.)

When C= was releasing the C64 in '82, Atari released the ill-fated 1200XL computer. Priced at $799, it offered nothing new (except an extra 16K) and had an incompatible OS.

Atari finally realized what was happening, and scrapped the 400/800/1200XL in favor of the lower-priced (and overseas built) 600XL and 800XL. But by the time they were released, it was too late, and C= had already managed to take over much of the market.

They should have seen it coming, and if they were going to try to compete on price they should have had their cheaper models out *much* sooner. I think most of this can be chalked up to the awful management at Atari, Inc.

James Payton | "And stay right here, 'cause these *are* the
payton@ins.infonet.net | good old days..." -- Carly Simon, _Anticipation_

6755. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 03:41:09 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <J22Wlhd.ransom22@delphi.com>
Source record: 96985

Graeme Fenwick <gfenwick@mcs.dundee.ac.uk> writes:

>I remember listening to a documentary on the radio a few years ago- it was
>about the Trident recording studios. There they had a piano which everyone
>agreed sounded great, and was used in quite a lot of famous records. Then
>at some stage, someone decided to have it refitted or something, tuned up, and
>generally improved. Apparently after they did that, the piano lost it's magic
>sound, and ended up being very ordinary and run of the mill. 'Nuff said?

Excellent story,and good point.

My feeling is, if you "upgrade" the Atari by opening it up and pulling
stuff out and putting other stuff in, you're not improving it..you
are making a new machine, or at best a hybrid.
A plug-in module offering increased RAM is fine. the Black Box is
a good idea for those who feel they need a hard drive. But messing
with the OS or "updating" Antic or GTIA is going too far, IMHO.

-Joe

6756. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 04:09:48 UTC
From: 621126@mercury.utb.edu
Message-ID: <3be9ic$oh0@geraldo.cc.utexas.edu>
Source record: 96986

Glenn M. Saunders (krishna@max.tiac.net) wrote :

> Only with a 16-bit machine can one implement a multitasking OS (unless
> you count OS/9 on the CoCos).

Glenn,

"Multitasking" takes on several meanings, but bits have little bearing
with any of them. You can design an 8-bit system to fit any "multitasking".
genre. Perhaps a qualified MSEE or MSCE out there would care to undertake such
a project :).

Mike

PS: I think the CoCo's ran on 68000's ? If so, then they were running on
16/32 bits.

6757. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 04:14:06 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3be9qe$avd@nermal.cs.uoguelph.ca>
Source record: 96988
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
: Umm.. they entered the computer market in '79. The technology difference
: between the 2600 and the 400/800 was fairly large. 2600 code is machine
: cycle dependant. The code often needs to know how far into a scan line it
: is, and what scan line it is on. Since the 400/800 had faster CPUs and
: automated frame maintenence, 2600 code would need a lot of extra support
: hardware. I doubt this was a major factor since all computer designs
: had faced the no software dilema at first. Yes, the membrane keyboard
: was a pain, but in '79 you couldn't buy a cheaper color computer than the
: 400.

Agreed! And the 800 (which came out at the same time) had a
regular keyboard. The Atari 8-bit had more advanced graphics and sound than
computers which came on the market as late as 1985 ... Tandy CoCo III comes
to mind. Considering than the C64 came onto the market years later, it
isn't that impressive or innovative. If the sound chip is better, it
isn't better by much and the Atari XL beats it in most other respects.

>> Mark <<
```

6758. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 04:16:09 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3be9u9$avd@nermal.cs.uoguelph.ca>
Source record: 96989
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

: I hadn't heard that, but you may be right. Anyone?

Electronic Gaming Monthly #2 has an article with the Lynx designers. I
don't have it here, but can pick it up when I go home for Christmas.

Cheers,

>> Mark <<

6759. FS: 8-bit Hardware!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 05:06:27 UTC
From: tdrake1@umbc.edu
Message-ID: <3becsj$ok2@news.umbc.edu>
Source record: 96987

I have the following 8-bit equipment for sale. You pay shipping.

1 Atari 850 Interface Module with Power Supply and Operator's
Manual --> $30

1 Atari 850 Interface Module with Power Supply, parallel
printer cable, I/O Cable, and expanded operator's manual with
full specs ---> $40

1 Atari 410 Program Recorder ----------------------------> $5

1 Atari TrakBall Controller -----------------------------> $7

E-mail if interested.

-=-=-=

6760. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 05:13:00 UTC
From: 621126@mercury.utb.edu
Message-ID: <3bed8s$q5j@geraldo.cc.utexas.edu>
Source record: 96990

heller@akh104.rh.psu.edu (Andrew K. Heller) wrote:

: Here are MY opinions based on research projects.
----
^^^^^^^^^^

I'm glad you included that disclaimer, Andrew.

: As for piracy, it was well known, at least among my piers that Atari users
:were the most notorious crackers around, for both software, mainframe systems
:and Phreaking. How much this contributed to the downfall is questionable.

I don't think so....C64 users wrote the book on pirating, as much as it
pains me to say. :(((But Atari crackers were probably a very close
2nd :)...numerically...

:Commodore's were marketed as if we were going to war! In every magazine,
:on every TV set you found adverts for the C64 or the V20. It was purchased

Really?? Commodore's recent downfall has been attributed to bad
marketing. Maybe Tramiel was worth the large space he took up after all! :)

:by those people who were at the time computer illiterate. Whereas the Atari's
:were purchased by those people who KNEW something about computers.

Nope, Atari had a friendlier basic. They were bought by people who preferred
(maybe needed??) the ease-of-use and were willing to pay a *higher*
price to get it. The true hacker didn't care about ease-of-use,IMHO,just a
machine for a good price. Seeing as how the 800xl and C64 were nigh-brothers
in terms of overall stats, (ie., they balanced each other.. if 800xl had
better video, c64 had better sound, etc..this has been debated for a long
time :), price meant a difference to those who KNEW something about
computers and something about money....

A lot of people did start out on C64 (same w/atari). If you started out a
novice on the c64 and were able to figure it out, you would have earned
the equivalent of a MSCE :)))))))). I think Northwestern accepts C64 credits.
:))))))))))))))))))

:I myself was dying to get a C64, JUST LIKE EVERYONE ELSE I KNEW WAS, and then
:one day, in Boscov's department store probably out in Hazelton PA. I saw
:a 800XL. I played with it for 5 minutes and completely changed my mind as
:to what I had been wanted for the past several months. The little thing about
:it won me over. In particular the basic editor was fantastic, compared to
:the C64. On the C64 I never understood that stupid " mode, where the
:arrow keys no long function once you begin a ". AND...the 800XL was damn

Hmmm.. I don't know what "mode" you are reffering to..whoops, No MSCE here! :))

This is quite interesting. I had a similar experience at Zayre's :). I rated both machines identical and went for the C64 because of the much much lower price. Years later, I would have the good fortune of getting an 800xl and still could not notice advantages by either machine that wouldn't eventually get cancelled out by something else. (stock equipment mind you)

Mike

6761. 8Bit Atari hardware for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 06:07:20 UTC
From: knott1@prostar.com
Message-ID: <2461.UUL1.3#25307@prostar.com>
Source record: 96993

I have a ton of Atari 8bit hardware that I would like to sell.. I have the following..:
2 - 1050 drives (1 happy, 1dd)
PR Interface
Eprom burner (with proms - need old 800 to run.)
approx 40 carts and 200 software programs - various
2400 baud modem

other hardware and cables

I will take any reasonable offer, and would be willing to negotiate on shipping... Leave me Email if interested.. All hardware and software work.

6762. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 06:26:44 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3behj4$652@charm.magnus.acs.ohio-state.edu>
Source record: 96991

In article <3be9ic$oh0@geraldo.cc.utexas.edu>,
Mike Gordillo <621126@mercury.utb.edu> wrote:
>Glenn M. Saunders (krishna@max.tiac.net) wrote :
>> Only with a 16-bit machine can one implement a multitasking OS (unless
>> you count OS/9 on the CoCos).
>
> "Multitasking" takes on several meanings, but bits have little bearing
>with any of them. You can design an 8-bit system to fit any "multitasking".
>genre. Perhaps a qualified MSEE or MSCE out there would care to undertake such
>a project :)

Memory would be a limiting factor too, but I think you really need a
processor designed for multitasking. I'm sure you could do true
multitasking on an 8 bit processor, but probably not a 6502.

>PS: I think the CoCo's ran on 68000's ? If so, then they were running on
> 16/32 bits.

The TRS-80 Color Computer?! No way was that 68000! That thing seemed
more primitive than Ataris or Commodores! I thing it used a 6809,
which is slightly more advanced than the 6502 -- it has some 16-bit
registers and instructions, and some extra instructions. I believe
OS/9 is an operating system for the 6809, but I don't know anything
about it.

--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6763. Re: PC Xformer Complaints

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 07:46:58 UTC
From: cmwagner@gate.net
Message-ID: <3bem9i$rq1@tequesta.gate.net>
Source record: 96992

F Tooned (ftooned@delphi.com) wrote:
: I will be releasing a new version of SpartaDOS
: specifically for use with the Xformer (2.5 included)

Could you tell us why it doesn't work currently with Xformer?

6764. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 09:35:24 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D00vz1.H20@hpbbrd.bbn.hp.com>
Source record: 96869
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

=?ISO-8859-1?Q?Marko_M=E4kel=E4?= (Marko.Makela@HUT.FI) wrote:
> >>>>> "Olaf" == Olaf Seibert <rhialto@mbfys.kun.nl> writes:
>
> Olaf> Hey, even I, a commodore computer enthousiast, have drooled over
> Olaf> the Atari 8 bitters! They had color and sprites before commodore
> Olaf> had. And the disk access *was* better integrated in the Basic,
> Olaf> you know...
>
> Well, I think BASIC should be forgotten in the comparison, as it is
> most probably too slow on the Atari too, even if it wasn't programmed
> by Microsoft.

Was is really that slow? Someone once told me that Atari 800's 6502
was clocked at 2 MHz, so it should have had a considerable edge
over the C64's 980 KHz CPU.

--
--clausb@hpbeo79.bbn.hp.com---
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>---

6765. printer_interface_+_MAE_assembler

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 11:20:31 UTC
From: opg@elcom.pub.ro
Message-ID: <m0rCLib-0002ZqC@elcom.pub.ro>
Source record: 96994

Hi, everybody.
I'm looking for a parallel interface for my Atari 130xe. Does anybody have one for sale at a reasonable price? I'm a student in Romania and have very little money since wages are so low around here (about $100/month on the average).

Does anybody know if John Harris still subscribes to the Digest? I've been trying to contact him about his MAE assembler since September with no success.

If anybody can help at these matters, please e-mail me at opg@elcom.pub.ro since I don't read the digest any more (I wish I did, but I just don't have the time)

Thanks!
Octavian Grecu

6766. multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 12:17:44 UTC
From: dustin@eddy.media.utah.edu
Message-ID: <dustin.1.0025B849@eddy.media.utah.edu>
Source record: 96861

In article <3behj4$652@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:

>Memory would be a limiting factor too, but I think you really need a
>processor designed for multitasking. I'm sure you could do true
>multitasking on an 8 bit processor, but probably not a 6502.

Yes, mem is a limiting factor for the 6502, but its flat memory model makes it much easier to design real mem management (for a multithreaded evironment) than 8088, etc.

-Dustin

dustin@eddy.media.utah.edu
Computer Engineering

6767. MASSIVE AUCTION V -- update #3 (includes 130XE w/disk drive)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 12:23:17 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3bf6fl$ijs@usenet.INS.CWRU.Edu>
Source record: 96995

UPDATE #3:

MASSIVE AUCTION V -- ALL ITEMS RECEIVING THE MINIMUM BID WILL BE SOLD!

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI computers COLECOVISION COLECO ADAM
COLECO 2600 ADAPTER COMMODORE 64 INTELLIVISION INTELLIVOICE
ODYSSEY2 PONG (2 types) SEGA MASTER SYSTEM TOMY TUTOR
TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

****

NOTE: Update #2 never made it up yesterday. I sent it, but it never
appeared. Due to this, and the fact that I have finals on the
original end date of the 5th, as well as the 6th, I'm extending
the deadline one day, until midnight on the 6th. This way I won't
have to worry about staying up and sending out messages to the
high bidders all night on the 5th.

****

This is a rather large file (32,234 bytes, 1086 lines), so if you don't like
large files, and/or auctions, please stop reading now. You have been warned!

I will post updates approximately every 24 hours, and delete the last update
after I'm sure the new one is accessible. I will also e-mail the list to all
bidders, and anyone who requests to be placed on the auction e-mail list.

Mike

P.S. I RESERVE THE RIGHT TO CORRECT MISTAKES MADE WHILE TYPING THIS MESSAGE.

****

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

AUCTION RULES:

1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON TUESDAY, DECEMBER 6TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE USUALLY GIVEN
PRIORITY (UNLESS THE TRADE OFFER INCLUDES VECTREX ITEMS!)

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A HIGH BID, YOU WON'T BE ABLE TO
PARTICIPATE IN FUTURE AUCTIONS. (SEE AUCTION RULE #8)

10) PAYMENT MUST BE MADE IN U.S. FUNDS, BY EITHER CHECK OR MONEY ORDER,
DRAWN FROM A U.S. BANK BRANCH. CANADIAN BIDDERS MUST SEND A
CANADIAN POSTAL MONEY ORDER, PAYABLE IN U.S. FUNDS. THIS IS THE ONLY
WAY I HAVE FOUND TO DEAL WITH MY FRIENDS TO THE NORTH.

*****

SOFTWARE:

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

* = (after minimum bid) indicates a preference to trade that item.
TRADE = (after bid) trade pending, bids still accepted in case trade not made.
XXXXX = (after bid) item has been traded, please don't send further bids.

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ciu01 ADVENTURE (Atari)
$ 6.00* AMIDAR (Parker Brothers) -- SOME RIPS ON FRONT LABEL
$ 2.50 ASTROBLAST (M Network)
$ 2.50 ATLANTIS
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 BATTLEZONE (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.50 BOWLING (Atari)
$ 2.50 BOXING (ACTIVISION)
$ 2.50 BREAKOUT (Atari) -- NO END LABEL
$ 6.00* CALIFORNIA GAMES (Epyx)
$ 2.50 CASINO (Atari)
$ 2.50 CENTIPEDE (Atari)
$11.25* CHECKERS (Activision) -- SOME RIPS ON FRONT LABEL
$ 2.50 CHOPPER COMMAND (Activision) -- RIP ON FRONT LABEL
$ 2.50 CIRCUS ATARI (Atari)

$ 6.00* CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 CRYSTAL CASTLES (Atari)
$ 2.50 DECATHLON (Activision)
$ 2.50 DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.50 DODGE 'EM (Atari)
$ 2.50 DRAGSTER (Activision)
$ 2.50 ENDURO (Activision)
$ 6.00* FIRE FIGHTER (Imagic)
$ 2.50 FLAG CAPTURE (Atari)
$ 2.50 FREEWAY (Activision)
$ 2.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (M Network)
$ 2.50 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 6.00* HANGMAN (Atari)
$ 2.50 HAUNTED HOUSE (Atari)
$ 2.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 beiles ICE HOCKEY (Activision)
$ 3.00 INTERNATIONAL SOCCER (M Network)
$ 6.00* JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 KABOOM! (Activision)
$ 2.50 LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (M Network)
$ 2.50 M*A*S*H (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 2.50 MAZE CRAZE (Atari)
$ 2.50 MS. PAC-MAN (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 2.50 OUTLAW (Atari)
$ 5.00 pvisions PHOENIX (Atari)
$ 2.50 POLE POSITION (Atari)
$ 6.00* POPEYE (Parker Brothers)
$ 6.00* PORKY'S (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 5.00 pvisions RAIDERS OF THE LOST ARK (Atari)
$ 2.50 REAL SPORTS BASEBALL (Atari)
$ 2.50 REAL SPORTS FOOTBALL (Atari)
$ 6.00* REAL SPORTS TENNIS (Atari)
$ 2.50 pvisions RIDDLE OF THE SPHINX (Imagic)
$ 4.00 JSchappert RIVER RAID (Activision)
$ 2.50 jasonbar SEAQUEST (Activision)
$ 2.50 SKIING (Activision)
$ 2.50 jasonbar SKY DIVER (Atari)
$ 2.50 jasonbar SKY JINKS (Activision)
$ 2.50 beiles SLOT RACERS (Atari)
$ 2.50 jasonbar SOLARIS (Atari)
$ 6.00* SPACE ATTACK (M Network)
$ 2.50 SPIDER FIGHTER (Activision)
$ 2.50 STARMASTER (Activision)
$ 2.50 STAR VOYAGER (Imagic)

$ 6.00* STEEPLECHASE (Sears)
$ 6.00* jam4857 STAR WARS: JEDI ARENA (Parker Brothers)
$ 2.50 STREET RACER (Atari)
$ 6.00* beiles SUMMER GAMES (Epyx)
$ 2.50 SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (M Network)
$ 2.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 2.50 SWORDQUEST EARTHWORLD (Atari)
$ 2.50 SWORDQUEST FIREWORLD (Atari)
$ 2.50 TENNIS (Activision)
$ 6.00* TOWERING INFERNO (U.S. Games)
$ 6.00* TRICKSHOT (Imagic)
$ 2.50 VANGUARD (Atari)
$ 6.00* VENTURE (Atari)
$ 6.00* VENTURE (Coleco)
$11.25* VIDEO CHESS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 5.00 pvisions VIDEO PINBALL (Atari)
$ 2.50 WARLORDS (Atari)
$ 6.00* beiles WINTER GAMES (Epyx)
$ 2.50 jam4857 YARS' REVENGE (Atari)

GAMES WITH MANUAL:
$ 2.50 AIR-SEA BATTLE (Atari)
$ 3.50 ASTROBLAST (M Network)
$ 3.50 ATLANTIS (Imagic)
$ 3.50 BASKETBALL (Atari)
$ 3.00 BERZERK (Atari)
$ 3.00 BOWLING (Atari)
$ 3.00 BREAKOUT (Atari)
$ 7.00* CALIFORNIA GAMES (Epyx)
$ 3.00 CASINO (Atari)
$ 3.50 CENTIPEDE (Atari)
$ 3.00 CIRCUS ATARI (Atari)
$ 3.00 ciu01 COMBAT (Atari)
$ 3.50 jam4857 COSMIC ARK (Imagic)
$ 5.00 pvisions DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 3.00 jam4857 E.T. THE EXTRA-TERRESTRIAL (Atari) -- INCLUDES TIP BOOK
$ 3.00 FOOTBALL (Atari)
$ 3.50 GALAXIAN (Atari)
$ 3.00 ciu01 GOLF (Atari)
$ 2.50 HOME RUN (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 jam4857 LASER BLAST (Activision)
$ 3.50 MIDNIGHT MAGIC (Atari)
$ 2.50 MISSILE COMMAND (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 3.00 PAC-MAN (Atari)

$ 3.50 POLE POSITION (Atari)
$ 3.50 jasonbar REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.50 SPACE INVADERS (Atari)
$ 4.50 SPACE INVADERS (Sears)
$ 3.50 SPACE JOCKEY (Vidtec)
$ 3.50 STARMASTER (Activision) -- INCLUDES TIP BOOK
$ 3.50 jam4857 STAR WARS: THE EMPIRE STRIKES BACK (Parker
Brothers) -- NO LABEL
$ 3.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 3.50 SURROUND (Atari)
$ 3.00 SWORDQUEST: FIREWORLD (Atari)
$ 3.50 TARGET FUN (Sears)
$ 5.00 pvisions VANGUARD (Atari)
$ 2.50 ciu01 VIDEO OLYMPICS (Atari)
$ 2.50 jam4857 WARLORDS (Atari)

GAMES WITH BOX AND MANUAL:
$ 5.00* jam4857 ADVENTURE (Atari)
$ 3.00 ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 4.00 BERZERK (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 6.00* JSchappert FISHING DERBY (Activision)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JUNGLE HUNT (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 4.00 PAC-MAN (Atari)
$ 3.00 SPACE INVADERS (Atari)
$ 5.00* TRADE SUPERMAN (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00* TASK FORCE (Froggo Games)
I WILL TRADE ONE OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T
ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A
LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$13.00 INDY 500 (Atari) -- ALSO INCLUDES TWO (2) DRIVING
CONTROLLERS.
$ 7.00 jam4857 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, STAR RAIDERS OVERLAY, AND MANUAL.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 beiles ATARI 2600 PADDLE CONTROLLERS (Atari)
$ 5.00 POINTMASTER JOYSTICK (Discwasher)
$ 5.00 QUICKSHOT JOYSTICK (Spectravision)

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ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE
$ 3.00 DEFENDER
$ 3.00 GALAXIAN
$ 3.00 MARIO BROS.
$ 8.00* JSchappert POPEYE (Parker Brothers)

LOOSE GAMES, WITH OVERLAY(S):
$ 4.00 GALAXIAN (WITH 2 OVERLAYS)
$ 4.00 REALSPORTS: FOOTBALL (WITH 1 OVERLAY)

GAMES WITH MANUAL:
$ 4.00 CENTIPEDE
$ 4.00 POLE POSITION
$ 4.00 STAR RAIDERS

GAMES WITH MANUAL, AND OVERLAY(S):
$ 5.00 PAC-MAN (WITH 2 OVERLAYS)
$ 5.00 QIX (WITH 2 OVERLAYS)

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ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ASTEROIDS
$ 3.00 BALLBLAZER
$ 3.00 CENTIPEDE
$ 3.00 CHOPLIFTER!
$ 4.00 CROSSBOW
$ 4.00 jasonbar DARK CHAMBERS
$ 3.00 TRADE DIG DUG
jasonbar ($3.00 highest cash offer)
$ 3.00 jasonbar DONKEY KONG
$ 3.00 TRADE FOOD FIGHT
$ 4.00 TRADE GALAGA
$ 3.00 HAT TRICK
$ 3.00 ciu01 JOUST
$ 3.00 KARATEKA
$ 4.00 kazmeyer MARIO BROS.
$ 3.00 ONE-ON-ONE
$ 2.50 POLE POSITION II
$ 3.00 sjl REALSPORTS: BASEBALL
$ 3.00 ROBOTRON: 2084
$ 4.00 jasonbar TOWER TOPPLER
$ 3.00 XEVIOUS

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

GAMES WITH BOX AND MANUAL:
$ 5.00 ASTEROIDS
$ 5.00 HAT TRICK
$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00* ASTEROIDS
$12.00* CHOPLIFTER
$12.00* KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00* POLE POSITION II
$12.00* XEVIOUS
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I DON'T ALREADY HAVE (AND I WILL PAY TO SHIP TO YOU). IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE TO TRADE.

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ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 BASIC COMPUTING LANGUAGE (Atari)
$ 5.00 CENTIPEDE (Atari)
$ 5.00 DEFENDER
$ 5.00 DONKEY KONG (Atari)

GAMES WITH BOX AND MANUAL:
$ 6.00 STAR RAIDERS

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 7.00 STAR RAIDERS

BOOKS (I know this isn't software, but again, I had to put it somewhere!):
$ 5.00 INSIDE ATARI BASIC (Atari, by Bill Harris, 184 pages)

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ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$12.00 XENOPHOBE

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COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 maxwell BUCK ROGERS: PLANET OF ZOOM
$ 3.00 LOOPING

$ 3.00 maxwell PEPPER II
$ 6.00* PITSTOP
$ 3.00 boflynn POPEYE (LABEL IS "GREASY LOOKING", GAME WORKS FINE)
$ 3.00 boflynn Q*BERT (LABEL IS "GREASY LOOKING", GAME WORKS FINE)

GAMES WITH MANUAL. NO BOX:
$ 4.00 COSMIC AVENGER
$ 3.50 DONKEY KONG
$ 4.00 LADY BUG
$10.00 RANSOM22 VENTURE
$ 4.00 TRADE ZAXXON

GAMES WITH BOX AND MANUAL:
$ 5.00 DONKEY KONG JUNIOR

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INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 8.00* fgroleau ALPINE SKIING
$ 6.00* APBA BACKGAMMON
$ 3.00 AUTO RACING
$ 3.00 BEAUTY & THE BEAST (Imagic)
$ 2.50 BOXING
$ 7.50* CARNIVAL (Coleco)
$ 6.00* sjl CHECKERS
$ 6.50* TRADE DREADNAUGHT FACTOR (Activision)
fgroleau ($6.50 highest cash offer)
$ 2.50 FROG BOG
$ 5.00* HORSE RACING
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 NBA BASKETBALL
$ 2.50 jasonbar PBA BOWLING
$ 3.00 ROYAL DEALER
$ 3.00 jasonbar SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRON: DEADLY DISCS
$ 3.00 TRON: MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 7.00* ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 3.50 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 PGA GOLF (WITH 2 OVERLAYS)
$ 9.00* fgroleau KOOL-AID MAN (WITH 2 OVERLAYS)
$ 3.00 TENNIS (WITH 1 OVERLAY)

GAMES WITH MANUAL, AND 1 OVERLAY. NO BOX:
$ 4.50 TRON: MAZE-A-TRON

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 5.00 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 4.50 BOXING
$ 4.50 LOCK 'N' CHASE
$ 4.50 SPACE BATTLE
$ 5.00 SUB HUNT

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ASTROSMASH
$ 9.00* ATLANTIS
$ 6.00 BURGERTIME
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 MAJOR LEAGUE BASEBALL
$ 5.50 NASL SOCCER
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 SPACE HAWK
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

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ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 ALPINE SKIING
$ 3.00 COMPUTER GOLF
$ 3.00 COSMIC CONFLICT
$ 7.50* K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 3.00 galt KEYBOARD CREATIONS
$ 3.00 MONKEYSHINES
$ 3.00 THUNDERBALL

GAMES WITH BOX AND MANUAL:
$ 4.50 ALIEN INVADERS - PLUS
$ 4.50 ALPINE SKIING
$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL
$ 4.50 COMPUTER GOLF
$ 4.50 FOOTBALL
$ 4.50 LAS VEGAS BLACKJACK
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

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SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

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TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00* POOYAN

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VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00* JSchappert SPIKE (NO OVERLAY)

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HARDWARE:

NOTE #1 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully. I ran out of used RF switchbox's in the third MASSIVE AUCTION, sorry.

NOTE #2 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW power supply for $10 that is virtually identical to one sold at Radio Shack for $13. This power supply works with a lot of systems. It features six (6) plug adapters, changeable polarity (positive or negative), "LED" lights to indicate proper voltage, and can be used on the following settings:

INPUT: 110-220 V, 60-50 Hz, 9W
OUTPUT: 1.5, 3, 4.5, 6, 7.5, 9, and 12 V DC.
CURRENT: 500 mA.

Radio Shack's model DOESN'T include 1.5 or 12 V settings, and is only 300 mA!

I just ran out of most used power supplies in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

AIR-SEA BATTLE (Atari)
ASTEROIDS (Atari)
ASTROBLAST (M Network)
BERZERK (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
MISSILE COMMAND (Atari)
NIGHT DRIVER (Atari)
REALSPORTS: BASEBALL (Atari)
VANGUARD (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BOWLING (Atari)
COMBAT (Atari)
DEFENDER (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
GOLF (Atari)
KABOOM (Activision)
MISSILE COMMAND (Atari)
OUTLAW (Atari)
REALSPORTS: FOOTBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #3 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
BOWLING (Atari)
BOXING (Activision)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
HOME RUN (Atari)
PAC-MAN (Atari)
WARLORDS (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, ONE (1) ATARI JOYSTICK, ONE SET OF TWO PADDLE CONTROLLERS, AND NINE (9) SEARS TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BASEBALL (Tele-Games)
BASKETBALL (Tele-Games)
BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
PONG SPORTS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

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LOT #5

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND TWO (2) GAMES [NO BOXES OR MANUALS FOR GAMES]:

DEFENDER
POLE POSITION

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THE POWER SUPPLY WORKS, BUT AFTER TESTING IT I DISCOVERED THAT THERE ARE EXPOSED WIRES AT ONE POINT ON THE CORD. I WOULD SUGGEST NOT USING IT, AND I ONLY SUPPLY IT SO THAT YOU KNOW WHAT ONE LOOKS LIKE, AND CAN READ THE SPECIFICATIONS FROM THE POWER SUPPLY ITSELF.

MINIMUM OPENING BID OF $32.00

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LOT #6

ATARI 5200 (4-PORT), ORIGINAL POWER SUPPLY, ONE ATARI CONTROLLER, AND TWO (2) GAMES [NO BOXES OR MANUALS FOR GAMES]:

POLE POSITION
SUPER BREAKOUT

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

MINIMUM OPENING BID OF $35.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ORIGINAL ATARI POWER SUPPLY, ONE ATARI JOYSTICK, ATARI 410 PROGRAM RECORDER, AND DELUXE INVADERS (Roklan) CARTRIDGE.

THIS IS A COMPLETE ATARI 400 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $32.00

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LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER WITH POWER SUPPLY, ATARI 810 DISK DRIVE WITH POWER SUPPLY, MOLEX CONNECTOR CABLE, RCA CABLE, ONE ATARI JOYSTICK, AND PAC-MAN CARTRIDGE.

I DON'T HAVE A DISK TO CHECK THE DRIVE, BUT THE POWER LIGHT COMES ON AND IT MAKES A SOUND LIKE IT IS TRYING TO READ A DISK.

THIS IS A COMPLETE ATARI 130XE COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $125.00

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LOT #9

COLECOVISION SYSTEM WITH BOX, MANUAL, COLECO POWER SUPPLY, RCA CABLE, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND THREE (3) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

DONKEY KONG
DONKEY KONG JUNIOR
VENTURE

THIS IS A COMPLETE COLECOVISION SYSTEM, NOTHING ELSE NEEDED TO PLAY.

MINIMUM OPENING BID OF $55.00

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, TWO (2) CONTROLLERS, RCA CABLE, AND FOUR (4) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

COSMIC AVENGER
DONKEY KONG
SMURF: RESCUE IN GARGAMEL'S CASTLE
ZAXXON

BID #1) MINIMUM OPENING BID OF $50.00
BID #2) MINIMUM OPENING BID OF $50.00

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LOT #11

NEW RF SWITCHBOX PURCHASE OPTION

COLECO ADAM COMPUTER SYSTEM WITH ONE DIGITAL DATA DRIVE, TWO (2) ADAM [BEIGE] CONTROLLERS, RCA CABLE, AND DONKEY KONG CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

THIS SYSTEM DOESN'T INCLUDE THE POWER SUPPLY (WHICH NORMALLY COMES IN THE PRINTER), BUT A SUBSTITUTE CAN BE PURCHASED FROM A MAIL ORDER COMPANY. I WILL FURNISH THE PHONE NUMBER TO THE WINNER.

THIS SYSTEM DOESN'T INCLUDE THE KEYBOARD.

SINCE I DON'T HAVE A POWER SUPPLY, THE SYSTEM HASN'T BEEN CHECKED. THE CONTROLLERS AND THE CARTRIDGE WORK.

MINIMUM OPENING BID OF $42.00

*****

LOT #12 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM. SYSTEM INCLUDES ONE ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND EIGHT (8) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES, EXCEPT MISSILE COMMAND]:

AIR-SEA BATTLE (Atari)
COMBAT (Atari)
GRAND PRIX (Activision)
MISSILE COMMAND (Atari) [WITH BOX AND MANUAL]
RAIDERS OF THE LOST ARK (Atari)
SPACE INVADERS (Atari)
SUPER BREAKOUT (Atari)
YARS' REVENGE (Atari)

BID #1) MINIMUM OPENING BID OF $42.00
BID #2) MINIMUM OPENING BID OF $42.00

*****

LOT #13

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY, 1541 DISK DRIVE (PUSH IN MODEL) WITH POWER CORD, SERIAL CABLE, TEN 10 DS DISKS (WHICH MAY OR MAY NOT HAVE GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN), KICKMAN CARTRIDGE, MUSIC COMPOSER CARTRIDGE, AND RCA CABLE.

THIS IS A COMPLETE COMMODORE 64 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $75.00

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

SUPER VIDEO ARCADE (SEAR INTELLIVISION SYSTEM), WITH TWO (2) DETACHABLE CONTROLLERS, AND RCA CABLE. SYSTEM ALSO COMES WITH FOUR (4) GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

BURGERTIME (WITH 2 OVERLAYS)
LAS VEGAS POKER & BLACKJACK (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH MANUAL, 1 PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)

POWER SUPPLY IS BUILT IN.

MINIMUM OPENING BID OF $40.00

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION SYSTEM WITH TWO (2) BUILT IN CONTROLLERS, AND RCA CABLE.
SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTROSMASH
BURGERTIME
LAS VEGAS POKER & BLACKJACK
LOCK 'N' CHASE
NFL FOOTBALL
SNAFU
SPACE BATTLE

POWER SUPPLY IS BUILT IN.

$40.00 precsys

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND
ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR
MANUALS FOR GAMES]:

LAS VEGAS POKER & BLACKJACK
NIGHT STALKER
SNAFU
SPACE ARMADA
SPACE HAWK
STAR STRIKE
TRIPLE ACTION

BID #1) MINIMUM OPENING BID OF $60.00
BID #2) MINIMUM OPENING BID OF $60.00

*****

LOT #17

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH ORIGINAL BOX, AND
THREE (3) INTELLIVOICE GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

B-17 BOMBER (WITH BOX)
BOMB SQUAD (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
SPACE SPARTANS (WITH BOX, MANUAL, AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #18

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH TWO (2) INTELLIVOICE
GAMES [NO BOXES, OR MANUALS FOR GAMES]:

BOMB SQUAD
SPACE SPARTANS

MINIMUM OPENING BID OF $20.00

*****

LOT #19 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH ORIGINAL POWER SUPPLY, AND NINE (9) CARTRIDGES [NO BOX
OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
ALIEN INVADERS -- PLUS!
BASEBALL!
BOWLING! / BASKETBALL!
FOOTBALL!
K.C. MUNCHKIN!
PICK AXE PETE!
POCKET BILLIARDS!
UFO!

BID #1) $45.00 YOUNGDT
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH A *NEW* POWER SUPPLY, AND NINE CARTRIDGES (9) [FOUR
WITH BOX, THE REST WITHOUT BOX OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
BASEBALL!
BOWLING! / BASKETBALL!
K.C. MUNCHKIN!
MATH-A-MAGIC! / ECHO!
ALIEN INVADERS -- PLUS! (WITH BOX)
BLOCKOUT! / BREAKDOWN! (WITH BOX)
FOOTBALL! (WITH BOX)

POCKET BILLIARDS! (WITH BOX)

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $45.00

*****

LOT #21 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $5.00
BID #2) MINIMUM OPENING BID OF $5.00

*****

LOT #22

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

MINIMUM OPENING BID OF $5.00

*****

LOT #23

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

MINIMUM OPENING BID OF $17.50

*****

LOT #24

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

HANG-ON FREEZES AS SOON AS YOU START TO PLAY, BUT SAFARI HUNT WORKS FINE, AND ALL CARTRIDGES WORK FINE.

MINIMUM OPENING BID OF $30.00

*****

LOT #25

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #26

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL RF SWITCHBOX, ONE FUNCTION KEY STRIP (FOR KEYBOARD), AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $30.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

6768. The ADOS Project (Ref: New Standard)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 12:49:47 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9411291251.AA04165@dylan.newi.ac.uk>
Source record: 96996

Last night, when tinkering about with ideas for a Windows environment for the 8-bit, I began thinking about all this talk about a new standard and how support for extra devices (RAM upgrades especially) could be incorporated into it. The thing is, I am going to need some help and feedback on this. Some of the ideas I came up with were:

1. Windows-based operating system which replaces much of the original 8-bit OS.
2. Autodetecting of various RAM upgrades. Should also include automatic handling of bank-switched RAM. By this, I mean that it can treat bank switched RAM as one large block of RAM (shouldn't prove too difficult to write such a RAM handler).
3. Allow inclusion of additional bolt-on device drivers such as various printer drivers.
4. Should have GDOS compatible fonts.
5. Full set of windows, drop-down menu, font and icon manipulation routines. After all, ADOS is short for 'Atari Developer's Operating System'.

There were some other ideas but I haven't got the notes with me. One thing I would like to do is to get a group of contributing programmers together over the 'net to exchange ideas and to do some coding on this over the next few months.

This sort of arrangement has worked well on the Pov-Ray (Persistence of Vision Raytracer) project on the PC. If you are interested in taking part then you can mail me direct. I can do some of the project myself but need your help to do the rest.

Of course, if anyone has any further ideas, then feel free to mail them to me or to the newsgroup.

David Davies
Projects Co-Ordinator
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

6769. SIO2PC Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 13:45:28 UTC
From: xylocarp@aol.com
Message-ID: <3bfb9o$g0u@newsbf01.news.aol.com>
Source record: 96997

Can anyone tell me where I can get the SIO2PC hardware and software?

6770. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 13:52:58 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3bfbnq$6mq@dux.dundee.ac.uk>
Source record: 96998
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: What? Jeff Miner is dead? This is the same guy who helped design
: the Lynx, the 800 and the Amiga right? That's terrible!

Jay Miner, sadly *is* dead. I didn't know about him being involoved in the
Lynx design though. My brother has a Lynx- it's brilliant!
Unfortunatley, there isn't that much support for it, and my brother's has
a faulty joypad. But I still think they're *sooo* cool.

BTW there is also a guy called Jeff MinTer, who wrote Attack/Revenge of the
Mutant Camels, and more recently Tempest 2000 for the Jaguar. Perhaps you
were getting their names confused?

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6771. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 13:55:26 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3bfbse$6mq@dux.dundee.ac.uk>
Source record: 96999

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: >PS: I think the CoCo's ran on 68000's ? If so, then they were running on
: > 16/32 bits.

: The TRS-80 Color Computer?! No way was that 68000! That thing seemed
: more primitive than Ataris or Commodores! I thing it used a 6809,
: which is slightly more advanced than the 6502 -- it has some 16-bit
: registers and instructions, and some extra instructions. I believe
: OS/9 is an operating system for the 6809, but I don't know anything
: about it.

You're right- the Dragon, a UK machine which was very near identical,
except it had a real keyboard, and a few different ROM routines also used the
6809. Apparently it was possible to port code between them with very little
change...

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6772. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 14:34:43 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.29@utb.shv.hb.se>
Source record: 97000

In article <3behj4$652@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:

>Memory would be a limiting factor too, but I think you really need a
>processor designed for multitasking. I'm sure you could do true
>multitasking on an 8 bit processor, but probably not a 6502.

Would you care to explain why a general purpose processor isn't able to multitask? :-) I'm sure it's very possible and not too hard either.

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

6773. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 15:55:33 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bfitl$8p8@charm.magnus.acs.ohio-state.edu>
Source record: 97001

In article <sa435.29@utb.shv.hb.se>,
Tommy Hallgren <sa435@utb.shv.hb.se> wrote:
>In article <3behj4$652@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu
(Rob Funk) writes:
>
>>Memory would be a limiting factor too, but I think you really need a
>>processor designed for multitasking. I'm sure you could do true
>>multitasking on an 8 bit processor, but probably not a 6502.
>
>Would you care to explain why a general purpose processor isn't able to
>multitask? :-) I'm sure it's very possible and not too hard either.

Ask me again in about a year. By then I'll know enough about
microprocessors and operating systems to answer more knowledgably.
Maybe even more truthfully. :-)

I'm mostly basing that statement on what I know about both 8-bit ML
programming and what's been happening in the Intel-based world in the
past decade. True multitasking (not task-switching) did not become
possible on x86 machines until the 286 and its protected mode.

I admit that I really don't know much yet about how multitasking is
accomplished on the processor and OS level, so I could be totally
wrong.

I was thinking that there wouldn't be any way for the OS to sneak a
software interrupt in the middle of the current program, but now that
I think about it, I suppose it could be all hardware interrupt driven,
with the clock generating an interrupt that calls the operating
system, which then decides who to give control to next....
(Why do I suddenly feel enlightened? :-)

I bet this is entertaining (or frustrating) for those of you who KNOW
how multitasking is commonly implemented, watching somebody try to
figure it all out.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6774. Toad Holiday Festival '94 Update

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 16:38:51 UTC
From: toad@charm.net
Message-ID: <3bfler$5sa@sowebo.charm.net>
Source record: 97002

The following is a hucksterish plug for Toad Computers Holiday Festival '94 which will take place this weekend in Severna Park, Maryland. If you are not interested in this or cannot attend, please feel free to skip this article. Thanks from the folks @ Toad Computers.

TOAD COMPUTERS -- HOLIDAY FESTIVAL '94! -- DEC 3 & 4, 1994
==========

== THE SHOW IS APPROACHING FAST! ==

IF YOU'RE LOOKING FOR ATARI EXCITEMENT, DON'T MISS
TOAD COMPUTERS HOLIDAY FESTIVAL 1994!

The show will take place at TOAD COMPUTERS in the Park Plaza Shopping Center in Severna Park, Maryland. There's unlimited free parking and lots to see and do nearby, as we're nestled between Washington, Baltimore, and Annapolis (eat the great local seafood!).

Confirmed 1994 attendees include:

- Tom Harker, ICD Inc. (CatBox and Star Battle)
- Roger Burrows, Anodyne Software (ExtenDOS CD Driver)
- Gribnif Software -- Dan Wilga / Rick Flashman
- Bob Luneski, Oregon Research
- Jim Fouch, Fouch Software (Mailing Manager ST)
- MajicSoft
- Binary Sounds (Hybrid Arts Product Line)
- Joe Waters, Ed. of Current Notes
- Greg Ondo, Steinberg Jones
- Charles Smeton (STraight FAX!)
- And of course, the Toad Gang -- including
Dave and Jennifer Troy

ATARI ST / TT / Falcon, Jaguar, Lynx, Portfolio and 8-Bit!!
Come SEE IT ALL at the nation's premier ATARI Outlet!

TOAD COMPUTERS HOLIDAY FESTIVAL '94:

Saturday December 3rd 10:00am - 7:00pm
Sunday December 4th 10:00am - 5:00pm

Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146-2925

Voice: (410) 544-6943
Orders: (800) 448-8623

FAX: (410) 544-1329
BBS: (410) 544-6999
TOADFAX: (410) 544-0098

For MAPS, DIRECTIONS, HOTEL ACCOMODATIONS, or any other
information you may need, please call us!

The local HOLIDAY INN is offering $59 (reg $90) rooms for the
show. For more information, please call us at (410) 544-6943!

LOTS OF FOLKS KNOW ABOUT THE SHOW:

- 5000 Postcards Mailed in mid-November
- Featured on the back of our latest catalog
- Advertised in Current Notes & ST Informer
- Advertised Electronically (Internet et al)
- Highway Signage

SPECIAL ICD PROMOTION:

ICD is offering a special promotion at the show. Buy an
AdSpeed ST/STE for $159 _INSTALLED_. The board will be
installed & your computer shipped back to you FREE or,
time permitting, the board can be installed at the show --
ABSOLUTELY FREE!

This is a great opportunity to get your ST going faster
and save a little CASH! Bring your machine to the show
to take advantage of this great deal!

A SAMPLING OF WHAT WE'LL HAVE FOR THE SHOW:

- Falcon030's (LOW!) - Hard Drives
- TT030's - Hand Scanners
- 1040STE's - 450 Mice
- Stacy's - 125 Trackballs
- Mega STE's - Joysticks
- Laser Printers - ALL NEW SOFTWARE
- CD ROM Drives - STraight FAX! (Show Special)
- Monitors - Disks
- Power Strips - Mousepads
- Books - 8-Bit Hardware
- ST Hardware - Games
- DTP Software - Printers
- Multimedia Speakers - Internet Demos
- Lynx / Lynx Games - Jaguar
- NEW JAGUAR TITLES! - Codehead Stuff
- Printer Ribbons - FAX Modems

- Great deals on all hardware and software
- Full selection of Atari hardware & software
- Atari Falcon030 Computer Systems at Special Discount Prices
- Super Low Clearance Prices on a wide range of items

including discontinued hardware and software, store demo
equipment, and much more!
- Our Toadally Cool Dog, Zoe

- Free Hot Apple Cider (and cookies if you're good!)
- Special "Kid Korral" with fun stuff, like crayons
- Dave Small's Own "Live Rust" Neil Young Album,
The One To Which Spectre was Programmed!
- Demos of hardware and software!
- NETWORKED JAGUARS!

=== MUCH, MUCH, MORE! ===

OTHER COOL STUFF WHICH IS ON ITS WAY TO US (As We Speak):

- Over 14,000 ST Games
- ImageCopy 3.5CD (Supports Photo CD Pictures)
- NVDI 3.0 (New Version)
- MagiC (Newest Version)
- Desktopper (Falcon Case)

STUFF WE'RE GIVING AWAY:

- Jaguar System (Raffle to Benefit Habitat for Humanity)
- Jaguar T-Shirts, Mugs & Bumper Stickers
- Codehead T-Shirts
- Free Toad T-Shirts to First 25 Attendees
- Games
- Lots more!

How much would you pay to be a part of a celebration like this? $3.98?
$14.59? $75.00 Non Refundable? Well, no need! Admission to TOAD
COMPUTERS HOLIDAY FESTIVAL '94 is ABSOLUTELY FREE!

In the immediate area is historic and scenic Annapolis! Annapolis had
been the capitol of the thirteen colonies under the Articles of the
Confederation. Its historic state house is the oldest in use in this
country and its white dome was built without the use of nails.
Annapolis has a truly quirky personality that is a combination of
southern hospitality, northern charm and historic clout. For you
military buffs, Annapolis is the home of the United States Naval
Academy. It is open to the public and features several museums,
exhibits, and historical buildings. Annapolis is also home to some of
the best seafood in the world, straight from the Chesapeake Bay.

Toad Computers is TEN MINUTES away from downtown Annapolis.

Also nearby is Baltimore, home of the recently renovated and world
famous Inner Harbor -- a huge shopping and eating fiasco that's
just minutes from some of the city's most historic sites. In the
inner harbor area, you can visit the National Aquarium (home to
thousands of species of marine life) which also features a working
rainforest in its pyramid shaped dome. Visit the Maryland Science

Center, home to a huge I-MAX theater and also packed with hundreds of constantly changing exhibits that relate to science, computers, and more. Visit the home of Babe Ruth, Betsy Ross, or Edgar Allan Poe. See the new stadium for the Baltimore Orioles -- Oriole Park at Camden Yards. You might also want to visit Fort McHenry -- the rampart that still stood after a night of bombardment in 1812 that led Francis Scott Key to write our national anthem to the tune of an old drinking song. Find out why this happened! Visit the B&O Railroad Museum where you can learn about the story of the rise and fall of the greatest form of transportation this country has ever known.

Toad Computers is THIRTY MINUTES away from downtown Baltimore.

Lastly, you may want to make a stop in Washington DC -- murder capital of the world and Capitol of the United States. Where else can the mayor of a city smoke crack and get RE-ELECTED? Come see the White House -- maybe you can visit Bill Clinton at home and give him your ideas for healthcare reform (yeah, like we're gonna see that anytime soon). Visit the Smithsonian Institute, National Art Gallery, countless memorials (Iwo Jima, Viet Nam, Jefferson, Lincoln, Washington Monument), and more. There is more to do in Washington than I could ever begin to list here with any justice. If you do want to go to Washington, check with AAA to make sure that you're not missing anything. It is truly a city with something for everyone.

Toad Computers is FORTY FIVE MINUTES away from downtown Washington.

HOTEL ACCOMODATIONS

If you plan to visit the Annapolis area from out of state, there are several hotels in the area that we may recommend:

Sheraton At BWI Airport 15 Minutes Away
(410) 859-3300 On Airport Grounds

Loews Annapolis Hotel 15 Minutes Away
126 West Street Downtown
Annapolis, MD 21401 AAA 4 Diamond Rating
(410) 263-7777 Somewhat Expensive

Days Inn 10 Minutes Away
1542 Whitehall Road Next to Outlet Mall
Annapolis, MD 21401 on U.S. Route 50
(410) 974-4440 Near Bay Bridge

** Holiday Inn 15 Minutes Away
** 6600 Ritchie Highway On Ritchie Highway
** Glen Burnie, MD 21061 (MD Route 2)
** (410) 761-8300 SPECIAL $59 RATE!

Historic Inns of Annapolis For you lovebirds who
(There are several) are just dying to

Church Circle have a romantic time
Annapolis, MD 21401 in the "ancient city."
(410) 263-2641 15 Minutes Away

For more information, please call Toad Computers at
(410) 544-6943.

==========

OK! So you're coming! TERRIFIC! Here's everything you need to know:

When: Saturday, December 3rd 1994 10:00am - 7:00pm
Sunday, December 4th 1994 10:00am - 5:00pm

Where: Toad Computers
Park Plaza Shopping Center
570 Ritchie Highway
Severna Park, MD 21146

So come see the Jaguar, see Falcons in flight, see Toad Computers (America's Atari Source and the only Atari Superstore), see the local attractions and have fun. And help us ring in the holiday season! We look forward to seeing you!

HOW TO GET HERE:

For a map to Toad Computers and the immediate area, see GEnie ST Roundtable file #25969 (PostScript) or #25970 (Img Format). Or just call and we'll FAX or mail it to you. (This is also available on TOADFAX!, our FAX-on-demand service.)

Come Visit! We're Expecting You!

From Annapolis: Cross Severn River using US 50 bridge (east). Take MD 2 north (first exit across bridge). Turn left at sixth traffic light (McKinsey Road). Turn right immediately into Park Plaza shopping center.

From Baltimore: Take I-695 (Baltimore Beltway) south to MD route 10 (to Severna Park). MD 10 will intersect with MD route 2 south. Take route 2 about 3 miles further. Turn right at sixth traffic light, onto McKinsey Road, then immediately right into Park Plaza shopping center.

From Washington: Take US 50 (begins as New York Avenue) east to Annapolis. Follow directions from Annapolis.

From Columbia: Take MD 32 east to I-97 north (to Baltimore). Exit onto Benfield Boulevard towards Severna Park. Follow Benfield Road to Robinson Road to MD 2. Turn right onto MD 2; second light on

right is McKinsey Road. Then turn right
immediately into Park Plaza shopping center.

Once Inside
Park Plaza: Locate and face Jo-Ann Fabrics. Turn left and
proceed about 200 feet. We are on your left,
across from the Signet Bank drive-through
island.

The street address is 570 Ritchie Highway. If you need any further
assistance, please feel free to call us at (410) 544-6943!

We hope to see you here! Last year, we were really happy with how
things went. The holiday season is a really wonderful time to get
together with Atari folks and it adds a spirit of real levity and
excitement that is often missing at other Atari events. We're looking
forward to putting on a first-class show, and we hope you can join
us.

David Troy
Jennifer Troy
Ray Mitchell

========== 11/28/94 =====

Also just added: Wizztronics.

--
David Troy
Toad Computers, Inc. America's Atari Source
-- toad@charm.net Toad Computers

6775. >Help! I need...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 16:39:55 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <3bflgr$2nl@bolt.ucsb.edu>
Source record: 96855

mtmr@walsh.dme.battelle.org (MTM 'Empty-M' Walsh) writes:

[snipped wanted classic 8-bit games]

>3) None of the software companies that made these games that are still in
>business (ECA, Activision, Broderbound) care about this old 8-bit stuff
>anyway.
What??? Electronic Arts, Activision, and Br0derbund are all alive and
kicking and releasing new software all the time!!! True, they might not
care about the 8-bit stuff, but maybe they do. They're still around, so you
can find out by contacting them.

-Jason

6776. FS:Atari 400 8 bit system

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 16:42:52 UTC
From: krispy@bga.com
Message-ID: <3bflmc$rnr@ghostwheel.bga.com>
Source record: 97003
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

Atari 400 system(click keyboard), comes with thre game carts (ms pacman, QIX and ?), power supply, RF converter, documentation & sales literature, tape drive, modem & cable, two joysticks, two paddles and rapid blaster.

$50 plus shipping

6777. Re: A Call to Arms - is this guy joking??

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 16:44:27 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3bflpb$f0b@usenet.INS.CWRU.Edu>
Source record: 97004

In a previous article, ransom22@delphi.com (Joe Walsh) says:

>Joe Kearney <joek@lucky.innet.com> writes:
>
>>Jeez, maybe someone should start a atari8.advocacy! Thatd be fun..
>
>Agreed! That would be a good idea....

There already is one: comp.sys.atari.advocacy

(for advocacy for/against all Atari computing platforms)
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6778. Re: Superdos

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 17:09:36 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3bfn8h$hce@usenet.INS.CWRU.Edu>
Source record: 96856

In a previous article, ai542@FreeNet.Carleton.CA (Vince Grienti) says:

>High speed code for the Indus would be great. Thus far, the only thing I
>have been able to find is DOS XL, which uses the Indus "Synchromesh" speed
>gooser. Dos XL is good, but I don't like the idea of constantly having to
>have the master diskette around to pick up overlays.

SpartaDOS X also supports high-speed on the Indus GT.

Wasn't there a high-speed add-in module for DOS XL or something? I used
DOS XL way back when, but I never saw the drive use the Synchromesh until I
bought SDX.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6779. Re: Any Linux users around?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 17:16:22 UTC
From: buescher@tamaluit.phys.uidaho.edu
Message-ID: <3bfnl6$c00@owl.csrv.uidaho.edu>
Source record: 96857

In <3b52cn$rds@utrhcs.cs.utwente.nl> yhavinga@cs.utwente.nl (Yeb Havinga) writes:

>In reactions to 'PC21050' I saw people mentioning Linux.
>As I also someone who has finally gained appreciation
>for his PC after starting using Linux, I was wondering
>if there are more atari 8-bit users that also run
>Linux on their PC.

I'm running Linux on my 386DX40, which I bought to be able to run matlab and some specialized applications. When the 20 meg hard drive I'd been using (I kept my system minimal and scrounged parts out of principle) started getting a little flaky I bought a 540 megger and used the extra space for Linux... I rarely boot DOS now except for the things for which I bought the PC, and for games. It seems now also that a lot of high-quality DOS software is becoming very inexpensive since the market has shifted so dramatically to windows. Autodesk recently dropped the price on Generic CAD to $99 since they're not going to do a Windows version. That's one more piece of software I've thought about getting for the DOS side since I haven't seen a decent CAD program for Linux.

8-bitters who are comfortable with Daisy Dot will love LaTeX, by the way. Not too much serious stuff I use my XL for anymore. Maybe when I get around to upgrading the video on the 1200XL I picked up this summer I'll get inspired to do something cool with it though...

Brent

6780. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 17:41:36 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.30@utb.shv.hb.se>
Source record: 96858

In article <3bfitl$8p8@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:

>>>Memory would be a limiting factor too, but I think you really need a
>>>processor designed for multitasking. I'm sure you could do true
>>>multitasking on an 8 bit processor, but probably not a 6502.

>>Would you care to explain why a general purpose processor isn't able to
>>multitask? :-) I'm sure it's very possible and not too hard either.

>I'm mostly basing that statement on what I know about both 8-bit ML
>programming and what's been happening in the Intel-based world in the
>past decade. True multitasking (not task-switching) did not become
>possible on x86 machines until the 286 and its protected mode.

Not true. The 8088 is very capable of multitasking. Why whouldn't it be
possible to do that?

>I admit that I really don't know much yet about how multitasking is
>accomplished on the processor and OS level, so I could be totally
>wrong.

Multitasking is a OS<->program issue. Not a CPU one.

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

6781. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 18:32:15 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bfs3f$94m@nermal.cs.uoguelph.ca>
Source record: 96860
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
: When C= was releasing the C64 in '82, Atari released the ill-fated 1200XL
: computer. Priced at $799, it offered nothing new (except an extra 16K)
: and had an incompatible OS.

And a nicer keyboard and a GTIA chip ...

>> Mark <<
```

6782. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 18:34:23 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bfs7f$94m@nermal.cs.uoguelph.ca>
Source record: 96859

```
: I don't think so....C64 users wrote the book on pirating, as much as it
: pains me to say. :((( But Atari crackers were probably a very close
: 2nd :)...numerically...

That's debatable. Just looking through my old XL/XE software,
there are so many programs with the label "cracked by" appearing before
the title screen. It's close, if anything. Given that there were more
C64's out there, I'd say that Atari users were more rampant on the piracy
scene.

>> Mark <<
```

6783. Re: PC21050?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 20:01:52 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128555@cup.portal.com>
Source record: 96862

About 9V means just that. Every RS232 line I've checked actually makes
the transition at .8V to 1.2V i.e. About 0V is read as a logic 1 while
2V => a logic 0. There's a difference between what the IBM BIOS supports
& what the hardware will do is widely known. They pretty much have standard
chips that I've run up to 100k baud *BUT* at those speeds you have to
program the chip directly by writing to it's registers. Just flip through
a DDJ or some other such mag & you'll see ads for C libraries that support
the higher speeds so you don't have to get down & dirty with the MS MASM.
IMHO: Not much will get done, but the way to do it; use LINK.EXE to
add the fast serial port routines to a PD/Shareware runtime module. I think
I have a copy of DeSmet <SP?> C that could be modified. From there just
make a circuit diagram & make a single density version of the program
with the C source code. If anybody needs more then that they can write it
themselves. I don't use that particular compiler myself since the code it
generates is not that quick, but it should give people who don't know
how to use a command line linker a better shot at making a working program.
For that matter, the fast serial routines could be added to any clone
type compiler, but for some reason <fear> I don't want to start tampering
with my copy of Turbo C.
Rick

6784. Re: Cheerio.bas?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 20:33:15 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3bg36b$n8n@nic-nac.CSU.net>
Source record: 96863

Itay, I suggest you (and anyone else interested in a relatively new, pretty easy to use, and free sound editor) get a copy of Sound Monitor Professional 1.2 (I think that's the number): SMON12.ARC in the Sound directory at UMich (of course, for you BART users, remember files are all lowercase, so it's really "smon12.arc")

Have fun! Any tips / suggestions to offer (or if you NEED some) please contact me!

(I tried contacting the author of the documents in that ARC, but his e-mail account is gone I guess..?)

-bill!
kendrick@vax.sonoma.edu

6785. Re: DiskCommunicator 3.2 (repost)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 20:40:28 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3bg3js$nf0@nic-nac.CSU.net>
Source record: 96864

If you are using a PC and SIO2PC (or PC XFormer 2.0/2.5/3.0), I REALLY suggest you get a copy of DCM2DSK2.ZIP, it converts DCM files into ATR files. I use it whenever I get a new DCM file. I DON'T know if it can handle DCMs which have been saved into multiple parts (vs. "one BIG one" as DiskComm3.2 says), but of course those are quite rare (hell, I've seen only one I believe; someone sent a disk file to me via E-mail or something on a BBS).

Anyways, are you getting an error 139?

Also, as to getting another copy of DiskComm (not v.3.2), I don't know that that will help you or why on earth it was suggested. So far as I know, 3.2 is the newest (sorta ashame because it is a bit big for what use I get out of it; sure, it's only app. 13k, but a lot of that is the online documentation which I've read about twice maybe? :))

-bill!
kendrick@vax.sonoma.edu

6786. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 20:42:10 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bg3n2$huc@nermal.cs.uoguelph.ca>
Source record: 96868
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
: BTW there is also a guy called Jeff MinTer, who wrote Attack/Revenge of the
: Mutant Camels, and more recently Tempest 2000 for the Jaguar. Perhaps you
: were getting their names confused?

I did get their names confused, but I was thinking of Jay Miner.
Epyx hired him and another developer to design the Lynx. That's why the
Lynx uses the Amiga as it's development system and not an Atari ST.
Similar designs ...

>> Mark <<
```

6787. Re: SIO2PC Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 20:45:14 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3bg3sq$nnu@nic-nac.CSU.net>
Source record: 96865

You can FTP the software (and documents on building the hardware) from atari.archive.umich.edu in the atari/8bit/Sio2pc directory, there are many versions there (why the old ones are still there is beyond me, since 3.15 -> 3.19 seem to be the best and most used).

You can also purchase the hardware from Nick Kennedy (creator) or probably other people for around $50 (I'd guess less since I think it's become cheaper to get the parts; don't quote me; but I DID get mine for free from a friend! :)) OR you can get the PARTS (unassembled) for like $25 or so, just be sure you're handy with a soldering iron (or have a friend who is :)).

Anyways, good luck! It's nice software (although I still would like to see it do MORE MORE >MORE!< :) :) :))

-bill!
kendrick@vax/zippy.sonoma.edu

6788. Re: >Help! I need...

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 20:46:42 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3bg3vi$noc@nic-nac.CSU.net>
Source record: 96866

No :) I understand how you could've thought he said Broderbund/EA/Activision are dead, but he said:

"None of the software companies that made these games that are still in business" ----

:)

-bill!
kendrick@vax.sonoma.edu

6789. MULE

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 20:50:33 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2EDB9407@POST0.LAAFB.AF.MIL>
Source record: 96867

MULE is available from B&C ComputerVisions in Santa Clara, CA for $29.95.
Check Michael Current's Vendor list for the address and phone.

6790. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 21:53:55 UTC
From: jdd@cdf.toronto.edu
Message-ID: <jdd.786146035@cdf.toronto.edu>
Source record: 96873
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

621126@mercury.utb.edu (Mike Gordillo) writes:

>I'll tell you all why I bought a C64 instead of an Atari 800xl.
>
>I was an Atari 2600 weenie and wanted nothing more than to buy an 800xl,
>BUT I had the good fortune of seeing a C64 brochure lying on the grounds
>of the store that carried the machine I wanted, the 800xl. I had done my
>homework on the 800xl and so I was blown away when I read what the C64
>had to offer. For $250 *LESS* than the 800xl, here was a machine that
>would do the same things.

That was it exactly. The machines were more or less functionally equivalent,
but Commodore out-marketed ("I adore my 64", remember?) and under-priced
Atari dramatically. They were quite good at marketing then. Remember the
VIC 20? Commodore sold millions of them, despite the fact that the machine
was extremely limited.

Regards,

John
--
John DiMarco <jdd@cdf.toronto.edu> Office: EA201B
Computing Disciplines Facility Systems Manager Phone: 416-978-1928
University of Toronto Fax: 416-978-1931
http://www.cdf.toronto.edu/personal/jdd/jdd.html

6791. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 22:03:37 UTC
From: kisrael@emerald.tufts.edu
Message-ID: <3bg8fp$ebg@emerald.tufts.edu>
Source record: 96870
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Yeechang Lee (ycl6@aloha.cc.columbia.edu) wrote:
: In article <3b4v2p$t2q@alijku06.edvz.uni-linz.ac.at>,
: Richard Hable <Richard.Hable@jk.uni-linz.ac.at> wrote:
: |Looks to me like you _do_ want to start a flame war.

: Not at all. If you'll look through the other posts on this thread,
: you'll see we've been having a reasoned historical discussion on the home
: computer market in the '80s--without a single flame!

Ok, not to be the person who ruins this admirable record, but....

I had an Atari 800XL, (gift) later sold it and got a C=64. I really
thought it was a step up, tho' this is mostly from a game playing
aspect. Version of Electronic Arts classics, especially Mail Order
Monsters, seemed much nicer on the Commodore- details, mostly.
Plus the entire game market seem much more developed, probably
reflecting a larger number of C=64 owners- for instance, I've never seen
anything that looked or sounded as good as the C=64's Skate or Die on any
Atari 8-bit.

Then again, I never quite found the equal of my bootleg "Last Starfighter"
on the C=64.

Any flame-free feedback? Which made the better game machine, and
what were your favorite games? (Archon! Archon! Archon!)

-Kirk
ps remember those great days of Mastertronic and Electronic Arts
putting the Atari version on the front of the floppy, and C=64 on
the back? Ahhhhh...

--
Kirk Israel <> Love and scandal are the best sweeteners of tea.
kisrael@tufts.edu <> -- /usr/bin/fortune

6792. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 22:09:52 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3bg8rg$hu@ns.mcs.kent.edu>
Source record: 96871

On 29 Nov 1994 18:34:23 GMT, Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : I don't think so....C64 users wrote the book on pirating, as much as it
: : pains me to say. :(((But Atari crackers were probably a very close
: : 2nd :)...numerically...

: That's debatable. Just looking through my old XL/XE software,
: there are so many programs with the label "cracked by" appearing before
: the title screen. It's close, if anything. Given that there were more
: C64's out there, I'd say that Atari users were more rampant on the piracy
: scene.

Quite interesting as this brings back good 'ol memories. Heres some of my
0.2$. From the early years of my computing and telecomputing, which takes
me back to the days of 1983, here is what I remembered:
Atari bulliten boards were quite numerous, about 50 of them I called
daily, their location varried from California to New York to Florida
to Canada to Europe. The Atari boards ALWAYS had over 500 new messages
in about 1 days time between calls, the C64's didnt even come close
in message bases/posts. {Although this has little to do with the thread}
Ive seen the emergance of FoReM, BBCS, BBS Express, Carina, Amis, PHoReM XE,
Strange Brew Xe, Southern Amis Xe, BBS Ufp!, Oasis {I-IV and Jr},
BBS Express Pro, Carina II. I've dealt with all of them from the setting up,
running, and maintaining point of view.
The Atari ones were the first to have the policy of: ONLY UPLOAD 0 to 1
DAY OLD GAMES!, it wasnt until 1987 that the C64 boards started having
this policy. This makes sense, about 1987 the Atari Software production
started declining while it was in full swing back in 1983+, meanwhile
the C64 started to really boom with Software about 1987+.
The Atari ones were THE Place where everyone would call for Phreaking
info. The Quality of Phreaking posts on the C64 scene didnt come close
to that of the Atari scene until around 1987. However at this time most
of the companies began to seriously crack down on the Phreaking... Many
places were closed up overnight and The SysOp to only be heard of from
again via pay phones or friends. Some bold SysOps merely went out again
and bought new systems and were up and running in under 1 months time.
The Atari ones were also the places where you could find Carding info
more readily than the C64 places. Although the C64 BBSes seem to be the
ones which were still around during the Later years {1990+}. Most of
the info on the C64 systems was OLD NEWS and hence I have witnessed
far more C64 people caught.
So from my memory, the Atari places was where I was introduced into
all that neat stuff {Phreaking, Carding, Cracking}. In the dieing age
of Phreaking and Carding, the C64 carried on the scene, but it was never
quite the same.
During the last days {1989+} I was introduced to the Internet ...

O'ell, time to stop babeling on and head off to my Ethics class. (grin)
--BRiT
clisowsk@mcs.kent.edu (Craig Lisowski)

6793. Speech synthesiser

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 22:14:10 UTC
From: krishna@max.tiac.net
Message-ID: <3bg93i$h8b@sundog.tiac.net>
Source record: 96872

[Article crossposted from comp.sys.amiga.misc]
[Author was Joseph Katz]
[Posted on Tue, 29 Nov 1994 07:30:21 GMT]

In article <CzzGxn.60K@si.hhs.nl> v932631@si.hhs.nl writes:
>In article gco@sundog.tiac.net, krishna@max.tiac.net (Glenn M. Saunders) writes:
>> Perhaps he was referring to the Atari 8-bit (i.e. S.A.M.).
>
>As far as I know S.A.M. was a product by Sinclair (yes, creator of the zx)
>
>Michel/Oradion
>

Actually, SAM was written by my partner, Mark Barton. I worked on the
synthesis kernel and got it to run in real time. Afterwards we co-wrote
Apple's original MacinTalk, the Amiga's Narrator device, and our current,
fifth-generation system which runs under Windows and OS/2.

Regards,
Joe Katz
SoftVoice

--

6794. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-29 22:27:13 UTC
From: eidelbus@cal.eng.utah.edu
Message-ID: <EIDELBUS.94Nov29152713@cal.eng.utah.edu>
Source record: 96874
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <786063794snz@thornber.demon.co.uk> David@thornber.demon.co.uk (David Thornber) writes:

> The thing that really worried me though was the power supply for the
> 64 itself - you could almost fry eggs on it.
>
> --
> David Thornber

In my years of tinkering around on my 64, I've insisted on cleaning the keyboard's innards once a while, getting a drive for the fan, etc.; but until I actually touched the power supply, I never knew it could get so hot. I've started to use a small towel wrapped around the p/s, which I'll keep soaked with water. Does anyone know if this is a bad idea?

Perry-meister

"Sue me, sue me, what harm can you do me?" -- "Guys and Dolls"

"Try me!" -- an American lawyer

6795. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 00:08:31 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bgfpv$r4e@news2.delphi.com>
Source record: 96875
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:

>Was is really that slow? Someone once told me that Atari 800's 6502
>was clocked at 2 MHz, so it should have had a considerable edge
>over the C64's 980 KHz CPU.

I've always heard the c64 runs at 1.54MHz.

-Bry

6796. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 00:19:46 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bggf2$re2@news2.delphi.com>
Source record: 96876
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

kisrael@emerald.tufts.edu (Kirk Is.) writes:

>Ok, not to be the person who ruins this admirable record, but....

>I had an Atari 800XL, (gift) later sold it and got a C=64. I really
>thought it was a step up, tho' this is mostly from a game playing
>aspect. Version of Electronic Arts classics, especially Mail Order
>Monsters, seemed much nicer on the Commodore- details, mostly.
>Plus the entire game market seem much more developed, probably
>reflecting a larger number of C=64 owners- for instance, I've never seen
>anything that looked or sounded as good as the C=64's Skate or Die on any
>Atari 8-bit.

Well, if you compare the c64 and Atari 8-bit computers as "Game Machines",
the results are different than if you compare them as "Personal Computers".
The c64's righ resolution sprites made a big difference in many of those
EA games. Although they could be replicated closely on the Atari, it was
more work, and those games tended to be written the easy way. :) Also,
it became evident that the c64 versions would make more money, so often
the Atari versions were cheap ports with many features cut.

>Any flame-free feedback? Which made the better game machine, and
>what were your favorite games? (Archon! Archon! Archon!)

I liked Archon, although the c64 version was MUCH better. The Atari
version even had the music screwed up. Ever play Ballblazer on the
Atari AND the 64? The frame rate is MUCH higher on the Atari and it's
full overscan. That's because Ballblazer was a game written around the
Hardware tricks of the Atari. As long as games were designed for the
64, the Atari versions tended to suffer.

The Atari was a friendlier machine IMHO, it had a real bootable DOS with
full disk utilities (none of this LOAD"$",8 stuff! <g>) and better
expansion options. The Atari system could grow easier than the 64.

-Bry

6797. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 00:23:49 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bggml$ric@news2.delphi.com>
Source record: 96877

clisowsk@condor.mcs.kent.edu (BRiTiSH) writes:

> So from my memory, the Atari places was where I was introduced into
>all that neat stuff {Phreaking, Carding, Cracking}. In the dieing age
>of Phreaking and Carding, the C64 carried on the scene, but it was never
>quite the same.
> During the last days {1989+} I was introduced to the Internet ...

Yep. I knew a lot of people who got arrested too. :)

-Bry

6798. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 00:30:08 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bgh2g$s10@news2.delphi.com>
Source record: 96878

Joe Walsh <ransom22@delphi.com> writes:

>My feeling is, if you "upgrade" the Atari by opening it up and pulling
>stuff out and putting other stuff in, you're not improving it..you
>are making a new machine, or at best a hybrid.
>A plug-in module offering increased RAM is fine. the Black Box is
>a good idea for those who feel they need a hard drive. But messing
>with the OS or "updating" Antic or GTIA is going too far, IMHO.
>
>-Joe

I don't follow this logic at all. Part of what makes the 8-bit fun is that it can be used in the 1990's with modern hardware. This is what the Black Box (MIO and others) offers. Upgrading your OS gets you even more speed and is similar to ST users running screen accelerators to patch slow parts of TOS (just about all of it <g>). What matters is that the Atari is the controlling element being expanded through channels left open in its design. If the Atari is being controlled externally by a different computer, then what you have is truly a hybrid.

-Bry

6799. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 00:52:00 UTC
From: ycl6@sawasdee.cc.columbia.edu
Message-ID: <3bgibg$3so@apakabar.cc.columbia.edu>
Source record: 96884
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bgfpv$r4e@news2.delphi.com>,
BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:
|I've always heard the c64 runs at 1.54MHz.

The C64 runs at 1MHz; the C128 has a 2MHz mode available.
-- ____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|Celestial Kingdom through Taco Bell

6800. Re: Any Linux users around?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 01:31:06 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bgkkq$ffo@hearst.cac.psu.edu>
Source record: 96879

Brent Buescher (buescher@tamaluit.phys.uidaho.edu) wrote:

: 8-bitters who are comfortable with Daisy Dot will love LaTeX, by the way.

How do you figure this? LaTeX is very different from anything else.
Tis great once you get a feel for it and all.. but I don't see how
a program that publishes BOOKS compares to DD.

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6801. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 01:42:17 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bgl9p$rmt@nermal.cs.uoguelph.ca>
Source record: 96890
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: reflecting a larger number of C=64 owners- for instance, I've never seen
: anything that looked or sounded as good as the C=64's Skate or Die on any
: Atari 8-bit.

Check out some of the Atari 8-bit Demo programs. They blow C64
demos out of the water. The Small Demo is just one example.
```

6802. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 01:50:41 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bglph$ffo@hearst.cac.psu.edu>
Source record: 96880

Jeff Coon (coonj@osuunx.ucc.okstate.edu) wrote:

: There are some things I don't want to progress forward. I would die
: if they tried to make "New and improved M.U.L.E. (sorry, but I love
: this game, and it's my comparison of the 8-bit's undying loyalty)" into
: a new game.

WAHH!!! 8~(I dont have mule!!!! Someone give me a copy!!! boo-hoo...
also..anybody got "Quest of the Space Beagle

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6803. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 01:54:32 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bgm0o$ffo@hearst.cac.psu.edu>
Source record: 96881

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:

: > Jeff
: >CoonJ@osuunx.ucc.okstate.edu
: >"The best way to accelerate a Macintosh is at -9.8m/s/s"

: Nice tag line (Like, where's mine, right?) We have a PowerMac at work
: and it's not too shabby. I think I like OS/2 better, though.

Nice, but its wrong. A negative acceleration refers to a "slowing down"
effect. A plain old 9.8 would be better. Of course adding the "-"
gives the reference frame of down being negative... even thought that
conflicts with "accelerate."

Sorry... too much physics.

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6804. Re: 8-bit hardware for sale/trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 02:01:14 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bgmda$ffo@hearst.cac.psu.edu>
Source record: 96882

James King (jeking7@delphi.com) wrote:
: I have the following 8bit Atari hardware for sale or trade.. Unless
: otherwise noted, all equipment is in near mint condition - complete
: with all cables and power supplies:
:
: --
:
: 2 x 1025 80 col. nlq printers
: 1 x 1027 80 col. dot matrix printer

these are reversed.

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6805. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 02:02:30 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xmz21RW.ransom22@delphi.com>
Source record: 96883

BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> writes:

>I don't follow this logic at all. Part of what makes the 8-bit fun is that
>it can be used in the 1990's with modern hardware. This is what the Black
>Box (MIO and others) offers. Upgrading your OS gets you even more speed
>and is similar to ST users running screen accelerators to patch slow parts
>of TOS (just about all of it <g>). What matters is that the Atari is
>the controlling element being expanded through channels left open in
>its design. If the Atari is being controlled externally by a different
>computer, then what you have is truly a hybrid.

I suppose the disagreement arises due to differing views of what
makes the ATari 8-bit what it is.
To me, the OS, ANTIC and GTIA are the heart of the Atari. Change one,
and you have a hybrid. Change them all,and you have a different
computer altogether.
By the way, by "change", I don't mean using a Translator disk, or
diddling with a few bits here and there. In the cae of the OS, I'm
talking about the sort of re-write recently discussed in this newsgroup
that would change the location of just about the entire OS (so that
new additions could be added). I remember someone else talking about
updating ANTIC so that a new CPU could be put in place, and this is
also anathema to me.
Essentially, if I want all the woderful new equipment, I'll flick
on my IBM clone. When I use the Atari, I use it for what it is.
I use a completely Atari-brand system, excepting only the 14.4Kbaud
modem (hooked up thru the 850 interface). The 850 allows easy
attachment of new printers and modems,and that is something I think
is fine...you're still using an Atari. Black box users are also
still using an Atari, even tho it is running from a HDD. The
peripherals don't matter...the computer does.
Keep in mind that I am not damning those who would do these things.
I just would not like to see what little 8-bit market there is shift
to serving such changeling Atari's.

If this still doesn't convince you, then I'll have to say that we just
have a different perspective, and there's no way to convince either
of us to change his mind. :)

Regards,

Joe

6806. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 03:01:55 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bgpv3$ds6@charm.magnus.acs.ohio-state.edu>
Source record: 96885
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3bfs3f$94m@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>: When C= was releasing the C64 in '82, Atari released the ill-fated 1200XL
>: computer. Priced at $799, it offered nothing new (except an extra 16K)
>: and had an incompatible OS.
>
> And a nicer keyboard and a GTIA chip ...

Well, the GTIA came earlier than the 1200, but you're so right about
the keyboard -- too bad Atari didn't stick with it.

Also, the "incompatible" OS wasn't a huge hindrance -- it had a lot of
improvements over the 400/800 OSW, and if you REALLY needed the old OS
there was the translator disk (and many imitators).
I got my 1200xl in '83, and never had any compatibility problems until
one demo a decade later.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6807. Re: Any Linux users around?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 03:14:47 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bgqn7$dub@charm.magnus.acs.ohio-state.edu>
Source record: 96886

In article <3bgkkq$ffo@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>Brent Buescher (buescher@tamaluit.phys.uidaho.edu) wrote:
>
>: 8-bitters who are comfortable with Daisy Dot will love LaTeX, by the way.
>
> How do you figure this? LaTeX is very different from anything else.
>Tis great once you get a feel for it and all.. but I don't see how
>a program that publishes BOOKS compares to DD.

Uh, they're both driven by commands you type in with your text.

I don't see why you couldn't publish books with DD.

LaTeX and Daisy Dot are a lot closer to each other than either is to Pagemaker
or Framemaker and similar WYSIWYG-oriented programs that are popular
now.
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6808. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 03:29:34 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bgriu$e12@charm.magnus.acs.ohio-state.edu>
Source record: 96887

```
In article <3bgm0o$ffo@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
>
>: > Jeff
>: >CoonJ@osuunx.ucc.okstate.edu
>: >"The best way to accelerate a Macintosh is at -9.8m/s/s"
>
>: Nice tag line (Like, where's mine, right?) We have a PowerMac at work
>: and it's not too shabby. I think I like OS/2 better, though.
>
>
>Nice, but its wrong. A negative acceleration refers to a "slowing down"
>effect. A plain old 9.8 would be better. Of course adding the "-"
>gives the reference frame of down being negative... even thought that
>conflicts with "accelerate."
>
> Sorry... too much physics.

Or not enough......
Acceleration is simply the rate of change of velocity. Its sign has
nothing to do with the rate of change of speed (the magnitude of velocity).
Since velocity is a vector with specific direction, so is
acceleration. The acceleration is independent of the current velocity
of the object. If you define "Up" as the positive direction, then
acceleration in acceleration due to gravity is negative, no matter
what the instantaneous velocity of the object is.

I'm probably not explaining this well, but that's ok -- this isn't
sci.physics.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu
```

6809. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 03:52:04 UTC
From: 621126@mercury.utb.edu
Message-ID: <3bgst4$ppg@geraldo.cc.utexas.edu>
Source record: 96891
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

PAL C64 (europe) runs at 0.985...etc mHz but has a lot of rasters more to play with than NTSC C64 (usa) which I think is 1.02 mHz ??. The NTSC C64 gets 2 more cycles per raster but since the PAL C64 has like 70??? more rasters, it ends up with loads more cycles per frame. I'm not sure about any of this, though... time for the C64 gurus to correct any disinformation here :).

Mike

PS: I'd like similar stats for Apple IIE and 800xl plz... I have not much in the way of documentation for them. Oh, which 6502 did these machines use? CBM bought out Mostek (right?) and so they were producing their own 6510's, etc...Atari and Apple used ??? Rockwell 6502s ?

6810. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 03:59:25 UTC
From: krishna@max.tiac.net
Message-ID: <3bgtat$q3@sundog.tiac.net>
Source record: 96892

Tommy Hallgren (sa435@utb.shv.hb.se) wrote:
: In article <3behj4$652@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:

: >Memory would be a limiting factor too, but I think you really need a
: >processor designed for multitasking. I'm sure you could do true
: >multitasking on an 8 bit processor, but probably not a 6502.

: Would you care to explain why a general purpose processor isn't able to
: multitask? :-) I'm sure it's very possible and not too hard either.

It can multitask within a given program, via interrupt routines, that's the way games work. But it just can't provide anything but a collossal kluge as far as providing truly separate areas for many programs to run from. The way Snapshot works is to task switch. The 6502 is designed to execute 1 program. It has 1 stack, 1 page 0, not many registers, etc...

The 6809 has enough registers to kluge a multitasking system by segmenting the memory up into a zillion parts.

6811. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 04:02:24 UTC
From: krishna@max.tiac.net
Message-ID: <3bgtgg$q3@sundog.tiac.net>
Source record: 96893

Tommy Hallgren (sa435@utb.shv.hb.se) wrote:

: Not true. The 8088 is very capable of multitasking. Why whouldn't it be
: possible to do that?

: Multitasking is a OS<->program issue. Not a CPU one.

The 8088 and the 6809 are more complex than the 6502.

If multitasking were possible on the 6502, someone would have ported OS/9
over to it. Nuff said? And the chip has been around for about 20 years
no and still no multitasking os written for it. Move to the 802 and 816
and you have a chance because those CPUs add several new features.

6812. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 04:03:54 UTC
From: krishna@max.tiac.net
Message-ID: <3bgtja$q3@sundog.tiac.net>
Source record: 96894
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : BTW there is also a guy called Jeff MinTer, who wrote Attack/Revenge of the
: : Mutant Camels, and more recently Tempest 2000 for the Jaguar. Perhaps you
: : were getting their names confused?

: I did get their names confused, but I was thinking of Jay Miner.
: Epyx hired him and another developer to design the Lynx. That's why the
: Lynx uses the Amiga as it's development system and not an Atari ST.
: Similar designs ...

Don't forget the Atari 2600.

6813. Re: Superdos

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 04:16:44 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <67e_9411300316@softtech.brisnet.org.au>
Source record: 96888

> Current version is 5.1.

> Any comments, mail to Masstorage@closer.brisnet.org.au .

rlI remember SuperDOS. I registered my copy many years ago. However, afte
rlI
rlmoved to SpartaDOS, I placed it in the box with all MyDOS, DOS3, DOS4,
rlDOSXL
rland a few others that I picked up along the way.

rlAbout the only thing that I would like to see would be a DOS that can
rlactually
rlread SpartaDOS's structure.

Why bother, Sparta can read and write dos 2 disks. SuperDOS is a replacement for dos 2/2.5 . It can be added to the AUX file If enough people ask for it. One thing I should point out here is that SuperDOS was never designed to do 16 meg. If it was to do that then i should call it mydos. It is a dos desgined for floppy disks only up to 360k xf551. Hey, i my self use sparta on my hard drive, but if I work with dos 2 disks then I use SuperDOS .

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

6814. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 04:17:47 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <67b_9411300316@softtech.brisnet.org.au>
Source record: 96889

>What's Freddie?

BlFreddie was a Memory Manager that allowed the CPU to read from 'primary'
BlRAM while the video DMA happened from 'extended' RAM for the same
Blphysical addresses.

Not true. Freddy is a type of memory controller. It takes the address and clock from the cpu and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystall and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended ram. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16 pin chip (atari/best electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14 ,A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then goto freddy for the address range of the extra memory bank(or normal address range with no bank switching). The antic/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. A 800XL can look like a 130xe with that 16pin chip installed (Thats right NO freddy) and an extra 8 ram chips.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

6815. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 04:40:34 UTC
From: nhatviet@nucleus.com
Message-ID: <D02Czo.J5J@nucleus.com>
Source record: 96902
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

I may be committing a netiquette boo-boo here, but can someone help me
with the following questions??

1. What does a "modern" Atari 8-bit setup look like? What would be the major
soup-up peripherals currently available for 400/800/130/??
2. What's third-party support like for Atari 8-bits?

3. Hmmm, I just realized that an Atari FAQ file would get me all of this
info on a silver platter. Can someone direct me to an FTP Mail server?
(Not true FTP - I don't have that capability)

Nhat-Viet Phi
nhatviet@nucleus.com
Calgary, Alberta, Canada

6816. ATR 8000 for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 04:52:28 UTC
From: ccastn1@prism.gatech.edu
Message-ID: <3bh0ec$1st@acmey.gatech.edu>
Source record: 96895
Cross-posted to: comp.sys.atari.8bit,misc.forsale.computers.other

I have the following 8-bit hardware for sale. Prices do not include shipping.

- ATR 8000 w/64K and Co-Power 88 with 5.25" 1.2MB floppy $125
- Atari XEP-80 80-column adapter ..... $ 30

Please send inquiries via e-mail to ccastn1@prism.gatech.edu.

6817. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 04:58:06 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bh0ou$41d@nermal.cs.uoguelph.ca>
Source record: 96901
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: I liked Archon, although the c64 version was MUCH better. The Atari
: version even had the music screwed up. Ever play Ballblazer on the
: Atari AND the 64? The frame rate is MUCH higher on the Atari and it's
: full overscan. That's because Ballblazer was a game written around the
: Hardware tricks of the Atari. As long as games were designed for the
: 64, the Atari versions tended to suffer.

Actually, Ball Blazer was written specifically for the 7800, but
got ported over when the 7800 was delayed.

>> Mark <<
```

6818. Re: need 8-bit parts

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 05:15:05 UTC
From: diskdet2@aol.com
Message-ID: <3bh1op$l9@newsbf01.news.aol.com>
Source record: 96896

In article <3bb0qa$ib3@aurns1.aur.alcatel.com>, klassa@aur.alcatel.com
(John M. Klassa) writes:

Yes! I have all the above and more. Just E-mail me. Diskdet2.aol.com
The Disk Detective

6819. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 05:49:35 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bh3pf$hon@news2.delphi.com>
Source record: 96897

Joe Walsh <ransom22@delphi.com> writes:

>I suppose the disagreement arises due to differing views of what
>makes the ATari 8-bit what it is.
>To me, the OS, ANTIC and GTIA are the heart of the Atari. Change one,
>and you have a hybrid. Change them all,and you have a different
>computer altogether.

I'd like to see someone change Antic! Who here has the blueprints? :)

>By the way, by "change", I don't mean using a Translator disk, or
>diddling with a few bits here and there. In the cae of the OS, I'm
>talking about the sort of re-write recently discussed in this newsgroup
>that would change the location of just about the entire OS (so that
>new additions could be added). I remember someone else talking about
>updating ANTIC so that a new CPU could be put in place, and this is
>also anathema to me.

Yeah, I've seen some OS speedups that are pretty nice, but don't change
the function of the OS.

>Essentially, if I want all the woderful new equipment, I'll flick
>on my IBM clone. When I use the Atari, I use it for what it is.
>I use a completely Atari-brand system, excepting only the 14.4Kbaud
>modem (hooked up thru the 850 interface). The 850 allows easy
>attachment of new printers and modems,and that is something I think
>is fine...you're still using an Atari. Black box users are also
>still using an Atari, even tho it is running from a HDD. The
>peripherals don't matter...the computer does.

Yeah, but it's still interesting to mess with what MIGHT have been done
with this desgin had it been taken another generation.

>Keep in mind that I am not damning those who would do these things.
>I just would not like to see what little 8-bit market there is shift
>to serving such changeling Atari's.
>
>If this still doesn't convince you, then I'll have to say that we just
>have a different perspective, and there's no way to convince either
>of us to change his mind. :)
>
>Regards,
>
>Joe

I understand your point. I have an interest in hardware fiddling, so I
tend to see what I can tweak. :) I'd hate to see the focus of this group

go to hardware exotica, however.

-Bry

6820. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 05:52:35 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bh3v3$huh@news2.delphi.com>
Source record: 96898

krishna@max.tiac.net (Glenn M. Saunders) writes:

>If multitasking were possible on the 6502, someone would have ported OS/9
>over to it. Nuff said? And the chip has been around for about 20 years
>no and still no multitasking os written for it. Move to the 802 and 816
>and you have a chance because those CPUs add several new features.

I saw some multitasking OS for the 8-bit on atari.archive.umich.edu. Don't know how good it is, but I'd have to agree that multi-tasking is mainly software (and having apps that run 'clean' to use under it).

-Bry

6821. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 06:02:13 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bh4h5$ifk@news2.delphi.com>
Source record: 96899
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

eidelbus@cal.eng.utah.edu (PERRY R EIDELBUS) writes:

>In my years of tinkering around on my 64, I've insisted on cleaning the
>keyboard's innards once a while, getting a drive for the fan, etc.; but
>until I actually touched the power supply, I never knew it could get
>so hot. I've started to use a small towel wrapped around the p/s,
>which I'll keep soaked with water. Does anyone know if this is a bad
>idea?

Umm.. moisture & electronics don't mix. Try a small fan. A Towel around
your supply will actually insulate it and prevent air flow around it.

-Bry

6822. PC Xformer 2.00 and 2.50

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 07:07:08 UTC
From: ime@death.hancad.co.at
Message-ID: <3bh8as$drp@hancad.hancad.co.at>
Source record: 96900

I've tried V2.0 and V2.5 of PC Xformer and copied some Disks with SIO2PC to ATR Files.

These disks have a special COM-file loader on them, which loads the COM-files in Ultraspeed on an accelerated disk drive.

The loader sends the disk drive a special command and if the drive accepts it, it loads the high speed SIO code from that drive, otherwise it will use the ROM based (slow) SIO code.

Doesn't work on PC Xformer.

6823. Re: Speech synthesiser

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 11:14:28 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3bhmqk$elq@dux.dundee.ac.uk>
Source record: 96904

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: In article <CzzGxn.60K@si.hhs.nl> v932631@si.hhs.nl writes:
: >In article gco@sundog.tiac.net, krishna@max.tiac.net (Glenn M. Saunders) writes:
: >> Perhaps he was referring to the Atari 8-bit (i.e. S.A.M.).
: >
: >As far as I know S.A.M. was a product by Sinclair (yes, creator of the zx)
: >
: >Michel/Oradion
: >
: Actually, SAM was written by my partner, Mark Barton. I worked on the
: synthesis kernel and got it to run in real time. Afterwards we co-wrote
: Apple's original MacinTalk, the Amiga's Narrator device, and our current,
: fifth-generation system which runs under Windows and OS/2.

There seems to be some confusion here. Both SAMS exist- the Software Automatic Mouth on the 8 bit Atari, and also a computer called the SAM Coupe', which could run ZX Spectrum software (the Spectrum had a *huge* software base in the UK, so this feature was quite important when the SAM was released), but was a vastly improved machine. The SAM coupe' wasn't, as far as I know, deisgned or sold by Sinclair. It didn't sell very well, although someone in my Computer Science class at school had one.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

6824. Multi-tasking

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 11:18:15 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199411301118.AA003804289@relay2.geis.com>
Source record: 96903

As I recall, the 6502 can do task splitting, not true multitasking. The MTOS program by Tom Hunt (Multi Tasking Operating System) would run up to 4 programs at once. Each had its own 16k bank; screen memory was mapped above the bank select area. Each task could have its own display being updated etc.

Byte, in the early 80's, had an article on this topic. They proposed a system with interrupt driven task switching. I suppose as long as the task manager used maskable interrupts it would be possible. But I think it would be of limited use on an 8-bit, 64k address space system. Much better in my opinion is a program like SnapShot, which lets you keep two 64k machines available by pressing HELP; I'm fiddling with keeping FlickerTerm and Kermit co-resident.

Dave

6825. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 11:27:48 UTC
From: rhialto@mbfys.kun.nl
Message-ID: <D02vuD.EMD@sci.kun.nl>
Source record: 96805
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In <3bd1vr$5bs@news2.delphi.com> BRYEDEWAARD@news.delphi.com (BRYEDEWAARD@DELPHI.COM) writes:
>Ahem... Jay Miner. :)

Thinko :)

-Olaf.
--
___ Olaf 'Rhialto' Seibert rhialto@mbfys.kun.nl Ooey-Gooey-Fluffy-Barfie
\X/ I'm not weird, I'm differently perceived. D787B44DFC896063 4CBB95A5BD1DAA96

6826. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 12:31:58 UTC
From: rhialto@mbfys.kun.nl
Message-ID: <D02ytB.GyA@sci.kun.nl>
Source record: 96806
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In <3bfbnq$6mq@dux.dundee.ac.uk> gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) writes:
>BTW there is also a guy called Jeff MinTer, who wrote Attack/Revenge of the
>Mutant Camels, and more recently Tempest 2000 for the Jaguar. Perhaps you
>were getting their names confused?

Indeed, I was. And that while I probably have Jays autograph still, somewhere.
Mea culpa, mea culpa, mea maxima culpa.

-Olaf.
--
___ Olaf 'Rhialto' Seibert rhialto@mbfys.kun.nl Ooey-Gooey-Fluffy-Barfie
\X/ I'm not weird, I'm differently perceived. D787B44DFC896063 4CBB95A5BD1DAA96

6827. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 13:52:17 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Nov30.135217.11142@cs.nott.ac.uk>
Source record: 96808
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <D00vz1.H20@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
>=?ISO-8859-1?Q?Marko_M=E4kel=E4?= (Marko.Makela@HUT.FI) wrote:
>> >>>>> "Olaf" == Olaf Seibert <rhialto@mbfys.kun.nl> writes:
>>
>> Olaf> Hey, even I, a commodore computer enthousiast, have drooled over
>> Olaf> the Atari 8 bitters! They had color and sprites before commodore
>> Olaf> had. And the disk access *was* better integrated in the Basic,
>> Olaf> you know...
>>
>> Well, I think BASIC should be forgotten in the comparison, as it is
>> most probably too slow on the Atari too, even if it wasn't programmed
>> by Microsoft.
>
>Was is really that slow? Someone once told me that Atari 800's 6502
>was clocked at 2 MHz, so it should have had a considerable edge
>over the C64's 980 KHz CPU.
Atari's CPU is clocked at around 1.78Mhz. File access in Atari Basic isn't
all that slow in fact, unless you try to read/write a file one byte at a time,
then it is OBVIOUSLY going to be slow! The reason for this is the Atari's I/O
structure, which means that BASIC itself has very little work to do when
accessing a file. All the BASIC code has to do is set up the IOCB (Input
Output Control Blocks) and call the CIO (Central Input Output) routine. Atari
Basic's one draw back in this area is not having a read/write buffer
command (there is one in Turbo Basic though). The way around this is to set
up the IOCB yourself, which can be done in less than a dozen POKE's, and is
pretty easy to do (it was after all designed to be the user interface to the
I/O routines) once you know the addresses.

As an aside, did you know that Atari were originaly thinking of using Microsoft
Basic on the 400/800?

--
*** Raphael Espino, rje@cs.nott.ac.uk ***

6828. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 14:12:32 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Nov30.090611.27957@wariat.UUCP>
Source record: 96807

(Discussion of C=64 'Skate or Die' vs. great Atari demos.)
This type of comparision is sorta flaming. I never saw 'Skate or Die'
and the person saying Atari demos blow C=64 away probably hasn't
either. I have seen and played 'The Gladiator' demo for the C. I would
like to see 'Skate or Die'. 'The Gladiator' is really nice. The
graphics are cool, but the music is Fantastic. It is the reason why I
said SID is a better chip than the POKEY for sound. My favorite Atari
graphics demo is the sorta kaleidoscope thing from 'Compy Shop' that
plays 'House of the Rising Sun'. For sound, the mIRAGE.COM from Poland
I think is pretty nice.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

6829. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 14:47:34 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bi3a6$j99@nermal.cs.uoguelph.ca>
Source record: 96809
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
: Well, the GTIA came earlier than the 1200, but you're so right about
: the keyboard -- too bad Atari didn't stick with it.

Are you sure about the GTIA? I thought it came first in the
1200XL and then was added to the 400/800 models.

>> Mark <<
```

6830. Anyone using an ink-jet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 14:54:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19941130145414MIS0160@MVS.UDEL.EDU>
Source record: 96824

Is there anyone out there using a ink-jet printer with an 8-bit Atari? Damark lists a Digital ink-jet printer for $149 (which is less than I paid for my dot-matrix printer). Other than the correct cable, is there any reason why this printer wouldn't work with my system?

Roger Cole

6831. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 15:02:18 UTC
From: brian@weirich320h.geography.uiowa.edu
Message-ID: <3bi45q$gg3@nexus.uiowa.edu>
Source record: 96810
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Nhat-Viet Phi (nhatviet@nucleus.com) wrote:
: go straight to the power bar, and I don't have to put that "brick" on the
How do you keep your feet warm in the winter without the brick?
To bad my Sparc didn't come with one. The heat in my apartment stinks.
(smile)
Brian

--

Brian Aker | brian@weirich530.geography.uiowa.edu
Iowa City, IA. | brian@clockwork.tangent.org
_____/______
You can't grep a dead tree. / \

6832. Re: Re 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 16:20:48 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bi8p0$ims@charm.magnus.acs.ohio-state.edu>
Source record: 96811
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <Pine.OSF.3.91.941130102748.32182A-100000@broken.isltd.insignia.com>,
R!ch <rich@broken.isltd.insignia.com> wrote:
>On Wed, 30 Nov 1994, Phillip Burgess wrote:
>> The 800's I've been inside used the Rockwell 6502. I vaguely remember a
>> couple of articles on undocumented opcodes available with the 6502 variants
>> used in some later model machines (e.g. 6502c (sic)). All ran at 1.79 MHz,
[...]
>
>By a funny coincidence, I'm currently writing a 6502 emulator for my own, um,
>pleasure. (BTW, the variant mentioned above is actually a 65C02.) If anyone
>is really interested, I can post the extended opcodes, as I have Rockwell's
>65C02 datasheet. As for the undocumented stuff, I'd be interested to see it!
>I know that various 65C02 implementation had differing instruction sets; the
>Rockwell one is far richer than Mosteks (no, I don't work for Rockwell!).

You're both right.
The 65C02 was a later chip with an enhanced instruction set. It has
such useful instructions as STZ (Store Zero) and BRA (Branch Always),
which the 6502 doesn't have.

The 6502C was the version of the 6502 that the Atari used, which had
some extra logic circuits on board. To use a standard 6502 or 65C02
in any Atari except early 400/800s, you need to add this extra
circuitry.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6833. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 16:25:45 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bi929$ip5@charm.magnus.acs.ohio-state.edu>
Source record: 96812
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3bi3a6$j99@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>: Well, the GTIA came earlier than the 1200, but you're so right about
>: the keyboard -- too bad Atari didn't stick with it.
>
> Are you sure about the GTIA? I thought it came first in the
>1200XL and then was added to the 400/800 models.

Yes. I have the book "The Creative Atari", which essentially consists
of Atari articles from Creative Computing from around '79 or '80 to
the early-XL era. In some early articles it talks about the "New" GTIA,
and this is before the 1200 -- maybe even before Warner.
Weren't the 400/800s discontinued when the 1200xl came?
I know they were gone by the time the other XLs came.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6834. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 16:44:44 UTC
From: karhinen@cc.Helsinki.FI
Message-ID: <3bia5s$b1f@oravannahka.Helsinki.FI>
Source record: 96813
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Brian Aker (brian@weirich320h.geography.uiowa.edu) wrote:
> Nhat-Viet Phi (nhatviet@nucleus.com) wrote:
> : go straight to the power bar, and I don't have to put that "brick" on the
> How do you keep your feet warm in the winter without the brick?
> To bad my Sparc didn't come with one. The heat in my apartment stinks.
> (smile)
My Sparc ELC has an external disc that I keep under the desk. As a
matter of fact I'm warming my feet on it right now...and one can
really feel the disc activity.

Anssi

6835. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 17:06:41 UTC
From: ycl6@ciao.cc.columbia.edu
Message-ID: <3bibf1$c45@apakabar.cc.columbia.edu>
Source record: 96817
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3bi3a6$j99@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
|: Well, the GTIA came earlier than the 1200, but you're so right about
|: the keyboard -- too bad Atari didn't stick with it.

What was special about the 1200XL's keyboard? How did it differ from the
other XL/XE models, or the 400/800s?
-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|Celestial Kingdom through Taco Bell

6836. MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 17:24:26 UTC
From: esok@park.uvsc.edu
Message-ID: <D03CCr.5vM@park.uvsc.edu>
Source record: 96814

What's the latest word on the new MIO II? I inherited a 40-meg IDE drive (a friend was upgrading and didn't need it anymore), but I found out it has 512-byte sectors. Can SpartaDos or Mydos handle such a beast? Or do I have to find a 256-byte-sector drive? Or do I just get 1/2 capacity?

I very much want to put a hard drive on my Atari 8-bit. For the moment, it's the only system I have.

6837. Reading multiple-density disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 17:34:48 UTC
From: esok@park.uvsc.edu
Message-ID: <D03Cu2.5yw@park.uvsc.edu>
Source record: 96815

Does anyone know anything about the configuration block readable on any Atari floppy except Atari's own 810 or 1050 (I.E., Indus, Rana, XF551, etc.) I read in an old Compute! that you can read the configuration block with a SIO 'N' command, and write it with an SIO 'O' command. I also read that the block is 12 bytes long. What are the parameters? Can this be used in a program to automatically detect a different disk density? If anybody could help me find a reference to using the configuration block, I'd really appreciate it.

6838. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 17:53:26 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3bie6m$hs9@sefl.satelnet.org>
Source record: 96816
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <EIDELBUS.94Nov29152713@cal.eng.utah.edu>,
PERRY R EIDELBUS <eidelbus@cal.eng.utah.edu> wrote:
>In my years of tinkering around on my 64, I've insisted on cleaning the
>keyboard's innards once a while, getting a drive for the fan, etc.; but
>until I actually touched the power supply, I never knew it could get
>so hot. I've started to use a small towel wrapped around the p/s,
>which I'll keep soaked with water. Does anyone know if this is a bad
>idea?

Well, I've always believed that electricity + water = a bad idea. You
may end up burning your house down, or it may just blow a fuse, but it
certainly isn't wise...

YKYB posting too many articles today when your newsreader starts saying
"This may post to many machines. Are you sure? [yn]"... :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

6839. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 18:01:55 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128669@cup.portal.com>
Source record: 96821
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Just a couple of notes: The clock speed was different between the
C64 & Atari, but because the Atari ANTIC chip is active about 1/3 of
the time processing speed is about equal. You can disable the display
on an Atari to take advantage of the faster clock, but for that kind
of number crunching you'd be better off with just about any other computer.
As far as basics go, Atari Basic was/is one of my favorites. The OS on
the Atari had everything built in [different screen modes, I/O to any
device, floating point math, ...] This left the 8k of Basic's ROM to handle
a lot of nice features. There were a number of what I consider errors in
judgement, for instance handling all numbers as floating point, but I still
think it's one of the best available for learning programing.
Rick

6840. Re: printer_interface_+_MAE_assembler

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 18:41:52 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128670@cup.portal.com>
Source record: 96818

By parallel interface do you mean for running a printer? If that's what you need you should be able to find one for about $30-$40. There are also a number of hacks for adding a printer to the joystick ports if you are really short of cash but know how to solder. None of these hacks is supported by the operating system though so you have to run a seperate program to print anything.
Rick

6841. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 18:48:33 UTC
From: aa700@cleveland.Freenet.Edu
Message-ID: <3bihe1$o88@usenet.INS.CWRU.Edu>
Source record: 96819
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In a previous article, rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:

>Yes. I have the book "The Creative Atari", which essentially consists
>of Atari articles from Creative Computing from around '79 or '80 to
>the early-XL era. In some early articles it talks about the "New" GTIA,
>and this is before the 1200 -- maybe even before Warner.

The GTIA started appearing in the 400/800 around 1980-81, but they knew
what the spec's were going to be even before that. (GTIA is described in
De Re Atari, for example.)

I don't remember when Warner bought Atari at the moment, but it was before
the 400/800 came out in 1979.

>Weren't the 400/800s discontinued when the 1200xl came?
>I know they were gone by the time the other XLs came.

The 400/800/1200XL co-existed from 1982-1983, then were discontinued
together when the 600XL/800XL came out in 1983.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

6842. Re: SIO2PC Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 19:01:56 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128672@cup.portal.com>
Source record: 96820

I've been fiddling with the design of SIO2PC *AGAIN*. It's a sure
invitation to get flamed, but after several people E-Mailed my with
questions similar to "What is a 4049?" I decided to switch IC's.
I just finished a design based on a 74LS00 which everybody on the
planet should be familiar with & also brings the price down a few
more cents. What I'm thinking of doing is maybe having a small run of
boards made. The down side of this is the minimum run will cost me $150
as I've had no luck with etching my own boards. It's funny because years
ago I used to be able to do this all the time, senile now? Anyway, if
enough people ask I'll go ahead and have some boards made up. I like
the SASE idea since I get about 6 months behind on projects that require
me to lick a stamp. I don't have a lot of Atari serial cables so I'd
really rather not do the soldering of cables etcetera. What I'm thinking
is if someone can show me a reciept for any Atari purchase, magazine
subscription, shareware registration, ??? & sends me a SASE I can send
them a board with parts list & instructions. At least that way I won't
be sitting here looking at a couple of dozen unused boards. Shareware
fee to Nick Kennedy would also certainly qualify. I can't see charging
more then a $1/board even if people don't have a recent Atari purchase
& a kit of parts sans cables should be $2-$3. I'd have to see if the
parts weigh less then an ounce.
Anyway, open invitation to nag me into action.
Rick

6843. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 19:25:07 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bijij$kkk@charm.magnus.acs.ohio-state.edu>
Source record: 96822
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3bibf1$c45@apakabar.cc.columbia.edu>,
Yeechang Lee <ycl6@columbia.edu> wrote:
>In article <3bi3a6$j99@nermal.cs.uoguelph.ca>,
>Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>|: Well, the GTIA came earlier than the 1200, but you're so right about
>|: the keyboard -- too bad Atari didn't stick with it.
>
>What was special about the 1200XL's keyboard? How did it differ from the
>other XL/XE models, or the 400/800s?

While the others had 4 or 5 "extra" keys (start, select, option,
reset, help) off to the right side, off the main keyboard, the 1200
had them all in a row along the top at a similar distance, making room
for more, including four special function keys (which weren't used in
any software, but had enough built-in functions to be useful).

But the best part of this arrangement is that it left room for the
inverse video key and the break key, separate from more commonly used
keys like backspace and shift. So the shift keys on the 1200 are
wider than on the others, and the backspace key is double width --
very important for fast but sloppy typers like me. On the 1200 I
don't accidentally hit break when I just want to backspace.

Even now, when I use PC-style keyboards, I prefer the ones with a
double-width backspace, although it's better to accidentally hit "\"
than Break.

Another excellent quality of the 1200xl's keyboard, which it shared
with the 800, was its tactile feel and durability. Starting with the
600xl/800xl, Atari gradually made their keyboards flimsier and more
"rubbery". I've seen many XLs and XEs with worn-out keyboards, but
I've never seen a worn-out 1200xl keyboard.

BTW, of the machines from that era, I consider Apple's keyboard
most similar in quality to the 1200xl, but I hate Commodore's and the
original PC's keyboard.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6844. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 19:40:08 UTC
From: rhawkins@iastate.edu
Message-ID: <3bikeo$o7u@news.iastate.edu>
Source record: 96823
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bggf2$re2@news2.delphi.com>,
BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:

>>Any flame-free feedback? Which made the better game machine, and
>>what were your favorite games? (Archon! Archon! Archon!)

This is exactly what happened to commodore (and atari): the names
became associated with game machines.

>The Atari was a friendlier machine IMHO, it had a real bootable DOS with
>full disk utilities (none of this LOAD"$",8 stuff! <g>) and better
>expansion options.

That commodore format was a legacy from the old PET file system. On the
other hand, in the days of cassette drives, the PET had relatively
sophisticated file control, if memory serves. *everything* could be
opened--the serial port, etc. The PET used the iee-488 insturment
interface.

--
R E HAWKINS
rhawkins@iastate.edu

6845. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 19:55:15 UTC
From: rhawkins@iastate.edu
Message-ID: <3bilb3$p3o@news.iastate.edu>
Source record: 96825
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <EIDELBUS.94Nov29152713@cal.eng.utah.edu>,
PERRY R EIDELBUS <eidelbus@cal.eng.utah.edu> wrote:

> but
>until I actually touched the power supply, I never knew it could get
>so hot. I've started to use a small towel wrapped around the p/s,
>which I'll keep soaked with water. Does anyone know if this is a bad
>idea?

I'm assuming that the power supply is sealed in rubber, but this still
strikes me as a foolish idea. Water and 120 VAC are generally not a
good combo. WHat you could do, though, is to mount a nice big heat sink
if you can find a way to fasten it without screws, and use heat jelly.

--
R E HAWKINS
rhawkins@iastate.edu

6846. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 20:46:11 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3bioaj$pug@sefl.satelnet.org>
Source record: 96827
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bgst4$ppg@geraldo.cc.utexas.edu>,
Mike Gordillo <621126@mercury.utb.edu> wrote:
>PAL C64 (europe) runs at 0.985...etc mHz but has a lot of rasters more to
>play with than NTSC C64 (usa) which I think is 1.02 mHz ??. The NTSC C64
>gets 2 more cycles per raster but since the PAL C64 has like 70??? more
>rasters, it ends up with loads more cycles per frame. I'm not sure about
>any of this, though... time for the C64 gurus to correct any
>disinformation here :).

I'm not sure if the numbers are right or wrong, but they look about
right. It's the same situation with the Amiga - NTSC users get a
slightly faster CPU, but lose a whole mess of rasters - 70 sounds like a
fair number - and rasters are valuable. (The NTSC system is de Babylon,
dem be taking de rastas... :)

>PS: I'd like similar stats for Apple IIE and 800xl plz... I have not much
>in the way of documentation for them. Oh, which 6502 did these machines
>use? CBM bought out Mostek (right?) and so they were producing their own
>6510's, etc...Atari and Apple used ??? Rockwell 6502s ?

The Atari had a plain vanilla 6502 - I think later models may have had a
6502C - I'll crack mine open later and have a look. I don't remember
there being a CPU/raster tradeoff on the Ataris, but I could be wrong.
(It has been known. :)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

6847. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 20:47:40 UTC
From: rhawkins@iastate.edu
Message-ID: <3biodc$qbb@news.iastate.edu>
Source record: 96826
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bgst4$ppg@geraldo.cc.utexas.edu>,
Mike Gordillo <621126@mercury.utb.edu> wrote:

>PS: I'd like similar stats for Apple IIE and 800xl plz... I have not much
>in the way of documentation for them. Oh, which 6502 did these machines
>use?

Apple II, II+, and IIe, 1Mhz 6502 1mhz
Apple III 6502 1mhz
PET 1MHZ 6502 1mhz
SYM, KYM 6502 1mhz
Ohio Scientific 6502 1-2mhz, but roughly doubled on top
of that; i forget how
TRS-80 (modlel 1,3) z80, 1.78 mhz (the same speed as
characters appeared on the screen,
but still yanked the video
circuitry out to access memory,
glitching the screen
Most S100 and CPM 8080 2mhz or
z80 4mhz (occasionally 2 or 2.5)
Atari 400/800 6502 1.8 mhz *but* shut down during
screen refresh for thye video
processor, netting about 1.0
give or take

SWTP 6800 1.0

that's most, but not all, of the early (popluar) machines

Oh, and how can i forget the 1802, around which I built my first
computer. It was typically used at 1-2 mhz by homebrewers, and
particularly at 3.579545/2 Mhz (colorburst crystal) if the 1861 video
chip was used. I belive that combo (they were rca chips) was used in
teh early rca tv's with on screen displays

--
R E HAWKINS
rhawkins@iastate.edu

6848. pokey player II

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 21:30:01 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9411302113.AA03571@brachot.jct.ac.il>
Source record: 96828

Frank Seipel rhytes:
> Itay Chamiel wrote:
>
> >Available anywhere?
> >
> >-itay
> >
> I used to have a copy on my BBS before I took it down. I could probably
> send it to you, but it would be a *major* effort. Try asking for it by name
> on the newsgroup. Someone surely has a copy of it. Again, the name is
> Pokey Player II.

And here I am, on the newsgroup, requesting a copy of this Pokey Player II
thing. Anyone have it?

thanx alot

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu

6849. PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 21:48:06 UTC
From: lannie@ins.infonet.net
Message-ID: <3birum$5hl@insosf1.infonet.net>
Source record: 96829

Does anyone know where I can get a copy of the Shareware
copy of PC Xformer? I need to be able to copy 8-bit files
to it also. I have a 486/DX50. All the 8-bit files are on
my PC's hardrive. How would I transfer them to the PC Xformer
drives?

Lannie Schafroth

Pathworks Network Administrator Iowa Network Services, Inc.
Voice: 515 830-0443 4201 Corporate Drive
Fax: 515 830-0123 West Des Moines, IA 50266
Email: Lannie@ins.infonet.net

6850. Re: Re 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-11-30 22:09:32 UTC
From: guertinp@IRO.UMontreal.CA
Message-ID: <D03pJx.E38@IRO.UMontreal.CA>
Source record: 96840
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bi8p0$ims@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>
>The 6502C was the version of the 6502 that the Atari used, which had
>some extra logic circuits on board. To use a standard 6502 or 65C02
>in any Atari except early 400/800s, you need to add this extra
>circuitry.

Anyone know what exactly this extra circuitry is? Is the 6502C
pin-compatible with the 6502?

Paul Guertin
guertinp@iro.umontreal.ca

6851. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 00:21:16 UTC
From: krishna@max.tiac.net
Message-ID: <3bj4ts$f4l@sundog.tiac.net>
Source record: 96831
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

How many Atari8 ports had features cut? Not stuff like Donkey Kong. I even like the Atari8 Joust more than the arcade one.

6852. Adaptec ACB5500

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 00:21:51 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128686@cup.portal.com>
Source record: 96830

BTW: I just happened into a couple of these controllers. They appear
to be scuzzy to mfm, but I'm not sure if they are usable bye anything
like a MIO. Anybody got some data on these or need one?
Rick

6853. Hello from The Netherlands again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 00:25:30 UTC
From: bernard@twilight.xs4all.nl
Message-ID: <bernard.003q@twilight.xs4all.nl>
Source record: 96763

```
Hello Folks,

This is a little test mesage to see if this message is going to the right
INTERNET area and to see if my account is working.....

Please DON'T reply.......

Greetix from Bernard Kok

---

Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-07 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

-- Via Xenolink 1.90 / XenolinkUUCP 1.0
```

6854. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 00:38:14 UTC
From: krishna@max.tiac.net
Message-ID: <3bj5tm$fgp@sundog.tiac.net>
Source record: 96832

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:

: I saw some multitasking OS for the 8-bit on atari.archive.umich.edu. Don't
: know how good it is, but I'd have to agree that multi-tasking is mainly
: software (and having apps that run 'clean' to use under it).

You are speaking of MTOS. MTOS does not solve the problem of
memory allocation. You can only run tiny programs that will fit in main
memory. Snapshot lets you run any size program, but that is task SWITCHING.

Neither are full operating systems. They are patches.

6855. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 01:07:40 UTC
From: jdd@cdf.toronto.edu
Message-ID: <jdd.786244060@cdf.toronto.edu>
Source record: 96835
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

kisrael@emerald.tufts.edu (Kirk Is.) writes:

>I had an Atari 800XL, (gift) later sold it and got a C=64. I really
>thought it was a step up, tho' this is mostly from a game playing
>aspect. Version of Electronic Arts classics, especially Mail Order
>Monsters, seemed much nicer on the Commodore- details, mostly.
>Plus the entire game market seem much more developed, probably
>reflecting a larger number of C=64 owners- for instance, I've never seen
>anything that looked or sounded as good as the C=64's Skate or Die on any
>Atari 8-bit.

The C64 had a much bigger market, as you say, and much more flexible sound.
This gave it an edge as a game machine in general, but some Atari games were
as good or better than their C64 equivalents. Ballblazer, for one.
However, towards the end, many C64 games just didn't appear for the Atari.

>Any flame-free feedback? Which made the better game machine, and
>what were your favorite games? (Archon! Archon! Archon!)

I vote for MULE. Played it first on a friend's 64, then on my 8bit Atari.
Loved it.

Regards,

John
--
John DiMarco <jdd@cdf.toronto.edu> Office: EA201B
Computing Disciplines Facility Systems Manager Phone: 416-978-1928
University of Toronto Fax: 416-978-1931
http://www.cdf.toronto.edu/personal/jdd/jdd.html

6856. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 01:26:32 UTC
From: rhawkins@iastate.edu
Message-ID: <3bj8o8$3s0@news.iastate.edu>
Source record: 96833
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bh4h5$ifk@news2.delphi.com>,
BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:

>Umm.. moisture & electronics don't mix. Try a small fan. A Towel around
>your supply will actually insulate it and prevent air flow around it.

kept wet, that would cool, although the moisture is a problem. As the
water evaporates, it carries off heat. It wouldn't, however, work in a
humid climate.

--
R E HAWKINS
rhawkins@iastate.edu

6857. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 01:30:31 UTC
From: ycl6@ciao.cc.columbia.edu
Message-ID: <3bj8vn$i4a@apakabar.cc.columbia.edu>
Source record: 96836
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3bijij$kkk@charm.magnus.acs.ohio-state.edu>,
Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
|BTW, of the machines from that era, I consider Apple's keyboard
|most similar in quality to the 1200xl, but I hate Commodore's and the
|original PC's keyboard.

That's interesting, considering how the two are poles apart in feel and
construction. One is the epitome of mushiness, and the other, the
epitome of CLICKETY-CLACK-CLACK-CLACK (N.B.: I _like_ that).
-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|Celestial Kingdom through Taco Bell

6858. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 01:39:51 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3bj9h7$aps@sefl.satelnet.org>
Source record: 96834
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <CzzExq.EEt@aplcenmp.apl.jhu.edu>,
Gunther Birznieks <birznie@aplcenmp.apl.jhu.edu> wrote:
>c4ab2@dmu.ac.uk (Andrew Blackman) writes:
>
>>I had a variation on the 1541, I think it was a 1541c or something like that. It DID have an external ID switch on it, so maybe Commodore learned something, eh?!!!!
>
>
>The lesson that Commodore SHOULD HAVE learned is that hardware and
>software needs to be userfriendly.
>
>The only lesson commodoreo seemed to have learned is to put dip switches on
>the 1541... But for the novice user, it is quite annoying to have to remember
>what combination of switches does what. Especially considering it only
>costs a few bucks to put a real dial switch in ... With 4 settings instead
>of 2 dip switch settings that mean different things in different combination.

But how many times do you need to change drive id? Once, I'd say, when
you buy it. It's almost as bad as saying telephones should have every
single phone number on them because the novice user might be confused by
all the different button combinations. :)

(And is counting in binary ALL that difficult?)

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

6859. Extremely large 8bit collection 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 02:14:52 UTC
From: QLDD29A@prodigy.com
Message-ID: <3bjbis$fg4@usenetw1.news.prodigy.com>
Source record: 96837

I have a very large collection of hardware, software, carts, & almost
every book every printed & almost every magazine printed about the Atari
8-bit computers. They've been sitting around for years now and I'm in
need of the room they occupy. If you want to buy anything, email me:
chard31@aol.com
I'm sure we can work something out. btw I'm on Long Island, NY.

chard31@aol.com 11-30-94

6860. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 02:59:59 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bje7f$7tf@nermal.cs.uoguelph.ca>
Source record: 96841
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

```
: Yes. I have the book "The Creative Atari", which essentially consists
: of Atari articles from Creative Computing from around '79 or '80 to
: the early-XL era. In some early articles it talks about the "New" GTIA,
: and this is before the 1200 -- maybe even before Warner.
: Weren't the 400/800s discontinued when the 1200xl came?
: I know they were gone by the time the other XLs came.

No. The 1200XL was supposed to be the flagship if the line. The
400 and 800 weren't discontinued until the 800XL and 600XL were announced.

>> Mark <<
```

6861. Re: SDX HD Optimizers

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 03:12:30 UTC
From: rburns@jpl.nasa.gov
Message-ID: <rburns-3011941912300001@macattack.jpl.nasa.gov>
Source record: 96838

In article <Jw+0dhY.jeking7@delphi.com>, James King <jeking7@delphi.com> wrote:

> Hard drive OPTIMIZER for SDX? What would you compare it with?
>
> Cleanup.com for SpartaDos 32d.dos? It too will work under SpartaDos
> if you go "X CLEANUP Dx:", or you can download a SDX version which
> will run without the "X".

I know that CLEANUP will check the disk structure but I did not know that
it would defragment files as well. Is this the case?

Brian.D.Eliassen@jpl.nasa.gov

6862. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 03:53:22 UTC
From: thester@nyx10.cs.du.edu
Message-ID: <3bjhbi$s0p@nyx10.cs.du.edu>
Source record: 96839
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

With about 50 more posts on this subject ahead for me
to yet read, I hope this little tidbit is not premature.

Marketing is probably the "real" reason for Commodore's
ultimate superiority. Why? Does anyone recall why
Texas Instruments TI-99 computer was discontinued and
TI even called "Uncle" by withdrawing completely from
the home computer market?

The answer is/was "price wars".

With Atari and Commodore both duking it out in places
like Kmart, lowering the price of their respective machines
on an almost weekly basis, the poor little TI-99 never
had a chance! TI ended up actually selling the TI-99
for LESS than it cost for them to manufacture the thing!

I don't think Atari ever actually managed to beat
Commodore (Tramiel, remember?) when it came to reducing
the retail price. Owning their own chip factory helped
Commodore more than anything. That, and downright shoddy
production standards. Commodore's disk drives failed at
such a high rate, it was almost a 50/50 proposition for
some time whether the drive a consumer purchased didn't
have some sort of failure. Just how many revisions in
that thing were there? 5? 10? More?

Atari built hardware that was rugged to almost military
standards. Commodore built hardware that (for quite some
time) barely managed to rise above the quality given to
toys. To paraphrase "Field of Dreams":

"Build it cheap, and they will buy."

Compare the construction of the 400/800 computers (and the
TI-99 for that matter) with the construction of the first
Commodore VIC-20's and 64's and you will understand what I
mean.

Sadly, Jack Tramiel adhered to that same philosophy when he
bought Atari. Everything made by Atari since then reflects
this. Consumer "support" was/is nonexistant in comparison
to other manufacturers. Shoddy at best.

But - I still love my 400/800/130 XE computers and peripherals.
Comparing the construction of my own 400/800 computers with

that of my 800XL and 130XE is like comparing the solid, quality construction of a 1950's era auto with that of a modern Ford Escort. No comparison, really. While the technology within each incarnation is virtually identical, the later models leave a lot to be desired when it comes to using the word "quality" to judge them by. I've had to repair my XL/XE's many more times over than the original machines.

As far as which machine is the "truly superior" one is a matter of taste. Much like the question of which is better, Sega Genesis or Super Nintendo? It all evens out when the technology of one machine is compared over the other by things like the abilities of a given programmer. Frogger for the Atari computers was never equalled on another machine of its class. Why? The programmer. Archon on the 64 was superior to the Atari. Why? Again, the programmer. I own both Sega Genesis AND SNES. That way, I can purchase the superior version of a game that is written for both platforms. (That reason as well as for unique games like "Donkey Kong Country" or "Sonic") Yes, I have a Commodore 64 also. Why? Because it was cheap, and had titles that were not available on the Atari simultaneously.

In 1979, the Atari computers were the winners, hands down. By the time Commodore came along with the 64 a few years later, Atari had only itself (and Warner) to blame for it's market loss. After all, the two machines were almost identical. What else but poor marketing can explain the demise of the "Real McCoy"?

And that's my view. So what if I rambled?

Uncle Fester

--

_____|What GOD Wants|_____
GOD wants sedition _____	_____ GOD wants freedom
GOD wants sex ____	thester@nyx.cs.du.edu	___ GOD wants Semtex
_____	az798@FreeNet.HSC.Colorado.EDU	_____

6863. Hard Drive Optimizer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 04:29:32 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2EDC96A1@POST0.LAAFB.AF.MIL>
Source record: 96842

CleanUp by ICD/FTe is not a hard drive optimizer. CleanUp, which only works with SpartaDOS 3.2 and up, only corrects errors between the File Access Table (FAT) bitmap and the actual directory structure. It also closes files left open for writing/reading and resolves any other internal conflicts. CleanUp basically corrects errors.

An Hard Drive Optimizer tries to make the sectors of a file contiguous so that the head on the hard drive doesn't skip all over the place when loading a file. After you delete and write a bunch of times on, a new file could be spread all over the hard drive. Sparta will write the first sector (or new subdirectory) in the first available empty sector and go from them. If you are adding entries to a subdirectory and the subdirectory goes beyond 256 bytes it will continue the subdirectory onto the next free sector after updating the pointer. After awhile the hard drive gets pretty jumbled.

Since the max hard drive partition is 16meg, it isn't clear to me whether this is a real problem, since there really isn't a "slow down" in performance since the partition is so small. Also, you really don't get any more space after optimization, since everything is written in complete 256 byte sectors. All you are doing with optimization is reordering the sectors, in essence.

The only real way to optimize your hard drive today is to do the following.

1. Put all the programs you use and don't change or erase in separate subdirectories.

2. Back up you hard drive with FlashBack from ICD/FTe.

3. Rewrite your Hard Drive from the FlashBack backup and make sure those subdirectories that have the programs you don't change or erase are the first ones written (first in the listing on the main directory).

FlashBack copies the actual files and not a disk image. In fact you FlashBack backups are optimized (made contiguous) when the back up is created. When you restore your drive using the FlashBack backup, the files will be written contiguously, because that's the algorithm Sparta uses--next available sector. Since you are in essence writing to a "blank" drive, when you do a restore, the next sector will be the contiguous one.

I've only done this once in 5 years and really haven't found it necessary (except after my major crash).

Rick Reaser

1.

6864. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 07:41:55 UTC
From: jharris@cup.portal.com
Message-ID: <128719@cup.portal.com>
Source record: 96843

I don't know all of the details about multitasking, but I would think the 6502 would be ideal in many ways. It has very low interrupt latency, and very few registers required to be pushed in order to save the state of the CPU when switching tasks.

I would think that all other concerns would be primarily software in nature, and I can't think of anything that would seriously limit the 6502 for multitasking desing.

John Harris - jharris@cup.portal.com

6865. Re: Anyone using an ink-jet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 08:53:10 UTC
From: krishna@max.tiac.net
Message-ID: <3bk2tm$211@sundog.tiac.net>
Source record: 96844

Roger Cole (MIS0160@MVS.UDEL.EDU) wrote:
: Is there anyone out there using a ink-jet printer with an 8-bit
: Atari? Damark lists a Digital ink-jet printer for $149 (which is less
: than I paid for my dot-matrix printer). Other than the correct cable,
: is there any reason why this printer wouldn't work with my system?

With text I think it'll work fine. But make sure it has Epson FX emulation if you want to use daisy dot or othe grahics dump stuff. I know some Epsons (naturally) offer FX/MX emulation. Some others do too I believe.

However, it has been my experience that 24pin dot matrix printers actually look crisper than inkjets due to the bleeding problem which is a blight with inkjets. dpi is about the same between a 24 pin and an inkjet. 24 pins are just clearer in the way they lay down the ink.

The new 720x720 dpi Color Stylus, though, that combined with the right paper just might blow away the 24 pin dot matrix printers.

But despite the fact that inkjet is a newer tech than 24pin dotmatrix, it often looks worse, like I said....

6866. Re: Re 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 09:22:55 UTC
From: clausb@hpbbrd.bbn.hp.com
Message-ID: <D04Kq7.KvE@hpbbrd.bbn.hp.com>
Source record: 96776
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
> I've always heard the c64 runs at 1.54MHz.

PAL C64s run at 980 Khz; the NTSC version is slightly faster, but
not much (3 or 4% as I recall).

--
--clausb@hpbeo79.bbn.hp.com--
Claus Brod, MDD, HP Boeblingen Magic is real unless declared integer.
--#include <std_disclaimer>--

6867. ALL Computer & Electronics Swap Meet: PACIFIC NORTHWEST!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 11:39:08 UTC
From: bensmith@teleport.com
Message-ID: <3bkcks$bnd@linda.teleport.com>
Source record: 96845
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,
comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

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6868. Re: 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 14:08:39 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D04xyH.5GD@cs.vu.nl>
Source record: 96848
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

guertinp@IRO.UMontreal.CA (Paul Guertin) writes:

>In article <3bi8p0$ims@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu
(Rob Funk) writes:
>>
>>The 6502C was the version of the 6502 that the Atari used, which had
>>some extra logic circuits on board. To use a standard 6502 or 65C02
>>in any Atari except early 400/800s, you need to add this extra
>>circuitry.

>Anyone know what exactly this extra circuitry is?

The 6502c has a HALT line, the R6502 and the R65C02 have not.

>Is the 6502C
>pin-compatible with the 6502?

If I'm correct, the Sally CPU used in the XL/XE-line is the 6502c which is
not pin-compatible with the R6502 or the R65C02. For pinouts of those
three CPU's, look at the Atari 8-Bit Home Page. Recently I added a new section
with pinouts of the 3 CPU's, ANTIC, GTIA, POKEY etc.etc.

>Paul Guertin
>guertinp@iro.umontreal.ca

Ivo van Poorten

6869. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 14:10:22 UTC
From: dwhite@cs.strath.ac.uk
Message-ID: <3bklge$j9@dunlop.cs.strath.ac.uk>
Source record: 96846
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <CzzHnC.7q0@nucleus.com>, nhatviet@nucleus.com (Nhat-Viet Phi) writes:
> BRYEDEWAARD@news.delphi.com wrote:
> :
<SNIP>
> : Also, why did the 1541 get so hot? A disk left in there half an hour
> : was almost melted.
>
> Well, both of these problems were addressed confidently with the
> Commodore 1541-II disk drive. Same basic operation as any other 1541, but
> it has an external power supply (BIG, BIG plus) and two DIP switches to
> allow device numbers 8-11. (still a plus, but I would have preferred them
> up front!)
>
<SNIP>

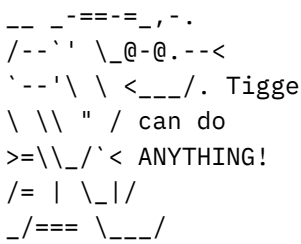
This isn't really about the 1541 or any other commodore disk drives, but it's about drives made by another manufacturer that all looked like the single floppys that you used to get with BBC micros in school (obviously in good old blighty only - or did they ever go to america??), the wonderful old 40-80 track ones (for the BBC, not c64).

What the hell were they called, 'cos I can't remember, though I had one for years (along with an Action Replay IV cart) and it never overheated or even got more than warm.

Anyhow, just thought I'd satisfy myself over your newsgroup.

I'd better go wipe the screen before the Admin guys come in with their night sticks and long white-sleeved jackets with buckles round the back.

byEEEEEEEeeeeeeeeeeEEEEEEEEEEEEEEEEeeeeeeeeeeeeeeeeEEEEEEE.

dave


6870. Multi-tasking...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 14:14:23 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <570A7AB2035@east-01.novell.leeds.ac.uk>
Source record: 96847

There is an extension to the excellent QUICK programming language from PPP in Germany that allows Multitasking.

I don't know all that much about it, mainly because it is still in German language and as far as I know it has not been made available outside of Germany yet! Apparently each 'program' resides in one of the XE memory banks.

I don't know if its a true multi-tasking software product or just some clever programming, I don't even know if it works on a 64k machine. Anybody else know.... Over to you guys in Germany?

RICHARD GORE

6871. Re: Light Pen

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 14:22:16 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.43.00095F4B@cfcsc.dnd.ca>
Source record: 96786

>In Article <9411231110.AA17801@dylan.newi.ac.uk>,
>MBITDC9306@titan.newi.ac.uk (DAVID DAVIES) wrote:

>>The only package I have for the light pen is a drawing ROM cartridge.
>>Thing is, the cursor jumps about like a flea so it's impossible to
>>use it for detailed drawing (even in Zoom mode).

>You can remedy this to some extent by adjusting the color of the background;
>if I remember correctly, darkening the background reduces cursor jittering,
>but it still jumps quite a bit -- much like a stylus behaves on a touchpad.
>The software should have incorporated a feature for smoothing out lines.
>____
>Frank Seipel (614) 622-1653
>fseipel@magnus.acs.ohio-state.edu X=USR(1536)
>76116.1126@compuserve.com

Is cartridge hard/software the only software that uses the 8-bit light pin.
That is, is there any software that uses a programming language to utilise a
light pen?? I was given an 8-bit light pen, and wondering about using it for
my STe. Any thoughts?
thanks/merci
-ken

6872. Re: Light Pen

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 14:27:56 UTC
From: macdonald@cfcsc.dnd.ca
Message-ID: <macdonald.44.0009777F@cfcsc.dnd.ca>
Source record: 96790

>Yes, I know about that remedy. The problem really lies in the speed
>of the Atari, I think. It's not really fast enough to provide
>accurate scanning of the electron beam on the TV.

>David Davies
>The Atari Classic Programmer's Club

>--
>mbitdc9306@newi.ac.uk
>--
>Great Mysteries of the World: #1 ...
>Why do Americans call them Hamburgers when there isn't an ounce of
>the stuff in them?
>--
Would the speed of the ST provide more accurate scanning. I realise that this
is an 8-bit group, but the reason I ask is because I have access to an 8bit
light pen, and was wondering if I could write something to use it on my STe.
Now the light pen comes with a cartridge, which I presume has the controlling
software, but that is of no use on an STe. Would you be able to recommend a
source(ie. book) for 8-bit programming for such stuff as light pens. Thanks
for any help.
Merci
-ken

6873. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 15:36:33 UTC
From: copley1@marshall.edu
Message-ID: <1994Dec1.113633@hobbit>
Source record: 96764
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
In article <3biodc$qbb@news.iastate.edu>, rhawkins@iastate.edu () writes:
> In article <3bgst4$ppg@geraldo.cc.utexas.edu>,
> Mike Gordillo <621126@mercury.utb.edu> wrote:
>
>>PS: I'd like similar stats for Apple IIE and 800xl plz... I have not much
>>in the way of documentation for them. Oh, which 6502 did these machines
>>use?
>
> Apple II, II+, and IIe, 1Mhz 6502 1mhz

The //e enhanced used a Rockwell 65C02, as well.

--
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(evenings, please) |
--
```

6874. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 15:55:37 UTC
From: kentng@eeserv.ee.umanitoba.ca
Message-ID: <3bkrlq$a8l@canopus.cc.umanitoba.ca>
Source record: 96849
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

thester@nyx10.cs.du.edu (Uncle Fester) writes:

> Atari built hardware that was rugged to almost military
> standards. Commodore built hardware that (for quite some
> time) barely managed to rise above the quality given to
> toys. To paraphrase "Field of Dreams":

> But - I still love my 400/800/130 XE computers and peripherals.
> Comparing the construction of my own 400/800 computers with
> that of my 800XL and 130XE is like comparing the solid, quality
> construction of a 1950's era auto with that of a modern
> Ford Escort. No comparison, really. While the technology
> within each incarnation is virtually identical, the later
> models leave a lot to be desired when it comes to using the
> word "quality" to judge them by. I've had to repair my XL/XE's
> many more times over than the original machines.

> And that's my view. So what if I rambled?

You made some good points. There is nothing like the good old days.
I remember buying a lot of C64s and 1541 drives and having to return
them to get repaired. Only bought 1 Atari 800XL and 1050 disk drive
and they are still working today!

Kent
--
Kent Ng | Department of Electrical and | TR-Labs
kentng@ee.umanitoba.ca | Computer Engineering | 10-75 Scurfield Blvd
Tel: (204) 488-5632 | University of Manitoba | Winnipeg, MB, R3Y 1P6

6875. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 16:20:52 UTC
From: singer@osfrt.mro1.dec.com
Message-ID: <3bkt54$sur@mrnews.mro.dec.com>
Source record: 96851
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
In article <3bjhbi$s0p@nyx10.cs.du.edu>, thester@nyx10.cs.du.edu (Uncle Fester) writes:
|>
|> Atari built hardware that was rugged to almost military
|> standards. Commodore built hardware that (for quite some
|> time) barely managed to rise above the quality given to
|> toys. To paraphrase "Field of Dreams":
|>
|> "Build it cheap, and they will buy."
|>
|> Compare the construction of the 400/800 computers (and the
|> TI-99 for that matter) with the construction of the first
|> Commodore VIC-20's and 64's and you will understand what I
|> mean.
|>
|> Sadly, Jack Tramiel adhered to that same philosophy when he
|> bought Atari. Everything made by Atari since then reflects
|> this. Consumer "support" was/is nonexistant in comparison
|> to other manufacturers. Shoddy at best.
|>

When I got my Atari ST developers kit, the computer wouldnt boot. They
told to me open it up and "flex" the motherboard... QC at it's best.

--
------------------------------------------------------------------------------
Matthew R. Singer LM Technology
Systems Engineer Systems & Software Consulting
singer@osfrt.mro1.dec.com VxWorks/Unix/MS-DOS/X Window/Motif
508-467-9108 508-877-8736(v) 508-877-8756(fax)
------------------------------------------------------------------------------
```

6876. Recursion in Action! This seems to do it! (STACKTST.ACT/.C/.BAS)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 16:25:14 UTC
From: KENDRICK@sonoma.edu
Message-ID: <941201082534.20609528@sonoma.edu>
Source record: 96850

The following file is the C code I first came up with when I was thinking of how to go about adding a local-variable stack to Action! so that PROCedures and FUNCtions can be made to do recursion.

I tested it out in Think C++ on a Macintosh but didn't trust it since, well, C handles this by itself, so all I could be doing is wasting memory! But never fear, two files follow this:

```
-----------------begin-stacktst.c----------------------
/* StackTst.c: Stack Test program for adding recursion to Action! */

#include "stdio.h"

int sp;
int stack[1024];

void overflow()
{
printf("Overflow\n");
}

void underflow()
{
printf("Underflow\n");
}

void init()
{
sp=0;
}

void push(int x)
{
stack[sp]=x;
sp=sp+1;
if (sp>1024)
overflow();
}

int pop()
{
if (sp==0)
underflow();
else
{
sp=sp-1;
return(stack[sp]);
```

```
}
}

/* -- */

int factorial(int n)
{
int m;

if (n<=1)
m=1;
else
{
push(n);
m=factorial(n-1);
n=pop();
m=m*n;
}
return m;
}

void main()
{
prinf("6!=%d\n",factorial(6));
}

/* By Bill Kendrick 11/29/1994 */ /* See STACKTST.ACT... */

-----------end----------
```

Well, since I didn't trust it, I started writing another text program in QBASIC on an IBM. Of course, at first I started out writing the thing with "SUBS" and "FUNCTIONS"! Duh! QBASIC probably uses a stack for local variables too! So I started over and just used GOSUBS and passed variables to my GOSUB'd functions via "x" and "n" variables. The code looks much more drawn out than it needs to be in a higher level language, but for you Atari BASIC and TurboBASIC XL users, you may find this useful nonetheless. BTW: This seems to work too! :)

```
----------begin-stacktst.bas-------
1 ' StackTst.Bas
2 ' by Bill Kendrick 11/29/1994
3 ' Test of StackTst.c code in (Q)BASIC without using real
4 ' FUNCs.

5 DIM stack(100)
6 GOTO 1000

10 ' push
11 stack(sp) = x
12 sp = sp + 1
13 RETURN
```

```
20 ' pop
21 sp = sp - 1
22 x = stack(sp)
23 RETURN

100 ' factorial
101 IF n <= 1 THEN
102 m = 1
103 ELSE
104 x = n ' \ push(n)
105 GOSUB 10 ' /
106 n = n - 1 ' \
107 GOSUB 100 ' > m=factorial(n-1)
108 m = x ' /
109 GOSUB 20 ' \ m=pop()
110 n = x ' /
111 m = m * n
112 END IF
113 x = m ' return(x)
114 RETURN

1000 ' main
1001 n = 6 ' \
1002 GOSUB 100 ' > print factorial(6)
1003 PRINT x ' /
1004 END

----------end----------
```

Finally, after this last sucessful trial, I came up with the following Action! code, based on the C code above. I ran it, got "720" as a result (6!=720), screamed and jumped up and down; proceeded to tell the person on the other line what had just happened (giving her a breif description of recursion and factorial), then apologized and asked her to repeat what she was saying a moment before. <grin> ANYWAYS, I hadn't booted any DOS with the thing and was planning on using SIO2PC's Print-Thru and Atari's built in P:rinter device to make a copy of the thing as a file on my PC, but accidentally hit "D" for DOS instead of "E" for editor in Action!'s monitor and poof it was gone and I was enjoying the OS's Self-Test menu <sigh>. The following is obviously not my ORIGINAL code <grin>, AND IS NOT IDENTICAL to the C code! This gives you a menu letting you chose between FACTORIAL, FIBONACCI, and ACKERMANN recursive functions. ACKERMANN has not been tested, and when doing FACTORIAL and FIBONACCI, remember that I used INTs, so when it calculates values over 32767 or below -32768, the variable will have over-/under-flowed and answers will be wrong, but hell, at least it works for INTs! :)

```
----begin-stacktst.act-----
; STACKTST.ACT

; Local variable stack handler for
; Action! test program.
```

```
; By Bill Kendrick 11/29/1994

DEFINE STACKSIZE="200"
DEFINE LARGESTTYPE="CARD" ; Type mismatches don't create errors,
; so use the largest (2-bytes) available

CARD SP ; Stack pointer
LARGESTTYPE ARRAY STACK(STACKSIZE) ; Stack storage space

PROC OVERFLOW()
PRINTE("OVERFLOW") ; Display error
PRINT("STACK POINTER ABOVE ")
PRINTCE(STACKSIZE)
BREAK() ; and abort program
RETURN

PROC UNDERFLOW()
PRINTE("UNDERFLOW")
PRINTE("STACK POINTER BELOW 0")
BREAK()
RETURN

PROC INIT() ; All we need to do here is reset the
SP=0 ; stack pointer either before a
RETURN ; recursive function's called or at
; program start.

PROC PUSH(LARGESTTYPE V)
STACK(SP)=V ; Store value
SP=SP+1 ; Increment stack pointer
IF SP>=STACKSIZE-2 THEN ; Test for overflow
OVERFLOW()
FI
RETURN

LARGESTTYPE FUNC POP()
LARGESTTYPE V

IF SP=0 THEN ; Test for possible underflow
UNDERFLOW()
ELSE
SP=SP-1 ; Decrement stack pointer
V=STACK(SP) ; Retrieve value
FI
RETURN(V)

; ---------------------------------

INT FUNC FACTORIAL(INT N)
INT M ; Temporary variable; its value is
; RETURN'd
IF N<=1 THEN ; 1!=1..
M=1
ELSE
```

```
PUSH(N) ; Push before recursion
M=FACTORIAL(N-1) ; Call function for N-1, store in M
N=POP() ; (Get old N after last recursion was
; returned from)
M=M*N ; Multiply..
FI
RETURN(M) ; ..and return value

INT FUNC ACKERMANN(INT X,Y)
INT R

R=0
IF X=0 AND Y>=0 THEN
R=Y+1
ELSEIF Y=0 AND X>0 THEN
PUSH(X)
PUSH(Y)
R=ACKERMANN(X-1,1)
Y=POP()
X=POP()
ELSE
PUSH(X)
PUSH(Y)
R=ACKERMANN(X,Y-1)
Y=POP()
X=POP()
PUSH(X)
PUSH(Y)
R=ACKERMANN(X-1,R)
Y=POP()
X=POP()
FI
RETURN(R)

INT FUNC FIBONACCI(INT N)
INT R1,R2 ; Temporary variable; its value is
; RETURN'd
IF N=0 OR N=1 THEN ; FIB(0)=0,FIB(1)=1
R1=N
R2=0
ELSE
PUSH(N) ; Push before recursion
R1=FIBONACCI(N-1) ; Call function for N-1, store in M
N=POP()
PUSH(R1) ; Push before recursion
PUSH(N) ; Push before recursion
R2=FIBONACCI(N-2) ; Call function for N-1, store in M
N=POP()
R1=POP() ; (Get old N after last recursion was
; returned from)
FI
```

```
R1=R1+R2
RETURN(R1) ; ..and return value

PROC MAIN()
INT A,B,RESULT

INIT() ; Init Stack
PRINTE("1=FACTORIAL")
PRINTE("2=ACKERMANN")
PRINTE("3=FIBONACCI")
A=INPUTB()
IF A=1 THEN
PRINTE("Factorial") ; Title/instructions:
PUTE() ; (blank line (PUT End Of Line))
PRINTE("Enter 'A' and I will")
PRINTE("show you 'A!'.")
PUTE()
PRINTE("Enter '0' to quit.")
DO
PUTE()
PRINT(" A=") ; Prompt (no EOL after)
A=INPUTI() ; Read integer
RESULT=FACTORIAL(A) ; Call function
PRINT("A!=") ; Display results
PRINTIE(RESULT)
UNTIL A=0 OD ; Quit when A=0
ELSEIF A=2 THEN
PRINTE("Ackermann") ; Title/instructions:
PUTE() ; (blank line (PUT End Of Line))
PRINTE("Enter 'A' and 'B' and I")
PRINTE("will show you")
PRINTE("ACKERMANN(A,B).")
PUTE()
PRINTE("Enter '0' to quit.")
DO
PUTE()
PRINT(" A=") ; Prompt (no EOL after)
A=INPUTI() ; Read integer
PRINT(" B=") ; Prompt (no EOL after)
B=INPUTI() ; Read integer
RESULT=ACKERMANN(A,B) ; Call function
PRINT("ACKERMANN(A,B)=") ; Display results
PRINTIE(RESULT)
UNTIL A=0 OD ; Quit when A=0
ELSEIF A=3 THEN
PRINTE("Fibonacci") ; Title/instructions:
PUTE() ; (blank line (PUT End Of Line))
PRINTE("Enter 'A' and I will show")
PRINTE("you FIBONACCI(A).")
PUTE()
PRINTE("Enter '0' to quit.")
```

```
DO
PUTE()
PRINT(" A=") ; Prompt (no EOL after)
A=INPUTI() ; Read integer
RESULT=FIBONACCI(A) ; Call function
PRINT("FIBONACCI(A)=") ; Display results
PRINTIE(RESULT)
UNTIL A=0 OD ; Quit when A=0
FI
PRINTE("Bye!")
RETURN
```

-----end-----

Final notes: With the C code, you are restricted (unless you can get C to ignore type mismatches) to using INTs (or whatever you make your stack out of); oh, wait, perhaps I'm wrong. It has been a while. Well, anyways, don't TRUST any code you make using that (why would you use the C one is beyond me <grin>) until you have TESTED it thoroughly. In BASIC, you should be restricted to "reals"/"floats"/whatever you want to call them. This of course includes INTs because BASIC handles conversion to/from for you (this is in QBASIC; Atari BASIC / TurboBASIC XL don't actually have any other type other than INTs). In Action!, CARD is the largest type (2-bytes) and everything else is as big or smaller (INT=2 bytes, addresses=2 bytes, BYTEs=1 byte, CHARs=1 byte, POINTERs=2 bytes, etc.). Be warned not to try to do recursion with CHAR ARRAYs (strings) or any other type of array, or with records without being careful, and perhaps rewriting some of the PUSH/POP code. Also, I'm sure you could do something like this as well:

```
PROC PUSH(BYTE many, CARD a1,a2,a3,a4,a5,a6) ; I think Action! handles
; only 8 params max.
...

PROC POP(BYTE many, CARD POINTER a1,a2,a3,a4,a5,a6) ; not FUNC any more
```

to pass more than one value at a time to/from the stack.

Well, that's it! Have fun! Has anyone found an easier/better way to do recursion in Action! !?

Later!
-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
NEW BREED SOFTWARE: Atari 8-bit and IBM PC software! E-mail for info!

6877. Re: Anyone using an ink-jet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 17:02:52 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bkvjs$t1f@charm.magnus.acs.ohio-state.edu>
Source record: 96852

In article <3bk2tm$211@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>With text I think it'll work fine. But make sure it has Epson FX
>emulation if you want to use daisy dot or othe grahics dump stuff. I
>know some Epsons (naturally) offer FX/MX emulation. Some others do too I
>believe.

My new Canon BJC-4000 uses Epson emulation as the default, with
Proprinter a second choice -- definitely an advcantage over HP's PCL
printers. Graphics look wonderful. (Now if we could find a color
printing program for the Atari...)

>However, it has been my experience that 24pin dot matrix printers
>actually look crisper than inkjets due to the bleeding problem which is a
>blight with inkjets. dpi is about the same between a 24 pin and an
>inkjet. 24 pins are just clearer in the way they lay down the ink.

I don't have much experience with 24-pin printers, but don't they have
to make two passes for 360 dpi? Inkjets such as Canon's and Epson's
can do it in one pass, and they're much faster than most 24-pins, even
in the 24-pin's 180dpi mode. (My Canon is rated at 496cps draft,
which looks much better than any dot-matrix's LQ mode.)
I haven't had much bleeding problem. It's not quite as sharp as
laser, but much sharper than any dot-matrix results I've seen.
Dot-matrix has all those individual well-defined dots that you can see
so well.

>The new 720x720 dpi Color Stylus, though, that combined with the right
>paper just might blow away the 24 pin dot matrix printers.

Except that the only Atari programs I know of that can print color
expect you to print each color separately.

>But despite the fact that inkjet is a newer tech than 24pin dotmatrix, it
>often looks worse, like I said....

Depends on the ink and the paper. It often looks worse, but in my
experience it looks better more often.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6878. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 17:20:16 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bl0kg$t5o@charm.magnus.acs.ohio-state.edu>
Source record: 96853
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3bj8vn$i4a@apakabar.cc.columbia.edu>,
Yeechang Lee <ycl6@columbia.edu> wrote:
>Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>|BTW, of the machines from that era, I consider Apple's keyboard
>|most similar in quality to the 1200xl, but I hate Commodore's and the
>|original PC's keyboard.
>
>That's interesting, considering how the two are poles apart in feel and
>construction. One is the epitome of mushiness, and the other, the
>epitome of CLICKETY-CLACK-CLACK-CLACK (N.B.: I _like_ that).

Assuming the two you're referring to are the Commodore and PC....
I dislike them for different reasons. I hate both layouts (what was
that silly Restore key doing where my fingers expected Return? :-),
and I hate both clackiness and mushiness. Atari and Apple had firm
but quiet keyboards -- you press the key until it hits bottom, and
you get a character on screen, without hearing all about it.

Both Atari and Apple keyboads had their flaws, of course. Atari had a
weird layout, but since that was the first one I spent a lot of time
on, I got used to it easily. Atari tried to make up for the quiet
keyboard with the speaker keyclick; the best thing about the 1200xl is
that you can turn off that click with Ctrl-F3.

Apple didn't get things quite right until the IIe; I'm amazed that the
early Apples couldn't even do lower case (or tabs?).
--
---------- R o b F u n k -----------|-----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6879. Re: Anyone using an ink-jet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 17:48:39 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412011652.AA04297@ilmen.lanl.gov>
Source record: 96854

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) wrote:

> However, it has been my experience that 24pin dot matrix printers
> actually look crisper than inkjets due to the bleeding problem which is a
> blight with inkjets. dpi is about the same between a 24 pin and an
> inkjet. 24 pins are just clearer in the way they lay down the ink.

Hmmm... this has not been my experience. It's true that inkjet output
will bleed to some extent and look downright 'fuzzy' if you use the
wrong kind of paper. Paper that has too high a rag content will tend
to bleed but using a quality paper with a somewhat smooth texture
(such as Hammermill Laser Bond) should produce near-laser quality
output that should pass the toughest scrutiny for home use.

Still, it's mighty tough to get an inkjet or laser printer to do a good
job on multi-part forms. :)

-Hutch- @ Fair Dinkum Tech

6880. Re:Atari 8-Bit for Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 18:15:04 UTC
From: serg21@aol.com
Message-ID: <3bl3r8$b4@newsbf01.news.aol.com>
Source record: 96761

I have the following Atari 8-bit items for sale:

* - denotes Game Title
# -denotes Productivity Title
@- denotes Educational Title
^ - Uitility Title
All are disk based, unless noted other wise.

Software without boxes and have docs:

XLent Word Processor (#)
Flight Simulator II (*)
Juggles House (Cassette) (@)
My First Alphabet (@)
Time Wise (#)
Typo Attack (@)
Home Filing Manager (#)
Family Finances (#)
Bridge 4.0 (*)
BookKeeper (#)
BankStreet Writer (#)
Chop Suey (*)
Stock Market (*)
Atari Speed Reading (Cassette) (@)
AtariWriter (Cartridge) (#)

Software without boxes and docs:

PacMan (Cartridge) (*)
PacMan (Cartridge) (*)
Antic Disks (3) All three for $7+S/H
Star Raiders (Cartridge) (*)
CheckMate (#)
Jaw Breaker (*)
World Championship Karate (*)
HomeCard (#)

Software with boxes and docs:

Zork I (*)
Zork II (*)
VisiCalc (#)
Crusade in Europe (*)
Nato Commander (*)
Conflict in Vietnam (*)
Top Gunner Collection (*)

Spy vs. Spy (*)
Decision in the Desert (*)
Peggammon (*)
F-15 Strike Eagle (*)
BallBlazer (*)
Kennedy Approach (*)
Puzzle Panic (*)
Ace of Aces (*)
Reforger (*)
Fight Night (*)
Blue Team Bridge (*)
Archon (*)
Hardball (*)
One on One (*)
Eastern Front (*)
Mickey in the Great Outdoors (Cassette) (#)
Interlisp/65 (^)
Financial CookBook (#)
Combat Leader (*)
Home Filing Manager (#)
AtariWriter (#)

Books:

How to Program the Atari in 6502 Machine Language
Atari Roots
Atari Basic
Compute's First Book of Atari Graphics
Compute's First Book of Atari
Mapping the Atari

Hardware:

1050 Disk Drive w/PS and Cable
800xl w/PS and Cables
800xl no PS and Cables
1027 Printer w/PS and Cable
Supra 300 Baud Modem w/PS,Cable and Software
Koala Pad w/Cable and Software

Parts:

Complete Antic Chip Set
Atari 400 Keypad
26 Assorted IC Chips from various Atari Hardware
items such as xmm-801,xmm-301,810,1050,800xl,1027,850,400/800, all for
$15+
S/H

Please Email me at SERG21@aol.com if your interested in anything and leave
a price
with s/h included and i will get back to ASAP.

6881. Atari Books For Sale...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 18:29:57 UTC
From: QLDD29A@prodigy.com
Message-ID: <3bl4n5$79c@usenetw1.news.prodigy.com>
Source record: 96755

I am selling all of my Atari related books. The price is listed and it INCLUDES shipping. Please email me only at: chard31@aol.com First come, first served...
chard31@aol.com

Atari Books For Sale - 12-1-94 Prices are what is printed on the book

t = Tab Books c = Compute Books dp = Dilithium Press r = Reston Books
d = Datamost Books aw = Addison-Wesly s = Sams Books w = Wiley Books
cp = Creative Press mh = McGraw-Hill h = Hayden Books b = Bantam Books
sb = Spectrum Books cg = Consumer Guide eo = Enrich/Ohaus o = Osorne

101 Programming Surprises & Tricks t 12
34 More Ready To Run Basic Programs t 9
67 Ready To Run Basic Programs t 9
Advanced Atari Basic Tutorial s 12
Advanced Programming Technics t 15
Assembly Language Programming mh 16
Atari Software 1984 a 20
Atari 800 Salesperson's Guide Atari Press ?
Atari Basic Atari h 16
Atari Games & Recreation r 15
Atari Sound & Graphics w 11
Atari Basic w ?
Atari Programming With 55 Programs t 14
Atari Assembler r 17
Common Basic Programs - Atari Edition o ?
Compute's Atari Collection - vol 1 c 13
Compute's Atari Collection - vol 2 c 15
Compute's Third Book Of Atari c 13
Compute's Second Book Of Atari c 13
Compute's First Book Of Atari Graphics c 13
Compute's Second Book Of Atari Graphics c 13
Compute's First Book Of Atari c 13
Computers For People dp 8
Conquering Adventure Games dp ?
De Re Atari apx 13
Designs From Your Mind For Atari r 13
Dr. Wacko's Miracle Guide a 25
Free Software For Your Atari eo 9

Game Playing With Basic h 12
Inside Atari DOS c 20
Kids And The Atari d 20
Machine Language For Beginners c 15
Mapping The Atari c 15
Mastering Your Atari Thru 8 Projects sb ?
Printshop Handbook b 19
Programmer's Reference Guide s 22
Programming Your Atari Computer t 11
Repairing Your Home Video Game d 10
Shortcut Thru Adventureland - vol 2 r 10
Speedscript - The Word Processor c 10
The Atari Basic Source Book c 13
The Creative Atari cp 16
The Best Atari Software cg ?
The Musical Atari r 15
The Master Memory Map r 16
Things To Do With Your Atari Computer dp 4
Your Atari Computer o 18

6882. Atari Magazines for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 18:35:36 UTC
From: QLDD29A@prodigy.com
Message-ID: <3bl51o$774@usenetw1.news.prodigy.com>
Source record: 96757

I am selling all my Atari related magazines. These include: atarian, atari age, analog, antic, hi-res, atari connection, atari explorer, ROM, and various other related gaming magazines. I have 4 or 5 milk crates filled with these magazines. Email ONLY AT: chard31@aol.com
Make me offers...
chard31.aol.com only!! 12-1-
94 Long Island, NY

6883. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 18:46:58 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bl5n2$198p@hearst.cac.psu.edu>
Source record: 96756

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:

: : I saw some multitasking OS for the 8-bit on atari.archive.umich.edu. Don't
: : know how good it is, but I'd have to agree that multi-tasking is mainly
: : software (and having apps that run 'clean' to use under it).

: You are speaking of MTOS. MTOS does not solve the problem of
: memory allocation. You can only run tiny programs that will fit in main
: memory. Snapshot lets you run any size program, but that is task SWITCHING.

Well..how do you think windows works? =)

--
Karll The Ghoull asks: "Have you played Atari today?"
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6884. Re: Re 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 18:48:41 UTC
From: Marko.Makela@HUT.FI
Message-ID: <MARKO.MAKELA.94Dec1204841@sranje.tky.hut.fi>
Source record: 96758
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

>>>>> "ch" == ch <R!ch> writes:

It seems that you should configure your newsreader a bit better.

ch> By a funny coincidence, I'm currently writing a 6502 emulator for
ch> my own, um, pleasure. (BTW, the variant mentioned above is
ch> actually a 65C02.) If anyone is really interested, I can post the
ch> extended opcodes, as I have Rockwell's 65C02 datasheet. As for
ch> the undocumented stuff, I'd be interested to see it! I know that
ch> various 65C02 implementation had differing instruction sets; the
ch> Rockwell one is far richer than Mosteks (no, I don't work for
ch> Rockwell!).

To my knowledge, Mostek should not have anything to do with the 6502,
at least it didn't design it. The company that designed the 6502 was
called MOS Technologies. Later it became CSG (Commodore Semiconductor
Group), and now it has or has not gone out of business. (Most divisions
of Commodore are out of business now, but there are some rumours that
some company would buy what is left from Commodore.)

But when it comes to the NMOS 65xx series, as designed by MOS
Technologies, there is a very complete documentation of it on my WWW
pages. Its URL is http://www.hut.fi/~msmakela/emul/x64-64doc.html.
Also, I have some information on the Commodore 64 emulators too,
http://www.hut.fi/~msmakela/emul/.

Marko

6885. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 18:58:03 UTC
From: ckaiser@sdcc13.ucsd.edu
Message-ID: <76759@sdcc12.ucsd.edu>
Source record: 96759
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In <3bgfpv$r4e@news2.delphi.com> BRYEDEWAARD@news.delphi.com (BRYEDEWAARD@DELPHI.COM) writes:

>>Was is really that slow? Someone once told me that Atari 800's 6502
>>was clocked at 2 MHz, so it should have had a considerable edge
>>over the C64's 980 KHz CPU.

>I've always heard the c64 runs at 1.54MHz.

I thought it was 1.025 MHz.

Cameron Kaiser

6886. Re: PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 19:20:01 UTC
From: pmmills@aol.com
Message-ID: <3bl7l1$12g@newsbf01.news.aol.com>
Source record: 96762

In article <3birum$5hl@insosf1.infonet.net>, lannie@ins.infonet.net writes:

> Does anyone know where I can get a copy of the Shareware
> copy of PC Xformer? I need to be able to copy 8-bit files
> to it also. I have a 486/DX50. All the 8-bit files are on
> my PC's hardrive. How would I transfer them to the PC Xformer
> drives?

You can get the freeware version of PC Xformer from the Atari forums on Compuserve, or you can ftp it from the Umich archives.

The site's name is: archive.umich.edu (also try mirror.archive.umich.edu)
The file's path is: atari/8bit/Xf2/xf25.zip (approx. 180k ZIPped)

Getting your 8-bit files to the PC is the hard part. If they are already there, they can easily be put on PC Xformer virtual drives. A virtual drive is just a file with the same number of bytes as the Atari disk has. When you start PC Xformer, you put the names of the virtual disks that you want to use on the command line. You can also specify a file, and it will be treated like a virtual disk containing that file. For example, to copy "mule" on to a virtual disk, you would start the program like this: "xf25 vdisk mule", assuming vdisk is a formated disk with dos on it. Then you can copy mule from d2 to d1. The program docs explain all this in more detail.

Paul Mills

6887. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 20:18:45 UTC
From: esok@park.uvsc.edu
Message-ID: <D05F3B.zr@park.uvsc.edu>
Source record: 96760

In article <3b2gt7$7fe@apakabar.cc.columbia.edu> ycl6@ciao.cc.columbia.edu (Yeechang Lee) writes:
...
>I don't know about other people, but where I grew up (NYC), I hardly knew
>anyone with 8-bit Ataris, while everyone seemingly owned a Commodore.
...

Where I grew up (Orem, Utah), a large number of my friends had Atari 8-bit computers, while only 1 of them had Commodore (that I knew of anyway.)
Maybe my Atari-ness (I got one in about 1982--a 400, 16K RAM, no tape (yet), etc.) precluded me from meeting other local Commodore owners; I don't know.
I'm glad I went the Atari route (though at the time I was hoping to receive a TI 99/4A (I was young and foolish)), because I know what I can do with it and I have gained complete control over its capabilities, and I appreciate its elegance, even though it is "behind the times."
I'll probably keep my Ataris forever.

6888. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 20:20:52 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D05F6t.LMy@freenet.carleton.ca>
Source record: 96768

In a previous article, dustin@eddy.media.utah.edu (Dustin Caldwell) says:

>In article <3behj4$652@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu
(Rob Funk) writes:
>
>>Memory would be a limiting factor too, but I think you really need a
>>processor designed for multitasking. I'm sure you could do true
>>multitasking on an 8 bit processor, but probably not a 6502.
>
>Yes, mem is a limiting factor for the 6502, but its flat memory model makes it
>much easier to design real mem management (for a multithreaded evironment)
>than 8088, etc.

Actaully, beleive it or not, multitasking HAS been done on the 8-bit with
a program called GENIE. You load the program, then insert the other
software you want to run(like Daisy Dot, as a good example) and press
SELECT. It has a calculator, word processor and a few other goodies on it.
The word processor is especially good for Daisy Dot so that you don't have
to constantly switch back and forth between editor and Daisy Dot while
discovering errors in your typing. Instead, you just press SHIFt+CNTRL+ESC
and you go into te GENIE menu where you can edit your file and go back
again the same way you got in, and print your file. If this was a DOS
based system, I might have uploaded it a long time ago...oh well.

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

6889. DiskCommunicator 3.2 problem solved!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 20:51:21 UTC
From: nthewarapp@ea.com
Message-ID: <nthewarapp-0112942051210001@nthewarapperuma.ea.com>
Source record: 96777

In article <nthewarapp-2811941413150001@nthewarapperuma.ea.com>,
nthewarapp@ea.com (Neil Thewarapperuma) wrote:

Jeff has solved the problem!

The problem seems to have been an incompatibility with my "Hyper Drive" (a
Happy clone) enhancement for my 1050 - which is weird because I've had no
incompatibility problems in the past, even with heavily copy-protected
commercial software.

I followed Jeff's advice and formatted 3.5" disks in the 720k drive as if
they were Single, Mid, and Double-Density 5.25" disks in DiskCommunicator
and it worked!

So I'm now using my 720k drive like it was a 1050 just for .DCM files due
to the Hyper Drive incompatibility, but it works!
Also, when I do a sector copy of un-.DCM'd 3.5" disks back to the 1050,
that works too, so it's just an incompatibility between the Hyper Drive
and DiskCommunicator.

Thanks to everyone else for their suggestions!

> DATE: 28/11/94 19:11 TO:
> CC:Russ.Gilbert@apk.wariat.org
>
> Jeff, that's a great idea. I'm going to go home and try it right now!
> I do suspect the 1050, as it has a high-speed and DD upgrade
> (although all other software works). I considered removing the
> upgrade (Hyper Drive), but I don't have the instructions, so I'm
> worried I'll either bust it or not be able to put it back together
> again.
>
> Russ, thanks for your email, I think Jeff is probably on track about
> the CRC's though, as all the .ARCs I've de-ARCed have worked.
>
> Thanks to the both of you.....quick replies!
>
> Cheers,
>
> Neil.

> --
> Date: Mon, 28 Nov 94 13:11:22
> --
> Neil,
>

> Boy, your problem sounds like a tough one. Since ARC includes a Cycle
> Redundancy Check, one would have to conclude that the files are
> arriving on your Atari system in tact. That leaves your Diskcomm
> program suspect, or your drive. Try using your 720K drive as drive
> one, and use Disk Comm 3.2 to "make disk from file" onto a 720K disk.
> It'll get formatted to 90K, but maybe you've a problem with your
> 1050.
>
> -- Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan
> Tech.

--
/--\
Neil Thewarapperuma at Electronic Arts Europe mailto:nthewarapp@ea.com
E A S P O R T S IF IT'S IN THE GAME, IT'S IN THE GAME.
Opinions expressed above don't necessarily represent those of my employer
\--/

6890. multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 21:20:52 UTC
From: Chris.Brown@f1.n100.z60.wlink.nl
Message-ID: <786317848.AA02109@wtrlnd.wlink.nl>
Source record: 96718

Reply-To: ba930@FreeNet.Carleton.CA (Chris Brown)

In a previous article, dustin@eddy.media.utah.edu (Dustin Caldwell) says:

>In article <3behj4$652@charm.magnus.acs.ohio-state.edu>
rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:
>
>>Memory would be a limiting factor too, but I think you really need a
>>processor designed for multitasking. I'm sure you could do true
>>multitasking on an 8 bit processor, but probably not a 6502.
>
>Yes, mem is a limiting factor for the 6502, but its flat memory model makes it

>much easier to design real mem management (for a multithreaded evironment)
>than 8088, etc.

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a program called GENIE. You load the program, then insert the other
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The word processor is especially good for Daisy Dot so that you don't have
to constantly switch back and forth between editor and Daisy Dot while
discovering errors in your typing. Instead, you just press SHIFt+CNTRL+ESC
and you go into te GENIE menu where you can edit your file and go back
again the same way you got in, and print your file. If this was a DOS
based system, I might have uploaded it a long time ago...oh well.

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL

6891. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 21:29:20 UTC
From: S Mike Statton <scotts@rahul.net>
Message-ID: <3blf7g$p90@hustle.rahul.net>
Source record: 96765
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bh4h5$ifk@news2.delphi.com>,
BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:
>eidelbus@cal.eng.utah.edu (PERRY R EIDELBUS) writes:
>
>>In my years of tinkering around on my 64, I've insisted on cleaning the
>>keyboard's innards once a while, getting a drive for the fan, etc.; but
>>until I actually touched the power supply, I never knew it could get
>>so hot. I've started to use a small towel wrapped around the p/s,
>>which I'll keep soaked with water. Does anyone know if this is a bad
>>idea?
>
>Umm.. moisture & electronics don't mix. Try a small fan. A Towel around
>your supply will actually insulate it and prevent air flow around it.
>
> -Bry
>

I wish I knew WHERE people got this "moisture and electronics" bunk from ...

I once had an argument with Bruce Hammond (then President of Starpoint Software) about computers & water ... So, we took a KIM-1 and a baking dish. Filled the baking dish with plain-old tap-water, which was VERY heavy in mineral content, and used four corks to support the KIM from the bottom of the pan.

Toggled in a little program to do a display hack and set it into the water. Continued to run. Allowed it to run this way for about 20 hours.

Next day, we experimented with: Diet Pepsi (which is how the entire argument started), no ill effects. Coffee (black) .. no ill effects. Coffee (cream & Sugar) finally crashed.

I wish I had a nickel for every person who said, "My PC keyboard is acting flaky, what should I do?" My stock answer is always, "Take it all apart, and run the circuit board inside through the dishwasher." The Luser invariably replies "Dishwasher! But water is BAD for electronics!"

sigh Misinformation abounds.

--
Scott Statton - N1GAK - Mountain View, CA - scotts@rahul.net

GE/CS d-- H+(++) s+:++ g+ p1 au--(----) a28 w+ v++(-) C++++ US++++$ P+
L- 3- E++ N++ K W--- M+ V -po+ Y+ t+ 5 j+ R- G' tv b++ !D B(-) e

6892. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 21:36:18 UTC
From: S Mike Statton <scotts@rahul.net>
Message-ID: <3blfki$pkv@hustle.rahul.net>
Source record: 96767
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bh0ou$41d@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
>
> Actually, Ball Blazer was written specifically for the 7800, but
>got ported over when the 7800 was delayed.
>
> >> Mark <<

I really wonder: Did that name have ANYTHING to do with Ken
Balthaser? I HAVE to imagine that someone must have known him and
named the project after him. For those not "up" on VidGame industry
name-dropping, Ken (Sr) was at Atari, Epyx, and Sega, among other
places. His sons Ken (Jr.) and Neil also work in video games. He has
a daughter who has "real" job <g>.

--
Scott Statton - N1GAK - Mountain View, CA - scotts@rahul.net

GE/CS d-- H+(++) s+:++ g+ p1 au--(----) a28 w+ v++(-) C++++ US++++$ P+
L- 3- E++ N++ K W--- M+ V -po+ Y+ t+ 5 j+ R- G' tv b++ !D B(-) e

6893. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 23:06:55 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3blkuf$moq@hearst.cac.psu.edu>
Source record: 96766
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : I liked Archon, although the c64 version was MUCH better. The Atari
: : version even had the music screwed up. Ever play Ballblazer on the
: : Atari AND the 64? The frame rate is MUCH higher on the Atari and it's
: : full overscan. That's because Ballblazer was a game written around the
: : Hardware tricks of the Atari. As long as games were designed for the
: : 64, the Atari versions tended to suffer.

: Actually, Ball Blazer was written specifically for the 7800, but
: got ported over when the 7800 was delayed.

Wait, the 7800 version of BallBlaster... ported to the computer?
Dunno bout that.. I don't think the idea of using a pokey chip would have
come up unless it was already used in a version.

7800BB by the way is pretty DAMN SHARP! I have the 8bit BallBlaster (
smugled out pre-release?)... the logic of the face off on the computer
is better than the 7800, but the 7800 is much smoother and more responsive.

Was this ever an arcade game? I swear I remember seeing a Coin-op version
contest when this game was released.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6894. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 23:19:39 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bllmb$moq@hearst.cac.psu.edu>
Source record: 96769
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Matt Singer (singer@osfrt.mro1.dec.com) wrote:

: When I got my Atari ST developers kit, the computer wouldnt boot. They
: told to me open it up and "flex" the motherboard... QC at it's best.

as I recall the "chips on the motherboard popped loose during shipping"

those were the first production runs by the way....

of course the first Jaguars were the same in some ways... Mr. T never
learns.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6895. Re: Re 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-01 23:26:47 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3blm3n$moq@hearst.cac.psu.edu>
Source record: 96770
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Paul Guertin (guertinp@IRO.UMontreal.CA) wrote:
: In article <3bi8p0$ims@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu
(Rob Funk) writes:
: >
: >The 6502C was the version of the 6502 that the Atari used, which had
: >some extra logic circuits on board. To use a standard 6502 or 65C02
: >in any Atari except early 400/800s, you need to add this extra
: >circuitry.

: Anyone know what exactly this extra circuitry is? Is the 6502C
: pin-compatible with the 6502?

It was my understanding that the 2C has some of the timing support chips
from the 800 motherboard. And I dont think a 2C and an 02 are pin
compatible. A C02 and an 02 should be however.
--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6896. atari 8 bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 00:24:31 UTC
From: bschneid@mit.edu
Message-ID: <3blpfv$6i5@senator-bedfellow.MIT.EDU>
Source record: 96778

This may be a stupid question, but is there a way to read data from Atari 800 cartridges, possibly for transfer onto disk or to another platform (i.e., to run on an emulator on my Pentium?) Thanks..

Bill

6897. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 00:43:21 UTC
From: krishna@max.tiac.net
Message-ID: <3blqja$3lt@sundog.tiac.net>
Source record: 96771

John D Harris (jharris@cup.portal.com) wrote:
: I don't know all of the details about multitasking, but I would think the
: 6502 would be ideal in many ways. It has very low interrupt latency, and
: very few registers required to be pushed in order to save the state of
: the CPU when switching tasks.

I just feel that if it was practical, it would have been done by now.
Tom Hunt never seemed to finish MTOS and went for Snapshot instead.
Certainly he had a good enough grasp of the CPU as you do to have
considered what you are speaking of.

6898. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 00:47:08 UTC
From: krishna@max.tiac.net
Message-ID: <3blqqc$3lt@sundog.tiac.net>
Source record: 96772

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Well..how do you think windows works? =)

I believe memory segmenting is a function of the CPU, and is not completely software driven. The 286, I think, was the first machine to offer a more linear addressing scheme, but the older 8088ness is still there, which is used today for DOS/Windows.

It is easier to manage memory banks with the 8088 than it is to manage extended banks on an expanded Atari.

Same thing with the 6809. It has the registers to spare to be slaved into storing info on the banks for managing the swapping internally in the CPU and not building some monstrous engine externally.

6899. Re: SDX HD Optimizers

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 00:49:03 UTC
From: krishna@max.tiac.net
Message-ID: <3blqtv$3lt@sundog.tiac.net>
Source record: 96773

Cleanup does not defrag. The only way to defrag is to backup and then restore onto a freshly formatted partition.

That was high on the list for the new SDX which has suspiciously disappeared into the ether over the last 12 months.

When I think of what I'd REALLY look forward to with the 8-bit, an updated SDX is #1. One that will read/write MYDOS partitions and therefore be the sum of MYDOS and Sparta.

6900. Re: Anyone using an ink-jet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 00:52:09 UTC
From: krishna@max.tiac.net
Message-ID: <3blr3p$3lt@sundog.tiac.net>
Source record: 96774

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: Except that the only Atari programs I know of that can print color
: expect you to print each color separately.

Not all. I think Ymacb has an option for both multipass and 1pass on a Rainbow. And the ColrView utility ColrPrint (I think that's what it's called) is for 9pin color printers.

6901. Re: Anyone using an ink-jet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 00:53:49 UTC
From: krishna@max.tiac.net
Message-ID: <3blr6t$3lt@sundog.tiac.net>
Source record: 96775

Hutch (hutch@ilmen.lanl.gov) wrote:
: will bleed to some extent and look downright 'fuzzy' if you use the
: wrong kind of paper. Paper that has too high a rag content will tend
: to bleed but using a quality paper with a somewhat smooth texture
: (such as Hammermill Laser Bond) should produce near-laser quality
: output that should pass the toughest scrutiny for home use.

I think the people at the store then are idiots because the demo pages
they are running off are looking pretty rough with the bleeding. It must
be the wrong paper.

6902. Re: Anyone using an ink-jet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 01:35:14 UTC
From: jeking@xmission.com
Message-ID: <3bltki$7so@xmission.xmission.com>
Source record: 96779

I have the opportunity to pick up an HP 500 inkjet. Does anybody have any experience with one of these gems? I dont have the manual handy, but am pretty sure it emulates Epson.

Anyone??

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @

6903. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 01:38:36 UTC
From: rhawkins@iastate.edu
Message-ID: <3bltqs$7h6@news.iastate.edu>
Source record: 96780
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <pburgessD02Fw3.4s2@netcom.com>,
Phillip Burgess <pburgess@netcom.com> wrote:

>The 800's I've been inside used the Rockwell 6502. I vaguely remember a
>couple of articles on undocumented opcodes available with the 6502 variants
>used in some later model machines (e.g. 6502c (sic)). All ran at 1.79 MHz,
>but something about the video hardware tied up about 20% of the CPU time
>(it was possible to disble video out to get things running a little faster).

It's closer to 50%, though in some modes it might have varied.

Characters would pop on the screen at that speed, 1.8mhz, the same speed
they could be accessed from memory (less hits may have been needed for
low density graphics; i forget). Anyway, at 40 charaters across, * 25
lines * 8 rows/line. that's 8000 per screen, * 60/sec is .48 Mhz.

hmm. I seem to be off by a factor of 2 two; it's been a while. what am
i forgetting?

--
R E HAWKINS
rhawkins@iastate.edu

6904. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 01:49:07 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bluej$ni9@nermal.cs.uoguelph.ca>
Source record: 96785
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: I really wonder: Did that name have ANYTHING to do with Ken
: Balthaser? I HAVE to imagine that someone must have known him and
: named the project after him. For those not "up" on VidGame industry
: name-dropping, Ken (Sr) was at Atari, Epyx, and Sega, among other
: places. His sons Ken (Jr.) and Neil also work in video games. He has
: a daughter who has "real" job <g>.

Could be! I'll have to check in the manual to see who designed
the 7800 version. I'll post the names and see if anyone in these groups
can see correlations between these guys and Balthaser.

>> Mark <<
```

6905. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 02:34:34 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bm13q$16f4@hearst.cac.psu.edu>
Source record: 96781

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: : Well..how do you think windows works? =)

: I believe memory segmenting is a function of the CPU, and is not
: completely software driven. The 286, I think, was the first machine to
: offer a more linear addressing scheme, but the older 8088ness is still
: there, which is used today for DOS/Windows.

It is a mixture of both. Unix on a PC uses the special modes of a
386/486/586 to achieve such things. However, the CPU in these cases
can not do it all by itself. There are just way too many processes running
. Also, a true multi-tasking CPU is very expensive. They do exist.
However, multi-tasking on CPU's that can't execute more than 1 command
at a time is possible via the OS. Its even been done very well with multiple
processors. (I don't have any of my OS or CPU design books with me
this semester so I can't give you a "good" answer as to how each does
multi-tasking.)

However, what would happen if we could slap another 6502C into an 8bit...
run both at once.. and communicate with one another...

The mind boggles.

As for redesigning ANTIC and GTIA... ahahaha The "templates" for the
chips probably aren't even on anything resembling "MAGIC" or the other
various VLSI programs. I spent 16 weeks of my college life building
a CPU using VLSI technology. It ain't easy.. but it can be rather fun!

However, if someone were to build a device that allowed an 80 column
mode..and it just plugged right in... I'd buy it. Hell, I would even
modify AW+ etc to use it if given the sources. =) As long as
it wasn't another "lets hang it off the controller ports" project.
An 80 column PBI device might be nice.. but that still kind of defeats
the purpose of the whole thing. And you would have major compatability
problems with MIO's and BB's. I wonder how atari's 1090 80 column card
was going to do it.

Hmm... ANTIC with an 80 column mode. That sounds nice. Too bad there
isnt a way to do a 40x48 character mode and have a chip combine every
2 lines into 1. Sick way of doing it...

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.

ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6906. 1x50XLD questions for you owners...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 02:38:58 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bm1c2$16f4@hearst.cac.psu.edu>
Source record: 96782

Just how many software problems do you have with protected software?

I would think a very nice parallel floppy device (outside the Black Box)
would be very usefull. I imagine pulling the mechs out of my 1050's
and plugging them into a mini hd case and plugging them into a little
board that plugs into the PBI. The closest I ever got to a parallel
1050 was Mr. Wooleys (sp?) P1050 hack. Fast...but a major pain to build.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6907. Re: atari 8 bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 02:42:49 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bm1j9$16f4@hearst.cac.psu.edu>
Source record: 96783

bschneid@mit.edu wrote:
: This may be a stupid question, but is there a way to read data from Atari
: 800 cartridges, possibly for transfer onto disk or to another platform (i.e.,
: to run on an emulator on my Pentium?) Thanks..

: Bill

Yes. You need a cart copier program. And not all carts will work...
you also have to bump the video memory up before loading the carts...
or is it down? I do forget....

I have an 800 set aside just for this purpose since dumping carts
on the 800 is the easiest. Only ever a few lockups. Of course I could
do it on an XL/XE with a translator running etc..etc... but...

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
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cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6908. star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 02:44:37 UTC
From: f160s073@garnet.acns.fsu.edu
Message-ID: <3bm1ml$gro@mailer.fsu.edu>
Source record: 96784

Could anyone tell me what the difference between the original Star Raiders cartridge and the one that Atari put out when it tried to market the XE as a game machine is? I think it may have been called Star Raiders II.

6909. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 02:56:16 UTC
From: schan4@undergrad.math.uwaterloo.ca
Message-ID: <D05xHs.7zy@undergrad.math.uwaterloo.ca>
Source record: 96789
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

>
>In my years of tinkering around on my 64, I've insisted on cleaning the
>keyboard's innards once a while, getting a drive for the fan, etc.; but
>until I actually touched the power supply, I never knew it could get
>so hot. I've started to use a small towel wrapped around the p/s,
>which I'll keep soaked with water. Does anyone know if this is a bad
>idea?
>
>Perry-meister

I don't know about that, however I did know of someone who use to cool down his p/s by grabbing an extra box of MCCain (sp?) box drinks from the fridge and placed it on top of the p/s whenever he was thirsty. I figure 1 of these he'll finally short out something, but as of yet, his 64 is still functioinng fine!!!

-sam-

--
==========
Warning...This signature file will now self-distruct.
==========

6910. MULE

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 04:16:11 UTC
From: jok@merle.acns.nwu.edu
Message-ID: <jok-0112942216110001@lucky116.acns.nwu.edu>
Source record: 96787

I miss my MULE.
:(

--
I am Borg of Borg. You are violating my copyright. You will be sued.

jok@merle.acns.nwu.edu

6911. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 05:01:53 UTC
From: nhatviet@nucleus.com
Message-ID: <D063B8.Jr9@nucleus.com>
Source record: 96796
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: BTW, of the machines from that era, I consider Apple's keyboard
: most similar in quality to the 1200xl, but I hate Commodore's and the
: original PC's keyboard.

Personally, I absolutely HATE the keybooard for the old-style Commodore 64's (with brown cases). The keys were really spongy and "positive feedback" was sometimes theoretical, at best.

However, that's no longer a concern with me as I own and use two Commodore 128's. Have you ever tried these??

Nhat-Viet Phi
nhatviet@nucleus.com
Calgary, Alberta, Canada

6912. Extremely large 8bit collection 4 sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 09:06:24 UTC
From: Terry.Streeter@flight.org
Message-ID: <fdc_9412021219@flight.org>
Source record: 96708

```
Howdy.
How much to buy all of your atari8 stuff?
I mainly want a BB/MIO,
HD's, and software.
--------------------------- -//- ---------------------------
| Internet: Terry.Streeter@flight.org
| The FlightLine [MSP] 612-544-5118 Aviation & Simulator Resource |
| note: the views of this user are strictly his own..... |
--------------------------- -//- ---------------------------
```

6913. Maybe silly questions from a newcomer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 10:32:41 UTC
From: zd441121@rpool3.rus.uni-stuttgart.de
Message-ID: <3bmt49$3032@info2.rus.uni-stuttgart.de>
Source record: 96656

Hello Atari users,

I've just picked up (dead cheap) an 800XL and 1050 disc drive at a flea market here in Stuttgart, Germany. I bought them just for fun and because I'm kind of interested in the machines of the 80's home computer boom.

The thing is, they came without PSU's, software or cables. Power is no problem: I read the faq and (I think) have them running OK - the 800XL computes and runs BASIC, the 1050 lights up and shunts the heads about 1/4" towards the centre when you switch it on. I hard-wired the peripheral sockets on the 2 boxes together, and now switching on the computer produces a beep and "BOOT ERROR" message which takes longer if you shut the drive door.

Am I right in thinking that it needs a DOS disc to boot from? Where can I find something that'll do the job? Also, the cartridge slot: I read an ancient book that said it was compatible with "all Atari software". Does this mean fun things like VCS cartridges?

Thanks for any help. I'd love to get the machine doing something useful, even if it's just Pac-man....

Ian

6914. Atari memory map?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 15:22:05 UTC
From: jeffh@oakhill-csic.sps.mot.com
Message-ID: <1994Dec2.152205.16232@newsgate.sps.mot.com>
Source record: 96791

Is any Atari info available in text form on the net anywhere? I'm looking for memory maps and 'key' ROM routine locations, mainly. A commented disassembly of the BASIC ROM would be awesome, but I doubt it's available.

Thanks,
Jeff

6915. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 16:40:43 UTC
From: rjones@us.oracle.com
Message-ID: <rjones.786386443@us.oracle.com>
Source record: 96793
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

rje@cs.nott.ac.uk (Raphael J Espino) writes:
>In article <D00vz1.H20@hpbbrd.bbn.hp.com> clausb@hpbbrd.bbn.hp.com (Claus Brod) writes:
>>=?ISO-8859-1?Q?Marko_M=E4kel=E4?= (Marko.Makela@HUT.FI) wrote:
>>> >>>>> "Olaf" == Olaf Seibert <rhialto@mbfys.kun.nl> writes:
>>>
>>> Olaf> Hey, even I, a commodore computer enthousiast, have drooled over
>>> Olaf> the Atari 8 bitters! They had color and sprites before commodore
>>> Olaf> had. And the disk access *was* better integrated in the Basic,
>>> Olaf> you know...
>>>
>>> Well, I think BASIC should be forgotten in the comparison, as it is
>>> most probably too slow on the Atari too, even if it wasn't programmed
>>> by Microsoft.
>>
>>Was is really that slow? Someone once told me that Atari 800's 6502
>>was clocked at 2 MHz, so it should have had a considerable edge
>>over the C64's 980 KHz CPU.
>Atari's CPU is clocked at around 1.78Mhz. File access in Atari Basic isn't
>all that slow in fact, unless you try to read/write a file one byte at a time,
>then it is OBVIOUSLY going to be slow! The reason for this is the Atari's I/O
>structure, which means that BASIC itself has very little work to do when
>accessing a file. All the BASIC code has to do is set up the IOCB (Input
>Output Control Blocks) and call the CIO (Central Input Output) routine. Atari
>Basic's one draw back in this area is not having a read/write buffer
>command (there is one in Turbo Basic though). The way around this is to set
>up the IOCB yourself, which can be done in less than a dozen POKE's, and is
>pretty easy to do (it was after all designed to be the user interface to the
>I/O routines) once you know the addresses.

>As an aside, did you know that Atari were originaly thinking of using Microsoft
>Basic on the 400/800?

Microsoft Basic was available for the 8-bits. It came on a floppy, and needed
32K of memory, as opposed to standard Atari Basic which (depending on your
computer) either came in a cartridge or was built in to the ROMs. It needed
8K of memory, if I remember properly.

An early example of Microsoft software being slower to load and taking four
times the memory of the competition.

(Actually, I preferred Basic XE by OSS...fully backwards-compatible to Atari
Basic, but had arrays of strings, While...Endwhile loops, If...Then...
Else...Endif constructs, built-in support for Player-Missile graphics,
procedure and function calls, and a semi-compiled "Fast" mode where it would

precompute the target locations of each goto, gosub, etc. Second-best Basic
I ever worked with.)
--
Brad Jones (rjones@us.oracle.com)
In the unlikely event that Oracle has opinions, these aren't them.
"The line between good and evil, hope and despair, does not divide the world
between 'us' and 'them.' It runs down the middle of each one of us."

6916. Re: Anyone using an ink-jet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 16:54:42 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412021558.AA04622@ilmen.lanl.gov>
Source record: 96792

jeking@xmission.com (James King) wrote:

> I have the opportunity to pick up an HP 500 inkjet. Does anybody have any
> experience with one of these gems? I dont have the manual handy, but am
> pretty sure it emulates Epson.

I had one of the first HP DeskJets and then an HP DeskJet Plus, which the 500 model replaced. A darn fine little printer, IMHO. Excellent output (on the proper paper), very quiet operation, and a lot less expensive than a laser although a bit slow sometimes.

Be advised it does NOT emulate an Epson printer, however. It supports the HP PGL opcodes and will require an HP DeskJet driver (many LaserJet drivers also work). You can purchase an Epson emulation cartridge for it that will make it think its an Epson FX-80, however. I used one of these for some time and it worked great.

-Hutch- @ Fair Dinkum Tech

6917. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 17:16:07 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bnkon$j9m@nermal.cs.uoguelph.ca>
Source record: 96803
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: Wait, the 7800 version of BallBlaster... ported to the computer?
: Dunno bout that.. I don't think the idea of using a pokey chip would have
: come up unless it was already used in a version.

According to several magazines, Atari commissioned Lucasfilm to
make a game which would showcase the 7800's capabilities. The 7800
version was completed in 1984, though it didn't get released until the
7800 did in 1986-7.

>> Mark <<
```

6918. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 17:16:57 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bnkq9$j9m@nermal.cs.uoguelph.ca>
Source record: 96804
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: those were the first production runs by the way....

: of course the first Jaguars were the same in some ways... Mr. T never
: learns.

First run problems are common to all companies. It's not
Tramiel's fault at all.

>> Mark <<
```

6919. HD support w/PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 17:30:31 UTC
From: jday@eis.calstate.edu
Message-ID: <3bnljn$gt9@eis.calstate.edu>
Source record: 96799

Anyone know if its possible to make an .XFD (or .ATR) a fully blown out Virtual HD? I've never worked with HD's and the 8-bit. but it sure would be a lot easier than having all those .XFD's lying around. And BTW: if there are any utilities you can recommend for an Xformer newbie I'd be very thankful.

My $30 is on its way! Thank in advance

--
---------------------------+--------------------- \ .... /
Justin Day | T.S.R.B.B.S. .' `.
jday@eis.calstate.edu | (209)435-1439 ~~ : : ~~
---------------------------+ 14.4k v.32/42bis / `....' \
Brilliance is everything. | Renegade ::::
---------------------------+--------------------- ~~

6920. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 17:52:01 UTC
From: msokos1@umbc.edu
Message-ID: <3bnms1$d2m@umbc8.umbc.edu>
Source record: 96795
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <D063B8.Jr9@nucleus.com>,
Nhat-Viet Phi <nhatviet@nucleus.com> wrote:
>Personally, I absolutely HATE the keybooard for the old-style Commodore
>64's (with brown cases). The keys were really spongy and "positive
>feedback" was sometimes theoretical, at best.
>However, that's no longer a concern with me as I own and use two
>Commodore 128's. Have you ever tried these??

I personally found these to be a good improvement over the c64, but
still far from ideal. They worked okay for programming, but I tended
to lose keys occasionally when doing word processing. My biggest
complaint was that the numeric key pad isn't recognized in 64 mode.
I had built a numeric keypad into my old c64 and rather liked it.

Just my 2 cents....

- Mark Sokos (msokos1@umbc.edu)

6921. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 18:13:30 UTC
From: guertinp@IRO.UMontreal.CA
Message-ID: <D073yJ.J3C@IRO.UMontreal.CA>
Source record: 96730
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3biodc$qbb@news.iastate.edu> rhawkins@iastate.edu () writes:
>
>Apple II, II+, and IIe, 1Mhz 6502 1mhz

1.023 MHz actually (North American versions -- I believe Eurapples
(as they were called) were a little slower, but I don't have my
Reference manual with me).

Apple //c: 65C02 1 MHz (probably 1.023 too)
Apple //c+: 65C02 4 MHz (short-lived, looked like a //c with 3.5" drive)

Early //es had a plain old 6502 When the //c came out, Apple
offered an "enhancement chip set": 4 chips that replaced chips
in your old //e to make it more //c-compatible. The chips were:

- 65C02 (replaced the 6502)
- Video Rom (added semi-graphics characters known as (puke) MouseText
- 2 ROM chips (added some functions to the System Monitor and Basic).

Paul Guertin
guertinp@iro.umontreal.ca

6922. Keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 18:17:17 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412021816.AA208432197@relay2.geis.com>
Source record: 96794

I've noticed that different XL keyboards have different feels - I've got 2 800XLs (only one which works right now). The older one has a much more robust keyboard, that feels ALMOST as good as my 800. The more recent one has a poor keyboard, but it's still light years ahead of the XE keyboards. Is there any easy way to hook a 1200xl keyboard onto a 130xe or even an 800xl? I've got a spare 1200xl keyboard, and would like to put it to use.

Dave

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

6923. Re: Reading multiple-density disks

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 18:21:58 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128797@cup.portal.com>
Source record: 96798

I believe Bill Wilkinson did 2 articles on the subject, the first
one is from the Sept 1985 Compute. I don't have the 2nd article
handy, but I'd assume it's the next issue.
$.02, one of the problems with density detection is who is responsible
for it. For example, whenever you put a new disk into a 1050 you'll
notice the drive busy light spins for a few seconds. This is just the
drive figuring out what kind of disk has been inserted. Do the same thing
with a XF551 & nothing happens, it waits until you give it a cmd & then
figures things out. I believe ATR8000 just check the disk RPM at boot up
& infer drive type from that, from there on out, they do it the XF551 way.
Another problem is you can send/recieve info from the drive that is
completely meaningless. An example of this is Head Step Rate. Most
configurable drives I've seen will let you set it to ANYTHING! They don't
use it of course, but I guess they put it there for software that writes
out a drive configuration then reads it back in to see if it worked.
Since some drives do not automatically set their density when you insert
a disk IMO: It would be best to try performing an operation such as reading
a sector or directory before asking for the drive configuration. Let me
know what language you want it in & I can give you an example if you wish.
Rick

6924. MASSIVE AUCTION V -- update #5 (includes 130XE w/disk drive)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 18:24:36 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3bnop4$7vd@usenet.INS.CWRU.Edu>
Source record: 96800

UPDATE #5:

MASSIVE AUCTION V -- ALL ITEMS RECEIVING THE MINIMUM BID WILL BE SOLD!

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI 8-bit computers COLECOVISION COLECO ADAM
COLECO 2600 ADAPTER COMMODORE 64 INTELLIVISION INTELLIVOICE
ODYSSEY2 PONG (2 types) SEGA MASTER SYSTEM TOMY TUTOR
TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

****

This is a rather large file (31,831 bytes, 1080 lines), so if you don't like large files, and/or auctions, PLEASE stop reading now. You have been warned!

I will post updates approximately every 24 hours, and delete the last update after I'm sure the new one is accessible. I will also e-mail the list to all bidders, and anyone who requests to be placed on the auction e-mail list.

Mike

P.S. I RESERVE THE RIGHT TO CORRECT MISTAKES MADE WHILE TYPING THIS MESSAGE.

****

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

****

AUCTION RULES:

1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON TUESDAY, DECEMBER 6TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE USUALLY GIVEN PRIORITY (UNLESS THE TRADE OFFER INCLUDES VECTREX ITEMS!)

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A HIGH BID, YOU WON'T BE ABLE TO PARTICIPATE IN FUTURE AUCTIONS. (SEE AUCTION RULE #8)

10) PAYMENT MUST BE MADE IN U.S. FUNDS, BY EITHER CHECK OR MONEY ORDER, DRAWN FROM A U.S. BANK BRANCH. CANADIAN BIDDERS MUST SEND A CANADIAN POSTAL MONEY ORDER, PAYABLE IN U.S. FUNDS. THIS IS THE ONLY WAY I HAVE FOUND TO DEAL WITH MY FRIENDS TO THE NORTH.

*****

SOFTWARE:

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

* = (after minimum bid) indicates a preference to trade that item.
TRADE = (after bid) trade pending, bids still accepted in case trade not made.
XXXXX = (after bid) item has been traded, please don't send further bids.

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ciu01 ADVENTURE (Atari)
$ 6.00* AMIDAR (Parker Brothers) -- SOME RIPS ON FRONT LABEL
$ 2.50 ASTROBLAST (M Network)
$ 2.50 ATLANTIS
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 MacGregory BATTLEZONE (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.50 BOWLING (Atari)
$ 2.50 rhino BOXING (ACTIVISION)
$ 2.50 MacGregory BREAKOUT (Atari) -- NO END LABEL
$ 6.00* CALIFORNIA GAMES (Epyx)
$ 2.50 CASINO (Atari)
$ 2.50 MacGregory CENTIPEDE (Atari)
$11.25* CHECKERS (Activision) -- SOME RIPS ON FRONT LABEL
$ 2.50 CHOPPER COMMAND (Activision) -- RIP ON FRONT LABEL
$ 2.50 CIRCUS ATARI (Atari)
$ 6.00* CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 rhino CRYSTAL CASTLES (Atari)
$ 2.50 z931205 DECATHLON (Activision)
$ 2.50 DEMON ATTACK (Imagic)
$ 2.50 MacGregory DEMONS TO DIAMONDS (Atari)
$ 2.50 DODGE 'EM (Atari)
$ 2.50 DRAGSTER (Activision)
$ 2.50 rhino ENDURO (Activision)

$ 6.00* FIRE FIGHTER (Imagic)
$ 2.50 MacGregory FLAG CAPTURE (Atari)
$ 2.50 FREEWAY (Activision)
$ 2.50 ILUVHUYEN FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (M Network)
$ 2.50 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 6.00* HANGMAN (Atari)
$ 2.50 HAUNTED HOUSE (Atari)
$ 2.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 beiles ICE HOCKEY (Activision)
$ 3.00 INTERNATIONAL SOCCER (M Network)
$ 6.00* JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 KABOOM! (Activision)
$ 2.50 rhino LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (M Network)
$ 2.50 rhino M*A*S*H (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 2.50 MacGregory MAZE CRAZE (Atari)
$ 2.50 MS. PAC-MAN (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 2.50 OUTLAW (Atari)
$ 5.50 ILUVHUYEN PHOENIX (Atari)
$ 2.50 MacGregory POLE POSITION (Atari)
$ 6.00* POPEYE (Parker Brothers)
$ 6.00* PORKY'S (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 5.00 pvisions RAIDERS OF THE LOST ARK (Atari)
$ 2.50 REAL SPORTS BASEBALL (Atari)
$ 2.50 REAL SPORTS FOOTBALL (Atari)
$ 6.00* REAL SPORTS TENNIS (Atari)
$ 2.50 pvisions RIDDLE OF THE SPHINX (Imagic)
$ 4.00 JSchappert RIVER RAID (Activision)
$ 2.50 jasonbar SEAQUEST (Activision)
$ 2.50 SKIING (Activision)
$ 2.50 jasonbar SKY DIVER (Atari)
$ 2.50 jasonbar SKY JINKS (Activision)
$ 3.00 MacGregory SLOT RACERS (Atari)
$ 2.50 jasonbar SOLARIS (Atari)
$ 6.00* SPACE ATTACK (M Network)
$ 2.50 rhino SPIDER FIGHTER (Activision)
$ 2.50 STARMASTER (Activision)
$ 2.50 rhino STAR VOYAGER (Imagic)
$ 6.00* STEEPLECHASE (Sears)
$ 6.00* jam4857 STAR WARS: JEDI ARENA (Parker Brothers)
$ 2.50 STREET RACER (Atari)
$ 6.00* beiles SUMMER GAMES (Epyx)
$ 2.50 MacGregory SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (M Network)
$ 2.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 2.50 SWORDQUEST EARTHWORLD (Atari)
$ 2.50 SWORDQUEST FIREWORLD (Atari)

$ 2.50 TENNIS (Activision)
$ 6.00* TOWERING INFERNO (U.S. Games)
$ 6.00* TRICKSHOT (Imagic)
$ 2.50 VANGUARD (Atari)
$ 6.00* VENTURE (Atari)
$ 6.00* VENTURE (Coleco)
$11.25* VIDEO CHESS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 5.00 pvisions VIDEO PINBALL (Atari)
$ 2.50 MacGregory WARLORDS (Atari)
$ 6.00* beiles WINTER GAMES (Epyx)
$ 2.50 jam4857 YARS' REVENGE (Atari)

GAMES WITH MANUAL:
$ 2.50 AIR-SEA BATTLE (Atari)
$ 3.50 ASTROBLAST (M Network)
$ 3.50 ATLANTIS (Imagic)
$ 3.50 BASKETBALL (Atari)
$ 3.00 BERZERK (Atari)
$ 3.00 BOWLING (Atari)
$ 3.00 BREAKOUT (Atari)
$ 7.00* CALIFORNIA GAMES (Epyx)
$ 3.00 CASINO (Atari)
$ 3.50 CENTIPEDE (Atari)
$ 3.00 CIRCUS ATARI (Atari)
$ 3.00 ciu01 COMBAT (Atari)
$ 3.50 jam4857 COSMIC ARK (Imagic)
$ 5.00 pvisions DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 3.00 jam4857 E.T. THE EXTRA-TERRESTRIAL (Atari) -- INCLUDES TIP BOOK
$ 3.00 FOOTBALL (Atari)
$ 3.50 GALAXIAN (Atari)
$ 3.00 ciu01 GOLF (Atari)
$ 2.50 HOME RUN (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 jam4857 LASER BLAST (Activision)
$ 3.50 MIDNIGHT MAGIC (Atari)
$ 2.50 ILUVHUYEN MISSILE COMMAND (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 3.00 PAC-MAN (Atari)
$ 3.50 POLE POSITION (Atari)
$ 3.50 jasonbar REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.50 MacGregory SPACE INVADERS (Atari)
$ 4.50 SPACE INVADERS (Sears)
$ 3.50 SPACE JOCKEY (Vidtec)
$ 3.50 STARMASTER (Activision) -- INCLUDES TIP BOOK
$ 3.50 jam4857 STAR WARS: THE EMPIRE STRIKES BACK (Parker
Brothers) -- NO LABEL

$ 3.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 3.50 MacGregory SURROUND (Atari)
$ 3.00 SWORDQUEST: FIREWORLD (Atari)
$ 3.50 TARGET FUN (Sears)
$ 5.00 pvisions VANGUARD (Atari)
$ 2.50 ciu01 VIDEO OLYMPICS (Atari)
$ 2.50 jam4857 WARLORDS (Atari)

GAMES WITH BOX AND MANUAL:
$ 5.00* jam4857 ADVENTURE (Atari)
$ 3.00 ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 4.00 BERZERK (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 MacGregory DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 6.00* JSchappert FISHING DERBY (Activision)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JUNGLE HUNT (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 4.00 PAC-MAN (Atari)
$ 3.00 SPACE INVADERS (Atari)
$ 5.00* TRADE SUPERMAN (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00* TASK FORCE (Froggo Games)
I WILL TRADE ONE OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T
ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A
LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$13.00 MacGregory INDY 500 (Atari) -- ALSO INCLUDES TWO (2) DRIVING
CONTROLLERS.
$ 7.00 jam4857 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, STAR RAIDERS OVERLAY, AND MANUAL.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.50 MacGregory ATARI 2600 PADDLE CONTROLLERS (Atari)
$ 5.00 MacGregory POINTMASTER JOYSTICK (Discwasher)
$ 5.00 MacGregory QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE
$ 3.00 DEFENDER
$ 3.00 GALAXIAN
$ 3.00 z931205 MARIO BROS.
$ 8.00* JSchappert POPEYE (Parker Brothers)

LOOSE GAMES, WITH OVERLAY(S):
$ 4.00 GALAXIAN (WITH 2 OVERLAYS)
$ 4.00 REALSPORTS: FOOTBALL (WITH 1 OVERLAY)

GAMES WITH MANUAL:
$ 4.00 CENTIPEDE
$ 4.00 POLE POSITION
$ 4.00 STAR RAIDERS

GAMES WITH MANUAL, AND OVERLAY(S):
$ 5.00 PAC-MAN (WITH 2 OVERLAYS)
$ 5.00 QIX (WITH 2 OVERLAYS)

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ASTEROIDS
$ 3.00 BALLBLAZER
$ 3.00 CENTIPEDE
$ 3.00 CHOPLIFTER!
$ 4.00 CROSSBOW
$ 4.00 jasonbar DARK CHAMBERS
$ 3.00 TRADE DIG DUG
jasonbar ($3.00 highest cash offer)
$ 4.00 AISRILEY DONKEY KONG
$ 3.00 TRADE FOOD FIGHT
$ 4.00 TRADE GALAGA
ILUVHUYEN ($4.00 highest cash offer)
$ 3.00 HAT TRICK
$ 3.00 ciu01 JOUST
$ 3.00 KARATEKA
$ 5.00 AISRILEY MARIO BROS.
$ 3.00 ONE-ON-ONE
$ 2.50 POLE POSITION II
$ 3.00 sjl REALSPORTS: BASEBALL
$ 3.00 ROBOTRON: 2084
$ 5.00 sjl TOWER TOPPLER
$ 3.00 XEVIOUS

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

GAMES WITH BOX AND MANUAL:
$ 5.00 ASTEROIDS
$ 5.00 HAT TRICK
$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00* ASTEROIDS

$12.00* CHOPLIFTER
$12.00* KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00* POLE POSITION II
$12.00* XEVIOUS
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I DON'T ALREADY HAVE (AND I WILL PAY TO SHIP TO YOU). IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE TO TRADE.

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 BASIC COMPUTING LANGUAGE (Atari)
$ 5.00 CENTIPEDE (Atari)
$ 5.00 DEFENDER
$ 5.00 DONKEY KONG (Atari)

GAMES WITH BOX AND MANUAL:
$ 6.00 STAR RAIDERS

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 7.00 STAR RAIDERS

BOOKS (I know this isn't software, but again, I had to put it somewhere!):
$ 5.00 INSIDE ATARI BASIC (Atari, by Bill Harris, 184 pages)

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$12.00 XENOPHOBE

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 maxwell BUCK ROGERS: PLANET OF ZOOM
$ 3.00 mduda LOOPING
$ 3.00 maxwell PEPPER II
$ 6.00* z931205 PITSTOP
$ 3.00 boflynn POPEYE (LABEL IS "GREASY LOOKING", GAME WORKS FINE)
$ 3.00 boflynn Q*BERT (LABEL IS "GREASY LOOKING", GAME WORKS FINE)

GAMES WITH MANUAL. NO BOX:
$ 4.00 COSMIC AVENGER
$ 3.50 DONKEY KONG

$ 4.00 mduda LADY BUG
$10.00 RANSOM22 VENTURE
$ 4.00 TRADE ZAXXON

GAMES WITH BOX AND MANUAL:
$ 5.00 mduda DONKEY KONG JUNIOR

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 8.00* fgroleau ALPINE SKIING
$ 6.00* APBA BACKGAMMON
$ 3.00 AUTO RACING
$ 3.00 BEAUTY & THE BEAST (Imagic)
$ 2.50 BOXING
$ 7.50* CARNIVAL (Coleco)
$ 6.00* sjl CHECKERS
$ 6.50* TRADE DREADNAUGHT FACTOR (Activision)
fgroleau ($6.50 highest cash offer)
$ 2.50 FROG BOG
$ 5.00* HORSE RACING
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 NBA BASKETBALL
$ 2.50 jasonbar PBA BOWLING
$ 3.00 ROYAL DEALER
$ 3.00 jasonbar SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRON: DEADLY DISCS
$ 3.00 TRON: MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 7.00* ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 3.50 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 PGA GOLF (WITH 2 OVERLAYS)
$ 9.00* fgroleau KOOL-AID MAN (WITH 2 OVERLAYS)
$ 3.00 TENNIS (WITH 1 OVERLAY)

GAMES WITH MANUAL, AND 1 OVERLAY. NO BOX:
$ 4.50 TRON: MAZE-A-TRON

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 5.00 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 4.50 BOXING
$ 4.50 LOCK 'N' CHASE
$ 4.50 SPACE BATTLE
$ 5.00 SUB HUNT

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ASTROSMASH
$ 9.00* ATLANTIS
$ 6.00 BURGERTIME
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 MAJOR LEAGUE BASEBALL
$ 5.50 NASL SOCCER
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 SPACE HAWK
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 ALPINE SKIING
$ 3.00 COMPUTER GOLF
$ 3.00 COSMIC CONFLICT
$ 7.50* K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 3.00 galt KEYBOARD CREATIONS
$ 3.00 MONKEYSHINES
$ 3.00 THUNDERBALL

GAMES WITH BOX AND MANUAL:
$ 4.50 ALIEN INVADERS - PLUS
$ 4.50 ALPINE SKIING
$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL
$ 4.50 COMPUTER GOLF
$ 4.50 FOOTBALL
$ 4.50 LAS VEGAS BLACKJACK
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00* POOYAN

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00* JSchappert SPIKE (NO OVERLAY)

****

HARDWARE:

NOTE #1 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully. I ran out of used RF switchbox's in the third MASSIVE AUCTION, sorry.

NOTE #2 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW power supply for $10 that is virtually identical to one sold at Radio Shack for $13. This power supply works with a lot of systems. It features six (6) plug adapters, changeable polarity (positive or negative), "LED" lights to indicate proper voltage, and can be used on the following settings:

INPUT: 110-220 V, 60-50 Hz, 9W
OUTPUT: 1.5, 3, 4.5, 6, 7.5, 9, and 12 V DC.
CURRENT: 500 mA.

Radio Shack's model DOESN'T include 1.5 or 12 V settings, and is only 300 mA!

I just ran out of most used power supplies in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

AIR-SEA BATTLE (Atari)
ASTEROIDS (Atari)
ASTROBLAST (M Network)
BERZERK (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
MISSILE COMMAND (Atari)
NIGHT DRIVER (Atari)
REALSPORTS: BASEBALL (Atari)
VANGUARD (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) $35.00 MacGregory
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BOWLING (Atari)
COMBAT (Atari)
DEFENDER (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
GOLF (Atari)
KABOOM (Activision)
MISSILE COMMAND (Atari)
OUTLAW (Atari)
REALSPORTS: FOOTBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #3 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
BOWLING (Atari)
BOXING (Activision)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
HOME RUN (Atari)
PAC-MAN (Atari)
WARLORDS (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, ONE (1) ATARI JOYSTICK, ONE SET OF TWO PADDLE CONTROLLERS, AND NINE (9) SEARS TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BASEBALL (Tele-Games)
BASKETBALL (Tele-Games)
BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
PONG SPORTS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

*****

LOT #5

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND TWO (2) GAMES [NO BOXES OR MANUALS FOR GAMES]:

DEFENDER
POLE POSITION

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THE POWER SUPPLY WORKS, BUT AFTER TESTING IT I DISCOVERED THAT THERE ARE EXPOSED WIRES AT ONE POINT ON THE CORD. I WOULD SUGGEST NOT USING IT, AND I ONLY SUPPLY IT SO THAT YOU KNOW WHAT ONE LOOKS LIKE, AND CAN READ THE SPECIFICATIONS FROM THE POWER SUPPLY ITSELF.

MINIMUM OPENING BID OF $32.00

*****

LOT #6

ATARI 5200 (4-PORT), ORIGINAL POWER SUPPLY, ONE ATARI CONTROLLER, AND TWO (2) GAMES [NO BOXES OR MANUALS FOR GAMES]:

POLE POSITION
SUPER BREAKOUT

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

MINIMUM OPENING BID OF $35.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ORIGINAL ATARI POWER SUPPLY, ONE ATARI JOYSTICK, ATARI 410 PROGRAM RECORDER, AND DELUXE INVADERS (Roklan) CARTRIDGE.

THIS IS A COMPLETE ATARI 400 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $32.00

*****

LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER WITH POWER SUPPLY, ATARI 810 DISK DRIVE WITH POWER SUPPLY, MOLEX CONNECTOR CABLE, RCA CABLE, ONE ATARI JOYSTICK, AND PAC-MAN CARTRIDGE.

I DON'T HAVE A DISK TO CHECK THE DRIVE, BUT THE POWER LIGHT COMES ON AND IT MAKES A SOUND LIKE IT IS TRYING TO READ A DISK.

THIS IS A COMPLETE ATARI 130XE COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $125.00

*****

LOT #9

COLECOVISION SYSTEM WITH BOX, MANUAL, COLECO POWER SUPPLY, RCA CABLE, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND THREE (3) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

DONKEY KONG
DONKEY KONG JUNIOR
VENTURE

THIS IS A COMPLETE COLECOVISION SYSTEM, NOTHING ELSE NEEDED TO PLAY.

MINIMUM OPENING BID OF $55.00

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, TWO (2) CONTROLLERS, RCA CABLE, AND FOUR (4) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

COSMIC AVENGER
DONKEY KONG
SMURF: RESCUE IN GARGAMEL'S CASTLE
ZAXXON

BID #1) $70.00 mduda
BID #2) MINIMUM OPENING BID OF $50.00

*****

LOT #11

NEW RF SWITCHBOX PURCHASE OPTION

COLECO ADAM COMPUTER SYSTEM WITH ONE DIGITAL DATA DRIVE, TWO (2) ADAM [BEIGE] CONTROLLERS, RCA CABLE, AND DONKEY KONG CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

THIS SYSTEM DOESN'T INCLUDE THE POWER SUPPLY (WHICH NORMALLY COMES IN THE PRINTER), BUT A SUBSTITUTE CAN BE PURCHASED FROM A MAIL ORDER COMPANY. I WILL FURNISH THE PHONE NUMBER TO THE WINNER.

THIS SYSTEM DOESN'T INCLUDE THE KEYBOARD.

SINCE I DON'T HAVE A POWER SUPPLY, THE SYSTEM HASN'T BEEN CHECKED. THE CONTROLLERS AND THE CARTRIDGE WORK.

MINIMUM OPENING BID OF $42.00

*****

LOT #12 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM. SYSTEM INCLUDES ONE ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND EIGHT (8) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES, EXCEPT MISSILE COMMAND]:

AIR-SEA BATTLE (Atari)
COMBAT (Atari)
GRAND PRIX (Activision)
MISSILE COMMAND (Atari) [WITH BOX AND MANUAL]
RAIDERS OF THE LOST ARK (Atari)
SPACE INVADERS (Atari)
SUPER BREAKOUT (Atari)
YARS' REVENGE (Atari)

BID #1) MINIMUM OPENING BID OF $42.00
BID #2) MINIMUM OPENING BID OF $42.00

*****

LOT #13

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY, 1541 DISK DRIVE (PUSH IN MODEL) WITH POWER CORD, SERIAL CABLE, TEN 10 DS DISKS (WHICH MAY OR MAY NOT HAVE GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN), KICKMAN CARTRIDGE, MUSIC COMPOSER CARTRIDGE, AND RCA CABLE.

THIS IS A COMPLETE COMMODORE 64 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $75.00

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

SUPER VIDEO ARCADE (SEAR INTELLIVISION SYSTEM), WITH TWO (2) DETACHABLE CONTROLLERS, AND RCA CABLE. SYSTEM ALSO COMES WITH FOUR (4) GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

BURGERTIME (WITH 2 OVERLAYS)
LAS VEGAS POKER & BLACKJACK (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH MANUAL, 1 PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)

POWER SUPPLY IS BUILT IN.

MINIMUM OPENING BID OF $40.00

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION SYSTEM WITH TWO (2) BUILT IN CONTROLLERS, AND RCA CABLE.
SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTROSMASH
BURGERTIME
LAS VEGAS POKER & BLACKJACK
LOCK 'N' CHASE
NFL FOOTBALL
SNAFU
SPACE BATTLE

POWER SUPPLY IS BUILT IN.

$40.00 precsys

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND
ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR
MANUALS FOR GAMES]:

LAS VEGAS POKER & BLACKJACK
NIGHT STALKER
SNAFU
SPACE ARMADA
SPACE HAWK
STAR STRIKE
TRIPLE ACTION

BID #1) MINIMUM OPENING BID OF $60.00
BID #2) MINIMUM OPENING BID OF $60.00

*****

LOT #17

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH ORIGINAL BOX, AND
THREE (3) INTELLIVOICE GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

B-17 BOMBER (WITH BOX)
BOMB SQUAD (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
SPACE SPARTANS (WITH BOX, MANUAL, AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #18

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH TWO (2) INTELLIVOICE
GAMES [NO BOXES, OR MANUALS FOR GAMES]:

BOMB SQUAD
SPACE SPARTANS

MINIMUM OPENING BID OF $20.00

*****

LOT #19 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH ORIGINAL POWER SUPPLY, AND NINE (9) CARTRIDGES [NO BOX OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
ALIEN INVADERS -- PLUS!
BASEBALL!
BOWLING! / BASKETBALL!
FOOTBALL!
K.C. MUNCHKIN!
PICK AXE PETE!
POCKET BILLIARDS!
UFO!

BID #1) $45.00 YOUNGDT
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH A *NEW* POWER SUPPLY, AND NINE CARTRIDGES (9) [FOUR WITH BOX, THE REST WITHOUT BOX OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
BASEBALL!
BOWLING! / BASKETBALL!
K.C. MUNCHKIN!
MATH-A-MAGIC! / ECHO!
ALIEN INVADERS -- PLUS! (WITH BOX)
BLOCKOUT! / BREAKDOWN! (WITH BOX)
FOOTBALL! (WITH BOX)
POCKET BILLIARDS! (WITH BOX)

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $45.00

*****

LOT #21 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $5.00
BID #2) MINIMUM OPENING BID OF $5.00

*****

LOT #22

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

MINIMUM OPENING BID OF $5.00

*****

LOT #23

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

MINIMUM OPENING BID OF $17.50

*****

LOT #24

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

HANG-ON FREEZES AS SOON AS YOU START TO PLAY, BUT SAFARI HUNT WORKS FINE, AND ALL CARTRIDGES WORK FINE.

MINIMUM OPENING BID OF $30.00

*****

LOT #25

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #26

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, ONE FUNCTION KEY STRIP (FOR KEYBOARD), AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $30.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

6925. SuperDOS

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 18:31:21 UTC
From: b.poehland@genie.geis.com
Message-ID: <199412021831.AA229153075@relay2.geis.com>
Source record: 96797

I just recently obtained a copy of SuperDOS from my usergroup. This DOS has something unusual about it. When you format a disk with SuperDOS, you can boot the disk in a Percom drive with the timing hole covered. You can't do that with AtariDOS or SpartaDOS. I hope I'll have time to look at the situation a bit more closely. Most curious. OHAUG uses this DOS to format their disk newsletter & it boots in any brand of drive whether the drive needs timing holes or not. They didn't plan it that way, they just lucked out. I advised them to keep on doing it that way.

- Ben Poehland
The 8-Bit Alchemist

6926. Re: Recursion in Action! This seems to do it! (STACKTST.ACT/.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 18:41:53 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128798@cup.portal.com>
Source record: 96705

```
A code block is much easier IMHO. All you have to do is test if the
PROC is calling itself then clear the stack. I don't think I have
the code handy so watch out for typo's, but something like:
PROC Recurs()
BYTE flag=[0]
IF flag<>0
THEN [104 104] FI
;whatever you want to do
;assume you've figured out 'done'
IF done<>TRUE
THEN flag=1
Recurs()
ELSE flag=0
RETURN
FI
;A gratuitious RETURN could be added here, but
;it wouldn't ever be reached
```

6927. Re: atari 8 bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 19:02:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128799@cup.portal.com>
Source record: 96801

Yes, several, but we're still kind of tight around here when anything close to piracy gets mentioned. Most of us know people that are some of the few remaining vendors left in Atari Land. I'm guessing you just want to have a few carts you own turned to files for your own use right? If so, we can take it to E-mail & I can give you some advice. It would work best if you have a real 800 to work with or at least a friend with an EPROM burner.
Rick

6928. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 19:07:22 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bnr9a$a1r@charm.magnus.acs.ohio-state.edu>
Source record: 96802
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3blf7g$p90@hustle.rahul.net>,
S Mike Statton <scotts@rahul.net> wrote:
>I wish I knew WHERE people got this "moisture and electronics" bunk from ...

Water has been known to short out circuits.

>dish. Filled the baking dish with plain-old tap-water, which was VERY
>heavy in mineral content, and used four corks to support the KIM from
>the bottom of the pan.
>Toggled in a little program to do a display hack and set it into the
>water. Continued to run. Allowed it to run this way for about 20
>hours.
>Next day, we experimented with: Diet Pepsi (which is how the entire argument
>started), no ill effects. Coffee (black) .. no ill effects. Coffee
>(cream & Sugar) finally crashed.

As I recall from chemistry classes, it's the concentration of ions in
a liquid that determines its conductivity. I'm surprised you had no
problems with tap water, but I wouldn't expect any problems with
distilled water.

And of course shorts won't cause any problems if there's no current to
short out (as in your dishwasher example).
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6929. 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 19:18:46 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec02.141618.19235@wariat.UUCP>
Source record: 96706

How can a cartridge have 32k? Or is it just some require 32k? The
American Technavision catalog has GATO carts for $12.50(I think) and
says it works on any machine but the 16k 400 and 600xl. I know some
carts can use 16k from $8000 to $BFFF, but 32k? And some carts use the
RAM under the cart. Is that how you get 32k? By using both ROM from
$8000-$BFFF and RAM from $8000-$BFFF?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell access, files UnixBBS distribution point
****

6930. Re: Anyone using an ink-jet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 19:32:52 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bnsp4$a96@charm.magnus.acs.ohio-state.edu>
Source record: 96709

In article <3bltki$7so@xmission.xmission.com>,
James King <jeking@xmission.com> wrote:
>I have the opportunity to pick up an HP 500 inkjet. Does anybody have any
>experience with one of these gems? I dont have the manual handy, but am
>pretty sure it emulates Epson.

If it emulates the epson, it must have the extra cartridge -- the
stock HPs don't do Epson.
They're not bad printers, but I like the Canon inkjets
better. If resolution matters to you, the HP is 300 dpi while Canon
and Epsons do 360.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6931. Re: Re 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 19:44:50 UTC
From: jopi@stekt.oulu.fi
Message-ID: <JOPI.94Dec2214450@stekt9.oulu.fi>
Source record: 96707
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
>>>>> "Claus" == Claus Brod <clausb@hpbbrd.bbn.hp.com> writes:
Claus> PAL C64s run at 980 Khz; the NTSC version is slightly
Claus> faster, but not much (3 or 4% as I recall).

Aargh! FAQ it! FAQ it! ;)

--j;
```

6932. Atari Stuff for Sale !

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 19:53:36 UTC
From: morrison@nbnet.nb.ca
Message-ID: <morrison.14.0@nbnet.nb.ca>
Source record: 96715

for sale december 2 1994

hi ya'll i have the following Atari stuff for sale

Atari 65xe brand new only been used a couple of times 50 $ U.S.
complete with power supply and tv hookup.

GoldStar Amber Monitor with connector for Atari 65xe 20 $ U.S.

XF551 disk drive with power supply 150 $ U.S.

A printer cable that lets you attach a ibm compatible printer
to your 8 bit atari. 10 $ U.S.

All prices are negotiable sooooo if you're interested
drop me a line here or e-mail morrison@nbnet.nb.ca

thanks rick.

6933. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 20:12:46 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bnv3u$b2t@charm.magnus.acs.ohio-state.edu>
Source record: 96710

In article <3bl5n2$198p@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>Glenn M. Saunders (krishna@max.tiac.net) wrote:
>: You are speaking of MTOS. MTOS does not solve the problem of
>: memory allocation. You can only run tiny programs that will fit in main
>: memory. Snapshot lets you run any size program, but that is task SWITCHING.
>
>
> Well..how do you think windows works? =)

1 - Windows uses cooperative multitasking; programs give up control
when they are waitng for user input, and if they don't give up control
everything else stops.

2 - If you've ever had a General Protection Fault in Windows, you may
know that its memory allocation isn't bulletproof. When a buggy
program causes a GPF, it has been able to stomp on a part of memory it
isn't supposed to. This could easily corrupt other programs.
Windows 95 and OS/2 correct this by running in the 80x86's protected
mode, which of course the 6502 doesn't have.

Darek, did I get all that right? :-)

I'd be willing to attempt (or contribute to an attempt) to write a
true multitasking OS for the 6502 (or just the Atari) as an exercise
to see if it could be done. I can guarntee that it wouldn't be
compatible with much of the the existing software, though.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6934. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 20:20:41 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bnvip$b4m@charm.magnus.acs.ohio-state.edu>
Source record: 96711

In article <3bm13q$16f4@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
> As for redesigning ANTIC and GTIA... ahahaha The "templates" for the
>chips probably aren't even on anything resembling "MAGIC" or the other
>various VLSI programs. I spent 16 weeks of my college life building
>a CPU using VLSI technology. It ain't easy.. but it can be rather fun!

We probably couldn't get our hands on the templates anyway.
Anybody wanna reverse-engineer ANTIC? :-)

> Hmm... ANTIC with an 80 column mode. That sounds nice.

Oooh.... I *like* that idea.
Would it be possible to come up with a circuit that adds capabilities
to ANTIC somehow? That is, make a new circuit look to the software
like a part of ANTIC.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6935. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 20:42:31 UTC
From: rhawkins@iastate.edu
Message-ID: <3bo0rn$39r@news.iastate.edu>
Source record: 96712
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bjhbi$s0p@nyx10.cs.du.edu>,
Uncle Fester <thester@nyx10.cs.du.edu> wrote:

> With Atari and Commodore both duking it out in places
> like Kmart, lowering the price of their respective machines
> on an almost weekly basis, the poor little TI-99 never
> had a chance! TI ended up actually selling the TI-99
> for LESS than it cost for them to manufacture the thing!

The ti wasn't exactly an 8 bit, though. It's processor ran a subset of
the LSI-11 set (PDP-11), and was at least nominally 16 bits, with a
32768 word address space.

Anyway, ti pretty much was giving the think away by the time they were
done, so they could sell cartridges, disk drives, & whathave yous.

By then, they'd gotten rid of that stupid keybord (no ; key, so your
fingers drifted, making it nearly impossible to type), plus that silly
idea that rom was cheaper than ram, and giving it soemthing lke a 16k
ram limit.
--
R E HAWKINS
rhawkins@iastate.edu

6936. Re: Re 6502s

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 20:55:30 UTC
From: brain@msen.com
Message-ID: <E0UtkmoZjKx3072yn@msen.com>
Source record: 96713
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <Pine.OSF.3.91.941130102748.32182A-100000@broken.isltd.insignia.com>,
R!ch <rich@broken.isltd.insignia.com> wrote:
> By a funny coincidence, I'm currently writing a 6502 emulator for my own, um,
> pleasure. (BTW, the variant mentioned above is actually a 65C02.) If anyone
> is really interested, I can post the extended opcodes, as I have Rockwell's
> 65C02 datasheet. As for the undocumented stuff, I'd be interested to see it!
> I know that various 65C02 implementation had differing instruction sets; the
> Rockwell one is far richer than Mosteks (no, I don't work for Rockwell!).

There are two 65C02 implementations. Western Design Center (the people who
designed the 'C02) designed both it and the 65C816 in a short period. When
the C02 was being sold as a core, Rockwell decided to add a few bit
manipulation instructions. WDC said, fine, but the instructions will NOT
be on the 816. So, the Rockwell 02 has 4 or so opcodes not found on either
the 02 or the 816. BTW, all other opcodes on the 02 are in the 816.

>
> ---
> R!ch
>
> #include <disclaimer.h>
>
> //// - ?
> (o o)
> /==============================oOOo=(_)=oOOo=====\
> | Richard Teer rich@isltd.insignia.com |
> | Insignia Solutions |
> | |
> | Real hackers program in |
> | assembler (but they can |
> | do it in C at a pinch). Voice: 01494 453409 |
> | Fax: 01494 459720 |
> \===/
>

--
Jim Brain, Embedded Systems Designer, Brain Innovations.
brain@msen.com
Dabbling in VR, Old Commodore Computers, and Good Times!
"The above views DO reflect my employer, since I am my employer" - Jim Brain

6937. FTe Guys: MIO Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 21:05:17 UTC
From: robg@picasso.ICSI.Net
Message-ID: <3bo26d$1m@picasso.ICSI.Net>
Source record: 96714

I have a 256K MIO that has developed a problem since I moved... whenever a cartridge is in my stock 800XL (Basic XE, Action, Mac/65, etc), the machine will reset into Self Test whenever I exit the MIO page with the '0' key.

I've tried it on two 800XL's (one stock, one with a Newell 256K upgrade), and the results are the same. However, if there is no cartridge, it works fine. The built-in basic does not cause the problem.

Any idea what's wrong and how I can fix it?

Thanks!

Rob

6938. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 22:52:36 UTC
From: pburgess@netcom.com
Message-ID: <pburgessD07Gvp.JH2@netcom.com>
Source record: 96717
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

rhawkins@iastate.edu () writes:

>In article <3bjhbi$s0p@nyx10.cs.du.edu>,
>Uncle Fester <thester@nyx10.cs.du.edu> wrote:

>The ti wasn't exactly an 8 bit, though. It's processor ran a subset of
>the LSI-11 set (PDP-11), and was at least nominally 16 bits, with a
>32768 word address space.

>By then, they'd gotten rid of that stupid keybord (no ; key, so your
>fingers drifted, making it nearly impossible to type), plus that silly
>idea that rom was cheaper than ram, and giving it soemthing lke a 16k
>ram limit.

The way I heard it (from a former T.I. employee) was that some engineer
decided not to connect the last address line because "nobody is going to
need that much memory."

How... DOS-esque!

--
Phillip Burgess (pburgess@netcom.com) >belch<

6939. Re: SDX HD Optimizers

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 23:09:18 UTC
From: rburns@jpl.nasa.gov
Message-ID: <rburns-0212941509180001@macattack.jpl.nasa.gov>
Source record: 96716

In article <3blqtv$3lt@sundog.tiac.net>, krishna@max.tiac.net (Glenn M. Saunders) wrote:

> Cleanup does not defrag. The only way to defrag is to backup and then
> restore onto a freshly formatted partition.
>
> That was high on the list for the new SDX which has suspiciously
> disappeared into the ether over the last 12 months.
>
> When I think of what I'd REALLY look forward to with the 8-bit, an
> updated SDX is #1. One that will read/write MYDOS partitions and
> therefore be the sum of MYDOS and Sparta.

Well, I guess we will have to either wait or give up. I remember seeing a couple of people talking about a SDX defragmenter a year ago on the ICD BBS. I figured they would be out by now. Oh well.

Brian.D.Eliassen@jpl.nasa.gov

6940. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 23:27:44 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3boahg$cck@charm.magnus.acs.ohio-state.edu>
Source record: 96719

In article <D05F6t.LMy@freenet.carleton.ca>,
Chris Brown <ba930@FreeNet.Carleton.CA> wrote:
>Actaully, beleive it or not, multitasking HAS been done on the 8-bit with
>a program called GENIE. You load the program, then insert the other
>software you want to run(like Daisy Dot, as a good example) and press
>SELECT. It has a calculator, word processor and a few other goodies on it.
>The word processor is especially good for Daisy Dot so that you don't have
>to constantly switch back and forth between editor and Daisy Dot while
>discovering errors in your typing. Instead, you just press SHIFt+CNTRL+ESC
>and you go into te GENIE menu where you can edit your file and go back
>again the same way you got in, and print your file. If this was a DOS
>based system, I might have uploaded it a long time ago...oh well.

That's just task-switching, not multitasking, and it's not the only
program that does it.
In multitasking, multiple programs are *running* at the same time,
while in task-switching only one is running at a time.
Think of multitasking (on a single-processor machine) as very fast
automated task-switching. The OS switches between programs fast
enough that it seems like they're all doing their own thing
simultaneously.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6941. Re: Keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-02 23:33:37 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3boash$ce3@charm.magnus.acs.ohio-state.edu>
Source record: 96720

In article <199412021816.AA208432197@relay2.geis.com>,
<d.paterson2@genie.geis.com> wrote:
>Is there any easy way to hook a 1200xl keyboard onto a 130xe or even an
>800xl? I've got a spare 1200xl keyboard, and would like to put it to use.

Years ago, Michigan Atari Magazine printed an article telling how to
connect a 1200xl keyboard to any of the Atari 8-bits. I should see if
I still have a copy of that.
--
---------- R o b F u n k ----------|----------> Funk.17@osu.edu <----------
"I'm just a soul whose intentions | OR: rfunk@magnus.acs.ohio-state.edu
are good... Please don't let me | funkr@er4.eng.ohio-state.edu
be misunderstood." | funk@cis.ohio-state.edu

6942. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 00:12:40 UTC
From: krishna@max.tiac.net
Message-ID: <3bod5o$lre@sundog.tiac.net>
Source record: 96721
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Matt Singer (singer@osfrt.mro1.dec.com) wrote:

: : When I got my Atari ST developers kit, the computer wouldnt boot. They
: : told to me open it up and "flex" the motherboard... QC at it's best.

: as I recall the "chips on the motherboard popped loose during shipping"

: those were the first production runs by the way....

: of course the first Jaguars were the same in some ways... Mr. T never
: learns.

The Jaguars still ARE that way, as far as the hissing problem is
concerned. The majority are probably still the hissing variety.

6943. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 00:18:30 UTC
From: krishna@max.tiac.net
Message-ID: <3bodgm$lre@sundog.tiac.net>
Source record: 96722
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Roger B Jones Jr (rjones@us.oracle.com) wrote:

: (Actually, I preferred Basic XE by OSS...fully backwards-compatible to Atari
: Basic, but had arrays of strings, While...Endwhile loops, If...Then...
: Else...Endif constructs, built-in support for Player-Missile graphics,
: procedure and function calls, and a semi-compiled "Fast" mode where it would
: precompute the target locations of each goto, gosub, etc. Second-best Basic
: I ever worked with.)

Basic XL takes up no more room than 8K AtariBasic because its routines
are stored in banked ROM. That's the way to do it on an 8-bit machine.
Basic XE is mostly the same, except that if you don't load the extensions
(which do eat up a bit of RAM) then you don't get the FAST command which
is stock to BXL. BXL has an extension disk which adds stuff like
procedures and other BXEish commands, but at the cost of memory.

BXE is the only language I know of that takes advantage of banked RAM for
program space. I don't know if any other 8-bit machines had anything
like it. BXL is a really nice language, and if Atari were smart they
would have bought the rights to it and thrown it into their XL/XEs as
AtariBasic.

6944. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 00:21:22 UTC
From: krishna@max.tiac.net
Message-ID: <3bodm2$lre@sundog.tiac.net>
Source record: 96723
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: First run problems are common to all companies. It's not
: Tramiel's fault at all.

Well, there is a fine line between first run quirks, and recall-level problems. Personally I feel the hissing problem to be recall-level in magnitude yet these machines are still commonplace. I got one at ToysRUs and was flabbergasted that at this late date these things are still kicking around.

There are also reports of bugs in some of the games coming out right now, because they are rushing it and QC is the lowest thing on their priority list.

6945. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 00:24:53 UTC
From: krishna@max.tiac.net
Message-ID: <3bodsl$lre@sundog.tiac.net>
Source record: 96724
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

rhawkins@iastate.edu wrote:
: The ti wasn't exactly an 8 bit, though. It's processor ran a subset of
: the LSI-11 set (PDP-11), and was at least nominally 16 bits, with a
: 32768 word address space.

It's about as 16-bit as the 65802. 16-bit internal. I'd gladly
sacrifice 16-bit registers for a 24-bit address bus.

And the goofy way the TIs accessed memory made it even more crippled than
a standard 8-bit machine in some ways. However I hear the Geneve box is
pretty good, and the machines they sell in Japan based on the same GFX
chipset are also supposed to be nice. MSX I believe they are called.

6946. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 00:32:21 UTC
From: krishna@max.tiac.net
Message-ID: <3boeal$lre@sundog.tiac.net>
Source record: 96726

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: I'd be willing to attempt (or contribute to an attempt) to write a
: true multitasking OS for the 6502 (or just the Atari) as an exercise
: to see if it could be done. I can guarntee that it wouldn't be
: compatible with much of the the existing software, though.

I'd be the first to congratulate you if you could pull it off. What it has to be able to do, is be able to multitask programs larger than just 16K chunks. That's gonna be slow if it will work at all because it can't bank 64K at a time. However, a cooperative multitask system might be more efficient. Task switching by itself, of course, has been done with good results with Snapshot.

To be truly useful, also tackling banked RAM handlers would be useful, ala the 8088 stuff. In other words, providing a BXEish automaice code splitter so you could break the 64K barrier.

If you do try this, talk to Tom Hunt first about it because he's spent a lot of time working on this.

6947. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 00:34:29 UTC
From: krishna@max.tiac.net
Message-ID: <3boeel$lre@sundog.tiac.net>
Source record: 96727

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: We probably couldn't get our hands on the templates anyway.
: Anybody wanna reverse-engineer ANTIC? :-)

We could always ask the executors of Jay Miner's estate if he has any personal notes. However, from what I gather of Miner, he tended not to keep much of his past around, at least where Atari was concerned. He did seem more connected with the Amiga even after he left them.

In an old Delphi interview he admitted that he had never heard of Action! or MAC/65...

6948. Re: Keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 00:34:54 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3boefe$19t5@hearst.cac.psu.edu>
Source record: 96725

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <199412021816.AA208432197@relay2.geis.com>,
: <d.paterson2@genie.geis.com> wrote:
: >Is there any easy way to hook a 1200xl keyboard onto a 130xe or even an
: >800xl? I've got a spare 1200xl keyboard, and would like to put it to use.

: Years ago, Michigan Atari Magazine printed an article telling how to
: connect a 1200xl keyboard to any of the Atari 8-bits. I should see if
: I still have a copy of that.

You got to be kidding me! The Genie service 8bit group was trying to
figure out a way to do that earlier this year...and no one figured it out.
Someone here on the net was kind enough to send me 1200xl keyboard schematics
and after a few minutes I laughed at how easy it would be. I didn't think
anybody would really want to have a 1200xl keyboard just hanging off of
another XL... of course I planned on shoving an 800xl inside the 1200xl
case... but if good ol' Michigan did it... please find a copy!

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

6949. Re: star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 00:41:16 UTC
From: krishna@max.tiac.net
Message-ID: <3boerc$lre@sundog.tiac.net>
Source record: 96728

Alex Buckellew (f160s073@garnet.acns.fsu.edu) wrote:
: Could anyone tell me what the difference between the original Star
: Raiders cartridge and the one that Atari put out when it tried to market
: the XE as a game machine is? I think it may have been called Star
: Raiders II.

--

2 different games entirely. To cut it short, if all you have is SR II,
get SR I and I think you'll like it 10 times better despite the fact that
the gfx aren't as colorful. If all you have is SR I, you aren't really
missing that much as far as gameplay is concerned.

6950. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 00:46:38 UTC
From: krishna@max.tiac.net
Message-ID: <3bof5e$lre@sundog.tiac.net>
Source record: 96729

Russ Gilbert (Russ.Gilbert@apk.wariat.org) wrote:
: How can a cartridge have 32k? Or is it just some require 32k? The
: American Technavision catalog has GATO carts for $12.50(I think) and
: says it works on any machine but the 16k 400 and 600xl. I know some
: carts can use 16k from $8000 to $BFFF, but 32k? And some carts use the
: RAM under the cart. Is that how you get 32k? By using both ROM from
: $8000-$BFFF and RAM from $8000-$BFFF?

The cart port is more versatile than what Mapping the Atari says. Take something like Sparta X. That is a 64K banked ROM cart. Carts can probably run from ROM, or simply load themselves into memory like an ultra fast storage medium. Most game carts were written to run mostly from ROM. That's why something like Rescue on Fractalus, which is a 32K game, can run on a 400 w/16K RAM.

If you run a game mostly rom ROM directly, then I believe you only get 16K linearly.

The cart port can also be called to duty as a parallel bus replacement (Multiplexer) or a digitizing port.

It is not merely an 8 or 16K ROM address window.

6951. Adaptec ACB5500

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 01:33:24 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <d17_9412062023@flight.org>
Source record: 96524

The 5500 works the same as the 4000A but can handle 4 hard disks at a time
instead of two.
I'm interested in acquiring one if the price can be negociated best for both
of us.
BTW with 4 hard disks operating from one card the external power supply and
racks almost need to be custom built.
---------------------------- -//- ----------------------------
| Internet: Michael.Fitzpatrick@flight.org
| The FlightLine [MSP] 612-544-5118 Aviation & Simulator Resource |
| note: the views of this user are strictly his own..... |
---------------------------- -//- ----------------------------

6952. Re: Atari Stuff for Sale !

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 02:31:22 UTC
From: robg@picasso.ICSI.Net
Message-ID: <3bol9q$6ic@picasso.ICSI.Net>
Source record: 96731

morrison@nbnet.nb.ca (morrison@nbnet.nb.ca) wrote:

: Atari 65xe brand new only been used a couple of times 50 $ U.S.
: complete with power supply and tv hookup.

Pretty high for a machine with a keyboard that'll last may two months
of heavy use. Ditto the 130XE.

: XF551 disk drive with power supply 150 $ U.S.

You're kidding, right??? XF's can be had for $50-75 TOPS.

6953. Re: WTB: "The Atari Word Processor"

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 03:04:11 UTC
From: John Byrne <johnbyrne@delphi.com>
Message-ID: <5m831t7.johnbyrne@delphi.com>
Source record: 96732

Andrew K. Heller <heller@akh104.rh.psu.edu> writes:

> ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',

As an ELO and Atari fan myself---Hello! It's cool to see someone else with
my taste in computers AND music :)

John Byrne

6954. Re: A Call to Arms

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 03:10:28 UTC
From: John Byrne <johnbyrne@delphi.com>
Message-ID: <xk13dL8.johnbyrne@delphi.com>
Source record: 96733

Joe Walsh <ransom22@delphi.com> writes:

> The computers of today provide no real increased value
>to the average consumer over the computers of a decade ago.
>Rather, today's computers provide nothing more than marketing
>fodder, otherwise known as bells and whistles

I love my Atari, BUT I'd have to say that hard disks and VGA screens (80 columns are a little more than bells and whistles....

John Byrne

6955. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 03:23:48 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3booc4$m68@news2.delphi.com>
Source record: 96734
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Rick_Michael_Cortese@cup.portal.com writes:

>Just a couple of notes: The clock speed was different between the
>C64 & Atari, but because the Atari ANTIC chip is active about 1/3 of
>the time processing speed is about equal. You can disable the display
>on an Atari to take advantage of the faster clock, but for that kind
>of number crunching you'd be better off with just about any other computer.

Actually, this depends on the graphics mode you are in. Commodore's book
on programming the 64 makes clear that turning off the screen speeds up
that machine too.

>As far as basics go, Atari Basic was/is one of my favorites. The OS on
>the Atari had everything built in [different screen modes, I/O to any
>device, floating point math, ...] This left the 8k of Basic's ROM to handle
>a lot of nice features. There were a number of what I consider errors in
>judgement, for instance handling all numbers as floating point, but I still
>think it's one of the best available for learning programing.

What Atari BASIC doesn't have BASIC XE does. It's a LOT faster.

>Rick

-Bry

6956. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 03:26:36 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3boohc$md2@news2.delphi.com>
Source record: 96735
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

pburgess@netcom.com (Phillip Burgess) writes:

>The 800's I've been inside used the Rockwell 6502. I vaguely remember a
>couple of articles on undocumented opcodes available with the 6502 variants
>used in some later model machines (e.g. 6502c (sic)). All ran at 1.79 MHz,
>but something about the video hardware tied up about 20% of the CPU time
>(it was possible to disble video out to get things running a little faster).

Atari originally used the Signetics 6502, but switched to Rockwell.

-Bry

6957. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 03:30:31 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3booon$mlu@news2.delphi.com>
Source record: 96736
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: Well, the GTIA came earlier than the 1200, but you're so right about
>: the keyboard -- too bad Atari didn't stick with it.

> Are you sure about the GTIA? I thought it came first in the
>1200XL and then was added to the 400/800 models.

Atari started putting GTIA's in the 800/400 as early as '81. Mine had one.

> >> Mark <<

-Bry

6958. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 03:35:56 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bop2s$n4h@news2.delphi.com>
Source record: 96737
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

mentat@sefl.satelnet.org (!Productions) writes:

>>The only lesson commodoreo seemed to have learned is to put dip switches on
>>the 1541... But for the novice user, it is quite annoying to have to remember
>>what combination of switches does what. Especially considering it only
>>costs a few bucks to put a real dial switch in ... With 4 settings instead
>>of 2 dip switch settings that mean different things in different combination.

>But how many times do you need to change drive id? Once, I'd say, when
>you buy it. It's almost as bad as saying telephones should have every
>single phone number on them because the novice user might be confused by
>all the different button combinations. :)

You are assuming everyone used a drive for the same thing. I'd often take
my 1050 to a friend's house and need to change the ID setting (to copy
legal stuff, of course). Plus, without that switch, the 64 owner had 2
choices: Open the case & void the warranty, or (the dreaded method):

1. Turn on the 2nd drive.
2. Turn on the 64.
3. Place a disk with the dev8 to dev9 setting program in the drive.
4. Load & run the program.
5. Turn on the 1st drive.

>(And is counting in binary ALL that difficult?)

Nope.

-Bry

6959. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 03:38:51 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bop8b$n93@news2.delphi.com>
Source record: 96738
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Actually, the 1200XL keyboard was made by Mitsumi . Most 800 keyboards were made by Stackpole & HiTech. A few toward the end were also Mitsumi.

-Bry

6960. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 03:41:28 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bopd8$ne5@news2.delphi.com>
Source record: 96739
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

I believe the maximum memory hit from video is only about 25% on the Atari,
and then only when in the highest modes.

-Bry

6961. Re: star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 03:58:16 UTC
From: jlodoen@shell.portal.com
Message-ID: <3boqco$it3@news1.shell>
Source record: 96740

krishna@max.tiac.net (Glenn M. Saunders) writes:

>Alex Buckellew (f160s073@garnet.acns.fsu.edu) wrote:
>: Could anyone tell me what the difference between the original Star
>: Raiders cartridge and the one that Atari put out when it tried to market
>: the XE as a game machine is? I think it may have been called Star
>: Raiders II.

>2 different games entirely. To cut it short, if all you have is SR II,
>get SR I and I think you'll like it 10 times better despite the fact that
>the gfx aren't as colorful. If all you have is SR I, you aren't really
>missing that much as far as gameplay is concerned.

I think it's an okay game on it's own, worth a few bucks. More
arcadish, not much strategy. Filling your energy stores while
skimming the sun is pretty neat (especially if you wait too long).

I bought a boxed Star Raiders cart last month to finally get a
manual... More to this game than I thought. Shows the equations
used to determine your ranking. (did you know blowing up a starbase
is USEFUL sometimes?)

How come SR has never been duplicated on other platforms? Has
anyone tried?

jlodoen@shell.portal.com

6962. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 05:07:13 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3boue1$jf4@terminator.rs.itd.umich.edu>
Source record: 96741
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 18341 Nov 29 18:05 ./8bit/Sound/Md8/aces.md8.Z
-rw-r--r-- lenn 9805 Nov 29 18:05 ./8bit/Sound/Md8/acidhous.md8.Z
-rw-r--r-- lenn 10798 Nov 29 18:05 ./8bit/Sound/Md8/airborne.md8.Z
-rw-r--r-- lenn 18460 Nov 29 18:05 ./8bit/Sound/Md8/brainy.md8.Z
-rw-r--r-- lenn 161436 Nov 29 18:10 ./8bit/0index
-rw-r--r-- lenn 34352 Nov 29 18:02 ./8bit/Games/advntre.arc
-rw-r--r-- lenn 445 Nov 29 18:02 ./8bit/Games/advntre.arc.readme
-rw-r--r-- lenn 11132 Dec 2 01:23 ./8bit/Languages/stacktst.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

6963. Mouse Handlers...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 06:28:40 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412030628.AA107536111@relay2.geis.com>
Source record: 96742

There was a bit of talking about writing a mouse handler. As an essentially lazy programmer, I generally let other do the dirty work for me. For CardStax, I used Simon Trew's Multi-Mouse handler, which has versions for mouse, joystick and touch-tablet. It can be produced for different memory locations, the shape can be dynamically redefined... in short, it's a full featured handler.

Dave

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

6964. Drive Config & MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 07:09:36 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412030708.AA184558539@relay2.geis.com>
Source record: 96743

The MIO II will apparently work with 512 byte sector drives. However, in the first revision it will only let you access 256 bytes per sector. A later revision will permit you to access the other 256 bytes. I believe Mike intends to have the physical drive appear as two logical drives, each half the size.

Drive config blocks. As per Analog #76:

NAME OFFSET USAGE VALUES
==== ====== ===== ======
DRVTRC $00 # of tracks $28 (40 track)
DRVSTP $01 step rate $0000
DRVSEC $03 # sectors/track $12 (18 sectors)
$1A (26 sectors - Enhanced Density)
DRVSID $04 # of sides $00 single sided
$01 Double sided
DRVDEN $05 density $00 single-density
$04 double-density
DRVBYT $06 # bytes/sector $0080 128 byte sector
$0100 256 byte sector
DRVSEL $08 drive select $01 drive 1 select
DRVSER $09 serial rate $41
DRVMSC $0A misc $0000

Compute of October 1985 also wrote about the Drive Control Block in Bill Wilkinson's "Insight: Atari" column. The standard was created by Percom. The DRVSEL, DRVSER and DRVMSC values shouldn't be changed UNLESS you're sure of the specific drive's foibles, as those vary depending on the drive. The DRVSER value given is for an XF551 on a PAL system.

Dave

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

6965. Re: Re 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 07:43:11 UTC
From: jmayo@scu.edu.au
Message-ID: <D085Fz.2rz@scu.edu.au>
Source record: 96745
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Paul Guertin (guertinp@IRO.UMontreal.CA) wrote:
: In article <3bi8p0$ims@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu
(Rob Funk) writes:
: >
: >The 6502C was the version of the 6502 that the Atari used, which had
: >some extra logic circuits on board. To use a standard 6502 or 65C02
: >in any Atari except early 400/800s, you need to add this extra
: >circuitry.

: Anyone know what exactly this extra circuitry is? Is the 6502C
: pin-compatible with the 6502?

Should be pin compatible...
The difference between the 6502 and 65C02 is in the chip manufacture.
The C in the number means the chip is CMOS as opposed to the NMOS
original. these two manufacturing techniques result in different
logic levels and need diffent interfacing.
the other difference As I understand it is that because of the advanced
Manufacturing techniques of CMOS the chips could actually be run at up
to 3 Mhz...

(This is only as I understand it, and I have looked in a few reference
books, and tinkered in various forms of electronics...)

CUL8R!

--
----- Josh Mayo. JMAYO@scu.edu.au - Commodore 64 FANATIC
\|||/
^O-O^
__________oOO_\~/_OOo___________ Self Portrait.

6966. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 08:14:53 UTC
From: krishna@max.tiac.net
Message-ID: <3bp9dt$2cu@sundog.tiac.net>
Source record: 96744

Multitasking can get pretty intense.

It isn't really that smart to set up a system were tasks are taking up 50/50 CPU time. The reason being that the odds are that one program isn't really doing much more than waiting for an input. So some form of intelligent monitor has to be written to figure out what a task is asking for and to give out its share of CPU time. And to assign PRIORITIES to each task. I believe even OS/9 goes this far into intelligent task management. With a slow processor, weeding out the 'waiting' programs and assigning them a low priority is crutial in maximizing throughput. I don't think Tom Hunt's MTOS went that far.

It's quite easy to have dozens of tasks running and not have a drain on the CPU as long as the tasks are mainly waiting for some form of interaction. The benefit of having all of these code blocks in memory, is that if they can COMMUNICATE between processes, then you can save memory. You eliminate redundant code that way. I believe the term for some of this is REENTRANCY. It can get pretty complex, but although you might think that all this is a huge resouce drain, like I said, it can in fact reduce code size and can be a very efficient way to operate, if it is all working together integrated.

6967. Re: star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 08:38:17 UTC
From: krishna@max.tiac.net
Message-ID: <3bpapp$2cu@sundog.tiac.net>
Source record: 96746

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:

: How come SR has never been duplicated on other platforms? Has
: anyone tried?

Maybe that would be too far for Atari's legal department to stand.

I have just got Wing Commander for the Amiga. After all the raving I thought it would be the best thing in the world, in other words, an updated Star Raiders, well, it is and it isn't. To make all us Atari 8-bitters feel better, it does NOT deliver the kind of simulation aspects that you get with SR. Although it does provide all SORTS of new perspectives, side view, even 3rd person views (which are kind of cheating) it doesn't have a truly interactive galactic map. It doesn't have a true sector scan (no gyroscope) and it doesn't have hyperwarp per se (only autopilot to 'cut to the chase' as it were). It doesn't have actual X/Y and distance meters for objects/orientation either although it DOES offer a ROLL feature which is nice.

What it does have are Capital ships, and it does scaling and rotation on some nice multicolored bitmaps for a total effect which is probably the best thing this side of X-wing. It also has a very cleverly written RPG aspect to it. In other words, instead of just being you vs. the Zylons for no apparent reason, it explains each mission in a narrative context, and you get to do different things like escort ships, and take on cruisers, etc... Also, the whole concept of having a wingman to help out and control via radio commands is neat.

Even on my A1200 with an 030/50, the animation is not as smooth as the starfield and sprites of Star Raiders. It's doing a HELL of a lot more work, but still, that's the end result.

The enemy AI is very good on WC, but in Star Raiders, their behavior is definitely faster paced and they are also pesky with their sandwich trap! SR enemies are harder to predict, let's just say that, and that is a good thing. Enemy prediction in WC is an important aspect of the game, and repayability is certainly going to suffer as a whole since WC has NO difficulty settings and only a single thread of missions to follow (unless you get the Secret Missions disk, I know of no WC mission editor ala Xwing). In other words, if you play WC enough, you will learn the right way to get past a mission and every time you play it, it will be like deja vu. Obviously when you are new to the game this won't seem bad, but after a while this will become tedious. This is never the case with Star Raiders where enemy placement is always random.

So even though I love Wing Commander for what it is, it is no replacement for the 3d simulation aspects of Star Raiders.

I don't think the sim aspects of SR will be outdone until someone comes out with a Babylon 5 Starfury simulator.

NOW----------

DID WING COMMANDER RIP OFF STAR RAIDERS??????

A question for the ages, yes?

Well, I'd say it did in some blatant areas.

The tagetting radar is mostly a ripoff.

Also, it uses a fixed starfield with things going by that look more like tiny asteroids than stars. This is like in Star Raiders where there are pepetual asteroids (although sometimes in small densities).

It avoids lasers and goes for a photon torpedoish weapon on both ends, just like SR although missiles are also in the game.

Energy repleneshes (I think) over time. You never really have to refuel. If you go back to the base the mission ends. Shields are like Trek in that they lose power and then recharge. However, you can get damaged weapons. Don't know about damaged engines. Similar to SR where one photon tube will be inoperable.

I'd say they copied some of SR, but I can tell they put a lot of work into the game regardless so I won't label it as a RIPOFF. They could have easily copied more aspects from SR and they did not.

One of the things I like doin in Star Raiders is just fooling around in space and with the Sector Scan and watching the game progress. It's a sim damnit and there are no strings on this puppet! With Wing Commander, if you decide to fly off course it is pretty pointless as you don't (as far a I can tell) ever run out of fuel. I haven't gone to the extremes with his. The map will reflect your change in course but I THINK eventually it bumps you back in a loop. It's not a galactic map pe se, we are talking sublight distances so it is a wholly different feel from the multilightyear scope of the Star Raiders environment.

6968. Re: Keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 08:39:39 UTC
From: krishna@max.tiac.net
Message-ID: <3bpasb$2cu@sundog.tiac.net>
Source record: 96747

I would be interested in that too since I have a spare 1200XL keyboard.

6969. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 08:45:05 UTC
From: krishna@max.tiac.net
Message-ID: <3bpb6h$2cu@sundog.tiac.net>
Source record: 96748
Cross-posted to: comp.sys.atari.8bit,umich.archives

Speaking of Mods, I've come across a great one of AC/DC Thunderstruck.

I bet it would sound great on the 8-bit as long as it will fit. How big can it process MODs again?

This one is like 174K or something.

It even has some voice samples.

It's distorted guitar, scratchy singer, and percussion. I think 4-bit digital sound can handle that. Any distortion added by the 4-bitness would just add to the slop.

I mean, the sample MOD that came with the mod player I fooled with a bit with the 8-bit was a piano piece. Classical is NOT the best thing to play with 4-bit! Sounded like an AM radio going through a distortion pedal.

Ya gotta pick the right music that doesn't showcase the limitations..

6970. PPP PRODUCTS TO THE U.S.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 11:11:08 UTC
From: dx107@cleveland.Freenet.Edu
Message-ID: <199412031111.GAA01556@kanga.INS.CWRU.Edu>
Source record: 96749

INTERNATIONAL DISTRIBUTION OF POWER PER POST (GERMANY) PRODUCTS

We are pleased to announce that DGS are now able to sell ALL Power Per Post products outside of the UK.

The versions we will be supplying are the International versions, with full English instruction manuals, and full English prompts, etc. within the software itself.

The current range of products available in the International PPP range are shown below, along with their prices in US$ and (UK pounds):

QUICK Programming language with support disk 1: $37 (18.50)

Screen Aided Management (S.A.M) package with Budget (spreadsheet) and Utils extensions disk: $44 (22)

S.A.M Designer - high-res graphics package for use with the above product: $14 (6.95)

Quick Ed character editor (doesn't need QUICK to run): $10 (4.95)

PPP Games pack (includes: Rubber Ball, Minesweeper, Glaggs It!, Bombi): $26 (12.95) ** SPECIAL OFFER PRICE **

QUICK Without the support disk: $28 (13.95)

QUICK support disk 1 separately: $10 (4.95)

Screen Aided Management: $28 (13.95)

S.A.M. Budget separately: $14 (6.95)

S.A.M. Util Extensions disk separately: $8 (3.95)

PPP Games separately: $10 (4.95) EACH

I'm sure you've all seen info on most of this stuff floating around on the net, so you should already know all there is to know about this stuff. If not, send some e-mail and I will mail back an info file I have put together on this lot.

All prices include delivery within the UK, but EXCLUDE international delivery,

which is 10% on top of your total order value (minimum $5 (2.50 pounds)).

Payments can be accepted either in CASH in US$, or by IMO in UK pounds.

All products are in stock, and ready for shipping.

D.G.S.

62 THOMSON AVE

BALBY

DONCASTER

DN4 0NU

ENGLAND

Phone: +44-302-855-026

E-Mail: dx107@cleveland.freenet.edu

03 December 1994.

--
Dean Garraghty Software (D.G.S.) - dx107@cleveland.freenet.edu
D.G.S., 62 Thomson Ave, Balby, Doncaster, DN4 0NU, ENGLAND.
Phone (in UK): (0302) 855026 / International: +44-302-855-026
D.G.S -- Supporting the Atari 8-bit!!

6971. MASSIVE AUCTION V -- update #6 (includes Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 12:20:33 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3bpnqh$mve@usenet.INS.CWRU.Edu>
Source record: 96750

UPDATE #6:

MASSIVE AUCTION V -- ALL ITEMS RECEIVING THE MINIMUM BID WILL BE SOLD!

Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI 8-bit computers COLECOVISION COLECO ADAM
COLECO 2600 ADAPTER COMMODORE 64 INTELLIVISION INTELLIVOICE
ODYSSEY2 PONG (2 types) SEGA MASTER SYSTEM TOMY TUTOR
TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

****

This is a rather large file (31,831 bytes, 1080 lines), so if you don't like large files, and/or auctions, PLEASE stop reading now. You have been warned!

I will post updates approximately every 24 hours, and delete the last update after I'm sure the new one is accessible. I will also e-mail the list to all bidders, and anyone who requests to be placed on the auction e-mail list.

Mike

P.S. I RESERVE THE RIGHT TO CORRECT MISTAKES MADE WHILE TYPING THIS MESSAGE.

****

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

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AUCTION RULES:

1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON TUESDAY, DECEMBER 6TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE USUALLY GIVEN PRIORITY (UNLESS THE TRADE OFFER INCLUDES VECTREX ITEMS!)

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE BEEN TESTED AND ARE IN WORKING ORDER.

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A HIGH BID, YOU WON'T BE ABLE TO PARTICIPATE IN FUTURE AUCTIONS. (SEE AUCTION RULE #8)

10) PAYMENT MUST BE MADE IN U.S. FUNDS, BY EITHER CHECK OR MONEY ORDER, DRAWN FROM A U.S. BANK BRANCH. CANADIAN BIDDERS MUST SEND A CANADIAN POSTAL MONEY ORDER, PAYABLE IN U.S. FUNDS. THIS IS THE ONLY WAY I HAVE FOUND TO DEAL WITH MY FRIENDS TO THE NORTH.

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SOFTWARE:

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

* = (after minimum bid) indicates a preference to trade that item.
TRADE = (after bid) trade pending, bids still accepted in case trade not made.
XXXXX = (after bid) item has been traded, please don't send further bids.

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ciu01 ADVENTURE (Atari)
$ 6.00* AMIDAR (Parker Brothers) -- SOME RIPS ON FRONT LABEL
$ 2.50 ASTROBLAST (M Network)
$ 2.50 ATLANTIS
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 MacGregory BATTLEZONE (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.50 BOWLING (Atari)
$ 2.50 rhino BOXING (ACTIVISION)
$ 2.50 MacGregory BREAKOUT (Atari) -- NO END LABEL
$ 6.00* CALIFORNIA GAMES (Epyx)
$ 2.50 CASINO (Atari)
$ 2.50 MacGregory CENTIPEDE (Atari)
$11.25* CHECKERS (Activision) -- SOME RIPS ON FRONT LABEL
$ 2.50 CHOPPER COMMAND (Activision) -- RIP ON FRONT LABEL
$ 2.50 CIRCUS ATARI (Atari)
$ 6.00* CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 rhino CRYSTAL CASTLES (Atari)
$ 2.50 z931205 DECATHLON (Activision)
$ 2.50 DEMON ATTACK (Imagic)
$ 2.50 MacGregory DEMONS TO DIAMONDS (Atari)
$ 2.50 DODGE 'EM (Atari)
$ 2.50 DRAGSTER (Activision)
$ 2.50 rhino ENDURO (Activision)

$ 6.00* FIRE FIGHTER (Imagic)
$ 2.50 MacGregory FLAG CAPTURE (Atari)
$ 2.50 FREEWAY (Activision)
$ 2.50 ILUVHUYEN FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (M Network)
$ 2.50 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 6.00* HANGMAN (Atari)
$ 2.50 HAUNTED HOUSE (Atari)
$ 2.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 beiles ICE HOCKEY (Activision)
$ 3.00 kazmeyer INTERNATIONAL SOCCER (M Network)
$ 6.00* JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 KABOOM! (Activision)
$ 2.50 rhino LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (M Network)
$ 2.50 rhino M*A*S*H (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 2.50 MacGregory MAZE CRAZE (Atari)
$ 2.50 MS. PAC-MAN (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 2.50 OUTLAW (Atari)
$ 5.50 ILUVHUYEN PHOENIX (Atari)
$ 2.50 MacGregory POLE POSITION (Atari)
$ 6.00* POPEYE (Parker Brothers)
$ 6.00* PORKY'S (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 5.00 pvisions RAIDERS OF THE LOST ARK (Atari)
$ 2.50 REAL SPORTS BASEBALL (Atari)
$ 2.50 REAL SPORTS FOOTBALL (Atari)
$ 6.00* REAL SPORTS TENNIS (Atari)
$ 3.00 mjbehren RIDDLE OF THE SPHINX (Imagic)
$ 4.00 JSchappert RIVER RAID (Activision)
$ 2.50 jasonbar SEAQUEST (Activision)
$ 2.50 SKIING (Activision)
$ 2.50 jasonbar SKY DIVER (Atari)
$ 2.50 jasonbar SKY JINKS (Activision)
$ 3.00 MacGregory SLOT RACERS (Atari)
$ 2.50 jasonbar SOLARIS (Atari)
$ 6.00* SPACE ATTACK (M Network)
$ 2.50 rhino SPIDER FIGHTER (Activision)
$ 2.50 STARMASTER (Activision)
$ 2.50 rhino STAR VOYAGER (Imagic)
$ 6.00* STEEPLECHASE (Sears)
$ 6.00* jam4857 STAR WARS: JEDI ARENA (Parker Brothers)
$ 2.50 STREET RACER (Atari)
$ 6.00* beiles SUMMER GAMES (Epyx)
$ 2.50 MacGregory SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (M Network)
$ 2.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 2.50 SWORDQUEST EARTHWORLD (Atari)
$ 2.50 SWORDQUEST FIREWORLD (Atari)

$ 2.50 TENNIS (Activision)
$ 6.00* TOWERING INFERNO (U.S. Games)
$ 6.00* TRICKSHOT (Imagic)
$ 2.50 VANGUARD (Atari)
$ 6.00* VENTURE (Atari)
$ 6.00* VENTURE (Coleco)
$11.25* VIDEO CHESS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 5.00 pvisions VIDEO PINBALL (Atari)
$ 2.50 MacGregory WARLORDS (Atari)
$ 6.00* beiles WINTER GAMES (Epyx)
$ 2.50 jam4857 YARS' REVENGE (Atari)

GAMES WITH MANUAL:
$ 2.50 AIR-SEA BATTLE (Atari)
$ 3.50 ASTROBLAST (M Network)
$ 3.50 ATLANTIS (Imagic)
$ 3.50 BASKETBALL (Atari)
$ 3.00 BERZERK (Atari)
$ 3.00 BOWLING (Atari)
$ 3.00 BREAKOUT (Atari)
$ 7.00* CALIFORNIA GAMES (Epyx)
$ 3.00 CASINO (Atari)
$ 3.50 CENTIPEDE (Atari)
$ 3.00 CIRCUS ATARI (Atari)
$ 3.00 ciu01 COMBAT (Atari)
$ 3.50 jam4857 COSMIC ARK (Imagic)
$ 5.00 pvisions DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 3.00 jam4857 E.T. THE EXTRA-TERRESTRIAL (Atari) -- INCLUDES TIP BOOK
$ 3.00 FOOTBALL (Atari)
$ 3.50 GALAXIAN (Atari)
$ 3.00 ciu01 GOLF (Atari)
$ 2.50 HOME RUN (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 jam4857 LASER BLAST (Activision)
$ 3.50 MIDNIGHT MAGIC (Atari)
$ 2.50 ILUVHUYEN MISSILE COMMAND (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 3.00 PAC-MAN (Atari)
$ 3.50 POLE POSITION (Atari)
$ 3.50 jasonbar REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.50 MacGregory SPACE INVADERS (Atari)
$ 4.50 SPACE INVADERS (Sears)
$ 3.50 SPACE JOCKEY (Vidtec)
$ 3.50 STARMASTER (Activision) -- INCLUDES TIP BOOK
$ 3.50 jam4857 STAR WARS: THE EMPIRE STRIKES BACK (Parker
Brothers) -- NO LABEL

$ 3.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 3.50 MacGregory SURROUND (Atari)
$ 3.00 SWORDQUEST: FIREWORLD (Atari)
$ 3.50 TARGET FUN (Sears)
$ 5.00 pvisions VANGUARD (Atari)
$ 2.50 ciu01 VIDEO OLYMPICS (Atari)
$ 2.50 jam4857 WARLORDS (Atari)

GAMES WITH BOX AND MANUAL:
$ 5.00* jam4857 ADVENTURE (Atari)
$ 3.00 ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 4.00 BERZERK (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 MacGregory DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 6.00* JSchappert FISHING DERBY (Activision)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JUNGLE HUNT (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 4.00 PAC-MAN (Atari)
$ 3.00 SPACE INVADERS (Atari)
$ 5.00* TRADE SUPERMAN (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00* TASK FORCE (Froggo Games)
I WILL TRADE ONE OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T
ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A
LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$13.00 MacGregory INDY 500 (Atari) -- ALSO INCLUDES TWO (2) DRIVING
CONTROLLERS.
$ 7.00 jam4857 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, STAR RAIDERS OVERLAY, AND MANUAL.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.50 MacGregory ATARI 2600 PADDLE CONTROLLERS (Atari)
$ 5.00 MacGregory POINTMASTER JOYSTICK (Discwasher)
$ 5.00 MacGregory QUICKSHOT JOYSTICK (Spectravision)

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ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE
$ 3.00 DEFENDER
$ 3.00 GALAXIAN
$ 3.00 z931205 MARIO BROS.
$ 8.00* JSchappert POPEYE (Parker Brothers)

LOOSE GAMES, WITH OVERLAY(S):
$ 4.00 GALAXIAN (WITH 2 OVERLAYS)
$ 4.00 REALSPORTS: FOOTBALL (WITH 1 OVERLAY)

GAMES WITH MANUAL:
$ 4.00 CENTIPEDE
$ 4.00 POLE POSITION
$ 4.00 STAR RAIDERS

GAMES WITH MANUAL, AND OVERLAY(S):
$ 5.00 PAC-MAN (WITH 2 OVERLAYS)
$ 5.00 QIX (WITH 2 OVERLAYS)

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ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ASTEROIDS
$ 3.00 BALLBLAZER
$ 3.00 CENTIPEDE
$ 3.00 CHOPLIFTER!
$ 4.00 CROSSBOW
$ 4.00 jasonbar DARK CHAMBERS
$ 3.00 TRADE DIG DUG
jasonbar ($3.00 highest cash offer)
$ 4.00 AISRILEY DONKEY KONG
$ 3.00 TRADE FOOD FIGHT
$ 4.00 TRADE GALAGA
ILUVHUYEN ($4.00 highest cash offer)
$ 3.00 HAT TRICK
$ 3.00 ciu01 JOUST
$ 3.00 KARATEKA
$ 5.00 AISRILEY MARIO BROS.
$ 3.00 ONE-ON-ONE
$ 2.50 POLE POSITION II
$ 3.00 sjl REALSPORTS: BASEBALL
$ 3.00 ROBOTRON: 2084
$ 5.00 sjl TOWER TOPPLER
$ 3.00 XEVIOUS

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

GAMES WITH BOX AND MANUAL:
$ 5.00 ASTEROIDS
$ 5.00 HAT TRICK
$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00* ASTEROIDS

$12.00* CHOPLIFTER
$12.00* KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00* POLE POSITION II
$12.00* XEVIOUS
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I DON'T ALREADY HAVE (AND I WILL PAY TO SHIP TO YOU). IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE TO TRADE.

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ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 BASIC COMPUTING LANGUAGE (Atari)
$ 5.00 CENTIPEDE (Atari)
$ 5.00 DEFENDER
$ 5.00 DONKEY KONG (Atari)

GAMES WITH BOX AND MANUAL:
$ 6.00 STAR RAIDERS

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 7.00 STAR RAIDERS

BOOKS (I know this isn't software, but again, I had to put it somewhere!):
$ 5.00 INSIDE ATARI BASIC (Atari, by Bill Harris, 184 pages)

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ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$12.00 XENOPHOBE

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COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 maxwell BUCK ROGERS: PLANET OF ZOOM
$ 3.00 mduda LOOPING
$ 3.00 maxwell PEPPER II
$ 6.00* z931205 PITSTOP
$ 3.00 boflynn POPEYE (LABEL IS "GREASY LOOKING", GAME WORKS FINE)
$ 3.00 boflynn Q*BERT (LABEL IS "GREASY LOOKING", GAME WORKS FINE)

GAMES WITH MANUAL. NO BOX:
$ 4.00 COSMIC AVENGER
$ 3.50 DONKEY KONG

$ 4.00 mduda LADY BUG
$10.00 RANSOM22 VENTURE
$ 4.00 TRADE ZAXXON

GAMES WITH BOX AND MANUAL:
$ 5.00 mduda DONKEY KONG JUNIOR

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INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 8.00* fgroleau ALPINE SKIING
$ 6.00* APBA BACKGAMMON
$ 3.00 AUTO RACING
$ 3.00 BEAUTY & THE BEAST (Imagic)
$ 2.50 BOXING
$ 7.50* CARNIVAL (Coleco)
$ 6.00* sjl CHECKERS
$ 6.50* TRADE DREADNAUGHT FACTOR (Activision)
fgroleau ($6.50 highest cash offer)
$ 2.50 FROG BOG
$ 5.00* HORSE RACING
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 NBA BASKETBALL
$ 2.50 jasonbar PBA BOWLING
$ 3.00 ROYAL DEALER
$ 3.00 jasonbar SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRON: DEADLY DISCS
$ 3.00 TRON: MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 7.00* ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 3.50 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 PGA GOLF (WITH 2 OVERLAYS)
$ 9.00* fgroleau KOOL-AID MAN (WITH 2 OVERLAYS)
$ 3.00 TENNIS (WITH 1 OVERLAY)

GAMES WITH MANUAL, AND 1 OVERLAY. NO BOX:
$ 4.50 TRON: MAZE-A-TRON

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 5.00 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 4.50 BOXING
$ 4.50 LOCK 'N' CHASE
$ 4.50 SPACE BATTLE
$ 5.00 SUB HUNT

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ASTROSMASH
$ 9.00* ATLANTIS
$ 6.00 BURGERTIME
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 MAJOR LEAGUE BASEBALL
$ 5.50 NASL SOCCER
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 SPACE HAWK
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

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ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 ALPINE SKIING
$ 3.00 COMPUTER GOLF
$ 3.00 COSMIC CONFLICT
$ 7.50* K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 3.00 galt KEYBOARD CREATIONS
$ 3.00 MONKEYSHINES
$ 3.00 THUNDERBALL

GAMES WITH BOX AND MANUAL:
$ 4.50 ALIEN INVADERS - PLUS
$ 4.50 ALPINE SKIING
$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL
$ 4.50 COMPUTER GOLF
$ 4.50 FOOTBALL
$ 4.50 LAS VEGAS BLACKJACK
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

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TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00* POOYAN

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VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00* JSchappert SPIKE (NO OVERLAY)

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HARDWARE:

NOTE #1 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully. I ran out of used RF switchbox's in the third MASSIVE AUCTION, sorry.

NOTE #2 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW power supply for $10 that is virtually identical to one sold at Radio Shack for $13. This power supply works with a lot of systems. It features six (6) plug adapters, changeable polarity (positive or negative), "LED" lights to indicate proper voltage, and can be used on the following settings:

INPUT: 110-220 V, 60-50 Hz, 9W
OUTPUT: 1.5, 3, 4.5, 6, 7.5, 9, and 12 V DC.
CURRENT: 500 mA.

Radio Shack's model DOESN'T include 1.5 or 12 V settings, and is only 300 mA!

I just ran out of most used power supplies in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

AIR-SEA BATTLE (Atari)
ASTEROIDS (Atari)
ASTROBLAST (M Network)
BERZERK (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
MISSILE COMMAND (Atari)
NIGHT DRIVER (Atari)
REALSPORTS: BASEBALL (Atari)
VANGUARD (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) $35.00 MacGregory
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BOWLING (Atari)
COMBAT (Atari)
DEFENDER (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
GOLF (Atari)
KABOOM (Activision)
MISSILE COMMAND (Atari)
OUTLAW (Atari)
REALSPORTS: FOOTBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #3 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
BOWLING (Atari)
BOXING (Activision)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
HOME RUN (Atari)
PAC-MAN (Atari)
WARLORDS (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, ONE (1) ATARI JOYSTICK, ONE SET OF TWO PADDLE CONTROLLERS, AND NINE (9) SEARS TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BASEBALL (Tele-Games)
BASKETBALL (Tele-Games)
BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
PONG SPORTS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

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LOT #5

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND TWO (2) GAMES [NO BOXES OR MANUALS FOR GAMES]:

DEFENDER
POLE POSITION

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THE POWER SUPPLY WORKS, BUT AFTER TESTING IT I DISCOVERED THAT THERE ARE EXPOSED WIRES AT ONE POINT ON THE CORD. I WOULD SUGGEST NOT USING IT, AND I ONLY SUPPLY IT SO THAT YOU KNOW WHAT ONE LOOKS LIKE, AND CAN READ THE SPECIFICATIONS FROM THE POWER SUPPLY ITSELF.

MINIMUM OPENING BID OF $32.00

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LOT #6

ATARI 5200 (4-PORT), ORIGINAL POWER SUPPLY, ONE ATARI CONTROLLER, AND TWO (2) GAMES [NO BOXES OR MANUALS FOR GAMES]:

POLE POSITION
SUPER BREAKOUT

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

MINIMUM OPENING BID OF $35.00

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LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ORIGINAL ATARI POWER SUPPLY, ONE ATARI JOYSTICK, ATARI 410 PROGRAM RECORDER, AND DELUXE INVADERS (Roklan) CARTRIDGE.

THIS IS A COMPLETE ATARI 400 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $32.00

*****

LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER WITH POWER SUPPLY, ATARI 810 DISK DRIVE WITH POWER SUPPLY, MOLEX CONNECTOR CABLE, RCA CABLE, ONE ATARI JOYSTICK, AND PAC-MAN CARTRIDGE.

I DON'T HAVE A DISK TO CHECK THE DRIVE, BUT THE POWER LIGHT COMES ON AND IT MAKES A SOUND LIKE IT IS TRYING TO READ A DISK.

THIS IS A COMPLETE ATARI 130XE COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $125.00

*****

LOT #9

COLECOVISION SYSTEM WITH BOX, MANUAL, COLECO POWER SUPPLY, RCA CABLE, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND THREE (3) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

DONKEY KONG
DONKEY KONG JUNIOR
VENTURE

THIS IS A COMPLETE COLECOVISION SYSTEM, NOTHING ELSE NEEDED TO PLAY.

MINIMUM OPENING BID OF $55.00

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, TWO (2) CONTROLLERS, RCA CABLE, AND FOUR (4) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

COSMIC AVENGER
DONKEY KONG
SMURF: RESCUE IN GARGAMEL'S CASTLE
ZAXXON

BID #1) $70.00 mduda
BID #2) MINIMUM OPENING BID OF $50.00

*****

LOT #11

NEW RF SWITCHBOX PURCHASE OPTION

COLECO ADAM COMPUTER SYSTEM WITH ONE DIGITAL DATA DRIVE, TWO (2) ADAM [BEIGE] CONTROLLERS, RCA CABLE, AND DONKEY KONG CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

THIS SYSTEM DOESN'T INCLUDE THE POWER SUPPLY (WHICH NORMALLY COMES IN THE PRINTER), BUT A SUBSTITUTE CAN BE PURCHASED FROM A MAIL ORDER COMPANY. I WILL FURNISH THE PHONE NUMBER TO THE WINNER.

THIS SYSTEM DOESN'T INCLUDE THE KEYBOARD.

SINCE I DON'T HAVE A POWER SUPPLY, THE SYSTEM HASN'T BEEN CHECKED. THE CONTROLLERS AND THE CARTRIDGE WORK.

MINIMUM OPENING BID OF $42.00

*****

LOT #12 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM. SYSTEM INCLUDES ONE ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND EIGHT (8) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES, EXCEPT MISSILE COMMAND]:

AIR-SEA BATTLE (Atari)
COMBAT (Atari)
GRAND PRIX (Activision)
MISSILE COMMAND (Atari) [WITH BOX AND MANUAL]
RAIDERS OF THE LOST ARK (Atari)
SPACE INVADERS (Atari)
SUPER BREAKOUT (Atari)
YARS' REVENGE (Atari)

BID #1) MINIMUM OPENING BID OF $42.00
BID #2) MINIMUM OPENING BID OF $42.00

*****

LOT #13

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY, 1541 DISK DRIVE (PUSH IN MODEL) WITH POWER CORD, SERIAL CABLE, TEN 10 DS DISKS (WHICH MAY OR MAY NOT HAVE GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN), KICKMAN CARTRIDGE, MUSIC COMPOSER CARTRIDGE, AND RCA CABLE.

THIS IS A COMPLETE COMMODORE 64 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $75.00

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

SUPER VIDEO ARCADE (SEAR INTELLIVISION SYSTEM), WITH TWO (2) DETACHABLE CONTROLLERS, AND RCA CABLE. SYSTEM ALSO COMES WITH FOUR (4) GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

BURGERTIME (WITH 2 OVERLAYS)
LAS VEGAS POKER & BLACKJACK (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH MANUAL, 1 PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)

POWER SUPPLY IS BUILT IN.

MINIMUM OPENING BID OF $40.00

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION SYSTEM WITH TWO (2) BUILT IN CONTROLLERS, AND RCA CABLE.
SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTROSMASH
BURGERTIME
LAS VEGAS POKER & BLACKJACK
LOCK 'N' CHASE
NFL FOOTBALL
SNAFU
SPACE BATTLE

POWER SUPPLY IS BUILT IN.

$45.00 sturgis

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND
ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR
MANUALS FOR GAMES]:

LAS VEGAS POKER & BLACKJACK
NIGHT STALKER
SNAFU
SPACE ARMADA
SPACE HAWK
STAR STRIKE
TRIPLE ACTION

BID #1) MINIMUM OPENING BID OF $60.00
BID #2) MINIMUM OPENING BID OF $60.00

*****

LOT #17

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH ORIGINAL BOX, AND
THREE (3) INTELLIVOICE GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

B-17 BOMBER (WITH BOX)
BOMB SQUAD (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
SPACE SPARTANS (WITH BOX, MANUAL, AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #18

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH TWO (2) INTELLIVOICE
GAMES [NO BOXES, OR MANUALS FOR GAMES]:

BOMB SQUAD
SPACE SPARTANS

MINIMUM OPENING BID OF $20.00

*****

LOT #19 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH ORIGINAL POWER SUPPLY, AND NINE (9) CARTRIDGES [NO BOX OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
ALIEN INVADERS -- PLUS!
BASEBALL!
BOWLING! / BASKETBALL!
FOOTBALL!
K.C. MUNCHKIN!
PICK AXE PETE!
POCKET BILLIARDS!
UFO!

BID #1) $45.00 YOUNGDT
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH A *NEW* POWER SUPPLY, AND NINE CARTRIDGES (9) [FOUR WITH BOX, THE REST WITHOUT BOX OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
BASEBALL!
BOWLING! / BASKETBALL!
K.C. MUNCHKIN!
MATH-A-MAGIC! / ECHO!
ALIEN INVADERS -- PLUS! (WITH BOX)
BLOCKOUT! / BREAKDOWN! (WITH BOX)
FOOTBALL! (WITH BOX)
POCKET BILLIARDS! (WITH BOX)

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $45.00

*****

LOT #21 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $5.00
BID #2) MINIMUM OPENING BID OF $5.00

*****

LOT #22

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

$5.00 perryda

*****

LOT #23

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

MINIMUM OPENING BID OF $17.50

*****

LOT #24

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

HANG-ON FREEZES AS SOON AS YOU START TO PLAY, BUT SAFARI HUNT WORKS FINE, AND ALL CARTRIDGES WORK FINE.

MINIMUM OPENING BID OF $30.00

*****

LOT #25

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #26

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, ONE FUNCTION KEY STRIP (FOR KEYBOARD), AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $30.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

6972. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 14:30:29 UTC
From: nhatviet@nucleus.com
Message-ID: <D08oAu.LJB@nucleus.com>
Source record: 96685
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Uncle Fester (thester@nyx10.cs.du.edu) wrote:

: I don't think Atari ever actually managed to beat
: Commodore (Tramiel, remember?) when it came to reducing
: the retail price. Owning their own chip factory helped
: Commodore more than anything. That, and downright shoddy
: production standards. Commodore's disk drives failed at
: such a high rate, it was almost a 50/50 proposition for
: some time whether the drive a consumer purchased didn't
: have some sort of failure. Just how many revisions in
: that thing were there? 5? 10? More?

Even though I am a Commodore fan and C=128 active user, I must concur to some degree with your statement about shoddy production. However, I think that silly _design_ fumbles were as much to blame for high failure rates as build standards, if not MORE guilty. Take the early 1541 disk drives, for example. They were very large, heavy and ugly. They had internal power supplies that overheated very easily and locked up the drive, and subsequently brought the whole system to a grinding halt. (And of course, the stock serial bus was so damned slow...) This was good for the aftermarket industry, who came out with quite a variety of alternative drive devices. Anyway, Commodore finally wisened up and designed the 1541-II, which had an EXTERNAL power supply (biggest improvement), DIP switches for easy device renumbering, and an attractive slimline case. I have two of these on my #1 system - they are the most reliable 5.25" drive a CBM user could ever have.

There was also the 1571 disk drive, a.k.a. "Aircraft Carrier" for its long, wiide appearance. It initially came out with some quirky ROM chips, and the resulting problems might well have turned off a lot of people... But a careful redesign (and a clever aftermarket industry) came up with newer chips, and a better reputation was achieved. I have two of these on my #2 system.

: Atari built hardware that was rugged to almost military
: standards. Commodore built hardware that (for quite some
: time) barely managed to rise above the quality given to
: toys. To paraphrase "Field of Dreams":

: "Build it cheap, and they will buy."

: Compare the construction of the 400/800 computers (and the
: TI-99 for that matter) with the construction of the first
: Commodore VIC-20's and 64's and you will understand what I
: mean.

Hmmm, I wonder. Remember that Commodore had already established a reputation with their PET and SuperPET computers. These things were built like bloody tanks! Lots of metal, high weight, high volume, large footprint... And THEN came the shoddy VIC-20.

: As far as which machine is the "truly superior" one is a matter
: of taste. Much like the question of which is better, Sega Genesis
: or Super Nintendo? It all evens out when the technology of one
: machine is compared over the other by things like the abilities
: of a given programmer. Frogger for the Atari computers was never
: equalled on another machine of its class. Why? The programmer.
: Archon on the 64 was superior to the Atari. Why? Again, the
: programmer.

I agree wholeheartedly. It's not always just the hardware you have - it's _how you use_ what you have... In fact, this philosophy could apply to many other things in life!

: I own both Sega Genesis AND SNES. That way, I can
: purchase the superior version of a game that is written for both
: platforms.

I too have a SNES, but I don't have the income to support both that and a Genesis. Nor can I afford anything more than my two C=128's. (In addition, the time I would require to assemble and _learn_ a completely different computer system such as Atari would be prohibitive.)

: In 1979, the Atari computers were the winners, hands down.
: By the time Commodore came along with the 64 a few years later,
: Atari had only itself (and Warner) to blame for it's market loss.
: After all, the two machines were almost identical. What else
: but poor marketing can explain the demise of the "Real McCoy"?

I believe your statement that in 1979, Atari was head and shoulders above the competition. But I really wonder about the market since then. Are there specific spots around the world where Atari caught on more than elsewhere? I can't remember any of my friends or neighbors in New Brunswick (Canadian Maritimes) that owned Ataris. I can't remember any used ads for Ataris in Calgary! The only 8-bits I find are VIC-20's, C=64/128's, Apple II family, and an occasional Texas Istruments 99/4A.

: And that's my view. So what if I rambled?

If there's any place for rambling, it's the Internet! :-/ Thanks for sharing some microcomputer history.

Nhat-Viet Phi
nhatviet@nucleus.com
Calgary, Alberta, Canada

6973. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 14:59:02 UTC
From: kisrael@emerald.tufts.edu
Message-ID: <3bq13m$cl5@emerald.tufts.edu>
Source record: 96751
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: rhawkins@iastate.edu wrote:
: : The ti wasn't exactly an 8 bit, though. It's processor ran a subset of
: : the LSI-11 set (PDP-11), and was at least nominally 16 bits, with a
: : 32768 word address space.

: And the goofy way the TIs accessed memory made it even more crippled than
: a standard 8-bit machine in some ways. However I hear the Geneve box is
: pretty good, and the machines they sell in Japan based on the same GFX
: chipset are also supposed to be nice. MSX I believe they are called.

Heh- I remember a COMPUTE! magazine claiming that Japan was poised
to take over the US computer market, withe the MSX standard of
computers. Seemed like a good idea, but i don't think it ever
materialized here...
-Kirk
--
Kirk Israel <> Love and scandal are the best sweeteners of tea.
kisrael@tufts.edu <> -- /usr/bin/fortune

6974. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 15:34:42 UTC
From: stevesch@gate.net
Message-ID: <3bq36i$14vc@tequesta.gate.net>
Source record: 96752
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In <D073yJ.J3C@IRO.UMontreal.CA>, guertinp@IRO.UMontreal.CA (Paul Guertin) writes:
>In article <3biodc$qbb@news.iastate.edu> rhawkins@iastate.edu () writes:
>>
>>Apple II, II+, and IIe, 1Mhz 6502 1mhz
>
>1.023 MHz actually (North American versions -- I believe Eurapples

Don't forget the 4 and 8 mhz ZIP chips that were plug-in
compatible with the 6502s. <g>

Steve... "Who ran a BBS called the RainForest on a //e for 8
years"

6975. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 15:40:22 UTC
From: nhatviet@nucleus.com
Message-ID: <D08rJE.39@nucleus.com>
Source record: 96686
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bggf2$re2@news2.delphi.com>,
: BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:

: The Atari was a friendlier machine IMHO, it had a real bootable DOS with
: full disk utilities (none of this LOAD"$",8 stuff! <g>) and better
: expansion options.

A real bootable DOS, huh? I always thought that _not having to boot up DOS
or BASIC_ was a plus for Commies. And this effectively made the C=64
virus-proof!! <smirk> And I suspect that many Commodore power users
have utility cartridges or ROM-based DOS wedges to replace what
admittedly was a silly directory lister. Yes, LOAD"$",8 was and still is
really stupid.

Better expansion options? I'm willing to have you list them to me in a
comparison chart. (I don't doubt you, I'm just curious.)

Nhat-Viet Phi
nhatviet@nucleus.com
Calgary, Alberta, Canada

6976. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 16:21:42 UTC
From: nhatviet@nucleus.com
Message-ID: <D08tG7.xE@nucleus.com>
Source record: 96687
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

John DiMarco (jdd@cdf.toronto.edu) wrote:
: kisrael@emerald.tufts.edu (Kirk Is.) writes:

: >Any flame-free feedback? Which made the better game machine, and
: >what were your favorite games? (Archon! Archon! Archon!)

: I vote for MULE. Played it first on a friend's 64, then on my 8bit Atari.
: Loved it.

I have never owned an Atari, and rarely used one, so I can't make
comparative statements. However, I CAN just list some of my favorite C=64
games of all time.

Action: ALCON (Taito)
Defender (AtariSoft?)
Force 7 (DataSoft)
Gauntlet II (Mindscape)
Gyruss (Parker Bros.). Brilliant!
H.E.R.O. (Activision)
Lode Runner (Broderbund)
Raid on Bungeling Bay (Broderbund)
Robotron (AtariSoft?). Two-joystick mode!
Satan's Hollow (???)
Spelunker (Broderbund)
Spy Hunter (Sega). Two-joystick mode!
Star Control (Accolade)
Wings of Fury (Broderbund)

Arcade: Arkanoid II (Taito). Great mouse mode!
David's Midnight Magic (Broderbund)
Drelbs (Synapse)
Montezuma's Revenge (Parker Bros.)
Mr. Do! (DataSoft)
Night Mission Pinball (subLOGIC)
Pogo Joe (???)
Racing Destruction Set (Electronic Arts)
Super Off-Road Racing (Virgin Games?)

Sports: Epyx series - Summer Games I/II, Winter Games, World Games,
The Games, Summer/Winter Edition
Hat Trick (Capcom)
PitStop II (Epyx)
World Class Leader Board (Access)

Simulation: Chuck Yeager's Advanced Flight Trainer (Electronic Arts)
Elite (Firebird)
F-14 Tomcat (Activision)
Grand Prix Circuit (Accolade)
Stealth Mission (subLOGIC)
Steel Thunder (Accolade)

Strategy: Monopoly (Leisure Genius)
Overlord (Virgin Games)
Zenji (Activision)
Black Gold (Rainbow Arts)
Blockout (California Dreams)

And there are probably a few others that I would like to have mentioned, but can't remember or I haven't even tested them yet. And don't tell me that such-and-such a title didn't exist for C=64, because I've got originals of most of these sitting right in front of me.

Nhat-Viet Phi
nhatviet@nucleus.com
Calgary, Alberta, Canada

6977. Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 16:46:08 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bq7cg$k3g@dux.dundee.ac.uk>
Source record: 96753

Years ago I used to bu an excellent magazine called Page 6 New Atari User.
Out of curiousity is it still in existence?

Rod

--
--
==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.

==========

6978. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 17:44:13 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bqapd$sgu@nermal.cs.uoguelph.ca>
Source record: 96655

```
: How can a cartridge have 32k? Or is it just some require 32k? The
: American Technavision catalog has GATO carts for $12.50(I think) and
: says it works on any machine but the 16k 400 and 600xl. I know some

When Atari released the XE Game System, they found a way to
squeeze up to 128K into the cartridges, which is why many carts won't
work on lower memory machines.

===============================================================================
Mark Rathwell
University Of Guelph

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I don't know. But ... I know an awful lot of people without
brains who do an awful lot of talking."
===============================================================================
```

6979. Bits of Atari 400 for Sale or Free

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 17:45:52 UTC
From: sakelley@jeeves.ucsd.edu
Message-ID: <3bqasg$ao1@network.ucsd.edu>
Source record: 96754
Cross-posted to: sdnet.forsale,comp.sys.atari.8bit

Hello,

I've got a big box of parts that used to be an Atari 400, plus some cartriges, the tape recorder that went with the system, and a couple of the manuals that came with it. I'm moving soon, and unless I can find the box a good home, it's going into the dumpster. So if it's something you can use, please make me an offer. I'll give it away if that's the best offer I get.

NOTE: Everything is disassembled and in a jumble, so this is NOT a working Atari 400. Also, I think a couple of parts may be missing, so this is probably only good for someone who wants spare parts.

I'd prefer to find someone in San Diego, so that you can come pick it up. I don't have a car so shipping is a pain. But I *might* be willing to mail the pile of stuff to you if you pay the shipping.

Thanks,

Scott

Scott Kelley, sakelley@ucsd.edu, (619) 534-8560
Multimedia Interactive Learning Laboratory (MILL)
Department of Biology, UC San Diego

6980. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 17:52:33 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D08xnM.II8@freenet.carleton.ca>
Source record: 96637

In a previous article, Russ.Gilbert@apk.wariat.org (Russ Gilbert) says:

>How can a cartridge have 32k? Or is it just some require 32k? The
>American Technavision catalog has GATO carts for $12.50(I think) and
>says it works on any machine but the 16k 400 and 600xl. I know some
>carts can use 16k from $8000 to $BFFF, but 32k? And some carts use the
>RAM under the cart. Is that how you get 32k? By using both ROM from
>$8000-$BFFF and RAM from $8000-$BFFF?

It just means that it needs at least 32K to run. That's why it doesn't run on an unupgraded 400 or 800(I don't even think on the upgraded ones, actually. I have a 48K Atari 400 that my dad got for the family when I was 2 years old. And the 32K cartridges don't seem to work on it...BTW: I have several other Ataris right now...4 or 5 130XEs, one of which I'm using right now).

BTW: Does anyone own/has anyone used a mulitplexer from CSS? I'd like to know how well it works, and if is really worth buying, since my dad is planning to try and get some for the Atari XE Group here in Ottawa.

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

6981. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 18:24:37 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D08z51.JLz@freenet.carleton.ca>
Source record: 96636

In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) says:

>Years ago I used to bu an excellent magazine called Page 6 New Atari User.
>Out of curiousity is it still in existence?

That'S the 8th wonder of the world...we're not sure if, in this reality
and time line, it still exists. I haven't seen one for about a year.

=CB=

6982. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 19:15:08 UTC
From: tonyc@compnews.co.uk
Message-ID: <3bqg3sINNdlt@cardamom.compnews.co.uk>
Source record: 96667
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

krishna@max.tiac.net (Glenn M. Saunders) writes:
: Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : : BTW there is also a guy called Jeff MinTer, who wrote Attack/Revenge of the
: : : Mutant Camels, and more recently Tempest 2000 for the Jaguar. Perhaps you
: : : were getting their names confused?
:
: : I did get their names confused, but I was thinking of Jay Miner.
: : Epyx hired him and another developer to design the Lynx. That's why the
: : Lynx uses the Amiga as it's development system and not an Atari ST.
: : Similar designs ...
:
: Don't forget the Atari 2600.
:
:

i heard he died of a mining accident. :)

--
Chief/Padua +44 (0) 757 706791

My opinions are not my employers

6983. Re: Mouse Handlers...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 19:24:26 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3bqgla$ku8@nic-nac.CSU.net>
Source record: 96657

I REALLY would like to see CardStax! :) Did you ever upload it to UMich!?

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
PS - I've been playing with HyperCard lately.. neat.. could be better,
but neat! I'd like to compare CardStax to it.

6984. Dos XL and the Indus GT drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 19:25:49 UTC
From: esok@park.uvsc.edu
Message-ID: <D091zC.By4@park.uvsc.edu>
Source record: 96659

In article <3bfn8h$hce@usenet.INS.CWRU.Edu> aa700@cleveland.Freenet.Edu (Michael Current) writes:
...
>Wasn't there a high-speed add-in module for DOS XL or something? I used
>DOS XL way back when, but I never saw the drive use the Synchromesh until I
>bought SDX.

When I bought my Indus GT drive, it came with a version of DOS XL (I forget the version) and it had a little program that would turn on the high speed of the Indus drive. (GTSYNC ON was the command, I believe.) In the manual, however, there was a little blurb of a new program that would turn the high Indus speed on while loading DOS itself, as it was slower to load DOS from a high-speed disk, and the GTSYNC utility had to be loaded after DOS.
But my DOS XL master disk didn't contain this new utility, despite the fact that the manual talked about it. Does anyone have this program? Is DOS XL supported anymore?

6985. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 19:28:22 UTC
From: S Mike Statton <scotts@rahul.net>
Message-ID: <3bqgsm$qp6@hustle.rahul.net>
Source record: 96658
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bo0rn$39r@news.iastate.edu>, <rhawkins@iastate.edu> wrote:
>
>The ti wasn't exactly an 8 bit, though. It's processor ran a subset of
>the LSI-11 set (PDP-11), and was at least nominally 16 bits, with a
>32768 word address space.
>

Sir: Either you have never seen a PDP-11 or you've never seen a
TI-9900. I have programmed both of these platforms, and they're
NOTHING like each other. They're both 16-bit register-oriented[1]
machines. There the similarity ends. Like the PDP-11 has a stack.
The 9900 didn't. Subroutines used a register (traditionally R11) to
store return addresses.

[1] Yes, I know that the 9900 implemented the "register" file in main
memory using the WP register. This made that processer really well
suited to multi-tasking because you could swap out all of the
registers in one swell foop.

--
Scott Statton - N1GAK - Mountain View, CA - scotts@rahul.net

GE/CS d-- H+(++) s+:++ g+ p1 au--(----) a28 w+ v++(-) C++++ US++++$ P+
L- 3- E++ N++ K W--- M+ V -po+ Y+ t+ 5 j+ R- G' tv b++ !D B(-) e

6986. Re: HD support w/PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 19:34:52 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3bqh8s$lci@nic-nac.CSU.net>
Source record: 96660

I was curious of this myself; I have a few multi-meg ATR files for
SIO2PC on my Atari (I used to have like 7 "GAMEx.ATR" files and
finally made one BIG one with subdirectories; I also have a pretty large
MyDOS and utilities disk image I boot from; but as I said, I've used it
with SIO2PC only, I'm not sure if Xformer can handle such huge disks,
but my guess is yes; I mean, it's an Atari isn't it!? :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
It's NERF or stay home on Internet

6987. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 19:41:53 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128841@cup.portal.com>
Source record: 96661

I believe Dterm had a pong game built into it so you could have
a game going on while downloading in the background. IMO: The problem
really isn't the processor or banked memory or anything else as
mundane as these problems. For instance, try declaring a byte array
in 'C that's greater then 64k on an 80x8x & see what happens.
I have Desq View & Windows on my clone, for the life of me I can't
see why anybody would need multitasking. The *ONLY* solid reason I've
ever heard was by Bill Wilkinson. He said he open windows (X) with
[compiler, WP], & continue editing code while a version was compiling.
When the compile was completed he'd just open another window to run
the code, if it crashed he just closed the window & edited his source
code rather then having to do a complete reboot. The only other applications
that even seem mildly interesting are a few bbs's that run several programs
at once for multi lined operation. Every time someone mentions multitasking
I used to challenge them to give me a reason why they need it. I've never
gotten a satisfactory answer from anyone except Bill.

6988. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 20:31:35 UTC
From: krishna@max.tiac.net
Message-ID: <3bqkj7$p4v@sundog.tiac.net>
Source record: 96662

Multitasking is useful if you have the CPU power to support it.

An 040 machine that can't multitask is a waste of available throughput.

Machines of that power are more powerful than older mainframes. They have more than enough power to support multiuser environments, which are by very nature multitasking.

Downloads are defininitely a dead time for the non multitasking machine. The #1 multitasking I do on my Amiga 1200 is during downloads. For instance, viewing pictures as each file completes itself from the batch download. Or uncompressing downloads as they come in file by file. This is a real time-saver as by the time the download is over I will have either saved off and/or installed or deleted the stuff I don't like. No time has been wasted waiting for the DL to finish.

Another one is printing. Printing to inkjets can be slow depending on how you do it. This can tie up the machine if it won't multitask. Some word processors spawn a process to handle the print in the background I believe.

Another is with graphics rendering. This can take a very long time.

Essentially, any task that goes on without user input, is worthy of running in the background.

Another is, let's say, having a FAX sentry look over one serial port, and having a multiserial board for a multiline BBS, and STILL be able to use the machine for your own personal applications.

With the Atari 8-bit, it lacks the throughput to do some of these tasks at all, let alone have enough cycles left to support other tasks so the point may be moot.

The best way to simulate some of this stuff on the Atari8 is to have a Multiplexer so you have multiple machines. It's just that during a download it may very well lock out the directory and/or drive it is writing to thus limiting your ability to process downloads as it is occuring.

However, it is ideal for things like BBSs.

6989. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 20:35:50 UTC
From: krishna@max.tiac.net
Message-ID: <3bqkr6$p4v@sundog.tiac.net>
Source record: 96664

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : How can a cartridge have 32k? Or is it just some require 32k? The
: : American Technavision catalog has GATO carts for $12.50(I think) and
: : says it works on any machine but the 16k 400 and 600xl. I know some

: When Atari released the XE Game System, they found a way to
: squeeze up to 128K into the cartridges, which is why many carts won't
: work on lower memory machines.

They found a way to do this earlier than the XEGS. Bounty Bob Strikes
Back was a 128K banked ROM cart and does not, as far as I know, require
an XL/XE. It came out before the XEGS I believe.

6990. Re: PC Xformer 3.0 (130XE emulator) now SHIPPING!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 20:37:11 UTC
From: dwh@delphi.com
Message-ID: <Zm4WmQP.dwh@delphi.com>
Source record: 96663

So Darek, will SpartaDOS 3.2d (or f or g) run on PCX 3.0? I've yet to be able to get any version to work with PCX 2.5.

__Darryl Howerton__

6991. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 20:39:50 UTC
From: krishna@max.tiac.net
Message-ID: <3bql2m$p4v@sundog.tiac.net>
Source record: 96665

Other big carts were stuff like LodeRunner where all the levels normally on disk were on cart, and Flight Simulator II which had all the scnery files on cart.

Ace of Aces used to require disk access to change perspective on its views. This created annoying lag (not unlike the CD lag in 3dO crash and burn by the way ;)) but with the cart, this was ROM resident which makes the game more playable!

The lowering prices of memory at this point facilitated this.

In fact I'd wager that MOST XEGS games were 64-128K using various schemes. I believe Crossbow and Crimebusters are big carts too.

The same trend was happening in the 2600 and 7800 arenas. However, in the case of the 2600 we are talking about 4K bank increments I believe as opposed to 16K on the 8-bit.

6992. Re: Mouse Handlers...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 20:42:38 UTC
From: krishna@max.tiac.net
Message-ID: <3bql7u$p4v@sundog.tiac.net>
Source record: 96666

I have played with the MultiMouse handler. The problem I found with it, is that you couldn't move the pointer when the fire button was pushed down. Therefore things like drag operations where you hold the button down, drag, then release, were impossible.

I also found it nearly impossible to get the pointer to show up well on a Gr.0 screen no matter how much I played with color registers and priorities. It's some kind of limitation of the chipset as far as PMG interaction with Gr.0. I couldn't get a DARK PMG on a bright Gr.0 display. Dark invariably came out meaning transparency.

6993. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 21:19:41 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bqndd$6jk@news2.delphi.com>
Source record: 96668
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

S Mike Statton <scotts@rahul.net> writes:

>In article <3bh4h5$ifk@news2.delphi.com>,
>BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:
>>eidelbus@cal.eng.utah.edu (PERRY R EIDELBUS) writes:
>>
>>>In my years of tinkering around on my 64, I've insisted on cleaning the
>>>keyboard's innards once a while, getting a drive for the fan, etc.; but
>>>until I actually touched the power supply, I never knew it could get
>>>so hot. I've started to use a small towel wrapped around the p/s,
>>>which I'll keep soaked with water. Does anyone know if this is a bad
>>>idea?
>>
>>Umm.. moisture & electronics don't mix. Try a small fan. A Towel around
>>your supply will actually insulate it and prevent air flow around it.
>>
>> -Bry
>>

>I wish I knew WHERE people got this "moisture and electronics" bunk from ...

Okay, Mr. Technical, Moisture & High Voltage don't mix. Many computer
power supplies generate voltages much higher than line voltage, and the
presence of moisture could cause arcing, or lead to corrosion.

>I once had an argument with Bruce Hammond (then President of Starpoint
>Software) about computers & water ... So, we took a KIM-1 and a baking
>dish. Filled the baking dish with plain-old tap-water, which was VERY
>heavy in mineral content, and used four corks to support the KIM from
>the bottom of the pan.

>Toggled in a little program to do a display hack and set it into the
>water. Continued to run. Allowed it to run this way for about 20
>hours.

>Next day, we experimented with: Diet Pepsi (which is how the entire argument
>started), no ill effects. Coffee (black) .. no ill effects. Coffee
>(cream & Sugar) finally crashed.

With digital logic, as long as the resistence of the fluid isn't low
enough to change the "state" of the inputs, it will probably work. However,
the circuit will draw more power as the fluid basically makes a lower
resistence from 5v to ground. Analog circuitry would not fare as well
as the conductivity of the fluid would throw tolerances out of whack.

>I wish I had a nickel for every person who said, "My PC keyboard is
>acting flaky, what should I do?" My stock answer is always, "Take it
>all apart, and run the circuit board inside through the dishwasher."
>The Luser invariably replies "Dishwasher! But water is BAD for
>electronics!"

>*sigh* Misinformation abounds.

Doesn't it, though?

-Bry

6994. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 21:22:59 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bqnjj$6qk@news2.delphi.com>
Source record: 96669
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>Matt Singer (singer@osfrt.mro1.dec.com) wrote:

>: When I got my Atari ST developers kit, the computer wouldnt boot. They
>: told to me open it up and "flex" the motherboard... QC at it's best.

>as I recall the "chips on the motherboard popped loose during shipping"

> those were the first production runs by the way....

>of course the first Jaguars were the same in some ways... Mr. T never
>learns.

The ST uses a lousy PLCC socket made by ITT/Canon that had a bad habit
of losing its grip on the IC. Atari's solution was to put a clip over
the chip to hold it in, but still many STs failed later in life due to
these sockets.

-Bry

6995. Okimate 10

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 21:42:36 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <RG-3+8E.ransom22@delphi.com>
Source record: 96670

I recently cut a deal to get an Okimate 10 color printer for a good
price. Should be here in a week or so.

I originally had one of these back when they were newer-than-
new, and used it with my 1200XL. I was never impressed with it, as
it did a pretty poor job of printing text, and I was not interested in
color graphics printing (it was a present, so I didn't have a choice).
Anyway, my question is: what is this printer good for these
days? I'm buying it partially for sentimental reasons, and partially
for its color graphics capability. I recall it will work with
the KoalaPad's files. Does it work with te files created by ATari's
Touch Tablet software? How about the light pen software files?
Any other programs out there that work with it?
By-the-by, another point in its favor these days is that
Okidata actually still makes the "consumables" for it, including
print heads and film/ink cartridges. :)

Thanks,

Joe

6996. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 22:51:17 UTC
From: richgr@netcom.com
Message-ID: <richgrD09BHH.4Ey@netcom.com>
Source record: 96672
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

[water vs electronics discussion]

I have often used soap & water to clean electronic and telephone
equipment. One problem is that some components and some types of circut
boards will absorb the water and expand or otherwide deform. This
deformation usually is not reversible when the equipment is dried.

I regularly clean keyboards by dissasembling, setting the PC board(s)
aside and scrubbing the rest. A compressed air gun is also a good
cleaning tool.
--
Rich Greenberg Work: TBA. Know anybody needing a VM guru?
N6LRT TinselTown, USA Play: richgr@netcom.com 310-649-0238
Pacific time. I speak for myself & my dogs only. Canines: Chinook & Husky(RIP)

6997. How to convert a 400 to 48k?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 23:18:51 UTC
From: brian@stat.mps.ohio-state.edu
Message-ID: <3bqucr$3g7@osustat.mps.ohio-state.edu>
Source record: 96671

I have an Atari 400, no modifications. I'd like to upgrade it
to 48k (or better), since it has four joystick ports. I also
have an 800xl (can I put four joystick ports on it? :-))
The 800xl could be used for parts (memory...). I want to be able
to play mule (and others) four player.

Does anyone have instructions on the conversion? Post or email
is fine.

Brian
brian@magnus.acs.ohio-state.edu

6998. Re: Moisture/voltage...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 23:30:23 UTC
From: gpage@nyx10.cs.du.edu
Message-ID: <3bqv2f$c70@nyx10.cs.du.edu>
Source record: 96673
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Yeah. How come the digital timer in my coffeemaker died when I spilled
water in it filling up the reservoir? And the car don't start when the
distributor's wet? And lightning kills swimmers?

--
George Page Commodore Enthusiast ("Collectors" get hit with higher prices)
Aurora (Denver) Colorado USA. gpage@nyx.cs.du.edu or @nyx10.cs.du.edu
or aq361@Freenet.HSC.Colorado.EDU or George Page on FIDONet (1:104/518)

6999. Re: Multi-tasking

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 23:41:51 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3bqvnvEjba@uni-erlangen.de>
Source record: 96691

d.paterson2@genie.geis.com writes:

>As I recall, the 6502 can do task splitting, not true multitasking. The

>Byte, in the early 80's, had an article on this topic. They proposed a
>system with interrupt driven task switching. I suppose as long as the task

The programming language QUICK is capable of producing programs that
are running - interrupt driven - in parallel (up to 4). To do this
you can write normal programs using a special library on any ATARI with
a ramdisk.

Unfortunately the docs for that library are only available in german
right now, while QUICK itself is available in english.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

7000. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 23:43:42 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3bqvre$82m@nermal.cs.uoguelph.ca>
Source record: 96676

: In fact I'd wager that MOST XEGS games were 64-128K using various
: schemes. I believe Crossbow and Crimebusters are big carts too.

Well ... I don't know about Crossbow. However, Ace Of Aces, Dark
Chambers and Into The Eagles Nest were big memory games.

: The same trend was happening in the 2600 and 7800 arenas. However, in
: the case of the 2600 we are talking about 4K bank increments I believe as
: opposed to 16K on the 8-bit.

Yep ... the first 2600 games were only 4K. Later, Atari managed
to squeeze as much as 64K into the cartridge. Games like Solaris and
Secret Quest showed off this memory.

7800 games were often 128K (1 megabit) or greater ... especially
the later titles. On that platform, Scrapyard Dog, Commando, Midnight
Mutants, Alien Brigade, Basketbrawl, Mean 18 Golf, and Tower Toppler were
a few of the larger games.

>> Mark <<

--

==========
Mark Rathwell
University Of Guelph

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I don't know. But ... I know an awful lot of people without
brains who do an awful lot of talking."
==========

7001. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-03 23:46:42 UTC
From: birznie@aplcenmp.apl.jhu.edu
Message-ID: <D09E1u.914@aplcenmp.apl.jhu.edu>
Source record: 96674
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

tonyc@compnews.co.uk (Tony Clark) writes:

>i heard he died of a mining accident. :)

I heard he was swallowed whole by a large space goat.

7002. Re: Anyone using an ink-jet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 00:00:34 UTC
From: tdrake1@umbc.edu
Message-ID: <3br0r2$ncq@news.umbc.edu>
Source record: 96675

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:

: If it emulates the epson, it must have the extra cartridge -- the
: stock HPs don't do Epson.
: They're not bad printers, but I like the Canon inkjets
: better. If resolution matters to you, the HP is 300 dpi while Canon
: and Epsons do 360.

Speaking of Canon...

Has anybody hooked up an Atari 8-bit to the Canon BJ-200e bubble jet
printer?

I understand it can emulate an Epson LQ-510.

If so, does that give it compatibility with the old 9-pin Epsons??

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

7003. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 00:10:38 UTC
From: jgt7c@darwin.clas.Virginia.EDU
Message-ID: <D09F5q.19F@murdoch.acc.Virginia.EDU>
Source record: 96677
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

eidelbus@cal.eng.utah.edu writes:
>
> In article <786063794snz@thornber.demon.co.uk> David@thornber.demon.co.uk (David Thornber) writes:
>
> > The thing that really worried me though was the power supply for the
> > 64 itself - you could almost fry eggs on it.
> >
> > --
> > David Thornber
>
> In my years of tinkering around on my 64, I've insisted on cleaning the
> keyboard's innards once a while, getting a drive for the fan, etc.; but
> until I actually touched the power supply, I never knew it could get
> so hot. I've started to use a small towel wrapped around the p/s,
> which I'll keep soaked with water. Does anyone know if this is a bad
> idea?

YES!!!!! You keep heat from dissipating away from the power
supply, so it burns out much faster.
--
Joe Thompson, HyperCard Programmer and Analyst
Author, GraphFunction 3.0 (C) 1993 Joe Thompson
Class of '98, University of Virginia
jgt7c@virginia.edu

7004. Re: HD support w/PC Xformer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 00:26:01 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3br2ap$5r6@news.cs.tulane.edu>
Source record: 96678

In article <3bnljn$gt9@eis.calstate.edu> jday@eis.calstate.edu (Justin D Day) writes:
> Anyone know if its possible to make an .XFD (or .ATR) a fully blown out
>Virtual HD? I've never worked with HD's and the 8-bit. but it sure
>would be a lot easier than having all those .XFD's lying around. And
>BTW: if there are any utilities you can recommend for an Xformer newbie
>I'd be very thankful.

Yes, use Sio2PC to create the blank disk (I've got one that's 16meg) then
use MyDos or maybe SpartDOS (not tried it with SD yet) to format the
partition. I'm using MyDOS and it works like a champ!

Mike

7005. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 00:36:45 UTC
From: s2887@FB1.FHTW-Berlin.DE
Message-ID: <3br2ut$iq@mars.fb1.fhtw-berlin.de>
Source record: 96688

Dustin Caldwell (dustin@eddy.media.utah.edu) wrote:
> Yes, mem is a limiting factor for the 6502, but its flat memory model makes it
> much easier to design real mem management (for a multithreaded evironment)
> than 8088, etc.

What a big nonsens! Every segment on the 8088 is as large as the whole 6502
memory, 64KBytes. And the segmented model of the 8088, as bad it is for
applications and data larger than 64K, it's fine for apps smaller than 64K,
and it makes multi tasking (with some basic kind of memory protection)
much easier.

7006. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 00:41:57 UTC
From: rbarbaga@cs.uml.edu
Message-ID: <3br38l$31g@ulowell.uml.edu>
Source record: 96679
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bnkon$j9m@nermal.cs.uoguelph.ca>,
Mark Rathwell <mrathwel@uoguelph.ca> wrote:
> According to several magazines, Atari commissioned Lucasfilm to
>make a game which would showcase the 7800's capabilities. The 7800
>version was completed in 1984, though it didn't get released until the
>7800 did in 1986-7.

The 7800 was sold in tiny quantities in 1984. Atari then let 'em
sit in a warehouse for 18 months, and re-released it in 1986 to compete
with Nintendo. Had some great graphics power, but a pitiful RIOT chip
for sound (same chip from the 2600).
Anyway, I hear they stuffed 'em in the warehouse for tax reasons?
Why, exactly?
--
Ralph A. Barbagallo III --- rbarbaga@cs.uml.edu --- Only AMIGA makes it
URL: http://www.uml.edu/~rbarbaga "Don't be a Dunk!"* Possible... *
R.I.P. Jay Miner: June 20th 1994 Father of the 2600, Atari 8bit, Amiga
-=-VAPS Member=-=-Classic Game Collector=-=-Broke Freelance Journalist=-

7007. Re: Keyboards

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 01:00:21 UTC
From: tdrake1@umbc.edu
Message-ID: <3br4b5$ncq@news.umbc.edu>
Source record: 96680

d.paterson2@genie.geis.com wrote:
: I've noticed that different XL keyboards have different feels - I've got 2
: 800XLs (only one which works right now). The older one has a much more
: robust keyboard, that feels ALMOST as good as my 800. The more recent one
: has a poor keyboard, but it's still light years ahead of the XE keyboards.
: Is there any easy way to hook a 1200xl keyboard onto a 130xe or even an
: 800xl? I've got a spare 1200xl keyboard, and would like to put it to use.

Speaking of keyboards... and the 130XE (the Atari 8-bit I use most of the time - I guess I have just developed my own special techno-emotional attachment to it).

I used to really dislike my old 130XE keyboard... This was the keyboard made by Sugiyama and had the double layer mylar and was the one where you could replace the internal silicone contacts with the XE Touch upgrade contacts from Best Electronics.

After performing the upgrade with the XE Touch contacts, I was definitely less than satisfied, because even though the keys were no longer as mushy the tactile feedback and the "throw" was just too hard, at least for me.

So.. I ordered the Mitsumi keyboard with the single layer mylar from Best Electronics and was pleasantly surprised. This keyboard has the springs underneath the keycaps and I have come to actually enjoy this keyboard!

It is still not the same as the 1200XL keyboard but for the 130XE it is definitely better in my opinion than the Sugiyama keyboard with the XE Touch upgrade.

From at least my experience with the 130XE, and I have had several :) (still have the ORIGINAL 800!) most of its keyboards are of the "mushier" Sugiyama variety.

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

7008. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 01:02:35 UTC
From: lindeman@wente.llnl.gov
Message-ID: <3br4fb$50g@lll-winken.llnl.gov>
Source record: 96681
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Matt Singer (singer@osfrt.mro1.dec.com) wrote:

: In article <3bjhbi$s0p@nyx10.cs.du.edu>, thester@nyx10.cs.du.edu (Uncle Fester) writes:
: |>
: |> Atari built hardware that was rugged to almost military
: |> standards. Commodore built hardware that (for quite some
: |> time) barely managed to rise above the quality given to
: |> toys. To paraphrase "Field of Dreams":
: |>
: |> "Build it cheap, and they will buy."
: |>
: |> Compare the construction of the 400/800 computers (and the
: |> TI-99 for that matter) with the construction of the first
: |> Commodore VIC-20's and 64's and you will understand what I
: |> mean.
: |>
: |> Sadly, Jack Tramiel adhered to that same philosophy when he
: |> bought Atari. Everything made by Atari since then reflects
: |> this. Consumer "support" was/is nonexistant in comparison
: |> to other manufacturers. Shoddy at best.
: |>

: When I got my Atari ST developers kit, the computer wouldnt boot. They
: told to me open it up and "flex" the motherboard... QC at it's best.

: --
: ---
:
Matthew R. Singer LM Technology
yea, my old atari 400 was a wonderful machine, wonderful display list
interupts, IOCB's, memory maps of peeks and pokes, ectera. Everything
worked great. When I bought an ST, It would crash after being
on a little while. It must have shorted when it got warm. (oil drop?)

Gosh, I enjoyed programing the 400 in assembly, writting little
games as good as anything commercially available for the atary 2600.
It was a wonderful way to learn about computers. You really got
a sence of what the 6502 was doing when you had to count cycles to
see how many times you could change the registers of the player/
missile graphics sprites during each raster scan.
I never really got into the ST like i did the 400,
It just was not as nice of a machine. Well, I've got a
486 now, and I have no clue of what the various components
are doing, i think its kind of a shame.

Anybody out there ever read De Re Atari? There is a nice
chapter in there about programming philosophy.
Mark Lindeman.
(ignore that Dept of App. Science crap, I'm a physicist!)

7009. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 02:41:54 UTC
From: jharris@cup.portal.com
Message-ID: <128858@cup.portal.com>
Source record: 96682

>I just feel that if it was practical, it would have been done by now.
>Tom Hunt never seemed to finish MTOS and went for Snapshot instead.
>Certainly he had a good enough grasp of the CPU as you do to have
>considered what you are speaking of.

Multitasking probably isn't practical on the Atari8, which is why no one has done it. But that has little to do with generic multitasking on the 6502, which was what I was originally responding to. Multitasking is difficult to add into an already existing system that was designed with only single tasking in mind.

Now that I think about it a bit more, the biggest problem with multitasking on the 6502 is going to be memory management. Especially zero-page. There's no way you would want the overhead of swapping out ZP when task switching, so programs would need to have dynamic allocation of only a portion of ZP. If a program needed more ZP than what was available, it would fail to run. Main memory has to be allocated in the same fashion, and so both ZP and main memory addresses have to be in a relocatable file format.

Multitasking on the 65816 chip gets lots easier, because you can move ZP around, and actually give separate ZP's to each application. Plus the 24 bit address bus gives you plenty of ram for multiple applications. This would almost be workable for Atari8 applications, except for hardware registers and OS ZP usage, that has to go to its specific place.

Here's where the pre-existing design comes into play. Given the above 65816 model, it would be trivial to write a new application that forced hardware and OS ZP into their respective locations. Add a fully relocatable file format, that relocates everything else, and you'd have it. But that doesn't help run yesterday's applications.

John Harris - jharris@cup.portal.com

7010. New atari.archive.umich.edu mirror

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 03:01:48 UTC
From: weiner@terminator.rs.itd.umich.edu
Message-ID: <3brbes$p8m@terminator.rs.itd.umich.edu>
Source record: 96683
Cross-posted to: comp.sys.atari.st,comp.sys.atari.8bit,umich.archives

hi folks,

just a reminder that we are now being mirrors at ftp.orst.edu, along
with the rest of the larger sections of archive.umich.edu, in
the pub/mirrors/archive.umich.edu/atari directory.

it is in your best interest to 1) use afs to get to us or 2) use
the mirror closest to you. that way, you can go on enjoying
the atari.archive.umich.edu service, and we can continue
providing it to you.

remember: you cannot upload to these mirrors. all uploads must be
sent to us here at atari.archive.umich.edu

thanks!
--
Jeff Weiner - weiner@atari.archive.umich.edu - Umich Atari Posse -
Never solve puzzles that open portals to Hell.

7011. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 03:14:25 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3brc6h$d5c@nermal.cs.uoguelph.ca>
Source record: 96684
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: The 7800 was sold in tiny quantities in 1984. Atari then let 'em
: sit in a warehouse for 18 months, and re-released it in 1986 to compete
: with Nintendo. Had some great graphics power, but a pitiful RIOT chip
: for sound (same chip from the 2600).

From what I gather, the 7800's first release was barely a month
and was yanked when Jack took over. The sound sucked, but at least a few
games get around this limitation, thanks to in-cartridge sound chips. The
graphics and animation capabilities were greater than the NES, though.

: Anyway, I hear they stuffed 'em in the warehouse for tax reasons?
: Why, exactly?

I've heard that Jack wanted to focus all of Atari's limited
resources on the ST. When the NES took off, he dusted off the 7800 and
through it onto the market. Considering how little was spent promoting
it, the 7800 was quite a success.

>> Mark <<

--

===============================================================================
Mark Rathwell
University Of Guelph

Dorothy: "But how can you talk if you don't have a brain?"
Scarecrow: "I don't know. But ... I know an awful lot of people without
brains who do an awful lot of talking."
===============================================================================
```

7012. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 05:34:35 UTC
From: jason@alpha.acast.nova.edu
Message-ID: <jason.786519275@alpha>
Source record: 96689
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

mentat@sefl.satelnet.org (!Productions) writes:

>In article <EIDELBUS.94Nov29152713@cal.eng.utah.edu>,
>PERRY R EIDELBUS <eidelbus@cal.eng.utah.edu> wrote:
>>In my years of tinkering around on my 64, I've insisted on cleaning the
>>keyboard's innards once a while, getting a drive for the fan, etc.; but
>>until I actually touched the power supply, I never knew it could get
>>so hot. I've started to use a small towel wrapped around the p/s,
>>which I'll keep soaked with water. Does anyone know if this is a bad
>>idea?
It's normal mine used to get REAL RED hot when I had the machine on for
24hours+..

>Well, I've always believed that electricity + water = a bad idea. You
>may end up burning your house down, or it may just blow a fuse, but it
>certainly isn't wise...

Also make sure that the Power Supply is in an open area... I have had
2 of them in my 8 year life of my C64.. (Oh here is a good one I went to
C= 's offices in Toronto Canada and got the Power Supply FREE.... Hard to
belive that they would give ANYTHING away....)

and as Matt says WRAP THE POWERSUPPLY as replacements now will be nearly
impossible to come about.

Have fun with the 64! (though I have finally upgraded to a A500)

--
----------------- If it moves shoot it!
Jason Stevens If it bleeds kill it!
jason@alpha.acast.nova.edu Defoliate!
Depopulate!

7013. Re: WTB: "The Atari Word Processor"

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 06:14:27 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3brmo3$b9q@hearst.cac.psu.edu>
Source record: 96690

John Byrne (johnbyrne@delphi.com) wrote:
: Andrew K. Heller <heller@akh104.rh.psu.edu> writes:
:
: > ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
:
: As an ELO and Atari fan myself---Hello! It's cool to see someone else with
: my taste in computers AND music :)
:
: John Byrne

not to get off topic...but there is a newgroup and a mailling list for elo.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7014. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 06:18:34 UTC
From: jason@alpha.acast.nova.edu
Message-ID: <jason.786521914@alpha>
Source record: 96692
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

I'd have to say that back in 1983 when I spent my $1000 for a
C64 and a 1541 I picked it over the Atari's since the only C64 had
gotten into the schools (up in Ontari before those stupid Unisys-Useless
Unix WannaBees came into the picture). Plus back then the Commodore's
were Everywhere in Ontario I guess since Commodore started in Toronto..

Sadly I could never really program for the machine since when I
finally got a C compiler for the thing it NEVER linked... but now for the
Amiga I do have one that works.... :) I guess it's time to do some damage..

Well as they say the rest was history.... :)
--
----------------- If it moves shoot it!
Jason Stevens If it bleeds kill it!
jason@alpha.acast.nova.edu Defoliate!
Depopulate!

7015. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 07:12:54 UTC
From: krishna@max.tiac.net
Message-ID: <3brq5m$gkp@sundog.tiac.net>
Source record: 96693

Hartwin Rohde (s2887@FB1.FHTW-Berlin.DE) wrote:
: Dustin Caldwell (dustin@eddy.media.utah.edu) wrote:
: > Yes, mem is a limiting factor for the 6502, but its flat memory model makes it
: > much easier to design real mem management (for a multithreaded evironment)
: > than 8088, etc.

: What a big nonsens! Every segment on the 8088 is as large as the whole 6502
: memory, 64KBytes. And the segmented model of the 8088, as bad it is for
: applications and data larger than 64K, it's fine for apps smaller than 64K,
: and it makes multi tasking (with some basic kind of memory protection)
: much easier.

Well, I believe that it does come down to 16K banks. The 8088 may
automate this to some extent. It is a very confusing kind of memory
addressing. You've got 3 levels of segmenting. 16, 64, and 640K in your
usual DOS/Windows box. What you can't see and what appears not to exist
or is automated is still taxing the machine with overhead cycles and of
course for difficulty in programming which is why so few programmers
relish Intel assembly chores.

7016. Some Infocom games wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 08:53:39 UTC
From: keith@atlantis.actrix.gen.nz
Message-ID: <D0A3DF.BE7@actrix.gen.nz>
Source record: 96694
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.tandy,comp.sys.atari.8bit

WANTED THE FOLLOWING ORIGINAL INFOCOM GAMES

Wishing to purchase the following original INFOCOM games
MUST have ALL original packaging and be in good condition

Any computer format is acceptable

Bookshelf format
Deadline

The following each packaged as three separate games in a slide container)
Enchanter Trilogy (3 games)
Classic Mystery Library (3 games)
Science Fiction Classics(3 games)

Also interested in an Infocom game released in early 1980s
Suspended 240x317x70 box with recessed white face mask

ALso looking for Infocomics
ZorkQuest II: The Crystal of Doom

Willing sellers please e-mail details for negotiation

THanks

Keith Stewart

PS I already have Lost Treasures of Infocom I & II

7017. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 10:24:40 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3bs5d8$g5o@nyheter.chalmers.se>
Source record: 96695

In article <3bqkj7$p4v@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>
>Multitasking is useful if you have the CPU power to support it.
>
>An 040 machine that can't multitask is a waste of available throughput.
>
Apple Crapple!! :-)

WFR:
Fredrik Lundholm

7018. Re: Re 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 10:34:09 UTC
From: 91487441@cpccux0.cphk.hk
Message-ID: <3bs5v1$klb@cpccux0.cphk.hk>
Source record: 96696
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

R!ch (rich@broken.isltd.insignia.com) wrote:
: On Wed, 30 Nov 1994, Phillip Burgess wrote:

: > The 800's I've been inside used the Rockwell 6502. I vaguely remember a
: > couple of articles on undocumented opcodes available with the 6502 variants
: > used in some later model machines (e.g. 6502c (sic)). All ran at 1.79 MHz,
: > but something about the video hardware tied up about 20% of the CPU time
: > (it was possible to disble video out to get things running a little faster).

: By a funny coincidence, I'm currently writing a 6502 emulator for my own, um,
: pleasure. (BTW, the variant mentioned above is actually a 65C02.) If anyone
: is really interested, I can post the extended opcodes, as I have Rockwell's
: 65C02 datasheet. As for the undocumented stuff, I'd be interested to see it!
: I know that various 65C02 implementation had differing instruction sets; the
: Rockwell one is far richer than Mosteks (no, I don't work for Rockwell!).

B
A Pls post it!

: ---
: R!ch

: #include <disclaimer.h>

: //// - ?
: (o o)
: /=============================oOOo=(_)=oOOo=====\
: | Richard Teer rich@isltd.insignia.com |
: | Insignia Solutions |
: | |
: | Real hackers program in |
: | assembler (but they can |
: | do it in C at a pinch). Voice: 01494 453409 |
: | Fax: 01494 459720 |
: \===/

7019. Re: Atari 8-bit still useable?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 14:41:23 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bskej$5un@dux.dundee.ac.uk>
Source record: 96697

Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: In article <3bgm0o$ffo@hearst.cac.psu.edu>,
: Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
: >BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
: >
: >: > Jeff
: >: >CoonJ@osuunx.ucc.okstate.edu
: >: >"The best way to accelerate a Macintosh is at -9.8m/s/s"
: >
: >: Nice tag line (Like, where's mine, right?) We have a PowerMac at work
: >: and it's not too shabby. I think I like OS/2 better, though.
: >
: >

I would argue that for certain tasks on a Low Budget the XL/XE is ideal.
Until last summer I had a bog standard 800XL with 1050. I maily used it
for word processing, and used the excellent PD program TextPRO and for
better output Daisy Dot. To be honest I have yet to come across such a
good PD wordprocessor. Thats taking into account the Amiga I had until May
and my present machine a Falcon.

IF you want to do word processing and require 'power without price'
an 8-bit will do nicely.

Rod

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

7020. Re: Why did Commodore beat Atari in the 8-

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 16:20:59 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3bsq9b$92u@dux.dundee.ac.uk>
Source record: 96698

Jonathan Buckheit (jon@playfair.stanford.edu) wrote:
: In article <3b52un$rds@utrhcs.cs.utwente.nl>, yhavinga@cs.utwente.nl (Yeb
: Havinga) wrote:

: > Matthias Belitz wrote :
: >
: > ..
: > > I think, that the original concept isn't made for an Home-Computer but for
: > > something as a Personal-Computer: the good structure of the OS (have a look
: > > to the C=64 side and you`ll know what I mean, a confuse mix of Basic
: and OS),
: > > the bootable DOS, the PBI-architecture and so on...
: > ..
: >
: > You have a point there on the good structure of the OS of the atari 8-bitter.
: > I think what we can learn from history is that the C64 has been more a game
: > machine than the atari; more in the sence of better graphics and sound.
: >
: > A good OS however doesn't help us much with games; most games use the OS only
: > for loading, but is comfortable for programmers. The OS of the atari, in
: > combination of the excellent design of the hardware (I mean the way things
: > are organizes) has made the XL the perfect machine for making hardware
: > enhancements and their software equivalents.
: >
: > So, success of a microcomputer can be expressed in sales figures, or other
: > criteria. For me, if I must express things in winning or loosing, I must say
: > the XL has won.

: Isn't it interesting to look back and consider that both companies had
: hired celebrities to tout the products, Commodore's being William Shatner
: and Atari's Alan Alda (though he came later, I recall).

: The Atari 400/800 was a landmark in terms of 1979 technology. The C64 came
: four years later and had a few features that were nicer, but all in all was
: still not as impressive. Commodore beat Atari only through marketing.

Just how many Atari 8bits were sold in comparison to C= 64's?

--
--
==
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==

7021. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 17:03:05 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bsso9$hom@hearst.cac.psu.edu>
Source record: 96699
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Gunther Birznieks (birznie@aplcenmp.apl.jhu.edu) wrote:
: tonyc@compnews.co.uk (Tony Clark) writes:

: >i heard he died of a mining accident. :)

: I heard he was swallowed whole by a large space goat.

oh, really... and um... they just sent you off first eh? The B arc...

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7022. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 17:04:04 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bssq4$lms@news2.delphi.com>
Source record: 96701

800XLs can be had so cheap, why not hook up 10 of 'em with a monitor switchbox and call it multi-tasking? :)

-Bry

7023. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 17:06:42 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bssv2$hom@hearst.cac.psu.edu>
Source record: 96700
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : those were the first production runs by the way....

: : of course the first Jaguars were the same in some ways... Mr. T never
: : learns.

: First run problems are common to all companies. It's not
: Tramiel's fault at all.

: >> Mark <<

Perhaps not, but a lot is.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7024. Re: PC Xformer and boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 19:46:42 UTC
From: dderhak@xmission.com
Message-ID: <3bt6b2$b0q@xmission.xmission.com>
Source record: 96702

In article <D06qGp.J0p@aston.ac.uk>, Steve says:
>
>Is there anyone out there who runs boulderdash through PC Xformer?
Yep. works great. Now all he needs to do is get Ali-Baba to work...

7025. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 20:53:20 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bta80$2na@news2.delphi.com>
Source record: 96703
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

nhatviet@nucleus.com (Nhat-Viet Phi) writes:

>In article <3bggf2$re2@news2.delphi.com>,
>: BRYEDEWAARD@DELPHI.COM <BRYEDEWAARD@news.delphi.com> wrote:

>: The Atari was a friendlier machine IMHO, it had a real bootable DOS with
>: full disk utilities (none of this LOAD"$",8 stuff! <g>) and better
>: expansion options.

>A real bootable DOS, huh? I always thought that _not having to boot up DOS
>or BASIC_ was a plus for Commies. And this effectively made the C=64
>virus-proof!! <smirk> And I suspect that many Commodore power users
>have utility cartridges or ROM-based DOS wedges to replace what
>admittedly was a silly directory lister. Yes, LOAD"$",8 was and still is
>really stupid.

Okay, look at it this way. In 1979 (Maybe 1980) Atari came out with
DOS 1. Had this been a built-in system, the Atari never would have had
the far better disk formats that followed with real subdirectories,
time/date stamping, etc... The Atari was designed to load add-ons to
its OS and do it automatically. This also meant that the novice user
could put a game in the drive and just turn on the computer. On the
Commodore, you didn't get anywhere until you typed LOAD"GAME",8,1. It
just shows that Commodore didn't expect anyone to want to change the
way the 64 worked. Also, having a real, bootable DOS meant you had a
complete set of disk utilities. Atari DOS could copy files with
wildcards, duplicate entire disks, rename, make boot disks, format,
etc... Only a few of these options were available to the 1541 owner (at
least not without additional purchases).

>Better expansion options? I'm willing to have you list them to me in a
>comparison chart. (I don't doubt you, I'm just curious.)

Atari used a 13 pin serial connection for its peripheral expansion called
the SIO Bus. One device chained after the other like 1541's do, however,
all these devices (and more) were available from Atari:

410 cassette
810 disk drive
850 RS232-Parallel interface
835 direct connect modem
820 40 col printer
822 Thermal 40 col printer
825 80 col printer
1010 cassette (replaces 410)

1050 disk drive (rep. 810)
1030 modem (rep. 835)
1020 4 color plotter
1025 80 col printer (rep. 825)
1027 LQ printer
This list cover most of the peripherals up until the XE line changed them all again. The thing is, rather than put a bunch of special connectors on the 8-bit, Atari put one "intelligent" chain to make expansion easy. These devices could even be "hot-swapped" without any problems. If you needed better throughput, there is the Parallel Bus which allows high-performance devices (such as hard drives) to communicate directly with the CPU/RAM. I believe the 64 also has a CPU direct bus.

>Nhat-Viet Phi
>nhatviet@nucleus.com
>Calgary, Alberta, Canada

-Bry

7026. (ADDRESS TO LONG)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 22:00:36 UTC
From: mathniss@link.xs4all.nl
Message-ID: <3bte64$8od@link.xs4all.nl>
Source record: 96609

Howdy folks

This actually is a message to Jeff Potter.

Hi Jeff,

I received your E-mail msg., but don't seem to be able to respond to it,
due to the fact that your address seems one character to long for PabQWK.

Wasn't there a way to convert alpha-numeric addresses to "numbers-only"
addresses?

CU Mathy Van Nisselroy mathniss@link.xs4all.nl

"Well, the postman never complained 'bout my address...."

---
* PabQwk 2.0 *

7027. Microosoft BASIC on atari 400/800

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 22:10:38 UTC
From: rhawkins@iastate.edu
Message-ID: <3bteou$obk@news.iastate.edu>
Source record: 96704
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <rjones.786386443@us.oracle.com>,
Roger B Jones Jr <rjones@us.oracle.com> wrote:
>Microsoft Basic was available for the 8-bits. It came on a floppy, and needed
>32K of memory, as opposed to standard Atari Basic which (depending on your
>computer) either came in a cartridge or was built in to the ROMs. It needed
>8K of memory, if I remember properly.

It wasn't originally available, thgough. And it came out in disk,
first, so they could get useres to de ug it and then pay for it a second
time on ROM.
--
R E HAWKINS
rhawkins@iastate.edu

--
R E HAWKINS
rhawkins@iastate.edu

7028. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-04 22:17:30 UTC
From: rhawkins@iastate.edu
Message-ID: <3btf5q$ofa@news.iastate.edu>
Source record: 96605
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <pburgessD07Gvp.JH2@netcom.com>,
Phillip Burgess <pburgess@netcom.com> wrote:

>The way I heard it (from a former T.I. employee) was that some engineer
>decided not to connect the last address line because "nobody is going to
>need that much memory."

I believe those 32768 words were 16 bit words. To be byte-addressable
requires 16 bits to address 2^15th locations of two bytes each.

--
R E HAWKINS
rhawkins@iastate.edu

7029. Re: WTB: "The Atari Word Processor"

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 00:17:07 UTC
From: dcoull@cix.compulink.co.uk
Message-ID: <D0BA4J.EwL@cix.compulink.co.uk>
Source record: 96608

> > ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari
> > lovin',
> As an ELO and Atari fan myself---Hello! It's cool to see someone else
> with my taste in computers AND music :)

Me too!
Typing this whilst listening to the New(ish) ELO Part II CD, Moment of Truth. Typing this on my Falcon030 sitting next to the 1040STFM and 800XL and Jaguar and Lynx!

Darren Coull

7030. Windows, disks, MULE PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 00:19:07 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412050018.AA167826732@relay2.geis.com>
Source record: 96606

Over the past few days, a number of my posts via UTexas never made it to the group. I've brought them together here into one post. If you're not interested in Windows for the 8-bit, MIO II and 512 byte/sector drives, drive control blocks from SIO floppies, or the game MULE on the IBM PC, skip this message.

Sub: Eight Bit Windows
Sent on 11/30/1994 at 1:02a

I've been looking at Diamond GOS for a while now; it's quite interesting. It includes memory management routines. The intent was to make RAM banking transparent to the programmer - it maps any expanded memory into a pseudo 32 bit address space by using RAM expansion handlers.

I think any "windows" for the 8-bit has to support both text and graphics modes. You just can't get adequate speed when every image being manipulated is bit graphics. For a paint program, DTP, or WP preview graphics 8 is fine. But for a desktop or word processor you've GOT to have a text mode to get good speed. Analog once published a routine for windows in graphics 0; I had it running in graphics 8 as well, since both are 40 bytes wide. My version used a single calling address, and checked the number of arguments to know whether to open or close.

I'd be glad to help out with an 8-bit Windows project; I write with Mac65 (disk version), under Sparta 3.2gx.

Sub: Drive Config & MIO II
Sent on 12/02/1994 at 1:36a

The MIO II will apparently work with 512 byte sector drives. However, in the first revision it will only let you access 256 bytes per sector. A later revision will permit you to access the other 256 bytes. I believe Mike intends to have the physical drive appear as two logical drives, each half the size.

Drive config blocks. As per Analog #76:

NAME OFFSET USAGE VALUES
==== ====== ===== ======
DRVTRC $00 # of tracks $28 (40 track)
DRVSTP $01 step rate $0000
DRVSEC $03 # sectors/track $12 (18 sectors)
$1A (26 sectors - Enhanced Density)
DRVSID $04 # of sides $00 single sided
$01 Double sided
DRVDEN $05 density $00 single-density

$04 double-density
DRVBYT $06 # bytes/sector $0080 128 byte sector
$0100 256 byte sector
DRVSEL $08 drive select $01 drive 1 select
DRVSER $09 serial rate $41
DRVMSC $0A misc $0000

Compute of October 1985 also wrote about the Drive Control Block in Bill Wilkinson's "Insight: Atari" column. The standard was created by Percom. The DRVSEL, DRVSER and DRVMSC values shouldn't be changed UNLESS you're sure of the specific drive's foibles, as those vary depending on the drive. The DRVSER value given is for an XF551 on a PAL system.

Sub: MULE on the PC
Sent on 12/02/1994 at 1:37a

I recently found a program called MULE386 on one of the Umich mirrors. It's a version of MULE for the PC. Has anyone managed to get it to run? I get a Runtime Error #1.4711. A decent version of MULE for the PCwould be great!

One other question: does anyone have english docs for the program? It's from Germany, hence the docs are in German. Ich non bin ein berliner.

- All this from Dave.

Oh, if a man tried to take his time on Earth
And prove before he died what one man's life could be worth
Well I wonder what would happen to this world.
- Harry Chapin

7031. MULE on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 00:21:42 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412050021.AA172596901@relay2.geis.com>
Source record: 96607

I recently found a program called MULE386 on one of the Umich mirrors. It's a version of MULE for the PC. Has anyone managed to get it to run? I get a Runtime Error #1.4711. A decent version of MULE for the PCwould be great!

One other question: does anyone have english docs for the program? It's from Germany, hence the docs are in German. Ich non bin ein berliner.

Dave

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

7032. Re: .....Waco Massacre.....never again?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 02:28:52 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3bttt4$idl@news2.delphi.com>
Source record: 96610

Fascinating...but will it work with Sparta DOS?

-Bry

7033. Re: WTB: "The Atari Word Processor"

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 03:08:13 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3bu06t$nbh@hearst.cac.psu.edu>
Source record: 96611

Darren Coull (dcoull@cix.compulink.co.uk) wrote:
: > > ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari
: > > lovin',
: > As an ELO and Atari fan myself---Hello! It's cool to see someone else
: > with my taste in computers AND music :)

: Me too!
: Typing this whilst listening to the New(ish) ELO Part II CD, Moment of
: Truth. Typing this on my Falcon030 sitting next to the 1040STFM and 800XL
: and Jaguar and Lynx!

: Darren Coull

arggh!!!! I am not spending $30 for it..I'll wait till January...then
go on the tour! =)

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7034. Help: Trying to Fix Atari 800 machine

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 05:13:12 UTC
From: Adam Skwersky <askwersk@mit.edu>
Message-ID: <3bu7h8$7bg@senator-bedfellow.MIT.EDU>
Source record: 96612

Hi!

I have an Atari 800. It worked great for a long time, but now the video/audio is becoming really bad. Under all that fuzz and static I can still see that the machine is basically working, but the display and sound is fuzzled!

I tried replacing the audio/video/cable but that did notsolve the problem. I tried soldering the audio/video directly to the motherboard, but that didnt work (hope I didnt fry anything). I'm starting to believe there may be something wrong with the audio/video chips. Has anyone else had this problem? What did you do to solve it? Is anyone selling their Atari 800 or similar system?

Please email directly to:
askwersk@mit.edu

Thanks,

Adam Skwersky

7035. Emulating an Atari 8-bit on a Mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 05:17:25 UTC
From: Adam Skwersky <askwersk@mit.edu>
Message-ID: <3bu7p5$7hs@senator-bedfellow.MIT.EDU>
Source record: 96613

Hi!

Is anyone interested in developing an Emulator for the Atari 8-bit line
for use on the Macintoshes? I'm an old die-hard Atari 8-bit user but my
poor ole machine is having the blues and I was wondering if I could
continue using its software on my Mac!

I'm a Mac developer myself, so if you have expertise in Atari emulation,
maybe we can work together to get an emulator out!

Adam Skwersky

reply to:

askwersk@mit.edu

7036. Re: star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 05:30:52 UTC
From: bjcorr@delphi.com
Message-ID: <9412050029591.DLITE.bjcorr@delphi.com>
Source record: 96615

>Could anyone tell me what the difference between the original Star
>Raiders cartridge and the one that Atari put out when it tried to market
>the XE as a game machine is? I think it may have been called Star
>Raiders II.
>
Someone correct me if I am wrong, but wasn't Star Raiders II a reworking of
an unreleased game, the Last Starfighter (based on the movie of course.)?
I inherited a bunch of old stuff from some friends a LONG time ago and one
disk has this 'unrleased' version on it. It is quite a good game....
bjcorr

7037. Re: Anyone using an ink-jet?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 05:35:47 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bu8rj$pf2@charm.magnus.acs.ohio-state.edu>
Source record: 96614

In article <3br0r2$ncq@news.umbc.edu>,
drake thomas (phd posi) <tdrake1@umbc.edu> wrote:
>Has anybody hooked up an Atari 8-bit to the Canon BJ-200e bubble jet
>printer?

Not yet.....

>I understand it can emulate an Epson LQ-510.

I don't know about the 200e specifically, but the 4000 (which is
compatible with the 200e) can do both Epson LQ and IBM ProPrinter
emulation.
I have had success with a (PC) graphics program that wanted to print
to an Epson MX-series, and with text programs that do all the
different type sizes.

>If so, does that give it compatibility with the old 9-pin Epsons??

Looks like it to me, although it's more likely to be compatible with
the 24-pins Epsons. (Wasn't the LQ-series 24-pin?) Maybe soon I'll
try Print Shop on the Atari with the Canon.
--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7038. New Atari 8bitter born!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 05:41:22 UTC
From: James King <jeking7@delphi.com>
Message-ID: <J6wVuYa.jeking7@delphi.com>
Source record: 96617

On Sunday the 5th at 9:45am, a new Atari 8bitter was born!

Announcing the birth of my first child, Alexander James King
weighing in at 6lb 3oz!

Yet another Atarian to rule the world! [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7039. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 05:46:11 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3bu9f3$pg7@charm.magnus.acs.ohio-state.edu>
Source record: 96616
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3bsso9$hom@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>Gunther Birznieks (birznie@aplcenmp.apl.jhu.edu) wrote:
>: tonyc@compnews.co.uk (Tony Clark) writes:
>
>: >i heard he died of a mining accident. :)

Now that was a bad joke.

>: I heard he was swallowed whole by a large space goat.
>
>oh, really... and um... they just sent you off first eh? The B arc...

Yes, and we're making a documentary about it. Do you need your
telephone sanitized, by the way?
--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7040. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 06:21:54 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128905@cup.portal.com>
Source record: 96618

Well, there we go with about 5 or 6 examples of what you can do
with multitasking that I never use. I use the break I get during
downloading to go grab a sandwitch or maybe another cup of coffee.
I can't think of the last time I D/L'd a picture & the concept
of decompressing it & viewing it while I'm still online is a little
unusual to me. I'll ACK you are probably in the majority on the
picture thing though. alt.sex.erotica.bin or whatever is the number
one group on the net with something like 250,000 people/week loging
in. I have both a real fax machine & a 14k fax modem, but nobody faxes
me so why should I care if I can get a fax in the background? Ditto for
printing stuff or generating fractals. I have a multi user family
environment, but they each want their own keyboards/boxes. I almost
bought a printer buffer since I'm not real hot on running spoolers int
the background, but I resisted the temptation. I have maybe a total of
maybe 10 megs of stuff I've DL'd over the last ten years out of the
80 or so megs of stuff I keep on my hard drives. 1 meg a year just doesn't
require that much time online that I need my computer to multitask.
I think J. King just said it's been his experience that everyone just
replies on line rather then transfer responses they've composed while
downloading in a multitasking system. I sort'a give a lot of weight
to his emperical data over what you should be able to do with a
multitasking system. I have to say while it's theoretically possible
to do that kind of stuff, in reality no one does.
Rick

7041. Re: Windows, disks, MULE PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 08:29:36 UTC
From: krishna@max.tiac.net
Message-ID: <3buj1g$26u@sundog.tiac.net>
Source record: 96619

d.paterson2@genie.geis.com wrote:
: I've been looking at Diamond GOS for a while now; it's quite interesting.
: It includes memory management routines. The intent was to make RAM banking
: transparent to the programmer - it maps any expanded memory into a pseudo 32
: bit address space by using RAM expansion handlers.

This is exciting. I was thinking about this about a year and a half
ago. Jim King said he and his friends were working on a banked ram
handler like that.

I'd like to know more about how this works.

7042. Re: Emulating an Atari 8-bit on a Mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 08:30:57 UTC
From: krishna@max.tiac.net
Message-ID: <3buj41$26u@sundog.tiac.net>
Source record: 96620

You could START by taking STXformer 2.5. The source was released to the
PD. Since it is C this might be portable.

7043. Re: New Atari 8bitter born!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 08:31:35 UTC
From: krishna@max.tiac.net
Message-ID: <3buj57$26u@sundog.tiac.net>
Source record: 96621

James King (jeking7@delphi.com) wrote:
: On Sunday the 5th at 9:45am, a new Atari 8bitter was born!
:
: Announcing the birth of my first child, Alexander James King
: weighing in at 6lb 3oz!
:
: Yet another Atarian to rule the world! [grin]
:
: --
: @ @ @ ------------------------------------ @ @ @
: @ @ @ James King - jeking7@delphi.com @ @ @
: @ @ @ ------------------------------------ @ @ @

--

Congrats!

7044. Re: 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 09:38:20 UTC
From: fachat@galileo.rhein-neckar.de
Message-ID: <1994Dec5.093820.731@galileo.rhein-neckar.de>
Source record: 96443
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Received subspace message from Ivo van Poorten:
> three CPU's, look at the Atari 8-Bit Home Page. Recently I added a new section
> with pinouts of the 3 CPU's, ANTIC, GTIA, POKEY etc.etc.

Where is the Atari 8-Bit Home Page?
Andre

--
Andre Fachat mail me! fachat@galileo.rhein-neckar.de
FIDO: Andre Fachat@2:2468/6020.4 GERNET: Andre Fachat@21:100/3338.4
Why use Windows, since there is a door?

7045. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 10:47:26 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.32@utb.shv.hb.se>
Source record: 96622

In article <rstout.1cyb@legend.akron.oh.us> rstout@legend.akron.oh.us (ROBERT STOUT) writes:

> whether multi-tasking or task-switching, its kind of necessary to
>have
>a protect mode to prevent one task from overwriting another task.

It's not necessary, in fact, you'll gain speed and efficiency if you leave that out or at least make it selectable. AmigaOS don't use it, Novell Server os don't use it.

Remember, a buggy program isn't less buggy because of some mp, the only thing mp does it too prevent it from hurting the rest of the system. But, OS/2 crashed quite often, it uses mp. :-)

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

7046. Re: Multi-tasking...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 11:02:13 UTC
From: mppi76@cd4680fs.rrze.uni-erlangen.de
Message-ID: <3burvmE5f4@uni-erlangen.de>
Source record: 96629

CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) writes:

>There is an extension to the excellent QUICK programming language from
>PPP in Germany that allows Multitasking.

>I don't know all that much about it, mainly because it is still in
>German language and as far as I know it has not been made available
>outside of Germany yet! Apparently each 'program' resides in one of
>the XE memory banks.

That's right. the manual for the multi-tasking library is in german only,
because one part of that package is an assembler program, written for
the BIBO assembler that is also just availabe in german.

>I don't know if its a true multi-tasking software product or just
>some clever programming, I don't even know if it works on a 64k
>machine. Anybody else know.... Over to you guys in Germany?

It does not work on 64KB machines. You need a RAM disk.
--
Harald Schoenfeld (IRC Nick: Equinoxe) | If he's your friend
Harald.Schoenfeld@rzmail.uni-erlangen.de | you don't need enemies

7047. Re: Speech synthesiser

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 11:05:16 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.33@utb.shv.hb.se>
Source record: 96623

In article <3bhmqk$elq@dux.dundee.ac.uk> gfenwick@mcs.dundee.ac.uk (Graeme Fenwick) writes:

>: Actually, SAM was written by my partner, Mark Barton. I worked on the
>There seems to be some confusion here. Both SAMS exist- the Software Automatic
>Mouth on the 8 bit Atari

I have SAM for my C64, maybe it's the same program?

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

7048. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 11:13:08 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.34@utb.shv.hb.se>
Source record: 96624

In article <3boahg$cck@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu (Rob Funk) writes:

>That's just task-switching, not multitasking, and it's not the only
>program that does it.
>In multitasking, multiple programs are *running* at the same time,
>while in task-switching only one is running at a time.

Ahem, you are spekaing of multitasking in a multiprocessor environment. Multitasking can be done using one cpu. In one CPU-system some form of priority and/or time-sharing is involved too, or maybe cooperative mt is used(Windows).

Task-switching is a somewhat homemade term.

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

7049. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 11:34:30 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.35@utb.shv.hb.se>
Source record: 96625

In article <128841@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

>at once for multi lined operation. Every time someone mentions multitasking
>I used to challenge them to give me a reason why they need it. I've never
>gotten a satisfactory answer from anyone except Bill.

A creative mind musn't be hindered by a machines limitations.

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

7050. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 11:40:53 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.36@utb.shv.hb.se>
Source record: 96628

In article <128905@cup.portal.com> Rick_Michael_Cortese@cup.portal.com writes:

>with multitasking that I never use.

Never use or can't use? ;-)

>I use the break I get during downloading to go grab a sandwitch or maybe
>another cup of coffee.

I would call this an excuse. :-)

>I can't think of the last time I D/L'd a picture &
>the concept>of decompressing it & viewing it while I'm still online is a
>little unusual to me.

DL using a modem takes some time, a 200kb pictures takes a minute or two,
during that time I have viewed it and perhaps deleted it.

Think of what happens if you select 15 files to download and the
terminalprogram tells you that your hd can't take all these files, then you
can, during the dl, move some files to another partition. Very handy.

Another thing is that things like module-players can be tasks and not stupid
hardwarehacks that wedges the IRQ's.

>Rick

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

7051. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 12:32:03 UTC
From: Thomas Karlsen <sledge@algonet.se>
Message-ID: <Pine.SUN.3.90.941205132919.5472A-100000-100000@aristotle.algonet.se>
Source record: 96626
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

On Fri, 25 Nov 1994, flt@kal.data.telia.se (Magnus Nyman) wrote:

> > I loved my Commodores too, but have to disagree on this one--not much
> > question Atari BASIC was far superior to CBM BASIC 2.0, especially in
> > regards to access to color and graphics through BASIC commands.
> >
>
> Who uses BASIC to do something with colous and graphics, when there is ML.
> - No one I hope!!
>
> //Magnus
>
>

That's where Gunther fails and many other BBS programmers, they use BASIC
to compile, perhaps bcoz they want the program to be easy to modify. But
as we all know, there aren't many talents on machine language in the
states, I don't know why, but the Euro scene is way ahead there, and more
strange is why NOONE from Europe have done a BBS program for the 64 - ever!

//Thomas

7052. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 12:32:18 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3bv18i$32n@dux.dundee.ac.uk>
Source record: 96627

Rod McCall (rmccall@mcs.dundee.ac.uk) wrote:
: Years ago I used to bu an excellent magazine called Page 6 New Atari User.
: Out of curiousity is it still in existence?

Yes it is, it's called (Page 6 publishing's) New Atari User now, but it's
really Page 6 magazine, not the old Atari User.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

7053. Re: Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 13:49:45 UTC
From: jjmcwill@next5
Message-ID: <3bv5pp$j31@news.mtu.edu>
Source record: 96630

Well, since it's 8 bit, it would reduce to about 90K or SO
with the 4 bit Parrot method that we use. Contact Bill Kendrick for
a modified version of his Tbasic XL player I wrote that uses XE memory
for something like up to 120K playing capability. I did this
months ago.. so I'm fuzzy on the details.

Jeff
:
--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

7054. Booting Off Percoms

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 14:47:03 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2EE3275F@POST0.LAAFB.AF.MIL>
Source record: 96631

I've been booting up disks with the timing hole covered with my Percom for 12 years now. (It was the only drive I had for 8 years.) The timing hole is used on a Percom when you format the disk (not read it). The formatting routine is built into the drive directly as a part of the ROM in the drive. No DOS can get around the Percom drive ROM. To format the back side of a disk on a Percom, you either must format it on another drive or punch another set of timing holes in the jacket. Booting off the back side of disk doesn't require the extra timing hole. (Unless there is some ancient version of the Percom ROM, I'm not familiar with.)

Rick Reaser

7055. Mule on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 15:31:33 UTC
From: ivan@rcp.co.uk
Message-ID: <wTw4uAsABh107h@rcp.co.uk>
Source record: 96632

>I recently found a program called MULE386 on one of the Umich mirrors. It's
>a version of MULE for the PC. Has anyone managed to get it to run? I get a
>Runtime Error #1.4711. A decent version of MULE for the PCwould be great!
>
>One other question: does anyone have english docs for the program? It's
>from Germany, hence the docs are in German. Ich non bin ein berliner.

I have mule386 working on my PC. There is a text file - I can't remember whether it is a .ini or a .cfg, but this needs to be set up to the spec of your PC (sound card, speed etc)

The only problem I have with the game is that every time a scrolling message goes across the bottom of the screen the display goes funny. This is a big disadvantage as there is always scrolling on the status screen at the start of each round - Consequently I can't tell when I am winning :-(

They have also remodelled (for the worst in my opinion) the stores.

They game wouldn't be too bad if the above problem was fixed.

Ivan

--

7056. Re: PC Xformer and boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 16:25:07 UTC
From: pmmills@aol.com
Message-ID: <3bvet3$36b@newsbf01.news.aol.com>
Source record: 96633

In article <D06qGp.J0p@aston.ac.uk>, Steve writes:

> Is there anyone out there who runs boulderdash through PC Xformer?
> Also is there a way to transfer 8-bit software on a 5 1/4 disk
> to a PC, as my atari DD is busted.

Boulderdash works fine for me on PC Xformer.

What kind of drive did you have? If it was a 1050, I think there are programs that will read the disks on a pc drive. If it was an 810 you are out of luck. Perhaps you can find a used one cheap.

Paul Mills

-

7057. Re: Emulating an Atari 8-bit on a Mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 17:28:16 UTC
From: Adam Skwersky <askwersk@mit.edu>
Message-ID: <3bvijg$luk@senator-bedfellow.MIT.EDU>
Source record: 96634

In article <3buj41$26u@sundog.tiac.net> Glenn M. Saunders,
krishna@max.tiac.net writes:
>
>
>You could START by taking STXformer 2.5. The source was released to the
>PD. Since it is C this might be portable.

Hi Glenn!

I'll go look for STXformer now. But do you know a specific place I could
find the source?

Adam

7058. Quest

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 17:39:48 UTC
From: britchie@gpu.srv.ualberta.ca
Message-ID: <3bvj94$g33@quartz.ucs.ualberta.ca>
Source record: 96635

Does anyone have Rahly's Quest... it's a pretty cool platform game written in basic... I'd really like to get my hands on either that or Escape from Epsilon... (any J.D. Casten Games)

7059. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 18:14:20 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3bvl9s$4s@dux.dundee.ac.uk>
Source record: 96638

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) says:

: >Years ago I used to bu an excellent magazine called Page 6 New Atari User.
: >Out of curiousity is it still in existence?

: That'S the 8th wonder of the world...we're not sure if, in this reality
: and time line, it still exists. I haven't seen one for about a year.

And I recieved the last issue two months ago, next one should be due in a week
or two- they're still alive!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

7060. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 19:01:59 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.94Dec5200159@iq.pvv.unit.no>
Source record: 96639

In article <D08z51.JLz@freenet.carleton.ca> ba930@FreeNet.Carleton.CA (Chris Brown) writes:

> In a previous article, rmccall@mcs.dundee.ac.uk (Rod McCall) says:
>
> >Years ago I used to bu an excellent magazine called Page 6 New Atari User.
> >Out of curiousity is it still in existence?
>
> That'S the 8th wonder of the world...we're not sure if, in this reality
> and time line, it still exists. I haven't seen one for about a year.

You haven't been looking in the right places, then. I got the latest issue a month ago. Subscriptions are nice ;)
--
Eyvind Bernhardsen

7061. Re: star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 19:41:23 UTC
From: holland@kaski.cs.colostate.edu
Message-ID: <3bvqd3$mea@kaski.cs.colostate.edu>
Source record: 96641

In article <9412050029591.DLITE.bjcorr@delphi.com>,
ben corr <bjcorr@delphi.com> wrote:
>Someone correct me if I am wrong, but wasn't Star Raiders II a reworking of
>an unreleased game, the Last Starfighter (based on the movie of course.)?
>I inherited a bunch of old stuff from some friends a LONG time ago and one
>disk has this 'unrleased' version on it. It is quite a good game....
>bjcorr
>

Yes, that definitely is true. I had The Last Starfighter on my 8-bit back when
I still had a working disk drive for the thing. It was a fun game.

Doug

--

Douglas C. Holland, random undergrad with too much time on his hands
Replies to holland@beethoven.cs.colostate.edu
Finger for PGP 2.6 public keys

7062. Re: Re 6502s

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 20:09:56 UTC
From: brain@msen.com
Message-ID: <7JpukmoZjuYI072yn@msen.com>
Source record: 96654
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

To recap this discussion:

The original 6502 was manuafctured by MOS Technologies (NOT MOSTEK), and was designed by some of sma people that worked on the 6800 CPU from Motorola (Chuck Peddle, Bill Mensch, etc.). That is why the instruction sets are so similar. The first part was actually a 6501, which was pin-compatible with the 6800, but Motorola slapped a suit on that, and the part was dropped. The 6502 had differing pin out, but only needed one clock input. Now, through cross-licensing agreements made to appease each of the companies and foster sharing of ideas, the 6502 was manufactured by Synertek and Rockwell, as well as by MOS. Now, NOS was acquired by Commodore in the '80s, and the name was changed to Commodore Semiconductor Group.

In eariler posts, we have seen that the 6502C was a Atari-specific ship that incorporated extra circuitry on-board. The CPU is NOT pin-compatible.

The 65C02 (Note the difference in placing of the 'C') has a history as well. Bill Mensch wanted to design a CMOS version of the '02, but CSG was not interested, so Bill started his own company, Western Design Center. He completely redid the chip in CMOS, and added some new opcodes along the way. CSG then slapped a suit on him, but a cross-licensing agreement was reached, so the part went into production. Originally, the part could only run up to 4Mhz, but 1994 parts can go up to 10MHz. At about the same time, Bill started work on a 16 bit version, the 65C816. Oh, the 65C02 and 6502NMOS are pin compatible. The 65C816 is not, though. Now, Rockwell had cross-licensed the C02, but wanted a few extra instructions, which I don't know the particulars of. Anyway, since '816 dev was ongoing at the time, the extra opcodes were added, but the Rockwell part used opcodes that were not upward compatible with the 65816. THe stock 816 merely used previously unused opcodes in the 'C02 opcode space, but it used them all. (I think the part is number 65802 by WDC, but not sure)

Now, the 816, which is completely backward compatible with the stock C02, can run at up to 10MHz now, and WDC has versions up to 16MHz in engineering sample stages, slated for next year prod.

I have the complete NMOS6502 opcodes, the complete 65C02 opcodes, and the complete 65C816 opcodes.

For clarity, the old 6502 line:

6502 apple, atari, cbm
6503 thru 8502 cbm

is denoted N6502 (N for NMOS in front of number).

Jim

--
Jim Brain, Embedded Systems Designer, Brain Innovations.
brain@msen.com
Dabbling in VR, Old Commodore Computers, and Good Times!
"The above views DO reflect my employer, since I am my employer" - Jim Brain

7063. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 20:12:30 UTC
From: rhawkins@iastate.edu
Message-ID: <3bvs7e$75l@news.iastate.edu>
Source record: 96640
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3bqgsm$qp6@hustle.rahul.net>,
S Mike Statton <scotts@rahul.net> wrote:

>Sir: Either you have never seen a PDP-11 or you've never seen a
>TI-9900. I have programmed both of these platforms, and they're
>NOTHING like each other. They're both 16-bit register-oriented[1]
>machines. There the similarity ends. Like the PDP-11 has a stack.
>The 9900 didn't. Subroutines used a register (traditionally R11) to
>store return addresses.

I have used both, but never had a reason to program either. I simply assumed
that TI's claim that the chip ran a subset of the LSI-11 instruction set
was correct.

--
R E HAWKINS
rhawkins@iastate.edu

7064. Re: Page 6

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 20:30:14 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D0CuAF.I4w@freenet.carleton.ca>
Source record: 96642

In a previous article, eyvind@pvv.unit.no (Eyvind Bernhardsen) says:

>> >Years ago I used to bu an excellent magazine called Page 6 New Atari User.
>> >Out of curiousity is it still in existence?
>>
>> That'S the 8th wonder of the world...we're not sure if, in this reality
>> and time line, it still exists. I haven't seen one for about a year.
>
>You haven't been looking in the right places, then. I got the latest
>issue a month ago. Subscriptions are nice ;)

Hmm...maybe the subscription got cancelled after we lost our mailbox for a short while('our' as in the Atari XE Group). We used to get it all the time and now we never get it at all. Or maybe our old librarian has the subscription and not us...and he's living in Richmond, Virginia.

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

7065. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 21:15:49 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Dec5.211549.23787@cs.nott.ac.uk>
Source record: 96643
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <D08oAu.LJB@nucleus.com> nhatviet@nucleus.com (Nhat-Viet Phi) writes:

>I believe your statement that in 1979, Atari was head and shoulders above
>the competition. But I really wonder about the market since then. Are there
>specific spots around the world where Atari caught on more than
>elsewhere? I can't remember any of my friends or neighbors in New

I can name one: Panama, and maybe other parts of Latin America. About a year ago they still had new boxed 130 XE's for sale. Atari seemed to do exceedingly well over there, all the way from the 2600 to the ST range, although now Nintendo have all but taken over.
The XE line did well in Poland too (after Tramiel took over him being Polish and all). Does anyone know if he pushed the Commodore in Poland?
Of course with the recent changes changes in Eastern Europe selling western computers over there now is much easier than it was when Tramiel was at Commodore.
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

7066. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 21:53:11 UTC
From: cm3bcjh2@bs47c.staffs.ac.uk
Message-ID: <3c0247$fg2@bs33n.staffs.ac.uk>
Source record: 96644
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Matt Singer (singer@osfrt.mro1.dec.com) wrote:

: : When I got my Atari ST developers kit, the computer wouldnt boot. They
: : told to me open it up and "flex" the motherboard... QC at it's best.

: as I recall the "chips on the motherboard popped loose during shipping"

I seem to remember an Apple dictum to users of the original Apple
machine to the effect that they were to "drop the unit from a [certain
height] onto a surface". Which was apparently to re-seat loose chips.

John
--
John Hawksley | All the opinions herein are my own. Staffordshire
Staffordshire University | University doesn't have opinions; and if it did it
cm3bcjh2@staffs.ac.uk | wouldn't tell us anyway. PGP Public Key avail.

7067. page 6 and Ace of Aces.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 22:08:45 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <5D3BEF561D2@east-01.novell.leeds.ac.uk>
Source record: 96645

Firstly yes Page 6 NEW ATARI USER is still in existance only now it is
just called NEW ATARI USER, it is published by Page 6!

Its British and it needs your support. They take credit card orders
so non-UK residents can easily subscribe.
the current price is stlg15 for six issues (a years worth) but thats the
UK price, to the USA it will be more to cover the postage.
Write to: PAGE 6, PO BOX 54, STAFFORD, ST16 1DR, ENGLAND
for more info.

ACE OF ACES, a good game but as far as I remember it doesn't need to
access the disk for every view change. The cartridge version is very
expensive, but in the UK we could get the tape version for stlg3. The
interesting thing is that it can detect a 128k machine and load all
the code instead of accessing the disk or tape for each type of
mission. But don't forget to use the START key on the final pink
screen or it won't rerun!!

RICHARD GORE

7068. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 22:15:57 UTC
From: badger@phylo.life.uiuc.edu
Message-ID: <badger.786665757@phylo>
Source record: 96646
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

cm3bcjh2@bs47c.staffs.ac.uk (John Hawksley) writes:

>I seem to remember an Apple dictum to users of the original Apple
>machine to the effect that they were to "drop the unit from a [certain
>height] onto a surface". Which was apparently to re-seat loose chips.

Not quite the original Apple machine -- this was for the ill-fated
Apple III. Seems the automated assembly line that was used to
manufacture them had some problems getting the chips fully in
the sockets.

7069. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 22:39:38 UTC
From: krishna@max.tiac.net
Message-ID: <3c04ra$rjv@sundog.tiac.net>
Source record: 96647

Tommy Hallgren (sa435@utb.shv.hb.se) wrote:

: Task-switching is a somewhat homemade term.

In task-switching, as I define it, while you are running a given task, the other task is permanently frozen. Even if you remain in that task for an hour, the other task will not do a thing. Even in windows, it goes a little beyond this. The other task has to request cycles and the task you are in has to yield cycles. It is a manual give and take within the programs as opposed to a 3rd party (the task manager) doling out cycles based on configurable priorities, etc...

7070. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 22:51:13 UTC
From: krishna@max.tiac.net
Message-ID: <3c05h1$rjv@sundog.tiac.net>
Source record: 96648

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:

: BTW: Does anyone own/has anyone used a mulitplexer from CSS? I'd like to
: know how well it works, and if is really worth buying, since my dad is
: planning to try and get some for the Atari XE Group here in Ottawa.

There are only 2 problems with the multiplexer.

First, it locks drives/directories a lot. This is to protect the FMS from corruption. I don't have specific examples of when this happens, but with 16 megabyte partitions, if you expect to be reading and writing to the same partition from 2 different machines, you might get locked out WAY too much. I think the locks happen mostly on writes as opposed to reads, where the sector count would be altered. I do know that Sparta is more annoying than MYDOS in this respect, because you get an error AND both drives will POP back to the main directory ala a CWD > command. This is the update mode lock 'feature'.

2nd is that although I and others have pestered Bob a lot for it, there is still no way to use partition swapping software with the MUX. Therefore you are limited to 8 or 9 times 16 megs per partition maximum simultaneous storage. If you, like me, have PBI floppies, you will have to often go into the BB menu (essentially temporarily killing the MUX) to swap in those drives. If I had a board up with a large file area, I would be fighting for drive ID space between the board and my personal partitions. The MUX system is only v1.00, and I am generally disappointed that Bob didn't take the initiative to fix this in he las _4 years_ because it limits its effectiveness on its biggest application (BBS and personal slave usage).

The data rates only get, at best, a 10% hit compared to a direct PBI connection. It is hardly noticeable.

7071. Re: Emulating an Atari 8-bit on a Mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 22:54:15 UTC
From: krishna@max.tiac.net
Message-ID: <3c05mn$rjv@sundog.tiac.net>
Source record: 96649

Adam Skwersky (askwersk@mit.edu) wrote:
: I'll go look for STXformer now. But do you know a specific place I could
: find the source?

It used to be on GEnie. But that won't help you. I used to have a
personal copy and I uploaded it onto an ST board which went down last
year.

Maybe it's in the ST archives via ftp.

7072. Re: MULE on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 22:56:48 UTC
From: tom@sun-ra.rsip.lsu.edu
Message-ID: <3c05rg$bp5@monk.rsip.lsu.edu>
Source record: 96651

In article <199412050021.AA172596901@relay2.geis.com>, d.paterson2@genie.geis.com writes:
|> I recently found a program called MULE386 on one of the Umich mirrors. It's
|> a version of MULE for the PC. Has anyone managed to get it to run? I get a
|> Runtime Error #1.4711. A decent version of MULE for the PCwould be great!
|>
|> One other question: does anyone have english docs for the program? It's
|> from Germany, hence the docs are in German. Ich non bin ein berliner.
|>
|> Dave
|>

I'll take a look at it. I've been toying with the idea of writing a windows
version of mule - but don't have the time yet. An X11R5 unix version for
network games would be really cool! This too is on the back burner.
--

Thomas 'The Tom-Meister' Smailus Email: tom@sun-ra.rsip.lsu.edu
---
The mindless data of the above message does not express the opinion of
the Remote Sensing Lab or Lousisiana State University, just this mine.

7073. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-05 23:33:35 UTC
From: jlodoen@shell.portal.com
Message-ID: <3c080f$ef4@news1.shell>
Source record: 96650
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

cm3bcjh2@bs47c.staffs.ac.uk (John Hawksley) writes:

>Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
>: Matt Singer (singer@osfrt.mro1.dec.com) wrote:

>: : When I got my Atari ST developers kit, the computer wouldnt boot. They
>: : told to me open it up and "flex" the motherboard... QC at it's best.

>: as I recall the "chips on the motherboard popped loose during shipping"

>I seem to remember an Apple dictum to users of the original Apple
>machine to the effect that they were to "drop the unit from a [certain
>height] onto a surface". Which was apparently to re-seat loose chips.

Not the original Apple or Apple II, but the Apple III. A machine
that should have had a fan but didn't, and had an amazingly high
defect rate. Almost all were upgraded to an Apple III+, but few
were sold (relatively).

>John
>--
>---
>John Hawksley | All the opinions herein are my own. Staffordshire
>Staffordshire University | University doesn't have opinions; and if it did it
>cm3bcjh2@staffs.ac.uk | wouldn't tell us anyway. PGP Public Key avail.
>---

7074. MASSIVE AUCTION V -- update #8 (includes Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 00:00:32 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3c09j0$5gh@usenet.INS.CWRU.Edu>
Source record: 96653

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UPDATE #8 -- next to last update:
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MASSIVE AUCTION V -- ALL ITEMS RECEIVING THE MINIMUM BID WILL BE SOLD!
-------------------------------------------------------------------------
Games and/or game systems included in this auction are:

ATARI 2600 ATARI 5200 ATARI 7800 ATARI LYNX
ATARI 8-bit games ATARI 8-bit computers COLECOVISION COLECO ADAM
COLECO 2600 ADAPTER COMMODORE 64 INTELLIVISION INTELLIVOICE
ODYSSEY2 PONG (2 types) SEGA MASTER SYSTEM TOMY TUTOR
TEXAS INSTRUMENTS TRS-80 COLOR COMPUTER VECTREX

****************

This is a rather large file (31,772 bytes, 1077 lines), so if you don't like
large files, and/or auctions, PLEASE stop reading now. You have been warned!

I will post updates approximately every 24 hours, and delete the last update
after I'm sure the new one is accessible. I will also e-mail the list to all
bidders, and anyone who requests to be placed on the auction e-mail list.

Mike

P.S. I RESERVE THE RIGHT TO CORRECT MISTAKES MADE WHILE TYPING THIS MESSAGE.

************************************

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

************************************

AUCTION RULES:

1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON TUESDAY, DECEMBER 6TH.

2) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

3) BUYER PAYS ALL SHIPPING COSTS.

4) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

5) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE USUALLY GIVEN
PRIORITY (UNLESS THE TRADE OFFER INCLUDES VECTREX ITEMS!)

6) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.
```

7) IN CASE OF TIES, FIRST BID RECEIVED WINS.

8) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.

9) IF YOU DON'T FOLLOW THROUGH ON A HIGH BID, YOU WON'T BE ABLE TO PARTICIPATE IN FUTURE AUCTIONS. (SEE AUCTION RULE #8)

10) PAYMENT MUST BE MADE IN U.S. FUNDS, BY EITHER CHECK OR MONEY ORDER, DRAWN FROM A U.S. BANK BRANCH. CANADIAN BIDDERS MUST SEND A CANADIAN POSTAL MONEY ORDER, PAYABLE IN U.S. FUNDS. THIS IS THE ONLY WAY I HAVE FOUND TO DEAL WITH MY FRIENDS TO THE NORTH.

*****

SOFTWARE:

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

* = (after minimum bid) indicates a preference to trade that item.
TRADE = (after bid) trade pending, bids still accepted in case trade not made.
XXXXX = (after bid) item has been traded, please don't send further bids.

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ciu01 ADVENTURE (Atari)
$ 6.00* AMIDAR (Parker Brothers) -- SOME RIPS ON FRONT LABEL
$ 2.50 ASTROBLAST (M Network)
$ 2.50 ATLANTIS
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 3.00 linley BATTLEZONE (Atari)
$ 5.00 "51 BLACKJACK" (Atari)
$ 2.50 BOWLING (Atari)
$ 2.50 rhino BOXING (ACTIVISION)
$ 2.50 MacGregory BREAKOUT (Atari) -- NO END LABEL
$ 6.00* CALIFORNIA GAMES (Epyx)
$ 2.50 CASINO (Atari)
$ 2.50 MacGregory CENTIPEDE (Atari)
$11.25* CHECKERS (Activision) -- SOME RIPS ON FRONT LABEL
$ 2.50 CHOPPER COMMAND (Activision) -- RIP ON FRONT LABEL
$ 2.50 CIRCUS ATARI (Atari)
$ 6.00* CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 rhino CRYSTAL CASTLES (Atari)
$ 2.50 z931205 DECATHLON (Activision)
$ 2.50 DEMON ATTACK (Imagic)
$ 2.50 MacGregory DEMONS TO DIAMONDS (Atari)
$ 2.50 DODGE 'EM (Atari)
$ 2.50 DRAGSTER (Activision)
$ 2.50 rhino ENDURO (Activision)

$ 6.00* FIRE FIGHTER (Imagic)
$ 3.00 linley FLAG CAPTURE (Atari)
$ 2.50 FREEWAY (Activision)
$ 2.50 ILUVHUYEN FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (M Network)
$ 2.50 GOLF (Atari) -- NO END LABEL
$ 2.50 GRAND PRIX (Activision)
$ 6.00* HANGMAN (Atari)
$ 2.50 HAUNTED HOUSE (Atari)
$ 2.50 HOME RUN (Atari) -- NO END LABEL
$ 2.50 beiles ICE HOCKEY (Activision)
$ 3.00 kazmeyer INTERNATIONAL SOCCER (M Network)
$ 6.00* JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 KABOOM! (Activision)
$ 2.50 rhino LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (M Network)
$ 2.50 rhino M*A*S*H (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 3.00 linley MAZE CRAZE (Atari)
$ 2.50 MS. PAC-MAN (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 2.50 OUTLAW (Atari)
$ 5.50 ILUVHUYEN PHOENIX (Atari)
$ 2.50 MacGregory POLE POSITION (Atari)
$ 6.00* POPEYE (Parker Brothers)
$ 6.00* PORKY'S (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 5.00 pvisions RAIDERS OF THE LOST ARK (Atari)
$ 2.50 REAL SPORTS BASEBALL (Atari)
$ 2.50 REAL SPORTS FOOTBALL (Atari)
$ 6.00* REAL SPORTS TENNIS (Atari)
$ 3.00 mjbehren RIDDLE OF THE SPHINX (Imagic)
$ 4.00 JSchappert RIVER RAID (Activision)
$ 2.50 jasonbar SEAQUEST (Activision)
$ 2.50 SKIING (Activision)
$ 2.50 jasonbar SKY DIVER (Atari)
$ 2.50 jasonbar SKY JINKS (Activision)
$ 3.00 MacGregory SLOT RACERS (Atari)
$ 2.50 jasonbar SOLARIS (Atari)
$ 6.00* SPACE ATTACK (M Network)
$ 3.00 AISRILEY SPIDER FIGHTER (Activision)
$ 2.50 STARMASTER (Activision)
$ 2.50 rhino STAR VOYAGER (Imagic)
$ 6.00* STEEPLECHASE (Sears)
$ 8.00* ppak STAR WARS: JEDI ARENA (Parker Brothers)
$ 2.50 STREET RACER (Atari)
$ 6.00* beiles SUMMER GAMES (Epyx)
$ 2.50 MacGregory SUPER BREAKOUT (Atari)
$ 2.50 SUPER CHALLENGE BASEBALL (M Network)
$ 2.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 2.50 SWORDQUEST EARTHWORLD (Atari)
$ 2.50 SWORDQUEST FIREWORLD (Atari)

$ 2.50 TENNIS (Activision)
$ 6.00* TOWERING INFERNO (U.S. Games)
$ 6.00* TRICKSHOT (Imagic)
$ 2.50 VANGUARD (Atari)
$ 6.00* VENTURE (Atari)
$ 6.00* VENTURE (Coleco)
$11.25* VIDEO CHESS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 5.00 pvisions VIDEO PINBALL (Atari)
$ 2.50 MacGregory WARLORDS (Atari)
$ 6.00* beiles WINTER GAMES (Epyx)
$ 2.50 jam4857 YARS' REVENGE (Atari)

GAMES WITH MANUAL:
$ 2.50 AIR-SEA BATTLE (Atari)
$ 3.50 ASTROBLAST (M Network)
$ 3.50 ATLANTIS (Imagic)
$ 3.50 BASKETBALL (Atari)
$ 3.00 BERZERK (Atari)
$ 3.00 BOWLING (Atari)
$ 3.00 BREAKOUT (Atari)
$ 7.00* CALIFORNIA GAMES (Epyx)
$ 3.00 CASINO (Atari)
$ 3.50 CENTIPEDE (Atari)
$ 3.00 CIRCUS ATARI (Atari)
$ 3.00 ciu01 COMBAT (Atari)
$ 3.50 jam4857 COSMIC ARK (Imagic)
$ 5.00 pvisions DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 3.00 jam4857 E.T. THE EXTRA-TERRESTRIAL (Atari) -- INCLUDES TIP BOOK
$ 3.00 FOOTBALL (Atari)
$ 3.50 GALAXIAN (Atari)
$ 3.00 ciu01 GOLF (Atari)
$ 2.50 HOME RUN (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 jam4857 LASER BLAST (Activision)
$ 3.50 MIDNIGHT MAGIC (Atari)
$ 2.50 ILUVHUYEN MISSILE COMMAND (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 3.00 PAC-MAN (Atari)
$ 3.50 POLE POSITION (Atari)
$ 3.50 jasonbar REACTOR (Parker Brothers)
$ 3.50 SKIING (Activision)
$ 2.50 MacGregory SPACE INVADERS (Atari)
$ 4.50 SPACE INVADERS (Sears)
$ 3.50 SPACE JOCKEY (Vidtec)
$ 3.50 STARMASTER (Activision) -- INCLUDES TIP BOOK
$ 5.00 ppak STAR WARS: THE EMPIRE STRIKES BACK (Parker
Brothers) -- NO LABEL

$ 3.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 3.50 MacGregory SURROUND (Atari)
$ 3.00 SWORDQUEST: FIREWORLD (Atari)
$ 3.50 TARGET FUN (Sears)
$ 5.00 pvisions VANGUARD (Atari)
$ 2.50 ciu01 VIDEO OLYMPICS (Atari)
$ 2.50 jam4857 WARLORDS (Atari)

GAMES WITH BOX AND MANUAL:
$ 5.00* jam4857 ADVENTURE (Atari)
$ 3.00 ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 4.00 BERZERK (Atari)
$ 3.00 COMBAT (Atari)
$ 3.00 MacGregory DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 6.00* JSchappert FISHING DERBY (Activision)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JUNGLE HUNT (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 4.00 PAC-MAN (Atari)
$ 3.00 SPACE INVADERS (Atari)
$ 5.00* SUPERMAN (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00* TASK FORCE (Froggo Games)
I WILL TRADE ONE OF THESE NEW GAMES FOR ANY TWO NEW 2600 GAMES THAT I DON'T
ALREADY HAVE (AND I WILL PAY SHIPPING TO YOU). IF INTERESTED PLEASE SEND A
LIST OF WHAT YOU HAVE TO TRADE.

GAME WITH NO BOX OR MANUAL:
$13.00 MacGregory INDY 500 (Atari) -- ALSO INCLUDES TWO (2) DRIVING
CONTROLLERS.
$ 7.00 jam4857 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, STAR RAIDERS OVERLAY, AND MANUAL.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.50 MacGregory ATARI 2600 PADDLE CONTROLLERS (Atari)
$ 5.00 MacGregory POINTMASTER JOYSTICK (Discwasher)
$ 5.00 MacGregory QUICKSHOT JOYSTICK (Spectravision)

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ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE
$ 3.00 DEFENDER
$ 3.00 GALAXIAN
$ 3.00 z931205 MARIO BROS.
$ 8.00* JSchappert POPEYE (Parker Brothers)

LOOSE GAMES, WITH OVERLAY(S):
$ 4.00 GALAXIAN (WITH 2 OVERLAYS)
$ 4.00 REALSPORTS: FOOTBALL (WITH 1 OVERLAY)

GAMES WITH MANUAL:
$ 4.00 CENTIPEDE
$ 4.00 POLE POSITION
$ 4.00 STAR RAIDERS

GAMES WITH MANUAL, AND OVERLAY(S):
$ 5.00 PAC-MAN (WITH 2 OVERLAYS)
$ 5.00 QIX (WITH 2 OVERLAYS)

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ASTEROIDS
$ 3.00 BALLBLAZER
$ 3.00 CENTIPEDE
$ 3.00 CHOPLIFTER!
$ 4.00 CROSSBOW
$ 4.00 jasonbar DARK CHAMBERS
$ 3.00 jasonbar DIG DUG
$ 5.00 ppak DONKEY KONG
$ 3.00 FOOD FIGHT
$ 5.00 ppak GALAGA
ILUVHUYEN ($4.00 highest cash offer)
$ 3.00 HAT TRICK
$ 3.00 ciu01 JOUST
$ 3.00 KARATEKA
$ 5.00 AISRILEY MARIO BROS.
$ 3.00 ONE-ON-ONE
$ 2.50 POLE POSITION II
$ 3.00 sjl REALSPORTS: BASEBALL
$ 3.00 ROBOTRON: 2084
$ 5.00 sjl TOWER TOPPLER
$ 3.00 XEVIOUS

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

GAMES WITH BOX AND MANUAL:
$ 5.00 ASTEROIDS
$ 5.00 HAT TRICK
$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$12.00* ASTEROIDS
$12.00* CHOPLIFTER

$12.00* KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00* POLE POSITION II
$12.00* XEVIOUS
I WILL TRADE ANY ONE OF THESE NEW GAMES FOR ANY TWO NEW 7800 GAMES THAT I DON'T ALREADY HAVE (AND I WILL PAY TO SHIP TO YOU). IF INTERESTED PLEASE SEND A LIST OF WHAT YOU HAVE TO TRADE.

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 BASIC COMPUTING LANGUAGE (Atari)
$ 5.00 CENTIPEDE (Atari)
$ 5.00 DEFENDER
$ 5.00 DONKEY KONG (Atari)

GAMES WITH BOX AND MANUAL:
$ 6.00 STAR RAIDERS

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 7.00 STAR RAIDERS

BOOKS (I know this isn't software, but again, I had to put it somewhere!):
$ 5.00 INSIDE ATARI BASIC (Atari, by Bill Harris, 184 pages)

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 behrens CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER
$12.00 mangieri XENOPHOBE

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COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 maxwell BUCK ROGERS: PLANET OF ZOOM
$ 3.00 mduda LOOPING
$ 3.00 maxwell PEPPER II
$ 6.00* z931205 PITSTOP
$ 3.00 boflynn POPEYE (LABEL IS "GREASY LOOKING", GAME WORKS FINE)
$ 3.00 boflynn Q*BERT (LABEL IS "GREASY LOOKING", GAME WORKS FINE)

GAMES WITH MANUAL. NO BOX:
$ 4.00 COSMIC AVENGER
$ 3.50 DONKEY KONG
$ 4.00 mduda LADY BUG

$10.00 RANSOM22 VENTURE
$ 4.00 TRADE ZAXXON

GAMES WITH BOX AND MANUAL:
$ 5.00 mduda DONKEY KONG JUNIOR

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 8.00* fgroleau ALPINE SKIING
$ 6.00* APBA BACKGAMMON
$ 3.00 AUTO RACING
$ 3.00 BEAUTY & THE BEAST (Imagic)
$ 2.50 BOXING
$ 7.50* CARNIVAL (Coleco)
$ 6.00* sjl CHECKERS
$ 6.50* fgroleau DREADNAUGHT FACTOR (Activision)
$ 2.50 FROG BOG
$ 5.00* HORSE RACING
$ 3.00 LAS VEGAS ROULETTE
$ 2.50 NBA BASKETBALL
$ 2.50 jasonbar PBA BOWLING
$ 3.00 ROYAL DEALER
$ 3.00 jasonbar SUB HUNT
$ 2.50 TENNIS
$ 3.00 TRON: DEADLY DISCS
$ 3.00 TRON: MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 7.00* ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 3.50 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 PGA GOLF (WITH 2 OVERLAYS)
$ 9.00* fgroleau KOOL-AID MAN (WITH 2 OVERLAYS)
$ 3.00 TENNIS (WITH 1 OVERLAY)

GAMES WITH MANUAL, AND 1 OVERLAY. NO BOX:
$ 4.50 TRON: MAZE-A-TRON

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 5.00 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 4.50 BOXING

$ 4.50 LOCK 'N' CHASE
$ 4.50 SPACE BATTLE
$ 5.00 SUB HUNT

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ASTROSMASH
$ 9.00* ATLANTIS
$ 6.00 BURGERTIME
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 MAJOR LEAGUE BASEBALL
$ 5.50 NASL SOCCER
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 SPACE HAWK
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

*****

ODYSSEY2:

LOOSE GAME, NO BOX OR MANUAL:
$ 3.00 ALPINE SKIING
$ 3.00 COMPUTER GOLF
$ 3.00 COSMIC CONFLICT
$ 7.50* K.C.'S KRAZY CHASE (VOICE COMPATIBLE)
$ 3.00 galt KEYBOARD CREATIONS
$ 3.00 MONKEYSHINES
$ 3.00 THUNDERBALL

GAMES WITH BOX AND MANUAL:
$ 4.50 ALIEN INVADERS - PLUS
$ 4.50 ALPINE SKIING
$ 4.50 ARMORED ENCOUNTER/SUB CHASE
$ 4.50 BASEBALL
$ 4.50 COMPUTER GOLF
$ 4.50 FOOTBALL
$ 4.50 LAS VEGAS BLACKJACK
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00* POOYAN

*****

VECTREX:

GAMES WITH BOX AND MANUAL:
$20.00* JSchappert SPIKE (NO OVERLAY)

****

HARDWARE:

NOTE #1 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully. I ran out of used RF switchbox's in the third MASSIVE AUCTION, sorry.

NOTE #2 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW power supply for $10 that is virtually identical to one sold at Radio Shack for $13. This power supply works with a lot of systems. It features six (6) plug adapters, changeable polarity (positive or negative), "LED" lights to indicate proper voltage, and can be used on the following settings:

INPUT: 110-220 V, 60-50 Hz, 9W
OUTPUT: 1.5, 3, 4.5, 6, 7.5, 9, and 12 V DC.
CURRENT: 500 mA.

Radio Shack's model DOESN'T include 1.5 or 12 V settings, and is only 300 mA!

I just ran out of most used power supplies in the last MASSIVE AUCTION, sorry.

LOT #1 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

AIR-SEA BATTLE (Atari)
ASTEROIDS (Atari)
ASTROBLAST (M Network)
BERZERK (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
MISSILE COMMAND (Atari)
NIGHT DRIVER (Atari)
REALSPORTS: BASEBALL (Atari)
VANGUARD (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) $35.00 MacGregory
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BOWLING (Atari)
COMBAT (Atari)
DEFENDER (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
GOLF (Atari)
KABOOM (Activision)
MISSILE COMMAND (Atari)
OUTLAW (Atari)
REALSPORTS: FOOTBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #3 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
BERZERK (Atari)
BOWLING (Atari)
BOXING (Activision)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
HOME RUN (Atari)
PAC-MAN (Atari)
WARLORDS (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, ONE (1) ATARI JOYSTICK, ONE SET OF TWO PADDLE CONTROLLERS, AND NINE (9) SEARS TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BASEBALL (Tele-Games)
BASKETBALL (Tele-Games)
BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
PONG SPORTS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $60.00

*****

LOT #5

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND TWO (2) GAMES [NO BOXES OR MANUALS FOR GAMES]:

DEFENDER
POLE POSITION

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THE POWER SUPPLY WORKS, BUT AFTER TESTING IT I DISCOVERED THAT THERE ARE EXPOSED WIRES AT ONE POINT ON THE CORD. I WOULD SUGGEST NOT USING IT, AND I ONLY SUPPLY IT SO THAT YOU KNOW WHAT ONE LOOKS LIKE, AND CAN READ THE SPECIFICATIONS FROM THE POWER SUPPLY ITSELF.

MINIMUM OPENING BID OF $32.00

*****

LOT #6

ATARI 5200 (4-PORT), ORIGINAL POWER SUPPLY, ONE ATARI CONTROLLER, AND TWO (2) GAMES [NO BOXES OR MANUALS FOR GAMES]:

POLE POSITION
SUPER BREAKOUT

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

MINIMUM OPENING BID OF $35.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH ORIGINAL ATARI POWER SUPPLY, ONE ATARI JOYSTICK, ATARI 410 PROGRAM RECORDER, AND DELUXE INVADERS (Roklan) CARTRIDGE.

THIS IS A COMPLETE ATARI 400 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $32.00

*****

LOT #8

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER WITH POWER SUPPLY, ATARI 810 DISK DRIVE WITH POWER SUPPLY, MOLEX CONNECTOR CABLE, RCA CABLE, ONE ATARI JOYSTICK, AND PAC-MAN CARTRIDGE.

I DON'T HAVE A DISK TO CHECK THE DRIVE, BUT THE POWER LIGHT COMES ON AND IT MAKES A SOUND LIKE IT IS TRYING TO READ A DISK.

THIS IS A COMPLETE ATARI 130XE COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $125.00

*****

LOT #9

COLECOVISION SYSTEM WITH BOX, MANUAL, COLECO POWER SUPPLY, RCA CABLE, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND THREE (3) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

DONKEY KONG
DONKEY KONG JUNIOR
VENTURE

THIS IS A COMPLETE COLECOVISION SYSTEM, NOTHING ELSE NEEDED TO PLAY.

MINIMUM OPENING BID OF $55.00

*****

LOT #10 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, TWO (2) CONTROLLERS, RCA CABLE, AND FOUR (4) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

COSMIC AVENGER
DONKEY KONG
SMURF: RESCUE IN GARGAMEL'S CASTLE
ZAXXON

BID #1) $70.00 mduda
BID #2) MINIMUM OPENING BID OF $50.00

*****

LOT #11

NEW RF SWITCHBOX PURCHASE OPTION

COLECO ADAM COMPUTER SYSTEM WITH ONE DIGITAL DATA DRIVE, TWO (2) ADAM [BEIGE] CONTROLLERS, RCA CABLE, AND DONKEY KONG CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

THIS SYSTEM DOESN'T INCLUDE THE POWER SUPPLY (WHICH NORMALLY COMES IN THE PRINTER), BUT A SUBSTITUTE CAN BE PURCHASED FROM A MAIL ORDER COMPANY. I WILL FURNISH THE PHONE NUMBER TO THE WINNER.

THIS SYSTEM DOESN'T INCLUDE THE KEYBOARD.

SINCE I DON'T HAVE A POWER SUPPLY, THE SYSTEM HASN'T BEEN CHECKED. THE CONTROLLERS AND THE CARTRIDGE WORK.

MINIMUM OPENING BID OF $42.00

*****

LOT #12 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM. SYSTEM INCLUDES ONE ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND EIGHT (8) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES, EXCEPT MISSILE COMMAND]:

AIR-SEA BATTLE (Atari)
COMBAT (Atari)
GRAND PRIX (Activision)
MISSILE COMMAND (Atari) [WITH BOX AND MANUAL]
RAIDERS OF THE LOST ARK (Atari)
SPACE INVADERS (Atari)
SUPER BREAKOUT (Atari)
YARS' REVENGE (Atari)

BID #1) MINIMUM OPENING BID OF $42.00
BID #2) MINIMUM OPENING BID OF $42.00

*****

LOT #13

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY, 1541 DISK DRIVE (PUSH IN MODEL) WITH POWER CORD, SERIAL CABLE, TEN 10 DS DISKS (WHICH MAY OR MAY NOT HAVE GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN), KICKMAN CARTRIDGE, MUSIC COMPOSER CARTRIDGE, AND RCA CABLE.

THIS IS A COMPLETE COMMODORE 64 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $75.00

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

SUPER VIDEO ARCADE (SEAR INTELLIVISION SYSTEM), WITH TWO (2) DETACHABLE CONTROLLERS, AND RCA CABLE. SYSTEM ALSO COMES WITH FOUR (4) GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

BURGERTIME (WITH 2 OVERLAYS)
LAS VEGAS POKER & BLACKJACK (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH MANUAL, 1 PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)

POWER SUPPLY IS BUILT IN.

MINIMUM OPENING BID OF $40.00

*****

LOT #15

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION SYSTEM WITH TWO (2) BUILT IN CONTROLLERS, AND RCA CABLE.
SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

ASTROSMASH
BURGERTIME
LAS VEGAS POKER & BLACKJACK
LOCK 'N' CHASE
NFL FOOTBALL
SNAFU
SPACE BATTLE

POWER SUPPLY IS BUILT IN.

$45.00 sturgis

*****

LOT #16 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND
ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR
MANUALS FOR GAMES]:

LAS VEGAS POKER & BLACKJACK
NIGHT STALKER
SNAFU
SPACE ARMADA
SPACE HAWK
STAR STRIKE
TRIPLE ACTION

BID #1) MINIMUM OPENING BID OF $60.00
BID #2) MINIMUM OPENING BID OF $60.00

*****

LOT #17

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH ORIGINAL BOX, AND
THREE (3) INTELLIVOICE GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

B-17 BOMBER (WITH BOX)
BOMB SQUAD (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
SPACE SPARTANS (WITH BOX, MANUAL, AND 1 OVERLAY)

MINIMUM OPENING BID OF $30.00

*****

LOT #18

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH TWO (2) INTELLIVOICE
GAMES [NO BOXES, OR MANUALS FOR GAMES]:

BOMB SQUAD
SPACE SPARTANS

MINIMUM OPENING BID OF $20.00

*****

LOT #19 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH ORIGINAL POWER SUPPLY, AND NINE (9) CARTRIDGES [NO BOX OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
ALIEN INVADERS -- PLUS!
BASEBALL!
BOWLING! / BASKETBALL!
FOOTBALL!
K.C. MUNCHKIN!
PICK AXE PETE!
POCKET BILLIARDS!
UFO!

BID #1) $45.00 YOUNGDT
BID #2) MINIMUM OPENING BID OF $45.00

*****

LOT #20

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH A *NEW* POWER SUPPLY, AND NINE CARTRIDGES (9) [FOUR WITH BOX, THE REST WITHOUT BOX OR MANUAL FOR GAMES]:

SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
BASEBALL!
BOWLING! / BASKETBALL!
K.C. MUNCHKIN!
MATH-A-MAGIC! / ECHO!
ALIEN INVADERS -- PLUS! (WITH BOX)
BLOCKOUT! / BREAKDOWN! (WITH BOX)
FOOTBALL! (WITH BOX)
POCKET BILLIARDS! (WITH BOX)

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK CONTROLLERS, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $45.00

*****

LOT #21 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $5.00
BID #2) MINIMUM OPENING BID OF $5.00

*****

LOT #22

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

HANIMEX ELECTRONIC TV GAME PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, HOCKEY, SQUASH, AND TENNIS). NO POWER SOURCE INCLUDED.

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 9V DC POWER SUPPLY.

$5.00 perryda

*****

LOT #23

NEW RF SWITCHBOX PURCHASE OPTION

RADIO SHACK TRS-80 COLOR COMPUTER, WITH BUILT IN BASIC LANGUAGE, AND POWER SUPPLY.

MINIMUM OPENING BID OF $17.50

*****

LOT #24

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

HANG-ON FREEZES AS SOON AS YOU START TO PLAY, BUT SAFARI HUNT WORKS FINE, AND ALL CARTRIDGES WORK FINE.

MINIMUM OPENING BID OF $30.00

*****

LOT #25

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #26

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL
RF SWITCHBOX, ONE FUNCTION KEY STRIP (FOR KEYBOARD), AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $30.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

7075. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 00:19:06 UTC
From: richardm@cogs.susx.ac.uk
Message-ID: <3c0alq$2va@infa.central.susx.ac.uk>
Source record: 96652
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

John Hawksley (cm3bcjh2@bs47c.staffs.ac.uk) wrote:
: I seem to remember an Apple dictum to users of the original Apple
: machine to the effect that they were to "drop the unit from a [certain
: height] onto a surface". Which was apparently to re-seat loose chips.

There is a current dictum from Acorn (UK users only) about their A3000
(nothing to do with commodore A3000s) that is almost identical, but this is
to rectify faults that crop up in general useage, not just shipping!

Richard

7076. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 00:22:03 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D0D50r.A5t@freenet.carleton.ca>
Source record: 96556

In a previous article, krishna@max.tiac.net (Glenn M. Saunders) says:

>where the sector count would be altered. I do know that Sparta is more
>annoying than MYDOS in this respect, because you get an error AND both
>drives will POP back to the main directory ala a CWD > command. This is
>the update mode lock 'feature'.

Have you used SpartaDOS 3.2g or 3.2h(whatever version we're up to now, I'm
not sure)? It's mostly MS-DOS compatable in the way that it uses most of
the same commands(ie. cd to change directories, del to delete a file,
etc.). FTE seems to have really improved SpartaDOS since they took over.
But I have heard that there's still a few bugs to work out of these new
versions.

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

7077. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 01:40:48 UTC
From: Tony Villanen <motley@algonet.se>
Message-ID: <Pine.SUN.3.90.941206024004.11526s-100000@aristotle.algonet.se>
Source record: 96555
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

DAMN!!
Soon I'll start puking... I hate this SUBJECT!!!!

/Tony

7078. Re: New Atari 8bitter born!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 02:33:50 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5gz3Oee.jeking7@delphi.com>
Source record: 96557

Whew! Talk about being exhausted -- and having the flu to boot!

Thanks to all for the kind and heartfelt congrats! It IS most
appreciated!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7079. MIO and RS232 Flow Control

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 02:56:54 UTC
From: tdrake1@umbc.edu
Message-ID: <3c0jtm$qif@news.umbc.edu>
Source record: 96558

For all of you MIO users out there...

I have heard that hardware flow control is now available for the original
MIO at the RS232 port. Is this true? And if so, how is it done??

I know that the stock MIO did not have hardware flow control.

--
-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

7080. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 03:07:43 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <3c0khv$2gt@bolt.ucsb.edu>
Source record: 96559
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

cm3bcjh2@bs47c.staffs.ac.uk (John Hawksley) writes:
>Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
>: Matt Singer (singer@osfrt.mro1.dec.com) wrote:

>: : When I got my Atari ST developers kit, the computer wouldnt boot. They
>: : told to me open it up and "flex" the motherboard... QC at it's best.

>: as I recall the "chips on the motherboard popped loose during shipping"

>I seem to remember an Apple dictum to users of the original Apple
>machine to the effect that they were to "drop the unit from a [certain
>height] onto a surface". Which was apparently to re-seat loose chips.

Exactly.
I got a 1040ST thru mail order. When I opened it up and used it, I found that
it couldn't boot the GEM. I could only use disks that had "autoruns".
Called customer support and he told me to pick it up and drop it a few
times...didn't work. Sent it back and got another one that worked fine.

-Jason

7081. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 04:15:24 UTC
From: krishna@max.tiac.net
Message-ID: <3c0ogs$9mk@sundog.tiac.net>
Source record: 96560

Chris Brown (ba930@FreeNet.Carleton.CA) wrote:
: Have you used SpartaDOS 3.2g or 3.2h(whatever version we're up to now, I'm
: not sure)? It's mostly MS-DOS compatable in the way that it uses most of
: the same commands(ie. cd to change directories, del to delete a file,
: etc.). FTE seems to have really improved SpartaDOS since they took over.
: But I have heard that there's still a few bugs to work out of these new
: versions.

3.2f can be patched into z but 3.2g and gx will NOT work with the
Multiplexer.

I forgot to mention that. Both SpartaX and Sparta 3.2g/gx will not work
with the MUX due to the way it rerouts I/O which conflicts with the
tricks that Sparta usually does to enable Ultraspeed.

Unfortunately no regard was given for MUX users when g and gx was written
(John Harris- what gives?)

7082. Re: Re 6502s

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 04:19:16 UTC
From: krishna@max.tiac.net
Message-ID: <3c0oo4$9mk@sundog.tiac.net>
Source record: 96561
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Don't forget the 65802 which I believe was the main processor in the TurboGfx-16.

16-bit internal w/16 bit address bus rather than the 24 bit address bus of the 65816.

7083. Re: MIO and RS232 Flow Control

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 04:20:38 UTC
From: krishna@max.tiac.net
Message-ID: <3c0oqm$9mk@sundog.tiac.net>
Source record: 96562

drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
: For all of you MIO users out there...

: I have heard that hardware flow control is now available for the original
: MIO at the RS232 port. Is this true? And if so, how is it done??

Via a disk handler that will take over from the ROM handler. It was
written by a PRO! sysop. If you call a PRO! board and ask for it you can
probably track it down.

7084. Re: MIO and RS232 Flow Control

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 05:35:01 UTC
From: tdrake1@umbc.edu
Message-ID: <3c0t65$st5@news.umbc.edu>
Source record: 96563

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: drake thomas (phd posi) (tdrake1@umbc.edu) wrote:
: : For all of you MIO users out there...

: : I have heard that hardware flow control is now available for the original
: : MIO at the RS232 port. Is this true? And if so, how is it done??

: Via a disk handler that will take over from the ROM handler. It was
: written by a PRO! sysop. If you call a PRO! board and ask for it you can
: probably track it down.

Does anybody have some active PRO! board numbers I can try calling so I
can ask about getting the disk flow control handler for the MIO's RS232
port? The ones I have must be old.

Thanks!

--
-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

7085. Re: Emulating an Atari 8-bit on a Mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 06:03:47 UTC
From: Adam Skwersky <askwersk@mit.edu>
Message-ID: <3c0us3$8l0@senator-bedfellow.MIT.EDU>
Source record: 96564

Hi Glenn,

I SCOURED the FTP archives, but I could not locate the source for
STXformer 2.5.
I looked in both IBM and Atari ST archives. If you have any more good
leads please let me know.

Adam Skwersky

In article <3c05mn$rjv@sundog.tiac.net> Glenn M. Saunders,
krishna@max.tiac.net writes:
>It used to be on GEnie. But that won't help you. I used to have a
>personal copy and I uploaded it onto an ST board which went down last
>year.

7086. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 08:03:20 UTC
From: john@ucc.gu.uwa.edu.au
Message-ID: <3c15s8$teu@styx.uwa.edu.au>
Source record: 96565
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

rbarbaga@cs.uml.edu (Ralph Barbagallo) writes:

> The 7800 was sold in tiny quantities in 1984. Atari then let 'em
>sit in a warehouse for 18 months, and re-released it in 1986 to compete
>with Nintendo. Had some great graphics power, but a pitiful RIOT chip
>for sound (same chip from the 2600).

The RIOT chip in the 2600 had nothing to do with sound. It was (as the name suggests to those who have been staring at too many acronyms) simply some RAM (128 bytes), 16 I/O lines, and a timer. The other chips in the system were the processor (6507), and the 'do-everything' graphics and sound chip. (The ROM was plugged in, and address decoding was done by magic. There is a reason for the 7404 in some cartridges).

The sound was pitiful, and they may have used the same specs for the 7800, but they certainly wouldn't have used the same chip. And it definitely wasn't the RIOT.

John West

7087. Atari 1050 Disk Drive wanted

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 08:32:29 UTC
From: Stephen Swanson <74663.1113@CompuServe.COM>
Message-ID: <3c17it$rk6$1@mhadg.production.compuserve.com>
Source record: 96566

menu

I'm looking for a 1050 Happy-modified disk drive for sale. Also, I'm looking to buy/trade Atari 800/130XE software. Please respond here or write me, Steve Swanson, PO Box 11766, Berkeley, CA 94712. Thank you.

7088. For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 08:33:44 UTC
From: e0fkimfa@tuzo.erin
Message-ID: <D0DrsC.BGy@credit.erin.utoronto.ca>
Source record: 96567

Hello everyone... I have the following for sale. Prices are in Canadian
funds and do not include shipping...

Atari XEP80 with monitor $60
Atari 810 happy disk drive $50
R-time 8 cart $40
Basic Xe, Action and Mac/65 $70 for all three
Adaptec 4000A MFM to SCSI cards $30
Evening of Horror Text Adventure $10
Rose puzzle game $5

Please reply via e-mail...

Thank you...

7089. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 10:09:35 UTC
From: paul@dino.eng.monash.edu.au
Message-ID: <3c1d8v$m5j@harbinger.cc.monash.edu.au>
Source record: 96568
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Ok, now I am confused. Who is dead? Jeff Minter or Jeff Miner?

Mike

7090. High Speed Atari - it became true

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 11:48:18 UTC
From: Mario.Trams@Informatik.TU-Chemnitz.DE
Message-ID: <9412061148.AA02754@sunc7.informatik.tu-chemnitz.de>
Source record: 96569

Some months ago I posted to the AtariNews that I'm working on a asynchronus clock switcher. Today it is done and it works good.

Now I've an XE with an extra (seperated) bus on wich the 65C816 runs with 5MHz (at the Moment I've only 5MHz versions, but there are still 10 or 14 MHz versions wich can be implemented simply).

If the CPU is accessing to bank 0 ($000000-$00FFFF) it will run with 1.79MHz. On the rest of the banks there's no speed limitation.

If the CPU is operating in the higher banks the screen refreshing done by ANTIC has no affect to the CPU (CPU won't be stopped) because the ANTIC works on the normal ATARI bus and the CPU has its own bus and so is there no conflict.

Mario

Mario.Trams@informatik.tu-chemnitz.de

(Sorry about my english - but I think it's understandable)

7091. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 12:07:14 UTC
From: jmayo@scu.edu.au
Message-ID: <D0E1o3.CqA@scu.edu.au>
Source record: 96575
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

S Mike Statton (scotts@rahul.net) wrote:

: >Umm.. moisture & electronics don't mix. Try a small fan. A Towel around
: >your supply will actually insulate it and prevent air flow around it.

Interpreted... Water & mains power don't mix... Zap. fried user...

: I wish I knew WHERE people got this "moisture and electronics" bunk from ...

: Next day, we experimented with: Diet Pepsi (which is how the entire argument
: started), no ill effects. Coffee (black) .. no ill effects. Coffee
: (cream & Sugar) finally crashed.
Do you have something against cream & sugar? :)

: all apart, and run the circuit board inside through the dishwasher."
: The Luser invariably replies "Dishwasher! But water is BAD for
: electronics!"
Water? it's the detergent and the heat that kills circuit boards! :)

repeat... (just to get the message through.)
WATER & MAINS POWER DON'T MIX... Zap. fried user...

I personally would not enjoy being electrocuted... :)

ok. enuf.
bye!
--
----- Josh Mayo. JMAYO@scu.edu.au - Commodore 64 FANATIC
\|||/
^O-O^
__________oOO_\~/_OOo___________ Self Portrait.

7092. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 12:33:35 UTC
From: jmayo@scu.edu.au
Message-ID: <D0E2vz.D5H@scu.edu.au>
Source record: 96576
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Gunther Birznieks (birznie@aplcenmp.apl.jhu.edu) wrote:
: tonyc@compnews.co.uk (Tony Clark) writes:

: >i heard he died of a mining accident. :)

: I heard he was swallowed whole by a large space goat.

I heard he got drunk.

"What's so bad about being drunk?"
"ask a glass of water." HGTTG

--
----- Josh Mayo. JMAYO@scu.edu.au - Commodore 64 FANATIC
\|||/
^O-O^
__________oOO_\~/_OOo___________ Self Portrait.

7093. Re: page 6 and Ace of Aces.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 12:33:42 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3c1ln6$4sd@dux.dundee.ac.uk>
Source record: 96570

R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
: ACE OF ACES, a good game but as far as I remember it doesn't need to
: access the disk for every view change. The cartridge version is very
: expensive, but in the UK we could get the tape version for stlg3. The
: interesting thing is that it can detect a 128k machine and load all
: the code instead of accessing the disk or tape for each type of
: mission. But don't forget to use the START key on the final pink
: screen or it won't rerun!!

I don't know about the cart or the disk, but the tape version of this game really did my head in. I had a shot of it from someone, and after taking half an hour (almost) to load it in, I lasted 30 seconds, got killed, and if I remember got an end game screen which I couldn't leave- so I had to load it again for another game. NO WAY!
Anyway, I got my own copy when I bought my second hand 130XE, but it's more hassle than it's worth. I don't think it can be Transdisked either. Looks like a good game, but the loading time *totally* ruins it and makes it unplayable. So the cart's got to be a good idea.

Anyway, can anyone tell me if it's really neccessary to reload the game each time?

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

7094. Re: Maybe silly questions from a newcomer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 12:39:11 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3c1m1f$4sd@dux.dundee.ac.uk>
Source record: 96571

Ian Ball (zd441121@rpool3.rus.uni-stuttgart.de) wrote:
: The thing is, they came without PSU's, software or cables. Power is no
: problem: I read the faq and (I think) have them running OK - the 800XL
: computes and runs BASIC, the 1050 lights up and shunts the heads about
: 1/4" towards the centre when you switch it on. I hard-wired the peripheral
: sockets on the 2 boxes together, and now switching on the computer produces
: a beep and "BOOT ERROR" message which takes longer if you shut the drive door.

Yes, mine does that too.

: Am I right in thinking that it needs a DOS disc to boot from? Where can I
: find something that'll do the job?

You can boot from any correctly formatted disk which contains the correct files
so any DOS 2.0/2.5 (the standard DOS) disk which boots will probably contain
enough of DOS 2.5 to get you going. I've had my machine for 8 years, and
I've never had the full DOS 2.5- never needed it!
If you come across DOS 3, don't use it, it's not standard, and you'll
regret it later. It's incompatable with DOS2.0/2.5.

Also, the cartridge slot: I read an ancient
: book that said it was compatible with "all Atari software". Does this mean
: fun things like VCS cartridges?

No, I'm afraid it doesn't- the 2600 is a different machine. Even the carts
are a different size, so it's pretty obvious when you try and plug 'em
in. Sorry!

: Thanks for any help. I'd love to get the machine doing something useful,
: even if it's just Pac-man....

There's a version of PacMan available...

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

7095. Re: Jeff Miner is dead??!!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 12:45:38 UTC
From: ycl6@merhaba.cc.columbia.edu
Message-ID: <3c1mdi$ig2@apakabar.cc.columbia.edu>
Source record: 96572
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

In article <3c1d8v$m5j@harbinger.cc.monash.edu.au>,
paul <paul@dino.eng.monash.edu.au> wrote:
|Ok, now I am confused. Who is dead? Jeff Minter or Jeff Miner?

Jeff Minter is alive and well; he posts on Usenet. Jay Miner, father of
much circuitry in the Amiga and the Atari 8-bitters, is sadly not of this
earth.
-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|Celestial Kingdom through Taco Bell

7096. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 13:52:44 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.37@utb.shv.hb.se>
Source record: 96573

In article <3c04ra$rjv@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

>Tommy Hallgren (sa435@utb.shv.hb.se) wrote:

>: Task-switching is a somewhat homemade term.

>In task-switching, as I define it, while you are running a given task,
>the other task is permanently frozen. Even if you remain in that task
>for an hour, the other task will not do a thing. Even in windows, it
>goes a little beyond this. The other task has to request cycles and the
>task you are in has to yield cycles. It is a manual give and take within

This sounds like cooperatiive mt.

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

7097. XMAS SPECIAL OFFERS

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 14:50:10 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <5E9AB9270C4@east-01.novell.leeds.ac.uk>
Source record: 96574

```
ATARI 8-BIT CHRISTMAS SPECIALS FROM RICHARD GORE
------------------------------------------------

JAWBREAKER stlg3.25 ($6), usual price stlg4 ($8)

MOUSEKATTACK stlg3.25 ($6), usual price stlg4 ($8)

Buy both Jawbreaker and Mousekattack for only stlg5.50 ($11)
usual price stlg6.95 ($14).

ARENA stlg4.50 ($9) usual price stlg5 ($10)

BUBBLE ZONE stlg4.50 ($9), usual price stlg5 ($10)

Buy both Arena and Bubble Zone for stlg8.50 ($17)

MEGA - TASTIC GIGA OFFER: Buy all four of the above games for only
stlg14.50 ($26)

Prices in US $ are for USA customers only and include shipping.
Prices in UK stlg include UK p&p, overseas please add stlg2 per order.

These prices will expire at 2pm on wednesday 21st December 1994,
either post or e-mail conformation of your order to me by that date.

Contact address: E-mail: chmrig@leeds.ac.uk

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW,
ENGLAND
```

7098. 1050 SPARES

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 15:30:23 UTC
From: pgrainger@cix.compulink.co.uk
Message-ID: <D0EB2o.5Dr@cix.compulink.co.uk>
Source record: 96578

My ancient 1050 has taken a turn for the worse.
I'm therefore in need of a stepper motor for the above drive.

Any offers? Or can you say where I can get one.

Thanks

Phil

pgrainger@cix.compulink.co.uk

7099. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 15:34:52 UTC
From: johare@cbis.com
Message-ID: <3c20as$oid@dplanet.p2k.sda.cbis.com>
Source record: 96453
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Nhat-Viet Phi (nhatviet@nucleus.com) wrote:
: John DiMarco (jdd@cdf.toronto.edu) wrote:
: : kisrael@emerald.tufts.edu (Kirk Is.) writes:

: : >Any flame-free feedback? Which made the better game machine, and
: : >what were your favorite games? (Archon! Archon! Archon!)

: : I vote for MULE. Played it first on a friend's 64, then on my 8bit Atari.
: : Loved it.

: I have never owned an Atari, and rarely used one, so I can't make
: comparative statements. However, I CAN just list some of my favorite C=64
: games of all time.

: Action: ALCON (Taito)
: Defender (AtariSoft?)
: Force 7 (DataSoft)
: Gauntlet II (Mindscape)
: Gyruss (Parker Bros.). Brilliant!
: H.E.R.O. (Activision)
: Lode Runner (Broderbund)
: Raid on Bungeling Bay (Broderbund)
: Robotron (AtariSoft?). Two-joystick mode!
: Satan's Hollow (???)
: Spelunker (Broderbund)
: Spy Hunter (Sega). Two-joystick mode!
: Star Control (Accolade)
: Wings of Fury (Broderbund)

: Arcade: Arkanoid II (Taito). Great mouse mode!
: David's Midnight Magic (Broderbund)
: Drelbs (Synapse)
: Montezuma's Revenge (Parker Bros.)
: Mr. Do! (DataSoft)
: Night Mission Pinball (subLOGIC)
: Pogo Joe (???)
: Racing Destruction Set (Electronic Arts)
: Super Off-Road Racing (Virgin Games?)
:
: Sports: Epyx series - Summer Games I/II, Winter Games, World Games,
: The Games, Summer/Winter Edition
: Hat Trick (Capcom)
: PitStop II (Epyx)
: World Class Leader Board (Access)

: Simulation: Chuck Yeager's Advanced Flight Trainer (Electronic Arts)
: Elite (Firebird)
: F-14 Tomcat (Activision)
: Grand Prix Circuit (Accolade)
: Stealth Mission (subLOGIC)
: Steel Thunder (Accolade)

: Strategy: Monopoly (Leisure Genius)
: Overlord (Virgin Games)
: Zenji (Activision)
: Black Gold (Rainbow Arts)
: Blockout (California Dreams)

Don't forget my favorite 'Classics':

Jumpman/Jumpman JR (EPYX)
Impossible Mission (EPYX)
Space Taxi (MUSE)
Ghostbusters (Activision)
M.U.L.E. (EA)
The Bard's Tale (EA)

7100. Re: New Atari 8bitter born!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 15:52:39 UTC
From: hutch@ilmen.lanl.gov
Message-ID: <9412061419.AA05342@ilmen.lanl.gov>
Source record: 96577

In a previous article, James King <jeking7@delphi.com> wrote:

> On Sunday the 5th at 9:45am, a new Atari 8bitter was born!
>
> Announcing the birth of my first child, Alexander James King
> weighing in at 6lb 3oz!

CONGRATULATIONS, JAMES!!! (yes, I'm shouting) :)

Give the little 'fuji' and the proud momma a hug for us.

-Hutch- @ Fair Dinkum Tech

7101. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 16:11:26 UTC
From: dagbrown@undergrad.math.uwaterloo.ca
Message-ID: <D0ECz3.5Ip@undergrad.math.uwaterloo.ca>
Source record: 96588
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3c0khv$2gt@bolt.ucsb.edu>,
Jason D. Bardis <jasonbar@bolt.ucsb.edu> wrote:
>I got a 1040ST thru mail order. When I opened it up and used it, I found that
>it couldn't boot the GEM. I could only use disks that had "autoruns".
>Called customer support and he told me to pick it up and drop it a few
>times...didn't work. Sent it back and got another one that worked fine.

Whenever I get instructions like these, I always translate them to
sanity, viz. "Open up the case and reseat all the chips that are in
sockets."

Much more reliable than throwing your computer around the room.

--Dave

7102. Re: Emulating an Atari 8-bit on a Mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 16:32:24 UTC
From: mtmr@walsh.dme.battelle.org
Message-ID: <mtmr-061294113830@walsh.dme.battelle.org>
Source record: 96579

To run Atari on the Mac, you could first find an old Mac Charlie IBM emulator for the Mac (with the slide-on extra keys for the keyboard). Then run the Atari emulator for the IBM under Mac Charlie.

It would never bomb and run really fast.

=========
MTM 'Matt the Mentat' Walsh ^^ mtm@walsh.dme.battelle.org

Visualize Impeachment.

Not speaking for Battelle.

7103. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 17:09:46 UTC
From: joek@lucky.innet.com
Message-ID: <3c25sq$k4@lucky.innet.com>
Source record: 96580

I find it restricting these days to use a system that doesnt multitask to some extent. It came in real handy a few years back to be able to play Civilization and download and upload files at the same time. Its very nice to be able to unzip mail packets as they arrive (and not have to wait for them all to arrive).

I suppose its just the way you like to do things. Reminds me of my father who usually proclaims "A car is a car." Some people dont like to do things the same way as others.

At any rate, multitasking is very useful and anyone who cant find a use for it is certainly in the minority.

See ya, Joe

7104. Re: star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 17:34:24 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <D0EGtD.D3w@freenet.carleton.ca>
Source record: 96586

In a previous posting, ben corr (bjcorr@delphi.com) writes:
>>Could anyone tell me what the difference between the original Star
>>Raiders cartridge and the one that Atari put out when it tried to market
>>the XE as a game machine is? I think it may have been called Star
>>Raiders II.
>>
> Someone correct me if I am wrong, but wasn't Star Raiders II a reworking of
> an unreleased game, the Last Starfighter (based on the movie of course.)?
> I inherited a bunch of old stuff from some friends a LONG time ago and one
> disk has this 'unrleased' version on it. It is quite a good game....
> bjcorr
>

When I picked up an extra cpu I also got a ton of software included.
Included was Last Starfighter and Star Raiders II. They are both pretty
much alike except for the "perimeter" alarms, shield controls, and
scrolling over the planets. Thus, you are correct, one is a rework over
the other. It's possible that Atari realized there was a potential of
original Star Raiders players readily purchasing a game called SR II.

When it was released it had excellent features. Heck, compare it to the
Star Wars game - no comparison, SR II leaves it at the starting blocks.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

7105. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 17:44:48 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3c27ug$76t@charm.magnus.acs.ohio-state.edu>
Source record: 96581

In article <sa435.34@utb.shv.hb.se>,
Tommy Hallgren <sa435@utb.shv.hb.se> wrote:
>In article <3boahg$cck@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu
(Rob Funk) writes:
>>That's just task-switching, not multitasking, and it's not the only
>>program that does it.
>>In multitasking, multiple programs are *running* at the same time,
>>while in task-switching only one is running at a time.
>
>Ahem, you are spekaing of multitasking in a multiprocessor environment.

OK, let me clarify:
In multitasking, multiple programs *seem* to be running at the same
time. That is, while you are using one program (in the "foreground")
the other programs continue to do their work in the "background".
With a single processor, the processor's time must be divided between
programs, but the switching is fast enough that as far as the user can
tell all the programs are running simultaneously.
--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7106. Re: Emulating an Atari 8-bit on a Mac?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 17:45:14 UTC
From: krishna@max.tiac.net
Message-ID: <3c27va$4p5@sundog.tiac.net>
Source record: 96584

He could try posting in the ST newsgroup seeing if he could find anyone
with STXformer 2.5 source.

7107. Re: High Speed Atari - it became true

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 17:47:48 UTC
From: krishna@max.tiac.net
Message-ID: <3c2844$4p5@sundog.tiac.net>
Source record: 96585

Mario Trams (Mario.Trams@Informatik.TU-Chemnitz.DE) wrote:
: Some months ago I posted to the AtariNews that I'm working on a asynchronus
: clock switcher. Today it is done and it works good.

Will it run any old software?

7108. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 17:52:07 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3c28c7$789@charm.magnus.acs.ohio-state.edu>
Source record: 96582

Two examples of how multitasking has been useful for me recently:

1 - A few weeks ago I wrote an 8-page paper, and printed it out on my
old 9-pin printer. It took a total of about half an hour to print,
but during that time I was able to go on and do other work, such as
making a cover page and references page.
That was, however, when I finally decided to get a new printer the
following weekend.

2 - When I am online reading news or whatever, I can have my mail
program running in the background, checking for new mail every 5
minutes, without me noticing anything until it does find new mail. If
an article I read mentions a file I can download, I start up my ftp
program and let it download in the background while I continue to read
news.
--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7109. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 17:54:54 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3c28he$795@charm.magnus.acs.ohio-state.edu>
Source record: 96583

In article <sa435.37@utb.shv.hb.se>,
Tommy Hallgren <sa435@utb.shv.hb.se> wrote:
>In article <3c04ra$rjv@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>
>>Tommy Hallgren (sa435@utb.shv.hb.se) wrote:
>
>>: Task-switching is a somewhat homemade term.
>
>>In task-switching, as I define it, while you are running a given task,
>>the other task is permanently frozen. Even if you remain in that task
>>for an hour, the other task will not do a thing. Even in windows, it
>>goes a little beyond this. The other task has to request cycles and the
>>task you are in has to yield cycles. It is a manual give and take within
>
>This sounds like cooperatiive mt.

Exactly -- Windows does cooperative MT, and Atari hacks such as
Snapshot do task-switching. From the user's point of view, at least,
they are very different systems.
--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7110. some dumb questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 18:19:46 UTC
From: ken@genesis.mc.maricopa.edu
Message-ID: <3c2a02$oem@names.maricopa.edu>
Source record: 96587

I have been hearing people talking about a game called M.U.L.E. and how good this game is. What is this game and how does one play it?

Also: what is the difference between the atari 400, 600, 800, etc?
I picked up an atari 600 at a thrift shop really cheap, because I wanted to play some of the cart games that a friend of mine used to own when we were kids.

Also, this past weekend I saw an atari 800 computer (the older model with the 2 cartridge slots, [i think it's the older model]) at a garage sale with about 10 cartridge games for $50.00. Was this worth it? I didn't think so at the time, but I really wanted the games. It was a rather nice classic collection. There was no tape drive, disk drive, or anything with it (except a power supply DID come with it)

I also saw an 800 at a thrift store (also the older kind w/2 cart slots) for $9.99. Would that be better than my 600? Thanks for humoring a newbie:)

--
+---+
|Ken Kuhns Computer Maintenance Assistant, Mesa Community College, Mesa, AZ|
+---+
| ken@genesis.mc.maricopa.edu I know I should say no, but |
| kuhns@mc.maricopa.edu it's kind of hard when she's |
| kkuhns@next.mc.maricopa.edu ready to go. --Offspring |
+---+
| **** The opinions expressed in this message are not those of the **** |
| **** Maricopa Community College District or its employees. **** |
+---+

7111. Re: Re 6502s

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 18:27:04 UTC
From: guertinp@IRO.UMontreal.CA
Message-ID: <D0EJ95.4F8@IRO.UMontreal.CA>
Source record: 96592
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <7JpukmoZjuYI072yn@msen.com> brain@mail.msen.com writes:
>The original 6502 was manuafctured by MOS Technologies (NOT MOSTEK),
>[...]
>At about the same time, Bill
>started work on a 16 bit version, the 65C816. Oh, the 65C02 and 6502NMOS
>are pin compatible. The 65C816 is not, though.

Some people on comp.sys.apple2 say they replaced the 6502 with a 65C816
without problems. The pinout differences don't seem to matter in an
Apple //e.

My Apple uses a 65802, which is basically a 65816 with only 16 address
lines, totally pin-compatible with the 65[C]02.

Paul Guertin
guertinp@iro.umontreal.ca

7112. Re: page 6 and Ace of Aces.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 20:09:58 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Dec6.200958.23474@cs.nott.ac.uk>
Source record: 96589

In article <3c1ln6$4sd@dux.dundee.ac.uk> gfenwick@mcs.dundee.ac.uk (Graeme Fenwick)
writes:
>R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
>: ACE OF ACES, a good game but as far as I remember it doesn't need to
[snip]
>: mission. But don't forget to use the START key on the final pink
>: screen or it won't rerun!!
>
>half an hour (almost) to load it in, I lasted 30 seconds, got killed, and if
>I remember got an end game screen which I couldn't leave- so I had to load it
>again for another game. NO WAY!
>Anyway, can anyone tell me if it's really neccessary to reload the game each
>time?
grin you didn't read Richard's post very closely did you? :-)
As Richard said, when the game ends, DON'T press the FIRE BUTTON... press
the START KEY instead. That one caught me out too, I remember being really
annoyed when after waiting for so long the game just froze.

--
*** Raphael Espino, rje@cs.nott.ac.uk ***

7113. Re: High Speed Atari - it became true

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 20:44:35 UTC
From: jjmcwill@next5
Message-ID: <3c2ifj$kt6@news.mtu.edu>
Source record: 96554

Wow, sounds great! Could you improve the decision making circuitry in
charge of slowing things down... maybe so that only the hardware
and cart areas slow the processor down? Or.... can we get standard software
to run in bank 01XXXX? Nahhh. they's choke when writing to hardware and
OS...

This is terrific progress toward improving any software currently
written for the Atari.... With things the way you currently have
them running, only new software would run faster, but those new programs
would run way faster with a 8mHz or 10mHz 65816 in there.

You really oughta send some mail to
ftooned@delphi.com about this... and see if they could incorporate
such changes into a Rev 2. Mars-8 board.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

7114. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 20:58:54 UTC
From: johnsos@holmes.ece.orst.edu
Message-ID: <3c2jae$kc8@engr.orst.edu>
Source record: 96590

In article <sa435.37@utb.shv.hb.se>,
Tommy Hallgren <sa435@utb.shv.hb.se> wrote:
>In article <3c04ra$rjv@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>
>>Tommy Hallgren (sa435@utb.shv.hb.se) wrote:
>
>>: Task-switching is a somewhat homemade term.
>
>>In task-switching, as I define it, while you are running a given task,
>>the other task is permanently frozen. Even if you remain in that task
>>for an hour, the other task will not do a thing. Even in windows, it
>>goes a little beyond this. The other task has to request cycles and the
>>task you are in has to yield cycles. It is a manual give and take within
>
>This sounds like cooperatiive mt.

Problems with 6502 multitasking: there is no way to protect the operating system from a malicious or buggy program. Even if you did your context switching in an NMI (such as the vertical blank), and used some bank-selection scheme to provide each process with a separate address space, any process which is buggy or malicious could easily take over the system. A truly secure multitasking system must feature a processor with different priveledge levels, otherwise all multitasking must be"cooperative" to some extent. Pre-emptive multitasking is possible, but only if the programs are well-written, and don't do something which crashes the system or disables the context switching.

/sj/

--
Scott Johnson -- Graduate Slave, ECE Department, Oregon State University
"The Devil may dwell in the Fires of Hell, but he works in Redmond, WA."
Go Blazers! (75-7) Rush Limbaugh is an idiot! Rush (the band) is cool!
I hate it when the Trail Blazers lose, it makes me change my .sig (grrrr)

7115. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-06 22:02:59 UTC
From: jlodoen@shell.portal.com
Message-ID: <3c2n2j$3jv@news1.shell>
Source record: 96591
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

john@ucc.gu.uwa.edu.au (John West) writes:

>rbarbaga@cs.uml.edu (Ralph Barbagallo) writes:

>> The 7800 was sold in tiny quantities in 1984. Atari then let 'em
>>sit in a warehouse for 18 months, and re-released it in 1986 to compete
>>with Nintendo. Had some great graphics power, but a pitiful RIOT chip
>>for sound (same chip from the 2600).

>The RIOT chip in the 2600 had nothing to do with sound. It was (as the
>name suggests to those who have been staring at too many acronyms) simply
>some RAM (128 bytes), 16 I/O lines, and a timer. The other chips in the
>system were the processor (6507), and the 'do-everything' graphics and
>sound chip. (The ROM was plugged in, and address decoding was done by
>magic. There is a reason for the 7404 in some cartridges).

You are right, the "Stella" (2600 code-name) manual floating on the net
says, well:

"The TIA is a custom IC designed to create the TV picture
and sound from the instructions sent to it by the
microprocessor."

Another file with general 26/7800 specs says:

"The sound is exactly the same as it still uses the Stella chip
(except Ballblazer which has its own sound chip in the cartridge)."

Was "Stella" just the TIA, or the 2600 in total?

jlodoen@shell.portal.com

7116. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 00:35:30 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c300i$gpp@nermal.cs.uoguelph.ca>
Source record: 96597
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: The sound was pitiful, and they may have used the same specs for the 7800,
: but they certainly wouldn't have used the same chip. And it definitely
: wasn't the RIOT.

Well, I wouldn't go *THAT* far. The 2600's sound capabilities
were quite impressive by 1977 standards. However, Atari should have
improved the 7800's sound when it was released. The graphics were a
tremendous improvement, but the sound was disapointing.

>> Mark <<
```

7117. Re: some dumb questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 00:40:46 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c30ae$gpp@nermal.cs.uoguelph.ca>
Source record: 96602

: Also: what is the difference between the atari 400, 600, 800, etc?
: I picked up an atari 600 at a thrift shop really cheap, because I wanted to
: play some of the cart games that a friend of mine used to own when we were
: kids.

The 400 was an 8K computer that could be (initially) expanded to
16K, though I've heard that it can go up to 48K. It used a membrane
keyboard and lacked some of the frills of it's big brother, the 800. The
800 had 16K and was expandable to 48K. It had a regular keyboard, as well
as a composite video output.

The 600XL and 800XL were replacements for the 400 and 800. They
both featured GTIA graphics chips and full keyboards. The 600XL had 16K
of ram, but was expandable to 64K. The 800XL had 65K and was expandable
to 256K (although I'm not totally sure about this). These machines were
eventually replaced by the XE line, which looked more like mini-ST's.

: Also, this past weekend I saw an atari 800 computer (the older model with
: the 2 cartridge slots, [i think it's the older model]) at a garage sale
: with about 10 cartridge games for $50.00. Was this worth it?

You can find better deals out there. I once bought a 130XE with
disk drive and a ton of software for $50.

: I also saw an 800 at a thrift store (also the older kind w/2 cart slots)
: for $9.99. Would that be better than my 600? Thanks for humoring a newbie:)

Probably not. The 800 isn't as expandable and the 2nd cartridge
port is pretty useless.

>> Mark <<

7118. Re: MIO and RS232 Flow Control

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 01:10:32 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D0F1xL.J7H@iglou.com>
Source record: 96594

The Atari Scene (502-456-4292) was a PRO BBS until it was moved to an ST earlier this year. The BBS ran with an MIO and a 14.4 modem. The sysop is Rich Link (ral@iglou.com).

--
Bill Marcum bmarcum@iglou.com
in an Italian restaurant, drinking cappucino with Oriental women

7119. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 01:17:27 UTC
From: rburns@jpl.nasa.gov
Message-ID: <rburns-0612941717270001@macattack.jpl.nasa.gov>
Source record: 96593
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <pburgessD07Gvp.JH2@netcom.com>, pburgess@netcom.com (Phillip Burgess) wrote:

> The way I heard it (from a former T.I. employee) was that some engineer
> decided not to connect the last address line because "nobody is going to
> need that much memory."
>
> How... DOS-esque!
>
> --
> Phillip Burgess (pburgess@netcom.com) >belch<

Isn't that what MS did with their DOS? I believe the quote was:

"No one will ever need more than 640K." - Bill Gates

Brian.D.Eliassen@jpl.nasa.gov

7120. Re: 1050 SPARES

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 02:27:31 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Z07VWCj.ransom22@delphi.com>
Source record: 96595

"Phil Grainger" <pgrainger@cix.compulink.co.uk> writes:

>My ancient 1050 has taken a turn for the worse.
>I'm therefore in need of a stepper motor for the above drive.
>
>Any offers? Or can you say where I can get one.

American Techna-Vision offers a 1050 Drive Mechanism (which is easy
to replace) for $17.50, or two for $29.95.

Call (510)352-3787 for more info. They're located in CA.

I've purchased mechs from them in the past, and have had
excellent results. American Techna-Vision is a great outfit.

-Joe

7121. Re: some dumb questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 02:38:50 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Z28V+0q.ransom22@delphi.com>
Source record: 96596

ken kuhns <ken@genesis.mc.maricopa.edu> writes:

>Also: what is the difference between the atari 400, 600, 800, etc?
>I picked up an atari 600 at a thrift shop really cheap, because I wanted to
>play some of the cart games that a friend of mine used to own when we were
>kids.

The Atai 400 is a 16K computer with a membrane keyboard. NOT
recommended.
The Atari 800 is what you saw at the thrift shop and flea
market. Full-stroke keyboard, expandable to 48K of RAM (easily, that
is...can be expanded to much more, but just try to find the necessary
equipment! [Grin]).
The 600XL and 800XL have, respectively, 16K and 64K built-in.
The 600XL can be upgraded to 64K with a plug-in module (the 1064 it is
called) which may still be available from B&C Computervisions. Both
have built-in BASIC (buggy revision B) and full-stroke keyboards.
the XE line includes the XEGM (a detachable keyboard, 64K of
RAM, built-in BASIc and Missile Command), the 65XE (full-stroke
keyboard and 64K of RAM), and the 130XE (full-stroke keyboard and
128K of RAM).
All share the same line of peripherals, and almost all software
will run on any of these (within memory requirements, and the XL/XE
lines may require a Translator program to run some software.)
Oop. Forgot the 1200XL. 64K, the best keyboard of the line,
nearly unexpandable and arguably the worst video output.
Also, the 400 and 600XL do not have Monitor Output jacks, and
thus can only be hooked to a TV with a TV/Computer switch box. All
others can produce monitor output through a monitor jack with the
appropriate cable.
This isn't anything but the bare bones about them, but
you get the picture, I hope. :)

>Also, this past weekend I saw an atari 800 computer (the older model with
>the 2 cartridge slots, [i think it's the older model]) at a garage sale
>with about 10 cartridge games for $50.00. Was this worth it? I didn't think
>so at the time, but I really wanted the games. It was a rather nice classic
>collection. There was no tape drive, disk drive, or anything with it
>(except a power supply DID come with it)

For a garage sale, I'd say no, that wasn't a good deal. I'd
expect to pay $20 or so for that. However, on the open market and at
the few stores still selling Atari stuff, that would be a fair price
or a bargain, depending on whereyou are shopping.
This assumes the 800 had 48K of RAM. You can find this out

without turning the unit on by opening the cartridge door, then turning those little platic things near the rear of the cartridge area, then sliding the whole cart door and attached top case portion up and forward. Underneat there will be a 10K ROM cart (marked as such), and some other boards, marked with the amount of RAM in each. Usually you will see 3 16K RAM boards. Some older ones may have only one 16K RAM board. Really ancient ones may have only one 8K RAM board.

>I also saw an 800 at a thrift store (also the older kind w/2 cart slots)
>for $9.99. Would that be better than my 600? Thanks for humoring a newbie:)

It wouldn't be a bad buy, again, if it had 48K.

Anyone have anything to add?

-Joe

7122. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 02:41:17 UTC
From: 621126@mercury.utb.edu
Message-ID: <3c37ce$a50@geraldo.cc.utexas.edu>
Source record: 96599

jharris@cup.portal.com said;

Multitasking probably isn't practical on the Atari8, which is why no one
has done it. But that has little to do with generic multitasking on the
6502, which was what I was originally responding to. Multitasking is
difficult to add into an already existing system that was designed with
only single tasking in mind.

Now that I think about it a bit more, the biggest problem with
multitasking on the 6502 is going to be memory management. Especially
zero-page. There's no way you would want the overhead of swapping out
ZP when task switching, so programs would need to have dynamic allocation
of only a portion of ZP. If a program needed more ZP than what was
available, it would fail to run. Main memory has to be allocatiihe
same fashion, and so both ZP and main memory addresses have to be in a
relocatable file format.

I agree completely..

The most complicated MMU built for a 6502 series CPU has to be the one on
the Commodore 128, a machine that does a tap dance with two separate CPUs
and 3 factory operating systems. I know it can make ZP do tricks, but you'd
have to ask on comp.sys.cbm or find a literary reference somewhere for
real info :).

Mike

7123. SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 03:02:04 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <128977@cup.portal.com>
Source record: 96598

Thanks for the lack of response for free SIO2PC boards. Just
before Xmas it was really going to be tight for me to spend
the money anyway & since nobody wanted one I won't have an
order made up.
Anyway I thought I might post the design since it is a done
deal. I still have some problems running it high speed with
SD 4.19, but it seems to work well at regular speed with
either SD or MyDOS in any density. BTW: I had the same
problem with the original SIO2PC so it may be the serial port
of my clone. All IBM pins refer to a 9 pin serial port.

```
ATARI 5------:-1 7 14-:--ATARI 10
:-2 4 13-:
IBM pin 2------3 l 12-:
ATARI 7------:-4 s 11 open
:-5 0 10-:--see below
IBM 9----------6 0 9-:
ATARI 6--------7 8--:<--ATARI 3
& IBM 5 1N914 diode
```

```
Pin 10---:-----/\/\/\/----IBM 3
_:_/ 1K
/ /\ 5.1V zener
:
GROUND
```

The colors I've found are
ATARI PIN
5 green
3 orange
7 violet =>cmd
6 black =>ground
10 blue =>5V

I've also tried it with a 4.7k pull-up resistor going from
ATARI pin 3 to the +5V supply (like Nick did) & it didn't
seem to change the results.^

7124. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 03:07:27 UTC
From: krishna@max.tiac.net
Message-ID: <3c38tf$nu6@sundog.tiac.net>
Source record: 96600
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : The sound was pitiful, and they may have used the same specs for the 7800,
: : but they certainly wouldn't have used the same chip. And it definitely
: : wasn't the RIOT.

: Well, I wouldn't go *THAT* far. The 2600's sound capabilities
: were quite impressive by 1977 standards. However, Atari should have
: improved the 7800's sound when it was released. The graphics were a
: tremendous improvement, but the sound was disapointing.

That's not necessarily true. The Astrocade had more memory (4K ram) and
a better sound chip (3 voices) circa 1977. This came at a price of
course. I believe the Astrocade uses the first of the popular Yamaha
type sound chips which the Vectrex and Atari ST use.

If not, it was quite similar.

The 2600 sound was OKAY in 1977 but was by no means IMPRESSIVE.

7125. Re: MIO and RS232 Flow Control

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 03:13:53 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Z65WGSp.jeking7@delphi.com>
Source record: 96601

Hardware flow control in the form of a software handler? What kind of nonsense is that? Hardware flow control is only enable on modems, rs232 cables and interfaces that are CAPABLE of such throughput - usually via a UART.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7126. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 03:33:03 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c3adf$loo@nermal.cs.uoguelph.ca>
Source record: 96507
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: "The sound is exactly the same as it still uses the Stella chip
: (except Ballblazer which has its own sound chip in the cartridge)."

Ball Blazer isn't the only game. Commando and several others also
utilize additional sound chips.

>> Mark <<

--

================================================================================
Mark Rathwell
University Of Guelph

"Always feel so alone
Wherever I am, I feel the pull
And the life I left behind ... the pull
In case I have no future,
I've got the past
There's no telling
Just how long this plague will last" - Chicago
================================================================================
```

7127. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 04:41:51 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3c3eef$5b8@psuvax1.cse.psu.edu>
Source record: 96603
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

John West (john@ucc.gu.uwa.edu.au) wrote:
: rbarbaga@cs.uml.edu (Ralph Barbagallo) writes:

: > The 7800 was sold in tiny quantities in 1984. Atari then let 'em
: >sit in a warehouse for 18 months, and re-released it in 1986 to compete
: >with Nintendo. Had some great graphics power, but a pitiful RIOT chip
: >for sound (same chip from the 2600).

: The RIOT chip in the 2600 had nothing to do with sound. It was (as the
: name suggests to those who have been staring at too many acronyms) simply
: some RAM (128 bytes), 16 I/O lines, and a timer. The other chips in the
: system were the processor (6507), and the 'do-everything' graphics and
: sound chip. (The ROM was plugged in, and address decoding was done by
: magic. There is a reason for the 7404 in some cartridges).

: The sound was pitiful, and they may have used the same specs for the 7800,
: but they certainly wouldn't have used the same chip. And it definitely
: wasn't the RIOT.

The 7800 definitely did use the same sound chip. The only major
differences between the 26 and the 78 is that the 7800 has the MARIA
graphics chip and more memmory.

7128. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 04:42:59 UTC
From: heller@blue.crayola.cse.psu.edu
Message-ID: <3c3egj$5b8@psuvax1.cse.psu.edu>
Source record: 96604
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:

: Was "Stella" just the TIA, or the 2600 in total?

Stella was the over all unit... the 5200 2600 adaptor has the
words "Stella" etched on it as well....

7129. JAY MINER

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 05:03:03 UTC
From: jcompton@bbs.xnet.com
Message-ID: <jcompton.7nh4@bbs.xnet.com>
Source record: 96505
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Look, JAY MINER IS DEAD.

NOT JEFF MINTER.

Jason Compton FAX: 708-491-4064 jcompton@cup.portal.com and @bbs.xnet.com
Editor-In-Chief Amiga Report Magazine and Coverdisk
Contributing Writer Amiga Game Zone Magazine
The time to rise has been engaged. -REM, _Finest Worksong_

7130. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 05:37:55 UTC
From: krishna@max.tiac.net
Message-ID: <3c3hnj$sk8@sundog.tiac.net>
Source record: 96506
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Andrew K Heller (heller@blue.crayola.cse.psu.edu) wrote:

: The 7800 definitely did use the same sound chip. The only major
: differences between the 26 and the 78 is that the 7800 has the MARIA
: graphics chip and more memmory.

No, it also used the 6502C at 1.79mhz rather than a 6507 at 1.33mhz.

The cart addressing I believe was a fairly healthy figure, compared to
the 2600's paltry 4K. It would have been really crippled had they not
made some improvements on memory addressing, which they did.

7131. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 07:46:08 UTC
From: jlodoen@shell.portal.com
Message-ID: <3c3p80$o0u@news1.shell>
Source record: 96508
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

mrathwel@uoguelph.ca (Mark Rathwell) writes:
>: "The sound is exactly the same as it still uses the Stella chip
>: (except Ballblazer which has its own sound chip in the cartridge)."

> Ball Blazer isn't the only game. Commando and several others also
>utilize additional sound chips.

True, but I was quoting. If the cart says "Super Game" (and all of
those I have use red lettering on the end labels) it has a POKEY.
Hat Trick, Impossible Mission and others as well. AFAIK, of course.

> >> Mark <<

jlodoen@shell.portal.com

7132. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 07:48:31 UTC
From: austria@nobile.wirtschaft.tu-ilmenau.de
Message-ID: <3c3pcf$435@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 96511

Yes, it's possible. Some Cartridges (ACTION!, SDX, MAC/65, ...) copy
only one page or two pages of its RAM in the XL-memory. For instance, in
the SDX-EPROM are 64kB Software, but the cartridge use only about 8kB.

Marcel

7133. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 09:22:02 UTC
From: jharris@cup.portal.com
Message-ID: <129008@cup.portal.com>
Source record: 96509

>Unfortunately no regard was given for MUX users when g and gx was written
>(John Harris- what gives?)

Because I knew nothing about the MUX. That, and PC XF compatibility will
both be solved by changing the same piece of code. It's being looked at.

John Harris - jharris@cup.portal.com

7134. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 10:09:09 UTC
From: krishna@max.tiac.net
Message-ID: <3c41k5$6s8@sundog.tiac.net>
Source record: 96510
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: True, but I was quoting. If the cart says "Super Game" (and all of
: those I have use red lettering on the end labels) it has a POKEY.
: Hat Trick, Impossible Mission and others as well. AFAIK, of course.

They wasted a shitload of money doing it that way. They could have packaged a POKEY inbetween cart with all new 7800s manufactured and offered a "sound upgrade" inbetween cart for the old c) 1984 machines.

Then they would have been able to take advantage of Pokey in ALL the Tramiel-era 7800 games.

7135. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 10:21:07 UTC
From: winston@merk.com
Message-ID: <D0FrF9.89o@merk.com>
Source record: 96512

Actually, the ATARI 8-BIT did have multi-tasking of sorts.... The ATARI LOGO cartridge had four of what were called "turtle program areas". All four turtles were supposed to run independently, but in reality Turtle #1 ran four times faster than all of the others. The turtles were described as running independently. Each turtle also had an interrupt for collision detection with the background. While there is no way of prioritizing the tasks, you might be able to make a visual task scheduler by creating a closed loop race-track for the turtles to run on and placing background lines for the turtles to cross at regular intervals. The turtle whose task you wanted to prioritize could have more lines drawn across its course to create a greater frequency of collisions so that its "on collision interrupt" routine would run more frequently. Well, it is a thought, anyway... I don't know if it would work or how many instructions you could run pre-emptively. It would probably be fairly crude as far as multi-tasking goes.

7136. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 10:58:52 UTC
From: grahame@walm.demon.co.uk
Message-ID: <941207105852.0.001@walm.demon.co.uk>
Source record: 96518
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <1994Dec1.113633@hobbit>, copley1@marshall.edu (Ronald
Copley) writes:
>In article <3biodc$qbb@news.iastate.edu>, rhawkins@iastate.edu () writes:
>> In article <3bgst4$ppg@geraldo.cc.utexas.edu>,
>> Mike Gordillo <621126@mercury.utb.edu> wrote:
>>
>>>PS: I'd like similar stats for Apple IIE and 800xl plz... I have not much
>>>in the way of documentation for them. Oh, which 6502 did these machines
>>>use?
>>
>> Apple II, II+, and IIe, 1Mhz 6502 1mhz
>
>The //e enhanced used a Rockwell 65C02, as well.
>
>--
>Informatiks |
>Ronald Copley, owner | Buying and selling small to medium
>1010 Township RD 78W | quantities of used Pyramid, Sun,
>Scottown OH 45678-9051 | DEC (PDPs) and Data General computer
>+1.614.643.1340 | equipment. Trades welcome!!
>(evenings, please) |
>--
>

]'

]iuyiyhmoiuoiuhmijoj

Grahame Davies using T U R N P I K E The only way to travel on the Internet!!

7137. [--- ITF/ZIP Interpreter ---]

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 11:03:38 UTC
From: winston@merk.com
Message-ID: <D0FtE3.963@merk.com>
Source record: 96513

For those of you out there in net land, let me fill you in on where I stand on trying to transfer the ATARI 8-bit Zork database into the ITF Database interpreter. I had last figured out that one of my problems was that I couldn't work in double density or enhanced density. Using the CIO program from "Mapping the ATARI" and a program posted here, I used the CIO "POKE" codeblock and the "PLA, JSR DSKINV, RTS" loaded into page six to fetch a sector into page six which I then "PUT" bytewise out onto a datafile. This method thrashed the heck out of my disk drives, but I decided not to try anything fancy to begin with. (I probably should have used a 20K string as a buffer and then wrote the string out as a block). Using this method I created two datafiles of 368 sectors of 128 byte sector format. I passed the two disk data files to the ATARI 800 ITF/ZIP database converter and got the following output:

```
Version is 3
Game file has length 84876 checksum 41257
Cmn 496 vcb 15137 obj 688 glb 8817 last 82872
Trying to split at res+1...
oh well. got to search for it. this could take a while...
Trying 16000
Trying 17000
:
Trying 67000
Split point 68032
checksum 41257 gsum 41257
```

All thus seemed to go well. However, when I then attempted to run the ITF interpreter on the newly converted datafile I get a response of:

```
Internal Error #21
```

My questions to any and all who have used the ITF ATARI 800 database converter is:

-- Were the results from the ATARI 800 database converter correct?
-- Does the ATARI 800 database converter need to be fed 125 byte sectors with the sector links excluded or does it accept a disk image with sector links ? There is no documentation about sector links either in the source code or in the documentation. (I will take another look after sending this letter, just to be sure.) I would assume that since the hard sector links are not mentioned that they are therefore not a problem ?
-- Has anyone used the ITF/ZIP ATARI 800 database converter successfully?

Thanks.

7138. Re: some dumb questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 12:16:19 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D0Fwr7.C5I@iglou.com>
Source record: 96519

The 600XL comes with only 16K of memory. That's enough for most game cartridges (except for the newer XE games), but you would need more memory to use a disk drive. Most 800's (the older model with two cart slots) had 48K. The 800XL (looks like your 600XL, only bigger) came with 64K memory, and some people upgraded them to 256K or more. All the XL and XE models except the 1200XL have Basic built in; you use a Basic cartridge on the 400, 800, and 1200XL.

--
Bill Marcum bmarcum@iglou.com
in an Italian restaurant, drinking cappucino with Oriental women

7139. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 12:23:40 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.39@utb.shv.hb.se>
Source record: 96517

In article <3c2jae$kc8@engr.orst.edu> johnsos@holmes.ece.orst.edu (scott johnson) writes:

>Problems with 6502 multitasking: there is no way to protect the operating
>system from a malicious or buggy program. Even if you did your context
>switching in an NMI (such as the vertical blank), and used some bank-selection
>scheme to provide each process with a separate address space, any process which
>is buggy or malicious could easily take over the system. A truly secure
>multitasking system must feature a processor with different priveledge levels,
>otherwise all multitasking must be"cooperative" to some extent. Pre-emptive
>multitasking is possible, but only if the programs are well-written, and don't
>do something which crashes the system or disables the context switching.

Ahem, both the Amiga and the Novell OS uses pre-emptive mt without mp. And
remeber, a buggy program is still buggy, even if you have mp. Why use buggy
programs?

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

7140. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 12:41:59 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129010@cup.portal.com>
Source record: 96514

Joe, it just ain't so. There was a poll taken of computer users just a few years back & the results went something like 80% of the people just used their computer for a single task i.e. word processing. Fewer then 25% of the people with computers use them for telecommunication so the claim by a couple of people that they use multitasking during downloading is by definition in the minority. The company I worked for, Alza Corp, is one of the top 50 companies in Silicon Valley. We recieved write ups in computer magazines for having one of the highest ratio's of computers to people & other then maybe the LAN server, not a single person uses multitasking in any form. I realize there is a built in bias, but trust me on this: Not everybody is on a bbs & everybody that logs in does not spend hours downloading files. Granted it may be the way you want to work, but for 90-99% of people it is tits on a bull.
Rick

7141. Re: JAY MINER

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 12:42:43 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3c4ak3$27v@dux.dundee.ac.uk>
Source record: 96515
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm

Jason Compton (jcompton@bbs.xnet.com) wrote:
: Look, JAY MINER IS DEAD.
: NOT JEFF MINTER.

I thought this had been cleared up anyway.

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

7142. Re: page 6 and Ace of Aces.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 12:46:47 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3c4arn$27v@dux.dundee.ac.uk>
Source record: 96516

Raphael J Espino (rje@cs.nott.ac.uk) wrote:
: In article <3c1ln6$4sd@dux.dundee.ac.uk> gfenwick@mcs.dundee.ac.uk (Graeme Fenwick)
writes:
: >R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
: >: mission. But don't forget to use the START key on the final pink
: >: screen or it won't rerun!!
: >Anyway, can anyone tell me if it's really neccessary to reload the game each
: >time?
: *grin* you didn't read Richard's post very closely did you? :-)
: As Richard said, when the game ends, DON'T press the FIRE BUTTON... press
: the START KEY instead. That one caught me out too, I remember being really
: annoyed when after waiting for so long the game just froze.

Oops! That was a bit silly of me, wasn't it!
I must have thought the rest of the article referred to the cart or something-
I should have read it closer. Thanks Raphael!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

7143. Re: Re 6502s

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 15:24:02 UTC
From: brain@msen.com
Message-ID: <yS8vkmoZj4Z9072yn@msen.com>
Source record: 96520
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <JOPI.94Dec2214450@stekt9.oulu.fi>,
jopi@stekt.oulu.fi (Jouko Valta) wrote:
> >>>>> "Claus" == Claus Brod <clausb@hpbbrd.bbn.hp.com> writes:
> Claus> PAL C64s run at 980 Khz; the NTSC version is slightly
> Claus> faster, but not much (3 or 4% as I recall).
>
>
> Aargh! FAQ it! FAQ it! ;)
>
> --j;
>

I will put it in if it isn't alreadfy in somewhere!!!

--
Jim Brain, Embedded Systems Designer, Brain Innovations.
brain@msen.com
Dabbling in VR, Old Commodore Computers, and Good Times!
"The above views DO reflect my employer, since I am my employer" - Jim Brain

7144. Re: PC Xformer and boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 15:56:14 UTC
From: pitchfsj@aston.ac.uk
Message-ID: <D0G6xq.5t9@aston.ac.uk>
Source record: 96521

In article 36b@newsbf01.news.aol.com, pmmills@aol.com (P M Mills) writes:
>In article <D06qGp.J0p@aston.ac.uk>, Steve writes:
>
>> Is there anyone out there who runs boulderdash through PC Xformer?
>> Also is there a way to transfer 8-bit software on a 5 1/4 disk
>> to a PC, as my atari DD is busted.
>
>Boulderdash works fine for me on PC Xformer.
>
>What kind of drive did you have? If it was a 1050, I think there are
>programs that will read the disks on a pc drive. If it was an 810 you are
>out of luck. Perhaps you can find a used one cheap.
>

It was/is a 1050, do you know where I can get this program?? What version of
PC Xformer are you using? Also does anyone know if there is an Xformer FAQ or
compatability list?

___ ___ ___ _ _ ___ All opinions are my own!
M__ M M_ M M M_ Pitchfsj@aston.ac.uk
__M M M__ M M__ WWW: http://www.aston.ac.uk/~pitchfsj/

7145. XMAS SPECIALS corrections.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 16:08:00 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <6019520253F@east-01.novell.leeds.ac.uk>
Source record: 96522

Recently I have posted an article detailing special offers on some of
my software products, however somewhere along the line the text got
'corrupted'. Before most of the UK prices you will have seen the
letters stlg, don't ask me how they happened but on my screen they
were definitely pound signs!!!!
I thought they might have been replaced by the hash (#) sign but
obviously not. Anyway sorry for the bodge. In all future postings I
will use the hash symbol to represent UK pounds and the dollar sign
to represent US dollars - quite logical really.

If you have any queries or questions about any of the software please
feel free to e-mail me at chmrig@leeds.ac.uk

Please ignore the next bit, its just so I can see which keys produce
which signs!

pound sign stlg
hash sign #
dollar sign $

RICHARD GORE

7146. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 17:05:10 UTC
From: junkster@chinook.halcyon.com
Message-ID: <3c4q06$fe6@news.halcyon.com>
Source record: 96523
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Jeff M Lodoen <jlodoen@shell.portal.com> wrote:
>
>Was "Stella" just the TIA, or the 2600 in total?

I have heard from an ex-Atari employee that Stella was just a codename for the TIA while it was being developed. The "Stella" name was never used much, except for in a "how to program 2600 video" document written way back when at Atari. This is the document that someone uploaded to the Internet, which explains the popular use of the Stella name.

James Hague
junkster@halcyon.com

7147. Wow!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 17:26:10 UTC
From: longjon@clark.net
Message-ID: <3c4r7i$be3@clarknet.clark.net>
Source record: 96525

Hello all!

I picked up an amazing machine yesterday, and I think this is the group
that can tell me about it. I never used an 800 much, but I had several
games for it. Having the 800 out as a game unit was kind of a pain. Well,
I came across an XE (it's gray, with pastel buttons, a removable keyboard
and a light gun, and an XE joystick, all working) with the flight
simulator and bug hunt carts. I was first of all amazed at the case (it
looked SWEET), and secondly I was amazed at all the ports this had!
I hooked up seperate audio and video to my TV, and WHAM! Beautiful
picture. Then, out of curiosity I plugged in some of my 800 carts, and
they all worked! I was beside myself! The thing loads missile command
when no carts or keyboard is attached, and loads basic when no carts in
and the keyboard attached. POking around, I also came across a self test
which seemed pretty thorough!

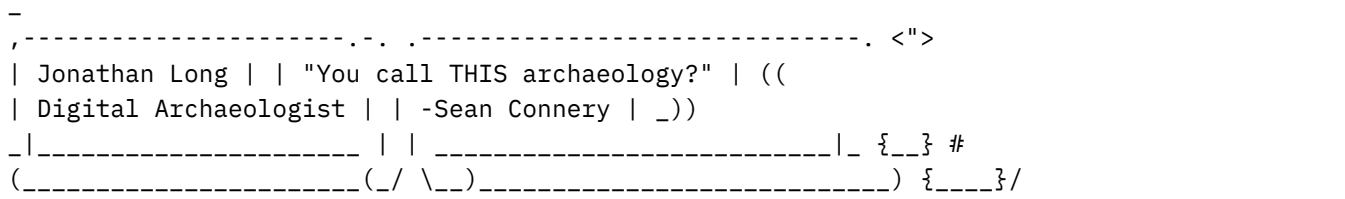
Now, for the question. What kind of XE is this? Here's the numbers off of it:
XE system SN: A1821147360, FCC ID: EBA72RXE. Do these tell you anything?

I don't see the FAQ posted, so can someone either send me that or tell me
what periphs I can use with this? (Like the 1050? DD i see talked about)

Again, I am amazed! This is the coolest machine I think I have ever come
across, and man-oh-man is Pitfall 2 a blast on this thing!

Oh.. Um I also have a GORF cart which I can't get to work on this
machine. Have there been problems with that cart, or is it maybe
defective? (I cleaned thoroughly with 94% Isoprop.)

Thanks for everything you can tell me. I am a convert!



Finding the keys to the future is in first studying the
locks of the past.

7148. Re: WTB: "The Atari Word Processor"

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 18:16:23 UTC
From: potter@sunny3.DAB.GE.COM
Message-ID: <3c4u5n$gjv@theopolis.orl.mmc.com>
Source record: 96528

In article <3brmo3$b9q@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes:
|> John Byrne (johnbyrne@delphi.com) wrote:
|> : Andrew K. Heller <heller@akh104.rh.psu.edu> writes:
|> :
|> : > ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
|> :
|> : As an ELO and Atari fan myself---Hello! It's cool to see someone else with
|> : my taste in computers AND music :)
|> :
|> : John Byrne

I wished I knew about you guys. I had to let go (read: give to Junior League Thrift Shop) my vinyl LPs of most of ELO's best (like Out of the Blue, with the cardboard mobile unpunched) since I dumped my old record player as part of my move. Transferred them all to cassette before I did though.

--
Jeff Potter
....potter@escmail.orl.mmc.com
....74030.2020@compuserve.com
....JDPOTTER@genie.geis.com

7149. RIOT sound

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 18:28:31 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9412081229.AA29602@emh.kunsan.af.mil>
Source record: 96526

> The RIOT chip in the 2600 had nothing to do with sound. It was (as
> the name suggests to those who have been staring at too many
> acronyms) simply some RAM (128 bytes), 16 I/O lines, and a timer.

Sorry, but you're wrong. RIOT was indeed used to generate sound on
the 2600, using its timers. Note that POKEY sort of does the same
thing... it can be used for sound generation AND high-speed timing.

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

7150. ADOS project - coders wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 18:37:30 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9412071838.AA00636@dylan.newi.ac.uk>
Source record: 96527

Last week, I posted a message regarding a new Atari 8-bit software project provisionally titles ADOS (Atari Developer's Operating System). Discussions are currently underway to try and finalise the design of the software.

It is hoped that the ADOS project will lead to better use being made of the Atari 8-bit and allow programmers to get away from using the standard 64K memory. It is a general-purpose operating system primarily based around a windows environment. Since it is such a big project (probably the biggest Atari 8-bit project ever), we need to gather as much programming talent as possible.

So if you can program and have some useful ideas then contact me requesting to take part in the discussions.

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

7151. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 18:54:09 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c50ch$ips@nermal.cs.uoguelph.ca>
Source record: 96530
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: That's not necessarily true. The Astrocade had more memory (4K ram) and
: a better sound chip (3 voices) circa 1977. This came at a price of
: course. I believe the Astrocade uses the first of the popular Yamaha
: type sound chips which the Vectrex and Atari ST use.

But ... the Astrocade wasn't released until several years *AFTER*
the 2600. While the chip may have been developed in 1977, it didn't get
put into use in the Astrocade until four or five years later.

>> Mark <<

--

================================================================================
Mark Rathwell
University Of Guelph

"Always feel so alone
Wherever I am, I feel the pull
And the life I left behind ... the pull
In case I have no future,
I've got the past
There's no telling
Just how long this plague will last" - Chicago
================================================================================
```

7152. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 18:56:48 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c50hg$ips@nermal.cs.uoguelph.ca>
Source record: 96531
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: The 7800 definitely did use the same sound chip. The only major
: differences between the 26 and the 78 is that the 7800 has the MARIA
: graphics chip and more memmory.

Andrew, the Maria chip accounts for a NUMBER of differences:

- The 7800 has higher resolution and more graphics modes
- The 7800 has a larger pallette
- The 7800 has superior sprite handling capability
- The 7800 has superior scrolling abilitiy

In addition to that:

- The 7800 can have larger memory cartridges
- The 7800 has a two button joystick

The 7800 is a MUCH more powerful machine than the 2600.

>> Mark <<
```

7153. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 19:45:10 UTC
From: johnsos@holmes.ece.orst.edu
Message-ID: <3c53c6$r5v@engr.orst.edu>
Source record: 96529

In article <sa435.39@utb.shv.hb.se>,
Tommy Hallgren <sa435@utb.shv.hb.se> wrote:
>In article <3c2jae$kc8@engr.orst.edu> johnsos@holmes.ece.orst.edu (scott johnson) writes:
>
>>Problems with 6502 multitasking: there is no way to protect the operating
>>system from a malicious or buggy program. Even if you did your context
>>switching in an NMI (such as the vertical blank), and used some bank-selection
>>scheme to provide each process with a separate address space, any process which
>>is buggy or malicious could easily take over the system. A truly secure
>>multitasking system must feature a processor with different priveledge levels,
>>otherwise all multitasking must be"cooperative" to some extent. Pre-emptive
>>multitasking is possible, but only if the programs are well-written, and don't
>>do something which crashes the system or disables the context switching.
>
>Ahem, both the Amiga and the Novell OS uses pre-emptive mt without mp.

Both the 680x0 family, and the 286 and above, are protected-mode processors.
I am not familiar with Amiga-DOS, are you saying that it does not use
protection? Does it run all of its processes in supervisor mode?

>remeber, a buggy program is still buggy, even if you have mp. Why use buggy
>programs?

Because most programs are buggy?
When a program crashes on a single-tasking system, only one program (and the
work being done inside it) is lost. When a program crashes on a multitasking
system which is poorly designed, it can take other programs with it. A
well-designed multitasking OS will protect processes from each other.

On the 6502, I know no way (in software) to prevent a program from executing an
instruction which can compromise a system's integrity, short of the processor
"emulating" itself--having a program which fetches each instruction, checking
to make sure it is legal, and then simulating it. (Clearly, this is not a
viable solution... :))

Things MIGHT be able to be done by adding extra hardware--it is simple to
guarantee each process its own address space with bank-selecting, process
pre-emption could be done with an NMI (making sure that no user program could
"turn off the timer"), and instruction priveledge can be accomplished by
making the hardware which does all of this able to disable itself in software,
but requiring an NMI (or a BRK instruction) to re-enable itself.

/sj/

--
Scott Johnson -- Graduate Slave, ECE Department, Oregon State University

"The Devil may dwell in the Fires of Hell, but he works in Redmond, WA."
Go Blazers! (75-7) Rush Limbaugh is an idiot! Rush (the band) is cool!
Check out my new (but unfinished) Web page--http://www.ece.orst.edu/~johnsos

7154. Atari 800XL power supply specs?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 20:02:16 UTC
From: miles@cc.usu.edu
Message-ID: <1994Dec7.140216.34814@cc.usu.edu>
Source record: 96538

Recently I picked up an Atari 800XL. I figured to use all my old
Atari 800 games and disks with it. However, when I got the 800XL home I
noticed that it had a different power connecter from the 800. Of course,
the 800XL didn't have a power supply. I have tons of power supplies
lying around. If I knew the pinout of the Atari 800XL power connector
I am sure I could rig something up. Does anybody know the specs of
the 800XL power connecter?

=-=-=-=-= Internet: miles@cc.usu.edu =-=-= Bitnet: miles@usu =-=-=-=-=
Spell check a flame? Shirley Hugh Chest!

7155. Re: Wow!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 21:49:29 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3c5al9$7hv6@blue.weeg.uiowa.edu>
Source record: 96532

longjon@clark.net (Jonathan Long) writes:

>Now, for the question. What kind of XE is this? Here's the numbers off of it:
>XE system SN: A1821147360, FCC ID: EBA72RXE. Do these tell you anything?

It's just called an XE Game System.

>I don't see the FAQ posted, so can someone either send me that or tell me
>what periphs I can use with this? (Like the 1050? DD i see talked about)

(FAQ sent.) The XEGS you have is about equivalent to an 800XL or 65XE,
with 64K in there. You can use a 1050 and most other peripherals for the
8-bit Atari. A couple of things the XEGS lacks is the PBI/ECI port, and
the monitor port.

>Oh.. Um I also have a GORF cart which I can't get to work on this
>machine. Have there been problems with that cart, or is it maybe
>defective? (I cleaned thoroughly with 94% Isoprop.)

Gorf is one of a handful of titles that only work on the 400/800.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

7156. Can Atari use Commodore tape drives?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 22:17:00 UTC
From: ds_spen@pavo.concordia.ca
Message-ID: <7DEC199417173821@pavo.concordia.ca>
Source record: 96534

I picked up an Atari 800XL at a Thrift shop for $3 a couple of weeks ago. Everything seems to be in perfect order, but I don't have any storage for the thing, and it's dumb to spend time with it if I can't save what I've written.

I have several old C= tape drives lying around. Could these be connected to the Atari? How?

Doug.
DS_SPEN@Pavo.Concordia.Ca

7157. For sale...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 22:34:29 UTC
From: e0fkimfa@tuzo.erin
Message-ID: <D0GpDI.9AF@credit.erin.utoronto.ca>
Source record: 96535

For sale: An atari 2600 in the newer sleeker style with swordquest and demon attack... Make offer

Respond via email

7158. Re: Wow!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 22:39:05 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D0GpL6.CB9@freenet.carleton.ca>
Source record: 96539

In a previous posting, Jonathan Long (longjon@clark.net) writes:

> Now, for the question. What kind of XE is this? Here's the numbers off of it:
> XE system SN: A1821147360, FCC ID: EBA72RXE. Do these tell you anything?

Umm...well...the FCC ID number really has nothing to do with the Atari
model name. It's just an ID for the Federal Communications Commission in
case your computer starts activating nukes in some other country because
your computer is sending off such strong radio waves. The SN number...that
the Serial Number. If you take it off, you could be considered stealing.
The simplest way to find out what kind of XE you have is to look at the
two or three digits next to the letters 'XE' on the top of your console.
(ie. 65XE or 130XE).

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

7159. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-07 22:58:50 UTC
From: jlodoen@shell.portal.com
Message-ID: <3c5ena$r2u@news1.shell>
Source record: 96536
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

mrathwel@uoguelph.ca (Mark Rathwell) writes:

>: That's not necessarily true. The Astrocade had more memory (4K ram) and
>: a better sound chip (3 voices) circa 1977. This came at a price of
>: course. I believe the Astrocade uses the first of the popular Yamaha
>: type sound chips which the Vectrex and Atari ST use.

> But ... the Astrocade wasn't released until several years *AFTER*
>the 2600. While the chip may have been developed in 1977, it didn't get
>put into use in the Astrocade until four or five years later.

Bally released the Personal Arcade in 1977. It was re-released as the
Astrocade (was it still Bally?) in 1982, maybe earlier. Same machine.

> >> Mark <<

jlodoen@shell.portal.com

7160. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 00:05:30 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.94Dec8010530@iq.pvv.unit.no>
Source record: 96533

In article <3c53c6$r5v@engr.orst.edu> johnsos@holmes.ece.orst.edu (scott johnson) writes:

[...]

> Both the 680x0 family, and the 286 and above, are protected-mode processors.
> I am not familiar with Amiga-DOS, are you saying that it does not use
> protection? Does it run all of its processes in supervisor mode?

AmigaDOS processes are run in user mode, but there are OS calls
(Supervisor() and SuperState(), I think), which allow any process to
run in supervisor mode.
--
Eyvind Bernhardsen

7161. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 00:44:25 UTC
From: krishna@max.tiac.net
Message-ID: <3c5kta$bab@sundog.tiac.net>
Source record: 96537
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

James Hague (junkster@chinook.halcyon.com) wrote:
: Jeff M Lodoen <jlodoen@shell.portal.com> wrote:
: >
: >Was "Stella" just the TIA, or the 2600 in total?

: I have heard from an ex-Atari employee that Stella was just a codename
: for the TIA while it was being developed. The "Stella" name was never
: used much, except for in a "how to program 2600 video" document written
: way back when at Atari. This is the document that someone uploaded to the
: Internet, which explains the popular use of the Stella name.

I thought Stella refers to the 6507.

7162. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 00:49:08 UTC
From: krishna@max.tiac.net
Message-ID: <3c5l64$bab@sundog.tiac.net>
Source record: 96540
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: But ... the Astrocade wasn't released until several years *AFTER*
: the 2600. While the chip may have been developed in 1977, it didn't get
: put into use in the Astrocade until four or five years later.

Huh? I beg to differ. The manual that was with my Astrocade had C) 1977 plastered all over it. Even a couple 1976 copyrights.

5 years after 1977, the Astrocade was having its last stand. No, it was not sold in huge numbers, but it was indeed released in 1977 as far as I know. I used to have a stack of Arcadian newsletters going back to at least 1978.

The Astrocade was half designed as a computer, and I think it followed the lead of the TRS-80 by using the Z80 and having 4K RAM. However, it added better sound and graphics than the TRS-80 had.

One of the reasons it failed was probably because it must have sold for almost the same amount as a full computer back then.

7163. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 00:53:08 UTC
From: krishna@max.tiac.net
Message-ID: <3c5ldk$bab@sundog.tiac.net>
Source record: 96541
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: Andrew, the Maria chip accounts for a NUMBER of differences:

: - The 7800 has higher resolution and more graphics modes
[SNIP]

Not only that, the GFX chip runs out of special high speed video RAM (7.xx mhz I believe) which is how it can move enough pixels to get performance up to Sega Genesis levels.

Aside from the TurboGraphics 16 maybe (which uses a 16-bit GFX chip but an 8-bit CPU--classify as you will), the 7800 was the most powerful 8-bit game console as far as graphics is concerned. Not much question about that.

7164. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 01:01:00 UTC
From: krishna@max.tiac.net
Message-ID: <3c5lsc$bab@sundog.tiac.net>
Source record: 96542
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: Bally released the Personal Arcade in 1977. It was re-released as the
: Astrocade (was it still Bally?) in 1982, maybe earlier. Same machine.

I think the rights changed hands once, maybe twice. The name changed several times, and the console went from black to white, to black, etc...

Some of them say Videocade, some say Personal Arcade, etc...

Just as Atari had "Power without the Price", Bally had "Fun & Brains".

They kinda barked up the wrong tree by offering educational style games which weren't that great, like Biorhythm.

The undersling keyboard never came out, even though both companies that owned the machine promised it. Atari wasn't the only company famous for vaporware.

The only thing the newer owners are responsible for is a newer Basic cart that saved to tape faster.

The guy who wrote the Basic cart was also responsible for writing Palo Alto Tiny Basic. He sounded like a real guru, and also wrote, I think, an extended Basic for use with a couple of the RAM upgrade boards that plugged into the back S-100 style expansion bus. Unfortunately the original Basic couldn't autorecognize expansion memory.

Overall, though, the 2600 beats the Astrocade simply because it has HARDWARE SPRITES. The Astrocade had to blit everything and so the 2600 can do smoother animation.

Another big reason, maybe THE reason the Astrocade failed is that it never got 3rd party cart support. It's catalog is way too small and most of the early stuff is as bad as the 1st 2600 carts, only higher resolution.

Another benefit of hardware sprites is being able to throw up more colors. If all you have is a 2 or 4 color playfield, your players are going to be the same color as a lot of the playfield. With hardware sprites, you can have them stand out by using unique colors.

7165. Re: MIO and RS232 Flow Control

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 02:12:33 UTC
From: krishna@max.tiac.net
Message-ID: <3c5q2h$dpb@sundog.tiac.net>
Source record: 96543

James King (jeking7@delphi.com) wrote:
: Hardware flow control in the form of a software handler? What kind of
: nonsense is that? Hardware flow control is only enable on modems,
: rs232 cables and interfaces that are CAPABLE of such throughput -
: usually via a UART.

It is conceivable that the MIO has the capability to do hardware flow control but that the handler never enabled it. I know it sounds implausible, but supposedly it works. If you have an MIO, give it a try. But I don't see WHY that guy would even consider writing it if it wasn't going to help, do you?

After all, the original design of the MIO is from 1985, before hardware flow control was seen as an important thing.

7166. Re: RIOT sound

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 02:21:50 UTC
From: krishna@max.tiac.net
Message-ID: <3c5qju$dpb@sundog.tiac.net>
Source record: 96544

Earl C Halliwell (ehalliwe@emh.kunsan.af.mil) wrote:
: > The RIOT chip in the 2600 had nothing to do with sound. It was (as
: > the name suggests to those who have been staring at too many
: > acronyms) simply some RAM (128 bytes), 16 I/O lines, and a timer.

: Sorry, but you're wrong. RIOT was indeed used to generate sound on
: the 2600, using its timers. Note that POKEY sort of does the same
: thing... it can be used for sound generation AND high-speed timing.

Right on. I tried to explain this in another newsgroup but got shot down because I couldn't actually state it in the most technical of terms. Harry Dodgson is the worst offender when it comes to fighting over semantics on how the 2600 and 7800 operate. I think he was the one that fought on me on that one. The reasoning I used to explain how the RIOT works on the sound is to compare its tempered tones to Pokey, and how these are not exactly diatonicaly pitch-perfect because of the nature of the timers subdividing themselves (ala De Re Atari). And how it probably also uses the same hardware timers to generate distortions.

He seemed to think that the RIOT chip was not used at all for sound generation. I'd find it hard to believe that sound on the 2600 is as CPU intensive as doing speaker pumping ala digitized sound. It has to trigger a RIOT frequency et. al. and the tone (I should hope) will continue until changed by the CPU like when you do a SOUND command in Basic and when you break it, it keeps on going. It doesn't require CONSTANT CPU byte stuffing to keep the sound rolling at a given frequency. He seemed to think it was more like an IBM speaker or something.

I mean, the 2600 has to already update the video constantly, it would NOT have enough cycles left to produce tones by pushing the speaker directly. It would come out as a series of stacatto pulses representing the space inbetween free cycles for the sound routine.

7167. Re: ADOS project - coders wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 02:27:15 UTC
From: krishna@max.tiac.net
Message-ID: <3c5qu3$dpb@sundog.tiac.net>
Source record: 96545

DAVID DAVIES (MBITDC9306@titan.newi.ac.uk) wrote:
: Last week, I posted a message regarding a new Atari 8-bit software
: project provisionally titles ADOS (Atari Developer's Operating
: System). Discussions are currently underway to try and finalise the
: design of the software.

I may have missed the specifics of this.

Is this goig to be a DOS or an OS replacement?

If it is an OS replacement, it will be a plugin ROM, right?

You mean like doing Diamond again?

I don't think the Atari resolutions are suitable for a windowed
environment. There aren't enough colors, it would be slow, and crowded. It
is a waste of resources.

I think you could probably extend a command line system into something
more task oriented ala Unix...

Writing a software driven MMU to help make banked RAM easier to use for
mainline code would be very useful.

Compatibility with existing languages would be a problem, but you could
try to coordinate your efforts with FTE since they are working on
updating the languages (I think).

7168. Re: Wow!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 02:33:22 UTC
From: James King <jeking7@delphi.com>
Message-ID: <BK92Gw6.jeking7@delphi.com>
Source record: 96546

What you've acquired is the wonderful Atari XEGS (XE Game System). It
has two internal games, but no internal basic.

GORF will work, but I believe the cart has to be plugged in backwards...
or at least mine did (backwards meaning the label facing away from you).

Any information pertaining to the 800, 800xl or 130xe will remain
valid for the XEGS.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7169. Re: some dumb questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 04:48:45 UTC
From: bjcorr@delphi.com
Message-ID: <9412072344591.DLITE.bjcorr@delphi.com>
Source record: 96547

>: I also saw an 800 at a thrift store (also the older kind w/2 cart slots)
>: for $9.99. Would that be better than my 600? Thanks for humoring a
newbie:)
>
> Probably not. The 800 isn't as expandable and the 2nd cartridge
>port is pretty useless.
>
> >> Mark <<
I have often wondered WHY a second cartridge port? I love my 800 and am
loath to part with it, though the PBI of the XL series is tempting, and I
have often woudered if more could not be done with the second cart port.
Right now I use it for my R-Time8, does anyone know what carts were made for
the second port? I recall Monkey Wrench, a cart for use with Basic that
added some features, but that is all. It seems a neglected resource. Could
it be used for I/O like a MUX?
bjcorr

7170. Emulation

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 05:42:26 UTC
From: camp5@academic.csubak.edu
Message-ID: <3c66c2$4rh@nic-nac.CSU.net>
Source record: 96549

I would love to see an Atari 800XL emulated on my Mac. Although I know
of a PC emulator, there is none for the Macintosh. I would love to port one.
Does anyone have source code to an Atari emulator that could be tinkered with
to allow it to run in a Mac window?
(I tried running XTender inside SoftPC. SLOW.)
*Stiles

7171. Internet gateway as BBS cheat

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 06:28:18 UTC
From: krishna@max.tiac.net
Message-ID: <3c6922$m3v@sundog.tiac.net>
Source record: 96550

I once suggested this long ago, but tonight I started writing some BackTalk macros to do this. Looks like it would be fairly trivial to set up some macros for Unix shell users...

Right now my macros log into my account, upload a given file, enter IRC, enter a channel (#A8NET) and I also have a macro to download a file and logout.

I can't finish the macros because I need to test it with someone else.

Both have to get into IRC onto the same channel, and have a hardwired nickname for IRC.

The tricky part is getting Backtalk to keep on trying long enough to handle any sync problems.

One end would send first, the other would be set up to receive.

I realize that using Backtalk may seem like a waste of time since it is not an extension of the BBS. But if a given sysop has a MUX, it could be somewhat automated. By somewhat, I mean that Backtalk has a limitation of only being able to do Xmodem. That means both packets would have to be .ARCs.

If a given net package is usually send as several files, this would not work too well because you'd still have to manually arc and unarc.

I just want to demonstrate that even though Backtalk doesn't have VT100, it can easily navigate through the shell, sync up 2 DCC connections, and get out.

This MIGHT be a good solution even if it will require manual net updating by the sysops because you can assign a time overnight for the transfer to take place, and you don't have to both be doing it at the same time.

You can worry about updating the BBS on your own independent time.

Tom Hunt was working on a script terminal of some kind, but I learned a while ago not to wait for things to happen and to treat things as though what we have now is all we will ever have.

If any sysops would like to beta test this with me, let me know...

It seems like such a waste that sysops are paying long distance to network when they could use (if they have one) their cheap unmetered shell account to transfer packets. This is, of course, especially painful for the international network.

7172. Re: High Speed Atari - it became true

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 09:32:38 UTC
From: Mario.Trams@Informatik.TU-Chemnitz.DE
Message-ID: <9412080932.AA01836@sunc7.informatik.tu-chemnitz.de>
Source record: 96548

```
: Will it run any old software?

Yes, Off course. Any old software will run on this machine expecting such
programs wich use illegal opcodes.

Mario

Mario.Trams@informatik.tu-chemnitz.de
```

7173. XEGS, Gorf and CardStax

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 10:39:37 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412081039.AA083653177@relay2.geis.com>
Source record: 96551

The XEGS (and indeed anything except a 400 or 800) will not run Gorf. There are a number of game carts that don't run on the newer machines; the list includes Demon Attack, Protector II, Attack at EP CYG 5 and Crossfire.

I had an XEGS for a while - it is a nice machine. To boot up Missile command without unplugging the keyboard, just hold down SELECT when you power up the machine.

CardStax 2.1 has been uploaded to Umich! (Finally got through at 3:30am). If you've got v2.0 from one of the pay services, the differences are minor, mostly cosmetic - you can really quit the programs now, without resorting to a RESET and POKE 580,1. There are 3 files - a brief text file, plus two sides of a SD disk. Docs are on side B, along with a second stack I put together for a user group disk newsletter.

Dave

7174. Another mail-to-newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 12:26:12 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412081226.AA254769569@relay2.geis.com>
Source record: 96552

I'm becoming increasingly disenchanted with using cs.utexas.edu to forward
my posts, as they sometimes take three or four days to reach c.s.a.8.
(This, for example, is being sent at 2 AM on December 7th). Does anyone know
of any other, better gateways for me to post via?

Thanks in advance.

Dave

Oh, if a man tried to take his time on Earth,
And prove before he died what one man's life could be worth,
Well I wonder what would happen to this world.
- Harry Chapin

7175. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 12:54:43 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.41@utb.shv.hb.se>
Source record: 96406

In article <EYVIND.94Dec8010530@iq.pvv.unit.no> eyvind@pvv.unit.no (Eyvind Bernhardsen) writes:

>In article <3c53c6$r5v@engr.orst.edu> johnsos@holmes.ece.orst.edu (scott johnson) writes:

>[...]

>> Both the 680x0 family, and the 286 and above, are protected-mode processors.
>> I am not familiar with Amiga-DOS, are you saying that it does not use
>> protection? Does it run all of its processes in supervisor mode?
>AmigaDOS processes are run in user mode, but there are OS calls
>(Supervisor() and SuperState(), I think), which allow any process to
>run in supervisor mode.

And supervisormode allows only the use of some instruction like move sr,d0.

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
64MB RAM SYSTEM 38911 SYSTEM BYTES FREE
READY.

InterNet: sa435@utb.shv.hb.se
tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

7176. AMAZING ATARI?!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 13:00:27 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <618C5730F04@east-01.novell.leeds.ac.uk>
Source record: 96553

That amazing ATARI a bloke was talking about, the one that loads Missile Command from memory is an ATARI XEGS (XE GAMES SYSTEM).

It was the last 8-bit computer Atari made and sold. Hey it was even sold here in the UK!

Its basically a 64K 130XE in a different box with a revised OS to account for Missile Command and a separate keyboard! I think the policy was to sell it as a games machine and then offer the keyboard as an upgrade. Yes you can use all the standard serial peripherals like a 1050, but since it doesn't have a PBI you can't use a black box or other PBI device.

I have seen them upgrade to 128k, with inbuilt printer interfaces and the ComputerHouse Controller card fitted!

RICHARD GORE

7177. Multiple Use Labor Element (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 13:53:21 UTC
From: glreno@afterlife.ncsc.mil
Message-ID: <1994Dec8.135321.6950@afterlife.ncsc.mil>
Source record: 96408
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <jdd.786244060@cdf.toronto.edu>,
John DiMarco <jdd@cdf.toronto.edu> wrote:
>kisrael@emerald.tufts.edu (Kirk Is.) writes:
>>
>>Any flame-free feedback? Which made the better game machine, and
>>what were your favorite games? (Archon! Archon! Archon!)
>
>I vote for MULE. Played it first on a friend's 64, then on my 8bit Atari.
>Loved it.
>

I did that in the reverse order, myself. Trivia question:

Who else noticed that MULE for the C64 used Atari's built-in
type font?

How do you play MULE with more than one player on a C64? (or for
that matter an Atari XL or XE?)

Has anyone ported MULE to the PC yet?

I'm gonna have to drag my Atari out of the closet. I haven't
played MULE or Alley Cat in ages...

Jerry Reno glreno@afterlife.ncsc.mil
Memory is a mirror--but even the clearest mirror reverses right to left.
Gnomics, 418
-Diane Duane, _The Door into Fire_, ch. 7

7178. Re: MIO and RS232 Flow Control

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 14:38:46 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Z260OS+.jeking7@delphi.com>
Source record: 96407

Inconceiveable that somebody would write a program without merit??

Where have you been, Glenn?

I dont mean to be rude, but it's a well known fact that the MIO does
not have the hardware to support flow control. Software will not
change that fact.

If anything, maybe this new Rs232.com handler adjusted the CIO table
or something to provide better handling at the CPU level.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7179. 80 col. term with capture

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 15:28:54 UTC
From: wl-sepultura-mcm@society.com
Message-ID: <9412080937.D5229xS@society.com>
Source record: 96405

hello..I'm looking for an 80 column terminal with a capture buffer.
I'Ve tried Omnicom and the capture buffer on that is just too screwey,
and it locks up my xe. Anyone have any they know of? I hear that there
might be a *NEW* version of Flickerterm out with capture, as well as
Ice-T...

please reply...

thanks!

Sent via WorldLink on 12/08/94 at 09:35:26.
From: Multi-Comm
Las Vegas, NV
52 Lines of Entertainment

7180. Re: some dumb questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 16:20:56 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <3c7bp8$bpf@svna0001.clipper.ssb.com>
Source record: 96412

bjcorr@delphi.com (ben corr) wrote:
> I have often wondered WHY a second cartridge port? I love my 800 and am
> loath to part with it, though the PBI of the XL series is tempting, and I
> have often woudered if more could not be done with the second cart port.
> Right now I use it for my R-Time8, does anyone know what carts were made for
> the second port? I recall Monkey Wrench, a cart for use with Basic that
> added some features, but that is all. It seems a neglected resource. Could
> it be used for I/O like a MUX?
> bjcorr

Strange, but I remember opening up my 800 'bout 12 years ago or so. There
is this sizeable edge connector on the back of the motherboard (under
where the RAM cards sit) that was half hacked off to get it to fit in
the case. I have heard of two purposes for it. One was that it was
a test connector, the other is that it was a high spped disk i/o
port that Atari decided that noone needed or would use. Anyone
know anything?!

--
Regards,
James Finnegan
Contributing Editor
Microsoft Systems Journal

7181. Re: Another mail-to-newsgroup?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 16:27:31 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3c7c5j$4hmb@blue.weeg.uiowa.edu>
Source record: 96409

d.paterson2@genie.geis.com writes:

>I'm becoming increasingly disenchanted with using cs.utexas.edu to forward
>my posts, as they sometimes take three or four days to reach c.s.a.8.
>(This, for example, is being sent at 2 AM on December 7th). Does anyone know
>of any other, better gateways for me to post via?

Excerpting from the FAQ:

Subject: 3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own
ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit',
address the message to
comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded.
Therefore, please do not use these gateways or any other similar
gateways if you can post to Usenet directly.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

7182. Re: ADOS project - coders wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 16:55:17 UTC
From: IGV012@DJUKFA11.BITNET
Message-ID: <94342.165517IGV012@DJUKFA11.BITNET>
Source record: 96410

Hi,

I can certanly help you with some code, I have written years ago for my
800XL. It is a modification of the standard ATARI-OS. I have rewritten
parts of it and and included some new features. Tis modified OS is
still compatible to the original one.

The features are : build in DOS (single and double density)
build in DOS-shell
ramdisk driver for 256kB expansion memory
modified SIO-routines to support HAPPY's ULTRA-speed
superfast boot (1 bootsector with ULTRA-speed and
you are in the DOS-shell)
the cassett-driver has been removed (no C:)
all is contained in a 16kB EPROM

Since I no longer work on my good old 800XL, I can only help with the
printed source code or an EPROM containing the code.

Please contact me for further information,

Wulf Wulfhekel

7183. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 17:24:53 UTC
From: S Mike Statton <scotts@rahul.net>
Message-ID: <3c7fh5$h1h@hustle.rahul.net>
Source record: 96411
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3c5lsc$bab@sundog.tiac.net>,
>
>The guy who wrote the Basic cart was also responsible for writing Palo
>Alto Tiny Basic. He sounded like a real guru, and also wrote, I think,
>an extended Basic for use with a couple of the RAM upgrade boards that
>plugged into the back S-100 style expansion bus. Unfortunately the
>original Basic couldn't autorecognize expansion memory.

Li Chen Wang - lived(s?) over on Tennyson. I have a pile of source code that has his name on the top for a 4K integer BASIC (for Z80 of course). A friend swears that he wrote the Level-I BASIC used by the original TRS-80. However, that basic had 4-byte floats. Does this jive with other memories?

Other features of Level-I basic: you had >TWO< string variables - A$ and B$, and you could assign to them and print them. That's it -- no string comparisons. And they were limited to 16 chars each.

Scott

--
Scott Statton - N1GAK - Mountain View, CA - scotts@rahul.net

GE/CS d-- H+(++) s+:++ g+ p1 au--(----) a28 w+ v++(-) C++++ US++++$ P+
L- 3- E++ N++ K W--- M+ V -po+ Y+ t+ 5 j+ R- G' tv b++ !D B(-) e

7184. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 17:43:27 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c7gjv$t4i@nermal.cs.uoguelph.ca>
Source record: 96436
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

: Bally released the Personal Arcade in 1977. It was re-released as the
: Astrocade (was it still Bally?) in 1982, maybe earlier. Same machine.

You sure about this? I thought the Astrocade was a more powerful,
second generation machine (ala Colecovision).

>> Mark <<

7185. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 18:35:13 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3c7jl1$n93@charm.magnus.acs.ohio-state.edu>
Source record: 96413

In article <129010@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>Joe, it just ain't so. There was a poll taken of computer users just a
>few years back & the results went something like 80% of the people
>just used their computer for a single task i.e. word processing.

They have to print sometime, and when they do, they don't want to sit
around waiting for the printer to finish before going back to
something useful. I bet most people don't even notice their Windows
printer spooler until they have to go without it.
The idea is to put the non-interactive jobs in the background so you
don't have to think about them -- then as far as the user is concerned
they're only doing a single task, while the computer may be doing 3
things at once.
--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7186. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 18:52:36 UTC
From: taylord@cs.man.ac.uk
Message-ID: <3c7klk$sv@m1.cs.man.ac.uk>
Source record: 96417
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Atari have been consistantly beated my other companys because their marketing is useless after all, have you seen any Falcon adverts lately, or Jaguar adverts for that matter.

While Sega, Nintendo and commodore often advertise on the TV do Atari,... No.

Dave :)

--

7187. Re: MIO and RS232 Flow Control

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 18:55:06 UTC
From: krishna@max.tiac.net
Message-ID: <3c7kqa$erq@sundog.tiac.net>
Source record: 96415

James King (jeking7@delphi.com) wrote:
: Inconceiveable that somebody would write a program without merit??
:
: Where have you been, Glenn?
:
: I dont mean to be rude, but it's a well known fact that the MIO does
: not have the hardware to support flow control. Software will not
: change that fact.
:
: If anything, maybe this new Rs232.com handler adjusted the CIO table
: or something to provide better handling at the CPU level.

Well, I'll wash my hands of the whole thing. Let the MIO users determine what it does or doesn't do on their own. I can only report what's been going on on PRO! net. I can't prove it one way or another.

7188. FOR SALE (way cheap!) or TRADE: 800XL and stuff!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 18:57:21 UTC
From: mute@world.std.com
Message-ID: <D0I9zL.HIo@world.std.com>
Source record: 96423
Cross-posted to: comp.sys.atari.8bit,ne.forsale,misc.forsale.computers.other

I have the following Atari 800XL stuff for sale or trade:

1 working 800XL
1 dead 800XL (sticky keyboard, bad motherboard. I had two dead that
became one working system.)
1 floppy drive
1 tape drive
1 printer
(all original Atari hardware. I can get more information if desired.
As far as I know, it all works-- the disk drive and tape drive do,
but I didn't have any paper for the printer...)
A stack of disks, tapes, and carts-- mostly games
A stack of magazines (Antic, Compute!, and others)
Other random bits of stuff-- TV adaptor, etc.

I will accept pretty much any offer for this stuff, since it's just taking
up space right now. I'd prefer not to ship it, but I can if you want, or
you can pick it up if you're local to Worcester, MA.

I will accept as trades Amiga (2000) stuff, old Mac stuff (I have a Plus),
1x8 SIMMs, DRAM chips (48 of them give me a 9-meg Amiga :), SCSI hard
drives of pretty much any size (even tiny!), or whatever. Ask!

Make me an offer! Anything, even ridiculously low!
Email me at mute@world.std.com!

Josh
--
Sweet ghost of light, I've lived too long
I die for you inside this song Robyn Hitchcock
Josh Brandt - mute@world.std.com

7189. Re: XEGS, Gorf and CardStax

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 18:57:24 UTC
From: krishna@max.tiac.net
Message-ID: <3c7kuk$erq@sundog.tiac.net>
Source record: 96416

d.paterson2@genie.geis.com wrote:
: The XEGS (and indeed anything except a 400 or 800) will not run Gorf. There
: are a number of game carts that don't run on the newer machines; the list
: includes Demon Attack, Protector II, Attack at EP CYG 5 and Crossfire.

Did you try Translator OS?

7190. Update on my projects...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 19:01:44 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3c7l6o$nh4@charm.magnus.acs.ohio-state.edu>
Source record: 96414

Today I had my last final of the quarter, so maybe now I can finally
get a few things finished.

I should have a lot more of the reference card done by the end of the
month. Error codes are my first priority. BTW, Ivo van Poorten has
put what's done so far into hypertext format on his Atari 8-bit Web
Page (whose URL I don't remember), and it looks really good.

I managed to get a clean printout of an OLD (1984) article I found
about connecting Atari joysticks to PC game ports, and I scanned that
and extracted the text and graphics. I should be able to come up with
an ARC or ZIP soon that will include the original Epson-format file
(which didn't print right on my Star NX-10, but came out great on my
new Bubblejet), a plain text file, and a couple of graphics files
(probably encapsulated Postscript, possibly GIF, maybe both).

Finally, today I scanned the article on connecting a 1200xl keyboard
to other Atari 8-bits. I haven't been able to do much with the TIFFs
yet (*&$#@! Windows programs keep crashing even on a 16 meg dx2-66,
and there aren't any open Macs in this lab), but I plan on extracting
the text and cleaning up the graphics and tables a bit.

Again, I hope to have most of this stuff done by the end of the month.
In the meantime, I MAY put some preliminary files (TIFFs etc) on my
WWW page <http://www.cis.ohio-state.edu/~funk/> but that account is
scheduled to be temporarily deleted next week. I don't know when
they'll actually get around to deleting it, but I should have
everything back up around the first or second week of January.
--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7191. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 19:34:38 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <3c7n4e$dur@svna0001.clipper.ssb.com>
Source record: 96419
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

taylord@cs.man.ac.uk (David Taylor) wrote:

> While Sega, Nintendo and commodore often advertise on the TV do Atari,... No.

^^^^^^^^^

Geez, those Commodore ads must be wild, considering that they are
out of business! However, I agree that Atari's ads, developer support,
etc. is pitiful.

--Regards

7192. Re: Wow!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 19:41:57 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129091@cup.portal.com>
Source record: 96418

Sounds like an XE Game System. This is similar in RAM & OS to an
800XL but with a few details like the Parallel Buss deleted and
a built in game <Missle Command?> added. GORF only works on an
800/400 or an XL/XE/GS with a modified Operating System. From what
I understand, there were also a number of upgrades for the machines
so you could do memory expansion etcetera, but I've never owned one
myself.
Rick

7193. 256K 800XL For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 19:50:16 UTC
From: robg@picasso.ICSI.Net
Message-ID: <3c7o1o$lve@monet.ICSI.Net>
Source record: 96420

I have an 800XL with 256K for sale. The upgrade is a Newell model.
Works pefectly, includes power supply.

Asking $45 plus shipping...

Rob

7194. Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 19:59:28 UTC
From: Carol Low <carollow@rahul.net>
Message-ID: <3c7oj0$t64@hustle.rahul.net>
Source record: 96421

Anybody interested in my collection of Antic magazines dating from 1982
(the first issue) to 1986?

Carol
carollow@rahul.net
--
Carol Low <carollow@rahul.net>

7195. Re: Adaptec ACB5500

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 20:02:00 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129092@cup.portal.com>
Source record: 96422

I think you may have me confused with somebody who is trying to make
money. The things came in TI cases with 2 full height 120 meg mfm
drives. My son has already taken the drives out of one case so it's
just sitting there with the controller/case/150 Watt power supply.
If you want to play with it, how about $20 for the works including
shipping? I don't know the status of the 5500 as I don't have a
scuzzy, but I assume it works & I'll garrentee the power supply
works & the case is a case<sic>. I forgot to check your address,
you are in the US right? I'd hate to have to pay for shipping
outside the US for $20.
Rick[A

7196. Re: 80 col. term with capture

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 20:22:24 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D0IDxC.93E@freenet.carleton.ca>
Source record: 96425

In a previous posting, (wl-sepultura-mcm@society.com) writes:

> hello..I'm looking for an 80 column terminal with a capture buffer.
> I'Ve tried Omnicom and the capture buffer on that is just too screwey,
> and it locks up my xe. Anyone have any they know of? I hear that there
> might be a *NEW* version of Flickerterm out with capture, as well as
> Ice-T...

Looks like you're in luck. Just last night, I found a program by Curtis Laser that'S called VT850. It emulates VT100 in simple text(ie. no page flipping, etc.). And it is XEP80 compatible. The unfortunate problems with it are...

i)It can't be used for IRC
ii)Supposedly no backspacing(strange...)
iii)XEP80's screen is too long and too wide, making it rather useless unless you're just using it to capture stuff.
iv)Help file isn't very helpful. It only tells you how to set up the program to work with an R: or T: handler. No actual commands are given. I found out that START+3 will give you a set up menu.

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

7197. Re: XEGS, Gorf and CardStax

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 20:28:40 UTC
From: arromdee@jyusenkyou.cs.jhu.edu
Message-ID: <3c7q9o$ml1@jyusenkyou.cs.jhu.edu>
Source record: 96424
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In article <199412081039.AA083653177@relay2.geis.com>,
<d.paterson2@genie.geis.com> wrote:
>The XEGS (and indeed anything except a 400 or 800) will not run Gorf. There
>are a number of game carts that don't run on the newer machines; the list
>includes Demon Attack, Protector II, Attack at EP CYG 5 and Crossfire.

Gorf pretty much sucks anyway. Your ship and most enemies are single colors.
(Gorf uses few colors anyway; plain 160x192 graphics would provide all the
needed colors, and be much more accurate.) The Galaxian stage is absent.
(Does _any_ Gorf port have a Galaxian stage?) And to make matters worse, many
enemies move in "curved" paths that are really diagonal lines followed by
vertical lines, mak- ing it impossible to dodge them when they fall since
since you can't predict how the path is going to continue. Finally, when you
die, it's sometimes possible to rematerialize right on top of an enemy and im-
mediately die again.
--
Ken Arromdee (email: arromdee@jyusenkyou.cs.jhu.edu)

"No boom today. Boom tomorrow, there's always a boom tomorrow." --Ivanova

7198. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 21:34:20 UTC
From: firefoot@netaxs.com
Message-ID: <3c7u4s$oft@netaxs.com>
Source record: 96426
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : Andrew, the Maria chip accounts for a NUMBER of differences:

: : - The 7800 has higher resolution and more graphics modes
: [SNIP]

: Not only that, the GFX chip runs out of special high speed video
: RAM (7.xx mhz I believe) which is how it can move enough pixels to get
: performance up to Sega Genesis levels.

: Aside from the TurboGraphics 16 maybe (which uses a 16-bit GFX chip but
: an 8-bit CPU--classify as you will), the 7800 was the most powerful 8-bit
: game console as far as graphics is concerned. Not much question about that.

What sort of gfx capabilites does it have, specifically? Resolutions,
colors, sprites/MOBs/Player-missle-gfx, etc.? How does the C=65 (not
C=64) compare?

--
Firefoot/Style
firefoot@netaxs.com
215/579-0336
"Where's my Tractor?"

7199. Buying Atari hardware from France?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 22:02:17 UTC
From: zarkdav@eddy.frmug.fr.net
Message-ID: <3c7vp9$3b2@eddy.frmug.fr.net>
Source record: 96451

Hi there!

I was an Atari enthousiast back in 1983-84 and I miss my 800XL with all the great games I had back then. I'm willing to buy one but the problem is that I can't find any in France (they weren't very popular in this country, except that Club Med were using them for computer initiation in some of there villages).

Would any Atari reseller be interested in oversea shipping?

As a side note, my fav games were the Pitfall serie, The Last Starfighter, Alley Cat and Rescue on Fractalus.

--
Amicalement, "Benj" Email: zarkdav@eddy.frmug.fr.net
+ Monthy Python and the Holy Grail + I don't want to talk to you no more, you empty headed animal food trough water! I fart in your general direction! Your mother was a hamster and your father smelt of elderberries!

7200. Re: Superdos

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 22:16:37 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <ef6_9412090327@softtech.brisnet.org.au>
Source record: 96427

>High speed code for the Indus would be great. Thus far, the only thing I
>have been able to find is DOS XL, which uses the Indus "Synchromesh" spe
>gooser. Dos XL is good, but I don't like the idea of constantly having t
>have the master diskette around to pick up overlays.

alSpartaDOS X also supports high-speed on the Indus GT.

alWasn't there a high-speed add-in module for DOS XL or something? I used
alDOS XL way back when, but I never saw the drive use the Synchromesh until
albought SDX.

Synchromesh Came with a special version of dosXL. Synchromesh downloaded a
programme to the indus to run at high speed. Indus does have high speed code
built into the rom but it is buggy and does not work. When SDX came out, Icd
added high speed ,code for the XF551. The high speed for the Indus is so
simillar that icd whould have added it also (I think). The only difference
between Indus and XF551 high speed is the baud rate for the data block. The
xf uses 39000 baud (approx) and the INDUS uses 69000 baud (approx) the
USD/happy etc uses 54000 baud (approx). As you can see The indus high speed
is faster.

Because The xf551 and Indus high speeds ARE so simillar, It is easy to add
indus High speed to SuperDOS.....

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

7201. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 22:17:17 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <eef_9412090327@softtech.brisnet.org.au>
Source record: 96428

>: Well, the GTIA came earlier than the 1200, but you're so right about
>: the keyboard -- too bad Atari didn't stick with it.

> Are you sure about the GTIA? I thought it came first in the
>1200XL and then was added to the 400/800 models.

BlAtari started putting GTIA's in the 800/400 as early as '81. Mine had one

From what i have heard, PAL 800's never had a CTIA. GTIA was placed in PAL
machines to test it out then it went to NTSC.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

7202. Re: 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 22:24:50 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <eed_9412090327@softtech.brisnet.org.au>
Source record: 96429

>>The 6502C was the version of the 6502 that the Atari used, which had
>>some extra logic circuits on board. To use a standard 6502 or 65C02
>>in any Atari except early 400/800s, you need to add this extra
>>circuitry.

>Anyone know what exactly this extra circuitry is?

ilThe 6502c has a HALT line, the R6502 and the R65C02 have not.

>Is the 6502C
>pin-compatible with the 6502?

ilIf I'm correct, the Sally CPU used in the XL/XE-line is the 6502c which i
ilnot pin-compatible with the R6502 or the R65C02.

The cpu used in PAL 800's xl/xe is an atari special 6502. It is the same
as a 6502 except for the halt line. That is why the standard off the shelf
6502 will not work. You must get the atari special one (part num CO14806)
for replacement. Early NTSC 800's used the standard 6502 with some extra
circuitry to disable the cpu while ANTIC required the data/address buses.
These can have the 65C02 installed. Latter 800's cannot. I found out the
hard way. As my system is PAL, I wanted to install a 65C02 in my 800. Pulled
out the processor board, found is was the atari special 6502. So i ordered a
NTSC processor board from best electronics Bassed on the sound theory that
it had a normal 6502 with the extra support circuitry. How wrong i was. The
only difference was the NTSC board had the NTSC ANTIC and GTIA and unused
space for GTIA color crystall. ARRRRRRRRRRRRGH.................

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

7203. Re: star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 22:25:43 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <ef1_9412090327@softtech.brisnet.org.au>
Source record: 96430

>: Could anyone tell me what the difference between the original Star
>: Raiders cartridge and the one that Atari put out when it tried to mark
>: the XE as a game machine is? I think it may have been called Star
>: Raiders II.

>2 different games entirely. To cut it short, if all you have is SR II,
>get SR I and I think you'll like it 10 times better despite the fact tha
>the gfx aren't as colorful. If all you have is SR I, you aren't really
>missing that much as far as gameplay is concerned.

jlI think it's an okay game on it's own, worth a few bucks. More
jlarcadish, not much strategy. Filling your energy stores while
jlskimming the sun is pretty neat (especially if you wait too long).

jlI bought a boxed Star Raiders cart last month to finally get a
jlmanual... More to this game than I thought. Shows the equations
jlused to determine your ranking. (did you know blowing up a starbase
jlis USEFUL sometimes?)

jlHow come SR has never been duplicated on other platforms? Has
jlanyone tried?

SR II is just a rehack of the unreleased game called 'the last star
fighter'. Ihave both games.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

7204. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 22:26:28 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <ef3_9412090327@softtech.brisnet.org.au>
Source record: 96431

klOther big carts were stuff like LodeRunner where all the levels normally
klon disk were on cart, and Flight Simulator II which had all the scnery
klfiles on cart.

klAce of Aces used to require disk access to change perspective on its
klviews. This created annoying lag (not unlike the CD lag in 3dO crash and
klburn by the way ;)) but with the cart, this was ROM resident which makes
klthe game more playable!

klThe lowering prices of memory at this point facilitated this.

klIn fact I'd wager that MOST XEGS games were 64-128K using various
klschemes. I believe Crossbow and Crimebusters are big carts too.

Some cart sizes.

AIR BALL 64K
Flight simulator 128K
DEflector 64k
Ballblazer 32k
Rescue on fractulas 32k
Most others are 64k or less.

klThe same trend was happening in the 2600 and 7800 arenas. However, in
klthe case of the 2600 we are talking about 4K bank increments I believe as
klopposed to 16K on the 8-bit.

The XE Supercarts bank the lower 8k ie $8000,$9FFF. The upper 8k is the
controlling bank that does all the switching for the lower bank. The max
size of rom it can handle is 2 meg if you could get 2 meg rom chips (G)

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

7205. NEW! Computer History Book

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 23:00:27 UTC
From: hcsociety@aol.com
Message-ID: <3c836b$jl5@newsbf01.news.aol.com>
Source record: 96432

"Historically Brewed: Our First Year" is a 100+ page trade paperback containing dozens of articles from "Historically Brewed", the magazine of computer history. These first editions are hot off the press and only $14.95 + $2.90 S/H (priority mail).
"HB" is published by the Historical Computer Society, an interesting and unique group with many fascinating stories to tell. Basically, to join HCS is to subscribe to the magazine. It is a small printed magazine (24 pgs), but filled with stories of the people and machines which changed our world. Issue #7 contains: "DEC's pdp-8, the first line of small computers", "For The Collector", "Calculating Machines", classic computer cartoons, lots o' letters, classifieds and more. It is sold in both of the computer museums here in the U.S. Subscriptions are $18 a year for six bimonthly issues or try an issue for only $2 (sorry, we are still too small to afford sending free samples). We do have over 200 members though, with some overseas. To purchase our book or to subscribe: HCS - 2962 Park Street #1 - Jacksonville, FL 32205. Please help us spread the word! Hope to hear from you! Best, David Greelish, HCS

7206. Re: Booting Off Percoms

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 23:34:37 UTC
From: classics@en.com
Message-ID: <btuvkegEjU-2073yn@en.com>
Source record: 96434

In article <2EE3275F@POST0.LAAFB.AF.MIL>,
REASERRL@POST2.LAAFB.AF.MIL (Reaser, Richard L., LtCol) wrote:
> I've been booting up disks with the timing hole covered with my Percom for
> 12 years now. (It was the only drive I had for 8 years.) The timing hole
> is used on a Percom when you format the disk (not read it). The formatting
> routine is built into the drive directly as a part of the ROM in the drive.
> No DOS can get around the Percom drive ROM. To format the back side of a
> disk on a Percom, you either must format it on another drive or punch
> another set of timing holes in the jacket. Booting off the back side of
> disk doesn't require the extra timing hole. (Unless there is some ancient
> version of the Percom ROM, I'm not familiar with.)

Install a DS drive mech, all percom controlers are capable of DS operation.

Steve
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@en.com @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

7207. RE: XEGS, Gorf and CardStax

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 23:41:44 UTC
From: noel@umbc2.umbc.edu
Message-ID: <8DEC94.23414458@umbc2.umbc.edu>
Source record: 96435
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

In a previous article, arromdee@jyusenkyou.cs.jhu.edu (Ken Arromdee) wrote:
>In article <199412081039.AA083653177@relay2.geis.com>,
> <d.paterson2@genie.geis.com> wrote:
>
>Gorf pretty much sucks anyway. Your ship and most enemies are single colors.
>(Gorf uses few colors anyway; plain 160x192 graphics would provide all the
>needed colors, and be much more accurate.) The Galaxian stage is absent.
>(Does _any_ Gorf port have a Galaxian stage?)

Not in the 2600, 5200, Colecovision, or C-64 version.

My best guess is at some point Atari bought the right to the game
"Galaxian" which would have precluded Gorf from using that stage.

Can anyone confirm this?

____
* Noel J. Tominack (noel@umbc2.umbc.edu) |
* University of Maryland Baltimore County |
* All opinions are mine mine mine! |
* _____________________________________|

7208. 32k Cartridges (and more!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-08 23:54:32 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412082354.AA105710865@relay2.geis.com>
Source record: 96433

The Atari cartridge port has lines which enable carts to be bank-selecting. Most of the OSS languages were 16k carts that occupied 8k of address space. SDX is 64k I believe, and Diamond GOS is 64k as well.

Dataque carries cartridge boards that will take a four megabit PROM - that's 512k - and map it into an 8k address space. The high 4k bank is always in memory, while the other 4k bank is soft-selectable.

Dave

7209. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 01:09:30 UTC
From: krishna@max.tiac.net
Message-ID: <3c8aoa$slb@sundog.tiac.net>
Source record: 96437
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

: : Bally released the Personal Arcade in 1977. It was re-released as the
: : Astrocade (was it still Bally?) in 1982, maybe earlier. Same machine.

: You sure about this? I thought the Astrocade was a more powerful,
: second generation machine (ala Colecovision).

It's a 1st generation machine. It's just that they didn't cut as
many corners in the archetecture that they did with the Atari 2600 and
Oddyssey and stuff, so it appears more advanced. And it carried a higher
pricetag. I guess you could call it the NEOGEO of its day, with a similar
fate.

7210. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 01:11:52 UTC
From: krishna@max.tiac.net
Message-ID: <3c8aso$slb@sundog.tiac.net>
Source record: 96438
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Ivan (firefoot@netaxs.com) wrote:

: What sort of gfx capabilites does it have, specifically? Resolutions,
: colors, sprites/MOBs/Player-missle-gfx, etc.? How does the C=65 (not
: C=64) compare?

This is best asked in rec.games.video.classic. The 7800 is a very
popular topic of discussion there.

7211. Re: XEGS, Gorf and CardStax

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 01:14:54 UTC
From: krishna@max.tiac.net
Message-ID: <3c8b2e$slb@sundog.tiac.net>
Source record: 96439
Cross-posted to: comp.sys.atari.8bit,rec.games.video.classic

I've got a diskfile of Gorf which works on the XL/XE's. I love the game myself. A matter of taste I suppose.

It is a pretty early game for the machines, from the 400/800 era, and one of the best of that era. Gr.15 would have been a waste of memory considering the fact they weren't doing much in the way of banked ROMs back then.

7212. Re: 80 col. term with capture

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 01:17:39 UTC
From: krishna@max.tiac.net
Message-ID: <3c8b7j$slb@sundog.tiac.net>
Source record: 96440

VT850 is garbage.

IT maxes out at 1200 baud :(

I didn't find any capture facilities either.

It also doesn't believe the XEP-80 has an ASCII font togglable, and uses
ATASCII as ASCII with obvious results with the ~ and ` and {} characters.

7213. Stock 800xl and 1050 drive for sale or trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 02:29:25 UTC
From: harlock@pnw.net
Message-ID: <harlock.11.00ED5CA4@pnw.net>
Source record: 96371

I have an Atari 800xl and 1050 drive that I know work that I would like to either sale for best offer by Dec. 16th, or I'll trade it if someone out there has some old (I know, this is gonna sound crazy:)) Transformers toys in good shape that they want to get rid of. If you want to trade, they have to from the original line, not the re-issues that have been on the shelves since 1993.

The 800XL is in good shape, excect that it needs a new RF cable. Includes power supply. The 1050 drive has been refurbished, but works fine. Includes powers supply and I/O cable. I would prefer to get rid of it as a set, but will part the two if necessary.

Thanks!

Eric Harding
harlock@pnw.net

7214. Re: Bits of Atari 400 for Sale or Free

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 02:55:48 UTC
From: rickyw@delphi.com
Message-ID: <xA4U2w0.rickyw@delphi.com>
Source record: 96441

Scott Kelley <sakelley@jeeves.ucsd.edu> writes:

>you can use, please make me an offer. I'll give it away if that's the
>best offer I get.

If nobody wants the stuff, I'll take it. I just got my first atari computer,
but it didn't come with anything but 2 game cartridges and joysticks. I could
really use the stuff. E-mail me back at rickyw@delphi.com
Thank you,

Ricky

7215. Re: PC Xformer and boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 03:35:37 UTC
From: pmmills@aol.com
Message-ID: <3c8ja9$nk7@newsbf01.news.aol.com>
Source record: 96442

In article <D0G6xq.5t9@aston.ac.uk>, pitchfsj@aston.ac.uk (SJ PITCHFORD)
writes:

>>> Is there anyone out there who runs boulderdash through PC Xformer?
>>> Also is there a way to transfer 8-bit software on a 5 1/4 disk
>> to a PC, as my atari DD is busted.
>>
>>Boulderdash works fine for me on PC Xformer.
>>
>>What kind of drive did you have? If it was a 1050, I think there are
>>programs that will read the disks on a pc drive. If it was an 810 you
are
>>out of luck. Perhaps you can find a used one cheap.
>>

>It was/is a 1050, do you know where I can get this program?? What version
of
>PC Xformer are you using? Also does anyone know if there is an Xformer
FAQ or
>compatability list?

There are a lot of Atari related programs on "archive.umich.edu". There
are also a lot of files on Compuserve's Atari forums. You should be able
to find the programs you need there.

I tried Boulderdash first on PC Xformer 2.5, and it worked fine. You have
to use the keys in place of a joystick because ver. 2.5 only supports
joystick emulation using the keyboard. I have since purchased ver. 3.0
and the joystick works with the game. Version 3.0 claims to have sound
support but I have not yet found a game that it works well with, so don't
count on sound.

I don't know if there is a FAQ or compatability list, but if there is it
is probably at the "archive.umich.edu" site.

Paul Mills

7216. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 03:44:51 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3c8jrj$k5f@nermal.cs.uoguelph.ca>
Source record: 96447
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

: Atari have been consistantly beated my other companys because their marketing is useless
: after all, have you seen any Falcon adverts lately, or Jaguar adverts for that matter.

: While Sega, Nintendo and commodore often advertise on the TV do Atari,... No.

Yep. Look around. People are reporting seeing lots of Atari
commercials. There have been several so far:

- Teacher spot
- Elevator spot
- Cheetah spot
- Tempest 2000 spot
- AvP spot
- Doom Spot

> Mark <

7217. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 05:02:03 UTC
From: jharris@cup.portal.com
Message-ID: <129120@cup.portal.com>
Source record: 96444

Rick,

To be honest, I used to say the same kinds of things you are saying now.

That was before I started using the Amiga.

Now, there is no way I would ever be without multitasking. The uses are so varied, and many of them so subtle, it's not easy to list them all. Suffice it to say that I rarely have less than 3-4 programs running on my amiga at any one time.

I don't know whether you have ever had a very nice multitasking machine for an extended period of time. Many of the habits I have now didn't develop until a year or more after I started with the Amiga. And I'm still learning new things. I can make a few generalizations here.

First, you _never_ have to stop what you are doing to do something else. Multitasking is like freedom. The machine will always be available for use, no matter what else is going on. It's a flexibility and an increase in productivity that you just won't be aware of until you're used to it.

Data sharing between programs in real-time. Many combinations of programs work extremely well together. And they can't share data efficiently if they aren't running at the same time.

Let's say a program needs to edit some text. Instead of every such program needing to provide text editing capabilities, they can just pass the task off to another editor program. This makes less work for the programmers, makes things more efficient, and the user gets to use _his_ choice for what text editor to use, and the same editor for most tasks.

I run a program that monitors a real-time stock data feed. Were I to not have multitasking, I would lose the use of my computer for the whole business day! Actually, this is a Macintosh program that runs on an emulator. So I'm actually running a Mac in the background of my Amiga most of the time. (I can share data between Mac/Amiga programs too.)

A friend of mine was installing a new program he just bought. It was copying and decompressing files from floppies. Instead of having to wait for this, I loaded a program I had brought to show him, which was a 3D radio controlled plane/helicopter program. (A cool product btw with a real Futaba box interface.) On the Amiga, disk I/O takes almost zero CPU time, and we were able to play the game with very little degradation. This was on an Amiga 500, with 2 meg of ram, (would have still worked in one meg), a 7 MHz 68000 CPU, and no hard drive. There isn't any other OS in existance that will effectively multitask on resources like that.

John Harris - jharris@cup.portal.com

7218. Re: some dumb questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 05:11:23 UTC
From: jlodoen@shell.portal.com
Message-ID: <3c8otr$6su@news1.shell>
Source record: 96445

James Finnegan <finneganj@delphi.com> writes:
>Strange, but I remember opening up my 800 'bout 12 years ago or so. There
>is this sizeable edge connector on the back of the motherboard (under
>where the RAM cards sit) that was half hacked off to get it to fit in
>the case. I have heard of two purposes for it. One was that it was
>a test connector, the other is that it was a high spped disk i/o
>port that Atari decided that noone needed or would use. Anyone
>know anything?!

I've heard it's called a "pig-tail" and was used for testing. I've
also heard it is only on early 800s. BTW, when did they change from
brown to beige cases?

As to alternate interfaces, they had some ideas.. Here are some
statements from Doug Neubauer, from an interview with Lee H. Pappas
in ANALOG:

LP: Can you give us a quick history of how the POKEY chip first came
to be?

DN: The Atari 800's architecture evolved as an upgrade of the 2600.
Conceived primarily by Steve Mayer, Joe Decuir and Jay Miner
before I arrived at Atari, the original plan for the POKEY chip
called for keyboard interface, audio and paddle controllers.

After I did an initial estimate of the size of the chip, we found
that it would be possible to add a serial port for communication
with a tape cassette recorder. Also, I added some enhancements to
the audio, which was originally planned to have the same audio as
is on the 2600.

LP: Were there any features you would have liked to include in the
POKEY chip that were never implemented? If so, what were they, and
why didn't they get in?

DN: The main problem, I think, with the Atari 800 is that all I/O is
serial. Originally, the POKEY's serial port was intended to talk
only to the cassette recorder. Communication to floppies and
printers was to be through a parallel port and extension box.
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
Unfortunately, the parallel port was abandoned (there was a fear
of RFI and the difficulty of getting FCC approval) and all I/O was
fed through the serial port.

This is why it takes so long to load a program from floppy disks;
it's all running through a 48K-baud serial port. With hindsight, we
should have at least added a couple more serial ports and broken up

some of the I/O functions.

Could that be related to the 'edge connector'?

jlodoen@shell.portal.com

7219. Atari 400/Cardstax/Extra RAM

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 06:24:36 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412090624.AA260264273@relay2.geis.com>
Source record: 96446

A few thoughts from here and there:

To upgrade an Atari 400 to 48k, contact BEST Electroncs - they've got memory boards for about $30 I believe. Address:

Best Electronics
2021 The Alameda Suite 290
San Jose CA 95126-1127
(408) 243-6950
Fax (408) 243-8274

CardStax: I'll be sending it up to UMich this week.

Extra RAM handlers for Diamond: The linear mapping isn't really all that good; all the software really does is provide a standardized interface for using any RAM expansion. All Diamond MOVE routines take a 4-byte address; there are specific routines for swapping memory as well.

Dave

Oh, if a man tried to take his time on Earth
And prove before he died what one man's life could be worth
Well I wonder what would happen to this world.
- Harry Chapin

7220. Re: Atari 800XL power supply specs?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 07:19:53 UTC
From: ral@ral.slip.iglou.com
Message-ID: <ral.13.00075514@ral.slip.iglou.com>
Source record: 96374

In article <1994Dec7.140216.34814@cc.usu.edu> miles@cc.usu.edu (Miles Johnson) writes:
>From: miles@cc.usu.edu (Miles Johnson)
>Subject: Atari 800XL power supply specs?
>Date: 7 Dec 94 14:02:16 MDT

> Recently I picked up an Atari 800XL. I figured to use all my old
>Atari 800 games and disks with it. However, when I got the 800XL home I
>noticed that it had a different power connecter from the 800. Of course,
>the 800XL didn't have a power supply. I have tons of power supplies
>lying around. If I knew the pinout of the Atari 800XL power connector
>I am sure I could rig something up. Does anybody know the specs of
>the 800XL power connecter?

>=-=-=-=-= Internet: miles@cc.usu.edu =-=-= Bitnet: miles@usu =-=-=-=-=
> Spell check a flame? Shirley Hugh Chest!

The power supply for the XL/XE line is a 5v DC supply. The connector is a 7
pin DIN connector with pins 1-4-6 at +5v and pins 3-5-7 at GND. I used a 5
pin DIN connector and a linear 5v power supply to make my own when the
original bricks went up in smoke. The pin are all ganged, so you really only
need to connect one of the lines.

Going clockwise looking at the connector on the power supply starting at lower
left the pins are: 2
5 4
3 1
7 6

The 5 pin DIN will only have the top 5 pins, ignore #s 6 & 7.

Hope this helps.

Rich Link
ral@iglou.com

7221. Re: MIO and RS232 Flow Control

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 07:34:21 UTC
From: ral@ral.slip.iglou.com
Message-ID: <ral.14.000792D7@ral.slip.iglou.com>
Source record: 96375

In article <3c0jtm$qif@news.umbc.edu> tdrake1@umbc.edu (drake thomas (phd posi)) writes:
>From: tdrake1@umbc.edu (drake thomas (phd posi))
>Subject: MIO and RS232 Flow Control
>Date: 6 Dec 1994 02:56:54 GMT

>For all of you MIO users out there...

>I have heard that hardware flow control is now available for the original
>MIO at the RS232 port. Is this true? And if so, how is it done??

>I know that the stock MIO did not have hardware flow control.

According to my MIO manual, pg 7:
"Full hardware handshaking is supported from this connector and with the built
in "R:" handler. The signals listed in table 2-2 are supported by the MIO."

Running Bobterm at 19.2k I don't have any problems, and when I ran The Atari
Scene under Pro! with a Hayes 14.4, I had no problems. The only problem was
that the BBS program couldn't deliver data fast enough to make the speed
effective. Downloads were limited to around 900cps when using Ymodem-G.
When using Bobterm, I transfer at rates of around 1800cps using text files to
my PC using the MIO's port.

When trying to use a 14.4 modem on either my TI or AppleII I had to disable
hardware handshaking and rely on XON/XOFF only. The TI program buffered up to
20K of incoming data, giving priority to the serial port, and updating the
display as time was available. No characters were lost but the display was
updating like a 2400 baud rate.

When using IceT or FlickerTerm, I lose characters at anything above about
4800bps. I don't know if this is a buffer/display problem or not.

BTW, the same thing will happen on a PC if you use a poorly written term
program on a slow machine and try to run 14.4.

7222. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 08:01:58 UTC
From: jharris@cup.portal.com
Message-ID: <129136@cup.portal.com>
Source record: 96448

>AmigaDOS processes are run in user mode, but there are OS calls
>(Supervisor() and SuperState(), I think), which allow any process to
>run in supervisor mode.

All Amiga processes run in user mode and there is no provisions for
entering supervisor. With the exception of the EMPLANT Macintosh
emulator, which patches the Exec so that it can run in supervisor.

John Harris - jharris@cup.portal.com

7223. Old bbs'ers?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 10:38:55 UTC
From: perezm@ucssun1.sdsu.edu
Message-ID: <3c9c3v$928@gondor.sdsu.edu>
Source record: 96449

Anyone out there ever call any of these boards way back about 7-8yrs ago?

Middle Earth, Iowa
Death Star, New Jersey
Devil's Tower, New Jersey
or any of the old UFP, NATO or NAPO boards?

Just curious to see if anyone made it to this newsgroup!

7224. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 10:39:50 UTC
From: taylord@cs.man.ac.uk
Message-ID: <3c9c5m$g0t@m1.cs.man.ac.uk>
Source record: 96450
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3c7n4e$dur@svna0001.clipper.ssb.com>, James Finnegan <finneganj@delphi.com> writes:
|> taylord@cs.man.ac.uk (David Taylor) wrote:
|>
|> > While Sega, Nintendo and commodore often advertise on the TV do Atari,... No.
|>
|> ^^^^^^^^^
|>
|> Geez, those Commodore ads must be wild, considering that they are
|> out of business! However, I agree that Atari's ads, developer support,
|> etc. is pitiful.
|>
|> --Regards
|>
--
the Commodore ads I was refering to were the AMIGA ads last christmas. If Commadore are out of buisness who makes the AMIGA now???

Dave.

7225. Re: XMAS SPECIALS corrections.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 11:13:03 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3c9e3v$rt8@dux.dundee.ac.uk>
Source record: 96452

R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) wrote:
: Recently I have posted an article detailing special offers on some of
: my software products, however somewhere along the line the text got
: 'corrupted'. Before most of the UK prices you will have seen the
: letters stlg, don't ask me how they happened but on my screen they
: were definitely pound signs!!!!
: I thought they might have been replaced by the hash (#) sign but
: obviously not. Anyway sorry for the bodge. In all future postings I
: will use the hash symbol to represent UK pounds and the dollar sign
: to represent US dollars - quite logical really.

Must stand for Sterling, why did this happen?

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

7226. Re: ADOS project - coders wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 11:39:55 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D0JKEK.9vH@iglou.com>
Source record: 96455

Wasn't ADOS a preliminary name for what later became DOS XE?

--
Bill Marcum bmarcum@iglou.com
in an Italian restaurant, drinking cappucino with Oriental women

7227. Re: Can Atari use Commodore tape drives?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 11:44:17 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D0JKLu.9w9@iglou.com>
Source record: 96454

In article <7DEC199417173821@pavo.concordia.ca>,
SPENCE, DOUGLAS S <ds_spen@pavo.concordia.ca> wrote:
>
> I picked up an Atari 800XL at a Thrift shop for $3 a couple of weeks
>ago. Everything seems to be in perfect order, but I don't have any storage
>for the thing, and it's dumb to spend time with it if I can't save what I've
>written.
>
> I have several old C= tape drives lying around. Could these be
>connected to the Atari? How?
>
No. Commodore and Atari tape drives used completely different recording
methods. The disk drives aren't interchangeable either.

--
Bill Marcum bmarcum@iglou.com
in an Italian restaurant, drinking cappucino with Oriental women

7228. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 12:25:35 UTC
From: auj@aber.ac.uk
Message-ID: <3c9ibv$svp@osfb.aber.ac.uk>
Source record: 96456
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Further up the screen David Taylor (taylord@cs.man.ac.uk) wrote:
>
>the Commodore ads I was refering to were the AMIGA ads last christmas. If
>Commadore are out of buisness who makes the AMIGA now???
I was of the opinion that nobody was making Amigas at the moment. Isn't
that why they're getting a bit scarce?

Alun.
--
Alun Jones,
Institute of Biological Sciences, Official aber.misc sad b'stard,
U.W. Aberystwyth, Wales. as nominated by Gaz.
Email : auj@aber.ac.uk

7229. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 13:01:56 UTC
From: winston@merk.com
Message-ID: <D0Jo78.GDo@merk.com>
Source record: 96460

It was my understanding that IBM was subcontracted to fabricate the ATARI JAGUAR boards, is this not so? Why would there be a quality control problem ? (I'm curious....) I assume that IBM is a big enough outfit that they can handle a sizable production run.

7230. Re: 80 col. term with capture

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 13:15:58 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3c9lae$69pe@blue.weeg.uiowa.edu>
Source record: 96461

ba930@FreeNet.Carleton.CA (Chris Brown) writes:

>In a previous posting, (wl-sepultura-mcm@society.com) writes:

>> hello..I'm looking for an 80 column terminal with a capture buffer.
>> I'Ve tried Omnicom and the capture buffer on that is just too screwey,
>> and it locks up my xe. Anyone have any they know of? I hear that there
>> might be a *NEW* version of Flickerterm out with capture, as well as
>> Ice-T...

>Looks like you're in luck. Just last night, I found a program by Curtis
>Laser that'S called VT850. It emulates VT100 in simple text(ie. no page
>flipping, etc.). And it is XEP80 compatible. The unfortunate problems with
>it are...

VT850 is only useful on an XEP80, otherwise it uses one of those
scrollable 40 column gr.0 screens.

It also can't keep up at even 2400 bps.

> i)It can't be used for IRC

Why not? Is there an emulation problem?

> ii)Supposedly no backspacing(strange...)

I never had a problem there. Control-h is a good trick on many systems.

> iii)XEP80's screen is too long and too wide, making it rather useless
> unless you're just using it to capture stuff.

? The XEP80 is 80x24, plus an extra status row. Same size as any other
decent VT100 emulator.

> iv)Help file isn't very helpful. It only tells you how to set up the
> program to work with an R: or T: handler. No actual commands are
> given. I found out that START+3 will give you a set up menu.

It does tell you how to register the program, which for me resulted in a
nice lase-printer manual.

I never did get the capture function to work, though.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

7231. Re: Multiple Use Labor Element

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 13:16:31 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9412091318.AA13037@dylan.newi.ac.uk>
Source record: 96457

Jerry Reno wrote:
> Has anyone ported MULE to the PC yet?

Yes. It's a PD/Shareware offering and it's supposed to be bloody
good! Don't remember the name, though.

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

7232. Re: ADOS project - coders wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 13:18:32 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3c9lf8$7bjk@blue.weeg.uiowa.edu>
Source record: 96462

bmarcum@iglou.iglou.com (Bill Marcum) writes:

>Wasn't ADOS a preliminary name for what later became DOS XE?

That's right, I forgot about that!

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

7233. comp.sys.atari.programmer created

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 13:24:47 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3c9lqv$7jhd@blue.weeg.uiowa.edu>
Source record: 96463

Since I suspect most readers here haven't noticed yet, I thought I'd point out we have another new Atari computer newsgroup, called comp.sys.atari.programmer. This is supposed to be for topics in programming both the 8-bit and the ST/TT/Falcon platforms, despite the fact that they nearly completely ignored comp.sys.atari.8bit during the creation process.

I'd personally like to see both comp.sys.atari.programmer and comp.sys.atari.announce overwhelmed with 8-bit topics, just to spite those who would say the ST/TT/Falcon is "the" Atari computer...
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

7234. Re: ADOS Project

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 13:25:13 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9412091326.AA13067@dylan.newi.ac.uk>
Source record: 96458

David Paterson(d.paterson2@genie.geis.com) wrote:
> DAVID DAVIES (MBITDC9306@titan.newi.ac.uk) wrote:
> : Last week, I posted a message regarding a new Atari 8-bit software
> : project provisionally titles ADOS (Atari Developer's Operating
> : System). Discussions are currently underway to try and finalise the
> : design of the software.
>
> I may have missed the specifics of this.
>
> Is this goig to be a DOS or an OS replacement?

An OS replacement.

>
> If it is an OS replacement, it will be a plugin ROM, right?

Hopefully.

>
> You mean like doing Diamond again?

Not quite. Although it will be windows-based, the window routines
will make up just a small part of it. Such goodies as pmg, software
sprite, sample playback and 3D routines are currently infesting the
inside of my skull.

>
> I don't think the Atari resolutions are suitable for a windowed
> environment. There aren't enough colors, it would be slow, and crowded. It
> is a waste of resources.

Not really, when you consider that the ST's GEM used a similar
resolution to the 8-bit's graphics mode 8 in low-res. Besides, the
windows are only really likely to be used for serious applications
such as DTP which won't need very many colours.

>
> I think you could probably extend a command line system into something
> more task oriented ala Unix...

Hmmm ...

>
> Writing a software driven MMU to help make banked RAM easier to use for
> mainline code would be very useful.

Already under consideration. Hopefully we'll be able to come up with
an MMU that will detect several upgrades and treat the extra RAM as

one continuous block of memory.

>
> Compatibility with existing languages would be a problem, but you could
> try to coordinate your efforts with FTE since they are working on
> updating the languages (I think).

That's an idea. :-)

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

7235. Re: 32k Cartridges (and more!)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 13:34:29 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9412091336.AA13211@dylan.newi.ac.uk>
Source record: 96459

> The Atari cartridge port has lines which enable carts to be bank-selecting.
> Most of the OSS languages were 16k carts that occupied 8k of address space.
> SDX is 64k I believe, and Diamond GOS is 64k as well.
>
> Dataque carries cartridge boards that will take a four megabit PROM - that's
> 512k - and map it into an 8k address space. The high 4k bank is always in
> memory, while the other 4k bank is soft-selectable.
>

Cor blimey! How much do they sell for?

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

EEEEK! Just had an idea ... If I could get Menu Print to work off a
cart, it would solve all my memory problems!!!

A later revision of the program is required, methinks. :-)

7236. High capacity cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 14:52:24 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <63176F1753A@east-01.novell.leeds.ac.uk>
Source record: 96464

Talking of banked cartridges, Atari did produce limited numbers of a very special cartridge for use in Shop (Store if you prefer) demonstrations.

It was called the XE DEMO CARTRIDGE (it worked on the XLs as well!) and had four different games on it. To switch to the next game you turned your computer off, waited 5 seconds then turned it on again and the next game would appear!! Very clever stuff, I don't know how they did it.

The games were Joust, One On One, Ms Pac-Man and a non-playable demo version of Flight Simulator II, bit of a cop-out really, it would have been great if they had included the full version of FS II!!!!!!!

They were produced in limited numbers and didn't have a box or manual but still they are certainly unique.

Gorf was also available on disk and requires a Translator disk to run on a XL/XE computer.

Whats all this about the XEGS having two in-built games?? As far as I am aware it only had one built in game and that was a modified Missile Command. It also had BASIC built in. The boot procedure for each ROM component varied depending whether or not the keyboard was plugged in. Also the UK version (and possibly the US version) could look for the START key as an alternative to the Return key during the cassette boot procedure. This was apparently added after a last minute plea by ATARI UK, so owners without the keyboard could still be able to use the cassette based software which was very popular at the time in the UK!

RICHARD GORE

7237. WANTED:ATARI 800

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 15:11:07 UTC
From: WSNX97A@prodigy.com
Message-ID: <3c9s2b$hm0@usenetw1.news.prodigy.com>
Source record: 96465

Can anyone tell me where to find a GOOD USED ATARI 800 system. I have a Commodore CDTV Professional system that I might trade with someone. I say MIGHT if the ATARI is in good enough condition (manuals, boxes, good working order and good peripherals) Let me know!

Richard

7238. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 16:03:25 UTC
From: sa435@utb.shv.hb.se
Message-ID: <sa435.42@utb.shv.hb.se>
Source record: 96467

In article <129136@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:

>>AmigaDOS processes are run in user mode, but there are OS calls
>>(Supervisor() and SuperState(), I think), which allow any process to
>>run in supervisor mode.

>All Amiga processes run in user mode and there is no provisions for
>entering supervisor. With the exception of the EMPLANT Macintosh
>emulator, which patches the Exec so that it can run in supervisor.

Wrong. If you call Supervisor(ptr) then exec.library will enter supervisor
mode and call func.

Mvh: Tommy Hallgren

*** MICROSOFT WINDOWS V3 ***
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tommy@flower.ct.se
Fidonet: 2:203/424.5
Voice: +46 33 11 44 70

7239. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 16:08:32 UTC
From: James Finnegan <finneganj@delphi.com>
Message-ID: <3c9ve0$k6d@svna0001.clipper.ssb.com>
Source record: 96466
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

auj@aber.ac.uk (ALUN JONES) wrote:
> >the Commodore ads I was refering to were the AMIGA ads last christmas. If
> >Commadore are out of buisness who makes the AMIGA now???
> I was of the opinion that nobody was making Amigas at the moment. Isn't
> that why they're getting a bit scarce?

I believe that Samsung (or one of those Korean companies.. hmm maybe
it was Emerson) is interested in buying the rights to the
Commode Door Amiga. Haven't heard anything about it in 6 months though.

--Regards
James Finnegan

7240. Re: Old bbs'ers?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 17:21:44 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JS9V2NI.jeking7@delphi.com>
Source record: 96468

I recall calling the Death Star and the Devil's Tower BBS's.

I used to run my own warez board back then (still do) called
the Source! Ring any bells?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7241. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 17:41:59 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129145@cup.portal.com>
Source record: 96469

But John, I put you in the same catagory as Wilkinson. You are
probably one in a thousand if not one in a million. I guess my
point is people seem to be trying to say multitasking is required
or at least highly desirable for computers in general. I know
or should say come in contact with 300-400 people that use
computers on a daily basis & virtually none of them need or use
multitasking. They don't even use print spoolers! If they have a
long print out they just get it started & walk away from the
computer to do something else. The print out means it's a done
deal as far as their computer use for the day is concerned. Until
the advent of laser printers even the secretaries had to sit there
feeding sheets by hand. The concepts people are talking about are
so specialized i.e. downloading a picture & viewing it while still on line
is not what your average user needs. Matter of fact, the Info Science
people took away ALL the modems & outside lines from the computers &
replaced it with a LAN just to keep this kind of BS from happening.
For better or worse, most businesses seem to be going the LAN route
so the concept of a virus just scares the s**t out of them.
The argument I'm making is the moral equivalent of Ben's statements
when people say most users are online. He just comes in & says that
75% are not. Maybe [programmers, computer artist, desk top publishing,
the self employed] can use multitasking, but they should realize they
are in the extreme minority.

7242. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 17:42:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129146@cup.portal.com>
Source record: 96470

BTW John, I'm sure you could do a form of multitasking on the Atari
IF you wanted to. Something like word processing on terminals
hooked up to 2 or 3 serial ports on the PBI? Maybe I over estimate
your talents, but I'd bet you could knock something like that out
in an weekend.
Rick

7243. FOR SALE: Disks, Tapes etc

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 18:35:04 UTC
From: rmccall@mcs.dundee.ac.uk
Message-ID: <3ca80o$ol7@dux.dundee.ac.uk>
Source record: 96471

I have various XL disks and tapes for sale, plus Atari 800XL field Service Manual.

If you are interested please email me.

-- Rod

==========
Roderick McCall
Dept Maths & Science Fiction, University of Dundee, Saturn
President, Lip Theatre Co, Dundee University.
Tel: (01382) 644546
==========

7244. NEEDED: Printer and modem!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 19:10:11 UTC
From: "LARSEN, JEREMY NEIL" <JEREMY@MUSIC.CC.UGA.EDU>
Message-ID: <09DEC94.15303559.0017@UGA.CC.UGA.EDU>
Source record: 96472

Does anybody have an Atari 80-col printer (like, say, a 1025 :) or a 1200 baud modem they can sell me *sorta* cheap? Email me! I have some things to trade, too... let me know... thanks!

7245. Help me fix my 1050's!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 19:12:11 UTC
From: "LARSEN, JEREMY NEIL" <JEREMY@MUSIC.CC.UGA.EDU>
Message-ID: <09DEC94.15339448.0017@UGA.CC.UGA.EDU>
Source record: 96473

Can somebody please explain to me how I might go about fixing my disk drive? I bought it at a Salvation Army for $2. It works except it gives my Atari a "BOOT ERROR". The cable and pinouts seem to be fine. Is there some way of perhaps aligning the head?

7246. FTP and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 19:14:03 UTC
From: "LARSEN, JEREMY NEIL" <JEREMY@MUSIC.CC.UGA.EDU>
Message-ID: <09DEC94.15373003.0017@UGA.CC.UGA.EDU>
Source record: 96474

Is there a good source for learning about ftp'ing files that I can run on my Atari 800XL? It doesn't make any sense to my 1984 self that this is possible. Every document I've read about doing it assumes I know more about Internet than I do. Can someone please help me???

7247. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 19:31:26 UTC
From: luedtke@uke.uni-hamburg.de
Message-ID: <3cabae$mol@rzsun02.rrz.uni-hamburg.de>
Source record: 96479

>From what i have heard, PAL 800's never had a CTIA. GTIA was placed in PAL
>machines to test it out then it went to NTSC.
>
> * Wave Rider 1.0 [NR] *
As far as i know the CTIA also laks of the Modes 9,10 and 11.
So the GTIA wasn't only build to detect NTSC or PAL.

Bye,
Matthias

7248. Re: star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 19:38:05 UTC
From: yhavinga@cs.utwente.nl
Message-ID: <D0K6JH.n3w@inter.NL.net>
Source record: 96475

Talking about Star Raiders, it was the game that had me totally stunned for about 4 years. I still have a fixation on 3d star demos. Maybe, just as a dedication to the programmers of star raiders in 1979, a real second version could be done.

Overall game play should not be changed. We don't need extensive maps etc. Just different algorithms for smooth star scrolls etc. Focussing on what can be done on the atari. A tribute to the designers of the XL and star raiders.

If anyone is interested, I still have a nice star scroll which uses vector addition (should be used in a demo which was never published) and is able to produce 127 stars/frame. No rotation though.

Come on, some of us must have some spare time left...

Yeb

7249. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 19:46:25 UTC
From: yhavinga@cs.utwente.nl
Message-ID: <D0K6xD.5w@inter.NL.net>
Source record: 96476

Multitasking can be done on a 6502 without *ANY* problems.

Err, that is, when the programs that should be run are programmed
according to certain rules.

Programs have to follow rules because the 6502 doesn't have :

- memory protection
- privileged instruction protection

Dispatching can be done in quite an elegant way though, and some
sort of applications, also for the 8-bitter, can benefit from
it. I will soon post an article I wrote (merely an inventarisation I
did with a book next to my XL) for Mega Megazine a while ago. Hmm
I wonder what is wrong with the previous sentence.

Yeb

7250. Re: Wow!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 19:53:00 UTC
From: tom@traveler.rhein.de
Message-ID: <5bXmoPdWGiB@traveler.rhein.de>
Source record: 96155

In article <3c4r7i$be3@clarknet.clark.net>,
longjon@clark.net (Jonathan Long) wrote:

>I came across an XE (it's gray, with pastel buttons, a removable keyboard
>and a light gun, and an XE joystick, all working) with the flight
>simulator and bug hunt carts.
[...]
>Now, for the question. What kind of XE is this?

It is the "ATARI XE Video Game System". - A special version to push
sales of the Atari XE by selling it "under cover" as a game machine.
(The box says: "The ultimate system for the advanced game player.")

According to the flyer I got from Atari Germany (dated 2/88) the
technical specifications don't differ from the normal Atari XE.

So long
Tom

--
"I was feeling so nostalgic that I even managed to get my
486 to run the Zork sampler in 40 column green monochrome."
- Ed Armstrong <ed.armstrong@canrem.com>

7251. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 19:55:54 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cacoa$7o0@hearst.cac.psu.edu>
Source record: 96477
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Andrew K Heller (heller@blue.crayola.cse.psu.edu) wrote:

: : The 7800 definitely did use the same sound chip. The only major
: : differences between the 26 and the 78 is that the 7800 has the MARIA
: : graphics chip and more memmory.

: No, it also used the 6502C at 1.79mhz rather than a 6507 at 1.33mhz.

: The cart addressing I believe was a fairly healthy figure, compared to
: the 2600's paltry 4K. It would have been really crippled had they not
: made some improvements on memory addressing, which they did.

okay, if we are nitpicking.. they also added 8 more lines to the
cart port! =)

(The 6502C kicks down to 1.33 then...or something....in 2600 mode)
er right?

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7252. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 19:58:11 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cacsj$7o0@hearst.cac.psu.edu>
Source record: 96478
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: : True, but I was quoting. If the cart says "Super Game" (and all of
: : those I have use red lettering on the end labels) it has a POKEY.
: : Hat Trick, Impossible Mission and others as well. AFAIK, of course.

: They wasted a shitload of money doing it that way. They could have
: packaged a POKEY inbetween cart with all new 7800s manufactured and
: offered a "sound upgrade" inbetween cart for the old c) 1984 machines.

: Then they would have been able to take advantage of Pokey in ALL the
: Tramiel-era 7800 games.

Well.. not many games used the pokey chip... and now you are asking
them to include 1 in every 7800 system...whether it needs it or not..

THEY SHOULD HAVE PUT THE DARN CHIP ON THE BOARD! But, then again you nor
I worked for them.. and if we had, our engineering ideas probably would
have been scrapped.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7253. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 20:04:11 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cad7r$7o0@hearst.cac.psu.edu>
Source record: 96480
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Mark Rathwell (mrathwel@uoguelph.ca) wrote:
: : The 7800 definitely did use the same sound chip. The only major
: : differences between the 26 and the 78 is that the 7800 has the MARIA
: : graphics chip and more memmory.

: Andrew, the Maria chip accounts for a NUMBER of differences:

: - The 7800 has higher resolution and more graphics modes
: - The 7800 has a larger pallette
: - The 7800 has superior sprite handling capability
: - The 7800 has superior scrolling abilitiy
:
: In addition to that:

: - The 7800 can have larger memory cartridges
: - The 7800 has a two button joystick

: The 7800 is a MUCH more powerful machine than the 2600.

: >> Mark <<

Thanks for repeating what I said...only in detail. =)
I never said it wasn't more powerful. Yeah..the 7800 has a NEW ENGINE...
but the architecture of the beast is the same.

A Pinto is a Pinto even with a turbo engine installed....
however, I would much rather have that engine.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7254. Re: 80 col. term with capture

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 20:11:38 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D0K83F.6y7@freenet.carleton.ca>
Source record: 96482

In a previous posting, Michael Current (mcurrent@blue.weeg.uiowa.edu) writes:
> It also can't keep up at even 2400 bps.

Really?...it works fine at 2400 for me.

>> i)It can't be used for IRC
>
> Why not? Is there an emulation problem?

No..the status bar only shows up when the time changes.

>> ii)Supposedly no backspacing(strange...)
>
> I never had a problem there. Control-h is a good trick on many systems.

Problem fixed. Control+BkSpc did it. It was a problem with the program
itself, not something that just happens online.

>> iii)XEP80's screen is too long and too wide, making it rather useless
>> unless you're just using it to capture stuff.
>
> ? The XEP80 is 80x24, plus an extra status row. Same size as any other
> decent VT100 emulator.

I mean the XEP80 screen is too long(ie. same number of lines, but it
doesn't fit on the screen. And I don't have any v-height knob on this
stupid 1702 monitor. I wish my 1802 still worked)

>> iv)Help file isn't very helpful. It only tells you how to set up the
>> program to work with an R: or T: handler. No actual commands are
>> given. I found out that SELECT+3 will give you a set up menu.
>
> It does tell you how to register the program, which for me resulted in a
> nice lase-printer manual.
>
> I never did get the capture function to work, though.

Try SELECT+2 to turn capture on. You have to have a file set up in the
menu(SELECT+3) first, though.

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca

```
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!
```

7255. XEGS keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 20:24:28 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3caeds$7o0@hearst.cac.psu.edu>
Source record: 96481

I think the XEGS keyboard is a 130xe keyboard... and in fact..inside..
you can actually press start/reset/ etc... from the external keyboard..
is this correct?

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7256. Trying to reach Rob Kowalski...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 20:35:51 UTC
From: robg@picasso.ICSI.Net
Message-ID: <3caf37$s8j@monet.ICSI.Net>
Source record: 96483

Hi! I'm trying to reach Rob Kowalski, who is located in Virginia. I did business with him recently, and have lost his Email address. No problems, I just need him to send me Email if he reads this.

Thanks!

Rob

7257. Re: atari 8 bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 20:49:45 UTC
From: skarg@cyberspace.com
Message-ID: <3caft9$2ur@case.cyberspace.com>
Source record: 96484

bschneid@mit.edu wrote:
: This may be a stupid question, but is there a way to read data from Atari
: 800 cartridges, possibly for transfer onto disk or to another platform (i.e.,
: to run on an emulator on my Pentium?) Thanks..

: Bill

Yes there is - but you need special hardware to do it... I think. :)

7258. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 21:52:31 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3cajiv$rsm@nermal.cs.uoguelph.ca>
Source record: 96487
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: What sort of gfx capabilites does it have, specifically? Resolutions,
: colors, sprites/MOBs/Player-missle-gfx, etc.? How does the C=65 (not
: C=64) compare?

The 7800 has 16 graphics modes, 256 colors (up to 25 on screen at
once), can handle 64 on screen sprite without flickering as well as a
bunch of other things. I've never seen a C65, so I can't compare them.

>> Mark <<
```

7259. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 22:29:32 UTC
From: michaelb@hobbie.bocaraton.ibm.com
Message-ID: <D0KEH8.wqC@bocanews.bocaraton.ibm.com>
Source record: 96490
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

James Finnegan (finneganj@delphi.com) wrote:
: taylord@cs.man.ac.uk (David Taylor) wrote:

: > While Sega, Nintendo and commodore often advertise on the TV do Atari,... No.
: ^^^^^^^^^

: Geez, those Commodore ads must be wild, considering that they are
: out of business! However, I agree that Atari's ads, developer support,
: etc. is pitiful.

He's probably talking about Commodore UK ads. The main Commodore company
went belly up, but several of the subsidiaries, including Commodore UK are
supposedly still going strong, from what I hear. I've even heard the C-UK
wants to buy the rights to the Amiga so that it can still be manufactured and
sold.

--
----------All Opinions Expressed are MINE, not IBM's--------------
Michael Rogero Brown (uK Development System Administrator)
IBM (uK Development) TEL/TIE (407) 443-6400
Boca Raton, FL Internet: mikal@bocaraton.ibm.com

If you think I speak for IBM, then I've got some swamp land^H^H^H^H^H^H^H^H^H^H^H
real estate to sell you.

7260. a few nags

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 23:01:58 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129156@cup.portal.com>
Source record: 96485

I was transferring a few files to my PC the other night & I noticed what has to be a bug in the copy of MyDOS that comes with SIO2PC. I know a few other people seem to have problems also. I was transferring a single density disk from a 1050 as D1:, a SIO2PC ramdisk as D2:. When doing a duplicate disk <J from the MyDOS menu> the transfer went right for the 1st 400 or so sectors. When MyDOS finished reading the pass that included sector 720 it tried to write sector 721 & 722 to D2:. This caused a error 139 I believe. I've not sure why the bug doesn't happen with a regular drive, it may but I haven't checked it out yet. It's not so much a problem as an annoyance for me since I have other duplicate disk programs. For the most part, transfers seem to go OK from DOS 2.5 & my programs. Anyway, if someone can pass this on to Bob Puff or any other keeper of the code so they can double check the source it would be appreciated. One other minor, the XF 2.5 contains a file MYDOS45D.ATR, this file boots fine on the emulator, but doesn't seem to work with SIO2PC. The file does have the standard .ATR 16 byte header, but I'm assuming it should really be named something else i.e. MYDOS45D.XFD or patched so it will work like an .ATR disk. As it is, it seems to keep changing the serial buss ID to D8: during a boot. This would've saved more then a few minutes of my time. I tried patching it by replacing the boot sectors which worked fine for running it on a real Atari, but the resulting file crashed with the emulator. While I'm getting on the emulator's case I might as well add one more nag. I figured no sound, no collision detection, fine! I'll just try to run Ultima III. After the program boots it prompts you to insert side 2 of the disk. The docs that came with the program don't say how you can emulate a 2nd stage load from a program that insist on only one drive. I'm assuming it can't be done with existing versions. Rick

7261. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 23:14:29 UTC
From: krishna@max.tiac.net
Message-ID: <3caocl$a29@sundog.tiac.net>
Source record: 96486

Rick_Michael_Cortese@cup.portal.com wrote:
: But John, I put you in the same catagory as Wilkinson. You are
: probably one in a thousand if not one in a million. I guess my
: point is people seem to be trying to say multitasking is required
: or at least highly desirable for computers in general. I know
: or should say come in contact with 300-400 people that use
: computers on a daily basis & virtually none of them need or use

To whit I would say that there are something like 20 million internet users.

That's a hell of a lot of people spending a long time online. Not to mention probably greater numbers of users of general purpose BBSs...

If you concede that the most common form of obvious multitasking is during downloads, then that's a huge number of people who would probably love the benefit if they don't already have it.

I am not saying everyone needs it, but it doesn't take a guru like John to appreciate or learn multitasking.

It took me, at the most, a few hours to learn the ropes of the Workbench. Where before I would tie up my internet provider with dead time while I would load pics into JviewXL from the hard drive, now I can process pictures in the middle of downloads.

The one thing that DOESN'T tend to multitask well on the Amiga is games. So unless you run a lame Workbench window game like Tetris, it will wipe out the terminal.

Some Animations also want to take over the machine sometimes.

But most anything else will work okay.

7262. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 23:26:12 UTC
From: krishna@max.tiac.net
Message-ID: <3cap2k$a29@sundog.tiac.net>
Source record: 96488

Rick_Michael_Cortese@cup.portal.com wrote:
: BTW John, I'm sure you could do a form of multitasking on the Atari
: *IF* you wanted to. Something like word processing on terminals
: hooked up to 2 or 3 serial ports on the PBI? Maybe I over estimate
: your talents, but I'd bet you could knock something like that out
: in an weekend.
: Rick

--

How about true parallel processing? There are some rough edges in the MUX, granted, but one thing it does have is pipes. These are PHYSICAL pipes between machines. These could very well act as an implementation of REXX ports.

If you had an 8 slave MUX, with the right software, you could have 8 huge programs working together as one. Or several programs communicating with each other.

The performance of such a multiCPU machine would be respectable enough to warrant following the project through. Far more powerful than timesharing a single 1.79mhz CPU.

It just doesn't come cheap with the MUX...

To date the only programs that use MUX pipes are Bob's infrequently used multiline chat on his board, and the multiline chat of multiline PRO!.

Or you could take a cue from the Amiga and try to interface the Atari with a dissimilar CPU. There was talk at one time of hacking a 68881 FPU or DSP to the 8-bit through the PBI for instance.

7263. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 23:29:22 UTC
From: krishna@max.tiac.net
Message-ID: <3cap8i$a29@sundog.tiac.net>
Source record: 96489

Winston Smith (winston@merk.com) wrote:

: It was my understanding that IBM was subcontracted to fabricate the
: ATARI JAGUAR boards, is this not so? Why would there be a quality
: control problem ? (I'm curious....) I assume that IBM is a big
: enough outfit that they can handle a sizable production run.

IBM is infallible? I haven't the most faith in american workmanship.
Not these days. It used to be the other way around, but it flip flopped
in the mid to late '70s where american manufacturing quality dipped
(especially with cars) and Japanese quaity soared.

We are, after all, talking about .5 micron VLSI components. The first
Pentiums weren't even .5 micron. It is a delicate manufacturing process.

7264. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 23:40:04 UTC
From: krishna@max.tiac.net
Message-ID: <3capsk$a29@sundog.tiac.net>
Source record: 96491
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: (The 6502C kicks down to 1.33 then...or something....in 2600 mode)
: er right?

Actually, I think it starts in 2600 mode, and then if it reads the encryption code, kicks up to 1.79. The reason I say this is that if you turn the 7800 on there is absolutely no lag. If you put in a 7800 cart, though, it gives you the rainbow pattern and is doing some stuff to kick it up into 7800 mode.

7265. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 23:53:58 UTC
From: krishna@max.tiac.net
Message-ID: <3caqmm$a29@sundog.tiac.net>
Source record: 96492
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: Well.. not many games used the pokey chip... and now you are asking
: them to include 1 in every 7800 system...whether it needs it or not..

Not many games used the Pokey chip because it was an added
expense physically and with development time. Not many games used the
Pokey chip because it wasn't a standard part of the archetecture, but a
passthrough could have chaned that, hence, most games could have then
supported it because they are counting on it being there.

If you chalk up part of the failure of the 7800 on its poor
sound, then investing in a passthrough Pokey on all new 7800s is a smart
move. If you manufactured 5 different games with Pokey onboard, and made
enough to be able to sell to all 7800 owners, you've already made many
times more than you would have had to make had you just put it in the box
with the console.

Atari, and yes, even Nintendo, were thinking of the short term by
putting coprocessors on the carts. If they thought longterm, they would
have been able to encourage developers all to use it, and the level of
the games would increase, thus bringing in more sales. It is a win-win
scenario.

Since Atari itself was the one responsible for creating most of
the 7800 games, whether firmware would support the passthrough Pokey was
all up to them. They didn't have to do much convincing to 3rd parties.
All that would be needed would be an edict: all games from now on will
use Pokey, or use pokey and RIOT (6 voices, woo hoo!). And that's it.

The reason I say passthrough Pokey rather than a motherboard
revision is that no user is going to have a clue whether they have a 1984
or latter revision machine. Some stupid 12 year old won't bother to
check for the expansion port, etc.. It is easier to have ALL users plug
in a passthrough than to label the new consoles "NEW POKEY SOUND ONBOARD"
which would just lead to confusion... Those who bought a 1984 unit would
be able to get passthroughs as standalones, but they would be in the BOX
with all new 7800s.

That's me, armchair executive, but I think it would have worked great.

7266. Re: star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-09 23:57:22 UTC
From: krishna@max.tiac.net
Message-ID: <3caqt2$a29@sundog.tiac.net>
Source record: 96493

Yeb Havinga (yhavinga@cs.utwente.nl) wrote:
: Talking about Star Raiders, it was the game that had me totally
: stunned for about 4 years. I still have a fixation on 3d star
: demos. Maybe, just as a dedication to the programmers of star
: raiders in 1979, a real second version could be done.

Have you seen the fairly recent (several months at most) 3D multicolored solid polygon demo (Gr. 7) that came out of Europe? The best one was a helicopter with SPINNING ROTORS.

It blows the scaled sprites of SR 1 out of the water, and only raises the question of whether it would have been possible to have an X-wing lite for the 8-bit. A question I fear may never be answered.

7267. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 00:15:40 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.94Dec10011540@iq.pvv.unit.no>
Source record: 96494

In article <129136@cup.portal.com> jharris@cup.portal.com (John D Harris) writes:

> >AmigaDOS processes are run in user mode, but there are OS calls
> >(Supervisor() and SuperState(), I think), which allow any process to
> >run in supervisor mode.
>
> All Amiga processes run in user mode and there is no provisions for
> entering supervisor. With the exception of the EMPLANT Macintosh
> emulator, which patches the Exec so that it can run in supervisor.

Nope. RTFRKRM. Look the library calls up (they're both in exec), or
read the magic reboot code in the beginning of RKM: Hardware.
--
Eyvind Bernhardsen

7268. Re: 32k carts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 00:21:58 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <129161@cup.portal.com>
Source record: 96495

I'm a bit behind on this thread (as I am with ALL the Net at the moment),
but my two cents' worth is: I hacked around with the Battlezone cart when
it first came out ('87?) and it seemed to be a 128K cart also.

Chris

7269. Re: WTB: "The Atari Word Processor"

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 00:22:12 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <129165@cup.portal.com>
Source record: 96496

Aaarrgh! Count me as another ELO-and-Atari diehard! Jeff, if I had but known you were going to "dump" your ELO LPs, I would have taken them off your hands... I try never to trust to cassette anything that I want to still be able to listen to ten years from now. I _do_ have tapes that old and they _are_ starting to get muddy. :-(

Chris

7270. Re: ADOS Project

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 00:28:16 UTC
From: krishna@max.tiac.net
Message-ID: <3casn0$a29@sundog.tiac.net>
Source record: 96497

DAVID DAVIES (MBITDC9306@titan.newi.ac.uk) wrote:

: Not really, when you consider that the ST's GEM used a similar
: resolution to the 8-bit's graphics mode 8 in low-res. Besides, the
: windows are only really likely to be used for serious applications
: such as DTP which won't need very many colours.

Well, I've tried the Amiga Workbench at 320x200 and 1 bitplane. It is BRUTAL. It's not even enough space to open 2 windows on the same scanline without feeling cramped. The best you can do is split them top and bottom or something. Everything is cut off.

If you work with blit 8 instead of Gr.0 you will have to work with Itay to see if you can speed up blits enough. Gr.0 is too coarse, but Gr.8 is too slow. No win situation.

Also, when moving or resizing windows, you can try blitting only an outline of the window rather than the whole window. That's how the Amiga does it to quicken it up.

Of course, you could have a VIRTUAL workbench and allow scrolling via the mouse. Maybe a 640x200 virtual workbench... Take advantage of hardware scrolling, dude.

: >
: > I think you could probably extend a command line system into something
: > more task oriented ala Unix...

: Hmmm ...

Consider the Amiga again. Since we are talking crowded here, opening 'custom screens' is a must. You might have trouble allocating screen memory, I guess you could swap to disk or something, if you use ANTIC BANKING as your 'chip ram' ala the Amiga for multiple screen storage, you will be locked in Antic banking which will lock out the CPU from using the banked memory as contiguous. So you could try to kluge it by using 'cpu and antic see extended ram' mode.

Only if you have an 800x600 mode do you have enough resolution to be able to open a lot of windows at once and not have them stacked up like cards on top of eachother. Even when I chose 640x400 interlaced, after I open a directory with a lot of files, it's cramped because not all the icons will fit, not by a longshot. It's in cases like that where a CLI is so much faster, or even a graphical MENU ala SDX or SD diskbased menus.

There are times when using a shell is more direct and therefore faster than using a GUI.

In the Amiga, the workbench is where you launch programs, but you can always switch back to it to do file maintenance or launch new programs when one is running by using a global hotkey built into the OS kinda like how Snapshot patches a hotkey as best it can to the system. If the Atari GUI is nothing more than a fancy way to launch single tasks, I fail to see how it would be in any way more productive than a command line interface. Just bear that in mind. GUIs and multitasking go hand in hand.

There is a cost-benefit argument here. If the GUI takes up 16K of RAM and introduces a heck of a lot of incompatibilities with existing programs, all you are gaining is a fancy interface and you are losing compatibility. That was the problem with most of the Atari GUIs... There is almost no room for DOSs or OS overlays to hide on the Atari. SpartaDOS X already does so many tricks with memory management it's AMAZING it gets away with what it does and that is just a simple MS-DOS ripoff. And we all know that Diskbased Sparta is incompaible with a few good programs that make proper use of the 'missing 16K' of RAM. Banked ROM and protected BANKED RAM are the last safe places to hide this kind of stuff.

The more I think of it, the more something like a Directory Opus style program on the Atari would be IDEAL as the perfect interface. Essentially a glorified configurable point and click SpartaX style menu.

: Already under consideration. Hopefully we'll be able to come up with
: an MMU that will detect several upgrades and treat the extra RAM as
: one continuous block of memory.

This is our last best hope - for new and better applications.

7271. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 00:41:44 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3catg8$3de@nermal.cs.uoguelph.ca>
Source record: 96355
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: Thanks for repeating what I said...only in detail. =)
: I never said it wasn't more powerful. Yeah..the 7800 has a NEW ENGINE...
: but the architecture of the beast is the same.

Sorry. It's just that your post made it sound like you thought
the 2600 and 7800 were basically the same machine. The uninformed people
of the world wouldn't realize that the 7800 is as good as an NES.

: A Pinto is a Pinto even with a turbo engine installed....
: however, I would much rather have that engine.

Actually ... the 7800 doesn't even use the same microprocessor as
the 2600, so that argument isn't really valid, either.

>> Mark <<
```

7272. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 00:41:57 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <129166@cup.portal.com>
Source record: 96498

The problem here, as I see it, is that computers have nearly reached the point of being "applicances," i.e. something that Joe User buys without technical input, brings home, plugs in, and uses without knowing much if anything about "how it works." This is the way Unix and MSDOS have captured so much of the world, namely, the overwhelming majority of their users are the type who simply take for granted that The Way It's Done Right Now isn't the Only Way It Could Ever Possibly be done. The thought that computers ought not to crash now and then for no reason, or that you ought not have to manually edit cryptic configuration files when installing new software, or that you ought to be able to run several things simultaneously without any "special" programming, NEVER ENTERS THEIR HEADS. They will still buy machines that DON'T have those capabilities, and the manufacturers will see that they can SELL machines without having to expend energy to develop those capabilities, and the industry will continue to crank out mediocre computers to the masses while the truly advanced machines languish. This is pretty much true in EVERY new technology: when the technology is first developed, only the technically-inclined have it (home computers; CD players; FM radio and TV back when they were new!) and there are lots of different options and there's a knob to adjust every conceivable aspect of the device's operation because nobody knows which features will turn out to be "set-and-forget," and which will not -- and the primary users want to be able to customize behavior anyway. As the technology matures and an ever-greater number of less informed users clamber aboard the bandwagon, a greater and greater percentage of the user community understands less and less about the equipment and want to just plug it in and forget it. Knobs disappear, oddball third-party brands that had too many knobs that didn't catch on disappear, and a "standard" appliance takes shape. There's no real reason for things to be the way they are, except for the accidents of history. If the first home computers sold had had true multitasking (by whatever quirk of history that might've happened), no one would ever have considered creating a NON multi-tasking machine as a cheap alternative, simply because multi-tasking would be ingrained in everybody's mind as a "vital" feature of the system. But non-multitasking computers caught on BEFORE true-multitasking systems were able to carve out a big enough niche; Amiga jumped a mighty jump but didn't quite get over the hurdle, sad as it makes me (an Amiga afficionado myself) to see/say it. My observations strongly suggest that the mediocre machine always wins out, whether in terms of market share, public image, or what. It may or may not have been P.T. Barnum who said, "nobody ever went broke underestimating the intelligence of the public." For intelligence, I often substitute "taste" with no loss of truth...

Chris

7273. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 00:43:15 UTC
From: Chris_F_Chiesa@cup.portal.com
Message-ID: <129168@cup.portal.com>
Source record: 96499

Mike Gordillo writes:

>jharris@cup.portal.com said;
>
>Now that I think about it a bit more, the biggest problem with
>multitasking on the 6502 is going to be memory management. Especially
>zero-page. There's no way you would want the overhead of swapping out
>ZP when task switching, so programs would need to have dynamic allocation
>of only a portion of ZP. If a program needed more ZP than what was
>available, it would fail to run. Main memory has to be allocatiihe
>same fashion, and so both ZP and main memory addresses have to be in a
>relocatable file format.
>----------------------------
>
>I agree completely..
>
>The most complicated MMU built for a 6502 series CPU has to be the one on
>the Commodore 128, a machine that does a tap dance with two separate CPUs
>and 3 factory operating systems. I know it can make ZP do tricks, but you'd
>have to ask on comp.sys.cbm or find a literary reference somewhere for
>real info :).

Why not simply bank-switch page zero among several physical hunks of RAM, using a selection register located elsewhere? That ought not to be too darned difficult and it'd be fast. Do the same thing with the stack page, and maybe a third page for storing "process context," and you'd be in business, using technology which, God knows, is "tried and true" on the Atari.

Heck, while we're at it, why not simply bank-switch the whole darned 64K memory space, under the control of a small timer-interrupt-driven scheduler routine? Reserve, what, eight or ten bytes somewhere to save old process context and a little for the scheduler routine, and voila! I'll bet Ben Poehland could cobble up something like this out of three or four spare Atari's in a weekend or two. :-)

Chris

7274. Re: FTP and Atari

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 01:25:05 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RO21GTB.jeking7@delphi.com>
Source record: 96500

Zen and the art of the internet and the big dummies guide to the
internet are the best sources of info..

They can both be xferred from most decent bbs's or anywhere on the inet..

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7275. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 01:29:44 UTC
From: krishna@max.tiac.net
Message-ID: <3cb0a8$e8p@sundog.tiac.net>
Source record: 96504

Chris_F_Chiesa@cup.portal.com wrote:
: self) to see/say it. My observations strongly suggest that the mediocre
: machine always wins out, whether in terms of market share, public image,

No, it's that those who are good at marketing, usually aren't creative hackers.

And the reverse is true as well. Bushnell was an exception and he got out when the getting was good. However, the 2600 almost sold itself by virtue of it being the best thing around and one of the ONLY things around for a few years so that was a unique situation.

The bean-counters are the first to call for software or hardware compromises, Tramiel being one of the biggest offenders. Lest we forget that the ST uses a disk FMS which is practically identical to MS-DOS. Innovator Tramiel was not, however nonconformist the ST appeared on the outside.

The sad thing is that a shithead like Bill Gates is lauded as a GOD of programming and having become king by virtue of an underdog beats-the-odds struggle when his greatest marketing triumph was a combination of plagiarism from CP/M and luck dealing with IBM to become the official OS of the IBM-PC--and Bill Gates himself probably hasn't written a line of code since 1983. Not to mention his 2nd biggest triumph being a johnny-come-lately ripoff of the MAC GUI, which was in turn a ripoff of the Xerox systems--but that's another story.

7276. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 01:31:16 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3cb0d4$edj@news2.delphi.com>
Source record: 96501
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

krishna@max.tiac.net (Glenn M. Saunders) writes:

>Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

>: (The 6502C kicks down to 1.33 then...or something....in 2600 mode)
>: er right?

>Actually, I think it starts in 2600 mode, and then if it reads the
>encryption code, kicks up to 1.79. The reason I say this is that if you
>turn the 7800 on there is absolutely no lag. If you put in a 7800 cart,
>though, it gives you the rainbow pattern and is doing some stuff to kick
>it up into 7800 mode.

I don't think it's encryption. The 7800 carts have more pins on the card
edge.

-Bry

7277. Re: XEGS keyboard

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 01:33:01 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RM30+fF.jeking7@delphi.com>
Source record: 96502

Correct, the XEGS keyboard is nothing more than an XE keyboard minus
the RESET, SELECT and START keycaps.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7278. Trouble with corrupted files?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 01:35:47 UTC
From: cb541@cleveland.Freenet.Edu
Message-ID: <3cb0lj$kle@usenet.INS.CWRU.Edu>
Source record: 96503

I've been having some inconsistent
file transfers using 'Util' on my
IBM XT clone. I know the files can
be wrong going from IBM to Atari
and there seems to be nothing I can
do to predict the outcome of a
'Util' write.
I wrote a crc16 program to get a
crc16 value for files on the Atari
a few weeks back, because I was
having some other 'corruption'
problem. My Atari crc16 doesn't
match the crc16 program I already
had for my IBM. So, I wrote a
Turbo Pascal crc16 program for the
IBM that gives the same results as
the Atari.
I already uploaded crc16v10.arc
to umich archive. And I will be
glad to send crc16.com for the IBM
to anyone interested.
It is interesting to note that
the ACTION! crc16 is about 8 times
as fast as my IBM crc16. (Or
should I say 8 times less slower?)
I was working on Unshrink for
the Atari 8-bit Unzipper. I was
testing a zip file that just
wouldn't work right. I finally
re-did the 'Util' transfer and it
turns out the zip file I had
transferred to the Atari was
corrupted. There was nothing wrong
with my Unshrinker, just the zip
file was messed up by 'Util'. (I
still use 'Util', it's a lot
quicker than setting up a null
modem and I don't want to mess with
permanent SIO2PC cables.)

Russ Gilbert
cb541@cleveland.freenet.edu

7279. Re: Mule on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 01:52:43 UTC
From: dderhak@xmission.com
Message-ID: <3cb1lb$q7s@xmission.xmission.com>
Source record: 96357

In article <wTw4uAsABh107h@rcp.co.uk>, ivan@rcp.co.uk (Ivan Mackintosh) says:
>
>>I recently found a program called MULE386 on one of the Umich mirrors. It's
>>a version of MULE for the PC.

>I have mule386 working on my PC. There is a text file - I can't remember whether
>it is a .ini or a .cfg, but this needs to be set up to the spec of your PC (sound
>card, speed etc)

Which Umich site was that? Do you know any other FTP sites
where one can get mule386?

Dean dderhak@xmission.com

7280. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 01:53:10 UTC
From: jlodoen@shell.portal.com
Message-ID: <3cb1m7$l9j@news1.shell>
Source record: 96356
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

BRYEDEWAARD@news.delphi.com (BRYEDEWAARD@DELPHI.COM) writes:

>krishna@max.tiac.net (Glenn M. Saunders) writes:
>>Actually, I think it starts in 2600 mode, and then if it reads the
>>encryption code, kicks up to 1.79. The reason I say this is that if you
>>turn the 7800 on there is absolutely no lag. If you put in a 7800 cart,
>>though, it gives you the rainbow pattern and is doing some stuff to kick
>>it up into 7800 mode.

>I don't think it's encryption. The 7800 carts have more pins on the card
>edge.

Also true, but Atari Inc. insisted on an encrytion code because they
wanted control of development (didn't want a repeat of the VCS
crash). Atari Corp. tried to make the algorithms public, because
at that point they wanted any developers they could find.

That's why there is a pause when starting a 7800 game. The system
is calculating some kind of checksum to compare with the
encryption code.

jlodoen@shell.portal.com

> -Bry

7281. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 02:05:09 UTC
From: krishna@max.tiac.net
Message-ID: <3cb2cl$e8p@sundog.tiac.net>
Source record: 96358
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
: I don't think it's encryption. The 7800 carts have more pins on the card
: edge.

It is encryption. 128 or 256 bytes of header info I believe.
I believe you could just as well write a 4K 7800 game using none of the
extra pins.

The encryption was done to hinder 3rd parties from releasing games
without dealing with Atari first, which is why there are only a couple
3rd party games for the 7800. But Nintendo did the same thing so it
isn't that alien of a concept.

The encryption key code is lost, by the way, due to the usual Tramiel idiocy.

Ali of C= may take the cake for being an unequivocal asshole, stealing
from his company to line his pockets, then run off like a coward when the
creditors came calling. He is now bunking with Salman Rushdie I hear,
but the Tramiel family has almost bent over backwards to piss of 8-bit
and game system fans, and continue to screw up to this day with the
Jaguar despite what is probably their best and final gamble.

7282. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 02:48:06 UTC
From: jcompton@bbs.xnet.com
Message-ID: <jcompton.7p6c@bbs.xnet.com>
Source record: 96361
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

michaelb@hobbie.bocaraton.ibm.com (Michael Rogero Brown (Sys Admin)) writes:
>He's probably talking about Commodore UK ads. The main Commodore company
>went belly up, but several of the subsidiaries, including Commodore UK are
>supposedly still going strong, from what I hear. I've even heard the C-UK
>wants to buy the rights to the Amiga so that it can still be manufactured and
>sold.

It's more accurate to say "Commodore UK and Canada are surviving, somehow.
That's about it."

Commodore US liquidated in September. Commodore International is still in
liquidation. One of the two companies which seems to be trying to buy the C=
assets (the Amiga, basically) is C= UK.

It's hard to characterize C= UK or Canada as strong, as they have no real new
product to sell...

Jason Compton FAX: 708-491-4064 jcompton@cup.portal.com and @bbs.xnet.com
Editor-In-Chief Amiga Report Magazine and Coverdisk
Contributing Writer Amiga Game Zone Magazine
The time to rise has been engaged. -REM, _Finest Worksong_

7283. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 03:01:40 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ZWxX2BE.ransom22@delphi.com>
Source record: 96359

<Rick_Michael_Cortese@cup.portal.com> writes:

>But John, I put you in the same catagory as Wilkinson. You are
>probably one in a thousand if not one in a million. I guess my

>75% are not. Maybe [programmers, computer artist, desk top publishing,
>the self employed] can use multitasking, but they should realize they
>are in the extreme minority.

I agree with you.
At my place of employment, every computer is connected to the
LAN. Every computer also runs Windows. Almost everyone there has
more than one program loaded at a time. But no one actually
multitasks. What I mean by this is that no one ever actually
has more than one process running at a time. When the benefits
coordinator recalculates her 28 MB spreadhseet, she walks away and
has a chat with coworkers. She doesn't flip to E-mail and star
er, start reading her messages. I doubt that she would be happier
if she did.
Similarly, people go grab a coke or snack or spend time
talking while their WordPerfect merges are running.
I agree that those who actually use multitasking are in
the minority.

-Joe

7284. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 03:14:13 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ZW70m5N.ransom22@delphi.com>
Source record: 96360

Glenn M. Saunders <krishna@max.tiac.net> writes:

>And the reverse is true as well. Bushnell was an exception and he got
>out when the getting was good. However, the 2600 almost sold itself by
>virtue of it being the best thing around and one of the ONLY things
>around for a few years so that was a unique situation.

I just have a quibble here. The 2600 wasn't alone in the
market by any means (Bally's Astrocade, Odyssey 2, and the Channel
F for example) when it was introduced. It was also not the best
thing around (although "best" is a subjective term), as witness
Bally's machine.
But you are right..Bushnell got out at the right time.
Entrepreneurs almost never make good managers, simply because the
traits that make one a successful entrepreneur are not those that
make one a good manager. It would have been interesting to see
what would have happened had Warner not put in their own guys and
Bushnell had stayed on. Or if he'd never had to seek capital in
the first place. But, I think the company would have crashed
and burned even before it did under Warner.

>The sad thing is that a shithead like Bill Gates is lauded as a GOD of
>programming and having become king by virtue of an underdog
>beats-the-odds struggle when his greatest marketing triumph was a
>combination of plagiarism from CP/M and luck dealing with IBM to become
>the official OS of the IBM-PC--and Bill Gates himself probably hasn't
>written a line of code since 1983. Not to mention his 2nd biggest
>triumph being a johnny-come-lately ripoff of the MAC GUI, which was in
>turn a ripoff of the Xerox systems--but that's another story.

Heh. Bill gates - the man we love to hate. :) A real-life
J.R. Ewing. [Grin]
He made his name writing BASIC interpreters for any machine
that would have him. Thank the Lord that Atari didn't ask him to
write their OS and/or BASIC, and instead turned to Shepardson Microsystems
Inc. for both. The Atari could have turned out to be a very different
machine.... (oop...meant DOS, not Os. The Os was written by Atari,
of course!)
The entire world pays for Bill's company's mistakes every day....

-Joe

7285. Re: Multiple Use Labor Element (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 03:29:58 UTC
From: mwheatle@nyx10.cs.du.edu
Message-ID: <3cb7bm$k8v@nyx10.cs.du.edu>
Source record: 96362
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

glreno@afterlife.ncsc.mil (Gerald Reno) writes:
>Who else noticed that MULE for the C64 used Atari's built-in
>type font?

I did. Looked like the same program to me. Didn't the Atari {4|8}00
and the C64 actually have the same processor?

>How do you play MULE with more than one player on a C64? (or for
>that matter an Atari XL or XE?)

For the trading phases, two on joystick and two on keyboard. For
the land grab, keyboard and joysticks. For M*U*L*E placemenrt, yoyu
gram ab avaliable joystick and hit the button to tell the CPU who to
listen to. I still have a copy and a C64 :-)

>Has anyone ported MULE to the PC yet?

I hope not, in a way. They would mess it up, and I don't think
they could make the graphics as simple.
I actually tried to play the NES version once. It was painfull.

7286. Wanted: XMM801 "dust Cover"

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 03:36:51 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Z2+2GhD.ransom22@delphi.com>
Source record: 96363

I would like to have another "dust cover" for the XMM801.
This is not a cloth piece you put over the printer. Rather, I am
talking about the plastic piece that is on top with the XMM801
label on it. Mine is missing the label. BEST stocks the cover,
but not with the label. If you have a broken XMM801 and are
willing to sell the cover to me, please E-Mail me.

-Joe

7287. Value of a 65XE??

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 03:50:46 UTC
From: gianouko@bu.edu
Message-ID: <3cb8im$rlo@news.bu.edu>
Source record: 96364

I was wondering the approximate value of an Atari 65XE computer
with disk drive and two joysticks are worth nowerdays. NO this system is NOT
for sale but I am curious about what its value it!!!

Thanks

Arthur Gianoukos

Arthur W. Gianoukos |Note: The attitudes and opinions |The world is full
gianouko@acs.bu.edu | expressed here are MINE!!! |of constants...
-Boston University | They DO NOT reflect those of |The Universal
agianoukos@draper.com | Boston University or |Constant,
-Draper Laboratory | Draper Laboratory !!! | C = Chicken!
==========
"What is the point of being grown up when you can't act childish
once in a while!", The Doctor (Tom Baker) from "Robot"
D O C T O R W H O
31 Glorious Years of Adventure!

7288. Re: some dumb questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 04:49:28 UTC
From: bjcorr@delphi.com
Message-ID: <9412092347591.DLITE.bjcorr@delphi.com>
Source record: 96365

>Strange, but I remember opening up my 800 'bout 12 years ago or so. There

>is this sizeable edge connector on the back of the motherboard (under
>where the RAM cards sit) that was half hacked off to get it to fit in
>the case. I have heard of two purposes for it. One was that it was
>a test connector, the other is that it was a high spped disk i/o
>port that Atari decided that noone needed or would use. Anyone
>know anything?!
>
>--
>Regards,
>James Finnegan
>Contributing Editor
>Microsoft Systems Journal
I too have seen this and have wondered about it's possibilities. Anyone out there know what this is? If i read my hardware manual correctly it does indeed seem to be a test connector. It also seems to have all the data and address lines connected, in fact most of the cart lines seem to be connected. What gives?
bjcorr
>

7289. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 05:06:34 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3cbd0q$jts@terminator.rs.itd.umich.edu>
Source record: 96366
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 26025 Dec 6 12:49 ./8bit/Syspics/10101050.GIF
-rw-r--r-- lenn 21677 Dec 6 12:49 ./8bit/Syspics/1030.GIF
-rw-r--r-- lenn 96778 Dec 6 12:49 ./8bit/Syspics/1050.GIF
-rw-r--r-- lenn 123598 Dec 6 12:49 ./8bit/Syspics/1400XL.GIF
-rw-r--r-- lenn 129065 Dec 6 12:49 ./8bit/Syspics/1450XLD.GIF
-rw-r--r-- lenn 9423 Dec 6 12:49 ./8bit/Syspics/400.GIF
-rw-r--r-- lenn 72092 Dec 6 12:49 ./8bit/Syspics/400JOY.GIF
-rw-r--r-- lenn 32805 Dec 6 12:49 ./8bit/Syspics/410.GIF
-rw-r--r-- lenn 57417 Dec 6 12:49 ./8bit/Syspics/410B.GIF
-rw-r--r-- lenn 123907 Dec 6 12:49 ./8bit/Syspics/600XL.GIF
-rw-r--r-- lenn 11130 Dec 6 12:49 ./8bit/Syspics/800.GIF
-rw-r--r-- lenn 66520 Dec 6 12:49 ./8bit/Syspics/800SYS.GIF
-rw-r--r-- lenn 69632 Dec 6 12:49 ./8bit/Syspics/800XL.GIF
-rw-r--r-- lenn 161652 Dec 6 12:51 ./8bit/0index
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

7290. Re: Help me fix my 1050's!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 06:05:20 UTC
From: diskdet2@aol.com
Message-ID: <3cbgf0$dei@newsbf01.news.aol.com>
Source record: 96367

In article <09DEC94.15339448.0017@UGA.CC.UGA.EDU>, "LARSEN, JEREMY NEIL"
<JEREMY@MUSIC.CC.UGA.EDU> writes:

It could just be the zero track sensor is out. It could also be the speed
is too fast or to slow. I have the 1050 diagnostics disk. I can also do
repairs. I was the first factory trained service tech. outside of Atari. I
still have all my parts. Let me know.
The Disk Detective

7291. WTB: 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 07:04:45 UTC
From: teyilei@magnus.acs.ohio-state.edu
Message-ID: <3cbjud$41a@charm.magnus.acs.ohio-state.edu>
Source record: 96368

Willing to pay reasonable price for a used Atari 1050 drive in good, clean, working condition. Manual, power supply, and serial cable not necessary, though the original DOS 2.5 disk would be nice along with the drive. If you want to sell your drive and 2.5 disk, leave an asking price at my email address:

teyilei@magnus.acs.ohio-state.edu

Regards

7292. 8-bit software wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 09:01:07 UTC
From: richczeta@aol.com
Message-ID: <3cbqoj$1mt@newsbf02.news.aol.com>
Source record: 96377

Atari 8-bit wantlist

Looking for 1 each of the following games, cartridge or disk,
preferably with docs, for the 800/XL/XE. Also interested in
5200 versions of some titles. Titles with a "?" I need info
about what they are. Thanks!

800/XL/XE - must have docs!

Battlezone
Beamrider ?
Blue Max - need docs!
Burgertime
Creepy Corridors ?
Crossbow ?
Crossfire ?
Dark Crystal ?
Frogger II
Gateway to Apshai ?
Gemstone Warrior
Gyruss
Kangaroo
Legionnaire ?
Mario Bros.
Marble Madness ?
Montezuma's Revenge ?
Moonsweeper
Moon Patrol
Mousetrap
Mr. Do!
Phantasie I-II ?
Phoenix - arcade
Pitfall II
Q*Bert's Qubes!
Serpentine ?
Spindizzy ?
Star Raiders II - cart version
Time Pilot
Tutankham
Vanguard
Venture - arcade
Xevious

Mac/65 or any good popular macro assembler.
Prefer one useable on 64K machine. (stock 800XL)

Atari 5200 - must have docs!

Montezuma's Revenge ?
Moonsweeper
Mr. Do!
Tutankham
Xevious

Atari 2600 - must include docs!

Dark Chambers
Frogger
Moonsweeper
Pengo
SwordQuest - Waterworld?
Solaris - need docs!
Yar's Revenge
Zaxxon

If anyone has anything to offer, please email!
richczeta@aol.com

7293. Re: Old bbs'ers?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 09:09:43 UTC
From: aa338@cleveland.Freenet.Edu
Message-ID: <3cbr8n$id4@usenet.INS.CWRU.Edu>
Source record: 96369

In a previous article, perezm@ucssun1.sdsu.edu (perez) says:

>Anyone out there ever call any of these boards way back about 7-8yrs ago?
>
>Middle Earth, Iowa
>Death Star, New Jersey
>Devil's Tower, New Jersey
>or any of the old UFP, NATO or NAPO boards?
>
>Just curious to see if anyone made it to this newsgroup!
>
>

NAPO rings a bell...not sure if I made it on to any of their BBS's, or not.

I use to frequent a UFP BBS in the 216 (Cleveland area) a few years back...
(I've lost count how many years ago it has been)...

--

7294. Re: Old bbs'ers?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 10:08:17 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3cbumh$s2q@ns.mcs.kent.edu>
Source record: 96370

On 9 Dec 1994 10:38:55 GMT, perez (perezm@ucssun1.sdsu.edu) wrote:
: Anyone out there ever call any of these boards way back about 7-8yrs ago?

: Middle Earth, Iowa
: Death Star, New Jersey
: Devil's Tower, New Jersey
: or any of the old UFP, NATO or NAPO boards?

I remember Middle Earth, as well as some NAPO boards. A few years latter
were all the UFP! Boards. {Rats Nest, Morrisons Hotel, T.R.a.S.H., etc...}

Ah, the memories. (grin)
--BRiT

7295. *** Games systems for sale, some classic ***

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 13:23:26 UTC
From: zbytes@interaccess.com
Message-ID: <3cca4e$3hp@nntp.interaccess.com>
Source record: 96373

```
Systems for Sale

**************************************************************************

Atari XEGS, 6 games in boxes, some still shrinkwrapped, 2 controllers,
power supply, $50

**************************************************************************

Colecovision, 2 controllers, power supply, rf connector, 2600 adapter
and 12 Coleco games, $70

**************************************************************************

Fairchild, 2 controllers, power supply and 5 games, $50

**************************************************************************

Game Gear, like new, box and paperwork, and 5 games, $120

**************************************************************************

Genesis, 2 controllers, rf connector and 5 games, $130

**************************************************************************

Lynx I in perfect condition in box, pouch, comlynx cable, power supply and
5 games NEW in the box, $80

**************************************************************************

Odyssey in good working condition with 8 games, $40

**************************************************************************

Sega Master System, 2 controllers, rf connector and 7 games, $70

**************************************************************************

SNES, 2 controllers, rf connector and 4 games, $130

**************************************************************************

Turbo Duo, Virtually NEW in the box with all paperwork and pack-ins and
the following CDs: Splash Lake, Buster Bros, Riot Zone and
Ys III, $175

**************************************************************************

Turbographics 16, 2 controllers, rf connector and 5 games, $150
```

****

Turbo Express and 3 games, $85

****

Vectrex, original box, joystick and 5 games, $125

****

MISCELLANEOUS

Joysticks

Atari 2600 Suncom Tac-2 replacement joysticks, NEW in the box $5, 2 for $9

NES Acclaim wireless Video Shooter, NEW in the box, $5

NES Advantage, NEW in the box, $5

NES CAMERICA Wirless joystick, NEW in the box, $5

Turbographics Turbo Tap NEW in the box, $9

****
Shipping and insurance is not included in any of these items. I am able
to send items COD, but they will have to be paid in cash.

I am willing to trade. Items, in particular, I am looking for are
PCE hucards and CDs, Lynx games and a few SNES games. I am also on the
lookout for rarer 2600 and Coleco games.

I am always willing to listen to trade ideas and am also looking for a
small format camcorder. It doesn't hurt to ask, but I'm not looking
for comics or card collections.

****

7296. Eight Bit Windows

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 13:52:22 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412101352.AA117247546@relay2.geis.com>
Source record: 96372

I've been looking at Diamond GOS for a while now; it's quite interesting. It includes memory management routines. The intent was to make RAM banking transparent to the programmer - it maps any expanded memory into a pseudo 32 bit address space by using RAM expansion handlers.

I think any "windows" for the 8-bit has to support both text and graphics modes. You just can't get adequate speed when every image being manipulated is bit graphics. For a paint program, DTP, or WP preview graphics 8 is fine. But for a desktop or word processor you've GOT to have a text mode to get good speed. Analog once published a routine for windows in graphics 0; I had it running in graphics 8 as well, since both are 40 bytes wide. My version used a single calling address, and checked the number of arguments to know whether to open or close.

I'd be glad to help out with an 8-bit Windows project; I write with Mac65 (disk version), under Sparta 3.2gx.

Dave Paterson

==> Oh, if a man tried to take his time on Earth, and prove before he died what one man's life could be worth, well I wonder what would happen to this world. - Harry Chapin

7297. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 15:09:47 UTC
From: nthewarapp@ea.com
Message-ID: <nthewarapp-1012941509470001@nthewarapperuma.ea.com>
Source record: 96378

In article <3c28c7$789@charm.magnus.acs.ohio-state.edu>,
rfunk@magnus.acs.ohio-state.edu (Rob Funk) wrote:

> 2 - When I am online reading news or whatever, I can have my mail
> program running in the background, checking for new mail every 5
> minutes, without me noticing anything until it does find new mail. If
> an article I read mentions a file I can download, I start up my ftp
> program and let it download in the background while I continue to read
> news.

Hmmm..."horses for courses" - I am writing this email on a Macintosh
Quadra 610, I have a music CD in the CD-ROM drive playing (ABC and D....by
Blue Bamboo) in the background (not difficult, obviously, but the Mac is
keeping track of the volume, and which track is playing), I have also
previously opened 5 copies of my FTP program and downloaded 5 files at
once, whilst downloading another 2 or 3 in a World Wide Web browser, with
my LAN email program checking mail (it's just told me another mail has
come in).

When a PC user saw me doing all this, he got jealous, and now uses a Mac
for Internet access, but I suppose most new machines (PC {with a decent
OS}, Mac, RISC) can multitask in this way. I've taken it for granted since
Multifinder came out (pre-1990? - there's a history of Apple in this
month's Byte but it's at home).

HOWEVER when I get home, although I have a Mac SE in my 'den', I can't
play Rainbow Walker, Rescue on Fractalus or DropZone on it, and I can't
program it as I didn't learn HyperCard, which I thought was too slow to
bother with (I'm working with a software project using David Deaven's
Infra Red Gateway hardware and software on my Atari), and I can't hook it
up to a TV to use it functionally with the IRG, and I can't easily hook up
a PC or Mac to my hi-fi in another room (can't be bothered to move all the
kit around).
Also, my 130XE with SpartaDOS and a hi-speed drive takes 9 seconds to boot
it's OS and into my program....I needn't go on, horses for course.....if I
wanted to, I could link my Atari into the Internet, but I couldn't use it
on the World Wide Web etc. etc.

Even if I could multitask my Atari, I probably wouldn't want the slowdown
and/or loss of memory, and/or crashes with incompatible software -- it
just wasn't meant to be.

Sorry, rambled a bit there.

--
/--\

Neil Thewarapperuma at Electronic Arts Europe mailto:nthewarapp@ea.com
E A S P O R T S IF IT'S IN THE GAME, IT'S IN THE GAME.
Opinions expressed above don't necessarily represent those of my employer
\----------/

7298. 8-Bit Bargains

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 16:43:34 UTC
From: mlzwille@nyx10.cs.du.edu
Message-ID: <3cclrm$23a@nyx10.cs.du.edu>
Source record: 96376

Atari 8-Bit Stuff for sale:

(NOTE: The prices below are for individual items,

See SUPER PACKAGE DEAL at the end of this ad.)

HARDWARE:

Reset Button: Plugs into cartridge slot, $10.

SOFTWARE:

* Pilot Programming Language

w/"Turtle" graphics, (Educators'

package), $10.

* Sublogic FLIGHT SIMULATOR 2 plus JAPAN SCENERY Disk, $25.

* Timewise (Time management), $9.

* "Kingdom" (Instructions and

game, cassette), $3.

* "Biorhythms", (Instructions and

game, cassette), $3.

* "Super-Text" word processor

(disk), $4.

* "Atariwriter" (Cartridge), 2 avail., $20. each.

Excellent word processor for Atari

* "The Newsroom" (Compose and print newsletters) $10.

* "Movie Maker" (Animation Construction Set) $10.

* "Your Personal Net Worth", $10.

* "Softporn Adventure", $5.

** The following from XLEnt Software, $15 each, or all 5 for $65.:

(A full desktop publishing sytem for the 8-bit Atari)

a)Megafont II

b)The First XLEnt Word Processor

c)Rubber Stamp

d)Typesetter

e)Page Designer

* Atari BASIC version "C" cartridge. Eliminates bugs in built-in version "B".

BOOKS ($3.95 each plus shipping)

Atari Programming (with 35 Programs)

An Atari in the Classroom

PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY

SHIPPING ON ALL ORDERS OVER $35.

All these prices are negotiable. I am especially receptive to package

offers that move a lot of items!

****SPECIAL BARGAIN OFFER****: The items above total more than $200.

IF YOU TAKE EVERYTHING---$75. postpaid.

Please reply by e-mail.

W

7299. Great 8 bit SW for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 17:21:01 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0Luv1.JIK@ssbunews.ih.att.com>
Source record: 96382

Here's some of the best classics for the Atari 8 bit. Don't miss your chance to really please that Atarian in your family with your astute tastes in 8 bit software. All have docs, package unless otherwise noted. (Shipping not included for single item purchases - will probably be $2.90)

Application Software
++++++++++++++++++++
Synfile+ (excellent database) Synapse $12
Bank Street Music Writer Folio,unopened $10

Educational Software
++++++++++++++++++++
Elementary Biology APX $4
The Pond Sunburst Educ. $10
Atari Logo Manuals-Ref & Intro Atari $5

Entertainment Software
++++++++++++++++++++++
Archon ECA,unopened $12
Pinball Construction ECA $12
The Seven Cities of Gold ECA,unopened $12
Worms ECA,unopened $12
One-On-One ECA,disk only $4
Hacker Activision $7
Seastalker Infocom,unopened $8
Conflict in Vietnam MicroProse $8
Zaxxon Datasoft $8
The Keys of Acheron,unopened (need Hellfire Warrior) $4
Pacific Coast Highway Datasoft $4
Slime Synapse,disk only $3
Trains Synapse, disk only $5

System Software
+++++++++++++++
DOS 2.5 Atari,disk & manual $3

Magazines
+++++++++
Articles from 5 Issues of Micro (serious treatment of Atari) $2
4 Computes (7/86, 10/86, 11/86, 12/86) $2
4 Creative Computing (3-4/76, 4/80, 5/80/ 10/80) well used $2
AIM Magazine (ST & 8 Bit) (10/90, 11/90, 1-6/92) $4

FREE Software
+++++++++++++

6 tape programs various $0 - you pay shipping

Or willing to trade for Jag Games (ooops, now you know where my new interests lie) - Let's Make a Deal!

Wayne Booth phone: (708) 979-3304 email: trek@intgp1.ih.att.com

7300. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 18:19:43 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ccrfv$rk8@nermal.cs.uoguelph.ca>
Source record: 96379
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: I don't think it's encryption. The 7800 carts have more pins on the card
: edge.

It is the encryption code. When the 7800 turns on, it's a "2600"
by default. It searches for the Encryption code and if it finds it, it
goes into 7800 mode. That's why the giant Atari Logo is displayed on all
7800 games, including 3rd party titles.

>> Mark <<
```

7301. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 18:20:43 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3ccrhr$rk8@nermal.cs.uoguelph.ca>
Source record: 96380
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: Also true, but Atari Inc. insisted on an encrytion code because they
: wanted control of development (didn't want a repeat of the VCS
: crash). Atari Corp. tried to make the algorithms public, because
: at that point they wanted any developers they could find.

They also didn't want "Custer's Revenge" type games utilizing the
7800's advanced graphics capabilities.

>> Mark <<
```

7302. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 18:51:56 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3cctcc$k6l@news2.delphi.com>
Source record: 96381
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

mrathwel@uoguelph.ca (Mark Rathwell) writes:

> It is the encryption code. When the 7800 turns on, it's a "2600"
>by default. It searches for the Encryption code and if it finds it, it
>goes into 7800 mode. That's why the giant Atari Logo is displayed on all
>7800 games, including 3rd party titles.

Ahh.. my mistake. Anyone wanna hack the code? :)

-Bry

7303. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 19:41:58 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129208@cup.portal.com>
Source record: 96383

Glen, your still assuming everyone on the Internet D/Ls stuff. I've D/L'd
less then 1 meg in the last year & 1/2 of that was at someone elses request.
At 14k you can get a through put of about 1k bytes/sec right?
=>60K/minute
=>36000/hour
=>I've used less then 3 hours in the last year transfering files.
Am I supposed to be impressed that if I had used multitasking I could
have spent one of those hours decompressing & testing the files? Let's
see what I could have done with the extra time... read 1/4 of a book, drive
about a 40 mile round trip with no stops, watch another hour of TV?
Nobody cares! The way you guys are saying you D/L is not the way anybody
I know does it. What happens is they hear about one file, they D/L that
file then immediately start playing with it. If Ben's numbers are correct,
75% of the people with computers probably download nothing since they
don't even own a modem. It's a sure bet that if they don't own a modem
they don't need a fax program running in the background. For you multitasking
may be the greatest thing since sliced bread, but I think we're going to have
to aggree to disaggree on this one. I would even venture to guess that
down loaded software is going to take up an even smaller portion of
hard drive space as CD ROMs become more popular. For instance, why should
I spend 100's of hours online when for $20 I can get 680 megabytes of
C source code on a CD ROM? I just bought a 10 pack CD ROM sampler for $20,
I'll assume they're not each full, so how about 5 billion bytes of files
& a Diet Coke from Fry's in 10 minutes? If someone ask me which should
do, get a $50 CD ROM drive or a $50 14k modem I would probably tell
them to go for the CD ROM unless they really wanted to listen to the
witty repartee like you find here<g>.

7304. Re: Trouble with corrupted files?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 20:01:59 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129210@cup.portal.com>
Source record: 96384

Russ, have you been setting the binary flag for all the transfers?
Reason I ask is it gave me a world of trouble. If I recall correctly
UTIL defaults to non binary transfers & if you pass it a bad switch
it doesn't respond with a error message. I can't recall all the
mistakes I made, stuff like using /b or -b or whatever, but it did
make a difference. It got so bad for me I almost recompiled it
to do nothing but binary transfers.
Rick

7305. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 21:47:11 UTC
From: krishna@max.tiac.net
Message-ID: <3cd7kv$mv9@sundog.tiac.net>
Source record: 96385
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
: Ahh.. my mistake. Anyone wanna hack the code? :)

Why don't you ask your ST buddies if they have it. It was on ST disks since the ST was used as a lynx development system and they were all on the same disk as the lynx stuff.

Lost in the annals of time...

7306. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 21:55:34 UTC
From: krishna@max.tiac.net
Message-ID: <3cd84m$mv9@sundog.tiac.net>
Source record: 96386

Joe Walsh (ransom22@delphi.com) wrote:
: Glenn M. Saunders <krishna@max.tiac.net> writes:
:
: >And the reverse is true as well. Bushnell was an exception and he got
: >out when the getting was good. However, the 2600 almost sold itself by
: >virtue of it being the best thing around and one of the ONLY things
: >around for a few years so that was a unique situation.
:
: I just have a quibble here. The 2600 wasn't alone in the
: market by any means (Bally's Astrocade, Odyssey 2, and the Channel
: F for example) when it was introduced. It was also not the best
: thing around (although "best" is a subjective term), as witness
: Bally's machine.

The 2600 was clearly better in specs than all other machines except the Bally.

The Bally has better resolution specs, but no hardware sprites. In the long run, the 2600 had enough flexibility to allow programmers to work around things to do things which blow the Bally out of the water.

You never heard anything about the Bally being able to do anything close to display list tricks. But raster interrupts (which are differently done on the 2600 from the 400/800 but look IDENTICAL) are a lot easier on the 2600 because you are building screens by hand and hand timing the whole thing.

If the Bally DID have hardware sprites, it would have been about comparable to the Atari 400/800 2 years earlier. Some method of raster interrupt color register shifting was probably possibleon the Astrocade, but in 1977 they didn't think it was necessary in light of it being a novelty to be color at all. But it doesn't seem to have hardware scrolling or anything.

7307. FS: 2400 Modem and 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 22:12:26 UTC
From: tdrake1@umbc.edu
Message-ID: <3cd94a$smu@news.umbc.edu>
Source record: 96387

I have the following package for sale. You would pay shipping.

1 Atari 850 Interface Module with power supply, I/O cable, manual, and
the PM2400SA 2400 baud modem from Practical Peripherals with power supply
and manual. Take the whole package for $55.

All equipment in excellent condition.

All you need is an Atari 8-bit compatible modem cable and you are set
to go on-line up to 9600 baud in speed!

E-mail for more info and details.

-=-
Thomas Drake Test First! Then Code! tdrake1@umbc.edu

7308. Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 22:31:49 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <9412102232.AA11080@brachot.jct.ac.il>
Source record: 96388

I recently saw a game called Behind The Jaggi Lines, by Lucasfilm.
It was a pirated copy so I didn't see any docs. Surprising thing was,
it looked identical to Rescue On Fractalus (Never seen Rescue but I have
some screen shots from a review of it). Was this a pre-release name? Is
there any difference between this and Rescue? Does anyone out there know
what the hell I'm talking about?

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
I have FOUR registered uses of Ice-T! Count em, ledeeeez and gentlemen

7309. Re: Multiple Use Labor Element (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 23:24:40 UTC
From: dtrg@st-andrews.ac.uk
Message-ID: <3cddbo$7mv@calvin.st-and.ac.uk>
Source record: 96392
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
In article <1994Dec8.135321.6950@afterlife.ncsc.mil>,
Gerald Reno <glreno@afterlife.ncsc.mil> wrote:
>Has anyone ported MULE to the PC yet?
>
>I'm gonna have to drag my Atari out of the closet. I haven't
>played MULE or Alley Cat in ages...

If you're interested, a friend of mine has ported it for the ST (hi, Tim!).
I'd better not post his email address or he'll murder me, but if you look
around the appropriate places (is there a Mule newsgroup?) you should
find him. His name's Tim Lister, and he's a second-year astronomer here
at St.Andrews.

--
Why do people surf the Information | GCS -d+(?)(++) p(-+)(---) c++++ !l+(+)
Superhighway? Won't they get run | u++ e*(++) m*(++) s !n h+(++) f+ g+
over? | w+(+++) t--(+) r y? (Archimedes owner)
http://bute.st-andrews.ac.uk:1024/~virtual/home.html (Use at your own risk)
```

7310. Atari books for sale...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 23:25:40 UTC
From: chard31@aol.com
Message-ID: <3cdddk$cpk@newsbf01.news.aol.com>
Source record: 96390

Greetings,
Here is a list of almost all of my Atari related books that are for sale. Email me if you want any of them.
chard31@aol.com

Atari Books For Sale - 12-1-94 Prices are what is printed on the book

t = Tab Books c = Compute Books dp = Dilithium Press r = Reston Books
d = Datamost Books aw = Addison-Wesly s = Sams Books w = Wiley Books
cp = Creative Press mh = McGraw-Hill h = Hayden Books b = Bantam Books
sb = Spectrum Books cg = Consumer Guide eo = Enrich/Ohaus o = Osorne

101 Programming Surprises & Tricks t 12
34 More Ready To Run Basic Programs t 9
67 Ready To Run Basic Programs t 9
Advanced Atari Basic Tutorial s 12
Advanced Programming Technics t 15
Assembly Language Programming mh 16
Atari Software 1984 a 20
Atari 800 Salesperson's Guide Atari Press ?
Atari Basic Atari h 16
Atari Games & Recreation r 15
Atari Sound & Graphics w 11
Atari Basic w ?
Atari Programming With 55 Programs t 14
Atari Assembler r 17
Common Basic Programs - Atari Edition o ?
Compute's Atari Collection - vol 1 c 13
Compute's Atari Collection - vol 2 c 15
Compute's Third Book Of Atari c 13
Compute's Second Book Of Atari c 13
Compute's First Book Of Atari Graphics c 13
Compute's Second Book Of Atari Graphics c 13
Compute's First Book Of Atari c 13
Computers For People dp 8
Conquering Adventure Games dp ?
De Re Atari apx 13
Designs From Your Mind For Atari r ?
Dr. Wacko's Miracle Guide a 25
Free Software For Your Atari eo 9
Game Playing With Basic h 12
Inside Atari DOS c 20

Kids And The Atari d 20
Machine Language For Beginners c 15
Mapping The Atari c 15
Mastering Your Atari Thru 8 Projects sb ?
Printshop Handbook b 19
Programmer's Reference Guide s 22
Programming Your Atari Computer t 11
Repairing Your Home Video Game d 10
Shortcut Thru Adventureland - vol 2 r 10
Speedscript - The Word Processor c 10
The Atari Basic Source Book c 13
The Creative Atari cp 16
The Best Atari Software cg ?
The Musical Atari r 15
The Master Memory Map r 16
Things To Do With Your Atari Computer dp 4
Your Atari Computer o 18

7311. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 23:28:56 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3cddjo$5nk@nermal.cs.uoguelph.ca>
Source record: 96389
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

: Ahh.. my mistake. Anyone wanna hack the code? :)

: -Bry

In the rec.games.video.classic group, people were trying to
locate the code, but had no success. Allegedly, Atari included the 7800
encryption code in the Lynx development package. Perhaps a Lynx developer
could help us out.

>> Mark <<

--
==
Mark Rathwell
The University Of Guelph
"The heroes and legends I knew as a child have fallen to idols of clay."
==

7312. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 23:30:45 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3cddn5$5nk@nermal.cs.uoguelph.ca>
Source record: 96391
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: Why don't you ask your ST buddies if they have it. It was on ST disks
: since the ST was used as a lynx development system and they were all on
: the same disk as the lynx stuff.

Not quite correct. The Amiga was used as the Lynx development
system because both the Amiga and Lynx were developed by the same people.
However, I've heard that Atari gave away the 7800 encryption code on ST
disks because the ST was often used as the development system for the 7800.

>> Mark <<

--
===============================================================================
Mark Rathwell
The University Of Guelph
"The heroes and legends I knew as a child have fallen to idols of clay."
===============================================================================
```

7313. VT850 help...sort of

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-10 23:53:14 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D0MD0q.Gnu@freenet.carleton.ca>
Source record: 96393

For anybody owning the VT850 progra, by Curtis Laser...here's how to
capture if you haven't already figured it out.

1. press select+3
2. press f
3. exit this menu
4. to start capture, press select+2
5. to end capture, press select+3

BTW: It works...it might not capture the text the way it should be, but it
works. Also, don't expect to be online after you've done your capture...it
tends to hang the modem when you close capture(it does this every time).

=CB=

BTW#2: I figured it all out myself! NO DOCS!!!!

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

7314. Derek Mihocka & PC Xformer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 02:13:04 UTC
From: clf3678@ultb.isc.rit.edu
Message-ID: <1994Dec11.021304.21229@ultb.isc.rit.edu>
Source record: 96396
Cross-posted to: comp.sys.atari.8bit,comp.sys.ibm.pc.hardware.misc,misc.forsale.computers.pc-clone,comp.sys.ibm.pc.misc

This is a public statement.

In the on-disk documentation file for Derek Mihocka's PC XFormer 3.0,
he states that Ulf Petersen and his company, Avatar (formerly known as User
Mag) are pirates because they "have refused to purchase the product from us."

I am a personal friend of Ulf Petersen. He has visited me here in the
US, and I spent a month this summer visiting him and touring Europe with him.
I know him quite well.

****
* Ulf Petersen is no pirate! Avatar does NOT sell pirated products! *
****

If Mr. Mihocka has a problem directly selling his product to Ulf/Avatar,
then that's his problem. But publicly slandering him for no good reason is
a cowardly thing to do.

Derek, you should be ashamed of yourself.

==
Chris Freemesser, RIT CpET (We had a President Harrison.
Internet: clf3678@ultb.rit.edu) We had a President Ford.
Beavisnet: cornholio@tp.bunghole(How about President Harrison Ford?
==

7315. Forsale: 8-bit and 5200 carts

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 03:05:58 UTC
From: ckchan@interport.net
Message-ID: <ckchan.30.00795115@interport.net>
Source record: 96400

Hi All,

Here a severals carts which I'm offering for sale. They are all Atari XE
Carts, but should work with an XL.

1) Archon (2 Available) $6.00 each ... new and unopened
one box is in very good shape, the other has a small cut

2) Moutain King (for 5200) $4.00 obo, no box, no doc., AS IS

3) K-RAZY Shoot-Out (for 5200) $4.00 obo, no box, no doc., AS IS

Chi K. Chan
ckchan@interport.net

7316. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 03:11:32 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D0MM78.4Gx@freenet.carleton.ca>
Source record: 96395

In a previous posting, poster is dead)) (bruck@brachot.jct.ac.il) writes:
> I recently saw a game called Behind The Jaggi Lines, by Lucasfilm.
> It was a pirated copy so I didn't see any docs. Surprising thing was,
> it looked identical to Rescue On Fractalus (Never seen Rescue but I have
> some screen shots from a review of it). Was this a pre-release name? Is
> there any difference between this and Rescue? Does anyone out there know
> what the hell I'm talking about?

In truth, it's the exact same game. If you look at the original of Rescue
on Fractalus! it will say 'Behind Jaggi Lines' when you boot it up and the
title screen pops up. There is absolutely no difference between the two.

BTW: Does ICE-T have a capture feature? I've never seen it working(my copy
has a bad CRC)?

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

7317. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 03:36:28 UTC
From: robg@picasso.ICSI.Net
Message-ID: <3cds3s$3bn@monet.ICSI.Net>
Source record: 96394

((poster is dead)) (bruck@brachot.jct.ac.il) wrote:
: I recently saw a game called Behind The Jaggi Lines, by Lucasfilm.
: It was a pirated copy so I didn't see any docs. Surprising thing was,
: it looked identical to Rescue On Fractalus (Never seen Rescue but I have
: some screen shots from a review of it). Was this a pre-release name? Is
: there any difference between this and Rescue? Does anyone out there know
: what the hell I'm talking about?

Yeah, Jaggi Lines was a pre-release of Rescue on Fractalus that somebody
leaked. I have it somewhere...

Rob

7318. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 05:26:16 UTC
From: krishna@max.tiac.net
Message-ID: <3ce2ho$8tp@sundog.tiac.net>
Source record: 96397

The pirates of the Lucasfilm games before they even came out was the main reason that Lucasfilm gave up the Atari platform, as you know, these games wound up being released by Epyx, NOT Lucasfilm directly.

Epyx, as you know, was absorbed by Atari, which is why these games eventually became the property of Atari Corp.

I carry a big grudge against the Atari pirating community. They helped kill the platform.

7319. Re: Derek Mihocka & PC Xformer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 05:33:25 UTC
From: krishna@max.tiac.net
Message-ID: <3ce2v5$8tp@sundog.tiac.net>
Source record: 96399

Sounds like Darek and the people over at Express PRO! would get along beautifully. The good guys at PRO! have publically ostracized several people for less.

7320. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 05:33:31 UTC
From: molin@cxc1.cl.msu.edu
Message-ID: <3ce2vb$j5s@cxc1.cl.msu.edu>
Source record: 96398

ba930@FreeNet.Carleton.CA (Chris Brown) writes:

>If Atari had the money, they could rule the world...I'm not kidding!
>They really could! If they re-opened their ST and 030 and possibly even
>the 8-bit lines and did a bit more advertising, they would be at the top!

It can't happen until the Tramiels (rhymes with schlamiels) get the hell
out of the picture. They are the laughing stock of the industry, and we
are their blind-led groupies.

Off with their heads!
--
=-=-=-=-=-=-= molin@terminator.rs.itd.umich.edu =-=-=-=-=-=-=-=
|||
Keep up the fight ||| I love my country
or lose the right... / | \ but I fear my government

7321. Re: Multiple Use Labor Element

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 06:03:45 UTC
From: nugget@use.com
Message-ID: <1PfwkiivM8eE075yn@use.com>
Source record: 96273
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

ycl6@sawasdee.cc.columbia.edu (Yeechang Lee) wrote:
> |Who else noticed that MULE for the C64 used Atari's built-in
> |type font?
>
> I did--it's especially noticeable when it uses a 20-cpl font, which the
> C64 doesn't have native.

The big question burning in my mind is: On the C= version of MULE, was the planet still named the planet IRATA? (Which is, of course, ATARI backwards)

God I loved that game... I can still hear that opening music.

-/\/

7322. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 09:42:54 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.1f4j@legend.akron.oh.us>
Source record: 96403

Why don`t these folks with a fetish for multitasking take their fetish
to a proper newsgroup, like alt.sex.multitasking!

7323. 8-bit software wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 09:57:40 UTC
From: Terry.Streeter@flight.org
Message-ID: <f0e_9412111658@flight.org>
Source record: 96198

I can help with alot of the 8bit software,
do you have a bbs, or do you call
any certain bbs?

---------------------------- -//- -----------------------------
| Internet: Terry.Streeter@flight.org
| The FlightLine [MSP] 612-544-5118 Aviation & Simulator Resource |
| note: the views of this user are strictly his own..... |
---------------------------- -//- -----------------------------

7324. HTML specs?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 09:59:24 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412110959.AA278209956@relay2.geis.com>
Source record: 96401

I realize that this isn't the best place to ask, but does anyone know where
I could find the specs for the most recent version of HTML for FTP?

Thanks in advance.

Dave

7325. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 10:27:53 UTC
From: eyvind@pvv.unit.no
Message-ID: <EYVIND.94Dec11112753@iq.pvv.unit.no>
Source record: 96402

In article <3ce2ho$8tp@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

> The pirates of the Lucasfilm games before they even came out was the main
> reason that Lucasfilm gave up the Atari platform, as you know, these
> games wound up being released by Epyx, NOT Lucasfilm directly.

Actually, Atari were supposed to be releasing the games for Lucasfilm,
but then they pulled out of the deal (can't remember why. There was a
mention in it in the Compute! review of Fractalus and Eidolon, if you
want to check). Epyx bought the rights when LFL didn't do anything
with the games.

> Epyx, as you know, was absorbed by Atari, which is why these games
> eventually became the property of Atari Corp.

You got that the wrong way round, AFAIK. Epyx was a company started
by one of Atari's programmers; they didn't get bought up, they went
bust. Atari got the rights to the games because they paid for them,
same as they did with all the other stuff that was re-released on
cartridge when the XEGS came out.

> I carry a big grudge against the Atari pirating community. They helped
> kill the platform.

The C64 had just as big a pirating community, if not bigger. All of
the people I knew who had C64s bought them so they could copy games
from everyone else who had one.
--
Eyvind Bernhardsen

7326. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 17:52:17 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <R+zWOjR.ransom22@delphi.com>
Source record: 96404

Eyvind Bernhardsen <eyvind@pvv.unit.no> writes:

>> I carry a big grudge against the Atari pirating community. They helped
>> kill the platform.
>
>The C64 had just as big a pirating community, if not bigger. All of
>the people I knew who had C64s bought them so they could copy games
>from everyone else who had one.

From imperical and anecdotal evidence it is apparent that all
platforms have experienced piracy at one time or another.
Heck, even the SNES platform has experienced it. I was offered
a fairly inexpensive unit that would copy cartridge games to a 3.5" disk
abou a year ago. Just rent the game, copy it, and your collection will
grow to a huge size in no time at all!
As a BBS SysOp, I am often asked for copies of games/programs
that I mention using in the various message subs. I always refuse,
but it just goes to show me how rampant piracy is in the MS-DOS world.
As I mentioned before, I was in the Apple][pirate scene,
so I know also that that platform had MUCH more than its share of
pirates.
You mention Commodore, and others have mentioned Atari.
I don't think we'll ever be free of piracy, because as soon
as one generation learns not to do it,another generation reaches
the age at which they begin to pirate.
Essentially, the problem is how easy it is to copy programs.
This I believe will never be surmounted. They've tried for at least
fourteen years now to devise means that would stop people from copying
their property. It just isn't going to happen, since whatever technology
is used to stop copying can undoubtedly be used to enable it.
So, education won't work and neither will technology.
I am sorry to say that piracy (and the higher prices it causes)
is here to stay. We'd better all learn to live with it, and that includes
the publishers and maufacturers.
On second thought, I suppose they have learned to live with it.
Although the MS-DOS world is riddled with piracy and always has been,
there are no signs that companies are fleeing from supporting the
platform.
I guess there is a critical mass of pirates that is reached at
which point there are not enough people buying legitimate copies of the
programs to justify new titles. Hopefully we will never see this
happen on a platform again.

Just some thoughts...

-Joe

7327. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 19:54:35 UTC
From: reynolds@panix.com
Message-ID: <3cfldr$l3h@panix3.panix.com>
Source record: 96156
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <D0ECz3.5Ip@undergrad.math.uwaterloo.ca>,
Dave Brown <dagbrown@undergrad.math.uwaterloo.ca> wrote:
>In article <3c0khv$2gt@bolt.ucsb.edu>,
>Jason D. Bardis <jasonbar@bolt.ucsb.edu> wrote:
>>I got a 1040ST thru mail order. When I opened it up and used it, I found that
>>it couldn't boot the GEM. I could only use disks that had "autoruns".
>>Called customer support and he told me to pick it up and drop it a few
>>times...didn't work. Sent it back and got another one that worked fine.
>
>Whenever I get instructions like these, I always translate them to
>sanity, viz. "Open up the case and reseat all the chips that are in
>sockets."
>
>Much more reliable than throwing your computer around the room.
>

"Pick the machine up a couple of inches and let it drop" was the
official Atari fix for this problem (they were too cheap to use
retainer clips on the socketed chips). You have to remember that the
1049ST had no user serviceable parts inside the case. Opening the
case and getting to all the chips was not trivial (and voided your
warantee).

Brian "using an Atari Mega 4ST at work, since there is no fate worse
than MS Windows" Reynolds

--
Brian Reynolds | "Knowledge, Sir, should be free to all!"
reynolds@panix.com | -- Harcourt Fenton Mudd
NAR# 54438 | "I, Mudd"
IPMS# 30162 |

7328. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 21:10:27 UTC
From: jlodoen@shell.portal.com
Message-ID: <3cfps3$nth@news1.shell>
Source record: 96157

eyvind@pvv.unit.no (Eyvind Bernhardsen) writes:

>In article <3ce2ho$8tp@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:

>> The pirates of the Lucasfilm games before they even came out was the main
>> reason that Lucasfilm gave up the Atari platform, as you know, these
>> games wound up being released by Epyx, NOT Lucasfilm directly.

>Actually, Atari were supposed to be releasing the games for Lucasfilm,
>but then they pulled out of the deal (can't remember why. There was a
>mention in it in the Compute! review of Fractalus and Eidolon, if you
>want to check). Epyx bought the rights when LFL didn't do anything
>with the games.

May have had to do with Atari Inc. being sold and split up into
Atari Games and Atari Corp. Lots of deals fell through the cracks.

>> Epyx, as you know, was absorbed by Atari, which is why these games
>> eventually became the property of Atari Corp.

>You got that the wrong way round, AFAIK. Epyx was a company started
>by one of Atari's programmers; they didn't get bought up, they went
>bust. Atari got the rights to the games because they paid for them,
>same as they did with all the other stuff that was re-released on
>cartridge when the XEGS came out.

Atari programmers started Epyx? I don't think so. Automated Simulations
was started by Jon Freeman and Jim Connelley in 1978. Name changed to
Epyx. Their first games were for the Commodore PET.

Glenn has been checking into the ownership of certain program.
It turns out that Atari got all rights to software made for their
various systems. That may include the Lucasfilm titles, but I
really suspect LFL kept tighter control.

Someone created a Ballblazer clone for the PC recently. It's
been pulled for some legal reason. Who went after him, LFL or
Atari?

jlodoen@shell.portal.com

7329. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:08:40 UTC
From: krishna@max.tiac.net
Message-ID: <3cft98$99i@sundog.tiac.net>
Source record: 96158

ROBERT STOUT (rstout@legend.akron.oh.us) wrote:
: Why don`t these folks with a fetish for multitasking take their fetish
: to a proper newsgroup, like alt.sex.multitasking!

Multitasking is not a fetish. I think it's a case of those who can't
don't know what they are missing.

I mean, get real. I'm not going to just sit by if people are saying
ludicrous stuff lke 'hey, who cares about color, who cares about sound,
who cares about clock speed, who cares about resolution'? Add it all up
and that's everything that makes a computer system!

Do you remember that little article, I think in the old AC, that said
'Atari provincialism???'

The point of that was that burying your head in the sand and saying that
everything the Atari does is perfect and everything else in the computer
world is stupid or frivolous or useless, that that is really dangerous
for the Atari's future.

If nobody was aware of how MS-DOS worked, we'd never have SpartaDOS, for
instance.

Tom Hunt is great when it comes to trying to take other computer ideas
and translate them into Atari utilities. Not ALL of them are impossible
to port. For instance, Tom's filenotes are one feature of the stock
AmigaDOS filesystem. Or his self-extracting archives. Not to mention
slaving new peripherls (MIO/BB/MIO2) or supporting different text
translations--if you want to go to an extreme. Why do anything by
ATASCII? Isn't that good enough? Boy, we'd really be isolated without
ASCII in Bobterm and VT100 in FlickerTerm.

I emplore you not to make the leap from saying 'this is good enough for
me' to 'anyone who wants more is abnormal'.

7330. Re: PC Xformer Complaints

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:16:49 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <28b_9412120359@softtech.brisnet.org.au>
Source record: 96159

clF Tooned (ftooned@delphi.com) wrote:
cl: I will be releasing a new version of SpartaDOS
cl: specifically for use with the Xformer (2.5 included)

clCould you tell us why it doesn't work currently with Xformer?

Spartados does NOT use the os rom serial routines . It uses its own
routines inorder to get high speed SIO. All high speed doses are like this.
The high speed SIO does NOT use interupts. It monintors the pokey sio
interupt flags but it does not enable them to interupt the processor
directly unlike the os rom sio routines. My guess is that Xformer does not
emulate the pokey hardware fully. If it did, things like this would work.
Spartados 3.2z should work...

The same thing happens with SuperDOS.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Max v2.12 [NR]

7331. mux

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:17:39 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <286_9412120359@softtech.brisnet.org.au>
Source record: 96160

blBTW: Does anyone own/has anyone used a mulitplexer from CSS? I'd like to blknow how well it works, and if is really worth buying, since my dad is blplanning to try and get some for the Atari XE Group here in Ottawa.

It pluges in to the cartridge port. Inside it has a 6522 VIA chip and a bus driver. the 6522 is mapped into the D5xx hex memory area. It has a pass through connector on top for other carts. All slave machines must have a rom installed. The master runs a master program. The master has the hard drive or whatever on it. All units are connected by a ribbon cable. works well. Had it running on my 800 with spartados 3.2z.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Max v2.12 [NR]

7332. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:18:10 UTC
From: krishna@max.tiac.net
Message-ID: <3cftr2$99i@sundog.tiac.net>
Source record: 96166

Eyvind Bernhardsen (eyvind@pvv.unit.no) wrote:

: Actually, Atari were supposed to be releasing the games for Lucasfilm,
: but then they pulled out of the deal (can't remember why. There was a

Because of the PIRATING of course, like I said.

: You got that the wrong way round, AFAIK. Epyx was a company started
: by one of Atari's programmers; they didn't get bought up, they went
: bust. Atari got the rights to the games because they paid for them,
: same as they did with all the other stuff that was re-released on
: cartridge when the XEGS came out.

So I simplified history. Atari paying for something to me is the same thing as 'got bought up'. I know full well the history of Epyx, and how it relates to Arcadia/Starpath and the Lynx, but I didn't want to get into a huge history lesson.

: The C64 had just as big a pirating community, if not bigger. All of
: the people I knew who had C64s bought them so they could copy games
: from everyone else who had one.

The C=64 people enjoyed a very UNUSUAL and LUCKY situation in their platform that allowed them to enjoy about 5 more years of game releases than they normally would have gotten by virtue of unhindered market forces. Since several companies signed a contract to produce games over a 5 year period, they were obligated to continue making games no matter what, even if every game they released made no money and was pirated left and right. If they didn't have this protection, the pirating in the C=64 community combined with the obvious downslide in the userbase which was also in evident with every other 8-bit platform, would have resulted in much the same pullout rate as the Atari.

Pirating was just ONE factor in all this, but it WAS a big one.

7333. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:20:50 UTC
From: krishna@max.tiac.net
Message-ID: <3cfu02$99i@sundog.tiac.net>
Source record: 96167

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:

: Atari programmers started Epyx? I don't think so. Automated Simulations
: was started by Jon Freeman and Jim Connelley in 1978. Name changed to
: Epyx. Their first games were for the Commodore PET.

He may have been referring to ex-Atari ENGINEERS who helped design the Lynx.

7334. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:22:09 UTC
From: jharris@cup.portal.com
Message-ID: <129289@cup.portal.com>
Source record: 96161

>BTW John, I'm sure you could do a form of multitasking on the Atari
>*IF* you wanted to. Something like word processing on terminals
>hooked up to 2 or 3 serial ports on the PBI? Maybe I over estimate
>your talents, but I'd bet you could knock something like that out
>in an weekend.

:-) Yes, that was kind of a point I made earlier. If everything could be coded over again, there's nothing to prevent multitasking on the 6502, or the Atari8 hardware.

John Harris - jharris@cup.portal.com

7335. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:22:13 UTC
From: jharris@cup.portal.com
Message-ID: <129290@cup.portal.com>
Source record: 96163

Rick,

>But John, I put you in the same catagory as Wilkinson. You are
>probably one in a thousand if not one in a million. I guess my
>point is people seem to be trying to say multitasking is required
>or at least highly desirable for computers in general. I know
>or should say come in contact with 300-400 people that use
>computers on a daily basis & virtually none of them need or use
>multitasking.

I submit that these users have not worked steadily with an Amiga
for a year or more. Like I said, there is a freedom of doing things
that is difficult to explain. It's more than just specific examples.
Thus, maybe the examples I quoted diminished rather than strengthened
my position.

All I can say, is that most of our Amiga club really appreciates the
OS. And these are not technically oriented people. Even in these
times of uncertainty in the future of the Amiga, most of us are
clinging to our machines. The price of used Amigas is skyrocketting.
The users who haved jumped ship to join the dark side of the force,
(Windows), complain about their environment.

Multitasking, when done right, really is a more pleasurable way of
interacting with computers. To say someone doesn't need it, just
because they have not gotten used to using it yet, does not seem
valid to me. History is filled with inventions that people got
along just fine without, but now that they are generally accepted,
most people don't want to go back to the old way. Even if they
were plenty happy with that way before the invention came along.

John Harris - jharris@cup.portal.com

7336. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:22:16 UTC
From: jharris@cup.portal.com
Message-ID: <129291@cup.portal.com>
Source record: 96162

> At my place of employment, every computer is connected to the
>LAN. Every computer also runs Windows. Almost everyone there has
^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^^
>more than one program loaded at a time. But no one actually
>multitasks.

Easy answer to this one. Windows is extremely poor in both design and multitasking. In another message, where I cite Ex-Amiga users that migrated to the Windows world, they don't multitask anymore either because Windows doesn't do it very well. And many/most IBM programs are not written with the thoughts of multitasking built-in from the ground up. That's why these people are upset. They may have gotten a more popular computer, but they don't enjoy their computing as much.

John Harris - jharris@cup.portal.com

7337. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:22:19 UTC
From: jharris@cup.portal.com
Message-ID: <129292@cup.portal.com>
Source record: 96164

>>All Amiga processes run in user mode and there is no provisions for
>>entering supervisor. With the exception of the EMPLANT Macintosh
>>emulator, which patches the Exec so that it can run in supervisor.
>
>Wrong. If you call Supervisor(ptr) then exec.library will enter supervisor
>mode and call func.

Sorry. I used the example of EMPLANT as the basis for my post.

Its problem was, the entire task needed to run in supervisor, because
the Mac requires it. There wasn't a provision for leaving the task in
supervisor mode all the time.

John Harris - jharris@cup.portal.com

7338. Re: atari 8 bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:24:39 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <28d_9412120359@softtech.brisnet.org.au>
Source record: 96165

slbschneid@mit.edu wrote:
sl: This may be a stupid question, but is there a way to read data from Ata
sl: 800 cartridges, possibly for transfer onto disk or to another platform
sl(i.e.,
sl: to run on an emulator on my Pentium?) Thanks..

sl: Bill

slYes there is - but you need special hardware to do it... I think. :)

Yes. it is possiable and yes he is right, you need special hardware.
SuperMON (or something like it) an os system replacement and a dos that can
save roms to disk (SuperDOS) and some knowledge of what you are doing. But
not all carts can be done. Some protect them selves and others are bank
switched. BTW. JOUST works fine on Xformer. Just a bit of a pain playing
it with a keyboard and no sound....

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Max v2.12 [NR]

7339. mux and sparta

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:25:38 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <288_9412120359@softtech.brisnet.org.au>
Source record: 96168

kl3.2f can be patched into z but 3.2g and gx will NOT work with the
klMultiplexer.

klI forgot to mention that. Both SpartaX and Sparta 3.2g/gx will not work
klwith the MUX due to the way it rerouts I/O which conflicts with the
kltricks that Sparta usually does to enable Ultraspeed.

klUnfortunately no regard was given for MUX users when g and gx was written
kl(John Harris- what gives?)

BOB puf the designer of the mux made a patch programme for sparta 3.2d to
get it to work with the mux. Called it 3.2z. 3.2g/gx has been modifyed at
the source code level then re assembled. Said patch program still works but
code it changes has been moved. Is like shooting blind folded at a target
when someone has moved it.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Max v2.12 [NR]

7340. Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:33:06 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hszX2LS.ransom22@delphi.com>
Source record: 96169

I realize there have been numerous reviews published on the
Okimate 10 color printer, but I thought I'd share some ideas with
those who are interested.
I recently purchased the Okimate 10 with Plug 'N Print for use
on my Atari system. I originally had one when they first came
out, but sold it when I got disgusted with Atari Corp. back then.
At the time, I was using standard pin-feed paper with it, and
getting terribly poor results. The printing was almost unreadable.
Now, many many years later, I have much more experience with
lots of different printers, including ink jets, laser jets, and the
new crop of thermal transfer printers (ie, Tektronix Phaser 200i, which
we have at work). Seeing that Phaser 200i do such beautiful printing
with essentialy the same technology that the Okimate had ten years ago,
I decided to take another look.
I called around and found that B&C had the Plug 'N Print, but
not the printer itself. However, Bruce said he had seen one at one
of the surplus shops around town (the Silicon VAlley is riddled with
those places...ah, how I miss living in CA!), and he would be willing
to go buy it and resell it to me. The price was acceptable, so we
agreed.
I just got the machine Friday. Bruce had done a test print on
it, but the printing came out aweful. He wrote a note suggesting I
get a new printhead. (BTW: Okidata still supports these machines. You
can still buy ribbons, manuals, printheads, etc. from them. Ribbons
are also available through many office supply dealers.)
I had purchased some ultra-smooth paper in anticipation of
having this machine. It is Wayerhauser First Choice Premium Laser
Paper, and runs about $7.99 per ream at office supply stores. This
stuff really is incredbily smooth, and a bit thicker than normal bond.
At any rate, I ran this paper through the printer, and the
result was flawless! The old Okimate advertising claim of Letter
Quality output just became true!
My advice to anyone who wants color output for their 8-bit
is to pick up one of these machines if you ever see them at a
garage sale, flea market, etc. (But make sure to get the Atari
version of their Plug N Print!)
The Okimate 10 provides 26-color output beautifully for most
Atari-compatible paint programs (Koala, Atari Paint, etc.).

Buy one if you can!

-Joe

7341. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:41:07 UTC
From: James King <jeking7@delphi.com>
Message-ID: <hO01u7b.jeking7@delphi.com>
Source record: 96170

What's the problem with discussing multi-tasking, Robert?

Why not try to come up with a new OS that allows the faithful old 8bit
to multitask. I wish them all the luck in the world in this
endeavor!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7342. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 22:43:43 UTC
From: krishna@max.tiac.net
Message-ID: <3cfvav$99i@sundog.tiac.net>
Source record: 96171

John D Harris (jharris@cup.portal.com) wrote:
: clinging to our machines. The price of used Amigas is skyrocketting.

Well, everything except A500s... Those are still entry-level machines.
They are selling okay, but not for much more than $150.

7343. Re: mux

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 23:08:30 UTC
From: James King <jeking7@delphi.com>
Message-ID: <hwwWOte.jeking7@delphi.com>
Source record: 96172

Please tell me what you had to do to modify an 800 to work using the MUX OS? I have an 800 that I'd like to add as a slave to my MUX network.

In addition, how did you get the 800 to run SpartaDos "d" when using it with the MUX? It should have been using the modified "z" version.

Any information greatly appreciated.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7344. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 23:14:28 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pS41ujU.jeking7@delphi.com>
Source record: 96173

QhWhat software are you using to create colorized images, etc?? I once had an Okimate 10, but sold it after not being able to find adequate software for printing in color.. Even had 5+ brand new okimate color and black ribbons.. [sigh]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7345. 850 Interface

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-11 23:20:42 UTC
From: determan@cs.uwp.edu
Message-ID: <3cg1ga$8ac@cs.uwp.edu>
Source record: 96174

I was wondering if anyone out there has an Atari 850 interface that they are willing to sell. I have four atari computers and need to interface them to a standard printer. Please help me out. Thank you.

determan@cs.uwp.edu

7346. Re: Multiple Use Labor Element (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 00:19:37 UTC
From: ycl6@sawasdee.cc.columbia.edu
Message-ID: <3cg4up$t0t@apakabar.cc.columbia.edu>
Source record: 96177
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <1994Dec8.135321.6950@afterlife.ncsc.mil>,
Gerald Reno <glreno@afterlife.ncsc.mil> wrote:
|I did that in the reverse order, myself. Trivia question:

|Who else noticed that MULE for the C64 used Atari's built-in
|type font?

I did--it's especially noticeable when it uses a 20-cpl font, which the
C64 doesn't have native.

|How do you play MULE with more than one player on a C64? (or for
|that matter an Atari XL or XE?)

2 people on joysticks, 2 on keyboard.

|I'm gonna have to drag my Atari out of the closet. I haven't
|played MULE or Alley Cat in ages...

There's an "Alley Cat" for the IBM; it's an old, old PD game, but don't
know if it's the same one.

-- _____
Yeechang Lee (ycl6@columbia.edu)|Nevada Las Vegas Mission Jul'92-'94
Columbia University/New York City|Celestial Kingdom through Taco Bell

7347. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 00:56:27 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pU8VeVb.ransom22@delphi.com>
Source record: 96175

James King <jeking7@delphi.com> writes:

>QhWhat software are you using to create colorized images, etc?? I once
>had an Okimate 10, but sold it after not being able to find adequate
>software for printing in color.. Even had 5+ brand new okimate color and
>black ribbons.. [sigh]

I am using Atari's Paint program (really excellent...well worth
the purchase price just for the excellent manual which has a history
of art, "how computers work", a profile of "current" computer artists,
etc. in addition to the "how to" you expect to find) right now, but
you can also use:
Koala Painter/Koala Pad
Super Sketch from Personal Peripherals
Fun with Art from Epyx
Tech-Sketch from Tech Sketch, Inc.
Powerpad from Chalkboard, Inc.
Micro Painter from Datasoft
Movie Maker from Reston Software
Micro Illustrator
or User created graphics dumped to file.

This is with the "updated" Color program. The original (whih
was only shipped the first six months or so of the unit's production)
only supported Koala, Super Sketch and user graphics, I believe.

Also, of course,you can directly control it from BASIC or
any other language you like, should you wish to...and thus be able
to mix about 50 different colors.

-Joe

7348. Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 01:03:03 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <h292+ZX.ransom22@delphi.com>
Source record: 96176

Well, we've talked (to death) the useability of Atari computers,
and we've discussed areas for improvement of our favorite machines.

But, any number of computers available in the stores and in
garage sales and flea markets (ie, new and old computers) could do
all of the things we need to do. Some could do some things better.

Why, then, do we continue to use Atari 8-bit computers?

I would like to hear the reasons so many people continue to use
these machines. In my case, it is because of the happiness it brings me
to use it. It is rather weird, I suppose, and downright impossible to
explain to someone who doesn't feel the same way, but that is the reason
I have come up with for my continued use of these grand old classics.

So, what is your reason?

-Joe

7349. Re: Good Names to call up and ask for

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 02:04:48 UTC
From: explorer@freenet.edmonton.ab.ca
Message-ID: <3cgb40$akg@news.sas.ab.ca>
Source record: 96178

[No readable article body recovered]

7350. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:03:21 UTC
From: James King <jeking7@delphi.com>
Message-ID: <p+7XOXR.jeking7@delphi.com>
Source record: 96179

Joe Walsh <ransom22@delphi.com> writes:

> I am using Atari's Paint program (really excellent...well worth

Atari's paint program? Dont recall ever hearing about it.

>Koala Painter/Koala Pad
>Super Sketch from Personal Peripherals
>Fun with Art from Epyx
>Tech-Sketch from Tech Sketch, Inc.
>Powerpad from Chalkboard, Inc.
>Micro Painter from Datasoft
>Movie Maker from Reston Software
>Micro Illustrator

All of these have a PRINT to Okimate option that dumps images out in
a colorized format? If not, how do you get them to print? I dont recall
seeing a PRINT function in the Koala program.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7351. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:18:05 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cgfdd$70n@hearst.cac.psu.edu>
Source record: 96180
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Mark Rathwell (mrathwel@uoguelph.ca) wrote:

: : Thanks for repeating what I said...only in detail. =)
: : I never said it wasn't more powerful. Yeah..the 7800 has a NEW ENGINE...
: : but the architecture of the beast is the same.

: Sorry. It's just that your post made it sound like you thought
: the 2600 and 7800 were basically the same machine. The uninformed people
: of the world wouldn't realize that the 7800 is as good as an NES.

: : A Pinto is a Pinto even with a turbo engine installed....
: : however, I would much rather have that engine.

: Actually ... the 7800 doesn't even use the same microprocessor as
: the 2600, so that argument isn't really valid, either.

Um...4 is it now? Yeah.. 4 times I have been slammed. =(
I guess I just missread all the documents which said "ignoring the
7800 in 2600 mode, which is in fact the exact same as a 2600..."
I keep looking at the 7800 from and engineering point of view.
You see, it wasn't "Okay.. what a great machine we have.. oh wait..
let's make it 7800 compatible..."

It was: "How can we make the 2600 into something better..."

At least that is how I perceive it.

Yes, the 7800 is BETTER than a NES.... much much better....
but to say it isn't a 2600 is also wrong.

I think I'll go hide now....

--
Midnight, on the water _/_/_/ _/ _/_/_/
I saw, the ocean's daughter, _/ _/ _/ _/
Walking on a wave's chicane, _/_/_/ _/ _/ _/
Staring as she called my name... _/ _/ _/ _/
_/_/_/ _/ _/_/_/
And I can't get it out of my head _/
No I can't get it out of my head. _/
Now my old world is gone for dead. _/
'Cos I can't get it out of my head... _/
_/_/_/_/_/

7352. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:18:34 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cgfea$70n@hearst.cac.psu.edu>
Source record: 96181
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
: krishna@max.tiac.net (Glenn M. Saunders) writes:

: >Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:

: >: (The 6502C kicks down to 1.33 then...or something....in 2600 mode)
: >: er right?

: >Actually, I think it starts in 2600 mode, and then if it reads the
: >encryption code, kicks up to 1.79. The reason I say this is that if you
: >turn the 7800 on there is absolutely no lag. If you put in a 7800 cart,
: >though, it gives you the rainbow pattern and is doing some stuff to kick
: >it up into 7800 mode.

: I don't think it's encryption. The 7800 carts have more pins on the card
: edge.

It's encryption.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7353. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:19:33 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cgfg5$70n@hearst.cac.psu.edu>
Source record: 96182
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Jeff M Lodoen (jlodoen@shell.portal.com) wrote:
: BRYEDEWAARD@news.delphi.com (BRYEDEWAARD@DELPHI.COM) writes:

: >krishna@max.tiac.net (Glenn M. Saunders) writes:
: >>Actually, I think it starts in 2600 mode, and then if it reads the
: >>encryption code, kicks up to 1.79. The reason I say this is that if you
: >>turn the 7800 on there is absolutely no lag. If you put in a 7800 cart,
: >>though, it gives you the rainbow pattern and is doing some stuff to kick
: >>it up into 7800 mode.

: >I don't think it's encryption. The 7800 carts have more pins on the card
: >edge.

: Also true, but Atari Inc. insisted on an encrytion code because they
: wanted control of development (didn't want a repeat of the VCS
: crash). Atari Corp. tried to make the algorithms public, because
: at that point they wanted any developers they could find.

: That's why there is a pause when starting a 7800 game. The system
: is calculating some kind of checksum to compare with the
: encryption code.

Is the 7800 the first system to use the now rampant use of encryption
schemes?

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7354. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:22:23 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cgflf$70n@hearst.cac.psu.edu>
Source record: 96183
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

BRYEDEWAARD@DELPHI.COM (BRYEDEWAARD@news.delphi.com) wrote:
: mrathwel@uoguelph.ca (Mark Rathwell) writes:

: > It is the encryption code. When the 7800 turns on, it's a "2600"
: >by default. It searches for the Encryption code and if it finds it, it
: >goes into 7800 mode. That's why the giant Atari Logo is displayed on all
: >7800 games, including 3rd party titles.

: Ahh.. my mistake. Anyone wanna hack the code? :)

If I had the equipment I would... well...all I need is the Monitor
Cart I would think.. and eprom burner/reader... well... just the
reader I guess... I have emulators.

But, it would probably be easier to track down the rumored Lynx dev kit
that happens to have the code in it.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7355. Re: Old bbs'ers?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:24:22 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cgfp6$70n@hearst.cac.psu.edu>
Source record: 96184

Mark Leair (aa338@cleveland.Freenet.Edu) wrote:

: In a previous article, perezm@ucssun1.sdsu.edu (perez) says:

: >Anyone out there ever call any of these boards way back about 7-8yrs ago?
: >
: >Middle Earth, Iowa
: >Death Star, New Jersey
: >Devil's Tower, New Jersey
: >or any of the old UFP, NATO or NAPO boards?
: >
: >Just curious to see if anyone made it to this newsgroup!
: >
: >

: NAPO rings a bell...not sure if I made it on to any of their BBS's, or not.

heh-heh... he said NAPO.. heh -heh... North Atlantic Pirate Organization.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
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cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7356. Re: star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:25:06 UTC
From: wal@netcom.com
Message-ID: <walD0oHHu.D4z@netcom.com>
Source record: 96188

bjcorr@delphi.com (ben corr) writes:

>Someone correct me if I am wrong, but wasn't Star Raiders II a reworking of
>an unreleased game, the Last Starfighter (based on the movie of course.)?

This is absolutly true.

Drew

7357. Re: Trouble with corrupted files?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:32:14 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cgg7u$70n@hearst.cac.psu.edu>
Source record: 96185

Rick_Michael_Cortese@cup.portal.com wrote:
: Russ, have you been setting the binary flag for all the transfers?
: Reason I ask is it gave me a world of trouble. If I recall correctly
: UTIL defaults to non binary transfers & if you pass it a bad switch
: it doesn't respond with a error message. I can't recall all the
: mistakes I made, stuff like using /b or -b or whatever, but it did
: make a difference. It got so bad for me I almost recompiled it
: to do nothing but binary transfers.
: Rick

Would some kind soul upload to me the most recent/complete versions
of util to my site under /incoming/atari.

I think I am going to re-write this over break.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7358. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:41:33 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cggpd$70n@hearst.cac.psu.edu>
Source record: 96186

Joe Walsh (ransom22@delphi.com) wrote:
:
: Well, we've talked (to death) the useability of Atari computers,
: and we've discussed areas for improvement of our favorite machines.
:
: But, any number of computers available in the stores and in
: garage sales and flea markets (ie, new and old computers) could do
: all of the things we need to do. Some could do some things better.
:
: Why, then, do we continue to use Atari 8-bit computers?
:
: I would like to hear the reasons so many people continue to use
: these machines. In my case, it is because of the happiness it brings me
: to use it. It is rather weird, I suppose, and downright impossible to
: explain to someone who doesn't feel the same way, but that is the reason
: I have come up with for my continued use of these grand old classics.
:
: So, what is your reason?

Well..for all the good times I have had with it.. all the programming..
all the games... all the laughs... (You are speaking with someone who
played 2600 Fathom just to get the stupid poster)...

And the hardware is SEXY. From an engineers point of view... the
8bit is beautiful...

Also... I will never in my life time be able to "obtain" every piece
of published software for it. I am always finding new programs for it..
and there are more coming out for it all the time....

That, and its a BIG relief to know I can go home and find my faithful
8bit working perfectly for 10 years or more. No memory protection errors,
no core dumps... no seg faults... pure bliss and that nice beep beep..
from the drive...

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7359. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:45:40 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cgh14$70n@hearst.cac.psu.edu>
Source record: 96187

Joe Walsh (ransom22@delphi.com) wrote:
: I decided to take another look.
: I called around and found that B&C had the Plug 'N Print, but
: not the printer itself. However, Bruce said he had seen one at one

How much for the kit? I can pick up a used OK10 for $12 at a local
thrift shop.. but I would need the Atari kit and some new ribbons and
manuals...

Got a number and price list for OK?

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7360. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:50:27 UTC
From: wal@netcom.com
Message-ID: <walD0oIo3.Fy9@netcom.com>
Source record: 96190

krishna@max.tiac.net (Glenn M. Saunders) writes:

>The pirates of the Lucasfilm games before they even came out was the main
>reason that Lucasfilm gave up the Atari platform, as you know, these
>games wound up being released by Epyx, NOT Lucasfilm directly.

Pirates may have been a contributing factor, but I doubt it was the primary reason that Lucas Games dumped Atari. Behind Jaggi Lines and Ball Blazer were pirated by Atari employees, by the way. Lucas did go on to release at least 2 games for the 800, and they were working on several games for the 7800 when the shit hit the fan in July of 84.

I think Lucas gave up on Atari because before the Warner sold the company, it was run by a bunch of hopeless bozos who didn't understand the technology of the industry or the market they were trying to serve. After Warner sold out, Atari was run by Jack and Sons. I can't see the Lucas folks putting up with that crap.

>I carry a big grudge against the Atari pirating community. They helped
>kill the platform.

The pirates didn't help matters, but Warner management and the goons they hired to run Atari are what killed Atari.

Drew

7361. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 03:55:23 UTC
From: krishna@max.tiac.net
Message-ID: <3cghjb$ip5@sundog.tiac.net>
Source record: 96189

A combination of games, fun tinkering, and simple irrational emotional attachment.

Not to mention how cheap it is to maintain this hobby.

I may continue to use it in a more useful context as a BBS if I go back online. It's one application for which I think the machine is well suited although there is still significant room for improvement with PRO! and Forem (the others are too far behind to even mention including Carina).

7362. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 05:15:36 UTC
From: fbnx@aol.com
Message-ID: <3cgm9o$3ik@newsbf01.news.aol.com>
Source record: 96191

In article <3cggpd$70n@hearst.cac.psu.edu>, heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>>And the hardware is SEXY. From an engineers point of view... the 8bit is beautiful...

Wow - I never thought of that but I guess it's true! I've got an old Mac with a hard drive, modems and a scanner that fits neatly on a small desk. It's my primary machine but it's not - well - sexy. My 1200XL, on the other hand is surrounded by 810's, a Rana 1000, 1010, 820, 1025, 825, - and a rotary phone with the old "standard" handset to use with my 830 acoustic modem. I had to buy a computer desk and then add more shelves just to handle all the hardware. But it *looks* nice - kinda big and puffy and warm and friendly.

In addition, I can add equipment to my Atari for next to nothing compared to my Mac. For example, a few months ago I picked up a new 820 from Best just to use as a label printer - it cost me about $40. A "cheap" label printer for my Mac is at least $150. And the 820 has got to be one of the greatest looking printers of all time. And the noise it makes is actually kind of nice-sounding once you get use to it.

I'll never give it up.

- Mark

7363. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 05:26:11 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3cgmtj$cjr@charm.magnus.acs.ohio-state.edu>
Source record: 96192
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3caqmm$a29@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
> The reason I say passthrough Pokey rather than a motherboard
>revision is that no user is going to have a clue whether they have a 1984
>or latter revision machine. Some stupid 12 year old won't bother to
>check for the expansion port, etc.. It is easier to have ALL users plug
>in a passthrough than to label the new consoles "NEW POKEY SOUND ONBOARD"

I bet the 12-year-old would be more likely to check than his parents
(who actually buy the stuff) would be. :-)

--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7364. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 06:42:00 UTC
From: jharris@cup.portal.com
Message-ID: <129313@cup.portal.com>
Source record: 96193

Here's a good quote I just read, that comes from Dave Haynie, who was the Senior Systems Design engineer for the Amiga.

"The reason everyone likes Multimedia is because human beings are used to a real-time multitasking world. The Amiga got all of those elements right 10 years ago."

I think the point I was trying to make earlier, is that humans are naturally multitasking. But most people don't conceive of most of today's computers as multitasking tools, because they aren't done well. If they could just get used to a good tool, it would seem more natural to them.

John Harris - jharris@cup.portal.com

7365. Re: XMAS SPECIALS corrections.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 08:12:16 UTC
From: winston@merk.com
Message-ID: <D0ousH.24D@merk.com>
Source record: 96194

On Wednesday, December 7, 1994 at 10:08:00 -0600
CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK (R. GORE) wrote:

RG> ... however somewhere along the line the text got 'corrupted'.
RG> Before most of the UK prices you will have seen the letters
RG> 'stlg', don't ask me how they happened but on my screen they
RG> were definitely pound signs!!!!
RG> I thought they might have been replaced by the hash (#) sign
RG> but obviously not. Anyway sorry for the bodge. In all future postings
RG> I will use the hash symbol to represent UK pounds and the dollar sign
RG> to represent US dollars - quite logical really.

That is interesting... I immediately identified 'stlg' as being
"Pounds Sterling". If I had seen a '#', I would have first thought,
"number of", and only afterwards have thought, "pound sign".

7366. Re: Buying Atari hardware from France?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 09:32:54 UTC
From: hofer@iam.unibe.ch
Message-ID: <3ch5c6$m1h@aragorn.unibe.ch>
Source record: 96196

In article 3b2@eddy.frmug.fr.net, zarkdav@eddy.frmug.fr.net (Benjamin Ryzman) writes:
> Hi there!
>
> I was an Atari enthousiast back in 1983-84 and I miss my 800XL with
> all the great games I had back then. I'm willing to buy one but the
> problem is that I can't find any in France (they weren't very
> popular in this country, except that Club Med were using them for
> computer initiation in some of there villages).
>
> Would any Atari reseller be interested in oversea shipping?
>
> As a side note, my fav games were the Pitfall serie, The Last
> Starfighter, Alley Cat and Rescue on Fractalus.
>
> --
> Amicalement, "Benj" Email: zarkdav@eddy.frmug.fr.net
> + Monthy Python and the Holy Grail + I don't want to talk to you no
> more, you empty headed animal food trough water! I fart in your
> general direction! Your mother was a hamster and your father smelt of
> elderberries!

In Germany you will easily find some used Ataris.

Sacha.

```
_______________________________________________________________________________
| |
| II II II _O/ Hello World! It's just my opinion. "You can't say |
| II II II | it's impossible when you can't prove the opposite" |
| II II II / \ A T A R I F O R E V E R !!! :-) |
| II II II Sacha Hofer(hofer@iamexwi.unibe.ch), proud owner of |
| II II II 2 800XL, 1 130 XE, 1 VCS 2600, 1 520 STFM (1MB), 2 Lynx, |
| II II II 1 1040 STF(4MB,TOS 2.06) and a 486 PC. I'll get a Jag! |
|_____________________________________________________________________________|
```

7367. Re: some dumb questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 10:44:33 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.118.000ABE71@genesis.informatik.rwth-aachen.de>
Source record: 96195

In article <Z28V+0q.ransom22@delphi.com> Joe Walsh <ransom22@delphi.com> writes:
> Also, the 400 and 600XL do not have Monitor Output jacks, and
>thus can only be hooked to a TV with a TV/Computer switch box. All
>others can produce monitor output through a monitor jack with the
>appropriate cable.
You`re not right !!! I`have had two 600XL and both have an monitor jack.
Of course, my 600XL didn`t support the single luminace signal, only the
composite pin is connected, but it will do, I think !!!
> >-Joe
Matt

7368. Can the Atari use C= Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 10:58:28 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.119.000AF9D7@genesis.informatik.rwth-aachen.de>
Source record: 96197

Hallo !

Last week I got a book about the C= disk drive 1571.
I.m.o. it must be possible to connect it to an Atari-8-bit -computer (of course by reprogramming the ROM).
Because the drive work with an 6502 (1050-->6507) and supports also the 40 tracks, 26 sectores format.
Is here anybody who had done something like that ?

Matt

7369. RAM upgrades???

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 11:53:33 UTC
From: HEGEDUS@mszi.pmmf.hu
Message-ID: <34D80142D19@mszi.pmmf.hu>
Source record: 96199

Hi,
My BIG problem is the memory upgrading... I don't want to buy a
RAM expansion, I wanna do it myself, but I don't want to make a
"onlyIcanuseit" one, so I need some info about that...
So, please help meeeeee!
I don't want to make a 128 Gbytes RAM expansion, I think the 256k
(or the 64k) must be enough for me, but I don't know where should I
connect it. I know how can I use the standard 130XE expansion, but I
don't know how can I build it in my 800 XL.

Bye,

Tomika

==
hegedust@pmmf.hu <-VAX-VMS
hegedus@mszi.pmmf.hu <-Novell
hegedust@aladar.pmmf.hu <-Linux
hegedust@nowhere.can.find <-Atari DOS 2.5
==
Hegedus Tamas
H-7635 Pecs, Abaligeti ut 3.
Hungary

Tel.: 36-72-328-697
==

7370. Re: 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 11:58:08 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D0p58x.qI@cs.vu.nl>
Source record: 96200
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

fachat@galileo.rhein-neckar.de (Andre Fachat) writes:

>Received subspace message from Ivo van Poorten:
>> three CPU's, look at the Atari 8-Bit Home Page. Recently I added a new section
>> with pinouts of the 3 CPU's, ANTIC, GTIA, POKEY etc.etc.

>Where is the Atari 8-Bit Home Page?
>Andre

http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

>--
>Andre Fachat mail me! fachat@galileo.rhein-neckar.de
>FIDO: Andre Fachat@2:2468/6020.4 GERNET: Andre Fachat@21:100/3338.4
> Why use Windows, since there is a door?

Ivo.

7371. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 12:09:50 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xe7VGdW.jeking7@delphi.com>
Source record: 96201

FBNX <fbnx@aol.com> writes:

>printer for my Mac is at least $150. And the 820 has got to be one of the
>greatest looking printers of all time. And the noise it makes is actually

Ha! And I thought I was the _ONLY_ person who used an 820 as a dedicated
label printer -- AND liked its warm and friendly sound!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7372. Re: HTML Specs

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 12:11:39 UTC
From: MBITDC9306@titan.newi.ac.uk
Message-ID: <9412121213.AA10022@dylan.newi.ac.uk>
Source record: 96202

> I realize that this isn't the best place to ask, but does anyone know where
> I could find the specs for the most recent version of HTML for FTP?
>
> Thanks in advance.
>
>
> Dave

This is your lucky day!! :-)

I just so happen to be working on a college assignment about the
World-Wide Web and have some info to hand. Here are a couple of
places you can try ...

World-Wide Web newsgroup: comp.infosystems.www

World-Wide Web mailing list for developers and technical discussions:
send e-mail to listserv@info.cern.ch with "add www-talk" as the body.

How to write HTML:
http://www.ncsa.uiuc.edu/General/Internet/WWW/HTMLPrimer.html

You can also just try logging into the main Web at CERN and get your
info from there ... believe me when I say that there's masses of info
on HTML and the Web available through CERN!!

Hope this helps.

David Davies
The Atari Classic Programmer's Club
mbitdc9306@newi.ac.uk

7373. using an XE with a Canon Bubble Jet

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 12:16:11 UTC
From: cooley@nevada.edu
Message-ID: <3cheub$t4n@news.nevada.edu>
Source record: 96203

hello. Is there anyone out there who has successfully used an Atari 8-bit with a Canon Bubble Jet? If so, this message is for you. I have also used this setup. Unfortunately, when it comes to using it with Print Shop, things don't work very well. I guess since this printer is different than a regular dot matrix printer like i've used Print Shop on before, it doesn't want to type at the very top of the page. It always spaces down about 6 or 7 lines. Anyone know how to fix this? I've tried everything!! The dip switches call for switch #2 to be set to 'ON' if the software application calls for 66 lines. I have set it to 'ON'. Switch 4 should be set to 'ON' if the paper is 12 inches. My paper is standard 9 1/2 x 11, so i set it to 'OFF'. Switch 5 should be set to 'ON' if you are using the Epson Graphics mode. Of course switch 12 is set to 'ON' to emulate an Epson. After doing all this, I still end up with the text/graphics I'm printing with the Print Shop, cut off at the bottom of the page.

Is there anyone who could help me? If so, please reply...

thank you!!

7374. FS: LOTS OF Atari 8 Bit HardWare & SoftWare!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 12:46:03 UTC
From: bensmith@teleport.com
Message-ID: <3chgmb$q6e@linda.teleport.com>
Source record: 96204

```
ATARI 8-BIT HARDWARE FOR SALE:

PS=Power Supply.

Atari 130xe, 128K
w/PS & Manual..............$75 U.S.

Atari 800xl, 64k
w/PS.....................$50 U.S.

Atari 800xl, 64k
w/o PS...................$40 U.S.

Atari 800, 48K/52K/Impossible Chip
40/80 Column, w/o PS........$50 U.S.

Atari 800, 256K Happy Compatible
Ram Disk * Makes One Pass copies
with Happy Drive, OmniMon/800 OS/?
Cold Reset Button,Pill Chip
w/PS.....................$80 U.S.

Atari 800, 48K
w/o PS...................$20 U.S.

Atari xf551 Disk Drive, DS/DD, New
w/Box, Manual, Dos, PS.....$175 U.S.

Atari xf551 Disk Drive, DS/DD, New
Drive Only, w/o PS.........$125 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, Manual & SIO Cable.....$70 U.S.

Atari 1050 Disk Drive, SS/ED, w/PS,
DOS, & SIO Cable............$60 U.S.

Atari 1050 Disk Drive, SS/ED
w/o PS...................$50 U.S.

Atari 810 Disk Drive, SS/SD
w/PS.....................$30 U.S.

Atari 1020 Plotter (Color Printer)
Direct Connect, w/o PS......$25 U.S.

Atari 850 Interface
Lets your Atari use standard modems
and Printers, w/o PS........$50 U.S.
```

ATR8000 by SWP (For CPM etc.)
PS Built in, CPU only.......$50 U.S.

Supra Direct Connect SIO to Printer
Interface, No PS Needed.....$25 U.S.

MPP Direct Connect SIO to Printer
Interface, No PS Needed.....$25 U.S.

MPP-1100 Printer InterFace
No PS Needed, Plugs into Joystick
Port, as is.................$10 U.S.

Atari CX85 Numeric KeyPad
Plugs into Jostick Port.....$8 U.S.

Atari XM301 modem, 300bps
Direct Connect, needs no PS..$8 U.S.

Atari 1010 Program Recorder
Cassette Storage, w/PS.......$8 U.S.

Atari 410 Program Recorder
Uses standard cassette tapes
w/Built In PS.................$5 U.S.

JoySticks, Many makes/models
E-Mail or Call Voice for more info.
Starting at only ....$5 U.S.

ATARI 8-BIT SOFTWARE FOR SALE:

An Invitation to Programming 1:
Atari, Cassette, Box........$5.00 U.S.

An Invitation to Programming 3:
Atari, Cassette, Box & Docs.$5.00 U.S.

Archon, Electronic Arts
Disk........................$5.00 U.S.

AtariLab light module
Atari, Cart, Box, & Docs...$10.00 U.S.

Atari Basic Cartridge.......$5.00 U.S.

Basic A+ (with OS/A+)
OSS, Disk, & Docs..........$10.00 U.S.

Atari Basketball Cart.......$5.00 U.S.

Atari Writer Word Processor
Atari, Cart, Ref & Docs....$10.00 U.S.

Battle of Antietam
SSI, Disk, Box, & Docs.....$20.00 U.S.

Carrier Force
SSI, Disk, Box, & Docs.....$20.00 U.S.

Clear for Action, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Colonial Conquest
SSI, Disk, Box, & Docs.....$20.00 U.S.

Computer Ambush
SSI, Disk, Box, & Docs.....$20.00 U.S.

Computer Quarterback
SSI, Disk, Box, & Docs.....$10.00 U.S.

Cutthroats, Infocom
Disk, Box, Maps, & Docs....$20.00 U.S.

David's Midnight Magic, Broderbund, Disk, Box, & Docs.....$10.00 U.S.

Deadline, Infocom, Disk.....$5.00 U.S.

Deadline, Infocom
Disk, Box, Maps, & Docs....$20.00 U.S.

Desk Top Video April 88
Antic, Disk.....$5.00 U.S.

Dog Daze
APX, Cassette, Box, & Docs..$5.00 U.S.

Encounter, Synapse, Disk....$5.00 U.S.

Financial Asset Management System
APX, Disk, Box, & Docs.....$10.00 U.S.

Flight Simulator II, Sublogic
Disk, Box, Maps, & Docs....$20.00 U.S.

Forbidden Forest, Cosmi, Atari/C64,
Disk, Box, & Docs.....$10.00 U.S.

FujiBoink Disk, Atari???....$5.00 U.S.

Gettysburg - The Turning Point
SSI, Disk, Box, & Docs.....$20.00 U.S.

Gorf, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Hacker, Activision
Disk & Box.....$5.00 U.S.

Humpty Dumpty & Jack and Jill
Thorne EMI Video
Cassette, Box, & Docs.....$5.00 U.S.

Infidel Disk, Infocom.....$5.00 U.S.

Juggles' House, Atari
Cassette, Box, & Docs.....$5.00 U.S.

Kampfgruppe, SSI
Disk, Box, & Docs.....$20.00 U.S.

Knights of the Desert, SSI
Apple/Atari/ TRS-80 Cass/Disk
Box, & Docs.....$20.00 U.S.

Legionnaire, Avalon Hill, Disk
Cassette, Box, & Docs.....$20.00 U.S.

Lords of Conquest, Electronic Arts
Disk, Box, & Docs.....$10.00 U.S.

Marauder, Sierra On Line
Disk.....$5.00 U.S.

Match Racer, Gebelli
Disk & Reference.....$5.00 U.S.

Math Blaster!
Davidson Atari/Commodore 64/128
Disk, Box, & Docs.....$5.00 U.S.

Mech Brigade, SSI
Disk, Box, & Docs.....$20.00 U.S.

Memory Mania & Maxwell's Demon
Gentry, Disk.....$5.00 U.S.

Missile Command Cart, Atari.$5.00 U.S.

Nam, SSI, Disk
Box, & Docs.....$15.00 U.S.

Operation Market Garden
SSI, Disk, Box, & Docs.....$20.00 U.S.

Pac-Man Cart, Atari.....$5.00 U.S.

Paris in Danger, Avalon Hill
Disk, Box, & Docs.....$20.00 U.S.

Pharoah's Curse
Synapse, Disk.....$5.00 U.S.

Rails West!, SSI
Disk, Box, & Docs.....$20.00 U.S.

Reforger '88, SSI, Apple/Atari
Disk & Docs.....$10.00 U.S.

Rescue at Rigel, Atari
Disk.....$5.00 U.S.

Shamus, Synapse Software
Disk.....$5.00 U.S.

Space Eggs
Sirius Software, Disk.....$5.00 U.S.

Space Journey, Roklan
Cart, Box, & Docs.....$5.00 U.S.

Spider-Man, Green Valley Publishing
Disk.....$5.00 U.S.

Star Fleet I, Cygnus Disk, Reference
Box, & Docs.....$20.00 U.S.

Star Raiders Cart, Atari....$5.00 U.S.

States & Capitals, Atari
Cassette, Box, & Docs.....$5.00 U.S.

Stratos, Adventure International
Disk, Box, & Docs.....$10.00 U.S.

Syn Calc, Synapse
Disk, Box, & Docs.....$20.00 U.S.

TAC - Tactical Armor Command
Avalon Hill
Disk, Box, Docs.....$20.00 U.S.

TeleLink 1 Cart, Atari.....$5.00 U.S.

Telengard, Avalon Hill w/Docs
Cas/TRS-80/Comm64/Pet2001
Disk, Cassette, Box.....$20.00 U.S.

Temple of Apshai, Epyx
Disk, Box, & Docs.....$15.00 U.S.

The Wizard and the Princess
On Line Systems, Disk.....$5.00 U.S.

Threshold, On Line Systems
Disk.....$5.00 U.S.

Tigers in the Snow, SSI
Apple/Atari, Disk, Docs....$15.00 U.S.

Tink! Tonk! Tuk Goes to Town
Sprout, Disk, Docs.....$5.00 U.S.

Top Gunner Collection, Microprose
Disk, Box, & Docs.....$15.00 U.S.

U.S.A.A.F., SSI
Disk, Box, & Docs.....$20.00 U.S.

Ulysses, Sierra On Line
Disk.....$5.00 U.S.

VC, Avalon Hill
Disk, Box, & Docs.....$15.00 U.S.

VisiCalc, VisiCorp, Disk, References
Box, & Docs.....$20.00 U.S.

War, Adventure International
Disk.....$5.00 U.S.

War in Russia, SSI
Disk, Box, & Docs.....$20.00 U.S.

Warship, SSI
Disk, Box, & Docs.....$20.00 U.S.

Zork I, Infocom, Disk.....$5.00 U.S.

All interested Parties Reply in
E-Mail at the Following Address:

bensmith@teleport.com

Or call (503)256-9974 anytime!
Call For Faster Service!

--Thanks--
---Ben---
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

7375. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 13:41:57 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Dec12.134157.22601@apgea.army.mil>
Source record: 96260
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3c9c5m$g0t@m1.cs.man.ac.uk>,
David Taylor <taylord@cs.man.ac.uk> wrote:
>In article <3c7n4e$dur@svna0001.clipper.ssb.com>, James Finnegan <finneganj@delphi.com>
writes:
>|> taylord@cs.man.ac.uk (David Taylor) wrote:
>|>
>|> > While Sega, Nintendo and commodore often advertise on the TV do Atari,... No.
>|>
>|> ^^^^^^^^^
>|>
>|> Geez, those Commodore ads must be wild, considering that they are
>|> out of business! However, I agree that Atari's ads, developer support,
>|> etc. is pitiful.
>|>
>|> --Regards
>|>
>--
>the Commodore ads I was refering to were the AMIGA ads last christmas. If Commadore are
out
>of buisness who makes the AMIGA now???

Nobody.

>
>Dave.
>
>

Robert Merritt
-* Disclaimer: Opinions posted here are mine and not of my employer
-*"There is always death and taxes. However death doesn't get worse every year"

7376. MORE SOFTWARE

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 14:00:29 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <679C9FB1ECA@east-01.novell.leeds.ac.uk>
Source record: 96305

I have just got some more stocks of the following commercial software
items:-

DROPZONE (disk)
SOLAR STAR (disk)
CYBORG WARRIOR (disk)
SUMMER GAMES (disk)
DESERT FALCON (rom)
GATO (rom)

The disks are priced at #5.25 ($10) each and the roms at #6.50 ($14)
each.
US$ prices include shipping to USA
UK# prices include UK p&p, overseas add #2 per order

Stocks are limited so E-mail me at chmrig@leeds.ac.uk to reserve
any items you might want. Also E-mail me if you require more
information about any of the titles.

Postal address: RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH,
DONCASTER, DN5 8BW, ENGLAND

Don't forget I also sell JAWBREAKER, MOUSEKATTACK, ARENA, BUBBLE ZONE,
SUPER PRINT-LAB XE, GTRACKER and limited stocks of Halley Patrol!

RICHARD GORE

7377. Re: FS: LOTS OF Atari 8 Bit HardWare & SoftWare!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 14:29:02 UTC
From: jeking@xmission.com
Message-ID: <3chmne$cra@xmission.xmission.com>
Source record: 96306

Benjamin Smith (bensmith@teleport.com) wrote:

: ATARI 8-BIT HARDWARE FOR SALE:

: Atari 800, 256K Happy Compatible
: Ram Disk * Makes One Pass copies
: with Happy Drive, OmniMon/800 OS/?
: Cold Reset Button,Pill Chip
: w/PS.....$80 U.S.

I dont suppose you'd be interested in trading something for that 800?
Just had a baby (my wife did, actually <grin>) and am a bit tight on
cash. If yes to trading, what type of items do you want? Atari, IBM,
generic electronics, books???

Let me know..

Thanks

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @

7378. MULE on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 15:02:51 UTC
From: ivan@rcp.co.uk
Message-ID: <4wE7uAuJBh107h@rcp.co.uk>
Source record: 96307

> Which Umich site was that? Do you know any other FTP sites
>where one can get mule386?

I don't know what Umich site it is on but it is on:
src.doc.ic.ac.uk
/packages/ibmpc/msdos-games/games/misc/mule386.zip

the file is 1,107,328 bytes.

Hope this helps

--

7379. Re: Old bbs'ers?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 15:15:56 UTC
From: msinger@mystic.oe.fau.edu
Message-ID: <3chpfc$c0b@cybernet.cse.fau.edu>
Source record: 96310

In article <3c9c3v$928@gondor.sdsu.edu>, perezm@ucssun1.sdsu.edu (perez) writes:
|>Anyone out there ever call any of these boards way back about 7-8yrs ago?
|>
|>Middle Earth, Iowa
|>Death Star, New Jersey
|>Devil's Tower, New Jersey
|>or any of the old UFP, NATO or NAPO boards?
|>
|>Just curious to see if anyone made it to this newsgroup!
|>
|>

Nah, the best boards were during 1981-1983...

Especially for those of us who were friends of Rickey Moose :-)

--

Matthew R, Singer msinger@oe.fau.edu
Systems Engineer Voice: 407-367-2947
Florida Atlantic University Fax : 407-367-3885
Dept of Ocean Engineering

7380. XE MIO Adapter

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 15:17:13 UTC
From: jeking@xmission.com
Message-ID: <3chphp$hr5@xmission.xmission.com>
Source record: 96308

Help! In order to use my upgraded 130xe with my MIO, I need to purchase
or trade for an XE MIO adapter. Tried to order one from Best and B&C,
but they were apparently out of stock, as my order came back minus the
adapter, but with a cash credit.

Anybody having an extra that they'd like to get rid of (trade preferred),
please contact me.

Need an ICD brand adapter, as the K-products (formerley Supra) doesnt
seem to work properly.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @

7381. MIO II still available?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 16:20:07 UTC
From: wi40756@seba.rz.tu-ilmenau.de
Message-ID: <3cht7n$1c5@prakinf2.PrakInf.TU-Ilmenau.DE>
Source record: 96312

Howdy Folks,

ist the MIO II-Board now released? Mike from FTE wrote
1.5 month ago, that it will be released before Chrismas.
Is that actuell?
Please tell me, if it will be a later date for
the release.

Thanks

Hendrik

7382. R2: on P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 17:45:20 UTC
From: jjmcwill@next5
Message-ID: <3ci27g$hgq@news.mtu.edu>
Source record: 96311

Has ANYONE successfully used the R2: port on the P:R: Connection?
I tried it using various handlers, including the SpartaDOS-X builtin
RS232 handler, and the P:R: Disk RS232.COM and PRC.SYS handlers.
I tried both SpartaDOS 3.2d, 3.2g, and SD-X.

I've tried a BASIC XL program that opens the port, configs it, and
then Print #1, and BPUTs data to it. I printed to it directly from
Textpro, and also used the SpartaDOS 3.2 SPRINT command to make P1:
redirect to R1: and P2: redirect to R2:

In all cases, output to R2: went out R1: instead, and R2: remained
"dead". I had my PC clone monitor the ports via a null modem
cable and a telecomm program. The actual R1: port worked great,
and all methods I used resulted in successful data appearing on the
terminal screen of the PC. I'm just disappointed that no matter
what number I put after the "R", the data appeared on the R1:
hardware port.

I'm using Revision 4 of the P:R: connection.

Why am I doing this? I'm gonna probably get a cheapo laser printer
in january or February. Right now, I'm looking at the Brother Hl630 and
the Okidata Ol400e. Both run about $400.00 depending on where you look.
The OL400e has two ports, one parallel and one serial. I was gonna
connect the PC clone to the printer parallel port. On the Atari side,
R1: was gonna null modem to the PC for file transfers back and forth,
while R2: was used to print to the laser printer via the laser serial
port.
Picking up an extra R: cable would have beat printing out the P:R:'s
P: port, and purchasing a parallel to serial adaptor, or a dual parallel
automatic switching device.

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

7383. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 17:55:54 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Dec12.175554.3291@apgea.army.mil>
Source record: 96309

In article <h292+ZX.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>
> Well, we've talked (to death) the useability of Atari computers,
>and we've discussed areas for improvement of our favorite machines.
>
> But, any number of computers available in the stores and in
>garage sales and flea markets (ie, new and old computers) could do
>all of the things we need to do. Some could do some things better.
>
> Why, then, do we continue to use Atari 8-bit computers?
>
> I would like to hear the reasons so many people continue to use
>these machines. In my case, it is because of the happiness it brings me
>to use it. It is rather weird, I suppose, and downright impossible to
>explain to someone who doesn't feel the same way, but that is the reason
>I have come up with for my continued use of these grand old classics.
>
> So, what is your reason?
>
>-Joe

Basic reason: alot of programs do not exist on modern systems and those that
do are of poor quality.
Complex reason: The style. Computing in the early 80's was more of a learning
& doing experience. The cases were atractive, and manuals were written from
the hobbiess point of view. Todays systems have thestyle and grace of a toster.
Werid reasons: The joy of seeing someone's stunned expression when they
realize that computers besides the PC & mac existed and that a POPULAR
one was made by atari. I love also seeing people pick up the computer and
saying "ok, I found the keyboard now where is the computer." ;)

Robert Merritt
-* Disclaimer: Opinions posted here are mine and not of my employer
-*"There is always death and taxes. However death doesn't get worse every year"

7384. Re: Can the Atari use C= Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 18:18:58 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ci46i$166e@hearst.cac.psu.edu>
Source record: 96313

Matthias Belitz (belitz@genesis.informatik.rwth-aachen.de) wrote:
: Hallo !

: Last week I got a book about the C= disk drive 1571.
: I.m.o. it must be possible to connect it to an Atari-8-bit -computer (of
: course by reprogramming the ROM).
: Because the drive work with an 6502 (1050-->6507) and supports also the 40
: tracks, 26 sectores format.
: Is here anybody who had done something like that ?

: Matt

Okay..I uh.. simply ask.. "Why would you want to?"

I think there would be MORE involved than simply swapping rom chips. =)

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7385. Re: Trouble with corrupted files?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 18:22:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129327@cup.portal.com>
Source record: 96315

Andrew; I don't have the latest version, but I do have the source for
one of the earlier versions. If you'd like that I can .UUE it to you.
FYI: The version I have has at least one mistake, but it's in a
piece of code that is never reached. There's a ton of stuff in there
that was started but never implemented, things like MyDos directories,
debugg'n code fragments, ...
Rick

7386. Re: some dumb questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 18:22:16 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ci4co$166e@hearst.cac.psu.edu>
Source record: 96314

Matthias Belitz (belitz@genesis.informatik.rwth-aachen.de) wrote:
: In article <Z28V+0q.ransom22@delphi.com> Joe Walsh <ransom22@delphi.com> writes:
: > Also, the 400 and 600XL do not have Monitor Output jacks, and
: >thus can only be hooked to a TV with a TV/Computer switch box. All
: >others can produce monitor output through a monitor jack with the
: >appropriate cable.
: You`re not right !!! I`have had two 600XL and both have an monitor jack.
: Of course, my 600XL didn`t support the single luminace signal, only the
: composite pin is connected, but it will do, I think !!!
: > >-Joe
: Matt

You're very confused or you are going to sell me one of you NTCS 600XL's.

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7387. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 19:24:00 UTC
From: nhatviet@nucleus.com
Message-ID: <D0ppw2.37M@nucleus.com>
Source record: 96323
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Jason Compton (jcompton@bbs.xnet.com) wrote:

: It's more accurate to say "Commodore UK and Canada are surviving, somehow.
: That's about it."

: It's hard to characterize C= UK or Canada as strong, as they have no real new
: product to sell...

That is what I THOUGHT I heard. It's good news for me, because it means
that I can still get 1902A cables, 1701 cables and maybe some other stuff
for my two C=128's...

Nhat-Viet Phi
nhatviet@nucleus.com
Calgary, Alberta, Canada

7388. Re: R2: on P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 20:44:55 UTC
From: jeking@xmission.com
Message-ID: <3cico7$1a8@xmission.xmission.com>
Source record: 96316

Jeffrey J. McWilliams (jjmcwill@next5) wrote:
: Has ANYONE successfully used the R2: port on the P:R: Connection?
: I tried it using various handlers, including the SpartaDOS-X builtin

I've successfully used R2: on not only my PR:C, but my 850 as well. Had
pretty much the same setup you've listed.

: the Okidata Ol400e. Both run about $400.00 depending on where you look.
: The OL400e has two ports, one parallel and one serial. I was gonna

I just picked up the OL400e and OL410e and both are very high quality
laser printers. The OL400e emulates HPIIP while the 410e emulates HPIII.

Good luck!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @

7389. Re: using an XE with a Canon Bubble Jet

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 21:23:19 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D0pvEw.uy@freenet.carleton.ca>
Source record: 96317

In a previous posting, DEBORAH COOLEY (cooley@nevada.edu) writes:
> hello. Is there anyone out there who has successfully used an Atari
> 8-bit with a Canon Bubble Jet? If so, this message is for you. I have
> also used this setup. Unfortunately, when it comes to using it with
> Print Shop, things don't work very well. I guess since this printer is
> different than a regular dot matrix printer like i've used Print Shop on
> before, it doesn't want to type at the very top of the page. It always
> spaces down about 6 or 7 lines. Anyone know how to fix this? I've tried
> everything!! The dip switches call for switch #2 to be set to 'ON' if
> the software application calls for 66 lines. I have set it to 'ON'.
> Switch 4 should be set to 'ON' if the paper is 12 inches. My paper is
> standard 9 1/2 x 11, so i set it to 'OFF'. Switch 5 should be set to
> 'ON' if you are using the Epson Graphics mode. Of course switch 12 is
> set to 'ON' to emulate an Epson. After doing all this, I still end up
> with the text/graphics I'm printing with the Print Shop, cut off at the
> bottom of the page.

I don't think you can get around this problem. I'm using an Epson RX-80F/T
and I have the same problem. Maybe if you put the paper in after the
printer is done line feeding? That'S if you can tell...the damn things are
so quiet. I just set the paper to the highest point on the page before it
will really screw things up and shred the paper instead.

=CB=

People don't kill people...nasty xenephobes with big chainsaws kill people!
'Our little group has always been and always will until the end' -Nirvana
= > J E S S I C A T O D D ' S S P A C E ! ! ! ! < =
Chris Brown aka Fisherman, Tomato(?)! ba930@freenet.carleton.ca
"Stop the normalness!" -me!

7390. Re: XE MIO Adapter

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 21:27:06 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D0pvL7.12I@freenet.carleton.ca>
Source record: 96318

In a previous posting, James King (jeking@xmission.com) writes:
> Help! In order to use my upgraded 130xe with my MIO, I need to purchase
> or trade for an XE MIO adapter. Tried to order one from Best and B&C,
> but they were apparently out of stock, as my order came back minus the
> adapter, but with a cash credit.
>
> Anybody having an extra that they'd like to get rid of (trade preferred),
> please contact me.
>
> Need an ICD brand adapter, as the K-products (formerley Supra) doesnt
> seem to work properly.

Why not just trade in the MIO(and if you have a hard drive)for an MIO2 and an
IDE hard drive?

=CB=

7391. Re: using an XE with a Canon Bubble Jet

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 22:49:20 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3cik1g$h0q@charm.magnus.acs.ohio-state.edu>
Source record: 96319

In article <3cheub$t4n@news.nevada.edu>,
DEBORAH COOLEY <cooley@nevada.edu> wrote:
>hello. Is there anyone out there who has successfully used an Atari
>8-bit with a Canon Bubble Jet? If so, this message is for you. I have
>also used this setup. Unfortunately, when it comes to using it with
>Print Shop, things don't work very well. I guess since this printer is
>different than a regular dot matrix printer like i've used Print Shop on
>before, it doesn't want to type at the very top of the page. It always
>spaces down about 6 or 7 lines. Anyone know how to fix this? I've tried

6 or 7 lines?! As in about an inch? Bubblejets have a hard top
margin (because of the paper feeding mechanism), but it's only about a
line or so.
Do you have a DIP switch for margins? I don't have my Bubblejet
manual handy, but I think mine has a switch to give it a big top or
bottom margin.

>everything!! The dip switches call for switch #2 to be set to 'ON' if
>the software application calls for 66 lines. I have set it to 'ON'.

That may compress the graphics, so you might want to try it with that
switch off if things come out 14/15's the size they should.
--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7392. WWW (was Re: 6502s)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 22:55:30 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3cikd2$h1a@charm.magnus.acs.ohio-state.edu>
Source record: 96320
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <D0p58x.qI@cs.vu.nl>, Ivo van Poorten <ipoorten@cs.vu.nl> wrote:
>fachat@galileo.rhein-neckar.de (Andre Fachat) writes:
>>> three CPU's, look at the Atari 8-Bit Home Page. Recently I added a new section
>>> with pinouts of the 3 CPU's, ANTIC, GTIA, POKEY etc.etc.
>
>>Where is the Atari 8-Bit Home Page?
>
>http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

BTW, I just added a small Atari section to my page, with files
relating to my projects (mentioned a few days ago) and links to other
Atari stuff, including Ivo's page.

To get directly to my Atari page:
http://www.cis.ohio-state.edu/~funk/Atari/

And if you get an error about it not being found, try again in
January. That account (not my main one) is due to be deleted soon,
but I'll put everything back when they restore my account.
--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7393. Local Atari User Group Meeting - Wed Dec 14/94

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-12 23:00:53 UTC
From: daroloso@math.uwaterloo.ca
Message-ID: <D0pzxI.JwG@undergrad.math.uwaterloo.ca>
Source record: 96321
Cross-posted to: ont.micro,kw.micro,uw.sys.atari,comp.sys.atari.st,comp.sys.atari.8bit

In December, the Kitchener-Waterloo Eight Sixteen Thirty-two (KWEST)
Atari user group will have a general meeting.

Our 16-bit library currently has over 400 disks of public domain
and shareware software.
In addition, there will be our catalog disk and our disk-of-the-month.

The group welcomes new members and visitors with
8-bits, 16-bits, or those just curious.

Meetings held at the University of Waterloo in the
Math & Computer Building.

Room opens at 7:00 pm. Meeting starts at 7:30 pm.

Wednesday, December 14, 1994
DCS Course Room, Room 2009 (2nd floor)

Call 725-2068 for more information.

Hope to see you there,
Dani Roloson

7394. Reading Atari 8-bit disk on IBM

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 00:33:54 UTC
From: dlodzinski@metronj.org
Message-ID: <2ef_9412122102@nisc.fidonet.org>
Source record: 96330

Is there a program to read an Atari 8-bit disk on the IBM? If so, where can I get this?
-Dean

...SyncEdit v1.0.0 - THE Synchronet(tm) Editor. {Hologram Computing}

7395. Re: Antic magazine

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 01:20:00 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <RM4UW5o.predictor@delphi.com>
Source record: 96322

Carol Low <carollow@rahul.net> writes:

>Anybody interested in my collection of Antic magazines dating from 1982
>(the first issue) to 1986?

Yes, I
'd be interested in your old "Antic" magazines, but am afraid I could only
afford to pay the postage. Unless you are close (Philadelphia area?)
then I could pick them up.

Will Dwinnell
predictor@delphi.com

7396. Reading Atari 8-bit disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 01:25:16 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <Zs43m1s.predictor@delphi.com>
Source record: 96324

Does anyone know of any way to write to Atari 8-bit format disks using an IBM PC? I know ATARIO can read them, but can I send stuff to my 800 XL by writing disks with some sort of utility on a PC?
Thanks!

7397. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 01:33:31 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <Zs53utj.predictor@delphi.com>
Source record: 96325

Joe Walsh <ransom22@delphi.com> writes:

> I would like to hear the reasons so many people continue to use
>these machines. In my case, it is because of the happiness it brings me
>to use it. It is rather weird, I suppose, and downright impossible to
>explain to someone who doesn't feel the same way, but that is the reason
>I have come up with for my continued use of these grand old classics.

I have an 800 XL (wish I had an original 800, though). I do not use Atari 8-bits for my main work nowadays, but I think there is a tremendous usefulness in old machines, like the 8-bit Ataris. For one thing, they are great way to distribute intelligence. As an AI consultant, I can tell you that knowledge representation has become very compact in some forms, such as neural networks. All they really involve are taking user input and running it through a series of mathematical equations and getting an answer (finding the right equations is the hard part- that I do on a PC). I believe that neural networks developed on faster hardware may be implemented on 8-bit micros for use in the field. For instance, in security work, home/factory automation, etc. In fact, it is my assertion that, for many applications, users may receive adequate response even when such systems are coded in interpreted BASIC. (Actually, I have been considering turning this into an article.) Anyway, think about it: here you have for cheap (!) platform which is fully integrated: keyboard, OS and BASIC in ROM, graphics hardware ready to perform any number of complex dedicated tasks. If the old hardware wears out, you can simply replace it with another cheap box. Further, some of the Atari models (like the 800) have the added benefit of so many joystick sockets. Every one of those ports offers a simple (!) way to interface the computer with the environment. Anyway, this is just something I have been toying with and haven't put into practice, but I have no doubt that all of this is entirely possible.

7398. Re: Looking for Broderbund's Spelunker

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 01:35:33 UTC
From: ckormos@delphi.com
Message-ID: <Ruy0OJt.ckormos@delphi.com>
Source record: 96326

I have Spelunker, a Spelunker unlimited lives version, and a walkthrough text file to help you finish the game.
$5 for everything postage included.

7399. Re: 8-bit software wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 01:44:27 UTC
From: ckormos@delphi.com
Message-ID: <ZMz0G1r.ckormos@delphi.com>
Source record: 96327

I have Beamrider, it is an arcade game, and Blue Max, and Burgers, and Creepy Caverns (I think that's the right title)
I have virtually every program ever made for the Atari 8-bit.
Price is a dollar per title plus $2-5 for postage depending upon the size of the package.
Charley

7400. Atari/Commodore conversion

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 01:49:02 UTC
From: ckormos@delphi.com
Message-ID: <ZM73Gdm.ckormos@delphi.com>
Source record: 96328

I have all of the Flight Simulator scenary disks for the Atari. But on a
Commodore 64 disk I have all of the flight data information, i.e. the
frequencies and such to actually fly.
Is it possible to convert this disk of Commodore text files to an Atari disk?
Any help is appreciated.
Charley

7401. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 02:15:22 UTC
From: mrathwel@uoguelph.ca
Message-ID: <3cj03q$pvv@nermal.cs.uoguelph.ca>
Source record: 96329
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

: Um...4 is it now? Yeah.. 4 times I have been slammed. =(

Whoa Andrew! Nothing personal was intended by my posts. I think
you make some of the most intelligent statements I've seen (especially in
comparison to people like Sinclap) recently. I just don't agree with
everything you say. No slam intended.

: It was: "How can we make the 2600 into something better..."

: At least that is how I perceive it.

I perceive it as "Let's make a super system that will blow
everyone else out of the water, but won't piss off our customers because
it will let them play their old 2600 games."

The 5200 received a LOT of flack for not being 2600 compatable,
so the 7800 was made compatable with the purpose of rectifying that
mistake. The 7800 is not a 2600. It has a "2600 mode", but the mechanics
of it are "7800." It does not use the 2600's processor. It has a faster
graphics engine. It has more powerful sprite characteristics. It has
larger games. It has a two button joystick. It has a pause. It uses
larger cartridges ... etc, etc, etc.

>> Mark <<

--
==
Mark Rathwell
The University Of Guelph
"A bronze man still can tell stories his own way"
==

7402. Disabling 800XL Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 02:46:04 UTC
From: sad@id.net
Message-ID: <3cj1tc$fa6@condor.ic.net>
Source record: 96331

I'm trying to get Jumpman to run on an 800-XL. Unfortunately it keeps coming up and telling me that I need to remove the cartridge. I know the 800's differed in that you had a left and
right slot for cartridges, right usually being for the Atari Basic cartridge.

So is there anyway to get Jumpman to work? I used to play it on my 800 and I played it on my
130XE a number of years back, but I have no idea how to get it working.

Thanks,

Scott.

--
Scott A. Deming
sad@id.net

7403. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 02:54:20 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ZyzWuFk.ransom22@delphi.com>
Source record: 96332

Glenn M. Saunders <krishna@max.tiac.net> writes:

>I may continue to use it in a more useful context as a BBS if I go back
>online. It's one application for which I think the machine is well
>suited although there is still significant room for improvement with PRO!
>and Forem (the others are too far behind to even mention including Carina).

Now there is something I have never considered the Atari 8-bit
well suited for. It is pure ignorance on my part, I must say, as I
have never downloaded any of the BBS programs for it.
However, I do run a MS-DOs based BBS, and find it hard to
imagine offering what I do on that machine on an 8-bit. But I am open
to argument. :)
My board is NOT a "filez" board...I offer popular files for
download as a courtesy only. However, I do offer a multitude of local
and networked message subs. Would the Atari be able to handle 32 or
so message subs? Which networks are available for use in an Atari
environment?
the other big attraction of my BBS is its high-quality registered
online games. Are there such programs for Atari BBS's? What types are
they (ie, tradewars-style, etc.)

Also, how well do the Atari 8-bit BBS software packages adapt
to the capabilities of callers calling in on differing machines? (ie,
does it offer ANSI color grapics?)

I am very interested to hear your reply.

Thanks,

Joe

7404. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 02:56:20 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Zw7XGBk.ransom22@delphi.com>
Source record: 96333

FBNX <fbnx@aol.com> writes:

>Wow - I never thought of that but I guess it's true! I've got an old Mac
>with a hard drive, modems and a scanner that fits neatly on a small desk.
>It's my primary machine but it's not - well - sexy. My 1200XL, on the
>other hand is surrounded by 810's, a Rana 1000, 1010, 820, 1025, 825, -
>and a rotary phone with the old "standard" handset to use with my 830
>acoustic modem. I had to buy a computer desk and then add more shelves
>just to handle all the hardware. But it *looks* nice - kinda big and
>puffy and warm and friendly.

My own "in use" collection is similarly voluminous (I wouldn't
even THINK of putting ALL the hardware I have out!).
I wonder how prevalent this sort of setup is among Atari 8-bit
users?

-Joe

7405. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 03:01:24 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ZQ0UObs.ransom22@delphi.com>
Source record: 96334

James King <jeking7@delphi.com> writes:

>Atari's paint program? Dont recall ever hearing about it.

Lesseee...it is DX5048. Copyright is 1983, Atari, Inc.
Originally by Capital Children's Museum. I read about it in a book on
Atari software that I got recently. BEST has them for $25 each.

>All of these have a PRINT to Okimate option that dumps images out in
>a colorized format? If not, how do you get them to print? I dont recall
>seeing a PRINT function in the Koala program.

Sadly, no, there is no Print function in many (any?) of these.
However, the Okimate Plug 'N' Print comes with a program called "COLOR"
that reads any of those files (including, of course, if another package
uses one of those file formats) and dumps it to printer. A bit more
laborious than printing from the original program, but it works. :)

-Joe

7406. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 03:09:34 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Zy12Ovm.ransom22@delphi.com>
Source record: 96335

Andrew K. Heller <heller@akh104.rh.psu.edu> writes:

> How much for the kit? I can pick up a used OK10 for $12 at a local
>thrift shop.. but I would need the Atari kit and some new ribbons and
>manuals...

Dunno how available they are in the Atari resale community.
the only one I could find was at B&C, and it was the last they had,
I believe. $29 is what it cost, for the record.

> Got a number and price list for OK?

Okidata may be reached at 1-800-OKIDATA. Their primary reseller is
a company called Agson, Inc. (operating in New Jersey, as does Okidata).
This company may have the Plug N Prints, or at least the parts that make
up Plug N Print. Their number is 1-800-444-4060.
Plug N Print is comprised of the following REQUIRED items:
1 Atari SIO card that fits into the printer
1 Okimate 10 Demo/Color disk which contains the program to
print from (named "COLOR").
1 Black Ribbon
1 Color Ribbon

Optional stuff in Plug N Print (ie, stuff you may already have, or can
easily get)
1 SIO cable
25 Sheets of Pin-fed paper

And, one item that isn't required but which is nice to have,
the Okimate 10 manual.

I know for a fact you can get the manual and ribbons from Agson.
The black ribbon is item # 52102701 (price: $5.95), and the color
ribbon is item #52101602 (price: $6.95). Both of these are also
available at B&C.
The manual is about $15, if I remember correctly, from Agson.
I do not have the item # for that.
If you can get the disk and Atari interface card from them or
Okidata, in addition to the ribbons and manual, you will be in business.

Good luck!

-Joe

7407. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 03:25:56 UTC
From: krishna@max.tiac.net
Message-ID: <3cj485$8mi@sundog.tiac.net>
Source record: 96336

Speaking of AI, there was an article in Wired about a robot in development that uses a lot of intercommunicating 68030 variants. No, not as primitive as using a lot of 6502s, but certainly more down-to-earth than using a lot of MIPS or PPC processors.

7408. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 03:35:48 UTC
From: krishna@max.tiac.net
Message-ID: <3cj4qk$8mi@sundog.tiac.net>
Source record: 96337

Atari boards are good for Atarians to run because they offer a connectedness they wouldn't have otherwise unless they had an internet account (like us) or had another 8-bit board in their area (which is not always the case these days).

The primary reason running a board on an Atari is good is that it is so cheap. The biggest expense would be the hard drive interface. But if you wind up burning CPU after CPU, it only takes about $50 at the most to replace them.

I must plead ignorance that I do not know of other minimal setups and how much you can get out of them, like shitbox 286s or Amiga 500s as BBS machines... They may be a lot better insofar as offering more filebases or FIDO inerconnectability. However, the only reason that there ISN't a way to crossnet Fido or other stuff into the Atari is a lack of software sophistication, not an archetectural limitation.

Both PRO! and Forem are offshoots of packages that first started with the expected setup being 8 US Doubler floppies and a 1200 baud modem.

They have limited filebases because they did not forsee the almost limitless size of Fido and newsgroup message structures.

If a BBS were written from the ground up you probably wouldn't tell the difference between it and a clone BBS aside from perhaps some module load lag here and there and the fact that it would have a hard 19.2 port speed limit.

One other thing I haven't seen yet is a fullscreen ANSI editor... That's someting most ANSI boards support.

The BBSs do provide fairly good ANSI color. The problem with that is that they don't (as far as I know) allow you to build screens with IBM character graphics in them. Or if they do, they just allow stuff which is analogous to the Atari like he border characters. But that isn't a biggie.

7409. Re: Wow!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 04:04:20 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <D0qDz9.s6@freenet.carleton.ca>
Source record: 96339

In a previous posting, Jonathan Long (longjon@clark.net) writes:
> Hello all!
>
> I picked up an amazing machine yesterday, and I think this is the group
> that can tell me about it. I never used an 800 much, but I had several
> games for it. Having the 800 out as a game unit was kind of a pain. Well,
> I came across an XE (it's gray, with pastel buttons, a removable keyboard
> and a light gun, and an XE joystick, all working) with the flight
> simulator and bug hunt carts. I was first of all amazed at the case (it
> looked SWEET), and secondly I was amazed at all the ports this had!
>

Hi Johnathan,

I answered you in email, but decided to repost in the newsgroup, just in
case someone ran across the same type of machine.

Anyway, you are now the proud owner of an Atari XEGS (XE Game System),
this computer is a repackaged 800 XL. It has 64K and can support a small
ramdisk via software. You can use any Atari peripherals such as
1050/Indus/Percom...etc disk drives, printers, XEP-80....whatever is
available. Atari created a very nice looking XEGS, but did not (typical
Atari marketing strategy), advertise/market the unit enough to really
affect their bottom line.

As for your Gorf cart, you might try opening the cart and VERY GENTLY use
some 600 grade wet/dry sandpaper to clean the contacts. I note that you
said other carts work, thus the problem is with that specific cart.

If the sandpaper doesn't work, the cart may be fragged.

Enjoy your "new" computer!!

Regards,

Vince

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

7410. ***FOR SALE: 800XL***

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 04:10:40 UTC
From: chipdancer@aol.com
Message-ID: <3cj6s0$jct@newsbf01.news.aol.com>
Source record: 96338

I have an 800XL in good condition with power supply for sale, $20 plus
shipping. Anyone interested?
Please reply via email to: dginbey@tenet.edu
Thank you,
Damon

7411. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 04:20:04 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <D0qEpH.1uq@freenet.carleton.ca>
Source record: 96342

In a previous posting, poster is dead)) (bruck@brachot.jct.ac.il) writes:
> I recently saw a game called Behind The Jaggi Lines, by Lucasfilm.
> It was a pirated copy so I didn't see any docs. Surprising thing was,
> it looked identical to Rescue On Fractalus (Never seen Rescue but I have
> some screen shots from a review of it). Was this a pre-release name? Is
> there any difference between this and Rescue? Does anyone out there know
> what the hell I'm talking about?
>

You are correct, Rescue and Jaggi are the same game. I have no idea why
LucasFilm decided to change the name.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

7412. c64kill.bas

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 04:45:41 UTC
From: thegeezer@aol.com
Message-ID: <3cj8tl$ju5@newsbf01.news.aol.com>
Source record: 96340

This recent Atari vs C64 flare up makes me think of back to a BASIC
program on the Atari called C64KILL.BAS i think.
Anybody remember this classic little flick that showed an Atari symbol and
a commodore symbol, both armed with various weapons, and the Atari
basically shot the crap out of the C= symbol..
There was also one with an Atari and Apple symbol...

Assuming that these are/were public domain, could somebody post them so we
could access them via FTP?

thanks in advance,

```
================================================================================
=
= the GEEZER = 256k 800XL,130XE,800XL,600XL,Happy1050,1050
=
= kdezuzio@turbo.kean.edu = Tandy PC4,PC8,MC-10(x2),Coco 1,
=
= thegeezer@aol.com = Coco 2(x2),Coco 3, Model 100(x3), Model 200
=
= GEEZER Dynamics Software = Osborne 1, ADAM, Epson HX20, TVI955
=
=>------------------------<= Sinclair ZX81(x2),TS1000(x3),TS1500,2068
=
= Bruce Lee - BEST GAME!! = I'd rather not talk about my 12 IBM's.....
=
================================================================================
=
]Arms are unblest among tools and not the superior man's tools. Only
]when it is unavoidable he uses them. Peace and quietude he holdeth high.
]-Tao Teh Ching, 4th Century BC
Now replace the word 'arms' with IBM/Microsoft and now you're talkin!!
End of Line
```

7413. 3.5" XF551

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 04:45:54 UTC
From: thegeezer@aol.com
Message-ID: <3cj8u2$juk@newsbf01.news.aol.com>
Source record: 96341

A friend of mine would like to put a 720k 3.5" drive in his XF551. We
tried just putting the drive in place of the 5.25" drive, but the drive
would not do anything....
Are there any jumpers or traces that need to be cut on the XF551's board?

==
=
= the GEEZER = 256k 800XL,130XE,800XL,600XL,Happy1050,1050
=
= kdezuzio@turbo.kean.edu = Tandy PC4,PC8,MC-10(x2),Coco 1,
=
= thegeezer@aol.com = Coco 2(x2),Coco 3, Model 100(x3), Model 200
=
= GEEZER Dynamics Software = Osborne 1, ADAM, Epson HX20, TVI955
=
=>------------------------<= Sinclair ZX81(x2),TS1000(x3),TS1500,2068
=
= Bruce Lee - BEST GAME!! = I'd rather not talk about my 12 IBM's.....
=
==
=

]Arms are unblest among tools and not the superior man's tools. Only
]when it is unavoidable he uses them. Peace and quietude he holdeth high.
]-Tao Teh Ching, 4th Century BC
Now replace the word 'arms' with IBM/Microsoft and now you're talkin!!
End of Line

7414. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 05:02:35 UTC
From: junkster@coho.halcyon.com
Message-ID: <3cj9tb$3e1@news.halcyon.com>
Source record: 96343

I like the fact that the Atari world is very stable. Hardware and software exists and works and years down the line that will still be true. I played games on and programmed my 800 from 1982 to maybe 1991 or so before I finally looked at all the grime on case, all the dusty game boxes, and all the disks of typed-in software and realized that the machine was _old_. It just never occurred to me before, all through the rise of the C-64, PC, Macintosh, and non-Atari game systems. There's something comforting about a machine being usable and reliable amid such change.

Then there's the oddball philosophical reason: more and more I'm thinking that the Atari 8-bit machines, in their original non-upgraded state, are more than powerful enough for most modern computing tasks. I don't mean that an 800 could deal with a Mac-style desktop publisher, but more that what is generally accepted as a desktop publisher is a too complex and overly general solution for a much simpler problem. Yikes.

James Hague
junkster@halcyon.com

7415. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 05:17:33 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cjapd$14gt@hearst.cac.psu.edu>
Source record: 96344

Joe Walsh (ransom22@delphi.com) wrote:
: FBNX <fbnx@aol.com> writes:
:
: >Wow - I never thought of that but I guess it's true! I've got an old Mac
: >with a hard drive, modems and a scanner that fits neatly on a small desk.
: >It's my primary machine but it's not - well - sexy. My 1200XL, on the
: >other hand is surrounded by 810's, a Rana 1000, 1010, 820, 1025, 825, -
: >and a rotary phone with the old "standard" handset to use with my 830
: >acoustic modem. I had to buy a computer desk and then add more shelves
: >just to handle all the hardware. But it *looks* nice - kinda big and
: >puffy and warm and friendly.
:
: My own "in use" collection is similarly voluminous (I wouldn't
: even THINK of putting ALL the hardware I have out!).
: I wonder how prevalent this sort of setup is among Atari 8-bit
: users?

Hmmm... I have out a 1702 monitor, 800xl, 800, 1050US, 1050Duplicator,
XF351, Rana 1000, Indus GT, 1020, 1027, Drawing tablet...1010 XEp80..
etc..etc.. all sitting out... in storage I have even more..
and my XDM121 is currently being abused by my El-Ed girlfriend who just loves
to dump 10 page lesson plans on it. For $50, that printer is kicking butt.

The only bad thing is all my MIO's are shot. =(
--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7416. Re: c64kill.bas

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 05:22:08 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cjb20$14gt@hearst.cac.psu.edu>
Source record: 96345

The GEEZER (thegeezer@aol.com) wrote:
: This recent Atari vs C64 flare up makes me think of back to a BASIC
: program on the Atari called C64KILL.BAS i think.
: Anybody remember this classic little flick that showed an Atari symbol and
: a commodore symbol, both armed with various weapons, and the Atari
: basically shot the crap out of the C= symbol..
: There was also one with an Atari and Apple symbol...

: Assuming that these are/were public domain, could somebody post them so we
: could access them via FTP?

: thanks in advance,

This brings back memmories... remember all the old ATASCII art files??!
300 baud ruled back then..and watching a "movie" was pretty cool.
Ihave a few of them laying around somewhere... wrote a simple little display
program to view them off line. =)

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7417. Re: c64kill.bas

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 05:36:51 UTC
From: krishna@max.tiac.net
Message-ID: <3cjbtj$alh@sundog.tiac.net>
Source record: 96346

Atascii animations still exist online with some of the remaining Atari 8-bit BBSs.

7418. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 05:46:59 UTC
From: bjcorr@delphi.com
Message-ID: <9412130046591.DLITE.bjcorr@delphi.com>
Source record: 96349

>
> Well, we've talked (to death) the useability of Atari computers,
>and we've discussed areas for improvement of our favorite machines.
>
> But, any number of computers available in the stores and in
>garage sales and flea markets (ie, new and old computers) could do
>all of the things we need to do. Some could do some things better.
>
> Why, then, do we continue to use Atari 8-bit computers?
>
> I would like to hear the reasons so many people continue to use
>these machines. In my case, it is because of the happiness it brings me
>to use it. It is rather weird, I suppose, and downright impossible to
>explain to someone who doesn't feel the same way, but that is the reason
>I have come up with for my continued use of these grand old classics.
>
> So, what is your reason?
>
>-Joe
As a person not 'in the field' of computer science my 8-bit has given me the extrordinary feeling of having some mastery over my machine. The 8-bits are not so complicated that, with some reading up on some of the fine literature available (De Re Atari, Inside Atari Basic, Inside Atari DOS, etc.) ,anyone can't get a handle on the inner workings of the machine. I love that feeling of understanding what's happening and being able to control and modify it. That, coupled with the never ending fight to push the platform to it's limit by so many, makes the 8-bit a very enjoyable hobby. Plus I trust the damned thing. Over 10 years of faithful service and counting. I don't just use the 8-bit, I learn from it.
bjcorr

7419. Re:For Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 07:05:08 UTC
From: serg21@aol.com
Message-ID: <3cjh34$ll4@newsbf01.news.aol.com>
Source record: 96347

I have the following Atari 8-bit items for sale:

* - denotes Game Title
# -denotes Productivity Title
@- denotes Educational Title
^ - Uitility Title
All are disk based, unless noted other wise.

Software without boxes and have docs:

XLent Word Processor (#)
Flight Simulator II (*)
Juggles House (Cassette) (@)
My First Alphabet (@)
Time Wise (#)
Typo Attack (@)
Home Filing Manager (#)
Family Finances (#)
Bridge 4.0 (*)
BookKeeper (#)
BankStreet Writer (#)
Chop Suey (*)
Stock Market (*)
Atari Speed Reading (Cassette) (@)
AtariWriter (Cartridge) (#)

Software without boxes and docs:

PacMan (Cartridge) (*)
PacMan (Cartridge) (*)
Antic Disks (3) All three for $7+S/H
Star Raiders (Cartridge) (*)
CheckMate (#)
Jaw Breaker (*)
World Championship Karate (*)
HomeCard (#)

Software with boxes and docs:

Zork I (*)
Zork II (*)
VisiCalc (#)
Crusade in Europe (*)
Nato Commander (*)
Conflict in Vietnam (*)
Top Gunner Collection (*)

Spy vs. Spy (*)
Decision in the Desert (*)
Peggammon (*)
F-15 Strike Eagle (*)
BallBlazer (*)
Kennedy Approach (*)
Puzzle Panic (*)
Ace of Aces (*)
Reforger (*)
Fight Night (*)
Blue Team Bridge (*)
Archon (*)
Hardball (*)
One on One (*)
Eastern Front (*)
Mickey in the Great Outdoors (Cassette) (#)
Interlisp/65 (^)
Financial CookBook (#)
Combat Leader (*)
Home Filing Manager (#)
AtariWriter (#)

Books:

How to Program the Atari in 6502 Machine Language
Atari Basic
Compute's First Book of Atari Graphics
Compute's First Book of Atari
Mapping the Atari

Hardware:

800xl no PS and Cables
1027 Printer w/PS and Cable
Supra 300 Baud Modem w/PS,Cable and Software

Parts:

Complete Antic Chip Set
Atari 400 Keypad
26 Assorted IC Chips from various Atari Hardware
items such as xmm-801,xmm-301,810,1050,800xl,1027,850,400/800, all for
$15+
S/H

Please Email me at SERG21@aol.com if your interested in anything and
leave a price
with s/h included and i will get back to ASAP.

7420. Re: Reading Atari 8-bit disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 09:13:52 UTC
From: Mario.Trams@Informatik.TU-Chemnitz.DE
Message-ID: <9412130914.AA00902@sunc7.informatik.tu-chemnitz.de>
Source record: 96348

>Doeas anyone know of any way to write to Atari 8-bit format disks
>using an IBM PC?

Yes, there is an program called "util" wich can do this job.
"util" is anywhere on the atari.archive in Michigan.

Bye, Mario

Mario.Trams@informatik.tu-chemnitz.de

7421. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 09:49:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2eed70f3_Per.Erik.Peterson@ct.se>
Source record: 96210

From: per-erik_peterson@asb2.ct.se

In The Winter 12.12.94 Wrote Glenn M. following stuff...

GM> Not to mention how cheap it is to maintain this hobby.

cheap.?? I dont know if its cheap. My XE equipment have bean more expansive
then my ST equipment. For example... CB-)

XE-side ST-side

Sio2pc and 386 $300 HD Kit II + 1.44 Drive $70
100Mb SCSI $150 150Mb SCSI $170
Black Box ca $200 Toplink $130

But its worth evry penny on the XE side.

It is more and more popular here in Sweden now to pick up the oldies again.

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

7422. Re: Reading Atari 8-bit disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 10:13:00 UTC
From: MIS0160@MVS.UDEL.EDU
Message-ID: <19941213101318MIS0160@MVS.UDEL.EDU>
Source record: 96258

In article <9412130914.AA00902@sunc7.informatik.tu-chemnitz.de>,
Mario.Trams@Informatik.TU-Chemnitz.DE (Mario Trams) writes:

>>Doeas anyone know of any way to write to Atari 8-bit format disks
>>using an IBM PC?
>
>Yes, there is an program called "util" wich can do this job.
>"util" is anywhere on the atari.archive in Michigan.

The 'util' program does a good job, but be aware that you have to have
a TRUE double density drive on the Atari side to use this program.
Indus, Percomm, Rana and others made drives capable of true (180)K
double density. An Atari XF551 or a 1050 with the US Doubler also works.
There is another utility called MULE (Not to be confused with the
cult-status game M.U.L.E) that can read one file at a time from a
1050 enhanced density diskette. I tried MULE, but my PC kept locking
up. Others, however, seem to have success.

7423. print shop drivers

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 10:57:50 UTC
From: cooley@nevada.edu
Message-ID: <3cjune$p4g@news.nevada.edu>
Source record: 96350

hello. wa just wondering if there are any recently released print shop drivers for bubble jet/ink jet printers out that are shareware...

please reply..

/s

7424. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 12:43:05 UTC
From: James King <jeking7@delphi.com>
Message-ID: <p242uHh.jeking7@delphi.com>
Source record: 96351

Unbelieveable as it may sound, but shortly after reading this thread on
the old Okimate 10, I happened to come by one at a local thrift store
for $5.00. Decided to buy it.

Now for the ever-perplexing question:

How do you get a roll of that thermal paper affixed to the printer? There
is no paper roller/holder. How are you hanging your rolled thermal
on this printer?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7425. Re: c64kill.bas

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 12:46:23 UTC
From: James King <jeking7@delphi.com>
Message-ID: <p2w3Wln.jeking7@delphi.com>
Source record: 96352

The Atari Connection BBS (my board) has an entire area dedicated JUST
to atascii animated art.

801-969-1468 (300-2400 [back to 19.2 soon!)

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7426. Re: Can the Atari use C= Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 13:49:50 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D0r533.Hsx@iglou.com>
Source record: 96353

As far as I know, the only way to connect a Commodore drive to an Atari
computer is like this:

```
+--------+ +---------+ +---------+
|Atari |======null modem====|Commodore|==|Commodore|
|computer| |computer | |diskdrive|
+--------+ +---------+ +---------+
```

--
Bill Marcum bmarcum@iglou.com
drinking a pina colada at Trader Vic's
Waco: America's Tiananmen Square

7427. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 14:20:48 UTC
From: jeking@xmission.com
Message-ID: <3ckak0$r4k@xmission.xmission.com>
Source record: 96354
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

David Taylor (taylord@cs.man.ac.uk) wrote:

: While Sega, Nintendo and commodore often advertise on the TV do Atari,... No.

I would tend to agree that Atari's act is not all together. Afterall,
they do (have) make the BEST video game systems and computers, but cant
sell any of the damned things because they dont want to advertise.

I'm suprised I havent seen any commercials lately, considering their
mini-merger agreement with SEGA...

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking@xmission.com @ @ @
@ @ @ ------------------------------------ @ @ @

7428. Help needed with modem

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 15:52:16 UTC
From: ontarget@admiral.uucp
Message-ID: <TL50wc1w164w@admiral.uucp>
Source record: 96255

Recently scrounged up a 4800 baud modem in a liquidation joint
for $5 and thought I would give it a try. Although it seems to be in
working condition and partially responds (dials, transmits data,
displays Terminal Ready signals, etc.), I haven't been able to connect
with local BBSes and on-line services via my 520ST, Mega STe and
800XL. Since the modem (MultiTech Systems MultiModem 208) has one
receptacle and some unfamiliar DIP switches, I'm hoping some kind soul
here might help me adjust them and reach the 4800 BPS plateau.
The modem has the standard RS232 input on the back and has two
phone inputs, one of them labeled "Dial Line" (which I assume
corresponds to "Line" on most modems) and the other described as
"Leased Line or Telset." I assume the latter is a LAN input. Most of
the indicator lights on the front panel correspond with most of those
I am used to (Atari, Supra modems). There is a voice/data switch on
the front, but it doesn't seem to toggle; rather it feels more like a
reset button or switch that once pressed in either direction, defaults
back a center position. The following (DIP) switch summary is provided
(* indicates standard factory settings):

8-switch bank -
1 * (UP) DTP dependent on interface / (DOWN) DTR Forced on
2 * (U) Internal clocking / (D) External clocking
3 (U) CTS Time Long (150 ms) / * (D) CTS Time Short (50 ms)
4 * (U) Scrambler Out / (D) Scrambler In
5 * (U) Enable Auto-Answer / (D) Disable Auto-Answer
6 * (U) CD and DSR Normal / (D) CD and DSR Forced (RS232 pins 6 & 8)
7 * (U) No function / (D) No function
8 * (U) Data Mode / (D) Command Mode

4-switch bank
1 * (U) Test mode enabled / (D) Test mode disabled
2 (U) 4-wire / * (D) 2-wire
3 * (U) Synchronous operation / (D) Optional - 4-wire async.
4 * (U) Dial-up operation / (D) Leased line operation

Thanks in advance for your help. Doug Finch
E-Mail to: ontarget%admiral.uucp@yale.edu (Usenet),
D.FINCH7@genie.geis.com (GEnie) or 76337.1067@compuserve.com (CIS)

--
ontarget%admiral.uucp@yale.edu (Doug Finch) <yale!admiral!ontarget>
The Admiral's Public UNIX - System Administrators: Doug Fields & Dave Litchman
[HST/V32] (203) 661-2873 --- [PEP/V32] (203) 661-1279 --- [V32] (203) 661-0450
>FREE!!< Unix shell accounts, Usenet access, and Internet-style mail available

7429. WTB: Atari 400 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 17:02:07 UTC
From: rhino@media.mit.edu
Message-ID: <rhino-1312941202070001@blue-room.media.mit.edu>
Source record: 96256

Does anyone know where I can purchase a working Atari 400 Power supply?
My flea market purchase was missing one.

thanks,

ryan
rhino@media.mit.edu

7430. WANTED: ATARI 8-BIT GAMES and CARTRIDGES

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 17:02:51 UTC
From: krieg@point.cs.uwm.edu
Message-ID: <3ckk3r$and@uwm.edu>
Source record: 96266

I am looking to buy the following games for my 8-bit Atari. I am also interested in any cartridge based software you may want to sell.

A.E. Air Support
Attack on EP-CYG-4 Barnyard Blaster
Blade of Blackpool Bounty Bob Strikes Back
Candy Factory Captain Beeble
Chicken Commando
Countdown Crime Busters
Crisis Mountain
Crosscheck Dallas Quest, The
Dark Chambers Desert Falcon
Diggerbonk Dodge Racer
Excalibur
Floyd of the Jungle Gato
Getaway Ghost Encounters
Grog's Revenge Gruds in Space
Guardian of the Gorn Into the Eagles Nest
Jeepers Creepers Kid Grid
Laser Gates Load Runner's Rescue
MidiMaze
Moon Shuttle Mr. Do's Castle
Phantasie Phantasie II
Pie Man Powerstar
Prisoner II Puzzle Panic
Quasi-moto Reptilian
Repton
Scraper Caper Sea Chase
Skywriter
Slam Ball Space Shuttle
Spare Change Star Trek
Stone of Sisyphus Sub Commander
Survivor Threshold
Thunder Fox Track and Field
Wing War Winter Games
Xenophobe

--
= Andrew Krieg | =
= krieg@ct.med.ge.com | Treguna Mekoides Trecorum Satis Dee =
= or | =
= krieg@point.cs.uwm.edu| - Astoroth =

7431. WTB/Q: Quest of the Space Beagle

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 17:18:08 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3ckl0g$133d@hearst.cac.psu.edu>
Source record: 96257

This is the sequal to Jupiter Mission.

How is this game?
It *looks* pretty amazing given the pictures I have seen.
Anybody know where I can purchase a boxed set?

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7432. Atari Video NTSC Interlaced ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 18:17:53 UTC
From: rdell@cbnews.att.com
Message-ID: <D0rHHv.DK@nntpa.cb.att.com>
Source record: 96259

Well, I am back to full access on Usenet, but not quite caught up yet. So much to read <grin>.

Now my current question, which I _know_ I should know the answer to already, but with Christmas madness upon me, my brain is half dead, and the electronics half is only thinking about VCRs and stereo equipment as of now. Does the Atari 800/800XL/1200XL output a standard NTSC Interlaced video, or is it a pseudo NTSC format with no interlace? (Not a heavy video type, but I think the relatively proper difference is whether it outputs two fields of 262.5 lines each for a frame, or two fields of 262 (263?) lines per each frame).

--
Richard Dell

7433. How can I reach FTe?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 20:10:34 UTC
From: robg@picasso.ICSI.Net
Message-ID: <3ckv3q$jin@monet.ICSI.Net>
Source record: 96261

I'm trying to reach the FTe guys, either by Email (preferred) or phone.
If anybody has info, please send me Email. Thanks!

Rob

7434. 800XL 256K, Koala Pad, Suncom Tablet FS

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 20:12:04 UTC
From: robg@picasso.ICSI.Net
Message-ID: <3ckv6k$jj4@monet.ICSI.Net>
Source record: 96262

```
Still available:

Newell 256K 800XL... $40 (includes PS)
Suncom Graphics Tablet... $10
Koala Pad... $10

The pads don't have any software included, just the pad itself.

Please Email if intersted.

Rob
```

7435. Re: PC Xformer 3.0 (130XE emulator) now SHIPPING!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 20:20:10 UTC
From: rlziegler@aol.com
Message-ID: <3ckvlq$tq@newsbf01.news.aol.com>
Source record: 96263

One thing I would like to see is a PAL atari emulator with sound and everything else. I've seen C=64 emulators that hook up directly with 1541 drives as well. This would be a great thing for you to include in your next revision, maybe include the cables as an option when buying the software too.

7436. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 22:38:39 UTC
From: krishna@max.tiac.net
Message-ID: <3cl7pf$g8r@sundog.tiac.net>
Source record: 96264
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

I've seen Atari ads, but most of them happen during the bargain basement 12-3 AM timeslot.

I saw one during primetime (all on UHF mind you) but that wa a fluke (Tempest 2K ad).

7437. Re: WANTED: ATARI 8-BIT GAMES and CARTRIDGES

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-13 22:41:26 UTC
From: krishna@max.tiac.net
Message-ID: <3cl7um$g8r@sundog.tiac.net>
Source record: 96265

Andrew Krieg: Man or Android? (krieg@point.cs.uwm.edu) wrote:
: I am looking to buy the following games for my 8-bit Atari. I am also
: interested in any cartridge based software you may want to sell.

: Xenophobe

Good luck with this one. Nobody has it. If you ever found it it would
be a prototype and may not be complete.

Too bad, because the screenshot looked good.

7438. Re: Why do you use an Atari 8-bit?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 01:37:09 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JgyX+b1.ransom22@delphi.com>
Source record: 96274

Glenn M. Saunders <krishna@max.tiac.net> writes:

>I must plead ignorance that I do not know of other minimal setups and how
>much you can get out of them, like shitbox 286s or Amiga 500s as BBS
>machines... They may be a lot better insofar as offering more filebases

Thank you for the informative answer!

BTW, shitbox 286s do fine for single-line "hobby" boards such
as mine. :)

-Joe

7439. Re: Disabling 800XL Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 01:43:08 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JizVev8.ransom22@delphi.com>
Source record: 96275

Scott Deming <sad@id.net> writes:

>I'm trying to get Jumpman to run on an 800-XL. Unfortunately it keeps coming up and telling
>me that I need to remove the cartridge. I know the 800's differed in that you had a left and
>right slot for cartridges, right usually being for the Atari Basic cartridge.
>
>So is there anyway to get Jumpman to work? I used to play it on my 800 and I played it on my
>130XE a number of years back, but I have no idea how to get it working.

just hold down the OPTION key while loading (usualy holding it
down until the first screen appears is enough, even if that first screen
is just a logo or the word "loading", but it may be necessary to
hold it for longer..experiment if it doesn't work at first). This will
disable the internal BASIC that exists in all XL and XE models (okay,
okay, with the exception of the 1200XL [G]).

BTW, the right cartridge slot in the 800 was not for the BASIC
cart. It was used by a couple of carts (Monkey Wrench, Monkey Wrench II,
perhaps another one or two). No other carts (and no Atari brand carts)
work from that cartridge slot.

-Joe

7440. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 01:46:57 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Bi8WeD5.ransom22@delphi.com>
Source record: 96267

James King <jeking7@delphi.com> writes:

>How do you get a roll of that thermal paper affixed to the printer? There
>is no paper roller/holder. How are you hanging your rolled thermal
>on this printer?

Well, I don't use thermal paper with it. It is true you can
use thermal paper if you do not have a ribbon for it,but the ribbons
print more clearly (and, of course, in color!). So, I use single
sheets.

Let me look in the manual and see if it mentions how to load
roll paper. Hmmm...nope, just mentions that you CAN use thermal
paper. does not say how. I would guess it does not offer a roll
paper holder option. Strange...

My suggestion is to pick up some ribbons at B&C or Agson, Inc.
(1-800-444-4060).

-Joe

7441. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 01:51:56 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <BA0XWX8.ransom22@delphi.com>
Source record: 96268

James King <jeking@xmission.com> writes:

>I'm suprised I havent seen any commercials lately, considering their
>mini-merger agreement with SEGA...

I see one commercial per day for the Jaguar. They air usually
between 6 and 7 PM CST on Fox, usually just before the Simpsons reruns,
or during the first commercial break for that show.

-Joe

7442. Re: print shop drivers

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 01:57:56 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Ji9U2r8.ransom22@delphi.com>
Source record: 96269

DEBORAH COOLEY <cooley@nevada.edu> writes:

>hello. wa just wondering if there are any recently released print shop
>drivers for bubble jet/ink jet printers out that are shareware...

I'm not sure, but B&C is your best bet for Printshop drivers,
in my experience. Their phone # is 1-408-986-9960.

BTW, for you Printshop afficianados, I have a question. I
recently purchased Printshop with a couple of drivers. The drivers
load fine using the PS Companion, but when I do so with the Printshop,
all seems to be fine until I tell it to print, then it says something
like "Setup Process Was Not Completed".
My load process follows the instuctions..load Printshop, go to
Setup, insert the disk before hitting Return for Setup. Then the
drive beeps and I get the screen telling me the driver has loaded.
I hit return again and get back to the Main Menu. But when I print,
I get that message I typed above.
Any ideas? This happens with both the XMM801 driver and the
Okimate 10 driver.

Thanks,

Joe

7443. Re: Disabling 800XL Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 02:02:46 UTC
From: darrins@uniwa.uwa.edu.au
Message-ID: <3cljo6$iio@styx.uwa.edu.au>
Source record: 96276

Scott Deming (sad@id.net) wrote:
: I'm trying to get Jumpman to run on an 800-XL. Unfortunately it keeps coming up and telling
: me that I need to remove the cartridge. I know the 800's differed in that you had a left and
: right slot for cartridges, right usually being for the Atari Basic cartridge.

: So is there anyway to get Jumpman to work? I used to play it on my 800 and I played it on my
: 130XE a number of years back, but I have no idea how to get it working.

: Thanks,

: Scott.

: --
: Scott A. Deming
: sad@id.net
Are you holding down the option key to disable the built in BASIC (as far
as the system is concerned is an 8k cart) when you switch on???
--

Darrin Smith
darrins@uniwa.uwa.edu.au
Ph.D Student
Department of Physiology
University of Western Australia

7444. PC XFormer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 02:05:25 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <3cljt5$2tc@news.mic.ucla.edu>
Source record: 96270

Hi, I posted some time back that one can see some emulation problems
in PX XFormer 3.0 if one tries to run the included game "ROCKS" in
Best of Analog rev 4...

Besides the obvious lack of sound distortion (a feature, not a bug, for now
please oh please add full sound Darek!!! We are not worthy if you do!!!),
there are numerous timing critical display list interrupts that seem
to not be returning until a little too late. The effect is that the
first scanline of several character-based scrolling graphics data are slid
slightly to the left...

In addition, there seems to be a problem with collision detection as
the satellites which normally scroll across the bottom of the screen
and only explode if they hit you, explode immediately upon entering
the screen.

BTW I tried mailing this to Darek earlier and got no reply. I also tried
emailing the PC XFormer FAQ guy, but the mail bounced so here it is
in public... Finally, I thought one of the reasons you might not
have answered is you figure I'm a WAREZ D00D... Nope, I just work
with Tom Harker at ICD on jaguar games and when he got it from
you, I tried it out...

Here's hoping you complete the thing's emulation... I have lots
of people I'll buy this for (5) at its wonderfully low price
of $29.95 if you do...

Now if only we could get a CD of all clasic 800 games...

Scott Le Grand

7445. Re: R2: on P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 02:17:51 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec13.211655.26785@wariat.UUCP>
Source record: 96271

0,34
(J. McWilliams talks about using
R2: on a p:r: connection.)
I experimented and here's what I
did. I don't gaurantee that
variations on this will print to
R2: and I surely hope I am
remembering what I did.
1. Boot SpartaDOS with p:r:
connection with modem cable to R2:
connected to a null modem to a XT
set up in a term program at 4800
baud, N, 8, 1. The XT was sitting
there waiting for something to
come in.

2. Load and run BobTerm 1.20 and
set baud to 4800, ASCII, duplex
full. Hit 'J' and configure port
to R2: Start typing on both
computers. It works.

3. Hit <RESET> to get out of
BobTerm. I'm not sure if 'Q' will
disable the R: handler built into
BobTerm or not. Anyway, that's
what I did.

4. Load 'Speed Script' (I don't
use TextPro much as it is much
bigger and I like to have a editor
on my MIO boot drive 180k with a
bunch of stuff I use all the
time.) Load a document and save
or print it to 'R2:'. This
worked.

5. I messed with the 1419 byte
R: handler and 'Sprint.com' and
'Port.com'. I didn't have any
success with any of those. I
suspect the BobTerm handler is the
only handler I have that can
configure to R2: All of the rest
of my handlers don't ask what R:

port to use.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7446. Re: PC XFormer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 03:21:51 UTC
From: krishna@max.tiac.net
Message-ID: <3clocf$pq9@sundog.tiac.net>
Source record: 96279

How many of you really thought that PCXformer 3.0 would be perfect?

It's almost as if the uniqueness of the Atari is struggline against emulation on a boring brute-force box.

The Atari8-bit has never been perfectly emulated. Th C=64, Apple II, and ZX Spectrum have all had 100% emulations made of them on certain bigger platforms. They have been, as the borgs would say, assimilated.

I'm a bit ambivalent on all this, but I think in a way it's good that it's proving so difficult to emulate the Atari.

7447. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 03:29:36 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JKwUWJ4.jeking7@delphi.com>
Source record: 96280

Okay, so I'm out of luck with the thermal paper rolls. Guess I'll have
to fashion my own paper dispenser.

What type of bond laser printer are you using with the ribbons? I contacted
an office supply store and their shipping me their best Weyerhauser
bond for about $15.00/ream.. I hope this is quality enough! [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7448. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 03:30:59 UTC
From: James King <jeking7@delphi.com>
Message-ID: <JqwUuTz.jeking7@delphi.com>
Source record: 96281

Who's cross-posting this thread to alt.folklore.computers? I posted
this last message from me in THAT newsgroup, not comp.sys.atari.8bit.

How odd.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7449. Re: Reading Atari 8-bit disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 04:11:49 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <JI92GZ9.predictor@delphi.com>
Source record: 96272

Roger Cole <MIS0160@MVS.UDEL.EDU> writes:

>>>Doeas anyone know of any way to write to Atari 8-bit format disks
>>>using an IBM PC?
>>
>>Yes, there is an program called "util" wich can do this job.
>>"util" is anywhere on the atari.archive in Michigan.
>
>The 'util' program does a good job, but be aware that you have to have

>a TRUE double density drive on the Atari side to use this program.
>Indus, Percomm, Rana and others made drives capable of true (180)K
>double density. An Atari XF551 or a 1050 with the US Doubler also works.
>There is another utility called MULE (Not to be confused with the
>cult-status game M.U.L.E) that can read one file at a time from a
>1050 enhanced density diskette. I tried MULE, but my PC kept locking
>up. Others, however, seem to have success.

Darn, I have a 1050 drive which is (as far as I know) stock.

7450. Star Raiders on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 04:50:43 UTC
From: davesp@xnet.com
Message-ID: <3cltj3$rjs@flood.xnet.com>
Source record: 96284

Some ten to twelve years ago, my roommate and I, in a dorm-room at NIU (in Illinois), managed to rig an Atari 800 to our stereo while playing Star Raider. Disregarding the complaints from three floors below (through concrete) and the fact that our floor-mates believed that Hell had ascended to Earth, I considered this game to be one of the coolest ever created.

Now, I would like to re-create this universe on my PC. If this is possible, how can it be accomplished?

Please feel free to either Reply or Follow-up to this post. I'd really like to experience this game again.
--
moc.tenx@psevad \ yelsnepS evaD | Dave Spensley / davesp@xnet.com
"I bought the Star Trek chess set and and Civil War chess set.
Now I have the South fight the Klingons."

7451. BLACK BOX

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 05:33:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2eee839d_Per.Erik.Peterson@ct.se>
Source record: 96277

From: per-erik_peterson@asb2.ct.se

One little Christmas SAGA from Gothenburg. CB-)

Yesterday I tried to install Black Box to my 130XE and it wasnt easy. Wy.??
If you follow the instructions nothing cant go wrong??
Well it did.

First we have 220 Volt in Scandinavia and one 110 Volt adapter followed the BB
from CCS. So I read the pininfo on the adapter and take my 386 apart and
started to connect evru wire as the instructions on the adapter said. What
happend do you think.?? hehehe When I push power on nothing happend exept
that my EGA monitorn lighted white.

I called Fredrik lundholm and asked him. wehat in hell is this???
You have done evrything wrong he told me. +12 --> Ground -5 --> +5 and so on.
he have talked to Bob Puff earlier and Bob have give him the right instruction
to connect the wires right. But now it seams that the RS232 part dont work here
so we shall see if we can find som chip I have burned up.

I also tested to connect an 120Mb Conner to it and the problem is that the
Conner seems to want perity so I will reasive a parity chip soon from CCS and
the story will continue that day.

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

7452. My ST

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 05:39:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2eee855b_Per.Erik.Peterson@ct.se>
Source record: 96278

I can inform evryone who have tried to sent me Email the last 7 weeks that I had big problems whith my DMA ship to my ST and I have not bean able to Replie any of those Email I had on my drive when it crashed.

My only connect to Internet go throw an Internet/Fidogate in the south of Sweden to chalmers in gothenburg so when the Harddrive crash, evrything goes whith it. I have an DAT for backups but I have problems whith it to.!!

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

7453. Atari 8-Bit Computers: Vendors and Developers

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 08:06:34 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/vendev_787391907@rtfm.mit.edu>
Source record: 96282
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/vendev
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Vendors and Developers List

Revised 2-Dec-94

Additions/suggestions/comments/corrections are needed! Please send to:

Michael D. Current
mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

Where to get the latest copy of this list:

The home of many FTP archives, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev

The World Wide Web hypertext version, automatically generated monthly:
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html

Usenet newsgroups where this list is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also send for this list by mail-order.
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/vendev
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

================================================================

All commercial vendors and developers should be listed here. "Major"
shareware developers should also be listed.

8-bit Atari magazines, both print and disk, are covered in the 8-Bit Atari
FAQ List, available separately.

GEnie, Delphi and CompuServe addresses can be accessed via the Internet:
Genie users are Genie.name@genie.geis.com
CIS users are #####.####@compuserve.com
Delphi users are delphiname@delphi.com
```

Telephone number coversion table:
2=ABC 3=DEF 4=GHI 5=JKL 6=MNO 7=PRS 8=TUV 9=WXY

When writing to request catalogs, it's always a good idea to include a Self-Addressed Stamped Envelope.

When writing to foreign firms, try enclosing a couple of International Reply Coupons (IRC's) as well.

Special thanks to Dave Paterson, GEn: D.PATERSON2, for his efforts at confirming the entire contents of this list in 1994!

==========

This list won't be accurate and complete without YOUR help!

==========

A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
Germany
Developer: various hardware and software (also schematics, mailbox, disk magazine, repair-service, helpline addresses, meetings)

Aerion Software
P.O. Box 1222, Riverdale Station
New York, NY
U.S.A. 10471-1222
tel: (212) 548-0514
Developer: Fury: The Wrath of Taljun Cathu, Lasermaze

The AGDA Group
see: DataQue Products
GEn: DATAQUE.1 / JDPOTTER
CIS: 71777,3223 / 74030,2020
Net: potter@escmail.orl.mmc.com
Developer: Maze of AGDAgon, GameLink-II (cable)

AMC-Verlag
Bluecherstr. 17
W-6200 Wiesbaden
Germany
tel: +49 611/405611
Developer: Portronic (joystick port switch/extension) Stereo upgrade, Herbert I, Herbert II, other games

American Techna-Vision
Mail Order:
15338 Inverness St.
San Leandro, CA
U.S.A. 94579-2016
Sales Office:
1903 Fairway Dr.

San Leandro, CA
U.S.A. 94577
tel: (510) 352-3787
FAX: (510) 352-9227
Vendor: new hardware, commercial software

Amethyst Software
211 South Kansas
Danville, IL
U.S.A. 61832
Vendor: commercial/PD/freeware/shareware

A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
Holland
tel/FAX: +31-10-4271732
Vendor: Polish Software, other software/hardware
Developer: Stereo Kit (XL/XE compatible, incl 1 extra pokey chip),
t-shirts with Atari 8-bit game motives on them

AS
see: Mirage

Assisting Children to Excel
P.O. Box 1213
Camarillo, CA 93011
U.S.A.
Developer: Educational Master Cartridge, Dorsett Teaching Tapes (8-tape
sets each in: Reading, Spelling, Math, Economics, Physics, Psychology,
U.S. History, World History, Digital Electronics)

The Atari Classic Programmer's Club
Pen-Tyddyn
Capel Coch
LLangefni
Anglesey
Gwynedd LL77 7UR
WALES
Net: MBITDC9306@newi.ac.uk
Developer: Swift Spreadsheet (Standard or New), Menu Print Elite, Loopz,
Helter Skelter, Bomb Blaster, Pro Paint

Atari PD Software
c/o Andrew Pittman
418 Marilyn Drive
Pearl, MS 39208
Vendor: shareware/freeware/PD

Atari Video Club
c/o Dan Iacovelli
1411 North 36th

Melrose Park, IL
U.S.A. 60160-2726
tel: (708) 345-4127
Vendor: games

ATESIG
c/o Decker G. McAllister, Jr.
145 Surf Place
Seal Beach, CA 90740-5909
U.S.A.
tel: (310) 430-5433
tel: (310) 596-6123
GEn: D.MCALLISTE2
Developer: hardware and software for model railroading applications

B&C ComputerVisions
1725 De La Cruz #7
Santa Clara, CA
U.S.A. 95050-3011
tel: (408) 986-9960
FAX: (408) 986-9968
Phone Hours: Tue-Fri 10am-6pm
Retail Store Hours: Thu & Fri 10am-6pm, Sat 10am-5pm
Vendor: new/used hardware, commercial/PD/freeware/shareware

Bensley Consulting
P.O. Box 301
Westfield, IL 62474-0301
U.S.A.
tel: (217) 967-5465
Net: csbdb@eiu.edu
Developer: Happy's Programs - Math, U.S. History, Astronauts, Triangles

Best Electronics
2021 The Alameda, Suite 290
San Jose, CA
U.S.A. 95126-1127
tel: (408) 243-6950 1-5pm Pacific Time Mon-Fri
FAX: (408) 243-8274
Vendor: new hardware, commercial software
Developer: "XE" Touch, Best Joystick, Best Light Gun

Larry Black
2337 Douglas Rd.
Panama City, FL
U.S.A. 32405-5902
Developer: Atar-Z-Modem

Black Moon Systems
P.O. Box 152
Wind Gap, PA
U.S.A. 18091

Developer: Small Business System, Label Master, Multi-Column Lister

Bolt's Electronic Repair Service
920 Thornwood Street
Simi Valley, CA 93065-5646
tel: (805) 579-9954
Vendor: used hardware

Branch Always Software
14150 N.E. 20th Street, Suite 302
Bellevue, WA 98007
U.S.A.
tel: (206) 369-5513
FAX: (206) 885-5893
CIS: 73657,2714
GEn: BRASOFT
Del: DAREKM
Developer: ST Xformer 2.55, PC Xformer 3.0

BRE Software
352 W. Bedford, Suite 104
Fresno, CA
U.S.A. 93711
tel: 1-800-347-6760
tel: (209) 432-3072
Vendor: PD/freeware/shareware

Bresnik Software
555 Ware Street
Mansfield, MA
U.S.A. 02048-2925
tel: (508) 339-6090
Developer: Illusions/Audiovisualizer, Ecologian, Word-Search Maker, Animals, Mathematics, Fractals

B. Utschig
This address has recently been reported invalid. Confirmations?
2012 S. 314th St., #314
Federal Way, WA 98003-5622
Vendor: PD/freeware/shareware

C&T ComputerActive
P.O. Box 893
Clinton, OK
U.S.A. 73601
tel: (405) 323-5890
Vendor: ???what???

Change In Heat
12 Bella Vista Place
Iowa City, IA
U.S.A. 52245

Developer: Pondering About Max's, 1 other game ???what???

ChildsPlay SoftWare Services
6812 Hill Place
Crystal, MN
U.S.A. 55427-2259
Developer: various software

Compsult
P.O. Box 5160
San Luis Obispo, CA
U.S.A. 93403-5160
tel: (805) 544-6616
Vendor: closeout commercial software

Computer Software Services
P.O. Box 17660
Rochester, NY
U.S.A. 14624
tel: (716) 429-5639 10am-6pm Mon-Fri
FAX: (716) 247-7158
BBS: (716) 247-7157 300-9600 bps
Vendor: commercial software
Developer: Black Box, Black Box Enhancer, Hard Drive Pro Backup,
SIO Power Booster, Super E-Burner, Quintopus, Power Plus, Multiplexer,
XF551 Enhancer, XF Single Drive Upgrade, XF Dual Drive Upgrade,
Super Archiver, Super Archiver II, Bit-Writer, Ultra Speed Plus OS,
Floppy Board, XF551 Update, Bit-Writer

Daisy Dot Software
c/o Roy Goldman
2440 South Jasmine
Denver, CO
U.S.A. 80222
Developer: Daisy-Dot III

Data 8
P.O. Box 210
Mouth Card, KY
U.S.A. 41548
Vendor: used hardware, used/commercial/PD/freeware/shareware

DataQue Products / Lex-Tronics
P.O. Box 134
Ontario, OH
U.S.A. 44862
tel/FAX: (419) 529-9797 Time: 1-5pm EST M-F
Developer: TransKey 2.4, Programmer's Pal 1.0, XDEV65 (Cross-Development
Pkg 6502/65816 CPU for PCs), TBC-4001 1.0 (4M Bank Select Cart.),
Turbo-Calc 1.01, Turbo-View 1.02, 16K EPROM Cart., 8-bit Survival Kit
GEn: DATAQUE.1
CIS: 71777,3223

D.G.S.
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
England
tel: +44-302-855-026 (10am - 7pm GMT/BST only)
Net: dx107@cleveland.freenet.edu
Vendor: used hardware, commercial/PD/freeware/shareware
Developer: Digi-Studio

Discount Video Too
3223 F. South U.S. Hwy 1
Fort Pierce, FL 34982
U.S.A.
tel: 407-464-0019 1pm-9pm (EST) Mon-Sat
Vendor: commercial software

DynaComp Software
178 Phillips Road
Webster, NY 14580
U.S.A.
tel: (800) 828-6772
Developer: various software

East Hartford Computer
202 Robert Street
East Hartford, CT
U.S.A. 06108
tel: (203) 528-4448 11am-8pm Eastern Time Mon-Sat
Vendor: closeout commercial software

Jeff Edwards
138 South Main St.
Travelers Rest, SC
U.S.A. 29690
Developer: Digital Music System, PrintShop/Awardware graphics

The Electronic Clinic
4916 Del-Ray Ave.
Bethesda, MD
U.S.A. 20814
tel: (301) 656-7983
Vendor: used hardware, commercial/used software

Entertainment Excellence
1805 Princeton Place
Merrick, NY
U.S.A. 11566
Vendor: commercial software

Evangelo's Atari Software
Angelo V

27 Stiles Street
Elizabeth, NJ
U.S.A. 07208
tel: (908) 558-9518
Vendor: comercial software

Far North Computers
59 College Rd., #217
Fairbanks, AK
U.S.A. 99701
tel: (908) 456-3700
Vendor: hardware, software

Fine Tooned Engineering
P.O. Box 66109
Scotts Valley, CA 95066
tel: (408) Get-REAL {438-7325} [Orders]
BBS: (408) 438-6775
Del: FTOONED
GEn: F.TOONED
Developer: BASIC XL, BASIC XL ToolKit, BASIC XE, MAC/65, MAC/65 ToolKit,
Action!, Action! ToolKit, Action! RunTime Package, P:R: Connection,
R-Time 8, US Doubler, Multi I/O 130XE Extender, FlashBack!, SpartaDOS X 4.21,
SpartaDOS 3.2g, SpartaDOS ToolKit, 256KXLE, MEG130/MEG65/MEGXL, RAMROD XL,
RAMROD XL2, OSNXL, OmniView, RAMROD MMOS, RAMROD 2, RAMROD 3, OmniMon,
Small Business Management, Small Business Management for the 130,
Express! Professional, MARS 8, Mini I/O II

John Foskett
26 Auckland Road
Kingston-Upon-Thames
Surrey
KT1 3BG
England
tel: 081 549 8620
Developer: The Cave, Ye Olde House (both adventures)

Richard Gore
79 Sprotbrough Road
Sprotbrough
Doncaster
DN5 8BW
England
tel: (0302) 784642 7pmFri-4pmSun
Vendor: commercial software
Developer: Arena, Bubble Zone, Jawbreaker, Mousekattack, Yorky 256K

Horizon Computers
601 South Broadway, Suite B
Denver, CO 80209
tel: (303) 777-8080
Vendor: ????

/HS\-Computertechnik
c/o Tobias Hang
Berliner Str. 31
D-55435 Gau-Algesheim
Germany
tel: (0)6725/2488
Developer: joystick port monitor, 8 channel relais interface,
Interface Control Application Software (INCA), 8 channel Logic Analyser

IB Computers
9242 S.W. Beaverton-Hillsdale Hwy
Valley Plaza Shopping Center
Beaverton, OR
U.S.A. 97005
tel: (503) 297-8425
Vendor: hardware, software

Jeff's Atari Action Outpost
P.O. Box 771244
Lakewood, OH
U.S.A. 44107
Vendor: ????

JTM Ltd
330 1st NE
Mason City, IA 50401
U.S.A.
Net: jimmason@worf.infonet.net
Developer: dedicated weather station

Kake Software
9 Smith Ct.
Vincentown, NJ
U.S.A. 08088
Vendor: PD/freeware/shareware

K-Products
P.O. Box 2212 A.M.F.
Salt Lake City, UT 84122
U.S.A.
tel/FAX: (801) 967-7400
BBS: (801) 967-8738
Vendor: used hardware
Developer: BBS Express! Professional, Multiline Version,
Multiline Version and Mux Hardware, Networking Modules,
Pro_Term Terminal Module, Hardback & Restore H/D Utility,
DK-Utilities for Black Box, TurBoss! High Speed OS, KPI Hard Disk Interface

Nick Kennedy
300 South Vancouver Avenue
Russellville, AR 72801
tel: (501) 967-3843
Developer: SIO2PC

KE-Soft
c/o Kemal Ezcan
Frankenstrasse 24
63477 Maintal
Germany
tel: +49 6181 87539
FAX: +49 6181 83436
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Donald, Saper, Tactic, Zador II, Atomit II,
Tecno Ninja, Fisher-Technik interface, The Brundles

Kinetic Designs
P.O. Box 1646
Orange Park, FL
U.S.A. 32067-1646
Vendor: PD/freeware/shareware

L&Y Electronics
13644C Jefferson Davis Hwy NEW/TO CONFIRM: 14628 Build America Drive
Woodbridge, VA
U.S.A. 22191
tel: (703) 494-3444 VA
tel: (703) 643-1729 Metro
FAX: (703) 494-3663
Vendor: new/used hardware, new/used software

Lake Almanor Public Domain (L.A.P.D.)
c/o Stefanee Hoffee
333 Peninsula Drive
Lake Almanor, CA
U.S.A. 96137
(916) 596-4159
Vendor: PD/freeware/shareware

Lex-Tronics
see: DataQue Products

L.K. Avalon
PO BOX 66
35-959 Rzeszow 2
POLAND
Vendor: Blinky's Scary School, Cavernia, Mirax Force, Ninja Commando,
Speed Ace, Stack Up, Zybex, Android, Imagine, Microx, RAM-CART (cartridge
with 64KB or 128KB RAM with battery), Centronics interface: Microprint,
all Polish software
Developer: -games: Barbarian, Frank&Mark, Hawkmoon, Wloczykij, A.D. 2044,
Adax, Barahir, Global War, Hans Kloss, Kampania Wrzesniowa, Klatwa,
Lasermania+Robbo Konstruktor, Misja+Fred, Neron, Piekielko, Robbo, Smus,
Spy Master, Syn Boga Wiatru, The Last Guardian, Uczen Czarnoksieznika,
Upior, Vicky, Wladcy Ciemnosci, Zeus, Aurum, Captain Gather, Change,
Constellation, Czaszki+Electra, Dagobar, Darkness Hour, Digi Duck,
Easy Money+Honky, Gold Hunter, Hydraulik+Snowball, Kernaw, Lorien's Tomb,
Major Bronx, Rucu, Saper, The Jet Action, Trix, U235

-tools: Animator (graph&anim), Automat Perkusyjny (digi drums),
Chaos Music Composer, Geometria (education), Kurs Fizyki (education),
Panther (text editor), Quick Assembler (with some other tools),
Szperacz Dyskowy (disk monitor)

London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Road
Earlsfield
London SW16
Net: trew@def.bae.co.uk
Vendor: used hardware/software, PD/freeware/shareware

LonerSoft
c/o Clay Halliwell
407 S. 2nd St
Clinton, MO 64735-2107
tel: (in the military... changes every couple years)
GEn: E.HALLIWELL
Developer: FlickerTerm 80 (beta), ColorViewSquash, ColorSquashView,
EbonView, Pantheon View, MacView 800, Quad-View 9, XF-ATR, DOMMenu,
Link Basher, Maze-War 3D

Mars Merchandising
1041-B East St. Charles Rd.
Lombard, IL
U.S.A. 60148-2059
tel: (708) MARS-INC ((708) 627-7465)
Vendor: new hardware, commercial/PD/freeware/shareware

Micro-Discount
265 Chester Road
Streetly, West Midlands
England B74 3EA
tel: 021-353-5730 4pm-8pm Mon-Fri
FAX: 021-352-1669
Vendor: new/used hardware, commercial software
Developer: Print-LAB, Tricky Print, Turbo Charger

Miles Better Software
219/221 Cannock Road
Chadsmoor, Cannock, Staffordshire
England WS11 2DD
tel: 0543-466577/8/9
Vendor: commercial software

Mirage / AS
ul. Gen. Abrahama 4
03-982 Warsaw
POLAND
tel: 671-77-77
FAX: 671-76-22

Vendor: All Polish software
Developer: -games: Operation Blood, Problem Jasia, Tanks, Bang Bank,
Ship, Tron, Special Forces, Najemnik, Top Secret, Tusker, Mozgprocesor,
Roderic, Inspektor, Magia, Battle Ships, Kolony, Raszyn 1809,
Super Fortuna, Wyprawy Kupca, Tank vs. Tank, Axilox, Cywilizacja,
Thinker, Eureka, Reverse+Missile Action, Whoops, Atomia, Bertyx, Pong,
Duch+Robal, Helix, Jaffar, Midnight, Rycerz, Zbir, Dziedzictwo Gigantow,
Tagalon, Caveman
-edu: Ortografia, Geografia Polski, Historia Polski, New Words,
Geografia Swiata
-tools: Videograph, Sound Tracker Player (Amiga module player),
Audio Master (sample editor), Kleks+Trzmiel (graph),
SN-360 Utility (disk tools), SN-360 Disk Drive (double side),
Sampler (with some software), Video interface (digitizer+genlock)

More Than Games
8207 Briarwood Lane
Austin, TX 78757-7642
U.S.A.
CIS: 74766,1561
Net: rixcat@rider.cactus.org
Vendor: new/used hardware, new/used software
Developer: various utilities, hardware projects

MTS Creations
P.O. Box 56762
Chicago, IL
U.S.A. 60656
tel: (312) 763-1822
Developer: Font Craft

MWPD Software
890 North Huntington St.
Medina, OH
U.S.A. 44256
Vendor: PD/freeware/shareware

MyTek
P.O. Box 750396
Petaluma, CA
U.S.A. 94975-0396
FAX: (707) 527-0674
GEn: MYTEK
Developer: Prism Studio (full color genlocking, NTSC only)

National Educational Report Drawing Services (N.E.R.D.S.) Software
c/o Don Loeffler
18 Wendy Drive
Farmingville, NY
U.S.A. 11738
Developer: Print Shop icons

New Breed Software
c/o Bill Kendrick
59 Palm Lane
Novato, CA 94945-2574 USA
Net: kendrick@vax.sonoma.edu
Developer: various software

No Frills Software
800 East 23rd Street
Kearney, NE 68847
U.S.A. 68847
Developer: Converter, Converter Companion, P.S. Users Utility Disk, PrintShop graphics

NOVAtari
c/o Geoff DiMego
8612 Thames Street
Springfield, VA 22151
U.S.A.
tel: (703) 425-5030
Vendor: PD/freeware/shareware

Page 6 Publishing
P.O. Box 54
Stafford
England ST16 1DR
tel: 0785 213928
FAX: 0785 54335
Vendor: commercial/PD/freeware/shareware
Developer: Enigmatix!

Palette Imaging
47 South St.
Norwood, NJ 07648
U.S.A.
tel: (201) 767-3913
Net: ItsMarver@aol.com
Developer: ChromaCAD (3-D modeler)

Papa's Chip's
1957 Harlen Road
Loves Park, IL
U.S.A. 61111
tel: (815) 633-6300

David A. Paterson
P.O. Box 342
Cote-St-Luc, QU H4V 2Y5
Canada
GEn: D.PATERSON2
Developer: CardStax, Atari 8-bit Omnibus

P.E.E.R.S. of Omaha (Patten's Electronic Equipment Repair Service)
917 North 169th Street
Omaha, NE 68118-9342
U.S.A.
tel: (402) 289-3572 Mon-Fri 10am-9pm, Sat 1pm-5pm (CST)
Vendor: used hardware

Klaus Peters Elektronik&Software
Moltkestrasse 29
D-42551 Velbert
Germany
tel: (0)2051/84815 or 84410
FAX: (0)2051/85784
Developer: Megaram (1MB), 25K Bibomon, ROM-Disk XL/XE, Burner XL/XE,
Speedy 1050, Disk Drive F2000, Sprint XL, Sound-Monitor

Jeff Potter
202 Chestnut Ridge St.
Winter Springs, FL 32708
Net: potter@escmail.orl.mmc.com
CIS: 74030,2020
GEn: JDPOTTER
Developer: APACVIEW, APACSHOW, COLRVIEW, DEGASRD, ILBMREAD, GIFNCODE,
CRAB NEBULA, JVIEW XL

Power Per Post
Postfach 1640
D-75006 Bretten
Germany
Vendor: new hardware, commercial/PD/freeware/shareware
Developer: Quick, Minesweeper, Glaggs It!, Rubber Ball,
Screen Aided Management

Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
Germany
tel: (0)7135/2840
Vendor: hardware, commercial/PD/freeware/shareware
especially recent software and hardware from Poland (Avalon etc.)

Bob Puff
Suite 222
2117 Buffalo Rd.
Rochester, NY 14624
Developer: BobTerm

Purple Mountain Computers
15600 NE 8th St. Ste. A3-412
Bellevue, WA
U.S.A. 98008
tel: (206) 399-8700

Vendor: used commercial software

Rambit
16 The Green
Thurlby
Bourne
Lincs.
PE10 0HB
England
tel: (in UK) 0778 424450
Developer: Print-Filer, Taskmaster, Parallel Printer Port

Thomas Smailus
c/o READY +TECHNOLOGIES+
P.O. Box 17578
Baton Rouge, LA 70893
U.S.A.
Net: tom@ready.rsip.lsu.edu
Developer: Olympics, Word for the Blind, Menu Master (c)1986
Hardware & Software systems for Atari 8bit & specialized.

Ronnie Riche
1700 Aycock St.
Arabi, LA 70032
Developer: TextPRO 5.20X, Maintenance Upgrade #1

Sagamore Software
2104 Arapahoe Dr.
Lafayette, IN
U.S.A. 47905
Vendor: PD/freeware/shareware

San Jose Computer
1278 Alma Court
San Jose, CA 95112
tel: (408) 995-5080
FAX: (408) 995-5083

Software Infinity
642 East Waring Avenue
State College, PA 16801
U.S.A.
tel: (814) 238-7967 24hrs
Vendor: commercial/PD/freeware/shareware

Paul Sungenis
Net: pab@cnx.sccsi.com
Sharware developer: AtariLink BBS, PabMail PCBoard, PabQwk, Mboard 2000

Super Products
c/o James Bradford
Pikes Road
Beerwah QLD 4519

Australia
tel: (074) 969 169
Net: Masstorage@closer.brisnet.org.au
Developer: SuperMon, PrintMon, SuperMax, SuperRAM, Super800, SuperDOS

Surplus Computer Software
3301 S. Harbor Blvd.
Santa Ana, CA
U.S.A. 92704
tel: (714) 751-2667
FAX: (714) 751-0914
Vendor: commercial software

Tampa Computer Orphans
c/o Charles Kormos
3530 Del Lago Circle #238
Tampa, FL 33614
U.S.A.
Vendor: commercial software

Lance Tatman
844 Kern Street
Richmond, CA
U.S.A. 94805
Vendor: Digi-Studio

TEAC (The Educators Atari Club)
P.O. Box 1024
Laytonville, CA
U.S.A. 95454
Developer?: education related

Telegames
Box 901
Lancaster, TX
U.S.A. 75146
Vendor: commercial software

Toad Computers
Park Plaza Shopping Center
570 Governor Ritchie Highway
Severna Park, MD
U.S.A. 21146-2925
tel: 1-800-448-TOAD (1-800-448-8623) orders
tel: (410) 544-6943 info
FAX: (410) 544-1FAX ((410) 544-1329)
TOADFAX: (410) 544-0098
BBS: (410) 544-6999
Vendor: new/used hardware, new/used software

TOMS
ul. Beldan 2

02-695 Warsaw
POLAND
tel: 641-54-29
Developer: TOMS 720 disk drive, TOMS 710 disk drives

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
Germany
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
Vendor: new hardware, commercial software

Trans World Exchange
c/o Chris Carson
P.O. Box 44251
Parkland, WA 98444
U.S.A.
Vendor: PD/freeware/shareware "shareware games and utilities from Poland"

TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
England
Vendor: PD/freeware/shareware
Developer: UltiFont, The Complete and Essential Map (book)

UltraBasic
10 East 10th Street
Bloomsburg, PA
U.S.A. 17815
Vendor: commercial software

User-Mag
ATTN: Ulf Petersen
Postfach 1103
D-24318 Luetjenburg
Germany
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
Vendor: new/used hardware, commercial/PD/freeware/shareware
Developer: Pirates of the Barbary Coast, LDS Freezer XL/XE,
LDS "C:" Emulator, Paradise Games #1, PC/XL-Convert II, Ultracopier II

Video 61
22735 Congo St. N.E.
Stacy, MN
U.S.A. 55079
tel: (612) 462-2500 24hrs

Vendor: game hardware and software

Video Magic
c/o Frank M. Polosky
P.O. Box 9542
Pittsburg, PA 15223
U.S.A.
Vendor: used software

ZTM Software Manufacturers
P.O. Box 240
Forked River, NJ 08731
U.S.A.
tel: (609) 971-5807
Vendor: commercial/PD/freeware/shareware
Developer: Atari Tape Backup Program

==========
End of atari-8-bit/vendev
==========

7454. Re: Reading Atari 8-bit disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 08:45:53 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.1fvh@legend.akron.oh.us>
Source record: 96283

There is a program called util.com (exe?) that reads and writes text and binary from and to atari and ibm. :) It also will list the files on a double density mydos disk placed in the ibm 360k drive. It also will format a disk placed in the ibm drive to double density mydos compatible. Obviously on the atari side you need a double density drive, like an indus or happy(?) 1050. The file is on the merit software archives at the university of michigan, and by now is probably available on most of the commercial services.

7455. Re: comp.sys.atari.programmer created

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 10:24:49 UTC
From: gfenwick@mcs.dundee.ac.uk
Message-ID: <3cmh5h$o5o@dux.dundee.ac.uk>
Source record: 96285

Michael Current (mcurrent@blue.weeg.uiowa.edu) wrote:
: I'd personally like to see both comp.sys.atari.programmer and
: comp.sys.atari.announce overwhelmed with 8-bit topics, just to spite
: those who would say the ST/TT/Falcon is "the" Atari computer...

I heard the Falcon isn't even being made any more, because Atari needed the
production capacity to build Jaguars. Typical *#*&^$% Atari!

Graeme Fenwick gfenwick@mcs.dundee.ac.uk

7456. Rails West

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 11:43:45 UTC
From: quester@eskimo.com
Message-ID: <Pine.SUN.3.91.941214033515.736A-100000@eskimo.com>
Source record: 96286

M.U.L.E was ok; a good enough game for an hour's play; but the main reason I've still got my 800 is Rails West. A complex multiplayer strategy game (written in BASIC!) of railroad construction, corporation management and finance: the predecessor to 'Railway Tycoon'(a graphically sexier but fundamentally less interesting game). Unfortunately the game as it appeared on the market was inadequately playtested and had a tendency to crash. The version I have has been amended (not by me) so as to reduce crashes to a minimum -- but saving after each turn is still advisable.
Is anyone aware of later versions of this game? Did it ever appear on any other computer? Any additional information would be appreciated.

Charles Bell

7457. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 12:01:15 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <ZE00G97.lmcclure@delphi.com>
Source record: 96287

In a message dated 12-9-94, Mark Rathwell said:

"I've never seen a C65, so I can't compare them."

The C65 specs list it as supporting screen modes with up to 256 simultaneous colors, from a palette of 4096, with resolutions extending up to 1280x400 (interlaced). Basically, a lot like an ECS Amiga (i.e., A500 with Super Denise chip), but with more colors in the lo-res mode.

As far as sprites, I believe that was unchanged from the 64 (i.e, no more than 8 sprites per raster).

Unfortunately, I have not had much time to work the the C65 I have to confirm its actual limitations. (As the only C65's in existence are essentially prototypes, not everything is perfect).

Soundwise, the C65 has two SID chips, for six voices in stereo (3 per channel).

7458. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 12:20:09 UTC
From: rcmerrit@apgea.army.mil
Message-ID: <1994Dec14.122009.5758@apgea.army.mil>
Source record: 96293
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <3ckak0$r4k@xmission.xmission.com>,
James King <jeking@xmission.com> wrote:
>David Taylor (taylord@cs.man.ac.uk) wrote:
>
>: While Sega, Nintendo and commodore often advertise on the TV do Atari,... No.
>
>I would tend to agree that Atari's act is not all together. Afterall,
>they do (have) make the BEST video game systems and computers, but cant
>sell any of the damned things because they dont want to advertise.
>
>I'm suprised I havent seen any commercials lately, considering their
>mini-merger agreement with SEGA...
>

??? Really? I see Atari commericals everyday. The DOOM commerical with
the preacher saying we should shoot demons between the eyes is on a
whole heck of alot. In fact I see it more that DKC.

Robert Merritt
-* Disclaimer: Opinions posted here are mine and not of my employer
-*"There is always death and taxes. However death doesn't get worse every year"

7459. Re: Star Raiders on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 12:59:55 UTC
From: krishna@max.tiac.net
Message-ID: <3cmq8b$eab@sundog.tiac.net>
Source record: 96288

Dave Spensley (davesp@xnet.com) wrote:
: Some ten to twelve years ago, my roommate and I, in a dorm-room at NIU (in
: Illinois), managed to rig an Atari 800 to our stereo while playing Star Raider.
: Disregarding the complaints from three floors below (through concrete) and the
: fact that our floor-mates believed that Hell had ascended to Earth, I
: considered this game to be one of the coolest ever created.

: Now, I would like to re-create this universe on my PC. If this is possible,
: how can it be accomplished?

: Please feel free to either Reply or Follow-up to this post. I'd really like to
: experience this game again.
: --

You already have it. It's called Wing Commander, or X-wing/Tie Fighter.

Actually, those aren't quite the same. Not the same feeling without
sector hopping, eh?

But I wouldn't complain.

7460. Atari 2600/7800/8-bit and Commodore Holiday Closeout Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 13:51:12 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3cmt8gisq1@mhade.production.compuserve.com>
Source record: 96290
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other,rec.games.video.classic,alt.atari.2600

FOR SALE - ATARI 8-BIT SOFTWARE

Get Rich! Insurance Planning (Arrays Software), Megafont II/II+/Font Simulator Package (XLent Software), Winter Challenge, Indus DOS XL Master Disk/GT Estate Word Processor Package $5 each or all 4 for $15

F-15 Strike Eagle (Microprose) $6
Silent Service (Microprose) $5.00

FOR SALE - ATARI 2600 CARTS

Realsports Football (2 available) $3 each

FOR SALE - ATARI 7800 CARTS

Ballblazer (3 available), One-On-One Basketball, Pole Position II (3 available) Choplifter! $4.00 each

FOR SALE - COMMODORE 64/128 SOFTWARE

Magic Johnson MVP (Virgin Mastertronic) $10.00
Dave Winfield's Batter Up! (Avant-Garde) $6.00
F-15 Strike Eagle (Microprose) $6.00
Candy Land (Gametek), Firehouse Rescue, Little People Bowling Alley, My Grand Piano, School Bus Driver (Fisher Price) $5 each or all 5 for $22.50
The Filer (Spinnaker) $3.00
Bop 'N Rumble (Mindscape) $5.00

USED: Professional Gambler (Load & Go) $2.50

All items are brand new in original boxes unless noted.

All prices include shipping unless noted.
If interested, please contact Lawrence Estep at 71450,1050 on CompuServe or 71450.1050@COMPUSERVE.COM on Internet.

--
Lawrence Estep / 71450.1050@COMPUSERVE.COM
REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

7461. MASSIVE AUCTION VI -- first post

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 14:02:14 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3cmtt6$8k9@usenet.INS.CWRU.Edu>
Source record: 96289

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FIRST POST
----------
MASSIVE AUCTION VI -- ALL ITEMS RECEIVING THE MINIMUM BID WILL BE SOLD!
------------------------------------------------------------------------
NOTE: Prices on all systems left from last auction have been reduced.
------------------------------------------------------------------------

Games and/or game systems included in this auction are:

ATARI 2600 games and systems ATARI 5200 games and systems
ATARI 7800 games ATARI LYNX games
ATARI 8-bit games and systems COLECOVISION games and systems
COLECO ADAM system COLECO 2600 ADAPTER with 2600 games
COMMODORE 64 system INTELLIVISION games and systems
INTELLIVOICE systems ODYSSEY2 games and systems
PONG (BENTLEY) systems SEGA MASTER SYSTEM games and systems
TOMY TUTOR game TEXAS INSTRUMENTS 8-bit systems

****************

This is a rather large file (33,680 bytes, 1213 lines), so if you don't like
large files, and/or auctions, PLEASE stop reading now. You have been warned!

I will post updates approximately every 24 to 30 hours, and then delete the
last update after I'm sure the new one is accessible. I will also e-mail
the list to all bidders, and anyone who requests to be placed on the auction
e-mail list.

Mike

P.S. I RESERVE THE RIGHT TO CORRECT MISTAKES MADE WHILE TYPING THIS MESSAGE.

************************************

PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

************************************

AUCTION RULES:

1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, DECEMBER 21ST.

2) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.
-- YES, THIS USED TO BE RULE #9. I'M NOT KIDDING!
```

3) IF YOU DON'T FOLLOW THROUGH ON A HIGH BID, YOU WON'T BE ABLE TO
PARTICIPATE IN FUTURE AUCTIONS. (SEE AUCTION RULE #2)

4) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

5) BUYER PAYS ALL SHIPPING COSTS.

6) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

7) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE USUALLY GIVEN
PRIORITY (UNLESS THE TRADE OFFER OVERWHELMS ME). I COLLECT FOR OVER
45 DIFFERENT SYSTEMS, PLEASE FEEL FREE TO SEND ME A TRADE LIST.

8) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

9) IN CASE OF TIES, FIRST BID RECEIVED WINS.

10) PAYMENT MUST BE MADE IN U.S. FUNDS, BY EITHER CHECK OR MONEY ORDER,
DRAWN FROM A U.S. BANK BRANCH. CANADIAN BIDDERS MUST SEND A
CANADIAN POSTAL MONEY ORDER, PAYABLE IN U.S. FUNDS. THIS IS THE ONLY
WAY I HAVE FOUND TO DEAL WITH MY FRIENDS TO THE NORTH (MY BANK IS VERY
PICKY, BUT THE U.S. POST OFFICE WILL CASH A CANADIAN POSTAL M.O.)

*****

SOFTWARE:

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

* = (after minimum bid) indicates a STRONG preference to trade that item.
TRADE = (after bid) trade pending, bids still accepted in case trade not made.
XXXXX = (after bid) item has been traded, please don't send further bids.

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 6.00* AMIDAR (Parker Brothers) -- SOME RIPS ON FRONT LABEL
$ 2.50 ASTROBLAST (M Network)
$ 2.50 ATLANTIS
$ 2.50 BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 BATTLEZONE (Atari)
$ 5.00 51 BLACKJACK (Atari)
$ 2.50 BOWLING (Atari)
$ 2.50 BOXING (Activision)
$ 3.50 BREAKAWAY IV (Sears)
$ 6.00* CALIFORNIA GAMES (Epyx)
$ 2.50 CASINO (Atari)
$11.25* CHECKERS (Activision) -- SOME RIPS ON FRONT LABEL
$ 2.50 CHOPPER COMMAND (Activision)

$ 2.50 CIRCUS ATARI (Atari)
$ 6.00* CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 CRYSTAL CASTLES (Atari)
$ 2.50 DARK CAVERN (M Network)
$ 2.50 DECATHLON (Activision)
$ 2.50 DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.50 DODGE 'EM (Atari)
$ 2.50 DONKEY KONG (Coleco)
$ 2.50 DRAGSTER (Activision)
$ 2.50 ENDURO (Activision)
$ 6.00* FIRE FIGHTER (Imagic)
$ 2.50 FOOTBALL (Atari)
$ 2.50 FREEWAY (Activision)
$ 2.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (M Network)
$ 2.50 GALAXIAN (Atari)
$ 6.00* GHOSTBUSTERS (Activision)
$ 2.50 GOLF (Atari)
$ 2.50 GRAND PRIX (Activision)
$ 6.00* HANGMAN (Atari)
$ 2.50 HAUNTED HOUSE (Atari)
$ 2.50 HOME RUN (Atari)
$ 3.00 INTERNATIONAL SOCCER (M Network)
$ 6.00* JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 KABOOM! (Activision)
$ 2.50 LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (M Network)
$ 2.50 M*A*S*H (20th Century Fox)
$ 6.00* MEGA FORCE (20th Century Fox)
$ 2.50 MOUNTAIN KING (CBS Electronics)
$ 2.50 MS. PAC-MAN (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 6.00* OTHELLO (Atari)
$ 2.50 OUTLAW (Atari)
$ 2.50 POLE POSITION (Atari)
$ 6.00* POPEYE (Parker Brothers)
$ 6.00* PORKY'S (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 2.50 REAL SPORTS BASEBALL (Atari)
$ 2.50 REAL SPORTS FOOTBALL (Atari)
$ 6.00* REAL SPORTS TENNIS (Atari)
$ 2.50 RIDDLE OF THE SPHINX (Imagic)
$ 2.50 RIVER RAID (Activision)
$ 2.50 ROBOT TANK (Activision)
$ 2.50 SEAQUEST (Activision)
$ 2.50 SKIING (Activision)
$ 2.50 SKY DIVER (Atari)
$ 2.50 SKY JINKS (Activision)
$ 6.00* SOLAR FOX (CBS Electronics)

$ 2.50 SOLARIS (Atari)
$ 6.00* SPACE ATTACK (M Network)
$ 2.50 SPACE WAR (Atari) -- NO END LABEL
$ 2.50 SPIDER FIGHTER (Activision)
$ 2.50 STARMASTER (Activision)
$ 2.50 STAR WARS: EMPIRE STRIKES BACK (Parker Brothers)
$ 6.00* STEEPLECHASE (Sears) -- SEARS EXCLUSIVE
$ 2.50 STREET RACER (Atari)
$ 6.00* SUMMER GAMES (Epyx)
$ 2.50 SUPER CHALLENGE BASEBALL (M Network)
$ 2.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 2.50 SUPERMAN (Atari)
$ 2.50 SWORDQUEST EARTHWORLD (Atari)
$ 2.50 SWORDQUEST FIREWORLD (Atari)
$ 3.50 TANK-PLUS (Sears)
$ 2.50 TARGET FUN (Sears)
$ 2.50 TENNIS (Activision)
$ 6.00* TOWERING INFERNO (U.S. Games)
$ 6.00* TRICKSHOT (Imagic)
$ 2.50 VANGUARD (Atari)
$ 6.00* VENTURE (Atari)
$ 6.00* VENTURE (Coleco)
$11.25* VIDEO CHESS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 2.50 WARLORDS (Atari)
$ 6.00* WINTER GAMES (Epyx)
$ 6.00* WIZARD OF WOR (CBS Electronics)
$ 2.50 YARS' REVENGE (Atari)

GAMES WITH MANUAL:
$ 2.50 AIR-SEA BATTLE (Atari)
$ 2.50 ASTEROIDS (Atari)
$ 3.50 ASTROBLAST (M Network)
$ 3.50 ATLANTIS (Imagic)
$ 3.50 BASKETBALL (Atari)
$ 3.00 BERZERK (Atari)
$ 3.50 BOWLING (Atari)
$ 3.00 BREAKOUT (Atari)
$ 7.00* CALIFORNIA GAMES (Epyx)
$ 3.50 CASINO (Atari)
$ 3.50 CENTIPEDE (Atari)
$ 3.50 CIRCUS ATARI (Atari)
$ 2.50 COMBAT (Atari)
$ 3.50 COSMIC ARK (Imagic)
$ 2.50 DEFENDER (Atari)
$ 3.50 DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 3.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 3.50 FOOTBALL (Atari)
$ 3.50 FROGGER (Parker Brothers)

$ 3.50 GALAXIAN (Atari)
$ 3.50 GOLF (Atari)
$ 3.50 HOME RUN (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JOUST (Atari)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 KABOOM! (Activision)
$ 3.50 KANGAROO (Atari)
$ 3.50 LOCK 'N' CHASE (M Network)
$ 3.50 MIDNIGHT MAGIC (Atari)
$ 3.50 NIGHT DRIVER (Atari)
$ 3.00 PAC-MAN (Atari)
$ 3.50 POLE POSITION (Atari)
$ 3.50 REACTOR (Parker Brothers)
$ 3.50 RIDDLE OF THE SPHINX (Imagic)
$ 3.50 SKIING (Activision)
$ 2.50 SPACE INVADERS (Atari)
$ 4.50 SPACE INVADERS (Sears)
$ 3.50 SPACE JOCKEY (Vidtec)
$ 3.50 SUPER CHALLENGE BASEBALL (M Network)
$ 3.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 3.50 SWORDQUEST: FIREWORLD (Atari)
$ 3.50 TARGET FUN (Sears)
$ 3.50 VANGUARD (Atari)
$ 3.50 WARLORDS (Atari)
$ 3.50 YARS' REVENGE (Atari)

GAMES WITH BOX AND MANUAL:
$ 3.00 ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 4.00 BERZERK (Atari)
$ 3.00 COMBAT (Atari)
$ 3.50 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JUNGLE HUNT (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 4.00 PAC-MAN (Atari)
$ 3.00 SPACE INVADERS (Atari)
$ 5.50* SUPERMAN (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00* TASK FORCE (Froggo Games)

GAME WITH NO BOX OR MANUAL:
$ 6.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 ATARI 2600 PADDLE CONTROLLERS (Atari)
$ 5.00 QUICKSHOT JOYSTICK (Spectravision)

*****

ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE
$ 3.00 DIG DUG
$ 3.00 GALAXIAN
$ 3.00 MARIO BROS.
$ 3.00 MOON PATROL
$ 8.00* POPEYE (Parker Brothers)
$ 3.00 SPACE INVADERS
$ 3.00 STAR RAIDERS

LOOSE GAMES, WITH OVERLAY(S):
$ 4.00 GALAXIAN (WITH 2 OVERLAYS)
$ 4.00 REALSPORTS: FOOTBALL (WITH 1 OVERLAY)

GAMES WITH MANUAL:
$ 9.00* RIVER RAID (Activision)

GAMES WITH MANUAL, AND OVERLAY(S):
$ 5.00 QIX (WITH 2 OVERLAYS)

*****

ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 BALLBLAZER
$ 3.00 CENTIPEDE
$ 3.00 CHOPLIFTER!
$ 4.00 CROSSBOW
$ 4.00 DARK CHAMBERS
$ 3.00 DIG DUG
$ 3.00 HAT TRICK
$ 3.00 KARATEKA
$ 3.00 ONE-ON-ONE
$ 2.50 POLE POSITION II
$ 3.00 ROBOTRON: 2084
$ 3.00 XEVIOUS

GAMES WITH MANUAL. NO BOX:
$ 4.00 CHOPLIFTER!
$ 4.00 DIG DUG
$ 5.00 GALAGA
$ 4.00 HAT TRICK

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

GAMES WITH BOX AND MANUAL:
$ 5.00 ASTEROIDS
$ 5.00 HAT TRICK

$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$10.00* KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00* POLE POSITION II
$10.00* XEVIOUS

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 BASIC COMPUTING LANGUAGE (Atari)
$ 5.00 CENTIPEDE (Atari)
$ 5.00 DEFENDER
$ 5.00 DONKEY KONG (Atari)

GAMES WITH BOX AND MANUAL:
$ 5.00 STAR RAIDERS

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 STAR RAIDERS

BOOKS (I know this isn't software, but again, I had to put it somewhere!):
$ 5.00 INSIDE ATARI BASIC (Atari, by Bill Harris, 184 pages)

*****

ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER

*****

COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.50 DONKEY KONG JUNIOR
$ 6.00* PITSTOP
$ 3.50 VENTURE
$ 3.50 ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 4.50 ZAXXON

*****

INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 6.00* APBA BACKGAMMON
$ 3.00 AUTO RACING
$ 3.00 BEAUTY & THE BEAST (Imagic)
$ 7.50* CARNIVAL (Coleco)
$ 3.00 DONKEY KONG (Coleco)
$ 5.00* HORSE RACING
$ 7.50* KOOL-AID MAN
$ 3.00 LAS VEGAS ROULETTE
$ 3.00 ROYAL DEALER
$ 3.00 SUB HUNT
$ 3.00 TRON: DEADLY DISCS
$ 3.00 TRON: MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 7.00* ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 3.50 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 PGA GOLF (WITH 2 OVERLAYS)
$ 3.00 TENNIS (WITH 1 OVERLAY)

GAMES WITH MANUAL, AND 1 OVERLAY. NO BOX:
$ 4.50 TRON: MAZE-A-TRON

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 5.00 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 4.50 BOXING
$ 4.50 LOCK 'N' CHASE
$ 4.50 SPACE BATTLE
$ 5.00 SUB HUNT

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ASTROSMASH
$ 9.00* ATLANTIS
$ 6.00 BURGERTIME
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 MAJOR LEAGUE BASEBALL
$ 5.50 NASL SOCCER
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SNAFU

$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 SPACE HAWK
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

*****

ODYSSEY2:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ALPINE SKIING!
$ 3.00 COMPUTER GOLF!
$ 3.00 COSMIC CONFLICT!
$ 3.00 K.C. MUNCHKIN!
$ 3.00 MONKEYSHINES!
$ 3.00 SHOWDOWN IN 2100 A.D.!
$ 3.00 THUNDERBALL!

GAMES WITH BOX AND MANUAL:
$ 4.50 ALIEN INVADERS - PLUS!
$ 4.50 ALPINE SKIING!
$ 4.50 ARMORED ENCOUNTER! / SUB CHASE!
$ 4.50 BASEBALL!
$ 4.50 COMPUTER GOLF!
$ 4.50 FOOTBALL!
$ 4.50 LAS VEGAS BLACKJACK!
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

*****

SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00* POOYAN

****

HARDWARE:

NOTE #1 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully. I ran out of used RF switchbox's in the third MASSIVE AUCTION, sorry.

NOTE #2 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW power supply for $10 that is virtually identical to one sold at Radio Shack for $13. This power supply works with a lot of systems. It features six (6) plug adapters, changeable polarity (positive or negative), "LED" lights to indicate proper voltage, and can be used on the following settings:

INPUT: 110-220 V, 60-50 Hz, 9W
OUTPUT: 1.5, 3, 4.5, 6, 7.5, 9, and 12 V DC.
CURRENT: 500 mA.

Radio Shack's model DOESN'T include 1.5 or 12 V settings, and is only 300 mA!

I just ran out of most used power supplies in the last MASSIVE AUCTION, sorry.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, ONE ATARI VIDEO TOUCH PAD CONTROLLER, AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BERZERK (Atari)
COMBAT (Atari)
DEMON ATTACK (Imagic)
GRAND PRIX (Activision)
PAC-MAN (Atari)
REALSPORTS: BASEBALL (Atari)
SKY JINKS (Activision)
SPACE INVADERS (Atari)
STAR RAIDERS (Atari) -- USES VIDEO TOUCH PAD
STREET RACER (Atari) -- USES PADDLES
TARGET FUN (Sears)
VIDEO PINBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

MINIMUM OPENING BID OF $36.00

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT ASTEROIDS]:

ASTEROIDS (Atari) -- WITH MANUAL
BOWLING (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FREEWAY (Activision)
GOLF (Atari)
KABOOM (Activision)
MISSILE COMMAND (Atari)
OUTLAW (Atari)
REALSPORTS: FOOTBALL (Atari)
STAR MASTER (Activision)
VIDEO OLYMPICS (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $34.00
BID #2) MINIMUM OPENING BID OF $34.00
BID #3) MINIMUM OPENING BID OF $34.00

*****

LOT #3 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT PAC-MAN]:

ASTEROIDS (Atari)
ASTROBLAST (M Network)
BASKETBALL (Atari)
BERZERK (Atari)
CHOPPER COMMAND (Activision)
CIRCUS ATARI (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
FROGS AND FLIES (M Network)
PAC-MAN (Atari) -- WITH MANUAL
REALSPORTS: BASEBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, ONE (1)
ATARI JOYSTICK, ONE SET OF TWO PADDLE CONTROLLERS, AND TEN (10) SEARS
TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BASEBALL (Tele-Games)
BASKETBALL (Tele-Games)
BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
MISSILE COMMAND (Tele-Games)
PONG SPORTS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $53.00

*****

LOT #5

NEW RF SWITCHBOX PURCHASE OPTION

COLECO GEMINI (ATARI 2600 COMPATIBLE SYSTEM) WITH MANUAL, ONE (1) GEMINI
DUAL COMMAND CONTROLLER, ONE SET OF GEMINI PADDLES, ONE GEMINI POWER SUPPLY,
AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
HOME RUN (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari) -- WITH MANUAL
SPACE INVADERS (Atari) -- WITH MANUAL
TARGET FUN (Tele-Games)
VANGUARD (Atari)
CARNIVAL (Coleco) -- STICKER ON BACK SAYS "INCLUDED WITH GEMINI"
DONKEY KONG (Coleco) -- STICKER ON BACK SAYS "INCLUDED WITH GEMINI"

I WILL ALSO THROW IN AN EXTRA, SEMI-WORKING GEMINI DUAL COMMAND CONTROLLER FOR PARTS, FREE. JOYSTICK PART ON EXTRA CONTROLLER WON'T GO UP.

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $46.00

*****

LOT #6

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND THREE (3) GAMES [NO BOX OR MANUAL FOR GAMES, EXCEPT PAC-MAN]:

PAC-MAN -- WITH MANUAL
POLE POSITION
SUPER BREAKOUT

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

MINIMUM OPENING BID OF $34.00

*****

LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND THREE (3) GAMES [NO BOXES OR MANUALS FOR GAMES, EXCEPT CENTIPEDE]:

CENTIPEDE -- WITH MANUAL
PAC-MAN
POLE POSITION

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THE POWER SUPPLY WORKS, BUT AFTER TESTING IT I DISCOVERED THAT THERE ARE EXPOSED WIRES AT ONE POINT ON THE CORD. I WOULD SUGGEST NOT USING IT, AND I ONLY SUPPLY IT SO THAT YOU KNOW WHAT ONE LOOKS LIKE, AND CAN READ THE SPECIFICATIONS FROM THE POWER SUPPLY ITSELF.

MINIMUM OPENING BID OF $32.00

*****

LOT #8

ATARI 5200 (4-PORT), ORIGINAL POWER SUPPLY, ONE ATARI CONTROLLER, AND THREE (3) GAMES [NO BOXES OR MANUALS FOR GAMES, EXCEPT POLE POSITION]:

DEFENDER
PAC-MAN
POLE POSITION -- WITH MANUAL

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

MINIMUM OPENING BID OF $37.00

*****

LOT #9

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, ATARI RF/POWER SWITCHBOX, AND THREE (3) GAMES [NO BOXES OR MANUALS FOR GAMES, EXCEPT PAC-MAN]:

DEFENDER
PAC-MAN -- WITH MANUAL, AND 2 OVERLAYS
REALSPORTS FOOTBALL

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

MINIMUM OPENING BID OF $30.00

*****

LOT #10

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH RCA CABLE, ORIGINAL ATARI POWER SUPPLY, ONE ATARI JOYSTICK, ATARI 410 PROGRAM RECORDER, AND DELUXE INVADERS (Roklan) CARTRIDGE.

THIS IS A COMPLETE ATARI 400 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $29.00

*****

LOT #11

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER WITH ORIGINAL POWER SUPPLY, ATARI 810 DISK DRIVE WITH ORIGINAL POWER SUPPLY, MOLEX CONNECTOR CABLE, RCA CABLE, ONE ATARI JOYSTICK, AND PAC-MAN CARTRIDGE.

I DON'T HAVE A DISK TO CHECK THE DRIVE, BUT THE POWER LIGHT COMES ON AND IT MAKES A SOUND LIKE IT IS TRYING TO READ A DISK.

THIS IS A COMPLETE ATARI 130XE COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $110.00

*****

LOT #12

COLECOVISION SYSTEM WITH BOX, MANUAL, COLECO POWER SUPPLY, RCA CABLE, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND ONE (1) CARTRIDGE [NO BOX, OR MANUAL FOR GAME]:

DONKEY KONG

THIS IS A COMPLETE COLECOVISION SYSTEM, NOTHING ELSE NEEDED TO PLAY.

MINIMUM OPENING BID OF $40.00

*****

LOT #13 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, ONE (1) CONTROLLER, RCA CABLE, AND ONE (1) CARTRIDGE [WITH MANUAL. NO BOX FOR GAME]:

DONKEY KONG (WITH MANUAL)

I WILL ALSO THROW IN A SEMI-WORKING EXTRA CONTROLLER WHICH HAS FIRE BUTTONS THAT STICK, FOR PARTS, FREE.

BID #1) MINIMUM OPENING BID OF $30.00
BID #2) MINIMUM OPENING BID OF $30.00

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

COLECO ADAM COMPUTER SYSTEM WITH ONE DIGITAL DATA DRIVE, TWO (2) ADAM [BEIGE] CONTROLLERS, RCA CABLE, AND DONKEY KONG CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

THIS SYSTEM DOESN'T INCLUDE THE POWER SUPPLY (WHICH NORMALLY COMES IN THE PRINTER), BUT A SUBSTITUTE CAN BE PURCHASED FROM A MAIL ORDER COMPANY FOR $13 (PLUS SHIPPING). I WILL FURNISH THE PHONE NUMBER TO THE HIGH BIDDER.

THIS SYSTEM DOESN'T INCLUDE THE KEYBOARD.

SINCE I DON'T HAVE A POWER SUPPLY, THE SYSTEM HASN'T BEEN CHECKED. THE CONTROLLERS AND THE CARTRIDGE WORK.

MINIMUM OPENING BID OF $35.00

*****

LOT #15 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM. SYSTEM INCLUDES ONE ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES, EXCEPT MISSILE COMMAND]:

AIR-SEA BATTLE (Atari)
COMBAT (Atari)
DEMON ATTACK (Imagic)
GRAND PRIX (Activision)
MISSILE COMMAND (Atari) [WITH BOX AND MANUAL]
RAIDERS OF THE LOST ARK (Atari)
SPACE INVADERS (Atari)
SUPER BREAKOUT (Atari)
VANGUARD (Atari)
YARS' REVENGE (Atari)

BID #1) MINIMUM OPENING BID OF $42.00
BID #2) MINIMUM OPENING BID OF $42.00

*****

LOT #16

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY, 1541 DISK DRIVE (PUSH IN MODEL) WITH POWER CORD, SERIAL CABLE, TEN 10 DS DISKS (WHICH MAY OR MAY NOT HAVE GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN), KICKMAN CARTRIDGE, MUSIC COMPOSER CARTRIDGE, AND RCA CABLE.

THIS IS A COMPLETE COMMODORE 64 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $70.00

*****

LOT #17

NEW RF SWITCHBOX PURCHASE OPTION

SUPER VIDEO ARCADE (SEAR INTELLIVISION SYSTEM), WITH TWO (2) DETACHABLE CONTROLLERS, AND RCA CABLE. SYSTEM ALSO COMES WITH FIVE (5) GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

BURGERTIME (WITH 2 OVERLAYS)
FROG BOG -- LOOSE GAME, NO BOX, MANUAL OR OVERLAYS
LAS VEGAS POKER & BLACKJACK (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH MANUAL, 1 PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)

POWER SUPPLY IS BUILT IN.

THIS IS A COMPLETE INTELLIVISION SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $40.00

*****

LOT #18 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

LAS VEGAS POKER & BLACKJACK
NIGHT STALKER
SNAFU
SPACE ARMADA
SPACE HAWK
STAR STRIKE
TRIPLE ACTION

THIS IS A COMPLETE INTELLIVISION SYSTEM, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $52.00
BID #2) MINIMUM OPENING BID OF $52.00

*****

LOT #19

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT LAS VEGAS POKER & BLACKJACK AND NFL FOOTBALL]:

LAS VEGAS POKER & BLACKJACK -- WITH BOX, MANUAL, AND 2 OVERLAYS (COMPLETE)
BOXING
NBA BASKETBALL
NFL FOOTBALL -- WITH BOX, MANUAL, PLAYBOOK, AND 2 OVERLAYS (COMPLETE)
PBA BOWLING
SPACE ARMADA
TENNIS

THIS IS A COMPLETE INTELLIVISION SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $55.00

*****

LOT #20

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH ORIGINAL BOX, AND THREE (3) INTELLIVOICE GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

B-17 BOMBER (WITH BOX)
BOMB SQUAD (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
SPACE SPARTANS (WITH BOX, MANUAL, AND 1 OVERLAY)

MINIMUM OPENING BID OF $27.50

*****

LOT #21

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH THREE (3)
INTELLIVOICE GAMES [NO BOXES, OR MANUALS FOR GAMES]:

BOMB SQUAD
SPACE SPARTANS
TRON: SOLAR SAILER

MINIMUM OPENING BID OF $21.00

*****

LOT #22

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH RCA CABLE, ORIGINAL POWER SUPPLY, AND EIGHT (8)
CARTRIDGES [NO BOX OR MANUAL FOR GAMES]:

ALIEN INVADERS--PLUS!
BASEBALL!
BOWLING! / BASKETBALL!
FOOTBALL!
K.C. MUNCHKIN!
POCKET BILLIARDS!
SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
UFO!

MINIMUM OPENING BID OF $40.00

*****

LOT #23

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ODYSSEY2 SYSTEM WITH RCA CABLE, THE VOICE, AND EIGHT (8) CARTRIDGES [FOUR
WITH BOX, AND FOUR WITHOUT BOX OR MANUAL FOR GAMES, ONE IS VOICE COMPATIBLE]:

K.C.'S KRAZY CHASE! -- VOICE COMPATIBLE
ALIEN INVADERS--PLUS! -- WITH BOX
BLOCKOUT! / BREAKDOWN! -- WITH BOX
BOWLING! / BASKETBALL!
FOOTBALL! -- WITH BOX
MATH-A-MAGIC! / ECHO!
POCKET BILLIARDS! -- WITH BOX
SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK
CONTROLLERS, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $55.00

*****

LOT #24

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ODYSSEY2 SYSTEM WITH RCA CABLE, EIGHT CARTRIDGES (8) [NO BOX OR MANUAL FOR GAMES]:

BOWLING! / BASKETBALL!
COSMIC CONFLICT!
FREEDOM FIGHTERS!
K.C. MUNCHKIN!
MATCHMAKER! / BUZZWORD! / LOGIX!
MONKEYSHINES!
PICK AXE PETE!
SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE LEFT JOYSTICK CONTROLLER, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $37.00

*****

LOT #25 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS).

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $5.00
BID #2) MINIMUM OPENING BID OF $5.00

*****

LOT #26

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

HANG-ON FREEZES AS SOON AS YOU START TO PLAY, BUT SAFARI HUNT WORKS FINE, AND ALL CARTRIDGES WORK FINE.

MINIMUM OPENING BID OF $30.00

*****

LOT #27

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #28

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL RF SWITCHBOX, BEGINNER'S BASIC (150 pgs.), ONE FUNCTION KEY STRIP (FOR KEYBOARD), AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $32.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

7462. Re: R2: on P:R: Connection

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 14:55:10 UTC
From: jjmcwill@next5
Message-ID: <3cn10e$59p@news.mtu.edu>
Source record: 96291

Hmm, See I looked at Bobterm 1.2x and under the J option, didn't
notice the ability to change the system to R2:....
I'll try using its built in handler though, and then exiting and
loading something and find out what happens. Thanks for the tip!

Jeff

--
Jeff McWilliams jjmcwill@mathlab.mtu.edu EE Engineer --> Michigan Tech.

7463. Re: Star Raiders on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 16:28:08 UTC
From: heller@akh104.rh.psu.edu
Message-ID: <3cn6eo$kjb@hearst.cac.psu.edu>
Source record: 96292

Glenn M. Saunders (krishna@max.tiac.net) wrote:
: Dave Spensley (davesp@xnet.com) wrote:
: : Some ten to twelve years ago, my roommate and I, in a dorm-room at NIU (in
: : Illinois), managed to rig an Atari 800 to our stereo while playing Star Raider.
: : Disregarding the complaints from three floors below (through concrete) and the
: : fact that our floor-mates believed that Hell had ascended to Earth, I
: : considered this game to be one of the coolest ever created.

: : Now, I would like to re-create this universe on my PC. If this is possible,
: : how can it be accomplished?

: : Please feel free to either Reply or Follow-up to this post. I'd really like to
: : experience this game again.
: : --

: You already have it. It's called Wing Commander, or X-wing/Tie Fighter.

: Actually, those aren't quite the same. Not the same feeling without
: sector hopping, eh?

: But I wouldn't complain.

Ick... WC sucks compared to Star Raiders.... If you want to play SR..
just drag an 8bit to your dorm. I found SNES StarFox more impressive
than WC... but even that sucks compared to SR. Sure the graphics are
great and all..but.. its too limited, too set, and way too much of
a scripted game. No room for being yourself. SR has never been
done any better by anyone...and probably never will. Of course...
if we could get the original writer(s) (whomever they were) and put
them into the same cabin and on the same drugs they were on and give
them a Jag dev kit... well.. then maybe it could be done. =)

--
Carts: 2600 103; 5200 20; 7800 20 (MINT); Lynx 5
Systems: 2600A 2; 2600JR 1; Sears SVA2 1; 5200 2; 7800 2; Lynx 1; 800 2;
1200XL 1; 600XL 1; 800XL 7, 130XE 1; always lookin' for more.
Oh.. and 1 Vectrex with 20 carts, including light pen.
ELO listenin', Dr. Pepper, Kool-aid, and Red Devil drinkin', Atari lovin',
cags-faq writin', fuji worshiping Ghoull-Man. heller@akh104.rh.psu.edu

7464. WANTED BADLY: Burgertime for Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 17:40:42 UTC
From: sydtech@winternet.com
Message-ID: <3cnamq$hbd@blackice.winternet.com>
Source record: 96296
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Was this ever released for the 2600, 7800, or 8-bit? I'm especially interested in versions for the 7800 or 8-bits.

I don't wanna have to buy the NES version! I'd REALLY LOVE to get this for one of my beloved Ataris....

Thanks!
Scott

7465. Re: Star Raiders on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 17:43:48 UTC
From: krishna@max.tiac.net
Message-ID: <3cnask$nii@sundog.tiac.net>
Source record: 96295

Andrew K. Heller (heller@akh104.rh.psu.edu) wrote:
: Ick... WC sucks compared to Star Raiders.... If you want to play SR..
: just drag an 8bit to your dorm. I found SNES StarFox more impressive

WC is a different game. Sure, the two overlap a lot, which is why I brought up the comparison, but just because WC doesn't have certain features of SR doesn't mean it is a worse game. I USED to think that, but after I finally PLAYED it, I appreciated the things which WC has and SR does not, which is a lot. You can not dismiss things like the wingman, the capital ships, the sense of PURPOSE that comes with the narrative, the game within the game of the simulator, etc...

I think WC and SR are both great games, but you'd expect a game that consumes 2.5 megabytes on my Amiga to compare favorably to an 8K 400/800 ROM ;)

I do concede that after a zillion plays and without a mission editor of some kind, that WC might become stale...

That is the problem with new games, they aren't random enough.

7466. Re: Multiple Use Labor Element

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 18:00:27 UTC
From: jepler@herbie.unl.edu
Message-ID: <3cnbrr$6p2@crcnis3.unl.edu>
Source record: 96232
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

nugget@use.com (David McNett) writes:
>The big question burning in my mind is: On the C= version of MULE, was the
>planet still named the planet IRATA? (Which is, of course, ATARI backwards)

Yes.
--
____ "Always modulate your shield frequency" -- Me, after seeing Generations
\BI/ "And if I smile, please tell me some bad news
\/ before I laugh, and act like a fool" -The Who "Behind Blue Eyes"
grep -vi obik Running Linux 1.1 -- Free Unix for 386+ machines

7467. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 18:27:17 UTC
From: s237012@apollo23.uni-trier.de
Message-ID: <s237012.787429637@apollo23>
Source record: 96294

bruck@brachot.jct.ac.il (((poster is dead))) writes:

>I recently saw a game called Behind The Jaggi Lines, by Lucasfilm.
>It was a pirated copy so I didn't see any docs. Surprising thing was,
>it looked identical to Rescue On Fractalus (Never seen Rescue but I have
>some screen shots from a review of it). Was this a pre-release name? Is
>there any difference between this and Rescue? Does anyone out there know
>what the hell I'm talking about?

Yep!

Behind Jaggi Lines WAS a pirated copy of Rescue on F. (as well as
Ballblaster and Ballblazer were identical). The only difference was that
the original versions included some stuff more, such as Title
Screens, Credits, and so on (can hardly remember...). There was a little
bit different soundtrack on the original Ballblazer, but the game was
still identical. I guess somebody hacked into ILM's computers and pirated
an ALMOST-READY-TO-RELEASE version.

OK, remember the good old days!

Bye, MC.

7468. Re: Multiple Use Labor Element

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 20:29:06 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <3cnkii$98a@bolt.ucsb.edu>
Source record: 96302
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

nugget@use.com (David McNett) writes:

>The big question burning in my mind is: On the C= version of MULE, was the
>planet still named the planet IRATA? (Which is, of course, ATARI backwards)

Weeellllll, in the Nintendo (NES) version, the planet was still names IRATA,
even used the same damn font!
-Jason
--
Jason Dante Bardis(jasonbar@engineering.ucsb.edu) is a Simpsons-watchin', 3DO-
playin',cyclin',anime-viewin',Absolutely Fabulous-tapin',aXcess-readin', hair-
-dyin',Mac-usin',Ministry-listenin',LEGO-creatin','brow-piercin',autocrossin',
Tempest-adorin',cart-collectin',electronics-tinkerin',ballroom-dancin' kinda guy

7469. Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 22:06:15 UTC
From: gt6235a@prism.gatech.edu
Message-ID: <3cnq8n$1rk@acmez.gatech.edu>
Source record: 96297

Okay, okay, I know I'm a schmuck and don't know what the hell I'm doing, but how the heck can you get Atari 8bit files off the Atari disks and onto an IBM? I've read many articles and found the "util" and "atario" files on the Atari archive, but I don't quite know how to use them. Do you need an old Atari disk drive or can you read the Atari disks with an IBM disk drive? Unfortunately, my old Indus GT disk drive that I used to use is broken, so if there were a way to transfer the files with an IBM drive, that would be great. Anyway, I would appreciate any advice that anyone has on this topic.

--
Bill Simcoe (a.k.a. Jack Screamer)|Georgia Institute of Technology|
|E-mail:gt6235a@prism.gatech.edu|

7470. Re: WANTED BADLY: Burgertime for Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 23:26:06 UTC
From: bdamore@bu.edu
Message-ID: <3cnuue$2rh@news.bu.edu>
Source record: 96219
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I have Burgertime for the 2600. Don't know if it was made for any other Atari system. As I remember, it was manufactured by Mattel and played pretty well. Unfortunately, there is something wrong with my cartridge, so I haven't played it in a while.

Beni D'Amore
bdamore@acs.bu.edu

7471. 8 bit software - priced to sell

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 23:31:48 UTC
From: trek@intgp4.ih.att.com
Message-ID: <D0tqp0.5q0@ssbunews.ih.att.com>
Source record: 96298

Here's some of the best classics for the Atari 8 bit. Don't miss your chance to really please that Atarian in your family with your astute tastes in 8 bit software. All have docs, package unless otherwise noted. (Shipping not included for single item purchases - will probably be $2.90)

Application Software
++++++++++++++++++++
Synfile+ (excellent database) Synapse $12
Bank Street Music Writer Folio,unopened $10

Educational Software
++++++++++++++++++++
Elementary Biology APX $4
The Pond Sunburst Educ. $10
Note, the Pond is one of the best educational products for developing logical thinking that I have seen. The other really great educational program is Peanut Butter Panic that teaches cooperation. (Unfortunately I don't have an extra of that one to sell.)
Atari Logo Manuals-Ref & Intro Atari $5

Entertainment Software
++++++++++++++++++++++
Archon ECA,unopened $12
Pinball Construction ECA $12
The Seven Cities of Gold ECA,unopened $12
Hacker Activision $7
Seastalker Infocom,unopened $8
Conflict in Vietnam MicroProse $8
Zaxxon Datasoft $8
The Keys of Acheron,unopened (need Hellfire Warrior) $4
Pacific Coast Highway Datasoft $4
Slime Synapse,disk only $3
Trains Synapse, disk only $5

System Software
+++++++++++++++
DOS 2.5 Atari,disk & manual $3

Magazines
+++++++++
Articles from 5 Issues of Micro (serious treatment of Atari) $2
4 Computes (7/86, 10/86, 11/86, 12/86) $2
AIM Magazine (ST & 8 Bit) (10/90, 11/90, 1-6/92) $4

FREE Software
++++++++++++
6 tape programs various $0 - you pay shipping

Or willing to trade for Jag Games (ooops, now you know where my new interests lie) - Let's Make a Deal!

Wayne Booth phone: (708) 979-3304 email: trek@intgp1.ih.att.com

7472. Re: WANTED BADLY: Burgertime for Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 23:37:07 UTC
From: charlet@eng.clemson.edu
Message-ID: <3cnvj3$u2h@hubcap.clemson.edu>
Source record: 96299
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <3cnamq$hbd@blackice.winternet.com> sydtech@winternet.com (Scott Butler) writes:
> Was this ever released for the 2600, 7800, or 8-bit? I'm especially
> interested in versions for the 7800 or 8-bits.

It was released for the 2600, the Coleco, and Intellivision that I'm sure of. Also for the C=64. (All of those are 8-bits. :))

I don't think there was a 7800-specific version, and I'm not sure about the 400/800 as I can never find one with a power supply.

--
__ ___ _ _ _ |<<<<< -----EMAIL----- >>>>>| So this is it,
|_)o _ |/ | |_|_/| / \|_) |charlet@eng.clemson.edu | we're going to
| \||_ |\ | | | | |__/| \ |charlet@hubcap.clemson.edu | die ...
Charles E "Rick" Taylor, IV |charlet@clemson.clemson.edu| - Arthur Dent

7473. Re: Star Raiders on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-14 23:51:01 UTC
From: legrand@tesla.mbi.ucla.edu
Message-ID: <3co0d5$dq5@news.mic.ucla.edu>
Source record: 96300

Personally, I think every WC game has sucked, but that's just opinion...

So my question is, were there ever any truly Star Raiders like games made for any other machine ie (sectors with starbases, defend them, no cheesy fixed scenario mission stuff)?

Scott

No WC versus SR versus X-Wing debates please... I'm asking a very specific question..

7474. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 00:51:58 UTC
From: ogre@netcom.com
Message-ID: <ogreD0tuEM.BBo@netcom.com>
Source record: 96208
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

Robert C. Merritt <rcmerrit> (rcmerrit@apgea.army.mil) wrote:
>In article <3ckak0$r4k@xmission.xmission.com>,
>James King <jeking@xmission.com> wrote:
>>David Taylor (taylord@cs.man.ac.uk) wrote:
>>I would tend to agree that Atari's act is not all together. Afterall,
>>they do (have) make the BEST video game systems and computers, but cant
>>sell any of the damned things because they dont want to advertise.
>>
>>I'm suprised I havent seen any commercials lately, considering their
>>mini-merger agreement with SEGA...
>??? Really? I see Atari commericals everyday. The DOOM commerical with
>the preacher saying we should shoot demons between the eyes is on a
>whole heck of alot. In fact I see it more that DKC.

I guess they don't advertise in the UK. Over here, you can't turn a
TV on without being bombarded by ads for the Atari Jaguar. I'm
getting quite sick of the one for Alien vs. Predator.

Odd that someone mentioned Commodore as one of the companies that
advertised. They didn't have any commercials over here for years and
years. Last one I remember was around '89(?) with Tommy Lasorda of
all people showing a kid how cool Amigas are. Nothing since then.

Joe
PS - Do The Math! - Atari Jaguar slogan. Apparently they use
pentiums, so the console can't do the math itself.

7475. Re: WANTED BADLY: Burgertime for Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 01:09:55 UTC
From: StarBlazer <jlsosn@planetx.bloomu.edu>
Message-ID: <Pine.SOL.3.91.941214200832.18749G-100000@planetx>
Source record: 96301
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

NO! you don't want the 2600 burgertime, it REALLY sucks, I got it at a
flea market for a buck or two, and I'm not sure if it is worth it. If you
want burgertime, get it for intellivision or colecovision, or TI-99.
That, and half the time the cartridge locks up. (cart is OLD and bad
condition).

//| | Jess Sosnoski jlsosn@planetx.bloomu.edu
// | | A600HD/120 ECS 2CHIP 4FAST 2.06/2.1
\\ //--| |
\X/ |MIGA ...In the Bahamas... | Just Takin' it easy.....

On 14 Dec 1994, Scott Butler wrote:

> Was this ever released for the 2600, 7800, or 8-bit? I'm especially
> interested in versions for the 7800 or 8-bits.
>
> I don't wanna have to buy the NES version! I'd REALLY LOVE to get this
> for one of my beloved Ataris....
>
> Thanks!
> Scott
>
>

7476. Re: Atari Vs. CBM - again

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 01:26:32 UTC
From: rdell@cbnews.att.com
Message-ID: <D0tw08.3C6@nntpa.cb.att.com>
Source record: 96303

In article <129168@cup.portal.com>, <Chris_F_Chiesa@cup.portal.com> wrote:
>Mike Gordillo writes:
>
<deletions about multitasking in 6502 land>
>
>Why not simply bank-switch page zero among several physical hunks of
>RAM, using a selection register located elsewhere? That ought not to
>be too darned difficult and it'd be fast. Do the same thing with the
>stack page, and maybe a third page for storing "process context," and
>you'd be in business, using technology which, God knows, is "tried and
>true" on the Atari.
>
>Heck, while we're at it, why not simply bank-switch the whole darned 64K
>memory space, under the control of a small timer-interrupt-driven scheduler
>routine? Reserve, what, eight or ten bytes somewhere to save old process
>context and a little for the scheduler routine, and voila! I'll bet Ben
>Poehland could cobble up something like this out of three or four spare
>Atari's in a weekend or two. :-)
>

Although I have never used OS9 directly, especially as it became
most popular on the Coco, but it was originally developed on 6809
based SS50 bus systems which more or less did exactly this,
hardware wise, though not driven by interruot signals per-say.

The basic idea was take the upper 4 address bits, and use them to
address a 16x16 bit bipolar high speed ram, the output of which drove
the actual address bus. A remappable memory management system.
The straightforward extension was a second 4 bit wide memory,
giving remapable access to a 20 bit address bus. Not so very
different from the bank switching in the Atari, just spread
thruout the address space.

That hardware, and a few interrupt routine to handle context
switching is all one would need to handle the task switching.

--
Richard Dell

7477. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 01:41:57 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pW0UmL1.ransom22@delphi.com>
Source record: 96304

James King <jeking7@delphi.com> writes:

>What type of bond laser printer are you using with the ribbons? I contacted
>an office supply store and their shipping me their best Weyerhauser
>bond for about $15.00/ream.. I hope this is quality enough! [grin]

Well, it isn't so much straight quality. I mean, some really high
grade rag bond can run upwards of $1.00 a sheet, but that stuff is to
rough for this type of printing.
What is needed is smooth paper. The stuff I am using is Wayerhauser
first choice premium laser paper...that is the product name. The item
is 1176.

Please let me know how it turns out. :)

-Joe

Ps: did you get the driver disk and ribbons for it?

7478. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 01:44:58 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pU8VeH6.ransom22@delphi.com>
Source record: 96205

Joe Rumsey <ogre@netcom.com> writes:

>PS - Do The Math! - Atari Jaguar slogan. Apparently they use
>pentiums, so the console can't do the math itself.

Oooh..nasty! :)

Poor Intel. :)

-Joe

7479. Re: print shop drivers

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 01:46:28 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pW0Vmz8.ransom22@delphi.com>
Source record: 96206

Joe Walsh <ransom22@delphi.com> writes:

> Any ideas? This happens with both the XMM801 driver and the
>Okimate 10 driver.

Nevermind....it was a bad prinshop disk. Tried telling it I
had one of the stock printers that it has an on-disk driver for,and it
still told me I had not cmpleted the setup routine. Getting a replace-
ment.

-Joe

7480. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 02:02:37 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pW+Ve39.jeking7@delphi.com>
Source record: 96207

Found that I already had the Okimate software, from my previous ownership
of an Okimate 10. The ribbons I can obtain (have purchased) locally
from a printer supply store. They are $6.00ea.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7481. Re: Re 6502s (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 02:20:54 UTC
From: rdell@cbnews.att.com
Message-ID: <D0tylu.5yn@nntpa.cb.att.com>
Source record: 96220
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <D085Fz.2rz@scu.edu.au>, Joshua Mayo <jmayo@scu.edu.au> wrote:
>Paul Guertin (guertinp@IRO.UMontreal.CA) wrote:
>: In article <3bi8p0$ims@charm.magnus.acs.ohio-state.edu> rfunk@magnus.acs.ohio-state.edu
(Rob Funk) writes:
>: >
>: >The 6502C was the version of the 6502 that the Atari used, which had
>: >some extra logic circuits on board. To use a standard 6502 or 65C02
>: >in any Atari except early 400/800s, you need to add this extra
>: >circuitry.
>
>: Anyone know what exactly this extra circuitry is? Is the 6502C
^^^^^
>: pin-compatible with the 6502?
>
>Should be pin compatible...

Nope.

>The difference between the 6502 and 65C02 is in the chip manufacture.
^^^^^
>The C in the number means the chip is CMOS as opposed to the NMOS
>original. these two manufacturing techniques result in different
>logic levels and need diffent interfacing.
>the other difference As I understand it is that because of the advanced
>Manufacturing techniques of CMOS the chips could actually be run at up
>to 3 Mhz...
>

Note the underlined chip references.

The 6502C was used in the Atari, and is basically an ordinary 6502
but with some logic circuitry for the timing signals internal to
the processor, allowing Atari to eliminate some circuitry and
simplify their motherboard (in this area). The simplified timing
was useful enough to others that it was implemented as a chip
version.

From what I have read on this thread, the 65C02 (note the C is in
a different position) has some additional instructions added to
it's instruction set, but is pin compatible with the original
6502, and hence not pin compatible with the 6502C.

--
Richard Dell

7482. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 02:42:05 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <pa7Uu11.predictor@delphi.com>
Source record: 96221

<Rick_Michael_Cortese@cup.portal.com> writes:

> Thanks for the lack of response for free SIO2PC boards. Just
> before Xmas it was really going to be tight for me to spend
> the money anyway & since nobody wanted one I won't have an
> order made up.

What's this about free SIO2PC boards? I just got on here, and I missed
this.

7483. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 02:48:27 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <pa82OV7.predictor@delphi.com>
Source record: 96222

Bill Simcoe <gt6235a@prism.gatech.edu> writes:

>Okay, okay, I know I'm a schmuck and don't know what the hell I'm doing,
>but how the heck can you get Atari 8bit files off the Atari disks and onto
>an IBM? I've read many articles and found the "util" and "atario" files on
>the Atari archive, but I don't quite know how to use them. Do you need an
>old Atari disk drive or can you read the Atari disks with an IBM disk
>drive? Unfortunately, my old Indus GT disk drive that I used to use is
>broken, so if there were a way to transfer the files with an IBM drive,
>that would be great. Anyway, I would appreciate any advice that anyone has
>on this topic.

ATARIO reads the A: drive on the IBM PC. If there is an Atari (don't
ask me what formats are supported, I think the documentation says)
5 1/4" disk in there, it'll tell you what's on it, and let you suck
the files off, onto the PC. The first time I did this I thought it
was so cool- I took the files off the PC (via 3 1/2" disk) to
my 1040 STe, which has ST XFormer. I couldn't believe it worked.
Anyway, if you need to read off of the B: drive, you can recompile
the ATARIO source (Turbo Pascal 3) with a slight modification- I've
tried this and it works. What I'd really like to know is if it's
possible to write to an Atari disk in an IBM drive.

7484. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 03:32:17 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3codc1$ges@dartvax.dartmouth.edu>
Source record: 96209

Will Dwinnell <predictor@delphi.com> writes:

>ATARIO reads the A: drive on the IBM PC. If there is an Atari (don't
>ask me what formats are supported, I think the documentation says)
>5 1/4" disk in there, it'll tell you what's on it, and let you suck
>the files off, onto the PC. The first time I did this I thought it
>was so cool- I took the files off the PC (via 3 1/2" disk) to
>my 1040 STe, which has ST XFormer. I couldn't believe it worked.
>Anyway, if you need to read off of the B: drive, you can recompile
>the ATARIO source (Turbo Pascal 3) with a slight modification- I've
>tried this and it works. What I'd really like to know is if it's
>possible to write to an Atari disk in an IBM drive.

ATARIO reads only true double density:
ATARIO is a TURBO Pascal program to read on an IBM PC true double
density diskettes from an ATARI double density drive. That is to say
it will not read diskettes created on an ATARI 1050 drive in "density
and a half" mode. This restriction (and the inability to read single
density diskettes) is due to the IBM PC diskette adapter.

I would love to see a program that could read enhanced or single
density disks.

--PC
--
```
/*******************************************************/
/* "You only live once. Unless you take pictures. */
/* Then you live two or three times." --Darrin Rice */
/*******************************************************/
```

7485. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 06:18:21 UTC
From: robert.stout@akron-info.com
Message-ID: <9412150218.0AHBT09@akron-info.com>
Source record: 96211

Whats wrong with discussing multi-tasking? Because I have heard it all before from Amiga owners that 'only Amiga has true multi-tasking'... that I want to puke. Plus the people who split hairs between multi-tasking and task switching. Geez, gimme a break. I took computer science opoerating systems and multi-tasking was a way of giving each program of a batch run of programs a portion of time to run in ... time slicing. We wrote for the IBM 370 and each task had 64K to run in, with calls to the supervisor to set a process going, and the blocks were protected. Its fun to do. Like watching the train go around the track. But where in a lot of these messages was any mention made of the 8-bit atari. No effort was made to even relate any part of the discussion to atari, in the particular message which I complained about. Why don't we discuss virtual reality software or the CD market instead? (maybe someone will relate it to atari for us). Anyway since this newsgroup is unmoderated, forgive me for my pretentious moderator-type attempt at humor.

7486. Re: Atari Video NTSC Interlaced ???

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 06:59:02 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3copii$3vh@charm.magnus.acs.ohio-state.edu>
Source record: 96212

rdell@cbnews.att.com (richard.b.dell) wrote:
> Does the Atari 800/800XL/1200XL
>output a standard NTSC Interlaced video, or is it a pseudo NTSC
>format with no interlace? (Not a heavy video type, but I think
>the relatively proper difference is whether it outputs two fields
>of 262.5 lines each for a frame, or two fields of 262 (263?) lines
>per each frame).

Atari video is not interlaced, so you get a complete redraw every
1/60th of a second. NTSC TV signals only redraw half the lines every
1/60th, giving 30 complete screens per second.
(And that has always made me wonder how tape<->film transfers can
look so good, since film has a 24 frame/sec refresh rate.)

--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7487. Re: WANTED BADLY: Burgertime for Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 07:01:24 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3copn1$3vh@charm.magnus.acs.ohio-state.edu>
Source record: 96213
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

sydtech@winternet.com (Scott Butler) wrote:
>Was this ever released for the 2600, 7800, or 8-bit? I'm especially
>interested in versions for the 7800 or 8-bits.

I've seen a few clone versions for the 8-bits, including some horrible
ones written in BASIC. I think ANALOG magazine had a machine language
clone once -- you may be able to find that somewhere.

--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7488. Re: print shop drivers

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 08:21:13 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.1g2g@legend.akron.oh.us>
Source record: 96214

I recall a setup screen from which I had to choose a printer...

7489. Re: comp.sys.atari.programmer created

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 09:40:12 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Dec15.094012.19997@cs.nott.ac.uk>
Source record: 96215

In article <3cmh5h$o5o@dux.dundee.ac.uk> gfenwick@mcs.dundee.ac.uk (Graeme Fenwick)
writes:
>I heard the Falcon isn't even being made any more, because Atari needed the
>production capacity to build Jaguars. Typical *#*&^$% Atari!
No need to be like that ;)
The way I understood it, Atari only have a limited amount of monetary backing.
Their recent deal with Sega should help them a bit in that respect, but it
takes money to market a new machine. Take a look at that "Why doesn't Atari
advertise more thread", if they don't advertise, they get slammed. The way
I heard it was that Atari decided to put all it's resources into marketing the
Jag, they quite simply didn't have enough to market both the Falcon and Jag
together.
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

7490. Re: Wow!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 09:46:56 UTC
From: rje@cs.nott.ac.uk
Message-ID: <1994Dec15.094656.20695@cs.nott.ac.uk>
Source record: 96216

In article <BK92Gw6.jeking7@delphi.com> James King <jeking7@delphi.com> writes:
>What you've acquired is the wonderful Atari XEGS (XE Game System). It
>has two internal games, but no internal basic.
smile Maybe your new born baby is keeping you awake at nights? (congrats btw)
The XEGS has one built in game (Missile Command) and built in BASIC, although
you need to have the keyboard connected in order to use BASIC.

>GORF will work, but I believe the cart has to be plugged in backwards...
>or at least mine did (backwards meaning the label facing away from you).
That's weird... anyone got any ideas as to why this should work?
--
*** Raphael Espino, rje@cs.nott.ac.uk ***

7491. Re: Multiple Use Labor Element

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 11:59:51 UTC
From: rhialto@mbfys.kun.nl
Message-ID: <D0upBr.A5w@sci.kun.nl>
Source record: 96235
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In <3cnbrr$6p2@crcnis3.unl.edu> jepler@herbie.unl.edu (Jeff "Obik" Epler) writes:
>nugget@use.com (David McNett) writes:
>>The big question burning in my mind is: On the C= version of MULE, was the
>>planet still named the planet IRATA? (Which is, of course, ATARI backwards)
>
>Yes.

That reminds me. A friend at the computer club of my secondary school
(loooong ago :) wrote a two-player shooting game called "Atari",
because of the meaning of the word in Japanese or so. When he became
aware of the computer brand with the same name, he reversed the letters
and so called his game Irata instead...

-Olaf.
--
___ Olaf 'Rhialto' Seibert rhialto@mbfys.kun.nl What's the use of
\X/ racism if you can't even see if a person belongs to your abhorred kind?

7492. Atari 8 bist emulators for PC ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 12:18:46 UTC
From: et2esgoj@lucano
Message-ID: <3cpc76$ve@obelix.cica.es>
Source record: 96217

YES, yes, I want this !!!

--
+ (34) - 57 - 281942
Voice, Data & Fax
o__
_.>/ _ ApeironSoft
(_) \(_) ShareWare
P. O. Box 4111
14080 - Cordoba
(SPAIN)
EMail: et2esgoj@lucano.uco.es
eb7aoe@ea7urc.eaco.esp.eu
2:345/701.8@fidonet.org

7493. Re: comp.sys.atari.programmer created

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 12:19:44 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <x63WOp4.lmcclure@delphi.com>
Source record: 96218

In a message dated 12-14-94, Graeme Fenwick said:

"I heard the Falcon isn't even being made any more, because
Atari needed the production capacity to build Jaguars."

Extremely unlikely, since Atari itself has *ZERO* production capacity, having sold its factory before the Falcon went into production.

Since then, all Atari manufacture has been subcontracted out. (As some may recall, one of the excuses given for the delay of the Falcon was poor QC on the part of the first factory contracted to produce it).

IBM is responsible for manufacture of the Jaguar. Given how much Atari trumpted this fact, there can be little doubt the Falcon was/is manufactured by another company.

That said, it may very well be Atari is manufacturing no more Falcons. They tend to contract for a "batch", and then sell from inventory. Given current (lack of) demand, likely their inventory on hand has been sufficient for some time.

Getting back closer to the topic of Atari 8-bits, many times it was rumored that Commodore had "stopped producing the 64". And indeed, at that moment, it was true, and remained so until stocks ran low. Only a company whose demand exceeds supply need continously run production.

Back on topic, I will wager that most folks who purchased an Atari 8-bit computer new in after '88 or '89 will find it to have been manufactured in '87 or earlier. (The date code on the chips is a good, but by no means, totally reliable, indicator. Typically they will help pin down the year the computer was made, but may have been in stock themselves for several months prior to being installed on the PCB).

7494. Re: Atari 2600/7800/8-bit and Commodore Holiday Closeout Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 16:30:40 UTC
From: xeno@r-node.io.org
Message-ID: <3cpqvg$aai@ionews.io.org>
Source record: 96241
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other,rec.games.video.classic,alt.atari.2600

Lawrence Estep (71450.1050@CompuServe.COM) wrote:

: Lawrence Estep / 71450.1050@COMPUSERVE.COM
: REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

Remember, Friends don't let friends use Compuserve.

7495. Chicago Atarians of Old...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 19:06:22 UTC
From: mtmr@walsh.dme.battelle.org
Message-ID: <mtmr-151294140708@walsh.dme.battelle.org>
Source record: 96223

Thought I'd throw out some name of people I did Atari stuff with back in Chicago in the 80's and see if any of you know them or are them...

Matt Walsh (me)

Jim Dinopoli (Jim Din), Libertyville - famous for fixing Bruce Lee so you can actually win

Tim Ferris(?) - older guy in Wheeling who had everything ever made and would trade software for cartridges. You couldn't pick out a game he didn't have; even the most obscure game that showed up once in an Antic ad and he'd have it.

Matt Stanic, Libertyville - had a problem with Jim Din. Weird british accent even tho he wasn't british.

Dave Certa - Orland Park; his parents owned a video store that sold Atari Stuff

Aeron O'Brien - Palos Park

BBS's:
-Matt's Bar and Grille; shut down by feds due to phone phraud.
-Blue Max; lots of AMS and old software

MTM 'Matt the Mentat' Walsh ^^ mtm@walsh.dme.battelle.org

Visualize Impeachment.

Not speaking for Battelle.

7496. Re: Chicago Atarians of Old...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 20:27:09 UTC
From: jlodoen@shell.portal.com
Message-ID: <3cq8qt$38t@news1.shell>
Source record: 96224

mtmr@walsh.dme.battelle.org (MTM 'Empty-M' Walsh) writes:

>Thought I'd throw out some name of people I did Atari stuff with back in
>Chicago in the 80's and see if any of you know them or are them...

>Tim Ferris(?) - older guy in Wheeling who had everything ever made and
>would trade software for cartridges. You couldn't pick out a game he
>didn't have; even the most obscure game that showed up once in an Antic ad
>and he'd have it.

Was he a programmer? I know of three games with that author:
Atom Smasher (CCP), Cosmic Tunnels (Datamost) and Mr. Do (DataSoft).

jlodoen@shell.portal.com

7497. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 21:46:19 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3cqdfb$43g3@blue.weeg.uiowa.edu>
Source record: 96225

gt6235a@prism.gatech.edu (Bill Simcoe) writes:

>Okay, okay, I know I'm a schmuck and don't know what the hell I'm doing,
>but how the heck can you get Atari 8bit files off the Atari disks and onto
>an IBM? I've read many articles and found the "util" and "atario" files on
>the Atari archive, but I don't quite know how to use them. Do you need an
>old Atari disk drive or can you read the Atari disks with an IBM disk
>drive? Unfortunately, my old Indus GT disk drive that I used to use is
>broken, so if there were a way to transfer the files with an IBM drive,
>that would be great. Anyway, I would appreciate any advice that anyone has
>on this topic.

UTIL runs on the MSDOS system, and can read/write Atari disks formatted
in true SS/DD (180K). If you get dskutil.arc (the new and improved
version) downloaded and unpacked on your PC, just enter util and it will
give you the various command options.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

7498. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 21:49:18 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3cqdku$4mhl@blue.weeg.uiowa.edu>
Source record: 96226

Will Dwinnell <predictor@delphi.com> writes:

>tried this and it works. What I'd really like to know is if it's
>possible to write to an Atari disk in an IBM drive.

ATARIO is a separate program unrelated to UTIL.

UTIL both reads and writes SS/DD 180K Atari disks on a PC running MSDOS.
The Merit/UMich filename is dskutil.arc for the latest version. I belive
it's in the 8bit/Diskutils subdirectory.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

7499. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 21:51:10 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3cqdoe$43ga@blue.weeg.uiowa.edu>
Source record: 96227

crow@coos.dartmouth.edu (Preston F. Crow) writes:

>I would love to see a program that could read enhanced or single
>density disks.

Have you given Rick Cortese's Mule utility a try? The Mule files are
also in the Diskutils subdir. at Merit/UMich.
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

7500. Re: 3.5" XF551

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 22:46:35 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129385@cup.portal.com>
Source record: 96228

You have to replace the ROM. When you format an Atari drive, all the
major stats like maximum number of tracks, step rate, ... are all
stored in the drives ROM as allowable options or not. So, with a
new ROM you can tell it 80 vs 40 tracks. I may have a couple of ROMs
I burned with the Bob Wooley modified specs, but if you have the bucks
I'd recommend the CSS upgrade.
Rick

7501. Re: Reading Atari 8-bit disks on PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 22:49:11 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129439@cup.portal.com>
Source record: 96229

The two most frequent problems that'll cause it to lock up are: Leaving
MULE.COM <the Atari side> in the say directory as MULE.EXE <the IBM side>.
MS DOS invariably tries to execute MULE.COM & chokes. The other problem
is busted files seem to be circulating. I believe the file length
should be 14,304 bytes. It's not ANSI C, but all the code in there
is legal calls of Borland stuff so there shouldn't be anything that
could crash a system.
Rick

7502. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 22:50:59 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129479@cup.portal.com>
Source record: 96230

No big thing, I was just going to send out etched boards with
no parts to people who had made an Atari purchase or registered
shareware. Nobody ask for one. I think Radio Shack sells two
prototype boards in a package for about $1.79 that I used for
all the initial check out. Figure buying these vs sending me
a SASE only would save people about $.30/board. And the 2nd board
could be used for anything <g>.
Rick

7503. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 22:51:02 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129480@cup.portal.com>
Source record: 96231

You didn't happen to use MyDOS & have the Atari disks formated to
180K did you? That's the only way you're going to get those files off
an Atari disk without at least one working drive.
It's possible you can find someone to loan you a double density Atari
drive or do the transfer for you. How much data are we talking about
here?
Rick

7504. Re: BLACK BOX

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-15 23:21:07 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec15.181930.14226@wariat.UUCP>
Source record: 96233

(Erik Petterson talks about connecting a Black Box to a 130xe.)
You seem to be mixing a 386 and a 130xe. You said you were connecting
the BB to a 130xe in the opening then talked about wires to a 386 and a
EGA monitor. Erik, have been hitting the Sven sauce?
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7505. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 00:42:34 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <Zm+2P0C.predictor@delphi.com>
Source record: 96234

Do you sell finished SIO2PC boards?

7506. Re: Disabling 800XL Cartridge?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 01:37:25 UTC
From: sad@id.net
Message-ID: <3cqr0l$bmv@condor.ic.net>
Source record: 96238

Thanks for all the help. I kind of thought I remembered holding down the option key on the 130XE a long time ago and I tried it but it didn't work. I ran the internal tests and guess what? The OPTION key is broken.

Anyone have an old 130XE for sale? :)

Thanks for all the responses!

7507. Atari 1450XLD and other Atari collectibles

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 03:09:17 UTC
From: naina@technet.sg
Message-ID: <3cr0ct$kl6@raffles.technet.sg>
Source record: 96236

Anyone out there who has got the Atari 1450XLD? This beast was basically a Atari 1200 with dual disk drive. Atari discontinued this after manufacturing a few thousand of this. It newer actually sold it publicly. I actually saw one in an Atari retailer in Eugene, Or and wanted to buy it. But the owner refused to sell it, saying it was a rare prototype model.

I'm looking for any and all unusual Atari 8-bit machines and peripherals like the 1450XLD, the Atari expansion chassis and other similar items. Email me offer.

7508. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 03:34:25 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3cr1s1$k82@dartvax.dartmouth.edu>
Source record: 96237

mcurrent@blue.weeg.uiowa.edu (Michael Current) writes:
>crow@coos.dartmouth.edu (Preston F. Crow) writes:
>>I would love to see a program that could read enhanced or single
>>density disks.

>Have you given Rick Cortese's Mule utility a try? The Mule files are
>also in the Diskutils subdir. at Merit/UMich.

The problem is that Mule isn't for reading 1050 formatted disks--it's
limited to transfering small files from the Atari to the PC using PC
formatted disks. I would like to be able to read standard enhanced
density disks on a PC without having to do anything special on the
Atari side (VERY useful if your 1050 dies).

--PC

For reference, here's what the Mule documentation has to say for itself:

How it works, you format a double density disk (do not use high density)
on the your IBM, be sure to format the disk for 180k (read your IBM Dos manual
of use one of the many 3rd party formatters). Next you copy the file you want
to transfer to a second disk (Mule will only read and write to D1:), select
read from the menu and wait until told to insert the Mule disk. It works much
the same on the Atari side, format the Mule disk, copy from the default drive
and write to the Mule disk. Once written, you take the disk to your other
machine, load the correct version of Mule for the machine you'll be using and
select read from the menu. After the file is read, you'll be prompted to insert
a default disk to write to. Mule has been tested on text, binary and archive
files and all files survived the transfers.

Okay, the drawbacks. You can only transfer one file per disk, and the
file loses its name in the process. Mule always writes a file named Mule.dat
so you'll have to remember the name of the files you transfer. The other
drawback is that you're limited in file size, about 24k, the author states
that there is no reason that the program could not be modified to handle
larger files (34k). File size is limited because the complete file to be
transferred is stored in memory, there are no multiple read and writes.

One thing to note, Mule is really just a demo to show that such a
transfer can be done and as such the program has not really been fully
developed. Still, it does everything it sets out to do and does it well.
If you've been trapped by not being able to transfer files from your IBM to your
Atari because of a lack of double density drives, then you'll want to give
Mule a try.
--
We're sorry, the .sig you have selected has been deleted or is no longer in

service. If you think you have read this .sig in error, please disconnect
and try your news reader again. Thank-you.

7509. User Group Meeting Notice

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 04:49:50 UTC
From: nickd@vpnet.chi.il.us
Message-ID: <1994Dec16.044950.21888@vpnet.chi.il.us>
Source record: 96107
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.st

The Suburban Chicago ATarians (SCAT) user group will hold its December meeting/Christmas party on Tues. Dec. 20 at 7:30 PM at the College of DuPage, Room SRC 1046 (at the North end of the cafeteria, which is at 22nd St. and Lambert Rd., in Glen Ellyn). We will have our Elections and our annual Charity Benefit Auction, and generally just munch on goodies and have a good time. (There will probably be a Jaguar set up, so if you haven't seen one of these, you just gotta come!)

Everyone is welcome to attend. (Especially anyone who is thinking of joining SCAT :-) Remember, SCAT memberships are FAMILY memberships, so feel free to bring your family.

For more information, send me E-Mail at one of the addresses below. [If this article shows up outside the greater Chicago area, I apologize - the "chi" distribution may not work (at all sites) now. Say, if you're travelling to the Chicago area and will be free that evening, feel free to stop by!]

Nick DiMasi, SCAT President

dimasi@ssd.comm.mot.com (temp., read M-F except holidays & vacation)
nickd@vpnet.chi.il.us ('perm.', read once or twice/week)
TURBONICK@delphi.com (" " " " " ")

7510. Re: WANTED BADLY: Burgertime for Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 05:12:10 UTC
From: combee@prism.gatech.edu
Message-ID: <RzHykiSo4ePR075yn@prism.gatech.edu>
Source record: 96239
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

In article <3cnamq$hbd@blackice.winternet.com>,
sydtech@winternet.com (Scott Butler) wrote:
*Was this ever released for the 2600, 7800, or 8-bit? I'm especially
*interested in versions for the 7800 or 8-bits.
*
*I don't wanna have to buy the NES version! I'd REALLY LOVE to get this
*for one of my beloved Ataris....

While it wasn't official Burgertime, there was a clone of it called
ANALOG Man published in ANALOG Magazine. It had a limited number of
levels, and the graphics were poor, but the play was very similar.
I've seen it on GEnie, but I don't know if it is on the FTP archive.
--
[User Information]
Name=Ben Combee
E-Mail=combee@prism.gatech.edu
URL=http://www.gatech.edu/acm/combee.html

7511. Re: Multiple Use Labor Element

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 05:51:12 UTC
From: mentat@sefl.satelnet.org
Message-ID: <3cr9sg$kkg@sefl.satelnet.org>
Source record: 96253
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <1PfwkiivM8eE075yn@use.com>, David McNett <nugget@use.com> wrote:
>The big question burning in my mind is: On the C= version of MULE, was the
>planet still named the planet IRATA? (Which is, of course, ATARI backwards)

It was!

>God I loved that game... I can still hear that opening music.

It's available as a MED MOD from wuarchive.wustl.edu in (I think)
/pub/aminet/mods/misc...

--
!Productions 1994

GCS -d+ H+ s++:- g+ p? !au a- w+++ v* C+++ UB+++A++++ P++ L++ E+ N+++ K+ !W---
M-- V po- Y+ t++ 5+ jx R G? tv++ D- B--- e+ u** h f r++ !n y+

7512. Re: WANTED BADLY: Burgertime for Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 07:40:27 UTC
From: jlodoen@shell.portal.com
Message-ID: <3crg9b$qbv@news1.shell>
Source record: 96240
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

combee@prism.gatech.edu (Benjamin L. Combee) writes:
>While it wasn't official Burgertime, there was a clone of it called
>ANALOG Man published in ANALOG Magazine. It had a limited number of
>levels, and the graphics were poor, but the play was very similar.
>I've seen it on GEnie, but I don't know if it is on the FTP archive.

There's another more direct clone called "BASIC Burger", a demonstration
of a ML add-on for BASIC. ANALOG #30.

jlodoen@shell.portal.com

7513. Re: Can the Atari use C= Disk drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 09:55:21 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.123.0009EC7B@genesis.informatik.rwth-aachen.de>
Source record: 96251

In article <3ci46i$166e@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

>Okay..I uh.. simply ask.. "Why would you want to?"

Cause it's more easy to get C= Drives in germany than Atari XF

>I think there would be MORE involved than simply swapping rom chips. =)
I'm not sure ,but they are both serial connected drives...

Matt

7514. nic.switch.ch doesn't support the atari section any longer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 10:02:24 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.124.000A0A92@genesis.informatik.rwth-aachen.de>
Source record: 96252

Hallo !!!!

Yesterday I tried to get some files from the mirror-server in switzerland.
The only file I found was a "README" in the ATARI-PATH.
They wrote that they won't suppurt the ATARI-Section any longer because they
need the space and this section wasn't used very often.
You should use the "barnone.citi.umich.edu"-server they wrote but in Europe
I would prefer the "src.doc.ic.ac.uk" in UK or
"info2.rus.uni-stuttgart.de" in Germany

Matt

7515. Copying files between a 600XL and a PC.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 10:19:37 UTC
From: nanook@interstate.net
Message-ID: <nanook.1.000A540C@interstate.net>
Source record: 96248

My primary machine is a PC, but I picked up a 600XL for my brother's kids. My problem though is that I need to be able to write Atari format 5.25" disks on my PC so I can get some software off the inet and over to their toy.

Does anyone out there know of a utility to do this?

Thanks
Keith
(Trying to get an Xmas gift working! ;)

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6.2

mQCNAy7oXKQAAAEEANsCLTp+FVa30xtw/96iYVFMFleuHnkIJ1i0Cv0uXk+MSefs
0aUPnwC9k4TsHhIX03ELJemwvyWtzmRKVa6D5O5n42PnfTPXoRb+TVYeba6lhp+8
fvyq61956OGWYZS25IpRIQkvp5nUpyf00rqX7xNBPRACkkr7EOOc019qNhdJAAUR
tCdLZWl0aCBEaWNraW5zb24gPG5hbm9va0BpbnRlcnN0YXRlLm5ldD4=
=3W8T
-----END PGP PUBLIC KEY BLOCK-----

7516. Re: some dumb questions...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 12:38:34 UTC
From: belitz@genesis.informatik.rwth-aachen.de
Message-ID: <belitz.125.000CA4F3@genesis.informatik.rwth-aachen.de>
Source record: 96106

In article <3ci4co$166e@hearst.cac.psu.edu> heller@akh104.rh.psu.edu (Andrew K. Heller) writes:

> You're very confused or you are going to sell me one of you NTCS 600XL's.

Sorry, it`s an PAL-one. But if I remember the scematic for the PAL and the NTSC version is the same (of course there are some notes like "for PAL change ...."), please correct me if I'm wrong ,but you can see the monitor jack . And if you compare it with the 800XL one, you will see the they also had made an Luminace-Signal, but it's not connected.

Greetings Matt

7517. Re: star raiders

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 13:17:26 UTC
From: s237012@apollo23.uni-trier.de
Message-ID: <s237012.787583846@apollo23>
Source record: 96242

wal@netcom.com (William A Lucy) writes:

>bjcorr@delphi.com (ben corr) writes:

>>Someone correct me if I am wrong, but wasn't Star Raiders II a reworking of
>>an unreleased game, the Last Starfighter (based on the movie of course.)?

>This is absolutly true.

>Drew
And I write:

Y E S ! ! !

And how the game was COOL!!
Good graphics, fast action... just great.

MC.

7518. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 13:20:41 UTC
From: s237012@apollo23.uni-trier.de
Message-ID: <s237012.787584041@apollo23>
Source record: 96243

wal@netcom.com (William A Lucy) writes:

>krishna@max.tiac.net (Glenn M. Saunders) writes:

>Pirates may have been a contributing factor, but I doubt it was the primary
>reason that Lucas Games dumped Atari.

>>I carry a big grudge against the Atari pirating community. They helped
>>kill the platform.

>The pirates didn't help matters, but Warner management and the goons they
>hired to run Atari are what killed Atari.

Yo!

Or what would You say about the IBM/PC pirates today?!?
The ordinary PC user is definately using illegal copies...
So will Microsoft/LOTUS/etc give up PC market ? I don't think so.
It's just because pirating seems to belong to all modern mass media.
Compare to video tapes, compact disk-to tape copying, copying books, and
so on. Even "normal" products are being copied, clothes, parfum, everything!!

We are living in a criminal society... ;)
So, what do we need?? Better protection? More laws? Cheaper products so
that pirating will become useless? I don't know...

By the way, do You remember when back in the 80ies ATARI computers were
considered to be game machines, whereas the IBM PC was the "professional"
biz machine?? Hohoho, if those fools could have seen todays game market
for the PC... ;)
Sometimes I think the evolution of intel's cpus is just carried on to
make possible faster and more complex games, better graphics and
incredible sound...

Ok, that's another story...

Bye, MC.

7519. More interesting facts?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 13:54:22 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <6D963D87B00@east-01.novell.leeds.ac.uk>
Source record: 96244

Following on from the ATARI - IRATA naming of planets in MULE etc

A company called RED RAT SOFTWARE here in the UK released a game
called Laser Hawk, that I believe was written by Harvey Kong Tin, who
later co-developed Hawk-Quest.
Laser Hawk is a horizontal scrolling shoot em up, with good graphics
and sound, however in the intro story it talks about you taking on
and destroying the evil PROC IRATA, and what is that backwards??!!

Also quite interesting several years later when it was re-released
on budget tape all the references to the PROC IRATA had disappeared!

RICHARD GORE (chmrig@leeds.ac.uk)

7520. Xmas specials again.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 13:54:29 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <6D9BD2E140B@east-01.novell.leeds.ac.uk>
Source record: 96245

```
ATARI 8-BIT CHRISTMAS SPECIALS FROM RICHARD GORE
------------------------------------------------

JAWBREAKER stlg3.25 ($6), usual price stlg4 ($8)

MOUSEKATTACK stlg3.25 ($6), usual price stlg4 ($8)

Buy both Jawbreaker and Mousekattack for only stlg5.50 ($11)
usual price stlg6.95 ($14).

ARENA stlg4.50 ($9) usual price stlg5 ($10)

BUBBLE ZONE stlg4.50 ($9), usual price stlg5 ($10)

Buy both Arena and Bubble Zone for stlg8.50 ($17)

MEGA - TASTIC GIGA OFFER: Buy all four of the above games for only
stlg14.50 ($26)

Also just in a limited stock of other commercial software, offered in
their original packaging:-

DROPZONE (disk) #5.25 ($10)
CYBORG WARRIOR (disk) #5.25 ($10)
SOLAR STAR (disk) #5.25 ($10)
SUMMER GAMES (disk) #5.25 ($10)
HALLEY PATROL (disk) #4.25 ($8)
or take any four disks for only #19 ($36)
or take ALL five disks for only #21 ($42)

GATO (rom) #6.50 ($14) very limited stocks.
DESERT FALCON (rom) #6.50 ($14)
or take both roms for only #12 ($26)

Prices in US $ are for USA customers only and include shipping.
Prices in UK # include UK p&p, overseas please add #2 per order.

These prices will expire at 1pm on wednesday 21st December 1994,
either post or e-mail conformation of your order to me by that date.

Contact address: E-mail: chmrig@leeds.ac.uk

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW,
ENGLAND

This is the second posting of these offers, the first posting received
a massive zero replies. If you want continued support you must show
your support to those few of us who are left. I have an advert in the
new AC and I'm not a get rich quick - get out type of bloke. I have a
```

full time job and support the Atari as my hobby in my spare time, I don't make much money on the Atari side, I do it for pleasure but if nobody is interested then its not too hard to see why the 8-bit community has very few companies left providing support to those users who do want the support to continue, myself included. Okay so I live in England but postage usually only takes a couple of weeks and I can also take payment in US $ (cash - not checks) so you don't have to have the expense of buying Money orders, Bank Drafts etc..
If there is something on my list that you want please order it. If you want extra details on any product I will gladly supply them to you via e-mail, just e-mail me and ask!

RICHARD GORE (chmrig@leeds.ac.uk)

7521. Re: Eight Bit Windows

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 14:12:12 UTC
From: winston@merk.com
Message-ID: <D0wq4E.F18@merk.com>
Source record: 96246

I had no idea that M-WINDOWS would run in GRAPHICS 8. Neat!
Will it do this straight or are any particular mod.s to the
code needed? (Curious...)

7522. Emulation news for Amigans

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 14:59:54 UTC
From: krishna@max.tiac.net
Message-ID: <3csa1a$kra@sundog.tiac.net>
Source record: 96247

There may be good news on the emulation front for Amiga owners.
I'm waiting for more specifics from Jim Drew, but according to him, the
Atari 8-bit emulations are essentially done. Long ago he told me that it
would support 400/800 _and_ XL/XE but you have to take his claims with a
grain of salt. The big news is that he said that these emulations will
be free and will NOT require the Emplant hardware. Whether this means it
is only a bonus for existing Emplant users or will be available to all
netters, I'm not sure, but I think him saying it won't require Emplant
means that he expects those who did not purchase Emplant to get the
program and run it.

XF3 owners I'm sure will be interested in knowing how close Jim
Drew and co. have come in emulating the Atari8 on a far more analogous
archetecture than the PC, and what kind of minimum configuration would be
necessary to acheive 1:1 throughput.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7523. New Section on the Atari 8-Bit Home Page

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 16:35:48 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D0wwrq.1Et@cs.vu.nl>
Source record: 96249

The day before yesterday I added a new section to the Atari 8-Bit Home page called The Forum. This forum is meant to be a Questions and Answers page to which you can add messages yourself. Take a look at it and let me know what you think of it. If interresting subjects appear on the forum they will be saved and linked into the Home Page permanently.

Greets,
Ivo

The (new) URL of the Atari 8-Bit Home Page is :

http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

7524. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 16:40:05 UTC
From: rdell@cbnews.att.com
Message-ID: <D0wwyu.635@nntpa.cb.att.com>
Source record: 96250

In article <129010@cup.portal.com>,
<Rick_Michael_Cortese@cup.portal.com> wrote:
>Joe, it just ain't so. There was a poll taken of computer users just a
>few years back & the results went something like 80% of the people
>just used their computer for a single task i.e. word processing. Fewer
>then 25% of the people with computers use them for telecommunication so
>the claim by a couple of people that they use multitasking during
>downloading is by definition in the minority. The company I worked for,
>Alza Corp, is one of the top 50 companies in Silicon Valley. We recieved
>write ups in computer magazines for having one of the highest ratio's of
>computers to people & other then maybe the LAN server, not a single person
>uses multitasking in any form. I realize there is a built in bias, but
>trust me on this: Not everybody is on a bbs & everybody that logs in
>does not spend hours downloading files. Granted it may be the way you want
>to work, but for 90-99% of people it is tits on a bull.
>Rick

In addition to the print spooler usage that has been mentioned in
this thread, there is the rapidly spreading background email
handler. Here, excluding non-singleuser computers, I would say
that well over 75 percent of all computers run a continuous email
program in the background while doing other tasks in the forground
generally word-processing or data base access, but even if
someone is using the email software to read his/her mail, the
email background process is a second process running in the
background, separate and independent (relatively). And quite
frequently on 8086 PCs running old fashioned MSDOS.

I think part of the problem is that things have gotten so far from
requiring user knowledge, that users are not even aware that their
computer is actually doing more than one thing at once. As an
example, Word Perfect for DOS has a print spooler built into it,
independent of any DOS based spooler. My wife is always printing
out her multipage documents for school and continuing on to
another document. If one asked her, she would say she was only
doing one task at a time, when in actuality her computer is indeed
multitasking.

--
Richard Dell

7525. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 18:22:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129545@cup.portal.com>
Source record: 96254

Not really, so far I've just given 4 away. Since I've modified the
design <a few cheats/hacks> it only cost me a couple of bucks to make
them. I'm starting to run a little short of serial cables & I don't
want to buy them just to cut in half. I have enough parts to make a
few more. If you want to send me an Atari serial cord & let me keep
the extra half I can make you one. It won't be in a box though, just
the board with the cables connected to it, boxes are to expensive!
Be forwarned though, I'm incredably cheap so I may scavage a board
from another project. It'll work, but it won't be pretty. The price
is certainly right<g>.
Rick

7526. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 18:42:08 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129547@cup.portal.com>
Source record: 96105

Preston;
Actually I've seen programs that handle 26 sector/track MFM data on peecee's. It's just that they were written for doing CP/M transfers to MS DOS. The program(s) are 22NICE, a MS DOS CP/M emulator, & 22??? which reads/writes about 190 types of CP/M formats on an PC. Actually, it won't do all 190 on a stock pc disk controller since they can't do FM type disk. Sorry I don't do more with Mule.exe, but I really have every other option available already. To figure out how those 22NICE authors hacked the 26 sector MFM code would take me weeks of hacking in DEBUG or CodeView. I'll take another look at 22NICE though & see if it'll tranfer a complete disk to a MS dos disk or file.
Rick

7527. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-16 20:24:14 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3cst1e$aci@dartvax.dartmouth.edu>
Source record: 96108

Rick_Michael_Cortese@cup.portal.com writes:

>Preston;
>Actually I've seen programs that handle 26 sector/track MFM data on
>peecee's. It's just that they were written for doing CP/M transfers
>to MS DOS. The program(s) are 22NICE, a MS DOS CP/M emulator, & 22???
>which reads/writes about 190 types of CP/M formats on an PC. Actually,
>it won't do all 190 on a stock pc disk controller since they can't
>do FM type disk. Sorry I don't do more with Mule.exe, but I really
>have every other option available already. To figure out how those
>22NICE authors hacked the 26 sector MFM code would take me weeks of
>hacking in DEBUG or CodeView. I'll take another look at 22NICE though
>& see if it'll tranfer a complete disk to a MS dos disk or file.
>Rick

22nice is a CP/M emulator. Not very useful for us, but it mentions
another program that reads the disks...

22dsk142.zip. As you state, it's primarily for CP/M disks.
The documentation states:
22DISK currently will not handle "hard sectored" diskettes, nor will
it work with diskettes written on an Apple][or Commodore 64 or 128.
However, it mentions another program...

AnaDisk. This seems to do what we want. Among other things, it will
dump a raw disk to a file, for disks in almost any format. FM disks
may require some hardware modifications to your drive controler. I'll
see if I can get the enhanced density disks dumped (then it's
relatively trivial to turn them into SIO2PC disks, which is what I
really want), and then report back to the net.

--PC
--
"First things first, but not necessarily in that order" --The Doctor

7528. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 05:06:32 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3ctrkp$ccf@terminator.rs.itd.umich.edu>
Source record: 96109
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 1099 Dec 10 12:50 ./8bit/Graphics/cdstx21.txt
-rw-r--r-- lenn 85865 Dec 10 12:50 ./8bit/Graphics/cdstx21a.dcm
-rw-r--r-- lenn 28522 Dec 10 12:50 ./8bit/Graphics/cdstx21b.dcm
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

7529. Re: WTB: Atari 400 Power Supply

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 05:10:07 UTC
From: diskdet2@aol.com
Message-ID: <3ctrrf$29r@newsbf01.news.aol.com>
Source record: 96110

In article <rhino-1312941202070001@blue-room.media.mit.edu>,
rhino@media.mit.edu (Ryan Evans) writes:

Yes! $5.00 from me.
The Disk Detective

7530. Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 05:23:40 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JI31nGc.ransom22@delphi.com>
Source record: 96111

I was musing yesterday about the longevity of Atari 8-bit computers.

To be blunt, will we still be using them in 2005? 2015? Beyond?

On the one hand, as long as the hardware and software holds out, nothing will change the fact that they play the games we like, do the tasks we need them to, are fun to program, and all the other reasons we gave for using them today. So, why would't we be using them ten or twenty years from now?

On the other hand, who knows what sort of things people will be doing with computers then? I mean, in 1979 a humongous supercomputer was the only thing equivalent to today's Pentium machines. Things have come a long way, and show no signs of slowing. Who's to say that Pentiums won't seem like archaic child's toys fifteen years from now? And what will that make our beloved 8-bit computers?

Will there come a time when our 8-bit Atari's will be so archaic as to cause us not to use them?

Just some idle thoughts which, of course, we have no answer to. But, something to think about . . .

-Joe

7531. Atari 8-Bit Sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 05:38:58 UTC
From: melz@netcom.com
Message-ID: <melzD0xx0y.qH@netcom.com>
Source record: 96112

Atari 8-Bit Stuff for sale: (NOTE: The prices below are for individual items, See SUPER PACKAGE DEAL at the end of this ad.) HARDWARE: Reset Button: Plugs into cartridge slot, $10. SOFTWARE: * Pilot Programming Language w/"Turtle" graphics, (Educators' package), $10. * Sublogic FLIGHT SIMULATOR 2 plus JAPAN SCENERY Disk, $25. * Timewise (Time management), $9. * "Kingdom" (Instructions and game, cassette), $3. * "Biorhythms", (Instructions and game, cassette), $3. * "Super-Text" word processor (disk), $4. * "Atariwriter" (Cartridge), 2 avail., $20. each. Excellent word processor for Atari * "The Newsroom" (Compose and print newsletters) $10. * "Movie Maker" (Animation Construction Set) $10. * "Your Personal Net Worth", $10. * "Softporn Adventure", $5. ** The following from XLEnt Software, $15 each, or all 5 for $65.:
(A full desktop publishing sytem for the 8-bit Atari)
a)Megafont II
b)The First XLEnt Word Processor
c)Rubber Stamp
d)Typesetter
e)Page Designer * Atari BASIC version "C" cartridge. Eliminates bugs in built-in version "B". BOOKS ($3.95 each plus shipping) Atari Programming (with 35 Programs) An Atari in the Classroom PLEASE ADD $5. FOR SHIPPING TO ALL ORDERS UNDER $35. I WILL PAY SHIPPING ON ALL ORDERS OVER $35. All these prices are negotiable. I am especially receptive to package offers that move a lot of items! ****SPECIAL BARGAIN OFFER****: The items above total more than $200. IF YOU TAKE EVERYTHING---$75. postpaid. Please reply by e-mail.

7532. Re: SIO2PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 10:40:10 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <Je8XneS.predictor@delphi.com>
Source record: 96113

<Rick_Michael_Cortese@cup.portal.com> writes:

>Not really, so far I've just given 4 away. Since I've modified the
>design <a few cheats/hacks> it only cost me a couple of bucks to make
>them. I'm starting to run a little short of serial cables & I don't
>want to buy them just to cut in half. I have enough parts to make a
>few more. If you want to send me an Atari serial cord & let me keep
>the extra half I can make you one. It won't be in a box though, just
>the board with the cables connected to it, boxes are to expensive!
>Be forwarned though, I'm incredably cheap so I may scavage a board
>from another project. It'll work, but it won't be pretty. The price
>is certainly right<g>.

Okay, send me your address on e-mail and I'll see if I can scavenge
an Atari serial cable.

7533. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 10:48:20 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <J81VvSc.predictor@delphi.com>
Source record: 96130

Joe Walsh <ransom22@delphi.com> writes:

> I was musing yesterday about the longevity of Atari 8-bit computers.
>
> To be blunt, will we still be using them in 2005? 2015? Beyond?
>
> On the one hand, as long as the hardware and software holds out,
>nothing will change the fact that they play the games we like, do the
>tasks we need them to, are fun to program, and all the other reasons
>we gave for using them today. So, why would't we be using them
>ten or twenty years from now?

That brings up an interesting question: how long will the hardware likely
hold up?

7534. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 12:15:47 UTC
From: krishna@max.tiac.net
Message-ID: <3cukpk$6ke@sundog.tiac.net>
Source record: 96114

Clone software developers jack up their prices to make up for piracy.

In the olden days, that trick wouldn't work because people had a lower tolerance for price gouging then.

Also, they still make money because even if 90% of the users pirate, that's still an enormous amount of good people in that 10% who will pay their dues. So effectively what the pirating quotient is, is invalidating a portion of the userbase. With a shrinking userbase which was that of the atari8 at the time, whatever percentage of 8-bitters pirated became the "useless userbase" to developers. Therefore even if on paper you had enough people in the userbase to develop for, once you factor in the high pirate quotient, you drop down to nil.

Nobody left the Atari8 out of some personal thing against it. I think it was sheer economics.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7535. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 13:45:30 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Zo61P2S.ransom22@delphi.com>
Source record: 96115

Mario Charles <s237012@apollo23.uni-trier.de> writes:

>We are living in a criminal society... ;)
>So, what do we need?? Better protection? More laws? Cheaper products so
>that pirating will become useless? I don't know...

The only way to stop pirating by lowering product prices would
be to lower them to below the price of copying . . . which would be
impossible, of course...

I dunno what the solution is. I tend to say "education" is the
solution to many problems....but I don't know.

>By the way, do You remember when back in the 80ies ATARI computers were
>considered to be game machines, whereas the IBM PC was the "professional"
>biz machine?? Hohoho, if those fools could have seen todays game market
>for the PC... ;)
>Sometimes I think the evolution of intel's cpus is just carried on to
>make possible faster and more complex games, better graphics and
>incredible sound...

Essentially, it was the popularity of the Atari computers that
caused them to be game machines. It doesn't pay to make a game for a
machine that has a small instaled user base, esp. when Commodore and
Atari had such HUGE installed user bases.

Only when the price of the MS-DOs machines dropped (thanks to
clone makers, mostly) that that platform became viable as a games
market. I know, there were games for the MS-DOS machines all along,
but they were all ports of games originally developed on other systems.
The original games didn't appear until later . . .

You're right . . . We could just as easily say now "Oh, the MS-
DOS/Windows platform is just for games! If you want a REAL computer,
buy a Sun workstation." :)

But who wants a "real" computer anyway? :) I'd rather enjoy
my computer in as may ways as possible, from improving my life through
applications, to providing entertainment for me.

-Joe

7536. Re: Wow!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 15:29:34 UTC
From: classics@en.com
Message-ID: <XehykegEj2qO073yn@en.com>
Source record: 96116

In article <1994Dec15.094656.20695@cs.nott.ac.uk>,
rje@cs.nott.ac.uk (Raphael J Espino) wrote:
> In article <BK92Gw6.jeking7@delphi.com> James King <jeking7@delphi.com> writes:
> >What you've acquired is the wonderful Atari XEGS (XE Game System). It
> >has two internal games, but no internal basic.
> *smile* Maybe your new born baby is keeping you awake at nights? (congrats btw)
> The XEGS has one built in game (Missile Command) and built in BASIC, although
> you need to have the keyboard connected in order to use BASIC.
>
> >GORF will work, but I believe the cart has to be plugged in backwards...
> >or at least mine did (backwards meaning the label facing away from you).
> That's weird... anyone got any ideas as to why this should work?

Gorf is a 400/800 cart only, run a translator before inserting it. Its
tricky trying to insert the cart w/o crashing the computer, but it
can be done.

STeve
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@en.com @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

7537. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 15:29:40 UTC
From: classics@en.com
Message-ID: <SfhykegEj6UG073yn@en.com>
Source record: 96117

In article <s237012.787429637@apollo23>,
s237012@apollo23.uni-trier.de (Mario Charles) wrote:
> bruck@brachot.jct.ac.il (((poster is dead))) writes:
>
> >I recently saw a game called Behind The Jaggi Lines, by Lucasfilm.
> >It was a pirated copy so I didn't see any docs. Surprising thing was,
> >it looked identical to Rescue On Fractalus (Never seen Rescue but I have
> >some screen shots from a review of it). Was this a pre-release name? Is
> >there any difference between this and Rescue? Does anyone out there know
> >what the hell I'm talking about?
>
> Yep!
>
> Behind Jaggi Lines WAS a pirated copy of Rescue on F. (as well as
> Ballblaster and Ballblazer were identical). The only difference was that
> the original versions included some stuff more, such as Title
> Screens, Credits, and so on (can hardly remember...). There was a little
> bit different soundtrack on the original Ballblazer, but the game was
> still identical. I guess somebody hacked into ILM's computers and pirated
> an ALMOST-READY-TO-RELEASE version.
>
> OK, remember the good old days!

Best thing about the pirated version of ROF is that you can advance levels
by holding down SELECT and pressing reset! Upto level 99! Im not
100% sure its SELECT, it may be start/option?

Steve
-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@en.com @ @ @
@ @ @ ------------------------------------ @ @ @

Video game playin, adventure addicted, chocolate craving, woman lovin,
Limbaugh hatin, Trek watchin, all around lazy computer fart.

!! Request my *FOR SALE* LISTING OF CLASSIC VGAME GOODIES !! 2000+ Lines !!

7538. Re: MIO II still available?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 15:49:45 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <ZQx0fGZ.ftooned@delphi.com>
Source record: 96135

Hendrick,

The MIO II hasn't been shipped yet. The boards will be going into final
production this week. The Sweet 16 boards are finished, and WILL be shipping
during the next week. The Sweet 16 will sell for $69.95, and is a plug
in 65816 replacement for the Atari 6502C processor. It will be bundled
with a full Atari 65816 assembler and editor, along with programming
examples, and utilities.

FTe will be sponsoring a 65816 programming contest through May '95,
and is offering some pretty amazing prizes. (more later)
Most of the new code development here will be based around the '816,
including plans for SpartaDOS "816". Check out the December issue
of Atari Classics for a full review, along with a new series of
articles and projects for the '816 written by Bob Woolley.

It's been pretty busy around here and the phones have been down
for the past couple weeks. A new voice mail system has been installed,

and things should be back to normal by the first of the year.

Merry Christmas everyone. Thanks for a great year!! Mike

7539. Re: How can I reach FTe?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 15:54:29 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <ZQx3fwV.ftooned@delphi.com>
Source record: 96136

Rob,

FTe can be reached at PO BOX 66109 - Scotts Valley, CA - 95067

or (408)438-7325 (voice) or (408)438-6775 (FAX) or E-MAIL at above address.

We have installed a new voice mail system here in-house, so the phones
have been down for the past few weeks. The Sweet 16, and MIO II will be
shipping very soon, and we wxpect things to get back to normal by the first
of the year... Mike

7540. Re: FTe Guys: MIO Question

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 16:01:15 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Zyy23cT.ftooned@delphi.com>
Source record: 96131

Rob,

It's hard to really say, sounds like the cartridge might be loading
down the system. Have you tried a different power supply?

Mike

7541. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 16:08:57 UTC
From: smeg@tiamat.umd.umich.edu
Message-ID: <smeg.787679888@tiamat.umd.umich.edu>
Source record: 96118

Joe Walsh <ransom22@delphi.com> writes:

>
> I was musing yesterday about the longevity of Atari 8-bit computers.
>
> To be blunt, will we still be using them in 2005? 2015? Beyond?
>
> On the one hand, as long as the hardware and software holds out,
>nothing will change the fact that they play the games we like, do the
>tasks we need them to, are fun to program, and all the other reasons
>we gave for using them today. So, why would't we be using them
>ten or twenty years from now?
>
> On the other hand, who knows what sort of things people will
>be doing with computers then? I mean, in 1979 a humongous supercomputer
>was the only thing equivalent to today's Pentium machines. Things have
>come a long way, and show no signs of slowing. Who's to say that
>Pentiums won't seem like archaic child's toys fifteen years from now?
>And what will that make our beloved 8-bit computers?
>

In reference to the archaic child's toys, the IBM XT and PC 5-slot are
just that. You can get parts for them even cheaper that the atari 8-bits.
They make damn good word processers and dialout computers and number crunch a
lot better than you would think if you can find a mathco for one of them and
a V20 chip (processor replacement that was 10-20% faster and probably cost
over $100).

I know idiots who payed over $3000 for computers that they watch download
files all day (of course dowloading requires mass amounts of processor
overhead ^_^). I can do more with an 4.77 MHZ XT or an atari 8-bit than
they could dream of. I think everyone who reads this newsgroup can
probably say the same thing. If you know what you are doing, you don't
need anything fancy if what you have doesn't limit your computing ability
in any way.

> Will there come a time when our 8-bit Atari's will be so
>archaic as to cause us not to use them?
>

No, I have an 800 which I'm giving to a friend for christmas because his
400 died 10 years ago and he saved all of the cartridge games because he
still wants to play them.

Sam Lysinger
smeg@umd.umich.edu

http://www.umd.umich.edu/~smeg/

7542. Re: Drive Config & MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 16:09:35 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <Zy7U-WX.ftooned@delphi.com>
Source record: 96133

<d.paterson2@genie.geis.com> writes:

>The MIO II will apparently work with 512 byte sector drives. However, in
>the first revision it will only let you access 256 bytes per sector. A
>later revision will permit you to access the other 256 bytes. I believe
>Mike intends to have the physical drive appear as two logical drives, each
>half the size.

Dave,

Actually the problem of using half the drive stems from IDE drives
having a 16 bit interface. (A few use 8 though).

There are no plans to support 2 distinct parts of the drive.

The MIO II will be released to support half the drive, and another
version is being considered to support 1 full drive. There are
hardware difficulties to consider, and we felt is was better to
get boards out in public rather than waste another 4-6 months
deciding if 16 bit access is really that important with the LOW
cost of the new IDE drives...

Mike (FTe)

7543. 'Util' and file corruption

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 16:27:47 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec17.112243.15719@wariat.UUCP>
Source record: 96119

(Russ Gilbert, blah, blah, blah.)
I wanna verify that 'Util' unpredictable corrupts files with the
'util /w /b filename.ext a:' command. Mr. Cortese said I may not have
been using the correct (whatchacallits, /w or \w, /b or \b or
forgetting to put /b in.) I did, and the file I was transferring got
corrupted the first time, the second time (using doskey, so I know I
gave the same command both times) it wrote ok. So, be sure to use
'crc16.com' on both ibm and atari if you want to make sure you got a
uncorrupted 'util' transfer.
Now, M. Current says R. Cortese, I think, uploaded a updated 'util'
to 8bit/Diskutils/dskutil.arc, which I downloaded and it looked the
same as the one I had. I didn't see a new 'dskutil.arc' in the new
uploads list from J. Lenn.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7544. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 18:22:04 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129598@cup.portal.com>
Source record: 96134

I've fooled around with the CP/M emulator & what seems to happen is it reads the files CPMDISK.DEF for both the emulator & CPMDSK. It gets the data for sectors & tracks from the table so once in the emulator it can be configed for any of the CP/M disk. There's also a progam to detokinize the CPMDISKS.DEF & I think it could be 1/2 as simple as just adding a new definition to the tables. They actually have an ATR8000 defined already. The reason why I say 1/2 is the Atari disk are written in inverted form. In order to make any sense out of the files they have to be EOR'd with $FF. The other program you mentioned I `think' is commercial, & from Australia. You'd have to find out more about it in the CP/M sig.
BTW: If you have a Micro Solutions Compatacard you're supposed to be able to do single density also. I have one but it's configured as my secondary controler so the software doesn't recognize it. If you need help inverting the file on the IBM side with EOR's let me know & I think I'd have time to knock out a quick & dirty to get it done.
Rick

7545. Atari XMM801 Printer Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 22:11:18 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hm93v4e.ransom22@delphi.com>
Source record: 96120

About three months ago, I had asked about the specifications
of the Atari XMM801 printer. While I did get some information, I didn't
get answers to all my pesky questions. :) I then called BEST, and
asked Brad how fast the machine was. He said, "Slow. If you want fast,
buy a Japanese printer." When I asked what the exact CPS was, he
said he didn't know offhand.
Well,they were only $99.95, so I bought one without really
knowing what it could do. Since my goal for the past few years has been
to own at least one of each of the hardware devices produced by Atari,
I figured if it didn't work out it wouldn't be too great of a loss.
Anyway, presented here are all the specifications on it I could
find. Since Brad sent me a brand new, in the box, never before opened
XMM801, I do have the manual to refer to. :)
Essentially, what I wanted was three things out of this printer:
Something faster than the 1025; graphics capability; and the Atari brand
name (sure, I could hook up my Panasonic KXP-1124 and get some GREAT
speed, but I'd rather use an Atari device). Those three things are
exactly what I got. If that is all you care about, then read no further.
But, if you are like me and want to know more, read on.

Atari XMM801 Printer Data:

Printing Method: Impact Dot Matrix
Printing Speed: 80 characters per second at 10 characters per inch
Print Direction: Bidirectional with logic-seeking capability
[So, even tho it is nominally only twice as fast
as the 1025, since it prints bi-directionally while
the 1025 does not, you do not lose the carriage
return time with the XMM801, making it even faster.]
Number of Pins: 8 [Okay, not so great, but . . . better than the
1025's 7 pins]
Character Matrix: 8 dots high by 9 dots wide

Character modes:
Noninternational: Full 96 ASCII character set
International: 91 ASCII and 36 international characters

Graphics: 8 dots high by 480 dots per line at normal
density (960 dots per line at high density);
dot addressable

Horizontal pitches: Pica, Double Width Pica, Elite, Double Width Elite,
Condensed, Double Width Condensed

Line Spacing: 1/6 inch unless programmed otherwise

Line-Feed Speed: Maximum 5 per second at 6 lines per inch
Paper-feed method: Sprocket feed or friction feed
Paper-feed direction: Forward
Overall paper-width range: 4 to 10 inches

Paper thickness: .002 to .006 inches; one original plus one copy max.
Paper types: Fanfold pin-feed paper and single-sheets
Paper entry: Rear
Ribbon: Cartridge containing multi-strike carbon film ribbon
with life expectancy of one million characters.
Buffer Size: 80 bytes
Interface: Atari standard serial

Physical characteristics:
Height: 4-1/2 inches
Width: 15-1/2 inches
Depth: 11-1/8 inches
Weight: Approximately 10.1 lbs.

Still with me? Good. :) the above is taken directly from
Owner's Manual.
The following is stuff I found out in using it, or by other
research:
It is capable of reverse-feed. For instance, it uses this when
printing in two columns; it prints the first column all the way to the
end of the page, then reverses to the top, and prints the second column.

It is capable of using all of the AtariWriter/Atariwriter+
print features and modes. It does underline and boldface printing.
It also does superscripts and subscripts (very readable!).
The ribbons print REALLY nicely. While normal nylon-type
ribbons are available for it, the carbon-film ribbons give a much
nicer image,and don't dry out. :)
Ribbons cost anywhere from $8.50 to $9.95, depending on where
you shop.

Essentially, this printer is the 825 with faster printing and
graphics.
Oh, and the descenders aren't TRUE, per se. They do go
one pin below the bottom of the other characters. Normal printers
go at least one more pin lower. But, this does alleviate the "smashed"
look you get with 7 pin printers.
Using the XMM801 Print Shop driver available from B&C Computer-
visions, I tried out the printer's graphics features. It comes out
very nicely, if slowly. Lines are well-formed, dark and clean. Pictures
come out well, considering it is a printer from 1985 -- not something to
show the boss, but nothing you would be ashamed of showing to friends
and family members. :)

That about covers it. If there is anything that I didn't cover
in these notes, tell me what you want to know and I will try to find
out.

Thanks for reading,

Joe

7546. Re: Multiple Use Labor Element (was Re: Why did Commodore beat Atari in the 8-bit market?)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 23:00:45 UTC
From: bruck@brachot.jct.ac.il
Message-ID: <D0z99C.F0q@itex.jct.ac.il>
Source record: 96132
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

```
: There's an "Alley Cat" for the IBM; it's an old, old PD game, but don't
: know if it's the same one.

It is the same one. Not PD, It was an old commercial game, WIDELY
pirated in Israel. Everybody had a copy, including myself.
It was for the PCXT and ran in CGA 4-color mode.

When my friends saw it on my Atari they told me it looked like a coin-op.

-itay

Itay Chamiel Jerusalem bruck@brachot.jct.ac.il PHiSH
Subscribe to the Toxic Custard Workshop Files now! Email tcwf@gnu.ai.mit.edu
```

7547. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 23:45:31 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <D0zBBw.KCn@freenet.carleton.ca>
Source record: 96066

In a previous posting, Joe Walsh (ransom22@delphi.com) writes:

[stuff deleted]

>>considered to be game machines, whereas the IBM PC was the "professional"
>>biz machine?? Hohoho, if those fools could have seen todays game market
>>for the PC... ;)
>>Sometimes I think the evolution of intel's cpus is just carried on to
>>make possible faster and more complex games, better graphics and
>>incredible sound...

One crucial difference between the IBM machines and Atari was that the IBM machines used fairly open architecture. Just about all of the chips were literally "off the shelf", and there were no proprietary chips - outside of the ROM - and even that was hacked by the clone makers.

Atari used proprietary custom chips (manufactured by Ferranti, if I remember correctly), much like the Mac. Thus, they could not be legally cloned; the GTIA, Pokey, etc... chips were far too specialized in the Atari. If Atari would have gone the open architecture road, I suspect that Windows would not have been the hit that it is, since the ST and Mac had them long before Bill Gates conceived of it.

>
> Essentially, it was the popularity of the Atari computers that
> caused them to be game machines. It doesn't pay to make a game for a
> machine that has a small instaled user base, esp. when Commodore and
> Atari had such HUGE installed user bases.
>
The reason that Ataris were popular was because the games were so unlike those ascii wonders in the IBM world, the graphics on the Atari 8 bit (and ST) were clean, sharp, extremely colourful AND could connect to any TV.. BTW, just as an aside here, I was looking through an INMAC computer catalogue and found a unit that hooks up to an IBM clone that for a mere $399 allows you to connect to a TV....dejas vu or what!!! ;)

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

7548. What is SIO2PC???

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-17 23:57:32 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELSMEEUSUp@stingray.manawatu.gen.nz>
Source record: 96121

What is SIO2PC???

I have only recently joined this group, and would like to be able to transfer files between my ST and my 800XL (as soon as I can fix it - it died recently)

Is there a way to do this? I don't have the 850 interface - is that right? Sorry - running from memory on that one. But I would like to be able to knock up some kind of interface to connect the 2 ataris.

I wired up a serial cable a few years ago that connected my XF551 (???) drive to my ST, but it doesn't use the same storage method which is no good to me.

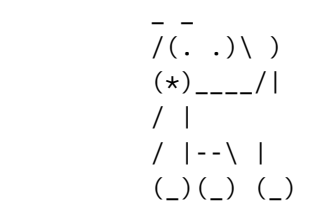
Basically, like everyone else I guess, I want to be able to ftp files across and then send them to the 8 bit. Actually, if the transfer rate was high enough, I'd like to maybe use my ST as a virtual drive perhaps?

Any help would be appreciated.

Richard =8-]

PS. Anyone selling an 8 bit - pref. 800XL or 130XE for a sensible price in New Zealand? I can't buy a US one because we use PAL, and don't want to send overseas if I can help it.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

7549. 3.5" XF551

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 00:23:37 UTC
From: b.poehland@genie.geis.com
Message-ID: <199412180023.AA147440221@relay2.geis.com>
Source record: 96122

I can supply REV 2.0 of the Woolley 3.5" ROM for $10 if anyone wants it.

- Ben Poehlland
b.poehland@genie.geis.com

7550. 3.5" Add-on Drives

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 00:47:16 UTC
From: b.poehland@genie.geis.com
Message-ID: <199412180047.AA175081634@relay2.geis.com>
Source record: 96123

I have a couple of nice 720K 3.5" add-on drives I'd like to sell,
price is $40 each + shipping.

I tested these drives as slaves to Percom drives, they work great.
They should also be suitable for use as slaves for the CSS upgrade for
the XF551.

These are not bare mechanisms, they nicely mounted in a metal case with
their own power supply. The case color matches the XL perfectly. The
mechanisms are made by Sony (which is the same brand sold by CSS for their
551 upgrade).

I also have a few bare Sony 3.5" 720K mechs to sell for $30 each for anyone
who might want to stuff one into a Percom or XF551. You can't find 720K
mechs any more, & using the newer 1.44M mechs sometimes doesn't work
right.

- Ben Poehland
b.poehland@genie.geis.com

7551. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 01:42:03 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129636@cup.portal.com>
Source record: 96124

BTW: Not that anybody cares, but my son borrowed my wire wrap tool
so I had some time to jerk around. I found out I can pick a MS DOS
180k disk clean with my ATR8000. I haven't found out how to set
the thing for a 360k MS DOS disk yet, probably won't either 'cause
I'm a little bored with it already. If anybody needs the info, let
me know. I kind of found it interesting SIO supported 512 byte sectors
with the ATR anyway.
Rick

7552. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 02:30:23 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <p20UfWf.ransom22@delphi.com>
Source record: 96125

Will Dwinnell <predictor@delphi.com> writes:

>That brings up an interesting question: how long will the hardware likely
>hold up?

Dunno. Good question.

As I see it (NOTE: I am not an expert on hardware lives), the
real problem for us will someday be disk drives. At least that will
probably be our first problem. There are plenty of printer interfaces
out there that will let us hook up any standard printer, so those won't
be a problem. And the chips in the machine have very low failure
rates after the first few days of use (right?). but disk drives fail
due to their mechanical (rather than electronic) nature,and we need
very specific disk drives which just aren't manufactured any moe.
er, more. :)
I guess at some point we'll all have to switch to black boxes/
MIO II's and using hard disk drives (which should be avaiable for a
good number of years to come...grin).

Any comments from those who know more about this stuff? As
this is of vital interest to us all,I'm sure the informatin would be
much appreciated.

-Joe

7553. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 02:37:35 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pW1UHOf.ransom22@delphi.com>
Source record: 96140

Samuel Lysinger <smeg@tiamat.umd.umich.edu> writes:

>probably say the same thing. If you know what you are doing, you don't
>need anything fancy if what you have doesn't limit your computing ability
>in any way.

Alas,most people don't know what they're doing (this group's
readership excepted, of course![G]).
But you are so right...my 286 runs the BBS at 14.4Kbaud just
fine. It has one megabyte of RAM, a 20 megahertz CPU (which is really
overkill), and a 540 MB IDE HDD. No one complains of the slow
speed... :)
Down the road there's a guy running a board on a "spare"
486-66. Same BBS software as I have, but a MUCH more expensive machine.
He has an SVGA monitor and card hooked up to it. I use a mono
monitor and card (sure, I have color on my BBS, but I don't need to
see it on a regular basis..and I can always call in when I do need
to see it!).

But to get back to te 8-bit world, AtariWriter fills all my
wordprocessing needs. SynCalc does fine for my household spreadsheet.
I keep informatin on my Atari 8-bit and classic videogame collections
just fine with SynFile+. I track my stocks just dandily with SynCalc
and SynTrend.
Sure,I could do all this on a Pentium-90 with Windoze and
Paradox (Database), WordPerfect, and Lotus 1-2-3, but why?

:)

Besides, if I *did* do that on my pentium, my household spreadsheed
wouldn't calculate properly! :)

-Joe

7554. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 02:39:05 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <h29Uf+Z.ransom22@delphi.com>
Source record: 96141

Samuel Lysinger <smeg@tiamat.umd.umich.edu> writes:

>> Will there come a time when our 8-bit Atari's will be so
>>archaic as to cause us not to use them?
>>
>
>No, I have an 800 which I'm giving to a friend for christmas because his
>400 died 10 years ago and he saved all of the cartridge games because he
>still wants to play them.

Glad to hear it! Spread the word!
I've been sending 'care packages' of Atari stuff to a friend back in
California (I'm in Illinois) for a while now. He only uses the 800XL
I gave him to play games, but he loves it. :)

-Joe

7555. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 02:43:45 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <p291vIZ.ransom22@delphi.com>
Source record: 96126

Glenn M. Saunders <krishna@max.tiac.net> writes:

>Clone software developers jack up their prices to make up for piracy.
>
>In the olden days, that trick wouldn't work because people had a lower
>tolerance for price gouging then.

"That trick *never* works" - Rocket J. Squirrel. :)
Yes, looking at the old (1983-85) issues of Antic, Analog, and
(1982-84) Electronic Games, I am amazed at the prices we used to
pay for games. I had forgotten that a brand new 2600 cart used to be
$25-$30! Imagine a brand new, hot Nintendo cart going for that now!
Try $80!
The same price increase is seen in the computer world.
My theory: As acceptance of computers grew, the userbase
became skewed toward those with higher than average incomes, so the
market could bear those prices. In the good ol' days, you didn't hve
all that ready cash available for developers to pluck.
Just a theory, mind you, with no facts to back it up. :)

-Joe

7556. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 02:48:31 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <h220n0X.ransom22@delphi.com>
Source record: 96139

Vince Grienti <ai542@FreeNet.Carleton.CA> writes:

>The reason that Ataris were popular was because the games were so unlike
>those ascii wonders in the IBM world, the graphics on the Atari 8 bit (and
>ST) were clean, sharp, extremely colourful AND could connect to any TV..

ABsolutely true. CGA doesn't hold a candle to Atari 8-bit
graphics. Even EGA doesn't compete when you consider the display
list tricks that can be done on an Atari. And nothing beats built-
in sprites/players.

>BTW, just as an aside here, I was looking through an INMAC computer
>catalogue and found a unit that hooks up to an IBM clone that for a mere
>$399 allows you to connect to a TV....dejas vu or what!!! ;)

Saw that too. Isn't that a riot! Pay $399 so you can hook up your
$2000 computer to a TV just like you can with my $10 8-bit ATari. :)

-Joe

7557. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 03:15:53 UTC
From: arromdee@jyusenkyou.cs.jhu.edu
Message-ID: <3d09h9$174@jyusenkyou.cs.jhu.edu>
Source record: 96127

>Glenn M. Saunders <krishna@max.tiac.net> writes:
>>Clone software developers jack up their prices to make up for piracy.

The major problem with the theory is that computer games are a lot easier to
pirate but tend to be cheaper than home video game system games....
--
Ken Arromdee (email: arromdee@jyusenkyou.cs.jhu.edu)

"No boom today. Boom tomorrow, there's always a boom tomorrow." --Ivanova

7558. Re: Multiple Use Labor Element

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 03:16:11 UTC
From: mjtmc@uno.edu
Message-ID: <1994Dec18.031611.4911@cs.uno.edu>
Source record: 96128
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

In article <1PfwkiivM8eE075yn@use.com>, nugget@use.com (David McNett) writes:
>
>The big question burning in my mind is: On the C= version of MULE, was the
>planet still named the planet IRATA? (Which is, of course, ATARI backwards)

Yep. Good thing, too, "Erodommoc" would be something of a nightmare to try
and pronnounce.

"Erdomok? Eraddomok? Iroodoomak?"

7559. WANTED:ATARI 'HAPPY DRIVE' & S/W

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 04:09:12 UTC
From: WSNX97A@prodigy.com
Message-ID: <3d0cl8$ur6@usenetw1.news.prodigy.com>
Source record: 96129

Can anyone tell me where to get a 'HAPPY-EQUIPPED' Drive for the Atari
800 along with the Software?
Thanks, RB

7560. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 04:42:21 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3d0ejd$nlj@charm.magnus.acs.ohio-state.edu>
Source record: 96153

In article <Zo61P2S.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>Mario Charles <s237012@apollo23.uni-trier.de> writes:
>>So, what do we need?? Better protection? More laws? Cheaper products so
>>that pirating will become useless? I don't know...
>
> The only way to stop pirating by lowering product prices would
>be to lower them to below the price of copying . . . which would be
>impossible, of course...

Not necessarily. After all, small-time pirates pay a lot more for
blank media than the manufacturers of the originals do.
Once you decide to actually pay the author and all the middlemen,
however, the price goes up. Take out a few middlemen and a lot of
packaging and you can afford to charge a price closer to the cost of
copying.
We all hate the "software bloat" that has come with machines that have
lots of memory and lots of disk space, but it seems to have become a
form of copy protection: People are unlikely to copy a program so
big you have to load it from CD-ROM, except by copying from the
original. Multigenerational copies are very difficult from CD-ROM.
It's also a lot harder to copy a program that's distributed on 10
floppies than one that fits on one floppy.

> I dunno what the solution is. I tend to say "education" is the
>solution to many problems....but I don't know.

I doubt it -- most people know that they shouldn't be copying, but
they don't care -- they don't see any reason to buy another copy if
they can just make a copy themselves, especially if the program costs
hundreds of dollars. People are always going to copy software, but
they're more likely to buy it if they think they can afford it.

Other than lowering prices, the only alternative I see is somehow
appealing to people's morality. Show them where the money is going
and why they should pay. Threats of legal action don't work in a
society where "unreasonable search & seizure" is (theoretically)
illegal. Saying "you're stealing" doesn't work -- the reply is "I
haven't taken anything away from anybody. Everybody still has
everything they had before I made the copy."

> But who wants a "real" computer anyway? :) I'd rather enjoy
>my computer in as may ways as possible, from improving my life through
>applications, to providing entertainment for me.

Exactly -- use what fills your needs.
--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7561. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 04:54:33 UTC
From: sltw2@cc.usu.edu
Message-ID: <1994Dec17.225433.35658@cc.usu.edu>
Source record: 96151

In article <129598@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
> I've fooled around with the CP/M emulator & what seems to happen is it
> reads the files CPMDISK.DEF for both the emulator & CPMDSK. It gets the
> data for sectors & tracks from the table so once in the emulator it can
> be configed for any of the CP/M disk. There's also a progam to detokinize
> the CPMDISKS.DEF & I think it could be 1/2 as simple as just adding a new
> definition to the tables. They actually have an ATR8000 defined already.
> The reason why I say 1/2 is the Atari disk are written in inverted form.
> In order to make any sense out of the files they have to be EOR'd with $FF.
> The other program you mentioned I `think' is commercial, & from Australia.
> You'd have to find out more about it in the CP/M sig.
> BTW: If you have a Micro Solutions Compatacard you're supposed to be
> able to do single density also. I have one but it's configured as my
> secondary controler so the software doesn't recognize it. If you need help
> inverting the file on the IBM side with EOR's let me know & I think I'd
> have time to knock out a quick & dirty to get it done.
> Rick

Amazing! I discovered all of this independently. I just checked out mule and that's where I was a couple months ago. After this grand discovery, I decided that it would simple enough to format a PC disk to 26 sectors of 128 bytes each. Yeah, right!

That very night I wrote a quick assembly program to perform such a format. No problem, right? Well, I tinkered with this thing forever! If I formatted the disk to 16 sectors of 256 bytes each, no problem! If I formatted the disk to _1_ sector of 1024, 512, or 256 bytes, no problem! If I formatted the disk to _1_ sector of 128 bytes, I can write to the sector, but not read it back. (This is all on my trusty PC, not even on the Atari yet.) I can read the sector as many times as I want after I format it, but the sector mysteriously disappears after I write it. BUT, I can still write to the sector successfully?!? All of these tests work perfectly at 1024, 512, and 256 bytes, but on 4 different machines I tested this on, not one was able to pass the test at 128 bytes!

Finally, I concluded that there is either a fundamental flaw in all PC bioses, or some deity was out to get me. I later discovered 22DISK and wrote a quick description file for it. I noticed it took it a _very_ long time to format, and apparently programmed the 8272 itself. (I tried to rip off their disk parameter block and noticed they hadn't even touched it.) So, once the format was done, I attempted to write sectors to it in my 1050, no luck!

Understandably, I gave up at this point. I have since found a lot of information on the 8272 disk controller and everything appears in order. I haven't yet had the time to write my own format routines, but somehow suspect

that I would run into the same problem.

So, that's where I am. Anyone else able to shed any light on this subject? It isn't possible that 128 byte sectors aren't really supported, is it? Ah, well, if I get some encouraging notes, I might just go ahead and try some old-fashioned hardware banging and see what I can see.

- Nate, sltw2@cc.usu.edu
GEOSATARI8BITASSEMBLYELECTRONICSSTTNGTMBGVMSPDP11ATTTFUSENETSIDEWINDERC64CODING

7562. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 04:56:23 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3d0fdn$nn0@charm.magnus.acs.ohio-state.edu>
Source record: 96143

In article <D0zBBw.KCn@freenet.carleton.ca>,
Vince Grienti <ai542@FreeNet.Carleton.CA> wrote:
> If Atari would have gone the open architecture road, I suspect that
>Windows would not have been the hit that it is, since the ST and Mac had
>them long before Bill Gates conceived of it.

Or rather, if IBM HADN'T gone the open architecture road.

Actually, GEM (as seen on the ST) was available for PC's. I'm not
sure how Windows beat it, but I'm sure it had something to do with the
widespread use of MS-DOS.

>BTW, just as an aside here, I was looking through an INMAC computer
>catalogue and found a unit that hooks up to an IBM clone that for a mere
>$399 allows you to connect to a TV....dejas vu or what!!! ;)

I've seen them for about $300, but of course that's still a lot more
than a used Atari (or ST or Amiga). But you can't play Doom on the
XL. :-) Big screen Star Raiders, on the other hand.....
--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7563. Bubblejet connected to Atari...

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 05:56:19 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3d0iu3$nt8@charm.magnus.acs.ohio-state.edu>
Source record: 96146

Recently a few people have been asking about using Inkjet/Bubblejet printers with the Atari, so I decided to try it out and report my results. I hope this is helpful to somebody.

Last night I decided to see how well my new printer gets along with my old Atari software. Since the Canon BJC-4000 is supposed to understand both Epson and IBM codes, I didn't think there would be too much problem, and I was sorta right.....
(I'm not sure how many Bubblejets can do the Epson mode, so YMMV.)

The first program I tried was CASSJKT.BAS, a program to print cassette jacket labels, which I believe first appeared in ANALOG. I told the program I was using an epson (the other choice was Prowriter), and when I set the printer to Epson mode things went OK. In IBM mode the printer didn't space right between lines, presumably because of the slightly different function of the ESC-A command. Now I don't remember for sure, but I think I may have had to set the "Add LF to CR" switch in either the printer or the interface (P:R: Connection) for this program.

Next I tried Print Shop. It printed fine in both "Centronics GLP" mode and "Epson FX, MX, ..." mode, with the printer set to Epson mode. The problem was that it insisted on putting an inch margin at the top of the page, so signs (and presumably other full-page printouts) overflow onto a second page -- about 2 or 3 inches onto it! Maybe some extra-long paper is in order for Print Shop. Or just switch to Print Power.....
The "Screen Magic" part of Print Shop worked better, since it only prints half a page. Just be sure to tell it to print to the top of the page.

I never did get Print Shop Companion to work, which is odd since it copies the printer info from the Print Shop disk. The problem was a severe lack of linefeeds, so it might have worked if I had played with the hardware "CR+LF" switches. I was stubborn, though, and I really don't/didn't use PSC for much anyway, so I moved on.....

When I got Print Power, I almost never used Print Shop anymore because PP seemed like a much better program. Last night this fact was proven once again. I set the printer to IBM mode (aka "Native Bubblejet" mode) and told PP I was using an "ESC-P Epson/IBM" printer, and everything went as well as could be expected. The only snag was that about 1/4" of the bottom border was lost to the margin. Just don't use a bottom border. :-) At print time, PP gives the option of "Final or Draft", but in this case I hardly noticed a difference, except for a few thin stray white horizontal lines in the "Draft"

version. It was a much smaller difference than the dot-matrix
equivalent.

Finally I briefly tried Daisy Dot III. I've never really used DD3,
except to print out all the fonts when I first got it, and as I recall
I didn't even have overwhelming success with my Star NX-10 then. I had
much less success last night. I made a short test document, loaded up
the PP.COM "print processor", and tried printing. All I got was
garbage and formfeeds. I didn't spend any more time messing with it.

Note that it was almost always necessary to take the printer offline
and hit the formfeed button after a program finished sending info to
the printer. In addition to ejecting the page, it printed the last
line of the graphic and set the printer back to a normal ready state.

I have also printed lots of text to the printer with great success --
it understands all the standard text pitch codes (compressed,
double-wide, etc.) just like a dot matrix. Nobody should have any
problems using something like Atariwriter, AW+, Paperclip, or Textpro
with this printer -- just remember to tell the program that there are
only 62 lines per letter-size page, not 66.
--
--------------- R o b F u n k ----------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7564. Re:For sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 07:10:01 UTC
From: serg21@aol.com
Message-ID: <3d0n89$hnv@newsbf01.news.aol.com>
Source record: 96065

I have the following Atari 8-bit items for sale:

* - denotes Game Title
# -denotes Productivity Title
@- denotes Educational Title
^ - Uitility Title
All are disk based, unless noted other wise.

Software without boxes and have docs:

XLent Word Processor (#)
Juggles House (Cassette) (@)
My First Alphabet (@)
Time Wise (#)
Typo Attack (@)
Home Filing Manager (#)
Family Finances (#)
Bridge 4.0 (*)
BookKeeper (#)
BankStreet Writer (#)
Chop Suey (*)
Stock Market (*)
Atari Speed Reading (Cassette) (@)
AtariWriter (Cartridge) (#)

Software without boxes and docs:

PacMan (Cartridge) (*)
PacMan (Cartridge) (*)
Star Raiders (Cartridge) (*)
CheckMate (#)
Jaw Breaker (*)
World Championship Karate (*)
HomeCard (#)

Software with boxes and docs:

Zork I (*)
Zork II (*)
VisiCalc (#)
Crusade in Europe (*)
Nato Commander (*)
Conflict in Vietnam (*)
Decision in the Desert (*)
Peggammon (*)
BallBlazer (*)

Puzzle Panic (*)
Ace of Aces (*)
Reforger (*)
Fight Night (*)
Blue Team Bridge (*)
Archon (*)
Hardball (*)
Mickey in the Great Outdoors (Cassette) (#)
Interlisp/65 (^)
Financial CookBook (#)
Combat Leader (*)
Home Filing Manager (#)

Books:

How to Program the Atari in 6502 Machine Language
Atari Basic
Compute's First Book of Atari Graphics
Compute's First Book of Atari
Mapping the Atari

Hardware:

800xl no PS and Cables
Supra 300 Baud Modem w/PS,Cable and Software

Parts:

Complete Antic Chip Set
Atari 400 Keypad
26 Assorted IC Chips from various Atari Hardware
items such as xmm-801,xmm-301,810,1050,800xl,1027,850,400/800, all for
$15+
S/H

Please Email me at SERG21@aol.com if your interested in anything and
leave
a price
with s/h included and i will get back to ASAP.

7565. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 07:15:51 UTC
From: krishna@max.tiac.net
Message-ID: <3d0nj7$bsd@sundog.tiac.net>
Source record: 96063

Vince Grienti (ai542@FreeNet.Carleton.CA) wrote:

: One crucial difference between the IBM machines and Atari was that the IBM
: machines used fairly open architecture. Just about all of the chips were
: literally "off the shelf", and there were no proprietary chips - outside
: of the ROM - and even that was hacked by the clone makers.

Most machines of that vintage used custom chips of some type. It was established that game playing was going to be an important part of the machine. No, they didn't realize this with the Apple II, which is essentially a 6502 version of a PC Clone in archetectural philosophy. That's why there were Apple II clones (the Laser I believe). But the TI, C=64, and Atari8 all have specialized graphic chips with hardware sprites. Overall I think that is 'what makes an Atari' and is not something to scorn despite the difficulty of upgrading.

The notion of a "home computer" as defined by these machines was mostly one of integration and simplicity. Due to the fact that between 1977 and 1984 6502s were mostly limited to a fixed clock speed of between 1 and 2 mhz, the idea of a split chipram and fastram archetecture to easy processor upgrading or retargetable graphics/sound was never even contemplated. Even with the Amiga, fastram was almost an afterthought and RTG is a big coinphrase where gfx board manufacturers have had to make many loops to get their rather BORING but utilitarian gfx boards to run with the AmigaOS.

Computer manufacturers realized that the public did not want to have to deal with the 'kit' concept, having to open up their case and mix and match various cards and slots and reconfigure the system and hope that all their software runs. The computer industry led to plug-in technology because of the ACCELLERATED rate of obsolescence in computer archetecture in the last 10 years. Something might remain state of the art for only a year. Commodore was very bold in bucking this trend by sticking by their custom chip archetecture and only upgrading them every few years.

It goes without saying that the downside of Intel box flexibility is also a big pain in the ass for the user to configure things. Hence today we have the inconceivable new occupation of home computer technician. Someone you PAY to come in and change your config.sys. I was over a relative's house when they had a guy come over to do this. It was pretty ridiculous that the computer novice feels okay about having to pay a guy $50 or more to set up his system because it was not designed well enough to be easy to configure.

7566. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 07:20:44 UTC
From: krishna@max.tiac.net
Message-ID: <3d0nsc$bsd@sundog.tiac.net>
Source record: 96064

Joe Walsh (ransom22@delphi.com) wrote:
: Saw that too. Isn't that a riot! Pay $399 so you can hook up your
: $2000 computer to a TV just like you can with my $10 8-bit ATari. :)

IBM decided to go with a digital-only video signal. Apple MACs and C=
Amigas use Analog RGB signals primarily (multisyncs). I think a gfx
chipset that can support NTSC and then scan up like Amiga AGA is just a
common sensical design for a lowend computer, or even a high end one if
you want to do video work.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

7567. Re: Drive Config & MIO II

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 09:20:44 UTC
From: Terry.Streeter@flight.org
Message-ID: <252_9412180938@flight.org>
Source record: 96081

Mike, I donno. It seems the Black box has got you beat.

---------------------------- -//- ----------------------------
| Internet: Terry.Streeter@flight.org
| The FlightLine [MSP] 612-544-5118 Aviation & Simulator Resource |
| note: the views of this user are strictly his own..... |
---------------------------- -//- ----------------------------

7568. Re: BLACK BOX

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 10:34:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2ef41243_Per.Erik.Peterson@ct.se>
Source record: 96137

From: per-erik_peterson@asb2.ct.se

In The Winter 16.12.94 Wrote Russ Gilbert following stuff...

RG> (Erik Petterson talks about connecting a Black Box to a 130xe.)
RG> You seem to be mixing a 386 and a 130xe. You said you were
RG> connecting the BB to a 130xe in the opening then talked about wires to
RG> a 386 and a EGA monitor. Erik, have been hitting the Sven sauce?

Yes. What I mean was that I take the electricity from my 386. I dont own an 220 Volt adapter that gives my BB +12, +5, -5 Volt. We dont have 110Volt in Sweden. So thee BB starts when I push my 386 power on. This is the only way I can make my BB funktion.

It seems that I have burned one of the BB's RS232 chip when I connected all electricity wires completly wrong. The wires on the 110V adapter was mirrored compares whith the written info on the adapter itself.

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

7569. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 11:08:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2ef4194d_Per.Erik.Peterson@ct.se>
Source record: 96138

From: per-erik_peterson@asb2.ct.se

In The Winter 16.12.94 Wrote Mario Charles following stuff...

MC> Or what would You say about the IBM/PC pirates today?!?
MC> The ordinary PC user is definately using illegal copies...
MC> So will Microsoft/LOTUS/etc give up PC market ? I don't think so.

This is the only way that The PC-companies can sell there machines to let peaple copy from eachothers. There isnt one normal worker who have afford to by any software to his MS-DOS machine as the software is to much expensive. This make those machines to live.

But the piracy on the Atari (ST/Falcon) side is our own death. The latest I heard from one Swedish Pirate is about one new Swedish game called Obsescion. This is a flippergame for Atari STE and Falcon. The Swedish pirates will not crack this game as this only program is wery important for the survivel of this new Software companie in Sweden who have made the game. This is the absolut best game I ever have seen on an STE/Falcon in graphics and Sound.

I'm sorry about this off topic. But there is a big differens between Piracy on the PC-side and Atari-side.

1. You must have Piracy on the PC-side so the companies can sell more computers to ordinary peaple.

2. The Piracy on the Atari-side is killing The Atari Software companies.

I can also inform you that there wasnt only a few Atari sellsman left in Sweden for 2 years ago. Now evrything looks completly different. There is some new companies here and they work together under one name. ACC. This looks very god. But not on the 8-bit side.

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

7570. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 11:11:57 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3d15dt$t56@dartvax.dartmouth.edu>
Source record: 96060

In <1994Dec17.225433.35658@cc.usu.edu> sltw2@cc.usu.edu writes:
>I later discovered 22DISK and wrote a
>quick description file for it. I noticed it took it a _very_ long time to
>format, and apparently programmed the 8272 itself. (I tried to rip off their
>disk parameter block and noticed they hadn't even touched it.) So, once the
>format was done, I attempted to write sectors to it in my 1050, no luck!

> Understandably, I gave up at this point. I have since found a lot of
>information on the 8272 disk controller and everything appears in order. I
>haven't yet had the time to write my own format routines, but somehow suspect
>that I would run into the same problem.

> So, that's where I am. Anyone else able to shed any light on this
>subject? It isn't possible that 128 byte sectors aren't really supported, is
>it? Ah, well, if I get some encouraging notes, I might just go ahead and try
>some old-fashioned hardware banging and see what I can see.

I've succeeded in reading a 1050 enhanced density disk on a PC!!!

Well, sort of.

I used Anadisk, which is a disk utility by the same people who did
22disk. I just put in the disk and told it to read it. There's no
configuration, other than telling it what sort of hardware you have
(only necessary for pre-AT's). It's a really slick program

It correctly identified it as double density (MFM), 128 byte sectors,
26 sectors per track, 40 tracks, 1 side. I figured out the
track/sector for sector 361 (the directory), and read. I had to then
use the "Not" function to invert all the bits, and then I saw the
filenames I expected to see! Unfortunately, the second half of the
sector was garbage. I attempted to reread the sector, and it either
read about a third of it, or half, but never the whole thing.

Also, it gave some other weird diagnostics about missing sectors and
such. Unfortunately, I don't have a working 1050 to verify that the
disk is good.

This was on a generic 386-20 with a 1.2M floppy drive. It may work
better with a true 360K drive, or a different controller (mine is
slightly non-standard, I think).

I also tried a regular single density disk, and it choked. I also
tried an enhanced density disk that was formatted on the other side (I
flipped it over), and it choked--I think the PC drive looks at the
timing hole to verify that the disk is in right, or something like
that.

Anyway, we may want to add AnaDisk to the FAQ and FTP site, as it's
currently the best bet for reading 1050 disks on a PC.

So what needs done now is for someone with different hardware to do
the same experiments I did, only with a good 1050 to verify things.
For simplicity, I've placed Anadisk up for FTP:
ftp://ftp.cs.dartmouth.edu/pub/crow/anad207.zip

If someone can get it to reliably read, Anadisk will dump an entire
disk to a file. We should then put together a short program that will
flip all the bits, and convert it to SIO2PC format (or one of the
other standards).
--
We're sorry, the .sig you have selected has been deleted or is no longer in
service. If you think you have read this .sig in error, please disconnect
and try your news reader again. Thank-you.

7571. Re: atari 8 bit cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 12:11:20 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <x442vOQ.predictor@delphi.com>
Source record: 96061

Masstorage <Masstorage@closer.brisnet.org.au> writes:

>sl: This may be a stupid question, but is there a way to read data from Ata
>sl: 800 cartridges, possibly for transfer onto disk or to another platform
>sl(i.e.,
>sl: to run on an emulator on my Pentium?) Thanks..

also...

>slYes there is - but you need special hardware to do it... I think. :)
>
> Yes. it is possiable and yes he is right, you need special hardware.
> SuperMON (or something like it) an os system replacement and a dos that can
>save roms to disk (SuperDOS) and some knowledge of what you are doing. But
>not all carts can be done. Some protect them selves and others are bank
>switched. BTW. JOUST works fine on Xformer. Just a bit of a pain playing
>it with a keyboard and no sound....

Wait- I remember a program for the Atari 800 that allowed you to siphon
the contents of cartridges off to disk. It required that you jam a pencil
in the catch for the opening cover, to fool the machine into thinking
the cover was closed. I forget the rest, but I also remember seeing
disks of things on cartridge, though of course, they may have been out
on disk also, and been only pirated copies. I'm pretty sure this worked.

7572. Lazer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 14:35:00 UTC
From: b.hill@proline.gun.de
Message-ID: <5c7YLlxurFB@pro-021.proline.gun.de>
Source record: 96142

Hi!

Sorry I couldn't find a better area for this message, but this will have
to do!

I was recently given a Lazer computer! I don't know anything about it,
except that it's got 32K memory (poke(32K+1 = overflow :-)))

Does anyone know anything about this machine ? (CPU, manufacturer,
software, expansion possibilities,...)?

Thanks,
Barry.

CrossPoint v3.0

7573. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 14:54:49 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D10HFE.75E@nntpa.cb.att.com>
Source record: 96144

In article <1994Dec17.225433.35658@cc.usu.edu>, <sltw2@cc.usu.edu> wrote:
>
> Amazing! I discovered all of this independently. I just checked
>out mule and that's where I was a couple months ago. After this grand
>discovery, I decided that it would simple enough to format a PC disk to 26
>sectors of 128 bytes each. Yeah, right!
>
> That very night I wrote a quick assembly program to perform such a
>format. No problem, right? Well, I tinkered with this thing forever! If I
>formatted the disk to 16 sectors of 256 bytes each, no problem! If I formatted
>the disk to _1_ sector of 1024, 512, or 256 bytes, no problem! If I formatted
>the disk to _1_ sector of 128 bytes, I can write to the sector, but not read it
>back. (This is all on my trusty PC, not even on the Atari yet.) I can read
>the sector as many times as I want after I format it, but the sector
>mysteriously disappears after I write it. BUT, I can still write to the sector
>successfully?!? All of these tests work perfectly at 1024, 512, and 256 bytes,
>but on 4 different machines I tested this on, not one was able to pass the test
>at 128 bytes!
>
<deletions>
>
> So, that's where I am. Anyone else able to shed any light on this
>subject? It isn't possible that 128 byte sectors aren't really supported, is
>it? Ah, well, if I get some encouraging notes, I might just go ahead and try
>some old-fashioned hardware banging and see what I can see.
>

Perusing the 8272A data sheet, and using their mnemonic IDs for
the data bytes, the significant fields seem to be the _N_ byte and
the _DTL_ byte DTL is Data Transfer Length). According to their tables:

N sector size
00 128
01 256
02 512
03 1024
04 2048
05 4096
06 8192

DTL is meaningless, according to the data sheet, _UNLESS_ N is 0.
Reading between the lines, this means to me that if N is zero,
then DTL establishes the sector length, at any value from 1 to
255. I would suggest you need to be certain you have 128
programmed in for the DTL value.

--
Richard Dell

7574. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 14:59:44 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D10HnK.7Bt@nntpa.cb.att.com>
Source record: 96145

In article <1994Dec17.225433.35658@cc.usu.edu>, <sltw2@cc.usu.edu> wrote:
>
> So, that's where I am. Anyone else able to shed any light on this
>subject? It isn't possible that 128 byte sectors aren't really supported, is
>it? Ah, well, if I get some encouraging notes, I might just go ahead and try
>some old-fashioned hardware banging and see what I can see.
>

In addition to the information on DTL, though, it is apparent from
the tables of values for agps and such versus recording modes,
that there is no specific reference to a 128 byte sector in MFM
mode, only in FM mode. But this would mean you should be able to
do single densty in an 8272A, even if you can't do double at 128.

--
Richard Dell

7575. Re: BLACK BOX

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 16:56:11 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3d1pjb$477@nyheter.chalmers.se>
Source record: 96147

In article <1994Dec15.181930.14226@wariat.UUCP>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>(Erik Petterson talks about connecting a Black Box to a 130xe.)
>You seem to be mixing a 386 and a 130xe. You said you were connecting
>the BB to a 130xe in the opening then talked about wires to a 386 and a
>EGA monitor. Erik, have been hitting the Sven sauce?

Well I don't think Per-Erik is on crack,
what he tried was to draw current from the PC, that's all.

Peace/
Fredrik Lundholm
d1dol@dtek.chalmers.se

>Russ Gilbert, user of the UniBoard System @ wariat.org

7576. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 17:06:17 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Jq6Vveh.ransom22@delphi.com>
Source record: 96148

Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:

>Not necessarily. After all, small-time pirates pay a lot more for
>blank media than the manufacturers of the originals do.
>Once you decide to actually pay the author and all the middlemen,
>however, the price goes up. Take out a few middlemen and a lot of
>packaging and you can afford to charge a price closer to the cost of
>copying.

Hmmm. Okay, so if I buy a disk I might pay, what, 50 cents for
it while the manufacturer might get it for one cent. That's a big
difference in % terms, but is it really going to deter piracy?
The big cost, other than the middlemen, is the book-sized
manuals that come with software. Most folks who copy a program either
don't need a manual (they already know how to use the program), or
they just pick one up off the shelf (ie, Que Books on WordPerfect).
Perhaps the manufacturers should forgo fancy packaging and books,
just sell a disk with a plain, typed label, then offer the books as
a separate purchase.
Perhaps they could cut out the middlemen by selling directly
to their customers. Call up and order. Visa/MC/Amex/Discover accepted.
:) It wouldn't even cost that much more in labor if they only sold
via modem. Call up, place your order electronically, the machine
checks the card number to make sure it is not stolen,etc., then
prints a packing slip and mailing label. Unless they invested in
machinery to automatically package the disks in a box and ship them
out, you'd need some labor to do that, however.
Then, perhaps they could sell WordPerfect 6.0 for $10 or so
per copy.
There's always advertising costs, tho.

>Other than lowering prices, the only alternative I see is somehow
>appealing to people's morality. Show them where the money is going
>and why they should pay. Threats of legal action don't work in a

That is what I meant by "education" in my previous message.
The anti-piracy mantra has always been that in pirating, you are
taking money away from the author of the program and the company that
distributes it. If they can't make a good return on their investment,
or can't make a living (in the case of the author), they'll take their
talents and capital to another industry with a higher rate of return.
The end result is no more software. So, in the end, you are hurting
yourself. In between the "no more software" scenario and a completely
pirate-free computer world, is where we are now: high prices for the
software, so that the minimum rate of return can be made so that the

company can hire programmers, update equipment, pay their bills, and provide a good return to their shareholders. When this becomes no longer possible (and I am not saying it definitely will), they'll "take their ball and go home", leaving us with our computers and no new software.

Which, of course, won't bother us 8-bitters. :) We already have so much software available we will never be able to buy it all. And, most of us are programmers to some degree, so if no one else will provide software for us, we'll make it ouselves. :)

It's those MS-DOS and Apple Mac people that I'm not so sure could survive such a happening. :)

-Joe

7577. Atari & Commodore HOLIDAY SALE w/bonus offer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 17:09:06 UTC
From: Lawrence Estep <71450.1050@CompuServe.COM>
Message-ID: <3d1qbi$h60$3@mhadg.production.compuserve.com>
Source record: 96149
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other,rec.games.video.classic,alt.games.video.classic

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--
HAPPY HOLIDAYS - HAPPY HOLIDAYS - HAPPY HOLIDAYS - HAPPY HOLIDAYS
Lawrence Estep / 71450.1050@COMPUSERVE.COM
REMEMBER...FRIENDS DON'T LET FRIENDS DRIVE DRUNK!

7578. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 17:59:27 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bux2PWn.lmcclure@delphi.com>
Source record: 96150

In a message dated 12-17-94, Joe Walsh said:

"To be blunt, will we still be using them in 2005? 2015?
Beyond?"

At some point, a point will be reached were it will become too difficult to find replacements for proprietary parts that fail. At that point, even the last die hards will have to surrender (or design replacements <grin>). Long before that, however, too many people will have left the market to sustain any reasonable amount of cohesion. As an example, try reaching out an finding another user of a Spectravideo SV-328, or Memotech MTX-512.

At some point, modern computer hardware will no doubt reach the point where the average user could write an effective Atari 8-bit emulator in compilied BASIC (!), which would leave little reason other than pure nostalgia or antique collecting to retain real 8-bit hardware. After all, if one could write the emulator in BASIC, and have it run full speed or faster, and handle 99% of the software, writing "add-on" modules for emulating current peripherals (MIO, Black Box, etc.) should be a snap, as well.

The key is again, when the last Pokey, ANTIC, or GTIA chip bites the silcon dust. By 2015, it may very well be possible to sit down at a current home system of that time, and design a FPGA that would exactly emulate these chips, be affordable, and perhaps even add a few goodies. If so, the Atari 8-bit could live forever, but the question is, by that time, would anyone care?

The Atari 8-bits have only been around for about 15 years. Looking farther than that into the future, my vision starts to blur a bit. <GRIN>

7579. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 18:26:41 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <JO0Wnqh.ransom22@delphi.com>
Source record: 96152

Lonnie McClure <lmcclure@delphi.com> writes:

>silcon dust. By 2015, it may very well be possible to sit down at
>a current home system of that time, and design a FPGA that would exactly
>emulate these chips, be affordable, and perhaps even add a few
>goodies. If so, the Atari 8-bit could live forever, but the question

The good thing is, by that point we will have definitely
gotten our money's worth out of the equipment. :) Even if you were
using, say, a 1200XL purchaed brand new for $800, a couple of 1050's
bought for $350 each, and a 1025 purchased for $400, for a total of
$1900 (round it to an even 2000 with tax and perhaps a couple of
software programs) -- amortize that over the thirty year period
between 1983 and 2013, and you get a total of $100 per year, or less
than $2 per week.
Of course, most of us got most of our equipment for much less
than that.
On the other hand, if you have a $2000 486 system (like I do),
are you really going to be using that sucker for as long as you've
already been using your Atari system? Probably not. :) Figure a max.
of four years, if yousstretch it, for that machine. That's $500 per
year. :)

It will still be a sad turn of events when the last proprietary
Atari chip bites the dust, as you say. But, you never know...I mean,
there are still Model-T Fords running like new. :)

-Joe

7580. New 8-bit Publication

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 19:16:52 UTC
From: d.paterson2@genie.geis.com
Message-ID: <199412181916.AA090808194@relay2.geis.com>
Source record: 96154

Have you ordered your copy of The Omnibus yet? This catalog of Atari 8-bit hardware and software is a great source for all users, featuring products from three continents. For only $5, you'll get your own copy sent out in its own protective envelope.

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David A. Paterson, Editor and Publisher

D.Paterson2@genie.geis.com

7581. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 20:27:11 UTC
From: krishna@max.tiac.net
Message-ID: <3d25uv$5qd@sundog.tiac.net>
Source record: 96055

It takes more than CPU speed to allow emulators to work. Just because it has the brute force to do it in Basic doesn't mean you can do it. Just look at PCXformer 3 which by all raw estimates should be able to do it, IF the programming were perfected to emulate every graphical and sound nuance, which by all accounts it has not yet acheived.

Since noone seems to be releasing schematics for the custom chips into the public domain, there is no way to make your own custom programmable chip to copy it without reengineering the chips first.

Software emulation merely emulates HOW they work in a logical circumstance but does not mimick their exactly electronic operation. As I looked through STXformer for instance, I would see parts that said 'x bit polycounter' and what not. This is not as difficult as backwards engineering the circuitry of the chips, but even so, you have to be smart enough to know exactly how the chips work and figure out how to emulate this in software. Just because the archetecture is 15 years old and slow doesn't mean a child cn write an emulator for it. It still took a TEAM of talented engineers a good year or so to develop the archetecture. As primitive as some say it may be by 2015, it doesn't mean it is a snap to emulate.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

7582. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 20:56:01 UTC
From: sltw2@cc.usu.edu
Message-ID: <1994Dec18.145602.35679@cc.usu.edu>
Source record: 96056

In article <D10HFE.75E@nntpa.cb.att.com>, rdell@cbnews.cb.att.com (richard.b.dell) writes:
> DTL is meaningless, according to the data sheet, _UNLESS_ N is 0.
> Reading between the lines, this means to me that if N is zero,
> then DTL establishes the sector length, at any value from 1 to
> 255. I would suggest you need to be certain you have 128
> programmed in for the DTL value.
> --
> Richard Dell

Looks back at aging source code Yes, I had DTL set to 128. I also noticed that there was no listing for 128 bytes in MFM mode (which I believe the 1050 uses). BUT, even if it isn't even slightly Atari compatible, it should STILL be able to read and write the very format it created! And, on a one sector track, the gap length values can be safely set to the very maximum.

I fiddled with _every_ register, and it always worked with 1024, 512, or 256 byte sectors, but _never_once_ with 128 byte sectors. Hmmm... I'm going to go back and check the 8272 data sheets tomorrow, and see about writing a hardware-banging version. I also just grabbed anadisk from ftp, but haven't messed with it yet.

Best of luck!
Nate

7583. Re: BLACK BOX

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 21:53:13 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D110sq.KD6@iglou.com>
Source record: 96057

In article <1994Dec15.181930.14226@wariat.UUCP>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
>(Erik Petterson talks about connecting a Black Box to a 130xe.)
>You seem to be mixing a 386 and a 130xe. You said you were connecting
>the BB to a 130xe in the opening then talked about wires to a 386 and a
>EGA monitor. Erik, have been hitting the Sven sauce?

Obviously he was using the power supply of the 386.
--
Bill Marcum bmarcum@iglou.com
"Bah humbug everybody!"
"Good morning, Mister Scrooge!"

7584. Re: BLACK BOX

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 22:08:03 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec18.170524.20190@wariat.UUCP>
Source record: 96058

(Erik P. talked about a Saga of 386, 130xe, Black Box and EGA monitor.)
I meant no offense with the comment about Sven sauce. I thought Erik
was being humorous. I guess he could draw the power from a PC power
supply, I don't know what the power requirements are for a BB. I guess
I don't really appreciate the problems of using 110 volt/60 hz stuff in
a 220 volt/50 hz country.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7585. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 22:19:20 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <D11208.BCu@freenet.carleton.ca>
Source record: 96059

In a previous posting, Glenn M. Saunders (krishna@max.tiac.net) writes:

>
> Since noone seems to be releasing schematics for the custom chips into
> the public domain, there is no way to make your own custom programmable
> chip to copy it without reengineering the chips first.
>

BTW, that opens another topic, is there a reason why companies like Atari
who have shelved/dropped a computer line don't make the designs available?

After all, the 8 bit line is still surviving out here in the orphanage,
and if any of the custom chips decides to die, the system is a paperweight.

Someone could make a respectable amount of cash (maybe not a lot, but
enough to keep in the black), providing replacement chips to the userbase.

I would like to know the philosophy in keeping obsolete designs locked
away. Presumably Atari could make money licensing out the design to a chip
manufacturer. I understand they vetoed a request from a West German
manufacturer who asked for a license to produce 1050 / xf551 disk drives.

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

7586. Re^2: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 22:22:00 UTC
From: H.HUSSMANN@LDB.han.de
Message-ID: <5c4159otvPB@ldb-hh.ldb.han.de>
Source record: 96077

> I've seen them for about $300, but of course that's still a lot more
> than a used Atari (or ST or Amiga). But you can't play Doom on the
> XL. :-) Big screen Star Raiders, on the other hand.....

I think it's impressive to compare some XL games from 1984 with Doom for
the PC in 1994. In 1984 they don't need 14 megs to create hours of fun &
entertainment...
And Doom is based on Castle Wolfenstein (pc), which originaly cames from
the Atari XL, programmed 1984 or earlier...

cu Heiko

Heiko Hussmann
H.HUSSMANN@LDB.han.de
fido@2:2437/30.36
It was fun at all ...

CrossPoint v3.02

7587. Looking for games

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 22:28:00 UTC
From: H.HUSSMANN@LDB.han.de
Message-ID: <5c415VTOvPB@ldb-hh.ldb.han.de>
Source record: 96078

I'm still looking for two famous games for the Atari XL which I enjoyed 8 years ago:

- Rails West
- The cosmic balance

Is anyone out there who has still one of this games ? I think they are both from SSI.

Heiko Hussmann
H.HUSSMANN@LDB.han.de
fido@2:2437/30.36
It was fun at all ...

CrossPoint v3.02

7588. 8-BIT LIBRARY FREE IN ATLANTA AREA

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 23:03:10 UTC
From: dgb@owlnet.rice.edu
Message-ID: <3d2f3e$9mb@larry.rice.edu>
Source record: 96062
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,misc.forsale.computers.other

LARGE 8-BIT LIBRARY FOR FREE! YOU PICK IT UP!

I have a large collection of Atari 8-bit and
Commodore 64 books and magazines which I wish to
give away to a good home. The catch is that you
have to take ALL OF IT, and you have to PICK IT UP
at my home near ATLANTA, GA.

Call me at (404) 447-4803 if you are interested
in setting up a time to come get these books and
magazines.

** I WILL NOT SHIP! THIS IS WAY TOO MUCH STUFF! **
Perhaps some kind-hearted soul in the Atlanta area
with a lot more free time than I have can
collect it and distribute it amongst members of the
Atari and Commodore communities!

The "library" includes:

Atari 8-bit related:
* 62 unique ANTIC magazines (plus about 10 duplicates)
from the years 1983 - 1989
* 5 ANALOG magazines, 1985 - 1988
* Softcover books: Master Memory Map, Your Atari Computer (x2),
Atari BASIC (x2), Games for Your Atari Computer, Atari Games & Recreations,
Atari Sound and Graphics, Computers for Kids, Kids and the Atari,
Games Ataris Play

Commodore 64 related:
* 62 issues of Compute's Gazette, 1983 - 1989
* 24 unique RUN magazines (issue #3 through #28, missing 18 and 19)
* 12 unique Ahoy! magazines 1984 - 1988
* Softcover books: Mapping the C64, Compute's ML Routines for the C64,
C64 Favrotite Programs Explained

Most of this stuff is stored in cardboard boxes that copier paper comes in.
As an example, all of the 72 Antic magazines fit in one of these boxes.
In addition to the above, you must also take one (1) additional box of
PC-related magazines (PC Computer, PC World, etc). All of this stuff
takes up 4 boxes (estimate -- I haven't packed it up yet).

Again, call (404) 447-4803 if you want to pick pick up all of this
stuff, FOR FREE!!!!

7589. Re: WANTED BADLY: Burgertime for Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-18 23:40:00 UTC
From: junkster@coho.halcyon.com
Message-ID: <3d2h8g$2b6@news.halcyon.com>
Source record: 96067
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

Jeff M Lodoen <jlodoen@shell.portal.com> wrote:
>
>There's another more direct clone called "BASIC Burger", a demonstration
>of a ML add-on for BASIC. ANALOG #30.

An interesting thing about BASIC Burger was that the ML side of it was
written in that oddball BASIC/assembly hybrid, BASM. I don't think I've
run across another progam that used it.

James Hague
junkster@halcyon.com

7590. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 01:46:12 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Rm-3vqk.ransom22@delphi.com>
Source record: 96068

Vince Grienti <ai542@FreeNet.Carleton.CA> writes:

>BTW, that opens another topic, is there a reason why companies like Atari
>who have shelved/dropped a computer line don't make the designs available?

Actually, John C. Dvorak just wrote about that in a recent
column in PC Computing. He was speaking in reference to software
source code in the Ms-DOS world, of course, but his argument applies
here as well.
He felt that any software that is no longer being distributed
should be have its souce code released into the public domain. He felt
that this would generate a lot of good will toward the companies doing
such things, at no cost to them. As he said, why let good designs
rot away in file cabinets?
I do agree. And that applies to shareware authors, too. I
can't tell you how many times I have downloaded a programming utility
or other program, found it useful but in need of improvement, only to
find that it was developed years ago and the author has moved/changed
E-mail addresses, etc. and left no forwarding instructions. If he or
she would have just made the source public domain once he or she
stopped supporting his or her product, then there would be no problem.
As it stands, a useful tool is locked in stasis as released, never
able to be changed to suit the changing needs of its users.
Similarly, the Atari community's former members should have
this policy. While some have agreed to sell off their source to
those willing to make a profit from the sale and improvement of the
code, the instances of this are all too few. If we had the source to
the great programs of the 8-bit era, we could build from them. Instead,
we must start from scratch. And, again, those programs are locked in
the state they were released in, which is all too often a buggy one.
Finaly, to get back to hardware, having the design notes and
schematics of all the custom chips in the Atari, as well as the right
to reproduce them (and the peripherals), we would be in a much better
position, vis a vis the perpetuation of our hobby.
With so little incentive for new designs of software and
hardware for our favorite computers, it would be great to be able to
build on what has already been developed.
Our only hope is that this information IS still locked in some
file cabinet (or off-site storage facility). In many cases, it may
have been destroyed. Who wants to pay for the storage of information
of no commercial significance?

[sigh]

-Joe

7591. What kinda power supply needed for an Atari 400?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 02:21:32 UTC
From: sjl@TEFS1.acd.com
Message-ID: <1994Dec19.022132.19308@acd4.acd.com>
Source record: 96090
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I purchased an Atari 400 console at the local Goodwill for a few bucks
but it has no power supply or joystick. Can anyone tell me the specs for the
power supply I need? I am also assuming the Atari 2600 or 7800 joysticks
will work....is this a correct assumption. Thanks for any help.
-Scot Leibacher

--
**********Scot Leibacher**********
* Prodigy ID: CTGD39A Phone Number: (812) 898-2726 *
* IMPORTANT NOTE: Please use the address sjl@acd4.acd.com when responding. *
* News and elm "reply" commands send to an incorrect address here. Thanks. *

7592. Advice on games

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 02:41:42 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELTPCIUUUp@stingray.manawatu.gen.nz>
Source record: 96069

OK. Well I have Fort Apocalypse on tape and would like to get hold of the disk version.

As there are no Atari dealers in NZ and I'm sure that this game is no longer being produced, is it legal to make a copy of the disk version? I don't really want to have to send overseas to buy it as I am sick of losing money this way, by companies failing to send me the product and just cashing my cheque.

I'm not sure how things stand as if no-one is making the game and therefore can't sell it to me, is it still illegal to copy it?

I have only recently come back to my 8-bit and had been able to convert most of my tape-based games to disk, but now I just can't remember everything I used to know about converting to disk.

Plus I remember something about an unusual loading routine that F.A. used. Instead of relearning all that stuff, I was hoping to just get a disk-based copy instead. But only if it's legal ofcourse.

Can anyone advise me? Or perhaps tell me what the (perhaps not stictly legal, but "accepted") standard for this newsgroup is? I don't want to do anyone out of any royalties... but would I be now?

I'd appreciate any light you can shed on this subject,

Richard =8-]

PS. I have seen loads of BoulderDash "clones" on various other computers, but the best is still (by far) the 8-bit Atari version - don't you agree?

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

7593. Re: 'Util' and file corruption

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 03:19:16 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3d2u3k$2f26@blue.weeg.uiowa.edu>
Source record: 96083

Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

>(Russ Gilbert, blah, blah, blah.)
>I wanna verify that 'Util' unpredictable corrupts files with the
>'util /w /b filename.ext a:' command. Mr. Cortese said I may not have
>been using the correct (whatchacallits, /w or \w, /b or \b or
>forgetting to put /b in.) I did, and the file I was transferring got
>corrupted the first time, the second time (using doskey, so I know I
>gave the same command both times) it wrote ok. So, be sure to use
>'crc16.com' on both ibm and atari if you want to make sure you got a
>uncorrupted 'util' transfer.

Have you tried it on more than one machine? Once people have the syntax figured out, it seems like any remaining problems are associated with the drive in the PC.

I can say I've used UTIL quite a bit on several different PCs, and I've never had a file corrupted.

> Now, M. Current says R. Cortese, I think, uploaded a updated 'util'
>to 8bit/Diskutils/dskutil.arc, which I downloaded and it looked the
>same as the one I had. I didn't see a new 'dskutil.arc' in the new
>uploads list from J. Lenn.

I have to apologize, I gave the wrong filename.

***** The latest and "greatest" version of UTIL is called MyUTIL. It was worked on by Mark Vallevand. The Merit/UMich filename is Diskutils/myutil.zip.

Since I've never seen UTIL corrupt stuff, I can't say whether using MyUTIL would help you, but the syntax of MyUTIL is definitely much cleaned-up over UTIL.

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

7594. Re: Atari 1450XLD and other Atari collectibles

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 03:55:06 UTC
From: snyder10@rs1.tcs.tulane.edu
Message-ID: <3d306q$di0@news.cs.tulane.edu>
Source record: 96088

In article <3cr0ct$kl6@raffles.technet.sg> naina@technet.sg (Naina Jahangir) writes:
>Anyone out there who has got the Atari 1450XLD? This beast was basically
>a Atari 1200 with dual disk drive. Atari discontinued this after
>manufacturing a few thousand of this. It newer actually sold it publicly.

The 1450 is really better thought of as an upper level 800xl. The OS is byte for byte the same as what's found in the 800xl and unlike the 1200xl, the 1450 supports a PBI. Sadly, neither the BlackBox nor the MIO will work when hooked up to the 1450's PBI due to what looks like a conflict with the way each of the devices (T: and V: on the 1450 and the MIO or BB) try to use (map) the D6XX area. It almost looks like ICD tried to avoid this type of conflict but ended up using most of the D6xx area as options were added to the MIO.

>I'm looking for any and all unusual Atari 8-bit machines and peripherals
>like the 1450XLD, the Atari expansion chassis and other similar items.
>Email me offer.

There's a person who's posted that they have a 1090 exp. box, however, I'd bet the asking price will be a bit steep. As far as the 1450xld's go, of the several folks I know that have them, none will part with 'em.

Mike Todd
Info-Atari Digest

7595. Re: Atari 1450XLD and other Atari collectibles

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 04:25:24 UTC
From: F Tooned <ftooned@delphi.com>
Message-ID: <ZS623ws.ftooned@delphi.com>
Source record: 96095

It's hard to let go of the RARE prototypes, because of the difficulty
of having to place a price (or value) on it.

FTe is sponsoring a 65816 programming contest to promote the
new Sweet 16 board. One of the grand prizes will include an
Atari 1400XL, assuming that a minimum # of entries are recieved...

Details will be posted VERY soon. The Sweet 16 boards are NOW
available, and will be shipping starting Dec. 26th.

Mike (FTe)

7596. Re: Atari 1450XLD and other Atari collectibles

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 04:37:10 UTC
From: krishna@max.tiac.net
Message-ID: <3d32lm$mmc@sundog.tiac.net>
Source record: 96096

Mike Todd (snyder10@rs1.tcs.tulane.edu) wrote:
: supports a PBI. Sadly, neither the BlackBox nor the MIO will work when hooked
: up to the 1450's PBI due to what looks like a conflict with the way each of
: the devices (T: and V: on the 1450 and the MIO or BB) try to use (map) the
: D6XX area. It almost looks like ICD tried to avoid this type of conflict but
: ended up using most of the D6xx area as options were added to the MIO.

I asked Bob Puff to try to explain why it was that the PBI on my 1400XL
was incompatible with the BB. He said it was too technical to explain
but that it was unresolvable. He did, I think, tell me that T: and V:
were considered PBI devices...

The thing is, I thought Bob Woolley got one of his 1450s to work with a
Black Box so I was a little jealous, thinking that perhaps mine was a
poorer flawed motherboard revision.

7597. Destroying the Dark Tower

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 04:46:01 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec18.234224.6307@wariat.UUCP>
Source record: 96097

(Erik, I apologize.)
So, now, I never got to the Dark Tower, so, I made it so I got a new
man every time I got blowed up. I'm taling about 'Stealth' or
'Landscape'. Change dec $e5 to inc $e5 ($c6 $e5 to $e6 $e5) and you
get a new man every time you get blowed up. Do THAT with 'cybermorph'
or the zillion other games where you run out of men, airplanes, boats,
tanks or whatever and never see the end of the game.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7598. Re: Atari 1450XLD and other Atari collectibles

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 04:47:39 UTC
From: krishna@max.tiac.net
Message-ID: <3d339b$mmc@sundog.tiac.net>
Source record: 96098

F Tooned (ftooned@delphi.com) wrote:
:
: It's hard to let go of the RARE prototypes, because of the difficulty
: of having to place a price (or value) on it.
:
: FTe is sponsoring a 65816 programming contest to promote the
: new Sweet 16 board. One of the grand prizes will include an
: Atari 1400XL, assuming that a minimum # of entries are recieved...
:
: Details will be posted VERY soon. The Sweet 16 boards are NOW
: available, and will be shipping starting Dec. 26th.

I think I forgot the details. Sweet 16 does or doesn't have 24-bit
address RAM slots?

Perhaps I am confusing this with MARS16.

For the price you are selling it at compared to MARS8 it sounds like it
must be just an adapter board to allow the 65816 in '802 mode in which
case the only real improvements would be the new 16-bit registers and the
relocatable page zero.

7599. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 04:57:48 UTC
From: krishna@max.tiac.net
Message-ID: <3d33sc$mmc@sundog.tiac.net>
Source record: 96103

Vince Grienti (ai542@FreeNet.Carleton.CA) wrote:
: BTW, that opens another topic, is there a reason why companies like Atari
: who have shelved/dropped a computer line don't make the designs available?

There is no logic in any of what Tramiel-Atari does. People have gone to them before asking for things to be released to the public domain, most notably the XL/XE OS, of which there does exist several close but still possibly imperfect disassemblies. Atari balks at the idea. So don't expect them to give up the schematics to the custom chips either.

They are looking at this from a legal standpoint. Just as local government often relies on speeding tickets as additional revenue, Atari is hoping that someone, even out of desperation, will cross a line and they can swoop down like vultures onto the remaining disenfranchised Atari 8-bit community and slap a lawsuit on them.

This almost happened with at least one Atari 8-bit developer in the last 4 years, and he had to quickly LICENSE the usage of the XL/XE OS code.

Someone else of note in the Atari community who shall remain nameless supposedly got in hot water about trying to make an XE on a PC card.

Now mind you, most of these incidents occured on the last legs of the 8bit with Atari or soon after Atari gave the official word of discontinuing support.

There really was little gained by these strongarm tactics and all they do is further estrange the once-faithful original Atari userbase.

7600. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 05:04:39 UTC
From: krishna@max.tiac.net
Message-ID: <3d3497$mmc@sundog.tiac.net>
Source record: 96089

I do not think that the custom chip schematics were destroyed. In fact, what I said in jest about Jay Miner may be true. There is no reason that those who worked on the 400/800 might not have personal copies of the schematics in their archives. I believe Doug Neubauer worked with Jay Miner. Why don't we try to track him down? He would be a great guy to talk to in more ways than one. Back to Atari. We must remember that Atari DID to a "little" bit of R&D when they designed the XEGS. They changed the OS and they changed the way RAM was layed out. I'm sure that schematics were available as late as 1986/87. Since this was well into the Tramiel era, I don't see why Atari would have disposed of them. However, I wouldn't put it PAST them since supposedly much of the WARNER era Atari was lost during the changing of the guard.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7601. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 05:34:00 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3d3608$pmb@news2.delphi.com>
Source record: 96070

Hummm... this made me think of an interesting idea.

How much do you suppose Atari would want for the rights to the 8-bit computer? All the schematics, chip designs, prototype info, etc....

Could current 8-bitters collect enough money (collectively) to make it all public domain? Maybe a nice downloadable set of scanned blueprints and documents?

-Bry (too far fetched??)

7602. Re: WANTED:ATARI 'HAPPY DRIVE' & S/W

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 05:48:17 UTC
From: bjcorr@delphi.com
Message-ID: <9412190043591.DLITE.bjcorr@delphi.com>
Source record: 96071

>Can anyone tell me where to get a 'HAPPY-EQUIPPED' Drive for the Atari
>800 along with the Software?
>Thanks, RB
>
>
810 or 1050? I have a spare happy 810 and software, I'll have to check it
out though, it's ben awhile....
bjcorr

7603. Re: WANTED:ATARI 'HAPPY DRIVE' & S/W

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 06:05:30 UTC
From: diskdet2@aol.com
Message-ID: <3d37ra$2ra@newsbf01.news.aol.com>
Source record: 96072

In article <3d0cl8$ur6@usenetw1.news.prodigy.com>, WSNX97A@prodigy.com
(Richard Barretto) writes:

I do have one 810 happy board left with all books, and disks. $50.00 plus
S&H. Let me know.
The DIsk Detective

7604. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 06:34:18 UTC
From: jlodoen@shell.portal.com
Message-ID: <3d39ha$t3t@news1.shell>
Source record: 96073

Heiko Hussmann (H.HUSSMANN@LDB.han.de) wrote:
: > I've seen them for about $300, but of course that's still a lot more
: > than a used Atari (or ST or Amiga). But you can't play Doom on the
: > XL. :-) Big screen Star Raiders, on the other hand.....

: I think it's impressive to compare some XL games from 1984 with Doom for
: the PC in 1994. In 1984 they don't need 14 megs to create hours of fun &
: entertainment...
: And Doom is based on Castle Wolfenstein (pc), which originaly cames from
: the Atari XL, programmed 1984 or earlier...

In name only, not even that. "Castle Wolfenstein" came out for
the Apple II in 1981. "Wolfenstein 3D" came out in early 1992.
The games have little in common.

See, many of the Id people were programmers for Softdisk, an
Apple II disk magazine.. which is still published. I'm sure
one of their favorite games was CW.

jlodoen@shell.portal.com

7605. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 07:32:12 UTC
From: krishna@max.tiac.net
Message-ID: <3d3cts$i1@sundog.tiac.net>
Source record: 96010

Doom is based on Wolf3D who's predecessor was the less violent Midimaze.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7606. Re: Destroying the Dark Tower

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 07:36:18 UTC
From: krishna@max.tiac.net
Message-ID: <3d3d5i$i1@sundog.tiac.net>
Source record: 96011

One note about Dark Tower. The game was ripped off totally in the
Landspeeder segment of Super Star Wars. Check it out!

The sandcrawler that slowly gets bigger on the horizon, etc...

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7607. Re: 'Util' and file corruption

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 07:47:22 UTC
From: un55@rzstud1.rz.uni-karlsruhe.de
Message-ID: <3d3dqa$9sr@nz12.rz.uni-karlsruhe.de>
Source record: 96074

In article <1994Dec17.112243.15719@wariat.UUCP>,
Russ Gilbert <Russ.Gilbert@apk.wariat.org> wrote:
> Now, M. Current says R. Cortese, I think, uploaded a updated 'util'
>to 8bit/Diskutils/dskutil.arc, which I downloaded and it looked the
>same as the one I had. I didn't see a new 'dskutil.arc' in the new
>uploads list from J. Lenn.

I think that updated version has been uploaded quite a while ago.
Check out the filesize of the newer UTIL.EXE.
As far as I recall it should be 16613.

I didn't have trouble with this version on 360K drives. HD drives won't work
always correctly, though.

-Marek

---
un55@rz.uni-karlsruhe.de
Marek Tomczyk

7608. 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 08:16:15 UTC
From: b.poehland@genie.geis.com
Message-ID: <199412190816.AA128934970@relay2.geis.com>
Source record: 96075

I've been using an 800XL for going on 11 years now. In various closets in my house there lie 6 or 7 286's, 386's, & a 486. (No Pentiums yet, I'm waiting for Intel to fix the defect first!)

So here in the Pentium Age I'm still using a "decrepit" 6502 Atari. Why? Because my needs haven't changed much since the day I first bought this old thing, & such upgrades as I needed to make it more productive were furnished in the marketplace. I won't leave this platform until I find something else at least as good, if not better, at a price I feel is reasonable. So far my forays into the IBM world have not justified abandoning the 8-bit platform. I often compare the 8-bit to a worn pair of comfortable old shoes that I simply can't bear to throw out no matter how badly out of style they've become. I'm hopelessly addicted to AtariWriter, BobTerm & SpartaDOS. The hardware & software still continues to serve my needs. You don't need a 66MHz 486 to do wordprocessing. 95% of the time people spend wordprocessing is in the forming of your thoughts; the human user is the bottleneck there so a faster machine buys you nothing.

But... physically, how long can these machines last? I think they could last a lifetime. The oldest & most used of my nine 800XLs is still going strong with most of its original parts. In 11 years I had one DRAM failure & my Delay Chip fried on me last year. All the other semiconductors are just fine. The original keyboard is still in service tho showing much wear. I pound the hell outta my keyboards, I have a heavy touch. The pebbled surface on all the keys is completely worn off & some of the keys are becoming deformed as the plastic wears away unevenly. The RETURN key especially. I keep wondering how long it will be before the keyboard fails. No matter, I'm well stocked on spare keyboards, I can beat up my computers for another 30 years at this rate.

The Nomex plastic cases in which the XL computers & the 1050 drives are installed will eventually disintegrate but should be good for at least 50 years provided they are not exposed to either direct sunlight or fluorescent lights. The ultraviolet component of those two light sources will accelerate free-radical degradation of the plastic polymer in the presence of oxygen. Air, light, & heat will in any event degrade the plasticizers in the Nomex itself, causing it to become brittle & eventually crumble to dust.

I don't know what the lifetime of the 40-pin LSI chips is, I have yet to personally experience one to fail. The GTIA, ANTIC, POKEY, CPU & PIA in all my machines are still going strong despite, uh, some occasional abuses. My feeling is that the electronics will outlast the case hardware. Even so I keep several complete sets of spares on hand.

Disk drives & monitors always die first. The belts in the drives dry rot. Because of greater thermal stress in disk drive electronics, electronic

failures, especially in the power supplies, will become more frequent with age in both the 1050's & XF551's. As long as parts remain available, however, drives can always be repaired. I got enough spare parts on hand to keep my 1050's, 551's, hard drives & 3.5" floppies going for at least 20 years.

The average life for a monitor is probably a little less than 10 years. Tube filaments burn out by then. The horizontal drive components in all monitors take a tremendous beating & are the first components to fail. Power supplies in monitors also are greatly stressed & will typically fail in 6-8 years. And composite monitors are not to be found any more. No matter, when your monitor dies you just add the Woolley TTL upgrade, stick an IBM MDA monitor onto your system, & continue as usual for another 10 years.

The real problem is software. Cartridges will last forever, but software on magnetic media will succumb to "disk rot" within 8-15 years. Especially at risk will be commercial software that was originally released as a heavily protected boot disk. The commercial companies are long since gone so you can't buy a replacement copy when your original disk finally fails. Such an event is truly evil when the program is a database (!). Unless all the software can be made available in an archive somewhere, the gradual deterioration of disk- & tape-based software may just be the weak link that drives users away from the machines long before the hardware has actually worn out.

- Ben Poehland

7609. MASSIVE AUCTION VI -- update #3

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 08:28:09 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3d3g6p$gb7@usenet.INS.CWRU.Edu>
Source record: 96076

```
THIRD UPDATE:
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MASSIVE AUCTION VI -- ALL ITEMS RECEIVING THE MINIMUM BID WILL BE SOLD!
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This is a rather large file (just under 34,000 bytes), so if you don't like
large files, and/or auctions, PLEASE stop reading now. You have been warned!

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Games and/or game systems included in this auction are:

ATARI 2600 games and systems ATARI 5200 games and systems
ATARI 7800 games ATARI LYNX games
ATARI 8-bit games and systems COLECOVISION games and systems
COLECO ADAM system COLECO 2600 ADAPTER with 2600 games
COMMODORE 64 system INTELLIVISION games and systems
INTELLIVOICE systems ODYSSEY2 games and systems
PONG (BENTLEY) systems SEGA MASTER SYSTEM games and systems
TOMY TUTOR game TEXAS INSTRUMENTS 8-bit systems

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NOTE: My want list is almost ready. If interested, please request it.
If you have a trade list and/or want list, please send it. -- MJN
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I will post updates approximately every 24 to 30 hours, and then delete the
last update after I'm sure the new one is accessible. I will also e-mail
the list to all bidders, and anyone who requests to be placed on the auction
e-mail list.

Mike

P.S. I RESERVE THE RIGHT TO CORRECT MISTAKES MADE WHILE TYPING THIS MESSAGE.

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PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

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AUCTION RULES:

1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, DECEMBER 23RD.

2) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.
-- YES, THIS USED TO BE RULE #9. I'M NOT KIDDING!
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3) IF YOU DON'T FOLLOW THROUGH ON A HIGH BID, YOU WON'T BE ABLE TO
PARTICIPATE IN FUTURE AUCTIONS. (SEE AUCTION RULE #2)

4) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

5) BUYER PAYS ALL SHIPPING COSTS.

6) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

7) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE USUALLY GIVEN
PRIORITY (UNLESS THE TRADE OFFER OVERWHELMS ME). I COLLECT FOR OVER
45 DIFFERENT SYSTEMS, PLEASE FEEL FREE TO SEND ME A TRADE LIST.

8) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

9) IN CASE OF TIES, FIRST BID RECEIVED WINS.

10) PAYMENT MUST BE MADE IN U.S. FUNDS, BY EITHER CHECK OR MONEY ORDER,
DRAWN FROM A U.S. BANK BRANCH. CANADIAN BIDDERS MUST SEND A
CANADIAN POSTAL MONEY ORDER, PAYABLE IN U.S. FUNDS. THIS IS THE ONLY
WAY I HAVE FOUND TO DEAL WITH MY FRIENDS TO THE NORTH (MY BANK IS VERY
PICKY, BUT THE U.S. POST OFFICE WILL CASH A CANADIAN POSTAL M.O.)

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SOFTWARE:

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

* = (after minimum bid) indicates a STRONG preference to trade that item.
TRADE = (after bid) trade pending, bids still accepted in case trade not made.
XXXXX = (after bid) item has been traded, please don't send further bids.

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 7.00* ksigel AMIDAR (Parker Brothers) -- SOME RIPS ON FRONT LABEL
$ 2.50 ASTROBLAST (M Network)
$ 2.50 ATLANTIS
$ 2.50 rkinnen BACKGAMMON (Atari)
$ 2.50 BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 BATTLEZONE (Atari)
$ 5.00 51 BLACKJACK (Atari)
$ 2.50 BOWLING (Atari)
$ 2.50 BOXING (Activision)
$ 3.50 BREAKAWAY IV (Sears)
$ 6.00* CALIFORNIA GAMES (Epyx)
$ 2.50 CASINO (Atari)
$11.25* CHECKERS (Activision) -- SOME RIPS ON FRONT LABEL
$ 2.50 CHOPPER COMMAND (Activision)

$ 2.50 CIRCUS ATARI (Atari)
$ 6.00* CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 CRYSTAL CASTLES (Atari)
$ 2.50 DARK CAVERN (M Network)
$ 2.50 DECATHLON (Activision)
$ 2.50 DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.50 DODGE 'EM (Atari)
$ 2.50 DONKEY KONG (Coleco)
$ 2.50 DRAGSTER (Activision)
$ 2.50 ENDURO (Activision)
$ 6.00* FIRE FIGHTER (Imagic)
$ 2.50 FOOTBALL (Atari)
$ 2.50 FREEWAY (Activision)
$ 2.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (M Network)
$ 2.50 GALAXIAN (Atari)
$ 7.00* ksigel GHOSTBUSTERS (Activision)
$ 2.50 GOLF (Atari)
$ 2.50 GRAND PRIX (Activision)
$ 6.00* HANGMAN (Atari)
$ 2.50 HAUNTED HOUSE (Atari)
$ 2.50 HOME RUN (Atari)
$ 3.00 INTERNATIONAL SOCCER (M Network)
$ 6.00* JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 KABOOM! (Activision)
$ 2.50 LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (M Network)
$ 2.50 M*A*S*H (20th Century Fox)
$ 6.00* ksigel MEGA FORCE (20th Century Fox)
$ 2.50 zbytes MOUNTAIN KING (CBS Electronics)
$ 2.50 MS. PAC-MAN (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 6.00* OTHELLO (Atari)
$ 2.50 OUTLAW (Atari)
$ 2.50 POLE POSITION (Atari)
$ 6.00* ksigel POPEYE (Parker Brothers)
$ 6.00* PORKY'S (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 2.50 REAL SPORTS BASEBALL (Atari)
$ 2.50 REAL SPORTS FOOTBALL (Atari)
$ 6.00* REAL SPORTS TENNIS (Atari)
$ 2.50 RIDDLE OF THE SPHINX (Imagic)
$ 3.00 escharff RIVER RAID (Activision)
$ 2.50 rhino ROBOT TANK (Activision)
$ 2.50 rhino SEAQUEST (Activision)
$ 2.50 SKIING (Activision)
$ 2.50 SKY DIVER (Atari)
$ 2.50 rhino SKY JINKS (Activision)
$ 6.00* SOLAR FOX (CBS Electronics)

$ 2.50 SOLARIS (Atari)
$ 6.00* SPACE ATTACK (M Network)
$ 2.50 SPACE WAR (Atari) -- NO END LABEL
$ 3.00 AISRILEY SPIDER FIGHTER (Activision)
$ 2.50 STARMASTER (Activision)
$ 3.00 ksigel STAR WARS: EMPIRE STRIKES BACK (Parker Brothers)
$ 6.00* jayw+ STEEPLECHASE (Sears) -- SEARS EXCLUSIVE
$ 2.50 STREET RACER (Atari)
$ 6.00* SUMMER GAMES (Epyx)
$ 2.50 SUPER CHALLENGE BASEBALL (M Network)
$ 2.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 2.50 SUPERMAN (Atari)
$ 2.50 SWORDQUEST EARTHWORLD (Atari)
$ 2.50 SWORDQUEST FIREWORLD (Atari)
$ 3.50 TANK-PLUS (Sears)
$ 2.50 TARGET FUN (Sears)
$ 2.50 TENNIS (Activision)
$ 6.00* TOWERING INFERNO (U.S. Games)
$ 6.00* TRICKSHOT (Imagic)
$ 2.50 VANGUARD (Atari)
$ 6.00* VENTURE (Atari)
$ 6.00* VENTURE (Coleco)
$11.25* VIDEO CHESS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 2.50 WARLORDS (Atari)
$ 6.00* WINTER GAMES (Epyx)
$ 6.00* WIZARD OF WOR (CBS Electronics)
$ 2.50 YARS' REVENGE (Atari)

GAMES WITH MANUAL:
$ 2.50 AIR-SEA BATTLE (Atari)
$ 2.50 ASTEROIDS (Atari)
$ 3.50 ASTROBLAST (M Network)
$ 3.50 ATLANTIS (Imagic)
$ 3.50 BASKETBALL (Atari)
$ 3.00 BERZERK (Atari)
$ 3.50 BOWLING (Atari)
$ 3.00 BREAKOUT (Atari)
$ 7.00* CALIFORNIA GAMES (Epyx)
$ 3.50 CASINO (Atari)
$ 3.50 CENTIPEDE (Atari)
$ 3.50 CIRCUS ATARI (Atari)
$ 2.50 COMBAT (Atari)
$ 3.50 COSMIC ARK (Imagic)
$ 2.50 DEFENDER (Atari)
$ 3.50 DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 3.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 3.50 FOOTBALL (Atari)
$ 3.50 FROGGER (Parker Brothers)

$ 3.50 GALAXIAN (Atari)
$ 3.50 GOLF (Atari)
$ 3.50 HOME RUN (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JOUST (Atari)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 KABOOM! (Activision)
$ 3.50 KANGAROO (Atari)
$ 3.50 LOCK 'N' CHASE (M Network)
$ 3.50 rhino MIDNIGHT MAGIC (Atari)
$ 3.50 NIGHT DRIVER (Atari)
$ 3.00 PAC-MAN (Atari)
$ 3.50 POLE POSITION (Atari)
$ 3.50 REACTOR (Parker Brothers)
$ 3.50 ksigel RIDDLE OF THE SPHINX (Imagic)
$ 3.50 SKIING (Activision)
$ 2.50 SPACE INVADERS (Atari)
$ 4.50 SPACE INVADERS (Sears)
$ 3.50 SPACE JOCKEY (Vidtec)
$ 3.50 SUPER CHALLENGE BASEBALL (M Network)
$ 3.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 5.00 ksigel SWORDQUEST: FIREWORLD (Atari)
$ 3.50 TARGET FUN (Sears)
$ 3.50 VANGUARD (Atari)
$ 3.50 WARLORDS (Atari)
$ 3.50 YARS' REVENGE (Atari)

GAMES WITH BOX AND MANUAL:
$ 3.00 ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 4.00 BERZERK (Atari)
$ 3.00 COMBAT (Atari)
$ 3.50 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JUNGLE HUNT (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 4.00 PAC-MAN (Atari)
$ 3.00 SPACE INVADERS (Atari)
$ 5.50* SUPERMAN (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00* TASK FORCE (Froggo Games)

GAME WITH NO BOX OR MANUAL:
$ 6.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 rkinnen ATARI 2600 PADDLE CONTROLLERS (Atari)
$ 5.00 ksigel QUICKSHOT JOYSTICK (Spectravision)

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ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE
$ 3.00 DIG DUG
$ 3.00 GALAXIAN
$ 3.00 MARIO BROS.
$ 3.00 rhino MOON PATROL
$ 8.00* POPEYE (Parker Brothers)
$ 3.00 SPACE INVADERS
$ 3.00 STAR RAIDERS

LOOSE GAMES, WITH OVERLAY(S):
$ 4.00 GALAXIAN (WITH 2 OVERLAYS)
$ 4.00 REALSPORTS: FOOTBALL (WITH 1 OVERLAY)

GAMES WITH MANUAL:
$ 9.00* KURILLA_TP RIVER RAID (Activision)

GAMES WITH MANUAL, AND OVERLAY(S):
$ 5.00 rhino QIX (WITH 2 OVERLAYS)

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ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 parrot BALLBLAZER
$ 3.00 XXXXX CENTIPEDE
$ 3.00 CHOPLIFTER!
$ 4.00 CROSSBOW
$ 4.00 DARK CHAMBERS
$ 3.00 DIG DUG
$ 3.00 HAT TRICK
$ 3.00 KARATEKA
$ 3.00 ONE-ON-ONE
$ 2.50 POLE POSITION II
$ 3.00 ROBOTRON: 2084
$ 3.00 XEVIOUS

GAMES WITH MANUAL. NO BOX:
$ 4.00 CHOPLIFTER!
$ 4.00 DIG DUG
$ 5.00 jim!mike GALAGA
$ 4.00 HAT TRICK

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

GAMES WITH BOX AND MANUAL:
$ 5.00 ASTEROIDS
$ 5.00 HAT TRICK

$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$10.00* KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00* POLE POSITION II
$10.00* XEVIOUS

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ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 rhino BASIC COMPUTING LANGUAGE (Atari)
$ 5.00 CENTIPEDE (Atari)
$ 5.00 DEFENDER
$ 5.00 DONKEY KONG (Atari)

GAMES WITH BOX AND MANUAL:
$ 6.00 escharff STAR RAIDERS

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 rhino STAR RAIDERS

BOOKS (I know this isn't software, but again, I had to put it somewhere!):
$ 5.00 rhino INSIDE ATARI BASIC (Atari, by Bill Harris, 184 pages)

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ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER

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COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.50 DONKEY KONG JUNIOR
$ 6.00* mduda PITSTOP
$ 3.50 mduda VENTURE
$ 3.50 ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 6.00 summers ZAXXON

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INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 6.00* APBA BACKGAMMON
$ 3.00 AUTO RACING
$ 3.00 BEAUTY & THE BEAST (Imagic)
$ 7.50* CARNIVAL (Coleco)
$ 3.00 DONKEY KONG (Coleco)
$ 5.00* HORSE RACING
$ 7.50* KOOL-AID MAN
$ 3.00 LAS VEGAS ROULETTE
$ 3.00 ROYAL DEALER
$ 3.00 SUB HUNT
$ 4.00 undrwrld TRON: DEADLY DISCS
$ 3.00 TRON: MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 7.00* ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 3.50 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 PGA GOLF (WITH 2 OVERLAYS)
$ 3.00 TENNIS (WITH 1 OVERLAY)

GAMES WITH MANUAL, AND 1 OVERLAY. NO BOX:
$ 5.00 undrwrld TRON: MAZE-A-TRON

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 5.00 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 4.50 BOXING
$ 4.50 LOCK 'N' CHASE
$ 4.50 SPACE BATTLE
$ 5.00 SUB HUNT

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ASTROSMASH
$ 9.00* ATLANTIS
$ 6.00 BURGERTIME
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 MAJOR LEAGUE BASEBALL
$ 5.50 NASL SOCCER
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SNAFU

$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 SPACE HAWK
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

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ODYSSEY2:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ALPINE SKIING!
$ 3.00 COMPUTER GOLF!
$ 3.00 COSMIC CONFLICT!
$ 3.00 K.C. MUNCHKIN!
$ 3.00 MONKEYSHINES!
$ 3.00 SHOWDOWN IN 2100 A.D.!
$ 3.00 THUNDERBALL!

GAMES WITH BOX AND MANUAL:
$ 4.50 ALIEN INVADERS - PLUS!
$ 4.50 ALPINE SKIING!
$ 4.50 ARMORED ENCOUNTER! / SUB CHASE!
$ 4.50 BASEBALL!
$ 4.50 COMPUTER GOLF!
$ 4.50 FOOTBALL!
$ 5.00 aa852 LAS VEGAS BLACKJACK!
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

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SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

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TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00* POOYAN

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HARDWARE:

NOTE #1 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully. I ran out of used RF switchbox's in the third MASSIVE AUCTION, sorry.

NOTE #2 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW power supply for $10 that is virtually identical to one sold at Radio Shack for $13. This power supply works with a lot of systems. It features six (6) plug adapters, changeable polarity (positive or negative), "LED" lights to indicate proper voltage, and can be used on the following settings:

INPUT: 110-220 V, 60-50 Hz, 9W
OUTPUT: 1.5, 3, 4.5, 6, 7.5, 9, and 12 V DC.
CURRENT: 500 mA.

Radio Shack's model DOESN'T include 1.5 or 12 V settings, and is only 300 mA!

I just ran out of most used power supplies in the last MASSIVE AUCTION, sorry.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, ONE ATARI VIDEO TOUCH PAD CONTROLLER, AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BERZERK (Atari)
COMBAT (Atari)
DEMON ATTACK (Imagic)
GRAND PRIX (Activision)
PAC-MAN (Atari)
REALSPORTS: BASEBALL (Atari)
SKY JINKS (Activision)
SPACE INVADERS (Atari)
STAR RAIDERS (Atari) -- USES VIDEO TOUCH PAD
STREET RACER (Atari) -- USES PADDLES
TARGET FUN (Sears)
VIDEO PINBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

$40.00 solution

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LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT ASTEROIDS]:

ASTEROIDS (Atari) -- WITH MANUAL
BOWLING (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FREEWAY (Activision)
GOLF (Atari)
KABOOM (Activision)
MISSILE COMMAND (Atari)
OUTLAW (Atari)
REALSPORTS: FOOTBALL (Atari)
STAR MASTER (Activision)
VIDEO OLYMPICS (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $34.00
BID #2) MINIMUM OPENING BID OF $34.00
BID #3) MINIMUM OPENING BID OF $34.00

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LOT #3 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT PAC-MAN]:

ASTEROIDS (Atari)
ASTROBLAST (M Network)
BASKETBALL (Atari)
BERZERK (Atari)
CHOPPER COMMAND (Activision)
CIRCUS ATARI (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
FROGS AND FLIES (M Network)
PAC-MAN (Atari) -- WITH MANUAL
REALSPORTS: BASEBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

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LOT #4

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, ONE (1)
ATARI JOYSTICK, ONE SET OF TWO PADDLE CONTROLLERS, AND TEN (10) SEARS
TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BASEBALL (Tele-Games)
BASKETBALL (Tele-Games)
BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
MISSILE COMMAND (Tele-Games)
PONG SPORTS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $53.00

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LOT #5

NEW RF SWITCHBOX PURCHASE OPTION

COLECO GEMINI (ATARI 2600 COMPATIBLE SYSTEM) WITH MANUAL, ONE (1) GEMINI
DUAL COMMAND CONTROLLER, ONE SET OF GEMINI PADDLES, ONE GEMINI POWER SUPPLY,
AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
HOME RUN (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari) -- WITH MANUAL
SPACE INVADERS (Atari) -- WITH MANUAL
TARGET FUN (Tele-Games)
VANGUARD (Atari)
CARNIVAL (Coleco) -- STICKER ON BACK SAYS "INCLUDED WITH GEMINI"
DONKEY KONG (Coleco) -- STICKER ON BACK SAYS "INCLUDED WITH GEMINI"

I WILL ALSO THROW IN AN EXTRA, SEMI-WORKING GEMINI DUAL COMMAND CONTROLLER FOR PARTS, FREE. JOYSTICK PART ON EXTRA CONTROLLER WON'T GO UP.

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $46.00

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LOT #6

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND THREE (3) GAMES [NO BOX OR MANUAL FOR GAMES, EXCEPT PAC-MAN]:

PAC-MAN -- WITH MANUAL
POLE POSITION
SUPER BREAKOUT

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

MINIMUM OPENING BID OF $34.00

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LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND THREE (3) GAMES [NO BOXES OR MANUALS FOR GAMES, EXCEPT CENTIPEDE]:

CENTIPEDE -- WITH MANUAL
PAC-MAN
POLE POSITION

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THE POWER SUPPLY WORKS, BUT AFTER TESTING IT I DISCOVERED THAT THERE ARE EXPOSED WIRES AT ONE POINT ON THE CORD. I WOULD SUGGEST NOT USING IT, AND I ONLY SUPPLY IT SO THAT YOU KNOW WHAT ONE LOOKS LIKE, AND CAN READ THE SPECIFICATIONS FROM THE POWER SUPPLY ITSELF.

MINIMUM OPENING BID OF $32.00

*****

LOT #8

ATARI 5200 (4-PORT), ORIGINAL POWER SUPPLY, ONE ATARI CONTROLLER, AND THREE (3) GAMES [NO BOXES OR MANUALS FOR GAMES, EXCEPT POLE POSITION]:

DEFENDER
PAC-MAN
POLE POSITION -- WITH MANUAL

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

MINIMUM OPENING BID OF $37.00

*****

LOT #9

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, ATARI RF/POWER SWITCHBOX, AND THREE (3) GAMES [NO BOXES OR MANUALS FOR GAMES, EXCEPT PAC-MAN]:

DEFENDER
PAC-MAN -- WITH MANUAL, AND 2 OVERLAYS
REALSPORTS FOOTBALL

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

MINIMUM OPENING BID OF $30.00

*****

LOT #10

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH RCA CABLE, ORIGINAL ATARI POWER SUPPLY, ONE ATARI JOYSTICK, ATARI 410 PROGRAM RECORDER, AND DELUXE INVADERS (Roklan) CARTRIDGE.

THIS IS A COMPLETE ATARI 400 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $29.00

*****

LOT #11

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER WITH ORIGINAL POWER SUPPLY, ATARI 810 DISK DRIVE WITH ORIGINAL POWER SUPPLY, MOLEX CONNECTOR CABLE, RCA CABLE, ONE ATARI JOYSTICK, AND PAC-MAN CARTRIDGE.

I DON'T HAVE A DISK TO CHECK THE DRIVE, BUT THE POWER LIGHT COMES ON AND IT MAKES A SOUND LIKE IT IS TRYING TO READ A DISK.

THIS IS A COMPLETE ATARI 130XE COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $110.00

*****

LOT #12

COLECOVISION SYSTEM WITH BOX, MANUAL, COLECO POWER SUPPLY, RCA CABLE, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND ONE (1) CARTRIDGE [NO BOX, OR MANUAL FOR GAME]:

DONKEY KONG

THIS IS A COMPLETE COLECOVISION SYSTEM, NOTHING ELSE NEEDED TO PLAY.

MINIMUM OPENING BID OF $40.00

*****

LOT #13 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, ONE (1) CONTROLLER, RCA CABLE, AND ONE (1) CARTRIDGE [WITH MANUAL. NO BOX FOR GAME]:

DONKEY KONG (WITH MANUAL)

I WILL ALSO THROW IN A SEMI-WORKING EXTRA CONTROLLER WHICH HAS FIRE BUTTONS THAT STICK, FOR PARTS, FREE.

BID #1) MINIMUM OPENING BID OF $30.00
BID #2) MINIMUM OPENING BID OF $30.00

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

COLECO ADAM COMPUTER SYSTEM WITH ONE DIGITAL DATA DRIVE, TWO (2) ADAM [BEIGE] CONTROLLERS, RCA CABLE, AND DONKEY KONG CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

THIS SYSTEM DOESN'T INCLUDE THE POWER SUPPLY (WHICH NORMALLY COMES IN THE PRINTER), BUT A SUBSTITUTE CAN BE PURCHASED FROM A MAIL ORDER COMPANY FOR $13 (PLUS SHIPPING). I WILL FURNISH THE PHONE NUMBER TO THE HIGH BIDDER.

THIS SYSTEM DOESN'T INCLUDE THE KEYBOARD.

SINCE I DON'T HAVE A POWER SUPPLY, THE SYSTEM HASN'T BEEN CHECKED. THE CONTROLLERS AND THE CARTRIDGE WORK.

MINIMUM OPENING BID OF $35.00

*****

LOT #15 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM. SYSTEM INCLUDES ONE ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES, EXCEPT MISSILE COMMAND]:

AIR-SEA BATTLE (Atari)
COMBAT (Atari)
DEMON ATTACK (Imagic)
GRAND PRIX (Activision)
MISSILE COMMAND (Atari) [WITH BOX AND MANUAL]
RAIDERS OF THE LOST ARK (Atari)
SPACE INVADERS (Atari)
SUPER BREAKOUT (Atari)
VANGUARD (Atari)
YARS' REVENGE (Atari)

BID #1) MINIMUM OPENING BID OF $42.00
BID #2) MINIMUM OPENING BID OF $42.00

*****

LOT #16

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY, 1541 DISK DRIVE (PUSH IN MODEL) WITH POWER CORD, SERIAL CABLE, TEN 10 DS DISKS (WHICH MAY OR MAY NOT HAVE GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN), KICKMAN CARTRIDGE, MUSIC COMPOSER CARTRIDGE, AND RCA CABLE.

THIS IS A COMPLETE COMMODORE 64 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $70.00

*****

LOT #17

NEW RF SWITCHBOX PURCHASE OPTION

SUPER VIDEO ARCADE (SEAR INTELLIVISION SYSTEM), WITH TWO (2) DETACHABLE CONTROLLERS, AND RCA CABLE. SYSTEM ALSO COMES WITH FIVE (5) GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

BURGERTIME (WITH 2 OVERLAYS)
FROG BOG -- LOOSE GAME, NO BOX, MANUAL OR OVERLAYS
LAS VEGAS POKER & BLACKJACK (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH MANUAL, 1 PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)

POWER SUPPLY IS BUILT IN.

THIS IS A COMPLETE INTELLIVISION SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $40.00

*****

LOT #18 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

LAS VEGAS POKER & BLACKJACK
NIGHT STALKER
SNAFU
SPACE ARMADA
SPACE HAWK
STAR STRIKE
TRIPLE ACTION

THIS IS A COMPLETE INTELLIVISION SYSTEM, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $52.00
BID #2) MINIMUM OPENING BID OF $52.00

*****

LOT #19

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT LAS VEGAS POKER & BLACKJACK AND NFL FOOTBALL]:

LAS VEGAS POKER & BLACKJACK -- WITH BOX, MANUAL, AND 2 OVERLAYS (COMPLETE)
BOXING
NBA BASKETBALL
NFL FOOTBALL -- WITH BOX, MANUAL, PLAYBOOK, AND 2 OVERLAYS (COMPLETE)
PBA BOWLING
SPACE ARMADA
TENNIS

THIS IS A COMPLETE INTELLIVISION SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $55.00

*****

LOT #20

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH ORIGINAL BOX, AND THREE (3) INTELLIVOICE GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

B-17 BOMBER (WITH BOX)
BOMB SQUAD (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
SPACE SPARTANS (WITH BOX, MANUAL, AND 1 OVERLAY)

MINIMUM OPENING BID OF $27.50

*****

LOT #21

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH THREE (3)
INTELLIVOICE GAMES [NO BOXES, OR MANUALS FOR GAMES]:

BOMB SQUAD
SPACE SPARTANS
TRON: SOLAR SAILER

MINIMUM OPENING BID OF $21.00

*****

LOT #22

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH RCA CABLE, ORIGINAL POWER SUPPLY, AND EIGHT (8)
CARTRIDGES [NO BOX OR MANUAL FOR GAMES]:

ALIEN INVADERS--PLUS!
BASEBALL!
BOWLING! / BASKETBALL!
FOOTBALL!
K.C. MUNCHKIN!
POCKET BILLIARDS!
SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
UFO!

MINIMUM OPENING BID OF $40.00

*****

LOT #23

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ODYSSEY2 SYSTEM WITH RCA CABLE, THE VOICE, AND EIGHT (8) CARTRIDGES [FOUR
WITH BOX, AND FOUR WITHOUT BOX OR MANUAL FOR GAMES, ONE IS VOICE COMPATIBLE]:

K.C.'S KRAZY CHASE! -- VOICE COMPATIBLE
ALIEN INVADERS--PLUS! -- WITH BOX
BLOCKOUT! / BREAKDOWN! -- WITH BOX
BOWLING! / BASKETBALL!
FOOTBALL! -- WITH BOX
MATH-A-MAGIC! / ECHO!
POCKET BILLIARDS! -- WITH BOX
SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK
CONTROLLERS, OTHERWISE EVERYTHING WORKS.

$60.00 KAISER

*****

LOT #24

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ODYSSEY2 SYSTEM WITH RCA CABLE, EIGHT CARTRIDGES (8) [NO BOX OR MANUAL FOR GAMES]:

BOWLING! / BASKETBALL!
COSMIC CONFLICT!
FREEDOM FIGHTERS!
K.C. MUNCHKIN!
MATCHMAKER! / BUZZWORD! / LOGIX!
MONKEYSHINES!
PICK AXE PETE!
SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE LEFT JOYSTICK CONTROLLER, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $37.00

*****

LOT #25 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS).

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $5.00
BID #2) MINIMUM OPENING BID OF $5.00

*****

LOT #26

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

HANG-ON FREEZES AS SOON AS YOU START TO PLAY, BUT SAFARI HUNT WORKS FINE, AND ALL CARTRIDGES WORK FINE.

MINIMUM OPENING BID OF $30.00

*****

LOT #27

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #28

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL RF SWITCHBOX, BEGINNER'S BASIC (150 pgs.), ONE FUNCTION KEY STRIP (FOR KEYBOARD), AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $32.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

7610. XEGS Keyboard Wanted.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 08:47:19 UTC
From: naina@technet.sg
Message-ID: <3d3han$cv5@raffles.technet.sg>
Source record: 96086

I just bought a brand new boxed Atari XEGS the other day for US$30. Now I'm looking for XEGS keyboard. Please email me all offers, or at least let me know where I can buy one. Thanks.

naina@technet.sg

7611. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 09:22:04 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129667@cup.portal.com>
Source record: 96094

ARRRRGGHHH! It finally hit me! The inter record gaps are set by the
INT 13 bios call! It's set for the proper gap lengths for 9 or 10
gaps on a 512 byte/sector disk, you can get away with it on an
256 byte/sector 18 sector disk, but when you try to put 26 gaps
on a disk there isn't enough room left for the sectors! That's
probably why all your other stuff like 1024 byte sectors worked!
If that's the problem, I think you can use INT 1eh or something
like that to point the bios to your own device control block
with a different inter record gap. I'm over my head when it
gets to this level on a clone.
Rick

7612. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 11:46:14 UTC
From: d1dol@dtek.chalmers.se
Message-ID: <3d3rq6$bi7@nyheter.chalmers.se>
Source record: 96009

In article <3d0fdn$nn0@charm.magnus.acs.ohio-state.edu>,
Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>In article <D0zBBw.KCn@freenet.carleton.ca>,
>Vince Grienti <ai542@FreeNet.Carleton.CA> wrote:
>> If Atari would have gone the open architecture road, I suspect that
>>Windows would not have been the hit that it is, since the ST and Mac had
>>them long before Bill Gates conceived of it.
>
>Or rather, if IBM HADN'T gone the open architecture road.
>
>Actually, GEM (as seen on the ST) was available for PC's. I'm not
>sure how Windows beat it, but I'm sure it had something to do with the
>widespread use of MS-DOS.
>

What on earth has MS-DOS got to do with GEM on PC dying??
GEM on PC naturally ran on top of MS-DOS also!!
Ventura Publisher was a very good DTP program on the PC that ran under GEM..

>--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------

/WFR
Fredrik Lundholm

7613. ALL Computers & Electronics Swap Meet: PACIFIC NORTHWEST DIST!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 11:47:31 UTC
From: bensmith@teleport.com
Message-ID: <3d3rsj$80m@linda.teleport.com>
Source record: 96092
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm, comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

ALL COMPUTERS, GAME MACHINES AND ELECTRONICS ARE WELCOME!!

Is currently holding Monthly Swap Meets with an occasional Raffle. Monthly Swap Meets are Held on the First Monday of each Month from 7 PM - 10 PM. Swap Meets are Held at 1819 NW Everett at the NW Service Center 3 Blocks North of the corner of 18th and W Burnside in Portland, Oregon. USA! Table space is $10. Tables provided as long as they last. Show up early to get a good table, like 6:30 PM.

FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR ANY INFO INCLUDING TABLES: CALL BEN AT (503)256-9974!!
THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Next Swap Meet will Be January 2nd, 1995 at 7 P.M. See ya There!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

7614. Re: 'Util' and file corruption

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 12:14:32 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.1guu@legend.akron.oh.us>
Source record: 96079

>(Russ Gilbert, blah, blah, blah.)
>I wanna verify that 'Util' unpredictable corrupts files with the
>'util /w /b filename.ext a:' command. Mr. Cortese said I may not have

Could it be that the docs say that the format is:

util /w /b a: filename.ext

???
Yes it could be that the docs say that, because I use util and
just looked at the docs. I have had problems working with any
file that is not in the current directory. So... be warned,
and read the docs!

7615. WANTED: Dealers for an ALL Computers & Electronics Swap Meet: PNW

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 12:15:56 UTC
From: bensmith@teleport.com
Message-ID: <3d3ths$8gv@linda.teleport.com>
Source record: 96093
Cross-posted to: comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,
comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti,comp.sys.ti.explorer

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall
into such Categories as Computer Dealers, all kinds. All kinds of Computer
HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded
Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10!! FIRST COME FIRST SERVE!! TABLES $10!! FIRST COME FIRST SERVE!!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Do NOT Reply in the Public Message Bases as I don't Read most of
these Message Bases and the ones I do read I don't read regularly. The Best way
to reach me is E-Mail or the Above Phone number.

Next Swap Meets Date will be January 2nd 1995 at 7 P.M.. See ya There!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith!
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

7616. Re: Okimate 10 Notes

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 13:26:37 UTC
From: essbird@gatekeeper.ddp.state.me.us
Message-ID: <essbird.4.000D71F8@gatekeeper.ddp.state.me.us>
Source record: 96087

In article <pW0UmL1.ransom22@delphi.com> Joe Walsh <ransom22@delphi.com> writes:
>From: Joe Walsh <ransom22@delphi.com>
>Subject: Re: Okimate 10 Notes
>Date: Wed, 14 DEC 94 20:41:57 -0500

>James King <jeking7@delphi.com> writes:
>
>>What type of bond laser printer are you using with the ribbons? I contacted
>>an office supply store and their shipping me their best Weyerhauser
>>bond for about $15.00/ream.. I hope this is quality enough! [grin]
>
>Well, it isn't so much straight quality. I mean, some really high
>grade rag bond can run upwards of $1.00 a sheet, but that stuff is to
>rough for this type of printing.
>What is needed is smooth paper. The stuff I am using is Wayerhauser
>first choice premium laser paper...that is the product name. The item
># is 1176.
>
>Please let me know how it turns out. :)
>
>-Joe
>
>Ps: did you get the driver disk and ribbons for it?
>
Smoothest paper I know of that isn't coated is "duplicator bond", made for
those lovely purple spirit masters we used to get in school. Should be still
widely available, and ought to work just ducky with thermal xfer.

7617. WTB:Atari 1050 Drive

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 13:48:51 UTC
From: essbird@gatekeeper.ddp.state.me.us
Message-ID: <essbird.5.000DD0E1@gatekeeper.ddp.state.me.us>
Source record: 96016

Help! My wife threw away my 1050 (I think that was the model - it's the "enhanced" one). Anybody got one cheap? I actually only need the transport - I still have the case and electronics for the drive.

7618. DGS - off of E-mail.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 14:32:29 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <721E2FB2AD3@east-01.novell.leeds.ac.uk>
Source record: 96080

I am posting this message on behalf of DGS, please do not respond to me about the contents - I am doing this as a favour for DGS.

DGS has temporarily lost access to its e-mail account (dx107@cleveland.freenet.edu). PLEASE do not send any more e-mail to that account but if you wish to get in touch with DGS either use good old fashion postal mail or the telephone.

The cleveland account will happily accept your e-mail but DGS has no means of reading the mail, so your messages will go unread. All mail sent after 10th December 1994 will NOT be read, so if you have sent e-mail since this date please get in touch with DGS by another means.

DGS apologise for this and hope to return to normal service as soon as possible.

-----posted by RICHARD GORE on behalf of DEAN GARRAGHTY SOFTWARE (DGS)

7619. Re: 'Util' and file corruption

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 14:59:41 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec19.095309.28581@wariat.UUCP>
Source record: 96082

(About the possibility of 'util' and corruption of files.)
I would just say that if there is no problem with corruption, then
there is no reason to verify files as you transfer them using 'util'.
It remindes me of the Timex 2068 and doing 'verifies' with each tape
save. The 2068 would fairly often botch up a save and if you didn't
get a good save before you turned the computer off, you lost your work.
I would submit to M. Current and J. Lenn that they don't really know if
there is a problem with a 'util' transfer unless they verify it. If no
problems are showing up then they are correct in their confidence.
However, a bunch of corrupted files are showing up on archives and
bbses and I wonder how much of it has to do with 'util'. My XT and
floppy are pretty good, I have a good floppy controller and my 1.2 meg
5.25" floppy is less than a year old. I have now a new crc16 for the
8-bit that agrees with the crc16 values in ARC and other crc16 programs
for the ibm. If anybody is interested I'll arc up the version 2 crc16
and the ibm crclist.exe crc checker and upload them to the archive. Tom
Hunt, of course, is doing one better, he has a crc32.com.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7620. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 15:56:58 UTC
From: krishna@max.tiac.net
Message-ID: <3d4aga$dao@sundog.tiac.net>
Source record: 96084

Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:

: What on earth has MS-DOS got to do with GEM on PC dying??
: GEM on PC naturally ran on top of MS-DOS also!!
: Ventura Publisher was a very good DTP program on the PC that ran under GEM..

Maybe he was thinking of GEOS.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

7621. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 16:05:15 UTC
From: krishna@max.tiac.net
Message-ID: <3d4avr$dao@sundog.tiac.net>
Source record: 96085

Speaking of monitors. Eventually NTSC will be supplanted by an HDTV standard. HOWEVER! It would be suicide to release an HDTV television which can not support NTSC in some form of emulation, letterboxed, whatever.

So as long as you can get HDTV sets with composite or split video inputs, you will have a monitor for your Atari.

Of course, if HDTV uses some form of digital cable, then composite and split video might not be supported but if it supports NTSC fallbacks it will probably support some NTSC inputs for those with old VCRs and laserdisks.

Personally I dislike standard television technolgy. I mean, it's what, 40 year old tech? The flyback transformers hiss annoyingly after a while, and the blacks aren't as black as VGA style monitors. Not to mention the roundedness of the tube in most cases and the overall bulk.

The sooner they come out with a nice wallmountable 2" thick flatscreen HDTV screen ala Total Recall, the better. Not necessarily LCD. I think LCD is too slow to look really good. They are working on new technology for flatscreen TVs using some other material.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7622. * Looking for double-density drive *

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 17:11:48 UTC
From: gateway@cs.mcgill.ca
Message-ID: <3d4esk$iil@sifon.cc.mcgill.ca>
Source record: 96020

Well I got lots of Atari game disks from a cousin, but my stock
810 and 1050 drives can't read them! So, if anyone has an extra double-
density drive that the're looking to sell, let me know. Thanks!
--
=-=-=-

7623. Re: Atari 1450XLD and other Atari collectibles

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 19:53:20 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3d4obg$cbv@news.cs.tulane.edu>
Source record: 96091

In article <3d32lm$mmc@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>I asked Bob Puff to try to explain why it was that the PBI on my 1400XL
>was incompatible with the BB. He said it was too technical to explain
>but that it was unresolvable. He did, I think, tell me that T: and V:
>were considered PBI devices...

One of the first things I did apon getting my hands on a 1450 was to dump the 4k handler rom to disk and run it through a disassembler to see what was going on. The first thing I found was the V: handler of the 1450 used the same address space as the R: handler on the MIO... In other words, the MIO believes that the R: device is being called from the time you power up the computer. What seems to happen is the MIO is blocked from reading the conf. info from track 0, as well as being blocked from writing to the disk at all. Both T: and V: map to both D1xx and D6xx but only seem to hold the D6xx area... Oddly, you can run the setup menu on the MIO, you just can't save your information to the disk, nor can you always use the V: device when the MIO is hooked up. A quick look through the blueprints for the 1400xl seem to confirm this as well.

From what I've been able to get from people at Atari and ICD, it seems what Atari wanted to do was reserve fixed chuncks of the D6xx area for each device as it was mapped in. V: and T: come as device 8 and 2 so no other third party could use either that device number or the aso. device area in the D6xx block.

As far as being flawed, I tend not to think so...neithr ICD nor Bob Puff had to follow the Atari design spec for a pbi device...so it's no wonder that neither device works...Still, I'd love to know what Bob W. did to get his 1450xld to work with the BB.

Mike Todd
Info-Atari Digest

7624. Re: 'Util' and file corruption

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 20:34:49 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3d4qp9$38t3@blue.weeg.uiowa.edu>
Source record: 96012

Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

>I would submit to M. Current and J. Lenn that they don't really know if
>there is a problem with a 'util' transfer unless they verify it. If no
>problems are showing up then they are correct in their confidence.

You do have a point, in that I've used it mostly for downloading stuff
(including binaries). Maybe it's completely reliable for MS-DOS -> Atari
transfers, but not so reliable for Atari -> MS-DOS transfers?

--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

7625. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 20:38:45 UTC
From: crow@coos.dartmouth.edu
Message-ID: <3d4r0l$spa@dartvax.dartmouth.edu>
Source record: 96021

sltw2@cc.usu.edu writes:

>Hi again,

>crow@coos.dartmouth.edu (Preston F. Crow) writes:
>> So what needs done now is for someone with different hardware to do
>> the same experiments I did, only with a good 1050 to verify things.

> I played with Anadisk for a while, and this is what I came up with. I
>can get it to read single-density disks successfully (I tested about 20 of
>them, no problems). However, when I tried some of my high-density disks,
>Anadisk would only occasionally read a complete sector.

Sounds like you have the same situation as me, only your PC's drive is
able to read single density. Were you using a 360K or 1.2M drive?
Would anyone else like to play around with Anadisk and figure out
exactly what it takes to get it to work?

--PC
--
(9966269*48+1) | (2^9966269)-1
Over 3 million digits factored on a 386-20!
"Performance through programming"

7626. XF551 Drive Size and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-19 22:46:51 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D12xy4.1CH@nntpa.cb.att.com>
Source record: 96022

The recent posts on the XF551 have gotten me to thinking about a non-Atari application. What are the physical dimensions of the XF551? Am I correct (never having seen one) that it is a 5 1/4 inch drive that is easily converted to 3.5 inch, that it does true double density (360K), and if converted to 3.5 720K, but does not do what PC types call HD (1.2 meg or 1.44 meg)? Finally, what is the going price range on the used market (I know they are available new from B&C or someone)?

--
Richard Dell

7627. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 01:40:38 UTC
From: sltw2@cc.usu.edu
Message-ID: <1994Dec19.194038.35763@cc.usu.edu>
Source record: 96100

In article <129667@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
> ARRRRGGHHH! It finally hit me! The inter record gaps are set by the
> INT 13 bios call! It's set for the proper gap lengths for 9 or 10
> gaps on a 512 byte/sector disk, you can get away with it on an
> 256 byte/sector 18 sector disk, but when you try to put 26 gaps
> on a disk there isn't enough room left for the sectors! That's
> probably why all your other stuff like 1024 byte sectors worked!
> If that's the problem, I think you can use INT 1eh or something
> like that to point the bios to your own device control block
> with a different inter record gap. I'm over my head when it
> gets to this level on a clone.
> Rick

Sorry if this is a bit technical.

Actually, my original program did use the disk parameter table (at int 1E). It set the inter record and first gap to the maximum values allowed (and several others while I was testing). Since I only wrote one sector, this shouldn't have been a problem. Anyway, I've given up on using the BIOS to do this kind of reading, and will stick to banging the 8272 directly.

A person wrote me to say that 128 byte sectors in MFM really weren't supported by the 8272. Some NEC u765 clones _can_ handle this however. 128 byte sectors are only supported in FM mode (single-density). Since the BIOS uses exclusively MFM mode, and will not allow you to use anything else, this explains why 128 byte sectors aren't properly handled.

If what he wrote is true, _someone_ must have a controller that supports 128 byte MFM sectors. So, if anyone discovers that Anadisk can successfully read high-density disks _all_ of the time, I would love to buy one! :-) I'm getting all the information I can gather on the 8272, so you should soon see a stand alone program to read single-density disks directly into a file.

If anyone is able to successfully (or semi-successfully) get a dump of a high-density disk, uuencode it and send it to:
SLTW2@cc.usu.edu
I will patch Deana to convert high-density disks as well.

Best of luck!
Nate (Nathan.Monson@lambada.oit.unc.edu for chat,
SLTW2@cc.usu.edu for large mails.)

7628. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 02:06:57 UTC
From: sltw2@cc.usu.edu
Message-ID: <1994Dec19.200657.35764@cc.usu.edu>
Source record: 96099

In article <3d4r0l$spa@dartvax.dartmouth.edu>, crow@coos.dartmouth.edu (Preston F. Crow) writes:
> Sounds like you have the same situation as me, only your PC's drive is
> able to read single density. Were you using a 360K or 1.2M drive?

I'm using a really old (1986) 286 motherboard, with a really high-end (for its time ;-) RLL hard disk/floppy disk controller with some cache and its own BIOS and lots of wierd features I haven't been able to figure out. My drive is 1.2M and about 1 year old.

I tried Anadisk on a friend's 386, and he can read enhanced-density disks with a little success, but no more than me. At first, we couldn't get it to work at all, but once we removed his PM memory manager (QEMM), it worked much better. So everybody remember to boot clean (no memory managers) when playing with Anadisk.

When playing with enhanced-density disks, I noticed that once in a while Anadisk will retrieve the entire sector, and reads a different amount of data each time. If I can discover how Anadisk does it, I will write a program that keeps trying until it gets it right (assuming this is possible).

Best of luck!
Nate (Nathan.Monson@lambada.oit.unc.edu for chat,
SLTW2@cc.usu.edu for large mails)

7629. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 03:11:22 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3d5i5b$65n@charm.magnus.acs.ohio-state.edu>
Source record: 96101

d1dol@dtek.chalmers.se (Fredrik Lundholm) wrote:
>In article <3d0fdn$nn0@charm.magnus.acs.ohio-state.edu>,
>Rob Funk <rfunk@magnus.acs.ohio-state.edu> wrote:
>>Actually, GEM (as seen on the ST) was available for PC's. I'm not
>>sure how Windows beat it, but I'm sure it had something to do with the
>>widespread use of MS-DOS.
>
>What on earth has MS-DOS got to do with GEM on PC dying??
>GEM on PC naturally ran on top of MS-DOS also!!

Um, Microsoft already had the DOS market, so it was easy for them to
also get everyone to use Windows -- just package it with DOS (usually
already on the hard disk).
I'm not saying that's what made Windows beat GEM, just that that might
have had something to do with it.

--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7630. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 03:15:45 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3d5idh$65n@charm.magnus.acs.ohio-state.edu>
Source record: 96013

krishna@max.tiac.net (Glenn M. Saunders) wrote:
>Someone else of note in the Atari community who shall remain nameless
>supposedly got in hot water about trying to make an XE on a PC card.

I wondered what happened to that project.

--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7631. Re: Re^2: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 03:29:08 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3d5j6l$65n@charm.magnus.acs.ohio-state.edu>
Source record: 96102

H.HUSSMANN@LDB.han.de (Heiko Hussmann) wrote:
>> I've seen them for about $300, but of course that's still a lot more
>> than a used Atari (or ST or Amiga). But you can't play Doom on the
>> XL. :-) Big screen Star Raiders, on the other hand.....
>
>I think it's impressive to compare some XL games from 1984 with Doom for
>the PC in 1994. In 1984 they don't need 14 megs to create hours of fun &
>entertainment...

Yeah -- Doom bores me pretty quickly, and although it has great graphics,
I was disappointed to see that the Jaguar version didn't have better
graphics than the PC version.
The thing is, so many people want to play Doom and similar games these
days, so they get a PC and maybe one of those expensive adapters.

My favorite game is still Joust, and I haven't seen a decent PC version
yet. :-) Too bad I had to switch my Atari to a 9" mono monitor (the
one for the Apple IIc) to make room for my new printer.

--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7632. Re: Re^2: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 04:17:57 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Jk6UnQ9.ransom22@delphi.com>
Source record: 96014

Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:

>Yeah -- Doom bores me pretty quickly, and although it has great graphics,
>I was disappointed to see that the Jaguar version didn't have better
>graphics than the PC version.
>The thing is, so many people want to play Doom and similar games these
>days, so they get a PC and maybe one of those expensive adapters.

Doom bored me pretty quickly as well.
When Wolfenstein 3D first came out, it was pretty exciting,
mainly due to the interface rather than the game itself.
Now that we have Doom, Wolf3D, Alien Vs. Predator, etc. etc.
ad nauseum, I'm sick and tired of the genre.
I guess it is no different than what happened at every other
breakthrough point in the games industry-- space invaders, Pac Man,
Karateka (or whatever started that genre), Super Mario Bros., and
many more games created genres that were quickly imitated to death.
Unfortunately, Nintendo still hasn't learned and continues to release
Super Mario Bros with better graphics and sound each year (culminating,
so far, with Donkey Kong Country).
There are a few truly *different* games out there, and they
stand out as beacons in an industry otherwise filled with "me too"
products. Games like M.U.L.E., Ballblazer, and Joust are examples of
this. Other outstanding products are the pinnacles of their genre.
Examples include Star Raiders, Zork, and Ultima III.
The difficulty arises in distinguishing the pinnacle products
from their lesser bretheren.
Fortunately, the sheer volume of software for our Atari 8-bits
allows for a great number of worthy games. And, we have the pleasure
of playing games that our cousins in the MS-DOS,Amiga, and ST worlds
may never be able to play, such as Omitrend's Universe, Bug Hunt,
and Rescue on Fractalus.
On top of all that, we have some of the finest arcade translations
ever created. Games like Pole Position, Robotron: 2084, and Mr. Do!
come to mind. While they may have appeared on other computer platforms,
the Atari 8-bit renditions are the best and closes to the arcade
experience.
In short, they can keep their Doom, their Wolf3D, and their
Sim{insert noun here}, because we already have it all. They're just
trying to catch up to us.
Call it the Atari Envy theory of computer games. :)
(Apologies to Freud.[grin])

-Joe

7633. * WANTED! *

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 04:18:05 UTC
From: jcborkow@eden.rutgers.edu
Message-ID: <3d5ltt$fm7@er2.rutgers.edu>
Source record: 96015

I am looking for a copy of M.U.L.E. for the Atari 8-bit. If anybody wants to sell their copy, I will happily pay more than its worth for it. (Or if anybody knows of anyplace that has it, please point me in the direction).

Also as an aside, anybody have a working 410 cassette drive they want to sell? Thanks for any info/leads!

Jason

The rain it raineth on the just
And also on the unjust fella.
But chiefly on the just because
The unjust steals the just's umbrella

(jcborkow@ece.rutgers.edu)
(jcborkow@eden.rutgers.edu)

7634. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 04:34:25 UTC
From: jvogel@crl.com
Message-ID: <3d5msh$net@crl8.crl.com>
Source record: 96017

Heiko Hussmann (H.HUSSMANN@LDB.han.de) wrote:

: I think it's impressive to compare some XL games from 1984 with Doom for
: the PC in 1994. In 1984 they don't need 14 megs to create hours of fun &
: entertainment...
: And Doom is based on Castle Wolfenstein (pc), which originaly cames from
: the Atari XL, programmed 1984 or earlier...

True, true. Just a minor correction, tho: the original Castle
Wolfenstein was first available for the Apple, I believe.

|jvogel@crl.com |

7635. Re: Atari 1450XLD and oth

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 05:00:28 UTC
From: snyder10@rs1.tcs.tulane.edu
Message-ID: <3d5odc$rnc@news.cs.tulane.edu>
Source record: 96104

Quoting krishna@max.tiac.net

k >The thing is, I thought Bob Woolley got one of his 1450s to work with a
k >Black Box so I was a little jealous, thinking that perhaps mine was a
k >poorer flawed motherboard revision.

Found out this afternoon that Bob Woolley doesn't have a BB hooked to his
1450...but I also found out that the MIO2 will work with the 1400 series
of Atari computer.

Just a late update :>

Mike Todd

---
* PabQwk 2.0 #9 * Info-Atari-8 Digest

7636. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 05:24:36 UTC
From: krishna@max.tiac.net
Message-ID: <3d5pqk$hc6@sundog.tiac.net>
Source record: 96005

John M. Vogel (jvogel@crl.com) wrote:
: True, true. Just a minor correction, tho: the original Castle
: Wolfenstein was first available for the Apple, I believe.

Yes, in fact in my opinion the Atari 8bit version is exceedingly poor because it uses artifacted Gr.8 and blits everything rather than using something like Gr.15 and hardware sprites. This technique was common with Apple ports. As a result the animation on the characters is some of the WORST of any commercial game released for the Atari8. The digitized voices are also absolutely impossible to comprehend.

The original Castle Wolfenstein has its fans, but I am not one of them. Out of principle I can not enjoy a game that was created with such disregard for the Atari8's hardware. Other games worked okay as far as porting from the Apple like Pinball Construction Set. It doesn't have to blit as much so it can keep it smooth. But with Wolf it was clear that there was a lot of room for improvement.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7637. Re: Atari 1450XLD and other Atari collectibles

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 05:31:57 UTC
From: krishna@max.tiac.net
Message-ID: <3d5q8d$hc6@sundog.tiac.net>
Source record: 96006

Mike Todd (snyder10@rs5.tcs.tulane.edu) wrote:
: One of the first things I did apon getting my hands on a 1450 was to dump
: the 4k handler rom to disk and run it through a disassembler to see what

Where is the 4K handler ROM located??

All I could determine was that if I removed the SC-01 chip that both V:
and T: were gone from the handler list.

So I assumed that the chip handled the speech and ALSO had the handler
information. I located the OS and Basic ROM and found no other evidence
of a mystery handler ROM. When I replaced the OS with a MUX ROM, the
handlers still loaded in, so they are not internal to he OS. The 1400
series uses, as far as I can tell, a 100% stock XL/E OS.

The SC-01 chip appears in my machine as an EPROM with a sticker over it.
It's funny because I don't associate a hardware speech synthesizer with
an EPROM--an EPROM to me means code, and that would suggest that the
synth is nothing but software!

7638. Re: Atari 1450XLD and oth

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 05:40:22 UTC
From: krishna@max.tiac.net
Message-ID: <3d5qo6$hc6@sundog.tiac.net>
Source record: 96007

Mike Todd (snyder10@rs1.tcs.tulane.edu) wrote:
: Quoting krishna@max.tiac.net

: k >The thing is, I thought Bob Woolley got one of his 1450s to work with a
: k >Black Box so I was a little jealous, thinking that perhaps mine was a
: k >poorer flawed motherboard revision.

: Found out this afternoon that Bob Woolley doesn't have a BB hooked to his
: 1450...but I also found out that the MIO2 will work with the 1400 series
: of Atari computer.

: Just a late update :>

That's a news flash. The only REAL reason I stopped using my 1400XL is
that I got depressed over the fact that I was probably never going to be
able to use it as an all-in-one perfect machine.

Just imagine this, 1400XL w/MIOII and Sweet16 board installed, and 320K
upgrade. Yum. There is no other 8-bit that would compare to that. V:
handler, 65816, banked RAM, Basic rev. C, and a 1200XL style keyboard.

That is, if the MIOII REALLY works. Bob seemed to suggest that my PBI
was different from other 1400s.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

7639. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 05:43:44 UTC
From: jwbirdsa@picarefy.picarefy.com
Message-ID: <1994Dec20.054344.6873@picarefy.picarefy.com>
Source record: 96023
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

>>>David Taylor (taylord@cs.man.ac.uk) wrote:
>>>I'm suprised I havent seen any commercials lately, considering their
>>>mini-merger agreement with SEGA...

>>James King <jeking@xmission.com> wrote:
>>??? Really? I see Atari commericals everyday. The DOOM commerical with
>>the preacher saying we should shoot demons between the eyes is on a
>>whole heck of alot. In fact I see it more that DKC.

>Robert C. Merritt <rcmerrit> (rcmerrit@apgea.army.mil) wrote:
> I guess they don't advertise in the UK. Over here, you can't turn a
>TV on without being bombarded by ads for the Atari Jaguar. I'm
>getting quite sick of the one for Alien vs. Predator.

They don't advertise everywhere in the US. I'm not sure I've seen a TV
ad for Atari in my life, and I know I haven't seen any ads for the Jaguar.
When I turn on my TV, I see a few Nintendo ads, the occasional 3D0 ad, and
zillions and zillions of Sega ads.

--
James W. Birdsall jwbirdsa@picarefy.picarefy.com
Compu$erve: 71261,1731 GEnie: J.BIRDSALL2
"For it is the doom of men that they forget." -- Merlin
GCS d--(++) -p+ c++(++++) l u+++ e- m++(-) s+/ n- h(++) f+ g+ w++ t+ r y?(*)

7640. Re: 'Util' and file corruption

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 06:41:31 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec20.013424.6083@wariat.UUCP>
Source record: 96008

(M. Current asks which direction I had problems with 'util' and
corruption of a few files. And others made comments, etc.)
I'm talking strictly about util writes. I just did about 3 dozen test
transfers. Other than one weird transfer, all worked correctly. I
suspect my problems come up when I format the disk on my Indus. When I
use the util /i a: command, the disk reads and writes faster on both my
ibm and my Atari. The strange results I got one time was with my Indus
formated using MyDOS 4.50.
I don't want to bore any more. Just be aware that I really did catch
'util' red handed once. And if you really want to make sure a 'util'
transfer worked, it doesn't take too long to verify it with a crc
check.
I guess I didn't use the correct command line somebody pointed out.
That's the command line that worked and I still use it. I don't think
using an incorrect command line will effect the reliability of a
transfer if the command line works, other than the /b switch.
I didn't read the docs, don't think my version came with any. Just
typed 'util' and went by the built in help. My version is not the one
mentioned by M. Tomszak, mine is 16384 bytes long. And I am using a
High Density 1.2 meg floppy.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7641. getting files from PC to stock 1050

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 13:36:27 UTC
From: dch@dcs.ed.ac.uk
Message-ID: <D1434s.356@dcs.ed.ac.uk>
Source record: 96024

Ugh, ok, here's how I did it (from memory)-this is a tortuous route, there's probably a simpler way.

You need:-
SIO2PC - from the archive(see the faq) {get it anyway it's a must}
DOS2.5 with diskfix utility - which you've got hopefully

This is to a stock 1050 attached to an 800XL.

Use the program makadisk.exe (given with SIO2PC) to create a 90k disk with your program on.

Run SIO2PC and load in your program from the disk
(there's something wrong at this point and a straight
copy using DOS to the 1050 always fails to work for me, SO,,,,)

Run the diskfix program (on the DOS2.5 disk)

Rename your program

Copy across to disk in 1050

I think that was the procedure, hopefully I'll get time over the Christmas break to play with the Atari again and refresh my memory .
If you can't manage using the above list mail me in the New Year and I will probably be able to fill in the missing details.

If anyone knows a simpler way - from PC to a stock 1050 (i.e. not true DD drive) post it up to the net, let us know.

Rick Cortese had a simple circuit and program to do a null modem using the joystick ports a long while back, if I recall correctly.

Any advance on the above two ?

7642. Bi-weekly Atari 8-bit support posting

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 13:48:59 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <739B2F41A88@east-01.novell.leeds.ac.uk>
Source record: 96018

```
ATARI 8-BIT SUPPORT FROM RICHARD GORE
-------------------------------------

ARENA XL/XE 64K Disk only PRICE: #5 ($10)
----- The full 50 level version of the excellent puzzle game that
was a demo bonus on Page 6's issue 66 disk. You must guide
a set number of balls to the exit by strategically positioning pieces
of wall. Good graphics and very addictive.

BUBBLE ZONE XL/XE 64K Disk only PRICE: #5 ($10)
----------- A fast blast em set on a grid being invaded by expanding
bubbles. Collect the tokens and see how far you can
advance. Original gameplay and top notch grpahics make
this a game of high quality.

JAWBREAKER 16K Disk, Tape, Rambit Turbo tape PRICE: #4 ($8)
---------- Classic maze game based on Pac-Man, munch the sweets but
don't forget that important dental hygiene! Two
different mazes are supplied which were originally sold as separate
games. Double the value.

MOUSEKATTACK 48K Disk, Tape, Rambit Turbo tape PRICE: #4 ($8)
------------ Another classic maze game, but this one involves you
plumbing the levels of Rat Alley. Addictive arcade
action with a simultaneous two player mode.

MAZE GAMES OFFER: Buy both Jawbreaker and Mousekattack in one pack
for the bargain price of #6.95 ($14)!!!!

GTRACKER XL/XE 64K Disk only PRICE: #6.50 ($14)
-------- A new sequencer program for Replay (or Parrot) compatible
digitised sound samples. You can construct your own digi-
tunes using your own samples. Supplied with several sample tunes, a
player program, 4 page manual and a free PD demo disk showing just
what can be achieved. Now also supports stereo playback of your tunes
on a suitable upgraded machine. We will also be releasing extra tune
data disks in the future.

SUPER PRINT LAB XE XL/XE 128K Disk only PRICE: #6.95 ($15)
------------------ A new monochrome design and print program
developed for 128k (130XE type memory) users.
Features include the usual arrary of drawing tools as well as programs
to create icons, split a screen, mix 2 screens and a mini database for
creating labels. Printer support is included for Atari 1029, Epson
compatibles and the Atari 1020 in upto 4 colours!! Yorky compatible.
```

YORKY 256K MEMORY UPGRADE

A 256k memory upgrade that simply plugs into the PBI port of your
800XL (or internal 64k 600XL). NO soldering is required. Supplied
ready to plug in and use with all the necessary RAM chips, the manual
and a disk of support software.
VERY FEW UNITS LEFT. THIS COULD BE YOUR LAST CHANCE TO OBTAIN ONE.

PRICE: #50 +p&p (UK #2, EC #3.50, WORLD #5) or $90 complete.

I also have limited stocks of the following commercial software items.
The software items below are brand new, in their original packaging,
with English manual(s) and most are still shrink wrapped.

Halley Patrol (disk) #4.00 ($9)
Summer Games (disk) #5.25 ($11)
Cyborg Warrior (disk) #5.25 ($11)
Dropzone (disk) #5.25 ($11)
Solar Star (disk) #5.25 ($11) also known as Sun Star!

Gato (rom) #6.95 ($15)
Desert Falcon (rom) #6.95 ($15)

All software prices include postage and packing to UK addresses,
overseas please add #2 per order. Prices in US$ include shipping but
payment must be made in US$ cash (notes only please - no coins).
UK pounds are accepted in cash, cheque (made payable to Richard Gore),
IMO or postal order. Contact address:-

RICHARD GORE, 79 SPROTBROUGH ROAD, SPROTBROUGH, DONCASTER, DN5 8BW,
ENGLAND

Telephone: (01302) 784642 after 7pm (GMT) weekdays
any reasonable time at the weekends

E-mail: chmrig@leeds.ac.uk

Coming soon..... new software from Germany, Golf Tour 94 (maybe 95!)
and more. Updates will be posted to the Digest.

7643. Re^2: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 15:04:00 UTC
From: H.HUSSMANN@LDB.han.de
Message-ID: <5cC2R3nOvPB@ldb-hh.ldb.han.de>
Source record: 96019

A few days ago, _jlodoen@shell.portal.com_ wrote:

> In name only, not even that. "Castle Wolfenstein" came out for
> the Apple II in 1981. "Wolfenstein 3D" came out in early 1992.
> The games have little in common.

I think the idea was the same. They just freshed up the graphics (if you call the original screen-layouts graphics...). But I spend a lot more time to place the bomb in the bunker (Beyond Castle Wolfenstein) than running through full-colored tunnels full of super-duper monsters and mega-blasting weapons. All you need is a bulletproof vest, a grenade, Sauerkraut & Liebfraunmilch...

> See, many of the Id people were programmers for Softdisk, an
> Apple II disk magazine.. which is still published. I'm sure
> one of their favorite games was CW.

Maybe. But It seems to me that a lot of brand new games today are just recycled ideas from yesterday. Maybe we will receive PACMAN-3d one day, based on the Doom graphics routines from Id... :-)

sfsg, Heiko

CrossPoint v3.02

7644. Re: Why did Commodore beat Atari in the 8-bit market?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 15:12:34 UTC
From: jcompton@bbs.xnet.com
Message-ID: <jcompton.7tq5@bbs.xnet.com>
Source record: 96025
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

jwbirdsa@picarefy.picarefy.com (James W. Birdsall) writes:
> They don't advertise everywhere in the US. I'm not sure I've seen a TV
>ad for Atari in my life, and I know I haven't seen any ads for the Jaguar.
>When I turn on my TV, I see a few Nintendo ads, the occasional 3D0 ad, and
>zillions and zillions of Sega ads.

You're not missing much...

[Based on the ads]

Sega/JVC X'Eye: If you like to cling to a few past generations of technology.

>--
>James W. Birdsall jwbirdsa@picarefy.picarefy.com
>Compu$erve: 71261,1731 GEnie: J.BIRDSALL2
> "For it is the doom of men that they forget." -- Merlin
>GCS d--(++) -p+ c++(++++) l u+++ e- m++(-) s+/ n- h(++) f+ g+ w++ t+ r y?(*)
[.l

Jason Compton FAX: 708-741-0689 jcompton@cup.portal.com and @bbs.xnet.com
Editor-In-Chief Amiga Report Magazine and Coverdisk
Contributing Writer Amiga Game Zone Magazine
The time to rise has been engaged. -REM, _Finest Worksong_

7645. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 15:36:09 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Zu5Vvux.jeking7@delphi.com>
Source record: 96031

I dont know.. I rather enjoy the original castle wolfenstein. If truth
be known, I prefer to play IT than say DOOM or Wolf 3d for my PC.

Those tend toget very boring quickly.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7646. Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 16:50:31 UTC
From: b.poehland@genie.geis.com
Message-ID: <199412201650.AA249882216@relay2.geis.com>
Source record: 96046

Atari 8-Bit 2005

Maybe I'm just kindov sensitive or something, but somehow whenever I see someone mention "Model T Ford" with reference to a Classic-8 it gets my hackles up. Dadburnit, 11 years ago I invested seriously in my 800XL system & over the years have upgraded it to a level of performance that compares favorably to an IBM AT-class machine & even does a few thing no AT can do.

I still use my 800XL for all the same purposes for which I originally purchased it. I seldom play video games & would be considered a serious "power user". I ran Atari Classics Magazine entirely on this computer for the better part of 2 years. Anybody who knows anything about the publishing business would be amazed such a thing was possible. I composed dozens of magazine articles on it for which I earned substantial sums of money (enough to help make the down payment on my house). I took $800 in tax writeoffs for the 800XL system I used in my office at work for 5 years. I composed at least 5 manuscripts for scientific journals on it. I used SpartaDOS as a springboard for learning IBM "Messy-DOS" (the environments are similar). I routinely read/write/format MS-DOS diskettes when exchanging ASCII data with the "outside" world, so seamlessly people don't believe I'm using such an ancient computer. I've written several thousand letters on it & received nmerous compliments for the appearance of my correspondence (a 24-pin printer helps). I flabbergasted the industrial tekkies with a hardwire connection of my 800XL to a mainframe VAX system (they only found out about it when a lightning strike locked up my port & they sent someone to repair the port). I just completed my mother's will using AtariWriter after it was transposed from WordPerfect on her 386. After I mailed the final draft back to her & she booted up my 3.5" disk on her 386 PC clone & printed it out she refused to believe I did on it my Atari. Awesome things happen to an 8-bit when you plant 1-meg of memory in them & hook up a 44-meg removable media hard drive (the 1.44-meg floppies are just icing on the cake).

Ok, maybe it's not a 100MHz Pentium. But I know people with equipment 100 times more expensive than mine who can't write worth a damn & take 3 times longer than I do to crank out a manuscript that's no better than mine (or usually worse). For most productivity applications the user is the weak link, not the machine. I'm probably pushing the limits of what a 6502 can do but these machines are what you make them & I've squeezed every ounce of performance they will deliver. My 800XL is a serious computer & certainly not a nostalgic trip down Memory Lane in a showpiece Model T. Hrummmph!

- Ben Poehland

*s

7647. Re: Lazer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 16:51:14 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec20.114952.874@wariat.UUCP>
Source record: 96047

(Somebody asks about a Lazer computer.)
I would guess your Lazer computer is a Apple][e compatible. I think
Lazer made compatibles for other computers as well. No Lazer Atari
compatibles tho, I'm sure.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7648. Re: What is SIO2PC???

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 18:17:41 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129714@cup.portal.com>
Source record: 96026

It's just a simple cable that converts Atari serial data into 19,200 baud RS232. It comes with some really nice, not so simple software that makes your clone emulate an Atari disk drive. If you have that cable for your ST that let's you use an 8 bit drive, I think it will also work with XFORMER sotware for the ST. I've used it to transfer a couple of files anyway.
Rick

7649. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 18:37:42 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129715@cup.portal.com>
Source record: 96027

Vince; I talked with Bob Wooley about the posibilty of a chip run about
4 years ago & at the time I think he estimated the minimum cost would
be approximately $100k. IMO: there's not much chance of that happening.
Just for comparison though, TI licenced the graphics chip in the
TI99/4 to Yamaha. Yamaha has continued to develop the basic design
& it is the graphic chip used in Nintendoes. I guess it's one of those
had'a should'a things. If Atari would have allowed the design to be
used in other systems & let other people 2nd source the chip we'd
probably be up to a ZTIA by now. But it didn't happen :-(
Rick

7650. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 18:57:42 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129716@cup.portal.com>
Source record: 96028

Joe; I know just a little about protecting intellectual property, mainly
patents. A major problem is software is allowed to be copyrighted.
IMO: This should have never been allowed in the first place. When I get
a patent, in exchange for the exclusive rights for the invention I have
to fully disclose all the technology involved in the invention. A patent
can be challenged/disallowed if somebody tries to repeat my process &
it doesn't work. Holding back info is reason for not granting a patent.
The life span for a patent is 17 years.
I'm not trying to say programmers don't work as hard as I do in the lab,
but in exchange for any exclusive rights there should be a disclosure.
Copyrights were designed for books! No mystery how they were written!
The only important thing was to make sure the author recieved his payment
for revenues generated by the work while he was alive or to his estate.
I see nothing wrong with giving programers the same status as technical
people vs the artist status they sometimes claim to be. Maybe even
a little less protection in that the should get the same protection
as somebody like Coca Cola or KFC's secret blend of 11 spices w/o
disclosure, 8.5 years with disclosure. Ah, if I were only king<G>!
Rick

7651. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 18:58:30 UTC
From: yhavinga@cs.utwente.nl
Message-ID: <D14I1J.u0@inter.NL.net>
Source record: 96037

In article <3d5j6l$65n@charm.magnus.acs.ohio-state.edu>, rfunk@magnus.acs.ohio-state.edu (Rob Funk) says:

>Yeah -- Doom bores me pretty quickly, and although it has great graphics,
>I was disappointed to see that the Jaguar version didn't have better
>graphics than the PC version.
>The thing is, so many people want to play Doom and similar games these
>days, so they get a PC and maybe one of those expensive adapters.
>
>My favorite game is still Joust, and I haven't seen a decent PC version
>yet. :-) Too bad I had to switch my Atari to a 9" mono monitor (the
>one for the Apple IIc) to make room for my new printer.

Uhh, I am familiar with the weird fact that some 8-bit game just have
that extra .. uh, you know, what makes them attractive even now
the graphics and sound are outdated.

But, Doom maybe has that uhh, you know a bit less, when playing alone.
After you've seen the levels once, twice, or maybe three times, it isn't
really attractive any more. Ok, the what is it, a cyberdemon, the one
with the rockets?, at the end of episode 2 in doom I, was nice a
bit longer.

That is single user. The network option of Doom is really great! Once
you've played 'netdoom' playing alone is boring. The new-ality has
weakened a bit, but when I play a game these days, it is doom against
others, harhar

The point of this? I don't know. Maybe just to say that the PC does
have some nice games. At least one.

Yeb

7652. Re: Star Raiders on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 19:02:56 UTC
From: davesp@xnet.com
Message-ID: <3d79p0$598@flood.xnet.com>
Source record: 96048

In article <3cn6eo$kjb@hearst.cac.psu.edu>,
Andrew K. Heller <heller@akh104.rh.psu.edu> wrote:
>Glenn M. Saunders (krishna@max.tiac.net) wrote:
>: Dave Spensley (davesp@xnet.com) wrote:
[...snip...]
>
>: : Now, I would like to re-create this [Star Raiders] universe on my PC. If
>: : this is possible, how can it be accomplished?
>
>: You already have it. It's called Wing Commander, or X-wing/Tie Fighter.
>
> Ick... WC sucks compared to Star Raiders.... If you want to play SR..
>just drag an 8bit to your dorm.
[...snip...]
>Of course... if we could get the original writer(s) (whomever they were) and
>put them into the same cabin and on the same drugs they were on and give them
>a Jag dev kit... well.. then maybe it could be done. =)
>

Well, the dorm was ten or twelve years ago. :-)

I believe I should re-phrase my question: can Star Raiders be emulated on a
PC without any original Atari hardware? Since an emulator exists, I thought
someone might have made a cartridge or disk image of Star Raiders available.

--
moc.tenx@psevad \ yelsnepS evaD | Dave Spensley / davesp@xnet.com
"I bought the Star Trek chess set and and Civil War chess set.
Now I have the South fight the Klingons."

7653. Re: 'Util' and file corruption

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 19:17:46 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129718@cup.portal.com>
Source record: 96049

Well, I'll probably stick my foot in my mouth on this one, but I think
the proper command line for a util binary transfer is:
UTIL -B W 'files' or UTIL -B R 'files'
You can also use /B or -b or /b, but the W or w has to be without
a - or / & follow the binary switch.
All else fails! To quote "The Time Lord"
Rick

7654. Re: multitasking - 6502?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 19:21:48 UTC
From: ruudwolf@inter.NL.net
Message-ID: <D14J4D.10r@inter.NL.net>
Source record: 96050

Robert Stout wrote :

>Whats wrong with discussing multi-tasking? Because I have heard it all before
>from Amiga owners that 'only Amiga has true multi-tasking'... that I want to
>puke. Plus the people who split hairs between multi-tasking and task
>switching. Geez, gimme a break.

A definition of multitasking/multithreading/multiprogramming/multiuser and task switching is necessary when people want to discuss what can be done on the XL. I agree that is't quite boring.

>But where in a lot of these messages was any
>mention made of the 8-bit atari. No effort was made to even relate any part
>of the discussion to atari, in the particular message which I complained
>about.

Fact is that actually we also don't need a discussion of what can be accomplished with the hardware. The hardware is constant, so we know that the XL can do everything you want, disregarding the way you name it, except for securing privileged instructions' and protection of memory. Discussion of hardware/ multitasking would be boring too.

Discussion about what to be done with the existing software, well, yes, my view would be take too long to write down.

If people wonder why the h**l anyone would need multitasking, (or whatever you want to name it) they probably have never worked with a multitasked environment. Maybe just programmers, or especially programmers would benefit from it. I know I do on an AS/400.

Ofcourse, there will always be a lot of people that will never need to run more programs concurrently. What can I say, sorry for you?

Yeb

7655. Re: XEGS, Gorf and CardStax

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 20:46:28 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3d7fr4$t44@nic-nac.CSU.net>
Source record: 96051

Both of the CardStax DCM's at UMich are messed up. Side A crashes my computer when I run DCM2DSK on it, and Side B says there are bad bytes when I DCM2DSK it. Side A also returns "bad bytes" when running DiskComm. I dunno if I tried DiskComm on side B after all of the trouble I had..

Could you reupload it!?
-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

7656. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 22:41:43 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec20.173656.14988@wariat.UUCP>
Source record: 96029

(B.P. speaks of his 800xl doing ok for what he needs. And that it isn't
a Pentium.)
((Now that's now exactly what he said, I don't have one of those >>BP
quoting editors.))
Heh, heh. 'Time' has an article about the Pentium's not being able to
compute 24 bit numbers accurately. I know my Atari can do
(4,195,835/3,145,727) * 3,145,727 = 4,195,835. Apparently the
Pentium's built in floating point math co-processor can't.
Heh, heh.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7657. help my 600xl is hosed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-20 23:07:55 UTC
From: ken@genesis.mc.maricopa.edu
Message-ID: <3d7o4c$lln@names.maricopa.edu>
Source record: 96053

I had bought a 600xl really cheap at a thrift store and it seemed to work
fine when I got it home. I only had one cartridge for it (pac man) but it
worked fine also. I found a bunch more carts at another thrift store this
weekend, but when I turned on my 600, it made a strange sound and made
the screen turn all sorts of wierd colors. It doesn't matter whether or not
I've got a cart plugged in. I get the same problem whether or not i use
a cart. Any suggestions? Thanks for any help!

--
+---+
|Ken Kuhns Computer Maintenance Assistant, Mesa Community College, Mesa, AZ|
+---+
| ken@genesis.mc.maricopa.edu I know I should say no, but |
| kuhns@mc.maricopa.edu it's kind of hard when she's |
| kkuhns@next.mc.maricopa.edu ready to go. --Offspring |
+---+
| **** The opinions expressed in this message are not those of the **** |
| **** Maricopa Community College District or its employees. **** |
+---+

7658. Re: * WANTED! *

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 00:12:06 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pq2Uvg+.ransom22@delphi.com>
Source record: 96035

I6 Master <jcborkow@eden.rutgers.edu> writes:

> I am looking for a copy of M.U.L.E. for the Atari 8-bit. If
>anybody wants to sell their copy, I will happily pay more than its
>worth for it. (Or if anybody knows of anyplace that has it, please
>point me in the direction).
>
> Also as an aside, anybody have a working 410 cassette drive
>they want to sell? Thanks for any info/leads!

B&C Computervisions has a limited quantity of M.U.L.E.....
they're selling them for 29.95.
They have 1010 recorders as well as XC12 recorders, both of
which are like the 410 only more reliable, and with two SIO connectors
so you can daisy chain them, unlike the 410.
B&C's number is (408)986-9960. They're usually there by
11:00 AM monday through saturday. They're in CA, so if you are in a
different time zone adjust accordingly.

Hope this helps.

-Joe

7659. Re: Atari 8-bit 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 00:26:30 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hq333w2.ransom22@delphi.com>
Source record: 96036
Body handling: HTML body converted to readable text

writes:

>Maybe I'm just kindov sensitive or something, but somehow whenever I see
>someone mention "Model T Ford" with reference to a Classic-8 it gets my hackles
>up. Dadburnit, 11 years ago I invested seriously in my 800XL system & over the
>years have upgraded it to a level of performance that compares favorably to an
>IBM AT-class machine & even does a few thing no AT can do.

Woah, there, Ben. Now in mentioning Model T Ford along with the
Atari, I certainly didn't mean what you read into it! After all, I'm
the one who was arguing that the Atari 8-bit is all the computer
anyone needs! Yeesh! :)

As previously mentioned, the Atari8 is my main computer. I
have a BBS machine that is a 286. I also "own" a 486-50. Notice the
quotes. I haven't used it since a month or so after I got it. Since
then it has been my SO's CorelDraw! box.
So I certainly wasn't being derogatory about the Atari 8-bit in
comparing us to those who still enjoy Model T Fords. I was focusing
on the pleasure aspect. One who uses a Model T these days does it
for pleasure. Ferrari's give some pleasure, and most Americans would
like to own one (if they didn't have to pay the insurance![G]). Only
a very few people appreciate the elegance and beauty of a Model T enough
to own and use one.
Similarly, most Americans drool over eithePentinum

oop. Modem went whacky for a minute there. pardon. :)
Start again..
Similarly, most Americans drool over either Pentium machines or
'040's. Only a few of us appreciate the greatness of our Atari 8-bit
computers.

I hope the above explains it better than I did the first time.
:)

-Joe

7660. ftp site - atari 8bit

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 01:14:17 UTC
From: Incisor@closer.brisnet.org.au
Message-ID: <923_9412210219@softtech.brisnet.org.au>
Source record: 96030

Hi
just a short note to let you know 203.4.149.98 has a good collection of atari8 files online.....the invisible dir function which was giving some users problems has now been traced and corrected... try again if you had this problem.

cheers
Dave

... .

7661. Re: Star Raiders on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 01:28:20 UTC
From: krishna@max.tiac.net
Message-ID: <3d80bk$5s@sundog.tiac.net>
Source record: 96038

Dave Spensley (davesp@xnet.com) wrote:

: I believe I should re-phrase my question: can Star Raiders be emulated on a
: PC without any original Atari hardware? Since an emulator exists, I thought
: someone might have made a cartridge or disk image of Star Raiders available.

oh yes, I have seen disk transfers of SR. It's only an 8K ROM after
all. It will run as a disk file very easily.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7662. Games you'd like to C

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 01:37:07 UTC
From: krishna@max.tiac.net
Message-ID: <3d80s3$5s@sundog.tiac.net>
Source record: 96033

[Article crossposted from rec.games.vectrex]
[Author was PDP11 Hacker .....]
[Posted on Tue, 20 Dec 1994 09:44:00 GMT]

The GT40 (VT40/VT11) was a hardware vector display. You set up a list of vectors in memory, and pointed the GT40 display unit to the start of the list. There were special values in the list to change modes (e.g. go to text mode), and to jump to a new address. The list was in effect an endless loop program for the display generator.

Seems like there was a predecessor to the Antic display list!

special values to change modes, yep. Jump to new address = load memory scan command.

Could Jay Miner have cut his teeth on this thing?

7663. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 01:43:29 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pS4X-6x.lmcclure@delphi.com>
Source record: 96032

In a message dated 12-19-94, Ben Poehland said:

"The average life for a monitor is probably a little less
than 10 years."

I hope my monitors are above average. <grin>

My oldest is (a Commodore 1701) is probably closer to 11. The youngest two, a Tandy CM-8 and a Princeton MAX-15, are at least 5 years old, while the remainder were likely manufactured around '87 or so. The only failiures were a single chip in the 1701 at about age 2 or less, and one or more of the diodes in my Atari SM124 that form a bridge rectifier (and that monitor has seen almost daily use since '86). Even with my 8-9 year old Emerson TV, the tube may outlast the rest of the set. <grin> The tuner (electronic, not mechanical) is essentially gone, and in operation it generates so much interference that it interferes with channel 4 reception on any antennae near it. Thankfully, I had the good sense to choose a TV with A/V inputs, so I still get some use from it.

"Power supplies in monitors also are greatly stressed
& will typically fail in 6-8 years."

Seems I'm really doing good on this one. I wonder if all my monitors will start going the same year, since many are about the same age...much like the year I recall half the fluorescent bulbs in our high school going belly up (as they were installed at the same time).

"And composite monitors are not to be found any more."

Actually, there are relatively easy to find, especially in large sizes... they are just called "Television/Monitors" now. I'm buying one later this week...25", with color picture in picture, and both composite and S-video inputs, better than 400 lines resolution (less than $320 at Best Buy). Rig up a nice cable to hook it to the chroma/luma out on an Atari 8-bit an you have a nice monitor you can set a few feet away from. <grin>

Granted, the smaller and cheaper you go, the rarer A/V jacks become, and S-video appears to disappear altogether on anything smaller than 20" (and good luck finding it on anything less than 25"). Big monitors are one of the status symbols for PC owners, but somehow I doubt a 25"-27" TV sitting on one's computer desk above their 8-bit will make the same statement. <grin>

Still, the demands of videophiles will dictate that TV's with AV and S-video inputs will no doubt be around for as long as NTSC is, making monitors one of the lesser problems of Atari owners.

The people that will find monitors hard to find further down the road will be those with computers that require an RGB analog monitor that scans at NTSC, rather than VGA rates.

7664. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 01:44:12 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <pS50PM0.lmcclure@delphi.com>
Source record: 96034

In a message dated 12-19-94, Glenn Saunders said:

"Speaking of monitors. Eventually NTSC will be supplanted
by an HDTV standard."

As recently as a year ago, the FCC's plan was to renew no NTSC broadcast licenses after 2008. Of course, unless they hurry with the approval of a final HDTV spec, they might have to bump that up a bit. Even with HDTV finalized and sets on the market by 1996, that would give only 12 years of parallel operation.

"HOWEVER! It would be suicide to release an HDTV television
which can not support NTSC in some form of emulation,
letterboxed, whatever."

True. At least thru 2008, this ability would seem to be vital to the sales of HDTV sets, especially as their prices fall from "high end videophile toy" to "high-res video for the rest of us" levels. After that, I expect support for NTSC to dwindle, although if it could be provided inexpensively, some higher-end sets might provide it to appeal to persons with large libraries of NTSC videos.

7665. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 02:08:38 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <pQ73-o2.ransom22@delphi.com>
Source record: 96041
Body handling: HTML body converted to readable text

writes:

>The real problem is software. Cartridges will last forever, but software
>on magnetic media will succumb to "disk rot" within 8-15 years. Especially

Hmmm. Interesting. I called 3M's "disk Hotline" on Monday, and
asked how long I could expect my disks to last. I claimed to be calling
on behalf of my company, which I said has lots of stored disks dating
from as early as 1981.
I was told that they would last indefinitely. I replied that
I understood disks would degrade over time. The guy on the other end
of the line said that this does not typically happen to disks, but it
does happen to tapes, so if we were using tapes for backups we should
replace them every 3 years with new copies.
I made a second call, talked to a different person (a woman),
and was told the same thing.
Perhaps I should call some of the other disk manufacturers and
get their opinions as well.
However, since they were honest about the tape failures, I
doubt the company would be lying about disks. Also, it is in their
best interest to say that disks degrade, a that would cause users of
them to buy more every few years in order to copy the old info onto
them.

In addition, I am sure we all have disks that originated in
the very early 1980's. I have an original Atari DOS 2.0 disk that came
with an 810 disk drive that was produced very early on (not sure,
but it did come in the same package as an 850 that had no finishee
er, finished documentation, labelled "for internal use only" and
"do not duplicate", which leads me to beleve the stuff was puchased
right after the Atari computers came out).
GEtting back to that disk, it still works just fine. I had
opportunity to try it out a few weeks ago, as I needed a fresh DOS
2.0 disk and couldn't find my others. Sine it is in a binder on the
cardboard holders Atari used to supply, I knew right where it was
:). Again, it worked fine. It is at least 12 years old.

I'm not saying you are wrong about the 8-15 year life of
computer disks, mind you. I only have one working disk that is that
old. It is always statistically possible to have a few disks that
outrun the average lifetime by a long shot.

But, it is something to think about...

-Joe

7666. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 04:25:02 UTC
From: krishna@max.tiac.net
Message-ID: <3d8amu$5s@sundog.tiac.net>
Source record: 95905

Lonnie McClure (lmcclure@delphi.com) wrote:
:
: The people that will find monitors hard to find further down the road
: will be those with computers that require an RGB analog monitor that
: scans at NTSC, rather than VGA rates.

I find this ironic because although computers rarely use NTSC signals these days, high profile videogames machines like 3D0 and Jaguar as well as every new console probably, has RGB output as well as split and composite video. Since they will (except 3DO which can't do it) probably use the full 640 plus overscan horizontal resolution, videogamephiles will obviously seek out RGB monitors for the best quality video from these new consoles. So there is a real monitor-gap here.

The shitty thing is that this problem does not exist in Europe because almost all modern televisions, no matter what price they are, have things called SCART connections which support RGB.

Perhaps this is because computers that output RGB such as the Amiga are more popular there, I dunno.

Any company that produces RGB monitors in the next few years in the age of U64 and PSX will definitely have an exclusive market. I see no reason why one couldn't sell monitors with RGB connections these days...

I see no reason why split video should be relegated to >700 dollar monitors or that RGB shouldn't be supported at all. It doesn't take THAT much more expensive electronics to add Y/C and RGB ports.

Nor do I see highscale game consoles switching to VGA-only resolutions anytime soon.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7667. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 04:31:45 UTC
From: krishna@max.tiac.net
Message-ID: <3d8b3h$5s@sundog.tiac.net>
Source record: 95906

I have some old disks that started to smell funny about 8 years ago.
They smell like old crackers or something.

Some disks must degrade chemically in some way.

I've had disks become unreadable on me. I think it has more to do with
wear than age, but bad quality disks are probably more likely to age
badly just sitting there.

Just give CSS some business and turn your 1050 into a Super Archiver and
crack all your protected stuff so you can refresh the disks.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7668. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 04:39:20 UTC
From: lucius@astro.ocis.temple.edu
Message-ID: <3d8bho$prg@cronkite.ocis.temple.edu>
Source record: 96045

The biggest problem with disks is dust and moisture getting inside the disk jacket. I've stored my Atari 5 1/4 inch disks in one of those plastic flip top things since at least '86, and none of them have gone bad.
They're all either Memorex disks or original software disks. Probably better quality control on these disks too.
Unfortunately, a few days ago my 1050 disk drive wouldn't work. I'd turn the switch and the power LED wouldn't light up. I think something went wrong with the power section of the drive.
I've had to fix the monitor (TV) and replace my old 800XL with a new XEGS already, so I think the hardware will go bad before the disks will.

(It's kind of frustrating now since I wanted to play a game off a disk I hadn't played for a while.)
--
--- Lucius Kwok (lucius@astro.ocis.temple.edu) ---

7669. Re: Atari 1450XLD and other Atari collectibles

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 05:41:39 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3d8f6j$bac@news.cs.tulane.edu>
Source record: 95908

In article <3d5q8d$hc6@sundog.tiac.net> krishna@max.tiac.net (Glenn M. Saunders) writes:
>Where is the 4K handler ROM located??

The 4k handler rom is U6 in my machine, and according to the blueprints I've
got, it's the same for th 1400 as well.

>
>All I could determine was that if I removed the SC-01 chip that both V:
>and T: were gone from the handler list.

I've not tried this with my machine, I'll have to give it a try and
see what happens not only with the handlers themselves, but what it
does with the PBI...

>So I assumed that the chip handled the speech and ALSO had the handler
>information. I located the OS and Basic ROM and found no other evidence
>of a mystery handler ROM. When I replaced the OS with a MUX ROM, the
>handlers still loaded in, so they are not internal to he OS. The 1400
>series uses, as far as I can tell, a 100% stock XL/E OS.

At least not in my 1450 (though I'm told by Mike H. that because if its
short size it's really a 1400, even though it has the buss connector for
the disk drive and the 12V supply...) the handler for the T: and V: are
seperate from the SC-01. And the OS is byte for byte the same as what's
in the 800xl.
>
>The SC-01 chip appears in my machine as an EPROM with a sticker over it.
>It's funny because I don't associate a hardware speech synthesizer with
>an EPROM--an EPROM to me means code, and that would suggest that the
>synth is nothing but software!

very odd, in my 1450 the SC-01 is a stock SC-01...not an eprom. SC-01 is
U32 (if I recall correctly). I do know that the speach you hear when you
go to the test menu is stored in the handler rom...as well as a lot of
information that looks like it's telling the sc-01 how to handle the P
option.

Speaking of options, I'd guess you know about the P, S, and N options, but
according to the handler there is a forth option, U (though it doesn't seem
to do anything different than the N option.) Oh well...

Mike Todd

7670. 8bit <-> ST Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 06:27:44 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELVTBBUSUp@stingray.manawatu.gen.nz>
Source record: 95911

Was "Re: What is SIO2PC?".

In <129714@cup.portal.com> Rick_Michael_Cortese@cup.portal.com wrote :

>It's just a simple cable that converts Atari serial data into 19,200 baud
>RS232. It comes with some really nice, not so simple software that
>makes your clone emulate an Atari disk drive. If you have that cable
>for your ST that let's you use an 8 bit drive, I think it will also
>work with XFORMER sotware for the ST. I've used it to transfer a couple
>of files anyway.
>Rick
>

So would it be possible to connect the 8bit "disk drive/printer/cassette"
port (what do you call it anyway???) to the RS232 port on an ST?

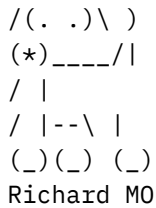
I presume that the cable I have, which I honestly can't remember the name of
the program that used it, is the same as the one used for SIO2PC?

If so, then presumably I can just write a program for each computer (ST and
8bit) which can create a handler on the 8bit that uses the ST as a virtual
disk drive?

Or perhaps there is a program already written that does this? I don't have
a PC and have no intention of buying one - but I would like to be able to
transfer data between the 2 computers.

Any help would be most appreciated,
Richard =8-]

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

7671. CardStax corrupt?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 06:38:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <21DEC199401385222@pavo.concordia.ca>
Source record: 95913

I'll re-DCM CardStax and try again with UMich.
Once I've u/l'd it I'll post here; until then please do not d/l it.
Thanks for the info.

Dave
(Email to: D.Paterson2@genie.geis.com)

7672. Re: Atari 1450XLD and other Atari collectibles

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 07:28:14 UTC
From: krishna@max.tiac.net
Message-ID: <3d8lee$cl3@sundog.tiac.net>
Source record: 95914

Mike Todd (snyder10@rs5.tcs.tulane.edu) wrote:
:
: Speaking of options, I'd guess you know about the P, S, and N options, but
: according to the handler there is a forth option, U (though it doesn't seem
: to do anything different than the N option.) Oh well...

If there was a way to modify speed and pitch the speech would be great,
but as it is it is like a crippled alien voice box.

The SC-01 itself has the ability to do this, but since it is talked to
through a PORT, I doubt there is much direct control of SC-01 parameters.

I've heard of singing demos, but the guy I heard this from is the least
reliable of sources and he never came up with the goods.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

7673. Single Joyport printer adaptor!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 08:05:15 UTC
From: naina@technet.sg
Message-ID: <3d8njr$dlf@raffles.technet.sg>
Source record: 95924

I was going through my collection of 8-bit Atari stuff and one thing caught my eye. It was a peripheral that the Atari Club in Singapore designed and built in 1983:- a single joyport parallel port interface. This neat little sucker plugs into the second joyport on any Atari 8-bit and gives you a hassle-free parallel port with respectable speed. Of course, you would need to install a little (1K) driver before you start printing.

Anyway, our Atari club has long since dissolved and I'm more than willing to release the schematics and the driver code to the public domain. It really is a very simple and elegant device and most people who know which end of a soldering iron to hold, can assemble it easily. Email me if you want it.

naina@technet.sg

7674. Re: Lazer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 08:05:56 UTC
From: jlodoen@shell.portal.com
Message-ID: <3d8nl4$fv5@news1.shell>
Source record: 95915

Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:

>(Somebody asks about a Lazer computer.)
>I would guess your Lazer computer is a Apple][e compatible. I think
>Lazer made compatibles for other computers as well. No Lazer Atari
>compatibles tho, I'm sure.

Bill would recognize a II clone, and I don't think "Laser" (part
of Central Point Software for a while) made a 32K Apple clone.
"Lazer" sounds like something else. We need more info.

jlodoen@shell.portal.com

7675. Re: Lazer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 08:12:20 UTC
From: snyder10@rs5.tcs.tulane.edu
Message-ID: <3d8o14$dtj@news.cs.tulane.edu>
Source record: 95917

In article <3d8nl4$fv5@news1.shell> jlodoen@shell.portal.com (Jeff M Lodoen) writes:
>
>Bill would recognize a II clone, and I don't think "Laser" (part
>of Central Point Software for a while) made a 32K Apple clone.
>"Lazer" sounds like something else. We need more info.

Just looked at the back of an old Compute!...there it is, the Lazer a 32k
apple clone...

Mike Todd

7676. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 10:48:37 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <5Sw1nY9.predictor@delphi.com>
Source record: 95920

Joe Walsh <ransom22@delphi.com> writes:

> Yes, looking at the old (1983-85) issues of Antic, Analog, and
>(1982-84) Electronic Games, I am amazed at the prices we used to
>pay for games. I had forgotten that a brand new 2600 cart used to be
>$25-$30! Imagine a brand new, hot Nintendo cart going for that now!
>Try $80!
> The same price increase is seen in the computer world.
> My theory: As acceptance of computers grew, the userbase
>became skewed toward those with higher than average incomes, so the
>market could bear those prices. In the good ol' days, you didn't hve
>all that ready cash available for developers to pluck.

> Just a theory, mind you, with no facts to back it up. :)

How about inflation? Ny understanding is that cartridges for current
game consoles sell for about $50-$70 (maybe more). Now, from 1984 to
now (1994 for a few more weeks), is 10 years- that's a lot of time
as far as price inflation goes.

7677. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 10:54:21 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <5SxXPk9.predictor@delphi.com>
Source record: 95921

Rob Funk <rfunk@magnus.acs.ohio-state.edu> writes:

>> If Atari would have gone the open architecture road, I suspect that
>>Windows would not have been the hit that it is, since the ST and Mac had
>>them long before Bill Gates conceived of it.
>
>Or rather, if IBM HADN'T gone the open architecture road.
>
>Actually, GEM (as seen on the ST) was available for PC's. I'm not
>sure how Windows beat it, but I'm sure it had something to do with the
>widespread use of MS-DOS.

Actually, there were several entries in the IBM GUI add-on market, including TopView (from IBM- didn't last), early Windows (also didn't last,was later revived by MicroSoft, but was originally a bomb), GEOS (which is still kicking around) and GEM (from DRI). GEM lost out for several reasons. First, Gary Kildall wasn't much of a businessman (no offense, alot of what he did was important and in my opinion good for the micro community), and second Apple's evil legal maneuverings against DRI. DRI backed down and basically let GEM fade. When Apple tried this legal nonsense in the form of a lawsuit against MicroSoft and HP, however, they got their you-know-whats kicked in court. GEM actually ran on top of DOS, on the IBM systems.

7678. Thanks for your support?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 10:59:23 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <74EDE871444@east-01.novell.leeds.ac.uk>
Source record: 96039

I would like to thank people for the support they have shown me by purchasing some software from the lists I have posted to c.s.a.8bit recently, however I can't do this because nobody has ordered anything, not even enquired about anything!

I sell JAWBREAKER, MOUSEKATTACK, ARENA, BUBBLE ZONE, GTRACKER and SUPER PRINT-LAB XE as well as limited stocks of other commercial software, which includes: Halley Patrol, Gato, Desert Falcon, Solar Star, Summer Games, Dropzone and Cyborg Warrior at the moment.

What is wrong with these? Does everybody have them all? Are the prices too high? Is the software not good enough for you?

Somebody please respond and tell me why YOU aren't buying anything. Okay I can't force people to buy items but when everybody is complaining about no support and games aren't available anymore it makes me wonder if anybody REALLY cares anymore! I'm just glad providing Atari support is not my living or I really would be in trouble.

RICHARD GORE

7679. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 10:59:39 UTC
From: Will Dwinnell <predictor@delphi.com>
Message-ID: <xyyWfk7.predictor@delphi.com>
Source record: 96040

Glenn M. Saunders <krishna@max.tiac.net> writes:

>Fredrik Lundholm (d1dol@dtek.chalmers.se) wrote:
>
>: What on earth has MS-DOS got to do with GEM on PC dying??
>: GEM on PC naturally ran on top of MS-DOS also!!
>: Ventura Publisher was a very good DTP program on the PC that ran under GEM..
>
>Maybe he was thinking of GEOS.

What about GEOS? It had nothing to do with any of this, as it had not become at all popular to run it on an IBM until recently, as with AOL's front end. GEOS presently runs on top of DOS also.

7680. DGS NOT ON E-MAIL

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 11:03:08 UTC
From: CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK
Message-ID: <74EEEB51C00@east-01.novell.leeds.ac.uk>
Source record: 96042

This is being posted on behalf of DEAN GARRAGHTY SOFTWARE (DGS).

Please note DGS has temporarily lost access to its e-mail account (dx107@cleveland.freenet.edu). All e-mail sent after 10th December will not have been read. If you need to get in touch with DGS please either write to us or telephone using the usual address:

DGS
62 THOMSON AVENUE
BALBY
DONCASTER
DN4 0NU
ENGLAND

7681. Re: help my 600xl is hosed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 12:31:51 UTC
From: James King <jeking7@delphi.com>
Message-ID: <x0033Q-.jeking7@delphi.com>
Source record: 95925

Try locating another power supply - that would be my first suggestion.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7682. 320k XE w/best XE Touch keyboard for trade

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 12:33:21 UTC
From: James King <jeking7@delphi.com>
Message-ID: <x29WfA5.jeking7@delphi.com>
Source record: 95926

I have a MINT condition 320k 130xe (socketed completely) with the
BEST XE Touch keyboard upgrade that I'd like to trade straight
across for a MINT (clean) condition, upgraded 800xl. The 800xl
must have beyond 256k ram, clean, socketed and the AC video/audio
upgrade (this XE has those, as well).

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7683. *** Tim Lei ***, where are you?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 12:39:45 UTC
From: James King <jeking7@delphi.com>
Message-ID: <x213-ix.jeking7@delphi.com>
Source record: 95927

Tim Lei..

Dont have you email address anymore, but I have _YET_ to receive
payment for that 1050 disk drive I shipped out over 2 weeks ago.

What's the status on that? You _WERE_ supposed to send out
payment on the same day I sent out the disk drive. By now, you've
had the drive (mint condition, I might add) for a week and a half.

Payment will be appciated!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7684. Re: help my 600xl is hosed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 13:21:26 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec21.081815.19186@wariat.UUCP>
Source record: 95929

(Asks about fixing a hosed 600xl.)
J. King suggests trying another power supply. I suggest in addition swapping out the Large Scale Integrated chips with a chipset from Amer. Tech. (1-510-352-3787) or B & C Computervisions (1-408-986-9960). That's how I go about repairing a busted 8-bit. Now if those don't work, then it is possible to order the Sam's Schematics from B & C and use an oscilloscope and act like a computer repair technician.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7685. Re: Thanks for your support?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 13:23:26 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec21.082158.19186@wariat.UUCP>
Source record: 95930

(I'm posting this, maybe to generate some discussion for R. Gore and
DGS, that they may appreciate. It's a letter to R. Gore.)
(R. Gore asks why he' received little or no response to his
ads for software.)
Mr. Gore, I'm sure most c.s.a.8 participants are sorta
hackers that don't do a whole lot with games and secondly
have a large collection of software/hardware. The prospect
of putting cash in an envelope is also a bit daunting. That
practice is not done much in the U.S. where most of c.s.a.8
callers are from. International money cheques are foreign
to us also. Since you seem interested, I'll tell you my
software purchases lately have been war simulation games
from SSI mostly from American Technavision. With an
American company, you call them up, give your order and a
credit card # and that's all you have to do. I would be
reluctant to put cash in an envelope and mail it to England.
I've never mailed anything overseas and don't even know what
the postage would be. I would guess that the European
market may be more comfortable with ordering things from the
U.K. I don't think people are averse to the U.K. in any
way, just haven't any experience ordering things from there.
Your software, I'm sure, is excellent. I have very little
interest in the joystick type of games you sell, as I have a
large collection of them and know very little about the
qualities of the games you sell.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7686. Re: Single Joyport printer adaptor!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 14:32:27 UTC
From: ipoorten@cs.vu.nl
Message-ID: <D160E4.95D@cs.vu.nl>
Source record: 96043

naina@technet.sg (Naina Jahangir) writes:

>I was going through my collection of 8-bit Atari stuff and one thing
>caught my eye. It was a peripheral that the Atari Club in Singapore
>designed and built in 1983:- a single joyport parallel port interface.
>This neat little sucker plugs into the second joyport on any Atari 8-bit
>and gives you a hassle-free parallel port with respectable speed. Of
>course, you would need to install a little (1K) driver before you start
>printing.

>Anyway, our Atari club has long since dissolved and I'm more than willing
>to release the schematics and the driver code to the public domain. It
>really is a very simple and elegant device and most people who know which
>end of a soldering iron to hold, can assemble it easily. Email me if you
>want it.

>naina@technet.sg

Damn! That's just what I am designing at this very moment! Well, you may
email me the schematic. Let's see how much is the same :-)

Bye,
Ivo.

7687. Re: Lazer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 15:32:03 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D1635F.Jwv@iglou.com>
Source record: 96044

Laser made Apple II and IBM clones. Yours is probably an Apple clone,
but I bet it has more than 32K memory. In Apple Basic you use negative
numbers to peek and poke addresses above 32K.

--
Bill Marcum bmarcum@iglou.com
"Bah humbug everybody!"
"Good morning, Mister Scrooge!"

7688. 850 Interfce or P:R Connection???

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 16:49:54 UTC
From: smartin@alchemy.chem.utoronto.ca
Message-ID: <1994Dec21.164954.27462@alchemy.chem.utoronto.ca>
Source record: 95936

I just joined this newsgroup out of nostalgia for my old 8 bit Atari. I regularly use PC's and Unix machines but I still have a special place in my heart for my Atari...still the best designed computer ever in my opinion.

My question is this: I have a 130xe with 2 1050 drives and a xmm301 modem with which I use 1050 (?) express. Perhaps I should have written used instead of use above since I haven't used the modem in years... 300 baud makes me crazy. I remember there was an interface made by Atari, the 850 I think, that allows the 8bit access to a std RS-232 serial port. If I could get such a device then I could use my PC's 14.4kbps modem on the Atari... a vast improvement. Where can I get one of these things, or the equivalent(?) P:R Connection. Also what software will run my Modem at high speed... my current terminal program is limited to 300 bps.

Thanx.

7689. Re: Thanks for your support?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 16:59:02 UTC
From: krishna@max.tiac.net
Message-ID: <3d9msm$o6@sundog.tiac.net>
Source record: 96054

As for Jawbreaker in particular, it was one of the earliest popular Atari 8-bit games and aside from John Harris, the author, being amused to see it being sold again, it is in no way anything new to longtime Atarians any more than Star Raiders is.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

7690. Re: 850 Interfce or P:R Connection???

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 19:40:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <21DEC199414403956@pavo.concordia.ca>
Source record: 96052

In article <1994Dec21.164954.27462@alchemy.chem.utoronto.ca>,
smartin@alchemy.chem.utoronto.ca (Steve Martin) writes...
>I just joined this newsgroup out of nostalgia for my old 8 bit Atari. I
>regularly use PC's and Unix machines but I still have a special place in
>my heart for my Atari...still the best designed computer ever in my
>opinion.
>
>My question is this: I have a 130xe with 2 1050 drives and a xmm301
>modem with which I use 1050 (?) express. Perhaps I should have written
>used instead of use above since I haven't used the modem in years... 300
>baud makes me crazy. I remember there was an interface made by Atari,
>the 850 I think, that allows the 8bit access to a std RS-232 serial
>port. If I could get such a device then I could use my PC's 14.4kbps
>modem on the Atari... a vast improvement. Where can I get one of these
>things, or the equivalent(?) P:R Connection. Also what software will
>run my Modem at high speed... my current terminal program is limited to
>300 bps.
>
>Thanx.
>
There are a number of options for your Atari. One is to use your PC for
downloads, then transfer programs via SIO2PC. That's a PC serial cable that
hooks into the SIO line on the 8-bit, with software to make your PC emulate
up to four disk drives.
Another option is to build your own interface. A friend of mine is building
an RVERTER compatible interface, based on the MAX232 chip, I believe.

PR Connections and 850s are available in the used market - you can check the
ads that pop up here periodically.

For term programs, BobTerm has the most features, but only offers VT52
emulation. FlickerTerm does great VT100 and handles 9600 with a decent
simulated 80 columns, but has no capture or transfer ability.

Dave

(Email to D.Paterson2@genie.geis.com)

7691. Re: Lazer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 19:43:10 UTC
From: jlodoen@shell.portal.com
Message-ID: <3da0ge$b4u@news1.shell>
Source record: 95907

snyder10@rs5.tcs.tulane.edu (Mike Todd) writes:

>In article <3d8nl4$fv5@news1.shell> jlodoen@shell.portal.com (Jeff M Lodoen) writes:
>>
>>Bill would recognize a II clone, and I don't think "Laser" (part
>>of Central Point Software for a while) made a 32K Apple clone.
>>"Lazer" sounds like something else. We need more info.

>Just looked at the back of an old Compute!...there it is, the Lazer a 32k
>apple clone...

OK. I wonder if it's the same company? Apple II clones: Orange,
Franklin, Lazer, Laser.

jlodoen@shell.portal.com

7692. Re: help my 600xl is hosed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 20:04:00 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELWIDDWAUp@stingray.manawatu.gen.nz>
Source record: 95938

```
>(Asks about fixing a hosed 600xl.)
>J. King suggests trying another power supply. I suggest in addition
>swapping out the Large Scale Integrated chips with a chipset from Amer.
>Tech. (1-510-352-3787) or B & C Computervisions (1-408-986-9960).
>That's how I go about repairing a busted 8-bit. Now if those don't
>work, then it is possible to order the Sam's Schematics from B & C and
>use an oscilloscope and act like a computer repair technician.
>--

How much do those things cost? In $US would be fine as I can convert without
problem.

Richard =8-]

PS. My 800XL is dead - used to come up with a blue screen, no cursor or
anything else - not it just comes up black. Power Supply is fine though.

--
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
```

7693. FOR SALE: 8-bit hardware

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 20:05:22 UTC
From: ccastn1@prism.gatech.edu
Message-ID: <3da1q2$o31@acmez.gatech.edu>
Source record: 95937

I have the following 8-bit hardware items for sale:

Atari 800 computer w/48K
Atari 800XL computer w/64K
Atari 1050 disk drive w/US Doubler installed
ICD US Doubler w/installation instructions

All items include manuals, cables, and power supplies (where applicable).

Make an offer on one or more items via e-mail to:

ccastn1@prism.gatech.edu

7694. FOR SALE: 8-bit publications

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 20:05:48 UTC
From: ccastn1@prism.gatech.edu
Message-ID: <3da1qs$o56@acmez.gatech.edu>
Source record: 95909

I have the following 8-bit publications for sale:

* complete Atari Classics magazine/disk set (9 magazines/4 disks)
* ANALOG magazine disks (14 disks between issues 53 and 77)
* Antic magazine disks (41 disks between vol 2#4 and vol 9#2)
* Compute!'s First Book of Atari Graphics
* Compute!'s Second Book of Atari
* Your Atari Computer

Make an offer on one or more items via e-mail to:

ccastn1@prism.gatech.edu

7695. Re: Multiple Use Labor Element

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 20:58:14 UTC
From: jmayo@scu.edu.au
Message-ID: <D16I93.MHD@scu.edu.au>
Source record: 95918
Cross-posted to: comp.sys.atari.8bit,comp.sys.cbm,alt.folklore.computers

mjtmc@uno.edu wrote:
: In article <1PfwkiivM8eE075yn@use.com>, nugget@use.com (David McNett) writes:
: >
: >The big question burning in my mind is: On the C= version of MULE, was the
: >planet still named the planet IRATA? (Which is, of course, ATARI backwards)

: Yep. Good thing, too, "Erodommoc" would be something of a nightmare to try
: and pronnounce.

: "Erdomok? Eraddomok? Iroodoomak?"

Pronounced: E rod O Mock ?
:)

maybee it could have just been called !looC ?
:) [again]

--
----- Josh Mayo. JMAYO@scu.edu.au - Commodore 64 FANATIC
\||||/
^O-O^
___________oOO_\~/_OOo___________ Self Portrait.

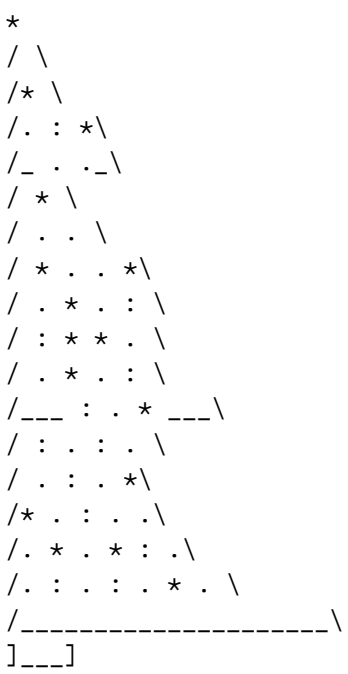
7696. Happy Holidays!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 21:10:07 UTC
From: 71450.1050@compuserve.com
Message-ID: <941221210605_71450.1050_EHB127-1@CompuServe.COM>
Source record: 95939

Best wishes for a safe and happy holiday, and a healthy and prosperous new year.

SEASON'S GREETINGS - SEASON'S GREETINGS - SEASON'S GREETINGS

-Lawrence Estep



7697. Re: help my 600xl is hosed!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-21 22:44:04 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3dab3k$b5f@ns.mcs.kent.edu>
Source record: 95940

On Thu, 22 Dec 94, Richard MORRIS (richard@stingray.manawatu.gen.nz) wrote:
: PS. My 800XL is dead - used to come up with a blue screen, no cursor or
: anything else - not it just comes up black. Power Supply is fine though.

This sounds to me as if you have a bad DRAM Chip. In the few cases of dead
Atari 8Bits that I'e run across, a simple matter of replacing the DRAMS
revived the 8bit. {All of them had the same symptons, power light on,
but nothing but a blue or black screen.}

Hope this helps,
--BRiT

7698. Re: Thanks for your support?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 00:42:43 UTC
From: ai542@FreeNet.Carleton.CA
Message-ID: <D16sn7.LFx@freenet.carleton.ca>
Source record: 95910

In a previous posting, R. GORE (CHMRIG@EAST-01.NOVELL.LEEDS.AC.UK) writes:
> I would like to thank people for the support they have shown me by
> purchasing some software from the lists I have posted to c.s.a.8bit
> recently, however I can't do this because nobody has ordered anything,
> not even enquired about anything!
>
> I sell JAWBREAKER, MOUSEKATTACK, ARENA, BUBBLE ZONE, GTRACKER and
> SUPER PRINT-LAB XE as well as limited stocks of other commercial
> software, which includes: Halley Patrol, Gato, Desert Falcon, Solar
> Star, Summer Games, Dropzone and Cyborg Warrior at the moment.
>
> What is wrong with these? Does everybody have them all? Are the prices
> too high? Is the software not good enough for you?
>
> Somebody please respond and tell me why YOU aren't buying anything.
> Okay I can't force people to buy items but when everybody is
> complaining about no support and games aren't available anymore it
> makes me wonder if anybody REALLY cares anymore! I'm just glad
> providing Atari support is not my living or I really would be in
> trouble.
>

Wow! Having a bad day Richard? :) I had a look at your list and did not see anything I needed/wanted. Some of the items in your list are already in my collection, and others (Arena for instance), I've already seen and am not interested.

One sad fact about sales is that there are times when you get no bites at all. Now, if you had some of the newer stuff like Draconus (got that one too), you might get some orders.

But when you don't get any response, don't lash out at your potential customers...it is really bad form. Don't get me wrong, this note is not a flame. Everyone knows what it means to invest in some software, and see your inventory stay frozen; the frustration level is pretty high.

I suggest you post on some of your local bbs, and possibly a periodical which still carries Atari information. If it is any consolation at all, I've noticed that the posters on this newsgroup are for the most part, Atari users from the mid-80's, when the machine was state-of-the-art for home computers, thus they already own/have owned most of the titles on your list.

Best of luck to you :)

Regards,

Vince

--

"Any sufficiently advanced technology | ai542@FreeNet.Carleton.CA
is indistinguishable from magic." | (Vince Grienti)
--- Arthur C. Clarke | Nepean, Ontario CANADA

7699. Re: Star Raiders on the PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 00:50:01 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3daikv$l99@charm.magnus.acs.ohio-state.edu>
Source record: 95912

krishna@max.tiac.net (Glenn M. Saunders) wrote:
>oh yes, I have seen disk transfers of SR. It's only an 8K ROM after
>all. It will run as a disk file very easily.

So where can I find a program to convert my cartridges to disk files?

--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7700. mux pipe, programming, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 02:25:39 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RE2VfLL.jeking7@delphi.com>
Source record: 95933

Just picked up additional cabling and a mini-security montior for use in my kitchen, and will be running 50 foot or so of 34pin ribbon cable under my house (from my den/computer central to the kitchen), and was curious if anything has been created for quick chats between MUX workstations? Does a .COM file exist for SpartaDos to allow pipe chats between mux slaves? If not, how difficult would be to create such a program?

How about a discussion about working with the MUX?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7701. SIO Extension cable -- exist?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 02:26:43 UTC
From: James King <jeking7@delphi.com>
Message-ID: <Rk2XnLL.jeking7@delphi.com>
Source record: 95934

I have a workstation that has a 4+foot long SIO cable, but it still seems to be about 1-2 feet too short. Does anybody out there make and sell SIO extension cables? If so, how long can those babies be before you start to get loss of signal?

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7702. XL Parallel bus

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 03:22:14 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELWOAGVAUp@stingray.manawatu.gen.nz>
Source record: 95916

Does anyone have any information on the parallel bus on the XL and XE?
I have pinouts from Mapping the Atari, and I have one article from Antic - part 2 (Feb 1985) of 4 articles.

I would love any information anyone has, and perhaps someone has the issues January and March 1985 with the remaining articles in it?

The March 85 issue supposedly had a "serious design for a sort of baby 850 Interface - a serial device useable for driving modems and such".

Basically, I am looking for any way of transferring data as fast as possible between my ST and 800XL. I figure that it should be possible to make a parallel or serial interface, parallel would be preferable ofcourse, for speed, but even 19200bps should be faster than the 8bit drive (???)

Any help would be most appreciated.

Merry Christmas etc.
Richard =8-]

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

7703. Re: XL Parallel bus

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 04:59:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <21DEC199423595926@pavo.concordia.ca>
Source record: 95919

Richard: most of the PBI specs are available at the umich archive in the file 1090XL.ARC. It's the specs for Atari's ill-fated interface box, but includes all the dope about the PBI as well. Unarcs to about 65k or so.

Dave
(Email to D.Paterson2@genie.geis.com)

7704. Re: 'Util' and file corruption

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 06:03:52 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.1hb6@legend.akron.oh.us>
Source record: 95922

UTIL -b W 'files' is the proper format for the util command, and all else fails?!!!!!!! Well then there must be more than one version of util with different docs. I got my docs from the built-in help file also, and it gives this: UTIL /W /B A: filename.ext

The post I am responding to didn't even include the drive number in the
format!

7705. Re: XEGS, Gorf and CardStax

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 06:08:10 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.1hbc@legend.akron.oh.us>
Source record: 95923

I'm pretty sure I got my copy of cardstax from umich and it ran OK.

7706. Re: XL Parallel bus

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 08:33:18 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELWUDHUWUp@stingray.manawatu.gen.nz>
Source record: 95928

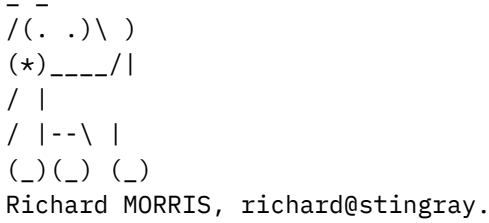
In <21DEC199423595926@pavo.concordia.ca> wrote :

>Richard: most of the PBI specs are available at the umich archive in the file
>1090XL.ARC. It's the specs for Atari's ill-fated interface box, but includes
>all the dope about the PBI as well. Unarcs to about 65k or so.
>
>Dave
>(Email to D.Paterson2@genie.geis.com)
>

Thanks Dave =8-]

Richard.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

7707. a.a.u.e. 8bit Index

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 09:14:48 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELWWAJUSUp@stingray.manawatu.gen.nz>
Source record: 95931

Is it possible to get an index of the 8bit index from a.a.u.e. with comments?

I have only recently come back to the 8bit world and have no idea what all those cryptic files are supposed to be about.

Unfortunately I no longer have ftp access, and have to make do with Bart, and also to make things worse, I have to pay per Meg transferred =8-[But if there is an index with comments, could someone please tell me where, and then I will try get access to ftp (via a friend) and grab it.

Thanks and have a fun Christmas everyone.

PS. Could Santa please send me the Action! Cart. and anything that goes with it?

--

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(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

7708. MASSIVE AUCTION VI -- update #6 (includes Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 11:20:26 UTC
From: dw901@cleveland.Freenet.Edu
Message-ID: <3dbndq$41g@usenet.INS.CWRU.Edu>
Source record: 95932

SIXTH UPDATE:

MASSIVE AUCTION VI -- ALL ITEMS RECEIVING THE MINIMUM BID WILL BE SOLD!

This is a rather large file (just under 34,000 bytes), so if you don't like
large files, and/or auctions, PLEASE stop reading now. You have been warned!

Games and/or game systems included in this auction are:

ATARI 2600 games and systems ATARI 5200 games and systems
ATARI 7800 games ATARI LYNX games
ATARI 8-bit games and systems COLECOVISION games and systems
COLECO ADAM system COLECO 2600 ADAPTER with 2600 games
COMMODORE 64 system INTELLIVISION games and systems
INTELLIVOICE systems ODYSSEY2 games and systems
PONG (BENTLEY) systems SEGA MASTER SYSTEM games and systems
TOMY TUTOR game TEXAS INSTRUMENTS 8-bit systems

NOTE: My want list is almost ready. If interested, please request it.
If you have a trade list and/or want list, please send it. -- MJN

I will post updates approximately every 24 to 30 hours, and then delete the
last update after I'm sure the new one is accessible. I will also e-mail
the list to all bidders, and anyone who requests to be placed on the auction
e-mail list.

Mike

P.S. I RESERVE THE RIGHT TO CORRECT MISTAKES MADE WHILE TYPING THIS MESSAGE.

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PLEASE READ THE AUCTION RULES AT LEAST ONCE BEFORE PLACING BIDS.

NOTE: I will use the first part of your E-mail address when listing bids.

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AUCTION RULES:

1) THE DEADLINE FOR BIDDING IS 11:59 P.M. EST, ON FRIDAY, DECEMBER 23RD.

2) IF YOU ARE THE HIGH BIDDER ON AN ITEM, YOU ARE EXPECTED TO BUY THAT
ITEM. DON'T PLACE A BID UNLESS YOU ARE PREPARED TO BUY WHAT YOU BID ON.
-- YES, THIS USED TO BE RULE #9. I'M NOT KIDDING!

3) IF YOU DON'T FOLLOW THROUGH ON A HIGH BID, YOU WON'T BE ABLE TO
PARTICIPATE IN FUTURE AUCTIONS. (SEE AUCTION RULE #2)

4) MINIMUM BIDS ARE LISTED FOR EACH ITEM UP FOR AUCTION, MINIMUM INCREMENTS
ARE $0.50 ON GAMES AND $1.00 ON SYSTEMS.

5) BUYER PAYS ALL SHIPPING COSTS.

6) NO PACKAGE DEALS ON GAMES OR SYSTEMS.

7) TRADE OFFERS WILL BE ENTERTAINED, BUT CASH OFFERS ARE USUALLY GIVEN
PRIORITY (UNLESS THE TRADE OFFER OVERWHELMS ME). I COLLECT FOR OVER
45 DIFFERENT SYSTEMS, PLEASE FEEL FREE TO SEND ME A TRADE LIST.

8) EVERYTHING IS SOLD AS IS. UNLESS SPECIFIED, ALL GAMES AND SYSTEMS HAVE
BEEN TESTED AND ARE IN WORKING ORDER.

9) IN CASE OF TIES, FIRST BID RECEIVED WINS.

10) PAYMENT MUST BE MADE IN U.S. FUNDS, BY EITHER CHECK OR MONEY ORDER,
DRAWN FROM A U.S. BANK BRANCH. CANADIAN BIDDERS MUST SEND A
CANADIAN POSTAL MONEY ORDER, PAYABLE IN U.S. FUNDS. THIS IS THE ONLY
WAY I HAVE FOUND TO DEAL WITH MY FRIENDS TO THE NORTH (MY BANK IS VERY
PICKY, BUT THE U.S. POST OFFICE WILL CASH A CANADIAN POSTAL M.O.)

*****

SOFTWARE:

NOTE: ALL CARTRIDGES ARE LOOSE (IE. WITHOUT BOX AND MANUAL), UNLESS SPECIFIED.

* = (after minimum bid) indicates a STRONG preference to trade that item.
TRADE = (after bid) trade pending, bids still accepted in case trade not made.
XXXXX = (after bid) item has been traded, please don't send further bids.

ATARI 2600:

IF YOU HAVE A QUESTION AS TO THE TYPE OF LABEL, PLEASE FEEL FREE TO ASK.

LOOSE GAMES, NO BOX OR MANUAL:
$ 7.00* ksigel AMIDAR (Parker Brothers) -- SOME RIPS ON FRONT LABEL
$ 2.50 ASTROBLAST (M Network)
$ 2.50 ATLANTIS
$ 2.50 rkinnen BACKGAMMON (Atari)
$ 2.50 machan BARNSTORMING (Activision)
$ 2.50 BASKETBALL (Atari)
$ 2.50 machan BATTLEZONE (Atari)
$ 5.00 51 BLACKJACK (Atari)
$ 2.50 BOWLING (Atari)
$ 2.50 BOXING (Activision)
$ 3.50 BREAKAWAY IV (Sears)
$ 6.00* CALIFORNIA GAMES (Epyx)
$ 2.50 CASINO (Atari)
$11.25* CHECKERS (Activision) -- SOME RIPS ON FRONT LABEL
$ 2.50 CHOPPER COMMAND (Activision)

$ 2.50 CIRCUS ATARI (Atari)
$ 6.00* CODEBREAKER (Atari) -- NO END LABEL
$ 2.50 COSMIC ARK (Imagic)
$ 2.50 machan CRYSTAL CASTLES (Atari)
$ 2.50 DARK CAVERN (M Network)
$ 2.50 machan DECATHLON (Activision)
$ 2.50 DEMON ATTACK (Imagic)
$ 2.50 DEMONS TO DIAMONDS (Atari)
$ 2.50 DODGE 'EM (Atari)
$ 2.50 DONKEY KONG (Coleco)
$ 2.50 machan DRAGSTER (Activision)
$ 2.50 ENDURO (Activision)
$ 6.00* FIRE FIGHTER (Imagic)
$ 2.50 FOOTBALL (Atari)
$ 2.50 FREEWAY (Activision)
$ 2.50 FROGGER (Parker Brothers)
$ 2.50 FROGS AND FLIES (M Network)
$ 2.50 GALAXIAN (Atari)
$ 7.00* ksigel GHOSTBUSTERS (Activision)
$ 2.50 GOLF (Atari)
$ 2.50 GRAND PRIX (Activision)
$ 6.00* HANGMAN (Atari)
$ 2.50 HAUNTED HOUSE (Atari)
$ 2.50 HOME RUN (Atari)
$ 3.00 INTERNATIONAL SOCCER (M Network)
$ 6.00* JOURNEY ESCAPE (Data Age) -- RIP ON FRONT LABEL
$ 2.50 KABOOM! (Activision)
$ 2.50 LASER BLAST (Activision)
$ 2.50 LOCK 'N' CHASE (M Network)
$ 2.50 M*A*S*H (20th Century Fox)
$ 6.00* ksigel MEGA FORCE (20th Century Fox)
$ 3.00 dzubera MOUNTAIN KING (CBS Electronics)
$ 2.50 MS. PAC-MAN (Atari)
$ 2.50 NIGHT DRIVER (Atari)
$ 6.00* OTHELLO (Atari)
$ 2.50 OUTLAW (Atari)
$ 2.50 POLE POSITION (Atari)
$ 6.00* ksigel POPEYE (Parker Brothers)
$ 6.00* PORKY'S (20th Century Fox) -- SOME RIPS ON FRONT LABEL
$ 2.50 REAL SPORTS BASEBALL (Atari)
$ 2.50 REAL SPORTS FOOTBALL (Atari)
$ 6.00* REAL SPORTS TENNIS (Atari)
$ 2.50 RIDDLE OF THE SPHINX (Imagic)
$ 3.00 escharff RIVER RAID (Activision)
$ 3.00 machan ROBOT TANK (Activision)
$ 2.50 rhino SEAQUEST (Activision)
$ 2.50 SKIING (Activision)
$ 2.50 machan SKY DIVER (Atari)
$ 3.00 machan SKY JINKS (Activision)
$ 6.00* SOLAR FOX (CBS Electronics)

$ 2.50 SOLARIS (Atari)
$ 6.00* SPACE ATTACK (M Network)
$ 2.50 SPACE WAR (Atari) -- NO END LABEL
$ 3.00 AISRILEY SPIDER FIGHTER (Activision)
$ 2.50 STARMASTER (Activision)
$ 3.00 ksigel STAR WARS: EMPIRE STRIKES BACK (Parker Brothers)
$ 6.00* jayw+ STEEPLECHASE (Sears) -- SEARS EXCLUSIVE
$ 2.50 STREET RACER (Atari)
$ 6.00* SUMMER GAMES (Epyx)
$ 2.50 SUPER CHALLENGE BASEBALL (M Network)
$ 2.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 2.50 machan SUPERMAN (Atari)
$ 2.50 SWORDQUEST EARTHWORLD (Atari)
$ 2.50 SWORDQUEST FIREWORLD (Atari)
$ 3.50 TANK-PLUS (Sears)
$ 2.50 TARGET FUN (Sears)
$ 2.50 TENNIS (Activision)
$ 6.00* TOWERING INFERNO (U.S. Games)
$ 6.00* TRICKSHOT (Imagic)
$ 2.50 VANGUARD (Atari)
$ 6.00* VENTURE (Atari)
$ 6.00* VENTURE (Coleco)
$11.25* VIDEO CHESS (Atari)
$ 2.50 VIDEO OLYMPICS (Atari)
$ 2.50 WARLORDS (Atari)
$ 6.00* WINTER GAMES (Epyx)
$ 6.00* WIZARD OF WOR (CBS Electronics)
$ 2.50 YARS' REVENGE (Atari)

GAMES WITH MANUAL:
$ 2.50 AIR-SEA BATTLE (Atari)
$ 2.50 ASTEROIDS (Atari)
$ 3.50 ASTROBLAST (M Network)
$ 3.50 ATLANTIS (Imagic)
$ 3.50 BASKETBALL (Atari)
$ 3.00 BERZERK (Atari)
$ 3.50 BOWLING (Atari)
$ 3.00 BREAKOUT (Atari)
$ 7.00* CALIFORNIA GAMES (Epyx)
$ 3.50 CASINO (Atari)
$ 3.50 CENTIPEDE (Atari)
$ 3.50 CIRCUS ATARI (Atari)
$ 2.50 COMBAT (Atari)
$ 3.50 COSMIC ARK (Imagic)
$ 2.50 DEFENDER (Atari)
$ 3.50 DEMON ATTACK (Imagic)
$ 3.50 DONKEY KONG (Coleco)
$ 3.00 E.T. THE EXTRA-TERRESTRIAL (Atari)
$ 3.50 FOOTBALL (Atari)
$ 3.50 FROGGER (Parker Brothers)

$ 3.50 GALAXIAN (Atari)
$ 3.50 GOLF (Atari)
$ 3.50 HOME RUN (Atari)
$ 3.50 ICE HOCKEY (Activision)
$ 3.50 JOUST (Atari)
$ 3.50 JUNGLE HUNT (Atari)
$ 3.50 KABOOM! (Activision)
$ 3.50 KANGAROO (Atari)
$ 3.50 LOCK 'N' CHASE (M Network)
$ 3.50 rhino MIDNIGHT MAGIC (Atari)
$ 3.50 NIGHT DRIVER (Atari)
$ 3.00 PAC-MAN (Atari)
$ 3.50 POLE POSITION (Atari)
$ 3.50 REACTOR (Parker Brothers)
$ 3.50 ksigel RIDDLE OF THE SPHINX (Imagic)
$ 3.50 SKIING (Activision)
$ 2.50 SPACE INVADERS (Atari)
$ 4.50 SPACE INVADERS (Sears)
$ 3.50 SPACE JOCKEY (Vidtec)
$ 3.50 SUPER CHALLENGE BASEBALL (M Network)
$ 3.50 SUPER CHALLENGE FOOTBALL (M Network)
$ 5.00 ksigel SWORDQUEST: FIREWORLD (Atari)
$ 3.50 TARGET FUN (Sears)
$ 3.50 VANGUARD (Atari)
$ 3.50 WARLORDS (Atari)
$ 3.50 YARS' REVENGE (Atari)

GAMES WITH BOX AND MANUAL:
$ 3.00 ASTEROIDS (Atari)
$ 4.50 BASKETBALL (Atari)
$ 4.00 BERZERK (Atari)
$ 3.00 COMBAT (Atari)
$ 3.50 DEFENDER (Atari)
$ 4.00 DODGE 'EM (Atari)
$ 3.00 FOOTBALL (Atari)
$ 4.50 JUNGLE HUNT (Atari)
$ 3.00 MISSILE COMMAND (Atari)
$ 4.00 PAC-MAN (Atari)
$ 3.00 SPACE INVADERS (Atari)
$ 5.50* APDF35D SUPERMAN (Atari)

BRAND NEW GAMES, STILL SHRINKWRAPPED:
$ 8.00* TASK FORCE (Froggo Games)

GAME WITH NO BOX OR MANUAL:
$ 6.00 STAR RAIDERS (Atari) -- ALSO INCLUDES VIDEO TOUCH
PAD CONTROLLER, AND STAR RAIDERS OVERLAY.

CONTROLLERS (I know this isn't software, but I had to put it somewhere!):
$ 5.00 rkinnen ATARI 2600 PADDLE CONTROLLERS (Atari)
$ 5.00 ksigel QUICKSHOT JOYSTICK (Spectravision)

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ATARI 5200:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 CENTIPEDE
$ 3.00 DIG DUG
$ 3.00 GALAXIAN
$ 3.00 rhino MARIO BROS.
$ 3.00 rhino MOON PATROL
$ 8.00* POPEYE (Parker Brothers)
$ 3.00 rhino SPACE INVADERS
$ 3.00 STAR RAIDERS

LOOSE GAMES, WITH OVERLAY(S):
$ 4.00 GALAXIAN (WITH 2 OVERLAYS)
$ 4.00 summers REALSPORTS: FOOTBALL (WITH 1 OVERLAY)

GAMES WITH MANUAL:
$10.00* summers RIVER RAID (Activision)

GAMES WITH MANUAL, AND OVERLAY(S):
$ 5.00 rhino QIX (WITH 2 OVERLAYS)

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ATARI 7800:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 parrot BALLBLAZER
$ 3.00 XXXXX CENTIPEDE
$ 3.00 CHOPLIFTER!
$ 4.00 CROSSBOW
$ 4.00 DARK CHAMBERS
$ 3.00 DIG DUG
$ 3.00 HAT TRICK
$ 3.00 KARATEKA
$ 3.00 ONE-ON-ONE
$ 2.50 POLE POSITION II
$ 3.00 ROBOTRON: 2084
$ 3.00 XEVIOUS

GAMES WITH MANUAL. NO BOX:
$ 4.00 CHOPLIFTER!
$ 4.00 DIG DUG
$ 5.00 jim!mike GALAGA
$ 4.00 HAT TRICK

GAMES WITH BOX. NO MANUAL:
$ 4.00 KARATEKA (SUPER GAME CARTRIDGE)

GAMES WITH BOX AND MANUAL:
$ 5.00 ASTEROIDS
$ 5.00 HAT TRICK

$ 5.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 KARATEKA (SUPER GAME CARTRIDGE)

NEW GAMES (STILL SHRINKWRAPPED):
$10.00* KARATEKA (SUPER GAME CARTRIDGE)
$ 8.00* POLE POSITION II
$10.00* XEVIOUS

*****

ATARI 8-bit COMPUTER CARTRIDGES:

LOOSE GAMES, NO BOX OR MANUAL:
$ 5.00 rhino BASIC COMPUTING LANGUAGE (Atari)
$ 5.00 CENTIPEDE (Atari)
$ 5.00 DEFENDER
$ 5.00 DONKEY KONG (Atari)

GAMES WITH BOX AND MANUAL:
$ 6.00 escharff STAR RAIDERS

NEW GAME WITH BOX AND MANUAL (NEVER USED, JUST NO SHRINKWRAP):
$ 6.00 rhino STAR RAIDERS

BOOKS (I know this isn't software, but again, I had to put it somewhere!):
$ 5.00 rhino INSIDE ATARI BASIC (Atari, by Bill Harris, 184 pages)

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ATARI LYNX (ALL GAMES ARE NEW, AND STILL SHRINKWRAPPED):

$12.00 mtmr BILL AND TED'S EXCELLENT ADVENTURE
$10.00 CALIFORNIA GAMES
$12.00 mtmr CHIP'S CHALLENGE
$12.00 ELECTROCOP
$12.00 GAUNTLET: THE THIRD ENCOUNTER

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COLECOVISION:

LOOSE GAMES, NO BOX OR MANUAL:
$ 4.00 NRICHAR DONKEY KONG JUNIOR
$ 6.00* mduda PITSTOP
$ 3.50 mduda VENTURE
$ 4.00 NRICHAR ZAXXON

GAMES WITH MANUAL. NO BOX:
$ 6.00 summers ZAXXON

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INTELLIVISION:

LOOSE GAMES, NO BOX, MANUAL, OR OVERLAYS:
$ 6.00* APBA BACKGAMMON
$ 3.00 AUTO RACING
$ 3.00 BEAUTY & THE BEAST (Imagic)
$ 7.50* CARNIVAL (Coleco)
$ 3.00 DONKEY KONG (Coleco)
$ 5.00* HORSE RACING
$ 7.50* KOOL-AID MAN
$ 3.00 LAS VEGAS ROULETTE
$ 3.00 ROYAL DEALER
$ 3.00 SUB HUNT
$ 4.00 undrwrld TRON: DEADLY DISCS
$ 3.00 TRON: MAZE-A-TRON

LOOSE GAMES, WITH OVERLAY(S). NO BOX OR MANUAL:
$ 7.00* ATLANTIS (WITH 2 OVERLAYS)
$ 4.00 BEAUTY & THE BEAST (WITH 2 OVERLAYS)
$ 4.00 BURGERTIME (WITH 2 OVERLAYS)
$ 3.50 DUNGEONS & DRAGONS (WITH 1 OVERLAY) [SAME AS ADV. D&D]
$ 3.50 PGA GOLF (WITH 2 OVERLAYS)
$ 3.00 TENNIS (WITH 1 OVERLAY)

GAMES WITH MANUAL, AND 1 OVERLAY. NO BOX:
$ 5.00 undrwrld TRON: MAZE-A-TRON

GAMES WITH BOX, AND 2 OVERLAYS. NO MANUAL:
$ 5.00 ADVANCED DUNGEONS & DRAGONS
$ 5.00 BEAUTY & THE BEAST (ALSO WITH TRAY)
$ 5.00 DEMON ATTACK (ALSO WITH TRAY)
$ 4.50 FROG BOG

GAMES WITH BOX AND MANUAL. NO OVERLAYS:
$ 5.00 TRIPLE ACTION

COMPLETE GAMES EXCEPT FOR BOX. WITH MANUAL, AND 2 OVERLAYS:
$ 4.50 BOXING
$ 4.50 LOCK 'N' CHASE
$ 4.50 SPACE BATTLE
$ 5.00 SUB HUNT

COMPLETE GAMES. WITH BOX, MANUAL AND 2 OVERLAYS:
$ 6.00 ASTROSMASH
$ 9.00* ATLANTIS
$ 6.00 BURGERTIME
$ 5.00 LAS VEGAS POKER & BLACKJACK
$ 5.50 MAJOR LEAGUE BASEBALL
$ 5.50 NASL SOCCER
$ 6.50 NFL FOOTBALL (ALSO WITH 1 PLAYBOOK)
$ 5.50 NIGHT STALKER
$ 5.50 SEA BATTLE
$ 5.50 SNAFU

$ 5.50 SPACE ARMADA
$ 5.50 SPACE BATTLE
$ 5.50 SPACE HAWK
$ 5.50 TENNIS
$ 6.00 TRIPLE ACTION

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ODYSSEY2:

LOOSE GAMES, NO BOX OR MANUAL:
$ 3.00 ALPINE SKIING!
$ 3.00 COMPUTER GOLF!
$ 3.00 yau COSMIC CONFLICT!
$ 3.00 yau K.C. MUNCHKIN!
$ 3.00 yau MONKEYSHINES!
$ 3.00 SHOWDOWN IN 2100 A.D.!
$ 3.00 yau THUNDERBALL!

GAMES WITH BOX AND MANUAL:
$ 4.50 yau ALIEN INVADERS - PLUS!
$ 4.50 yau ALPINE SKIING!
$ 4.50 ARMORED ENCOUNTER! / SUB CHASE!
$ 4.50 BASEBALL!
$ 4.50 COMPUTER GOLF!
$ 4.50 FOOTBALL!
$ 5.00 aa852 LAS VEGAS BLACKJACK!
$ 2.50 SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

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SEGA MASTER SYSTEM:

GAMES WITH BOX. NO MANUAL:
$ 8.00 JOE MONTANA FOOTBALL
$ 6.00 SHINOBI
$ 6.00 THE NINJA

GAMES WITH BOX AND MANUAL:
$ 8.00 RAMBO III

SEGA MASTER SYSTEM POSTER:
$ 0.50 aa852 "TAKE HOLD OF THE SEGA ADVENTURE", WITH GAME FLYER ON BACK
FEATURING 43 GAME SCREEN SHOTS AND DESCRIPTIONS -- POSTER
IS IN NEAR-MINT CONDITION.

*****

TOMY TUTOR:

GAMES WITH BOX AND MANUAL:
$10.00* POOYAN

****

HARDWARE:

NOTE #1 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW RF switchbox for $5 that is virtually identical to one sold at Radio Shack for $7. It allows for the connection of both 300 OHM and 75 OHM antenna lead-in's.

If you already have an RF switchbox, most systems will work fine with it. Some systems still include one, please read carefully. I ran out of used RF switchbox's in the third MASSIVE AUCTION, sorry.

NOTE #2 FOR THOSE BIDDING ON SYSTEMS: If you are the high bidder on certain systems (they are marked) you will have the option of buying a BRAND NEW power supply for $10 that is virtually identical to one sold at Radio Shack for $13. This power supply works with a lot of systems. It features six (6) plug adapters, changeable polarity (positive or negative), "LED" lights to indicate proper voltage, and can be used on the following settings:

INPUT: 110-220 V, 60-50 Hz, 9W
OUTPUT: 1.5, 3, 4.5, 6, 7.5, 9, and 12 V DC.
CURRENT: 500 mA.

Radio Shack's model DOESN'T include 1.5 or 12 V settings, and is only 300 mA!

I just ran out of most used power supplies in the last MASSIVE AUCTION, sorry.

LOT #1

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, ONE ATARI VIDEO TOUCH PAD CONTROLLER, AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BERZERK (Atari)
COMBAT (Atari)
DEMON ATTACK (Imagic)
GRAND PRIX (Activision)
PAC-MAN (Atari)
REALSPORTS: BASEBALL (Atari)
SKY JINKS (Activision)
SPACE INVADERS (Atari)
STAR RAIDERS (Atari) -- USES VIDEO TOUCH PAD
STREET RACER (Atari) -- USES PADDLES
TARGET FUN (Sears)
VIDEO PINBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

$40.00 solution

*****

LOT #2 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT ASTEROIDS]:

ASTEROIDS (Atari) -- WITH MANUAL
BOWLING (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FREEWAY (Activision)
GOLF (Atari)
KABOOM (Activision)
MISSILE COMMAND (Atari)
OUTLAW (Atari)
REALSPORTS: FOOTBALL (Atari)
STAR MASTER (Activision)
VIDEO OLYMPICS (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $34.00
BID #2) MINIMUM OPENING BID OF $34.00
BID #3) MINIMUM OPENING BID OF $34.00

*****

LOT #3 - THERE ARE 3 OF THESE SYSTEMS AVAILABLE, THE TOP 3 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ATARI 2600 SYSTEM, WITH ONE (1) ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT PAC-MAN]:

ASTEROIDS (Atari)
ASTROBLAST (M Network)
BASKETBALL (Atari)
BERZERK (Atari)
CHOPPER COMMAND (Activision)
CIRCUS ATARI (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
FROGS AND FLIES (M Network)
PAC-MAN (Atari) -- WITH MANUAL
REALSPORTS: BASEBALL (Atari)

THESE ARE COMPLETE 2600 SYSTEMS, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $35.00
BID #2) MINIMUM OPENING BID OF $35.00
BID #3) MINIMUM OPENING BID OF $35.00

*****

LOT #4

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

SEARS TELE-GAMES (ATARI 2600 COMPATIBLE SYSTEM) WITH BOX, MANUAL, ONE (1)
ATARI JOYSTICK, ONE SET OF TWO PADDLE CONTROLLERS, AND TEN (10) SEARS
TELE-GAMES CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

BASEBALL (Tele-Games)
BASKETBALL (Tele-Games)
BOWLING (Tele-Games)
BREAKAWAY IV (Tele-Games)
FOOTBALL (Tele-Games)
GOLF (Tele-Games)
MISSILE COMMAND (Tele-Games)
PONG SPORTS (Tele-Games)
TANK-PLUS (Tele-Games)
TARGET FUN (Tele-Games)

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX AND POWER SUPPLY.

THE BOX AND MANUAL AREN'T IN GOOD SHAPE, BUT BOTH ARE INTACT.

MINIMUM OPENING BID OF $53.00

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LOT #5

NEW RF SWITCHBOX PURCHASE OPTION

COLECO GEMINI (ATARI 2600 COMPATIBLE SYSTEM) WITH MANUAL, ONE (1) GEMINI
DUAL COMMAND CONTROLLER, ONE SET OF GEMINI PADDLES, ONE GEMINI POWER SUPPLY,
AND TWELVE (12) CARTRIDGES [NO BOXES, OR MANUALS FOR GAMES]:

ASTEROIDS (Atari)
COMBAT (Atari)
E.T. THE EXTRA-TERRESTRIAL (Atari)
FOOTBALL (Atari)
HOME RUN (Atari)
MISSILE COMMAND (Atari)
PAC-MAN (Atari) -- WITH MANUAL
SPACE INVADERS (Atari) -- WITH MANUAL
TARGET FUN (Tele-Games)
VANGUARD (Atari)
CARNIVAL (Coleco) -- STICKER ON BACK SAYS "INCLUDED WITH GEMINI"
DONKEY KONG (Coleco) -- STICKER ON BACK SAYS "INCLUDED WITH GEMINI"

I WILL ALSO THROW IN AN EXTRA, SEMI-WORKING GEMINI DUAL COMMAND CONTROLLER FOR PARTS, FREE. JOYSTICK PART ON EXTRA CONTROLLER WON'T GO UP.

THIS IS A COMPLETE 2600 SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $46.00

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LOT #6

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND THREE (3) GAMES [NO BOX OR MANUAL FOR GAMES, EXCEPT PAC-MAN]:

PAC-MAN -- WITH MANUAL
POLE POSITION
SUPER BREAKOUT

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

MINIMUM OPENING BID OF $34.00

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LOT #7

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 5200 (2-PORT), ONE ATARI CONTROLLER, ATARI POWER SUPPLY, AND THREE (3) GAMES [NO BOXES OR MANUALS FOR GAMES, EXCEPT CENTIPEDE]:

CENTIPEDE -- WITH MANUAL
PAC-MAN
POLE POSITION

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THE POWER SUPPLY WORKS, BUT AFTER TESTING IT I DISCOVERED THAT THERE ARE EXPOSED WIRES AT ONE POINT ON THE CORD. I WOULD SUGGEST NOT USING IT, AND I ONLY SUPPLY IT SO THAT YOU KNOW WHAT ONE LOOKS LIKE, AND CAN READ THE SPECIFICATIONS FROM THE POWER SUPPLY ITSELF.

MINIMUM OPENING BID OF $32.00

*****

LOT #8

ATARI 5200 (4-PORT), ORIGINAL POWER SUPPLY, ONE ATARI CONTROLLER, AND THREE (3) GAMES [NO BOXES OR MANUALS FOR GAMES, EXCEPT POLE POSITION]:

DEFENDER
PAC-MAN
POLE POSITION -- WITH MANUAL

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THERE IS NO RF/POWER SWITCHBOX WITH THIS SYSTEM, BUT I WILL INCLUDE PLANS ON HOW TO BUILD ONE. THE PARTS COST APPROX. $8 AT RADIO SHACK.

MINIMUM OPENING BID OF $37.00

*****

LOT #9

ATARI 5200 (4-PORT), ONE ATARI CONTROLLER, ATARI RF/POWER SWITCHBOX, AND THREE (3) GAMES [NO BOXES OR MANUALS FOR GAMES, EXCEPT PAC-MAN]:

DEFENDER
PAC-MAN -- WITH MANUAL, AND 2 OVERLAYS
REALSPORTS FOOTBALL

THE CONTROLLER IS WORKING, AT THIS TIME, BUT THE FIRE BUTTON CONTACTS ON THE INSIDE NEED CLEANING PERIODICALLY. I WILL ALSO THROW IN A NON-WORKING CONTROLLER FOR PARTS, FREE.

THIS SYSTEM DOESN'T COME WITH A POWER SUPPLY. THE SPECIFICATIONS ARE:

INPUT: 120V AC 60HZ 33W
OUTPUT: 11.5V DC 1.95AMP

MINIMUM OPENING BID OF $30.00

*****

LOT #10

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 400 COMPUTER WITH RCA CABLE, ORIGINAL ATARI POWER SUPPLY, ONE ATARI JOYSTICK, ATARI 410 PROGRAM RECORDER, AND DELUXE INVADERS (Roklan) CARTRIDGE.

THIS IS A COMPLETE ATARI 400 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $29.00

*****

LOT #11

NEW RF SWITCHBOX PURCHASE OPTION

ATARI 130XE COMPUTER WITH ORIGINAL POWER SUPPLY, ATARI 810 DISK DRIVE WITH ORIGINAL POWER SUPPLY, MOLEX CONNECTOR CABLE, RCA CABLE, ONE ATARI JOYSTICK, AND PAC-MAN CARTRIDGE.

I DON'T HAVE A DISK TO CHECK THE DRIVE, BUT THE POWER LIGHT COMES ON AND IT MAKES A SOUND LIKE IT IS TRYING TO READ A DISK.

THIS IS A COMPLETE ATARI 130XE COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $110.00

*****

LOT #12

COLECOVISION SYSTEM WITH BOX, MANUAL, COLECO POWER SUPPLY, RCA CABLE, COLECO RF SWITCHBOX, TWO (2) CONTROLLERS, AND ONE (1) CARTRIDGE [NO BOX, OR MANUAL FOR GAME]:

DONKEY KONG

THIS IS A COMPLETE COLECOVISION SYSTEM, NOTHING ELSE NEEDED TO PLAY.

$40.00 NRICHAR

*****

LOT #13 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

COLECOVISION SYSTEM WITH COLECO POWER SUPPLY, ONE (1) CONTROLLER, RCA CABLE, AND ONE (1) CARTRIDGE [WITH MANUAL. NO BOX FOR GAME]:

DONKEY KONG (WITH MANUAL)

I WILL ALSO THROW IN A SEMI-WORKING EXTRA CONTROLLER WHICH HAS FIRE BUTTONS THAT STICK, FOR PARTS, FREE.

BID #1) MINIMUM OPENING BID OF $30.00
BID #2) MINIMUM OPENING BID OF $30.00

*****

LOT #14

NEW RF SWITCHBOX PURCHASE OPTION

COLECO ADAM COMPUTER SYSTEM WITH ONE DIGITAL DATA DRIVE, TWO (2) ADAM [BEIGE] CONTROLLERS, RCA CABLE, AND DONKEY KONG CARTRIDGE [NO BOX OR MANUAL FOR GAME]:

THIS SYSTEM DOESN'T INCLUDE THE POWER SUPPLY (WHICH NORMALLY COMES IN THE PRINTER), BUT A SUBSTITUTE CAN BE PURCHASED FROM A MAIL ORDER COMPANY FOR $13 (PLUS SHIPPING). I WILL FURNISH THE PHONE NUMBER TO THE HIGH BIDDER.

THIS SYSTEM DOESN'T INCLUDE THE KEYBOARD.

SINCE I DON'T HAVE A POWER SUPPLY, THE SYSTEM HASN'T BEEN CHECKED. THE CONTROLLERS AND THE CARTRIDGE WORK.

MINIMUM OPENING BID OF $35.00

*****

LOT #15 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

COLECOVISION EXPANSION MODULE NO. 1: ATARI 2600 CONVERTER. PLAY ATARI 2600 GAMES ON YOUR COLECOVISION SYSTEM. SYSTEM INCLUDES ONE ATARI JOYSTICK, ONE SET OF TWO ATARI PADDLE CONTROLLERS, AND TEN (10) CARTRIDGES [NO BOXES OR MANUALS FOR GAMES, EXCEPT MISSILE COMMAND]:

AIR-SEA BATTLE (Atari)
COMBAT (Atari)
DEMON ATTACK (Imagic)
GRAND PRIX (Activision)
MISSILE COMMAND (Atari) [WITH BOX AND MANUAL]
RAIDERS OF THE LOST ARK (Atari)
SPACE INVADERS (Atari)
SUPER BREAKOUT (Atari)
VANGUARD (Atari)
YARS' REVENGE (Atari)

BID #1) MINIMUM OPENING BID OF $42.00
BID #2) MINIMUM OPENING BID OF $42.00

*****

LOT #16

NEW RF SWITCHBOX PURCHASE OPTION

COMMODORE 64 COMPUTER WITH BOX, USER'S MANUAL (200 pgs.), POWER SUPPLY, 1541 DISK DRIVE (PUSH IN MODEL) WITH POWER CORD, SERIAL CABLE, TEN 10 DS DISKS (WHICH MAY OR MAY NOT HAVE GAMES ON THEM -- DEPENDING ON WHO IS ASKING, IF YOU KNOW WHAT I MEAN), KICKMAN CARTRIDGE, MUSIC COMPOSER CARTRIDGE, AND RCA CABLE.

THIS IS A COMPLETE COMMODORE 64 COMPUTER SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $70.00

*****

LOT #17

NEW RF SWITCHBOX PURCHASE OPTION

SUPER VIDEO ARCADE (SEAR INTELLIVISION SYSTEM), WITH TWO (2) DETACHABLE CONTROLLERS, AND RCA CABLE. SYSTEM ALSO COMES WITH FIVE (5) GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

BURGERTIME (WITH 2 OVERLAYS)
FROG BOG -- LOOSE GAME, NO BOX, MANUAL OR OVERLAYS
LAS VEGAS POKER & BLACKJACK (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
NFL FOOTBALL (WITH MANUAL, 1 PLAYBOOK, AND 2 OVERLAYS)
NIGHT STALKER (WITH BOX AND 1 OVERLAY)

POWER SUPPLY IS BUILT IN.

THIS IS A COMPLETE INTELLIVISION SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $40.00

*****

LOT #18 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES]:

LAS VEGAS POKER & BLACKJACK
NIGHT STALKER
SNAFU
SPACE ARMADA
SPACE HAWK
STAR STRIKE
TRIPLE ACTION

THIS IS A COMPLETE INTELLIVISION SYSTEM, EXCEPT FOR RF SWITCHBOX.

BID #1) MINIMUM OPENING BID OF $52.00
BID #2) MINIMUM OPENING BID OF $52.00

*****

LOT #19

NEW RF SWITCHBOX PURCHASE OPTION

INTELLIVISION II SYSTEM WITH TWO (2) DETACHABLE CONTROLLERS, RCA CABLE, AND ORIGINAL POWER SUPPLY. SYSTEM ALSO COMES WITH SEVEN (7) GAMES [NO BOXES, OR MANUALS FOR GAMES, EXCEPT LAS VEGAS POKER & BLACKJACK AND NFL FOOTBALL]:

LAS VEGAS POKER & BLACKJACK -- WITH BOX, MANUAL, AND 2 OVERLAYS (COMPLETE)
BOXING
NBA BASKETBALL
NFL FOOTBALL -- WITH BOX, MANUAL, PLAYBOOK, AND 2 OVERLAYS (COMPLETE)
PBA BOWLING
SPACE ARMADA
TENNIS

THIS IS A COMPLETE INTELLIVISION SYSTEM, EXCEPT FOR RF SWITCHBOX.

MINIMUM OPENING BID OF $55.00

*****

LOT #20

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH ORIGINAL BOX, AND THREE (3) INTELLIVOICE GAMES [ACCESSORIES FOR GAMES AS FOLLOWS]:

B-17 BOMBER (WITH BOX)
BOMB SQUAD (COMPLETE: BOX, MANUAL, AND 2 OVERLAYS)
SPACE SPARTANS (WITH BOX, MANUAL, AND 1 OVERLAY)

MINIMUM OPENING BID OF $27.50

*****

LOT #21

INTELLIVISION INTELLIVOICE VOICE SYNTHESIS MODULE, WITH THREE (3)
INTELLIVOICE GAMES [NO BOXES, OR MANUALS FOR GAMES]:

BOMB SQUAD
SPACE SPARTANS
TRON: SOLAR SAILER

MINIMUM OPENING BID OF $21.00

*****

LOT #22

NEW RF SWITCHBOX PURCHASE OPTION

ODYSSEY2 SYSTEM WITH RCA CABLE, ORIGINAL POWER SUPPLY, AND EIGHT (8)
CARTRIDGES [NO BOX OR MANUAL FOR GAMES]:

ALIEN INVADERS--PLUS!
BASEBALL!
BOWLING! / BASKETBALL!
FOOTBALL!
K.C. MUNCHKIN!
POCKET BILLIARDS!
SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!
UFO!

MINIMUM OPENING BID OF $40.00

*****

LOT #23

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ODYSSEY2 SYSTEM WITH RCA CABLE, THE VOICE, AND EIGHT (8) CARTRIDGES [FOUR
WITH BOX, AND FOUR WITHOUT BOX OR MANUAL FOR GAMES, ONE IS VOICE COMPATIBLE]:

K.C.'S KRAZY CHASE! -- VOICE COMPATIBLE
ALIEN INVADERS--PLUS! -- WITH BOX
BLOCKOUT! / BREAKDOWN! -- WITH BOX
BOWLING! / BASKETBALL!
FOOTBALL! -- WITH BOX
MATH-A-MAGIC! / ECHO!
POCKET BILLIARDS! -- WITH BOX
SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF BOTH JOYSTICK
CONTROLLERS, OTHERWISE EVERYTHING WORKS.

$60.00 KAISER

*****

LOT #24

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

ODYSSEY2 SYSTEM WITH RCA CABLE, EIGHT CARTRIDGES (8) [NO BOX OR MANUAL FOR GAMES]:

BOWLING! / BASKETBALL!
COSMIC CONFLICT!
FREEDOM FIGHTERS!
K.C. MUNCHKIN!
MATCHMAKER! / BUZZWORD! / LOGIX!
MONKEYSHINES!
PICK AXE PETE!
SPEEDWAY! / SPIN-OUT! / CRYPTO-LOGIC!

THIS SYSTEM IS MISSING THE LITTLE BLACK KNOB OFF THE TOP OF THE LEFT JOYSTICK CONTROLLER, OTHERWISE EVERYTHING WORKS.

MINIMUM OPENING BID OF $37.00

*****

LOT #25 - THERE ARE 2 OF THESE SYSTEMS AVAILABLE, THE TOP 2 BIDS ARE LISTED.

NEW RF SWITCHBOX PURCHASE OPTION
NEW POWER SUPPLY OPTION

BENTLEY COMPUVISION PONG SYSTEM, WITH 2 BUILT IN CONTROLLERS, AND FOUR GAMES (PRACTICE, SOCCER, SQUASH, AND TENNIS).

THIS SYSTEM CAN EITHER RUN OFF OF BATTERIES, OR USE A 6V DC POWER SUPPLY.

BID #1) MINIMUM OPENING BID OF $5.00
BID #2) MINIMUM OPENING BID OF $5.00

*****

LOT #26

SEGA MASTER SYSTEM WITH BOX, TWO CONTROLLERS, LIGHT GUN, POWER SUPPLY, RF SWITCHBOX, SYSTEM MANUAL, LIGHT GUN MANUAL, AND TWO (2) BUILT-IN GAMES:

HANG-ON
SAFARI HUNT

HANG-ON FREEZES AS SOON AS YOU START TO PLAY, BUT SAFARI HUNT WORKS FINE, AND ALL CARTRIDGES WORK FINE.

$30.00 bmusat%oscs

*****

LOT #27

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH BOX, ORIGINAL POWER SUPPLY AND RF SWITCHBOX, USER'S GUIDE (300 pgs.), BEGINNER'S BASIC (150 pgs.), FUNCTION KEY STRIPS (FOR KEYBOARD), ASSORTED INSERTS, AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $40.00

*****

LOT #28

TEXAS INSTRUMENTS -- TI 99/4A COMPUTER WITH ORIGINAL POWER SUPPLY, ORIGINAL RF SWITCHBOX, BEGINNER'S BASIC (150 pgs.), ONE FUNCTION KEY STRIP (FOR KEYBOARD), AND MUNCH MAN CARTRIDGE.

MINIMUM OPENING BID OF $32.00

*****

Send all bids to: dw901@cleveland.freenet.edu

Michael J. Novak Jr.

--
Are you interested in BUYING/SELLING/TRADING personally owned video games for:
SEGA GENESIS, SEGA CD, SUPER NINTENDO, and ATARI JAGUAR???
For a copy of my current list, or to be placed on my e-mail list,
please leave E-Mail at -=+> dw901@cleveland.Freenet.Edu

7709. Re: MASSIVE AUCTION VI -- update #6 (includes Atari 8-bit)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 11:54:45 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pox2nbN.jeking7@delphi.com>
Source record: 95935

Geez. You're definately going into my KILLFILE! Do you do these
"Massive Auctions" for a living? That kind of goes against the nature
of the Internet!

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7710. Rare Game: Hard Hat Willy

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 15:54:26 UTC
From: mtmr@walsh.dme.battelle.org
Message-ID: <mtmr-221294105814@walsh.dme.battelle.org>
Source record: 95951

I guess 'Hard Hat Willy' is rarer than I thought.

It seems few people had this game as I talk with other 8-bitters on this group.

In the game, you control Willy, who wears a hard hat (hence the name) and you walk around a big room (that scrolls) and smash up eggs with your hat (it raises up from your head and smushes them when you press the fire button). If you don't smash 'em they eventually hatch and birds come out to attack you.

This was one of the last games I remember getting for my 8-bit, circa 1985. Does anyone remember this game, and if so, who made it?

Oh yeah, it was in Graphics mode 7, had real smooth animation and scrolling; in fact it was one of the cleanest, meticulously programmed games I ever saw.

==========

MTM 'Matt the Mentat' Walsh ^^ mtm@walsh.dme.battelle.org

Visualize Impeachment.

Not speaking for Battelle.

7711. Re: Rare Game: Hard Hat Willy

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 17:25:40 UTC
From: jasonbar@nut.ucsb.edu
Message-ID: <3dccqk$knk@nut.ucsb.edu>
Source record: 95941

mtmr@walsh.dme.battelle.org (MTM 'Empty-M' Walsh) writes:

>This was one of the last games I remember getting for my 8-bit, circa 1985.
> Does anyone remember this game, and if so, who made it?
Yah, I've got it too....don't have it in front of me (actually, it's about
2300 miles from me right now). Don't recall the company that put it out.

>Oh yeah, it was in Graphics mode 7, had real smooth animation and
>scrolling; in fact it was one of the cleanest, meticulously programmed
>games I ever saw.
Yeah, and you forgot to mention that it's a lot of fun too! There's this
weird segment where you "grab" onto a bird passing overhead. You extend your
"ears" way up until your hardhat hits the bird, the hardhat sticks to the bird and drags
you along, while you have to modulate your ear length to pass through some
tunnels and obstacles.

-Jason
--
Jason Dante Bardis(jasonbar@engineering.ucsb.edu) is a Simpsons-watchin', 3DO-
playin',cyclin',anime-viewin',Absolutely Fabulous-tapin',aXcess-readin', hair-
-dyin',Mac-usin',Ministry-listenin',LEGO-creatin','brow-piercin',autocrossin',
Tempest-adorin',cart-collectin',electronics-tinkerin',ballroom-dancin' kinda guy

7712. Telnetable BBS - atari support

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 17:49:25 UTC
From: Incisor@closer.brisnet.org.au
Message-ID: <c5b_9412231432@softtech.brisnet.org.au>
Source record: 95950

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```

... "Yield to temptation, it may not pass your way again." - L. Long

... .

7713. Re: mux pipe, programming, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 21:40:36 UTC
From: krishna@max.tiac.net
Message-ID: <3dcrol$5e6@sundog.tiac.net>
Source record: 95952

I think you'd have to install some kind of interrupt handler to await pipes.

As far a I know:

Pipes only work when both ends are sitting there waiting to receive the
data. If one end is doing something else, I think the msg will just be
lost.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

7714. Re: SIO Extension cable -- exist?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-22 21:43:52 UTC
From: krishna@max.tiac.net
Message-ID: <3dcruo$5e6@sundog.tiac.net>
Source record: 95953

James King (jeking7@delphi.com) wrote:
: I have a workstation that has a 4+foot long SIO cable, but it still
: seems to be about 1-2 feet too short. Does anybody out there make
: and sell SIO extension cables? If so, how long can those babies be
: before you start to get loss of signal?

Have yo talked to CSS about this? I know they have the splitter devices
that clean up the signal as well, they'd probably know.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

7715. WANTED: basic 130XE computer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 00:55:17 UTC
From: teyilei@magnus.acs.ohio-state.edu
Message-ID: <3dd75l$rl5@charm.magnus.acs.ohio-state.edu>
Source record: 95942

My good ol' 130XE seemed to have died after seven years of labor. So,
I'm looking for someone w/ a 130XE in good or better condition for sale.
I'm looking for the standard computer w/ 128K and the right power supply.
Manual is optional, as I already have it. I'm willing to go as high as
$50, shipping/COD charges included.

Thanks.

7716. Re: SIO Extension cable -- exist?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 01:05:09 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <5W93-bF.ransom22@delphi.com>
Source record: 95943

James King <jeking7@delphi.com> writes:

>I have a workstation that has a 4+foot long SIO cable, but it still
>seems to be about 1-2 feet too short. Does anybody out there make
>and sell SIO extension cables? If so, how long can those babies be
>before you start to get loss of signal?

BEST Electronics lists a 6 foot SIO cable for 12.00, part number CA015900-01.
I use one in my setup, as the computer is in a slide-out keyboard and
the distance from it, through the hole in the back, to the nearest
SIO device is just under 6', when the keyboard drawer is extended for
typing. It works fine.

As for something bigger, I dunno. :(

-Joe

7717. Re: Emulation news for Amigans

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 01:17:28 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.03wt@beco.link.xs4all.nl>
Source record: 95996

Glenn M. Saunders (krishna@max.tiac.net) wrote:

> There may be good news on the emulation front for Amiga owners.
> I'm waiting for more specifics from Jim Drew, but according to him, the
> Atari 8-bit emulations are essentially done. Long ago he told me that it
> would support 400/800 _and_ XL/XE but you have to take his claims with a
> grain of salt. The big news is that he said that these emulations will
> be free and will NOT require the Emplant hardware. Whether this means it
> is only a bonus for existing Emplant users or will be available to all
> netters, I'm not sure, but I think him saying it won't require Emplant
> means that he expects those who did not purchase Emplant to get the
> program and run it.

Let us know if you know more about the XL/XE EMULATOR for the AMIGA...

Greetinx from Bernard

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-07 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

7718. HELP??? was MASSIVE AUCTION VI -- update #3

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 01:36:58 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.03wv@beco.link.xs4all.nl>
Source record: 95997

Michael J. Novak Jr. (dw901@cleveland.Freenet.Edu) wrote:

> THIRD UPDATE:
> -------------
> MASSIVE AUCTION VI -- ALL ITEMS RECEIVING THE MINIMUM BID WILL BE SOLD!
> --
>
>
> This is a rather large file (just under 34,000 bytes), so if you don't like
> large files, and/or auctions, PLEASE stop reading now. You have been warned!
>
>
> --

I have a question about this man.....
I know this man like to sell his stuff and like to get the most money out
if it but my problem is that he post this LIST every 24 hours so that is
about 6 or 7 X 34 kb every week and he comes back every month..
And I have to download ALL of those message, ALSO the 6 or 7 times that
34 kb a message....
And I think I'm not the only on that have do download ALL the mail and
maybe there are also people that has to PAY for there mail...
So let me know if you also like to see that he stop with his Selling list
in the comp.sys.atari.8bit area......

I have also try to open his eyes so I have send him back 2 of his lists but
he go's on....

So hope to hear from ALL of you who also DON'T like his list...

> Send all bids to: dw901@cleveland.freenet.edu
>
> Michael J. Novak Jr.

This is the Man where is was talking about.....

All of you who don't like his idea of posting his list every 24 hours let
me know...

Greetinx from Bernard E-mail : bernard@link.xs4all.nl

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-07 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

7719. Re: mux pipe, programming, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 02:06:56 UTC
From: James King <jeking7@delphi.com>
Message-ID: <x692XbI.jeking7@delphi.com>
Source record: 95944

But has anything been created for the MUX? Seems there's a lot of potential going down the tubes. Heck, even a MUX email system COULD be developed.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7720. Re: SIO Extension cable -- exist?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 02:07:44 UTC
From: James King <jeking7@delphi.com>
Message-ID: <5Y92vxA.jeking7@delphi.com>
Source record: 95945

Nope, havent even tried to contact CSS yet. Would like to get an
answer here before making LD calls all over the country.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7721. Re: SIO Extension cable -- exist?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 02:08:55 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xa9U3TP.jeking7@delphi.com>
Source record: 95946

Thanks for the responce on the SIO Cable. I suppose I'll call B&C and BEST tommorow to inquire about an extension cable. I'D image somebody has created sucha beast.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7722. Re: Kingdom source available?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 02:10:24 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xY93XjA.jeking7@delphi.com>
Source record: 95947

I may have the raw .BASic program to Kingdom. Try calling the Atari Connection BBS. I now have over 800megs of storage available, with almost 200hundred meg full of 8bit stuff. Rebuilding is going very quickly!

801-969-1468
300-19.2k bps

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7723. Is it April already?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 02:57:15 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xc72HfD.ransom22@delphi.com>
Source record: 95954

Atari Corp., in a surprise move that shocked Wal Street analysts, today announced that it will be reviving its so-called 8-bit computer line in mid-1995.

The computer and videogame maker plans to offer these computers at a very low-cost to consumers in order to win back marketshare it once had.

"By giving consumers all the power and functionality they need at a fraction of the cost our competitor's charge, we expect to have recaptured a 24% share of the computer market by the end of 1995," said Sam Tramiel, president of Atari Corp., a Sunnyvale, CA based firm which was once a leader in the home computer market.

The proposed system will include a computer centered around the venerable 6502C microprocessor. While it will retain full compatability with the previus 8-bit line by being essentially the same as their 400/800/XL/XE lines produced throughout the 1980's, it will boast a full 512 kilobytes of RAM. In addition, the complete system, dubbed "Atari Classic", will include a 1.2 MB, 5 1/4-inch floppy disk drive, an inkjet printer (rumored to be manufactured by Canon), a word-processing program (titled "AtariWriter 95"), Atari DOS (a command-oriented disk operating system similar to Microsoft's MS-DOS), and three game programs (Star Raiders, Pac-Man and Centipede). The complete package will retail for less than $250.00.

The company also has announced plans for additional accessories. These include a 14.4KBaud modem that will reportedly hook directly to the unit, a color printer, a monitor, various sizes of hard drives, and many different controllers. Most are scheduled for fourth-quarter 1995 release.

Wall Street traders reacted favorably to the announcement. Atari's stock (AMEX symbol ATC) shot up from 5 1/4 to 24 1/8 in heavy trading on Thursday.

Jack Tramiel summed it up most succinctly when he said, "We're back!"

==========

Okay, okay, it'll never happen. But it is the Christmas present I most wish for. :)
Hope you enjoyed reading my little tale as much as I enjoyed writing it.

Merry Christmas,

Joe Walsh

7724. UK 8-bit Users

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 02:59:10 UTC
From: richard@rtubb.demon.co.uk
Message-ID: <788151550snz@rtubb.demon.co.uk>
Source record: 95955

Having recently returned to the 8-bit with a dirt cheap "ready-made"
collection that I've just bought, I'm dying to hear from other UK Atari
8-bit Users who wish to help me catch up on things.

Are there any user groups left in the UK? Do Page 6/Atari User still publish?
Can I buy Atari gear from any established companies (hobbyists?) anymore?

Feel free to E-Mail me with answers, lists of software/hardware for sale
or swap, or just for a quick chat! I'm not fussed.

Back on the 8-bit after 7 years and it feels so good! :-)

Cheers, Ric.

==
Richard Tubb - InterNet: richard@rtubb.demon.co.uk
or - FidoNet : 2:2500/177.6

7725. ALL

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 10:03:55 UTC
From: bensmith@teleport.com
Message-ID: <3de7ab$598@linda.teleport.com>
Source record: 95957
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

7726. Re: mux pipe, programming, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 10:43:24 UTC
From: krishna@max.tiac.net
Message-ID: <3de9kc$2se@sundog.tiac.net>
Source record: 95948

James King (jeking7@delphi.com) wrote:
: But has anything been created for the MUX? Seems there's a lot of
: potential going down the tubes. Heck, even a MUX email system COULD
: be developed.

I think you are going overboard trying to equate mux pipes to the way things like "write" work on unix machines. If you are in a word processor on one Atari, odds are you can't install an interrupt handler that will do anything, let alone store email, on that slave. If you are in DOS, fine, but if you have a custom graphics mode set up or what have you, how is it going to print? The Atari doesn't multitask like a unix machine where no matter where you are someone can kick in with a write. It's not practical either to have some kind of chat or write system and have your end hang for 10 minutes until the other guy just HAPPENS to drop back to DOS or something where the handler can catch the message which is being sent and resent until received. The only way I see you could work this is if the handler was A) compatible with all software, and B) when it gets something, it snapshots out the program you are in and snaps in the chat or write program. Don't expect much software to like that kind of kluge, nor the guy on the receiving end enjoying having his software interrupted.

To me, Pipes have 2 applications:

1) multiline chat/games for BBSs
2) parallel processing programs using Pipe to transmit control data and results

For both of these applications, the software has to be deliberately written to take advantage of the MUX. Outside of the routines in which both sides are handshaking, each program on each slave is an island unto itself.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

7727. Re: Telnetable BBS - atari support

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 10:45:37 UTC
From: krishna@max.tiac.net
Message-ID: <3de9oh$2se@sundog.tiac.net>
Source record: 95949

Incisor (Incisor@closer.brisnet.org.au) wrote:
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: ������ ������ ������ ������ ������ ������ ������BBS SYSTEMS
: ������ LOSER ������ O ������ ������ OME ������
: ������ ������
: ������ ������ ������ ������ ������ Godwin Beach Qld Australia
: ������ ������ ������ ������ 074-976-293 Multiline
: Telnet 203.4.149.98

I hope you realize that there is a CTH in america!

In fact I got a little nervous that Tom Hunt may have switched over to a
clone until I saw the country extension.

7728. ALL Computers & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 10:52:46 UTC
From: bensmith@teleport.com
Message-ID: <3dea5u$5pm@linda.teleport.com>
Source record: 95958
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall
into such Categories as Computer Dealers, all kinds. All kinds of Computer
HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded
Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10!! FIRST COME FIRST SERVE!! TABLES $10!! FIRST COME FIRST SERVE!!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Do NOT Reply in the Public Message Bases as I don't Read most of
these Message Bases and the ones I do read I don't read regularly. The Best way
to reach me is E-Mail or the Above Phone number.

The Next SwapMeet is Monday, January 2nd. 1995.

Your invited.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

7729. Re: Is it April already?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 12:46:48 UTC
From: krishna@max.tiac.net
Message-ID: <3degro$6pj@sundog.tiac.net>
Source record: 95959

Joe Walsh (ransom22@delphi.com) wrote:
:
: Atari Corp., in a surprise move that shocked Wal Street analysts,
: today announced that it will be reviving its so-called 8-bit computer line
: in mid-1995.

I can do better tha this, just give me a few minutes.

What the hell, here's a NOVEL for ya:

At the summer CES 1995:

Atari Jaguar was a hot booth not only for the new games, but for
the nostalgia of their very popular Atari 2600/7800 emulator CD. Gen Xers
were waxing on about how faithful the emulation code is right down to the
flickering dragons on Adventure. Hot on the heels of this comes the debut
of a new exciting product, the Jaguar computer system.

In actuality, the Jaguar computer is several operating systems in
one. Due to the fact that the Jaguar has a 68000 processor in it, GEM
was easily ported to it and so Atari's ST computers now live on through
the Jaguar. The Tramiel's said that this was an important move to give
their frustrated computer customers something new to play with, despite
the fact that the 13mhz 68K is no barn-burner. However, also included
are OS/9000 and Linux. Most curious of all, even the Atari 8-bit is
supported. The demonstration explained how this particular emulation works:

'It was difficult trying to pull off 1:1 throughput when emulating a
dissimilar processor on a machine that is only about 7 times as fast as
the emulated one. So instead we included a 65816 in the cartridge. The
65816 was included because Atari 8-bitters always wanted a 16-bit
solution and it wasn't that much more expensive. The internal circuitry
and the 68K essentially controls when and how the 65816 gets control of
the system, and graphics calls from the CPU that would normally go to
ANTIC/GTIA/POKEY and the like are rerouted through the new chipset and
handled via emulation code which is running IN PARALLEL. Essentially
this sets up Tom and Jerry to emulate the graphics using their analogous
features. When there is a call to enable PMGs, the emulation code is
there to catch it and throw commands at the object-processor to put up a
hardware sprite. It's all handled on the fly and it is very slick.'

Hardwarewise, the cartridge part of the emulator is a large unwieldy
beast. It starts like a normal cartridge then goes into a flat T shape.
Like the CD unit, it also sports a passthrough in the middle-far end and
will deactivate itself in the presence of a game cart. The top of the
cart can be popped open to reveal several components. One is a battery

backed clock. 2nd is one standard 72 pin SIMM slot. This can receive up to 16 megabytes of RAM which is the limitation of the cart port's adressability (read on for late-breaking news on how this limitation was broken). The 68K and the local 65816 can both access this memory and/or the internal 2 megabytes, although a tiny chip also inside provides 64K of standard RAM access for the 65816 in 8-bit mode or when enabling chip/fastram and kicking the clock speed up to 10mhz. A third mode is also available called Atari+ where the emulation is slackened so that effects that would have been impossible on a 10mhz 8-bit are now possible, as well as direct Tom and Jerry control from the 65816. Also on board is a SCSI-1 controller, with a 50 pin connector directly under the T in the front. This is naturally usable by any of the emulations as they were specially written to be able to allow various FMSs to coexist on the hard drive. Next to the SCSI port to the right is a standard 8-bit SIO connector and on the far-far right, MIDI connectors. To the left of the SCSI port there is a standard parallel port and farther still, a 34-pin floppy connector. I/O control circuitry for all the devices lies in a daughterboad underneath the visible SIMM slot area. The floppy connector can handle most all formats, is accessible by all emulations, and has a configuration menu available to control various parameters such as the various double sided modes on 5.25 inch disks and speed modes for compatibility with old protected 8-bit software. Farthest over to the left is the keyboard connector DIN. The keyboard is a standard IBM type and various keys correspond to Atari 8 specific functions as well as ST functions (templates and key-cap info provided). On the left hand side of the T is the Atari ST cartridge port. Developers weren't sure if they wanted to include it, but they felt that it wouldn't hurt.

The emulations are written specifically to harness the DSP port as a powerful serial port. Limited falcon emulation allows the usage of the DSP port but naturally kills the serial port at those times. Since ISDN is on the way in, Ethernet had to be provided some way. This is accomplished by an optional passthrough that plugs into the CD unit before the T cart. It harnesses some of the CD interface and buffering circuitry to allow very fast ethernet data rates. Another feature of the ethernet cartridge is a traditional FIFO buffered serial port to help free up the DSP for other things. Or you could access both ports for various applications, multiline BBS, etc...

On the emulator CD is not only the operating systems, but tons of utilities and public domain programs. Once the CD is loaded into the OS SRAM you can remove it and access it as a standard 2X CD-ROM drive. ISO 9660 read capability is offered to all emulations, and PhotoCD is available to the ST/Falcon emulations. Coming with all this is a tiny little 34-pin passthrough device which serves as a starter FLASH ROM drive off the floppy port with storage of up to 2 megabytes (or more with compression enabled).

Also, adapters are provided for the controller ports to allow 8-bit and ST controllers. Since these are Y adapters, the standard Jaguar controllers are also always plugged in. A switch on each adapter can be

turned on that will allow you to use Indy 500 rotor controllers with such games as Tempest 2000 or Major Havoc 2000 or driving games while still being able to use the Jaguar keypad. This comes as a relief to many since a formal Jaguar rotor controller was never released. The adapters are also available separate from the emulator and are not dependent on the software emulation.

In addition to the emulated and already existing operating systems like OS/9000, a brand new operating system has been developed to take advantage of the Jaguar in the most unrestrictive way. It's called System J.

System J was designed by a cooperative of many talented programmers, many of which were once C= developers but who left after the liquidation of the company and never went back to the current owners.

System J bears many similarities to AmigaDOS 3.1. It is preemtively multitasking, and has both a graphical interface and command line available. Also, most of the operating system fits on the 512K of OS SRAM which acts like ROM and does not eat up much RAM. The rest loads off the CD or can be installed onto the HD for faster operation. It supports such features as reentrancy, the use of datatypes, shared libraries, and icon tool-types. Virtual or protected memory is not supported because of the limitations of the 68000 (read on about late-breaking news). The operating system was developed specifically to take advantage of the custom chips to assist the 68K as much as possible. Object processor directives are simplified by the way the OS distributes commands to it so that instead of programming to the metal a pleasing simplification of operation is in place. Standard graphics modes are supported through the OS as well as support for customizing them on the fly painlessly and easily. The DSP can be accessed directly, be used as an FPU, or as the serial port. Provisions were put in place to try to allow all 3 without interrupting an online session. Palette/mode preferences support up to a full 24-bit desktop at 640x480 interlaced plus overscan as well as scrollable desktops of larger sizes. Developers also say that they are leaving the resolutions open ended due to the programmability of graphics just in case of HDTV or multisyncs become popular. Utilities to dump JPEGs in as backdrops are truly amazing. Also on the programming end, parallelization is supported by means of special calls to set up parallel routines on the other processors. Instead of forcing the 68K to do ALL the work, the RISCs can indeed be called upon to chomp on mainline code, for they are a lot faster than the 68K. Normally, the OS handles this and parallelizes things automaically. But in your own code you can learn how to write closer to the metal this way. The designers said they did consider focusing on one of the RISCs as the main CPU but decided against it because although they ARE faster, they are designed for the sound and GFX and overall would work best as the A/V subset to the 68K. It may all seem confusing, but the end result is that the actual throughput of System J certainly is amazing. Graphics put almost no overhead onto the 68K, leaving it to number crunch. Overall the machine appears to run as fast as a 33 mhz 68030 by taking advantage of the RISCs and using the DSP as an

FPU. Not a speed demon by today's standards, but it is amazing for what it is.

All this is well and good, but what can you run on it? Well, at the present time a few different software projects have been completed. Atari farmed out its software in a way, by going to software houses and instead of courting them, they PAID them to port their software over. At the same time, they cut a deal so sweet that the companies could not refuse. Atari knows now that software sells computers and it was worth it for them to do whatever they could to insure a few good titles at the debut of System J. Titles include Pagestream 4.0, Excell, Wordperfect, and one Atarimade title called Kitty Corner.

Kitty Corner is the starter software tha comes with the Jag computer. In a way it is a lot of little desktop utilities like the clock and memo pad and stripped down database and spreadsheet functions. But it also has a full-fledged terminal software supporting all sorts of emulations (Even a faithful 40 collumn ATASCII!). Due to the fact that some people might not be using RGB monitors with their Jag, scrollable 80 collumns is also supported to avoid artifacting. Kitty Term, also has fax functions and also has a powerful macro language that can you can actually use to program your own BBS through! More than one copy can be launched to take advantage of the 2nd serial port or ethernet (ISDN) port on the optional networking card. You could set up a fax sentry or have a multiline BBS or dial out with a single line BBS active. Another feature of Kitty Corner is a Norton's Tools kind of package disk utilities, backup tools, and the like. Support for SCSI scanners and tape streamers, it's all there. It also has builtin hooks for ethernet networking options with other Jaguars, but the networking cart must be present to use it obviously.

One curious package that Atari was lucky to score was a port of NewTek's Lightwave 3D, now in version 4.1. Normally Lightwave requires 8 megabytes on an Amiga, and you'd think the 16 megabyte limit of the Jaguar might impose some limitations on what you could accomplish with it. Newtek, however was intrigued enough with the machine that they managed to write a custom memory manager system by slaving one of the RISC chips. They suggested a couple changes in the T cart and as a result, now 32 megabyte SIMMS can be used, and by using this MMU TSR, memory will be banked as needed. Real or virtual memory up to 128 megabytes is supported. Banking may seem like Intel backwardsness to some, but 16 megabyte chunks don't impose too much overhead on throughput. NewTek was on hand to demo the still incomplete 4.1j version. Throughput, they say, when rendering to the gfx chips directly is comparable to a 68030 50/50 Amiga, which isn't bad. When sending output to a single frame VCR, the TOM and Jerry 24-bit output can be used as the final output. By using JagPeg compression, direct from disk animation playback at very high quality is possible. LW 3D will be distributed on a Jaguar CD-ROM. Atari is planning on licensing the NewTek memory manager and making it part of the standard System J package.

The price of the T cart is $100. The networking passthrough cart is $50. Lightwave 4.1j is an initial bargain at $500.

Obviously to get much good use out of it you'd want to also buy a large SIMM module and set up some floppies and a hard drive in an external tower case...

How does Atari plan on marketing it? Well, they plan on creating ads using LW 4.1j to boast about that, and their intended market is primarily the educational one. Sales to schools as cheap multiplatform workstations, or to students directly as an ideal personal computer or starter computer. They say the sky is the limit with such a versatile computer, let alone the already established game titles. At the show, several educators expressed interest in the Jag computer to purchase in for their schools. Almost everyone found someting they liked about it, with so many operating systems to chose from, it was hard not to.

A special computer package price of only $400 for the JagCD with networking cart and T cart was also announced to coincide with the lowering of the price of the JagCD to only $250. Atari sees these price changes as crutial to keeping the Jag alive when the PSX is introduced in a couple of months for around the same price, and they insist that manufacturing costs have lowered considerably since they first started making Jaguars in the fall of 1993.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

7730. Re: Is it April already?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 14:18:17 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Rk6X-NR.ransom22@delphi.com>
Source record: 95960

Glenn M. Saunders <krishna@max.tiac.net> writes:

>I can do better tha this, just give me a few minutes.
>
>What the hell, here's a NOVEL for ya:
>
> At the summer CES 1995:

Well, there you go. Different strokes for different folks. :)
I'd be happy with a revived 8-bit line, others such as yourself would
rather have a new computer system that faithfully emulates many computer
environments. I guess as long as we're dreaming, we may as well dream
BIG. :)
There is a fundamental difference in outlook at work here. There
are those (like myself) who are essentially happy with their Atari 8-bit
machines. Then there are those who, like you, see it as a nice machine
for some purposes, but who require at least one other environment in order
to fulfill all home computing needs.

I'm not saying that either outlook is "better" or "right". I
only mention it because it has been the driving force behind our
opinions in not only this discussion, but also the previous discussions
I began, such as the "Atari is the only computer you will ever need"
thread.

I would add one thing to your "novel", if I may. In

In a move reminiscent of the way Coleco handled a similar
situation, Atari released a single-unit version of the Jaguar Computer
for those who do not already own a Jaguar videogame system.

:)

-Joe

7731. Re: mux pipe, programming, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 15:31:45 UTC
From: James King <jeking7@delphi.com>
Message-ID: <ZqzXPLR.jeking7@delphi.com>
Source record: 95961

Glenn M. Saunders <krishna@max.tiac.net> writes:

>practical either to have some kind of chat or write system and have your
>end hang for 10 minutes until the other guy just HAPPENS to drop back to
>DOS or something where the handler can catch the message which is being

I disagree. Multiline chat was enabled on the Pro! system, and works just
fine. Something along those lines for the DOS level could be easily
created. In addition, page attempts could simply be buffered to a file
if the receipient is unavailable.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7732. Re: XF551 Drive Size and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 17:40:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129866@cup.portal.com>
Source record: 95956

The internals of a XF551 are just an 8040 or 8050 CPU, one of the
Intel 8031 type micros but with 256 bytes of ram. The controller is
a Western Digital 1772, this is the same controller that's used in
the ST, it's kind of pricey ~$25 *IF* you can find them. The ROM is
an 8k 2364. I think the code was written in 'C since it's so bloated.
The drive does not support 1.2 or 1.44 but what a lot of people do
with there ST is replace their clock circuits with twice as fast of
a crystal & use a programable divide by two circuit & switch between
the two for using 1.4 meg drives. I don't know if this would be possible
on the XF551, but is is curious. Bob Puff said he found a bug in the
ROM that allowed a sector to be written without the motor being on or
something to that effect. Sparta DOS got bad mouthed a lot at the
time for being buggy with a XF551 & I suspect this bug could have had
something to do with it. As is Bob Puff's style, when asked how to fix
it he didn't respond, but came out with his upgrade ROM. (Hey! He's a
business man not a saint!) All XF551's have problems with there circuit
boards so the solder joints for the serial connectors pop out, converting
the 34 pin connector to a longer one for a different drive lifts solder
pads, it's really a mess. It's only a single sided board with a lot of
jumpers <about 40> on top. Prices: I've seen them go for as low as
$60 for a used one, but in the last B & C computer catalogue I got
the had raised the prices on everything 8 bit except software! No
excuse for not checking, but I think they want something like $229
for a new XF & 1050's are close to $200. Ditto for expanded/garranteed
XL's & XE's. The power supply in the XF is IMHO: Feeble. It's so close
to the minimum that not all 5.25" drives will work in it.
rICK
Whoops! Rick

7733. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 18:00:27 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129867@cup.portal.com>
Source record: 95962

One last bit of kibble. Have you guys tried adjusting the speed of the
1050 to 300 RPM before formating/writing the disk used in the transfer?
If you want to give this a go, just run a disk RPM test while adjusting
VR2 on the 1050. There may be a problem with the IBM trying to center
on data, ergo it's gets the first part of the data, but the 288 RPM
data of the 1050 gets out of sync. The resistor is located

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7734. Re: getting files from PC to stock 1050

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 18:20:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129868@cup.portal.com>
Source record: 95963

RE: The joystick thang. I'm the major limiting factor. I know it got
a lot of D/L's from CIS, but I've only heard of maybe 2 people that
actually used it. One person nagged me into writing a 1200 baud
version for transfering files from the IBM, said he had a lot of data.
I get bored a little to easy so after the 1st couple of go arounds I
sort of move on. If someone really wanted to, you should be able
to even do stuff like a micro dos that just jumps through $2E0 or
$2E2 when the DL has finished or for that matter, transfers disk
images from the IBM to a real 810/1050. IMO: Stuff like the SIO2PC
is so superior of a hack it makes me feel humbled. The only advantage
the joystick method has is it only uses one diode & on resistor.
Rick

7735. Re: 8bit <-> ST Transfer

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 18:40:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129869@cup.portal.com>
Source record: 95964

Richard; I'm not sure if I replied to this before, Portal's been expanding
so things don't always go that smooth. If you can get XFormer 2.55, the
ST version of the 8 bit emulator, it will do 1/2 of what you want.
As far as using the ST as an 8 bit drive or RS232 server, I'd say if
your willing to make a SIO2PC cable & write the software I'd virtually
garratee success. I know of someone who has done just that on another
platform using C with some assembly on a non-[ST, IBM]. Actually I have
to take some of that back, the ST only has one serial port so you could
use it for a printer/buffer. You'd be supprised at how vanilla the output
from the Atari serial cable is once you invert it. Everything goes just
like it says in the technical refs. Sends out something like ASCII
with a couple of control bytes. I haven't fooled with it for a while, but
something like trying to read a directory of a non-existant drive with
a term program lurking on a SIO2PC gives a series of bytes that show
up on the screen something like:
<unprintable>1<unprintable character 31>S<checksum>
& repeats it 5 or six times for. This is just DOS asking for drive #1,
the ASCII 1 followed by the #31, for it's status, "S", followed by
a checksum. It retries the status command about 5 times before giving
up. The rest of the commands for reading/writting sectors follow a
similar pattern.
Rick

7736. Re: Single Joyport printer adaptor!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 19:00:31 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129871@cup.portal.com>
Source record: 95965

Ivo; if you're just collecting designs, I've done this with a 74ls164 serial to parallel converter with one pin as data, one as clock, & one to strobe the printer. I never wrote a true handler for it though, just a simple USR() to handle the dirty work. If you look at the data sheet for the 74ls164, the design is obvious.
Rick

7737. Re: Thanks for your support?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 19:20:29 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129873@cup.portal.com>
Source record: 95966

Richard; I want you to know that I do care & applaud your efforts.
The 'but' of the situation is I don't really play that type of game
on my Atari anymore. I use my Atari as a hobby for programming & mild
soldering. Also, every one of my kids & nephews/nieces is either into
IBM, SNES, Sega. My total game software purchases in the last year
reflect this, Ultima 7 for $11, EOB II for $14.95, Street Fighter II &
a couple of other titles I can't remember for the consol games. In
all honesty, I can't think of any software that could come out for
the Atari that I would feel compelled to buy. Hardware may be a different
story if it was an enhancement of capability, but even that is resticted
by what I need. We're still suffering from the imploading market where
people are dumping stuff. I used to go to San Jose Computer & go through
their BOXES of used 8 bit software, any title $1. Now SJC is no more so
you won't have to compete with at least quite as many low ballers.
I can't even suggest software I'd buy for the 8 bit if it was available.
I had a scanner given to me for my IBM, it was bundled with drawing
& desktop publishing software. My CAD program was IBM freeware. Let's
see: Any software that's [games, WP/Desktop publishing, Spreadsheet,
telecomunication] I pretty much have covered. This is why I'm a fan
of new hardware. I know there is the cart/horse thing for application
software vs yet another ramdisk, but assuming I could afford things
like a MiniIO or Sweet 16, then I would be willing to purchase
software like a bbs for the 8 bit.
Rick

7738. Re: Rare Game: Hard Hat Willy

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 21:50:59 UTC
From: ba930@FreeNet.Carleton.CA
Message-ID: <D1AA10.GBo@freenet.carleton.ca>
Source record: 95968

In a previous posting, MTM 'Empty-M' Walsh (mtmr@walsh.dme.battelle.org) writes:
> I guess 'Hard Hat Willy' is rarer than I thought.
>
> It seems few people had this game as I talk with other 8-bitters on this
> group.
>
> In the game, you control Willy, who wears a hard hat (hence the name) and
> you walk around a big room (that scrolls) and smash up eggs with your hat
> (it raises up from your head and smushes them when you press the fire
> button). If you don't smash 'em they eventually hatch and birds come out
> to attack you.
>
> This was one of the last games I remember getting for my 8-bit, circa 1985.
> Does anyone remember this game, and if so, who made it?
>
> Oh yeah, it was in Graphics mode 7, had real smooth animation and
> scrolling; in fact it was one of the cleanest, meticulously programmed
> games I ever saw.

I have the game somewhere in my large collection or 380+ disks. I have to
use FIX XL/XE to use it though. I don't know who made it, but I think it
was the same person that made Hard Hat Mack.

=CB=

If Atari had the money, they could rule the world...I'm not kidding!
They really could! If they re-opened their ST and 030 and possibly even
the 8-bit lines and did a bit more advertising, they would be at the top!
LLLLL LLLLLLLL LLLLL LLLLLL LLLLL | | Chris Brown
L L LL L L L L L | | | ba930@freenet.carleton.ca
LLLLLLL LL LLLLLLL L L L | | |
L L LL L L LLLLLL L / | \ Just a *very* helpful
L L LL L L L L L / \ not-quite member of the
L L LL L L L L LLLLL Ottawa Atari XE Group!

7739. 800XL parallel bus ->ACIA

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 22:18:12 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <ELYJEIWCUp@stingray.manawatu.gen.nz>
Source record: 95967

Has anyone ever come up with a circuit that connects to the 800XL parallel bus that has an ACIA (serial) and a baud rate generator, dipswitches (ofcourse) and anything else that I haven't thought of (my electronics exp. is not 100%).

I looked at 1090xl.arc which was suggested to me, but that doesn't have any e.g. circuits and I'd rather not blow my soon-to-be-acquired replacement 800XL by forgetting to put a resistor across something or other.

I don't think that it should be too hard to do, and then it wouldn't get in the way like a joystick port circuit would, and it would be less hassle to write a handler for than an SIO circuit (I think).

I'm just tossing around ideas and sorry if you have all heard this over the past 14 years or so.

Thanks,
Richard =8-]

--

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

7740. Re: mux pipe, programming, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 22:26:01 UTC
From: krishna@max.tiac.net
Message-ID: <3dfipp$e1o@sundog.tiac.net>
Source record: 95969

James King (jeking7@delphi.com) wrote:
: I disagree. Multiline chat was enabled on the Pro! system, and works just
: fine. Something along those lines for the DOS level could be easily

Hmm. Mail is a possibility. A kind of closed local BBS. Either the page gets through (the guy is in DOS) or it gets redirected to Email so the user then gets a YOU HAVE NEW MAIL msg when he drops back, or he can check manually.

That I can see. Because if the other guy is playing a cart game and is totally inaccessible to any form of pipe handshaking, the write program can error out and redirect it to a file. Since both slaves are using a common drive, the other slave will then pick off the mail. The only kind of handler you'd need would be during DOS. Hopefully it wouldn't wipe out software compatibility.

I just don't think you'd likely wind up in chat too often.

If you are both in the same house, Email is kinda pointless ;)

7741. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-23 23:36:06 UTC
From: bensmith@teleport.com
Message-ID: <3dfmt6$lk3@linda.teleport.com>
Source record: 95970
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought fall
into such Categories as Computer Dealers, all kinds. All kinds of Computer
HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other Recorded
Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!! NO PIRATED ITEMS PLEASE!!

NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10!! FIRST COME FIRST SERVE!! TABLES $10!! FIRST COME FIRST SERVE!!

Swap Meet Location in Portland, Oregon. USA. At 1819 N.W. Everett St.
at the NorthWest Service Center On the First Monday of each Month.

To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Do NOT Reply in the Public Message Bases as I don't Read most of
these Message Bases and the ones I do read I don't read regularly. The Best way
to reach me is E-Mail or the Above Phone number.

The Next SwapMeet is Monday, January 2nd. 1995.

Your invited.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.
bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

7742. Wanted: Atari joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-24 01:27:32 UTC
From: ntizzard@cs.mun.ca
Message-ID: <1994Dec24.012732.22034@cs.mun.ca>
Source record: 96003

I'm looking for an atari joystick, preferably not the standard 2600 ones
but that would do. Please E-Mail me with an offer if you have one that
you are willing to part with. I am only looking for responses from
eastern Canada please. Thanks...
--
==
| ////// /// /////// //////// /// |
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7743. Re: XF551 Drive Size and stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-24 02:08:11 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3dfvqb$qkm@ns.mcs.kent.edu>
Source record: 95971

On 23 Dec 1994 09:40:26 -0800, Rick_Michael_Cortese@cup.portal.com wrote:
: The power supply in the XF is IMHO: Feeble. It's so close
: to the minimum that not all 5.25" drives will work in it.

I've had bad experienced with my XF551 oer the past 2 years. The Mechanism
is perfectly fne, but the original circuit board is quite hacked apart. :)
Something with the power supply unit of the mother board not working for
over 1 minute. (Most likely a blown voltage regulator and maybe a few
caps)
What I have done would make most people cringe -- I completely
desoldered and removed all the electronics associated with the
power supply unit of the board. What I will try next is getting
a power supply unit which provides the +5V, +12V and GND via
those nice 4 pin connectors. Looking at the motherboard, all that is needed
for the circuitry is the GND and +5v, the mechanism however needs
GND, +5V and +12V. For most floppy drive suuply units (the kind found
in PC compatible) they have 2 4pin connectors. I will simply plug
in the mech into one of the supply plugs, and then plug the board
into the other supply plug. If all goes right, I will have an Xf551
up and running again w/o ever worrying about Power Supply problems. :)
All I need is some confirmation as to what the actual circuit board
takes. ie: voltage and ampage ratings would be crucial (for the circuit
board at least)
So could those of you with a properly working XF551 measure
the voltages and other ratings that it provides on the 4 pin
connector to the mechanism?

Thanks,
--BRiT

Note: I do have a new Xf551 controler board on loan from a friend.

BTW: I was quite frustrated with the XF551 controller board, and
I feel it got its just rewards. (grin)

7744. Mac emulator?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-24 03:57:52 UTC
From: RWILMOTT@news.delphi.com
Message-ID: <3dg680$la4@news2.delphi.com>
Source record: 95972

Well, the holidays have got this 10-year-long Atari 8-bitter, who switched to Mac 2 years ago, feeling rather nostalgic. Not just for old holiday shows and music, and childhood toys (ie-Lionel trains), but also for his first computer addiction-the old Atari 800. I know that 2-3 years ago, a friend had an Atari 8-bit emulator on his ST. I recall hearing that someone was making one for the PC. Did anyone make an Atari800 emulator for the Mac?

-Ray

7745. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-24 05:06:25 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3dga8h$das@terminator.rs.itd.umich.edu>
Source record: 95973
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 12605 Dec 19 17:30 ./8bit/Diskutils/crc16v20.arc
-rw------- lenn 639 Dec 19 17:30 ./8bit/Diskutils/crc16v20.txt
-rw-r--r-- lenn 162267 Dec 19 17:32 ./8bit/0index
-rw-r--r-- lenn 169 Dec 21 02:16 ./8bit/Demos/top9410.txt
-rw-r--r-- lenn 117128 Dec 21 02:16 ./8bit/Demos/top9410a.arc
-rw-r--r-- lenn 113068 Dec 21 02:16 ./8bit/Demos/top9410b.dcm
-rw-r--r-- lenn 11566 Dec 22 14:36 ./8bit/Xf2/diskform.arc
-rw------- lenn 335 Dec 22 14:36 ./8bit/Xf2/diskform.txt
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

7746. Re: mux pipe, programming, etc..

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-24 05:25:30 UTC
From: James King <jeking7@delphi.com>
Message-ID: <p490X9S.jeking7@delphi.com>
Source record: 95974

Yeah, I suppose your right, chat or email is kind of useless within the same house, but some sort of paging system would be nice.

You know, something like -- me in my computer room, wife in the kitchen, I send a mux based message to the kitchen requesting a cold beer! [grin]

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7747. Re: BLACK BOX

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-24 15:31:00 UTC
From: Ulf_Petersen@antic.sub.org
Message-ID: <5cVgKMhG2hB@antic.sub.org>
Source record: 95979

On 14 Dec 94, per.erik.peterson@asb2.ct.se wrote ...

> First we have 220 Volt in Scandinavia and one 110 Volt adapter followed
> the BB from CCS. So I read the pininfo on the adapter and take my 386
> apart and started to connect evru wire as the instructions on the
> adapter said.
It would have been much easier if you had bought a transformer/converter (220V -> 110V) at your local electronic store :). Prices vary from $30 - $50. I also sell the BB here in Germany and had the same "problem". Sure, transformers are expensive, but they are (IMHO) the SAFEST solution to this problem :) !

Ulf

CrossPoint v3.02

7748. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-24 16:17:54 UTC
From: Lonnie McClure <lmcclure@delphi.com>
Message-ID: <Bg5VfRq.lmcclure@delphi.com>
Source record: 95975

In a message dated 12-21-94, Glenn Saunders said:

"I find this ironic because although computers rarely
use NTSC signals these days, high profile videogames
machines like 3D0 and Jaguar as well as every new
console probably, has RGB output as well as split and
composite video."

The question is, however, how many gamers fit in the high end bracket that are both aware their machine can output analog RGB, and secondly, are willing to track down and/or make the cable necessary to hook it up? If this aspect were "pushed" more by the game unit manufacturers and/or game magazines, perhaps this could create sufficient demand for RGB-capable monitors to encourage some company (i.e., Magnavox) to restart production of their discontinued 15.75Khz RGB monitors (i.e., the 1CM135), and/or for TV/monitor manufacturers to add RGB analog input to some monitors.

BTW, getting a bit off track here, but in an issue of Video magazine a few issues ago, they reviewed a very nice (but relatively expensive... about $4000) LCD video projector that accepted RGB input. Mention the prospect of playing AvP on a 100" screen to a die-hard Jaguar gamer, and I expect they might lose control of all bodily functions! <GRIN>

"...this problem does not exist in Europe because almost
all modern televisions, no matter what price they are, have
things called SCART connections which support RGB."

Amen to that! In fact, since the PAL versions of many TV sets share many of the same components of their NTSC cousins, what, aside from penny-shaving, stops manufacturers from adding SCART inputs to US sets?

In fact, on the 25" G.E. (which is actually manufactured by Thomson), which I purchased a few days ago, the rear panel has a rectangular area the size of a SCART connector, evidence that the same back panel is used on a set with one (and likely the same front, tube, and likely all most of the chassis, excepting the tuner and power supply). Likewise, there are less expensive versions of this set that lack the S-video input that have a round area where mine has the S-video input jack.

I am tempted to go inside after the warranty expires (a year from now on everything but the tube), and see if by chance the only thing missing as regards a SCART connector is perhaps only the connector itself, or perhaps that plus a few inexpensive discrete components.

Having a 25" RGB monitor, if only capable of "low res", would be very nice. (However, the set advertises 400 lines res, and, if is some have argued, lines = 2x in pixels, 80 columns should be easily achievable with an RGB analog hookup). Too bad TV's never state the dot pitch values of their tubes!

"I see no reason why split video should be relegated to
>700 dollar monitors or that RGB shouldn't be supported
at all. It doesn't take THAT much more expensive electronics
to add Y/C and RGB ports."

Split video is primarily used by folks with "high-end" gear such as laser disc players, S-Video and Hi-8 VCR's, and some satellite recievers. I imagine set manufacturers do not even take S-video capable computers (such as the Atari and Commodore 8-bits) and game consoles (such as the Jaguar and Amiga CD-32) into the equation.

Certainly RGB analog should not cost that much to add, as all TV's end up with RGB analog signals in the end. After all, the picture tube would not know what to do with a composite or even split video input if it jumped up and bit it on the cathode <grin>, but it understands analog RGB just fine.

At least not *all* TV/monitors with S-video cost $700 or more. My GE 25GT542 cost only $317.60 + tax. The next closest model I found in price was a JVC 26", which was more expensive, and lacked the picture in picture feature my G.E. model has. I have yet to rig up an S-video cable to hook up either my Atari or Commodore computers to it, but thus far, I have been very impressed with its performance.

BTW, does anyone know of an inexpensive source (i.e. less than $20) of cables that have an S-video plug on one end and dual inline RCA jacks on the other? This would allow me to use the standard monitor cables I have for my C-128 and two 8-bit Atari's, rather than having to make new monitor cables for each, and would also allow me to use one of my standard RCA switchboxes if I wished to have both hooked up.

7749. Re: 'Util' and file corruption

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-24 18:40:26 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129899@cup.portal.com>
Source record: 95976

Once again, I don't claim to be a 'C wennie, but after looking at
the routine that parses the command line, I don't care what the
doc's say. There are enough mistakes in the code, functions & variables
that are never reached, etcetera that I don't really have a super amount
of faith in the docs.It looks like Marslett just knocked it out in an
afternoon. Some of the stuff he's did in it was, well I don't see the
need for it. OK: IF I was using a multitasking computer I could call up
my WP & have a copy of the code in the window, but actually the term program
I used to use before I went to 14k would have let me do this also<g>. As
such this is from memory. If you want to look at the parser & draw your
own conclusions, this is how you do it. BTW: Anybody that wants to, jump
in to correct me as there's bound to be a mistake or two.
All MS DOS computers have two parameters that are passed to C on the
command line; [argc, argv] argc=>number of arguments argv=>pointers to
arguments. I can't recall, but I think argc always starts at '1 &
argv starts at zero so:
UTIL foo bar
Would have argc=3, argv[0]="UTIL", argv[1]="foo", argv[2]="bar"
What Charles did was equate a pointer to the argv so it points
to the start of the parameters passed by DOS, i.e. argv[1]. The
parsing just checks checks for one escape character [-, /] and
figures out what the switch is by incrementing the pointer one
character at a time at argv[1]. When this is done, it goes to
argv[3] but doesn't check for the escape character, just the command.
so inorder to get the command into the argv[2] slot, you have to
have a delimiter that DOS understands i.e. a space so "-b w" works,
"-bw" shouldn't. Understand that my references to argv are pointed
to by Charles, I'm just using argv[x] because it's a little clearer
to me. Whoops! just noticed I said argv[3] above when I meant argv[2].
Anyway, you're welcome wade through the code yourself & tell me what
you think is happening. I haven't looked at it in a while so I could
be off, it's just I don't think so right now.
Rick

7750. Re: Thanks for your support?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-24 21:05:23 UTC
From: junkster@coho.halcyon.com
Message-ID: <3di2ej$okm@news.halcyon.com>
Source record: 95977

I've toyed with the idea of purchasing Bubble Zone, as it's the one game I've never heard of and it sounds kinda neat. At one time you mentioned possibly selling Taxicab Hill. That's another one that might tempt me.

James Hague
junkster@halcyon.com

7751. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-24 22:22:45 UTC
From: krishna@max.tiac.net
Message-ID: <3di6vl$rm@sundog.tiac.net>
Source record: 95978

Lonnie McClure (lmcclure@delphi.com) wrote:
: In a message dated 12-21-94, Glenn Saunders said:
:
: "I find this ironic because although computers rarely
: use NTSC signals these days, high profile videogames
: machines like 3D0 and Jaguar as well as every new
: console probably, has RGB output as well as split and
: composite video."
:
: The question is, however, how many gamers fit in the high end bracket
: that are both aware their machine can output analog RGB, and secondly,
: are willing to track down and/or make the cable necessary to hook it
: up? If this aspect were "pushed" more by the game unit manufacturers

First off, I don't know why Atari left a rather ugly nub on the end of their Jaguars instead of a formal port bay. So I do expect future consoles to have more standardized ports.

The trend has already been going towards better quality signals. First everything only had RF. Then with the mid 80s 8-bits, a video and audio out jack (composite) was routinely supported since finally TVs were supporting composite inputs more frequently with the proliferation of VCRs.

Today, with people so used to VGA resolutions, it is becoming harder for console programmers to shy away from full NTSC reslutions (640x480 plus overscan). I've played AvP on RF. IT LOOKED LIKE SHIT! People will move to better signals if they get fed up with smeared artifacted pictures.

It's a case of whether you feel people should want it before it is available or whether you should make it available and that generates the market.

Split video is good, but RGB is the only way to get maximum clarity at full NTSC rez.

I think anyone who makes a nice bigscreen TV that is essentially like an oversized 1084S is going to do quite well for themselves next fall when all the new consoles come out.

7752. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-25 03:10:00 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3dio0f$drg@charm.magnus.acs.ohio-state.edu>
Source record: 95980

Lonnie McClure <lmcclure@delphi.com> wrote:
>In a message dated 12-21-94, Glenn Saunders said:
> "...this problem does not exist in Europe because almost
> all modern televisions, no matter what price they are, have
> things called SCART connections which support RGB."
>
>Amen to that! In fact, since the PAL versions of many TV sets share
>many of the same components of their NTSC cousins, what, aside from
>penny-shaving, stops manufacturers from adding SCART inputs to US
>sets?

Aside from penny-shaving? Probably nothing at all.
They figure, why pay to put a piece on when nothing here can connect
to it. If just a few manufacturers of both displays and input devices
(VCRs, disc players, game machines) would put them on here, it wouldn't
take long for it to become a standard feature here as well.

>I am tempted to go inside after the warranty expires (a year from now
>on everything but the tube), and see if by chance the only thing
>missing as regards a SCART connector is perhaps only the connector
>itself, or perhaps that plus a few inexpensive discrete components.
[...]
>Certainly RGB analog should not cost that much to add, as all TV's
>end up with RGB analog signals in the end. After all, the picture tube
>would not know what to do with a composite or even split video input
>if it jumped up and bit it on the cathode <grin>, but it understands
>analog RGB just fine.

You could probably just pick off some well-marked points on a circuit board,
if you're lucky.

>BTW, does anyone know of an inexpensive source (i.e. less than $20)
>of cables that have an S-video plug on one end and dual inline RCA jacks

I've never seen such a cable, but if you can find a cheap S-video cable,
you could cut off one end and put on your own RCA connectors.

--
--------------- R o b F u n k ---------------|------> Funk.17@osu.edu <------
"Why is there a sofa in that field?" |rfunk@magnus.acs.ohio-state.edu
I told you! Eddies in the SpaceTime Continuum!|funkr@er4.eng.ohio-state.edu
"And this is his sofa, is it?" - DNA |rfunk@freenet.columbus.oh.us

7753. Re: 800XL parallel bus ->ACIA

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-25 21:00:28 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129914@cup.portal.com>
Source record: 95981

I've done a couple of designs for hanging 6551's on the parallel buss, but
I failed at etching my own boards & haven't had the energy to go to
wire wrap yet. If you're really interested I can probably tell you
enough to give you a start if you haven't already. I'm booked for the
next few months & won't have time myself.
Rick

7754. Re: #2 Re: Is it April already?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-25 22:33:00 UTC
From: tommy.hallgren@flower.ct.se
Message-ID: <ftn_2.203.424.5_2efe55b2_Tommy.Hallgren@ct.se>
Source record: 95998

Glenn M. Saunders wrote:

[Clip!]

I hope you guys realize that this is a joke.

Tommy Hallgren(tommy@flower.ct.se) IRC: D-Bug
Windows95 = Amiga85

... H�ller man fingrarna i styr s� h�nder ju ingenting!

7755. Identify this Kraft Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-25 22:41:14 UTC
From: gkomatsu@uhunix3.uhcc.Hawaii.Edu
Message-ID: <D1E1or.F26@news.hawaii.edu>
Source record: 95982
Cross-posted to: rec.games.video.classic,comp.sys.atari.st,comp.sys.amiga.misc,comp.sys.atari.8bit,comp.sys.cbm

[sorry, for all the crossposting, but I'm trying all possibilities
suggested by this trackball...]

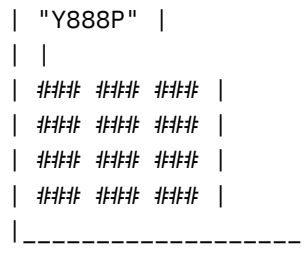
A long while back I picked up a Kraft Trackball in a trade
It's just the unit, no box, manual, etc... And there's a bunch of things
about it which I'm wondering about.

It's grey in color except for a single cornstarch blue button.
It's more or less wedge shaped (more like a fancy looking futon shape
from the side. =^) ball in the middle, three buttons along the bottom.
At the top is the blue button which I've determined to be a "drag" button
(it puts out a button-down signal when set) and above it is a switch
marked AF--D. At the top side, next to the cable is a 6-pin telephone
style jack which only uses the two middle pins, on the side is a 3 position
switch which determines it's function, identified by a label on the
underside:

```
_____________________________________________
| |
| COMMODORE 64/128 |
| ATARI ST AMIGA ATARI 400-1200 |
| MOUSE 1 2 3 |
| JOYSTK 3 3 3 | ("JOYSTK" is actually
| | printed as so)
| M A D E I N T A I W A N |
| M A N U F A C T U R E D B Y K R A F T |
|_____________________________________________|
```

Outside of the "Kraft", there's no indication of model number
or such. Anyone?
Main questions I have though are, what is the phone-jack for
and what does the AF--D switch do?

The trackball looks like this...



--
_galen_komatsu__gkomatsu@uhunix.uhcc.hawaii.edu__ar592@cleveland.freenet.edu_
XTC Nakajima Michiyo nin Revolution Atari2600 KOF'94
semprini!

7756. Re: 800XL parallel bus ->ACIA

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 00:54:18 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <EL1NDFUWUp@stingray.manawatu.gen.nz>
Source record: 95983

In <129914@cup.portal.com> Rick_Michael_Cortese@cup.portal.com wrote :

>I've done a couple of designs for hanging 6551's on the parallel buss, but
>I failed at etching my own boards & haven't had the energy to go to
>wire wrap yet. If you're really interested I can probably tell you
>enough to give you a start if you haven't already. I'm booked for the
>next few months & won't have time myself.
>Rick
>

Any info _anyone_ has on the parallel bus would be most appreciated, and I
have some friends who actually know what they're doing with electronics -
instead of an amateur like me, so hopefully if I can get enough info, I can
whip something up, then release the schematics et al. on the 8 bit group.

Richard =8-]

PS. I already have the file 1090xl.arc so please no-one send me that.

--

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/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)

7757. Printshop Graphics Disk

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 01:52:34 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xU1Xvrq.ransom22@delphi.com>
Source record: 95984

I have been attempting to procure all of the PrintShop programs
and data files by Broderbund. However, I do not know whether the
'Holiday Edition' graphics were ever produced in the Atari 8-bit
format. I do know they came out for the C=64, Apple][and IBM PC
editions.

If you know of the existance of this graphics set for the
Atari, please let me know.

Thanks,

Joe

7758. Re: Identify this Kraft Trackball

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 02:48:43 UTC
From: James King <jeking7@delphi.com>
Message-ID: <x602vfr.jeking7@delphi.com>
Source record: 95985

I recognize your "trakball" as an old WYSE style terminal mouse. My aunt has one exactly like it - plugged into her XT as a mouse/pointing device.

Several old machines back then used the RJ11 jack (phone jack)

--James King
jeking7@delphi.com
--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7759. Re: Is it April already?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 03:06:44 UTC
From: jasonbar@bolt.ucsb.edu
Message-ID: <3dlc04$o2n@bolt.ucsb.edu>
Source record: 95986

[snip big Atari news release about reviving the 8-bit Atari computersin '95]

Ummm...wasn't April first about 8 months ago?

This is a joke, right?

-Jason
--
Jason Dante Bardis(jasonbar@engineering.ucsb.edu) is a Simpsons-watchin', 3DO-playin',cyclin',anime-viewin',Absolutely Fabulous-tapin',aXcess-readin', hair--dyin',Mac-usin',Ministry-listenin',LEGO-creatin','brow-piercin',autocrossin', Tempest-adorin',cart-collectin',electronics-tinkerin',ballroom-dancin' kinda guy

7760. Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 03:43:50 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <xcyXvxu.ransom22@delphi.com>
Source record: 95987

The Atari computers are not alone in their status as orphaned computers which retain a dedicated followig of users. The Apple][, Commodore 64/128, TI 99/4a, Coleco Adam and Timex/Sinclair each enjoy continued popularity among a grup of users even now, long after all formal support of each has been dropped by their respective manufacturers.

What causes this phenominon? We have explored this issue in the micro-cosm of our own well loved computer, the ATari 8-bit. The answers we came up with were varied and numerous, but the one that most of us agreed upon was that using these compuers is a peasureful thing. Might that not also be true of the wider community of classic computer users?

If this is so, then perhaps the market research firms and others who are paid to know intimately the prospective buyer have missed something entirely: people who enjoy using a particular computer will stay with that computer so long as it does for them what they require. Often, they will go so far as to modify the computer so that it can perform new tasks that are needed as time goes on.

To be sure, the number of people who do so is small. Of the numerous owners of Atari 400/800/XL/XE's and Commodore 64/128's, how many are left? Yet, looked at another way, out of the relatively small number of Timex/Sinclair and Coleco Adam users, there are still enough left to keep a forum going on CompuServe.

If we were to spend the time and money necessary to do the research, we would come up with a specific percentage of users that stay with an abandoned platform. Perhaps we might find that .2% of all users do so.

When one is speaing of Coleco Adams or even Atari's, that comes to a paltry number of people. Certanly not enough to matter to the large, powerful (or formerly so) companies that made the machines.

Now consider for a moment the number of people who use the MS-DOS environment. Industry pundits forsee that platform being dropped completely within one or two years. How many users will not move on? If it is the same .2%, we are talkin about a large community.

Further, if Windows is dropped, as some analysts predict, in favor of Windows NT, will therenot be an even larger number of users who reman in the "old, outdated" world they know rather than moving on to the brave new world offered by Microsoft?

Finally, if Apple moves its support entirely to the PowerPC line, won't there be a sizeable population of Macintosh users left behind?

Add in the users who will stick by the Amiga, and you have a huge total number of people using outdated and obsolte computing platforms. All of these people willbe lost entirely to the mainstream computer manufacturers, distributers and retailers.

"Ah," the manufacturers say, "but there will always be new people to sell to. The home market is still largely untapped. And new computer users are born every day!" To that I say that there will also always be more platforms dropped, and thus more users lost.

Wouldn't it be better to tape these markets you've abandoned over the years? Sure, we aren't the big pie that the mainstream market could be thought of as. But there, you are only getting a very,very thin slice of a big pie. Wouldn't it be nice to get a really huge slice of a small pie? Your staff of previously trained developers could certainly create thorougly wonderful products that would meet the changing needs of these heretofore orphaned users. And, with virtually no competition, you woul be able to attain a marketshare that would be the envy of any industry. Finally, this attention paid to loyal customers would engender good will toward your company that will, in time, bring larger benefits such as free advertising (word-of-mouth) and potential conversion of die-hards to upgraders.

Perhaps someday the companies will realize that scorning those who brought them the success they enjoy is not good business practice. That day is not yet at hand, but perhaps someday . . .

-Joe

7761. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 05:20:48 UTC
From: krishna@max.tiac.net
Message-ID: <3dljrg$s35@sundog.tiac.net>
Source record: 95988

Even the most virile MS-DOS/Windows advocates will celebrate the day those packages are put out to pasture as legacy sections of future OSs and emulations of OSs, which will be soon.

Noone will purposefully limit themselves to ancient IBM software, or even newer versions of DOS/Windows if there is a better alternative out there.

The comparison of orphandom between the 8-bit age and the 16/32 bit age is not really there.

Few if any 8-bit machines can be truly accellerated without causing major hassles, or at all. The reason we have seen the x86 and 68K series last as long as they have has been the fact that faster and more efficient processors have been released and the archetectures have been able to accept the new CPUs rather easily. For instance, a 1987 Amiga 500 can very well have an 040 expansion in it. This is different from a 1979 Atari 800 still running lazily at 1.79 mhz in 1987.

Up until now it has been far easier (although not always practical) to make older 16/32 bit machines relevant for longer periods of time.

Not only that, I don't see how any kind of fanatacism can develop over any particular clone. What makes one clone that much more unique and loveable than another? I can imagine the IBM PC Jr. has its fanatics. It has quirks which some call supid incompatibilities, and other call loveable uniqueness. But what else?

The Atari ST and Amigas are both of a different breed, so it is natural that they would develop an anti-establishmentarian niche.

Unique computer archetectures and small and unpopular ones go hand in hand. At least until now they have. You see not many people have taste ;)

Even the Amiga desktop machines, the 2, 3, and 4K are as different inside from a clone as an Atari 8-bit is different from an Apple II box--despite what it might look like from the outside. Obviously Atari's and CBMs anachronistic but loveable devotion to continuing to produce CONSOLE home computers is another factor of their uniqueness.

Orphan computer usage I think is similar to other forms of nostalgia. It's both nostalgia and a king of computer ascetism (for those with only 8-bit machines that is). Something can't just be old, it has to have uniqueness compared to its peers and/or its present day counterparts. Otherwise there is little attraction to old computers. This is why I never got into either the Apple II or CP/M computers. CP/M is exceedingly bland and businesslike with its lack of graphics. The Apple II has very primitive graphics and sound and is therefore equally bland and boring to

me.

I simply would not have kept on using my Atari as my sole machine as long as I did had it been a rather boring and utilitarian 1.79mhz 8-bit machine.

I would not have been able to withstand the lure of the amazing graphics and sound of newer machines as long as I did had the Atari8 not been able to amuse me with seemingly neverending feats transcending my known conception of its limitations. Yet even then, it was a form of forced ascetism to me because of how computers had improved remarkably in the last decade that as great as the Atari8 is at what it sets out to accomplish, far greater glories lie at ones reach, at least these days the way the wheels move in the used market to lower better and better computers down to truly affordable levels. Computers which are far more competent in all but their basest forms, and can be upgraded to be competetive even in today's market.

7762. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 06:29:31 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dlnsb$5qq@nic-nac.CSU.net>
Source record: 95989

In that list of GUI's for PC's, you forgot DesqView, which I would consider if I could find a copy for low and if it works on this old crappy 8086 or whatever it is... It is one of the few MULTITASKING environments for PC's. Even Windows isn't as good as, say, OS/2 (so I've heard) when it comes to that. Of course... I've seen the OS/2 WARP commercial, and they NEVER ONCE show the screen. I've seen a demo (I think!?) of OS/2 running on some PC at my school, and it looked pretty horrible (bad graphics, VERY slow, slow screen writes, etc. Coulda been a crappy PC though...)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
One of the ADOS team

7763. Re: WANTED BADLY: Burgertime for Atari system

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 06:41:31 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dloir$6c5@nic-nac.CSU.net>
Source record: 95990
Cross-posted to: rec.games.video.classic,comp.sys.atari.8bit

I have a copy (somewhere) of a BASIC/ML BurgerTime clone written by some fellow who also was working on a Ghosts 'N Goblins game. If I remember correctly (which I probably don't!), the BT clone was completed. The GNG one however was incomplete, but pretty nicely done. Unfortunately, the GNG clone sucked in that it was an IMPOSSIBLE GAME! (Oh wait.. let me rephrase that; GNG ITSELF sucks because it's an IMPOSSIBLE GAME! :))

I know where my copy of the GNG clone is... now that I think of it, I may have lost my copy of the BT clone on some bad disk or something.. I might be able to find it again on a BBS around here (where I probably got it)

later!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

7764. Re: PC XFormer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 06:44:42 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dlooq$6gh@nic-nac.CSU.net>
Source record: 95991

HI! Did >MY< e-mail bounce!?!?!? Is THAT why I've gotten so little mail lately!?!?!? >:^(Hmmmmmmm...

Unless you're talking about some other FAQ'er (like M.Current, c.s.a.8 FAQ keeper, or someone else out here), then I'm your guy... did you get my e-mail address right?

kendrick@vax.sonoma.edu / kendrick@zippy.sonoma.edu / kendrick@groucho...

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

7765. Re: PC XFormer 3.0

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 06:47:39 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dloub$6gn@nic-nac.CSU.net>
Source record: 95992

Glenn, I agree with you doubly.. First off, especially from seeing 2.0 and 2.5 versions of PC Xformer, how could anyone think the 3.0 version would be perfect! :) That's why there will be FUTURE VERSIONS! :) And secondly, as you said.. it makes one feel kinda smug that even a Pentium can't emulate an Atari 8-bit perfectly...

BUT, on the other hand, what Darek HAS done is INCREDIBLE! Of course, he's modest and says "well, all that's handled by the OS.. I stuck it in and it worked", and of course he's true, but he doesn't seem to brag too much about how he got ANTIC, POKEY, etc. working! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
Keeper of the Atari 8-bit Newbie/Emulator FAQ file!
PLEASE NOTE!: This FAQ is in the process of reconstruction/updating . . .

7766. Re: Thanks for your support?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 07:12:46 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dlqde$7gu@nic-nac.CSU.net>
Source record: 95993

I think perhaps better descriptions, and/or demo versions of the games, and/
or screen-shots of the games may taunt us more towards buying software from
you (OR ANYONE!). I have a collection of KE-Soft games in demo-versions,
and rarely play any of them. They're really neat games, and I like them,
but they're all a bit TOO puzzley for my tastes! (Dredis is a pain in the
ass and is only two levels long, and besides I have about 12 OTHER Tetris
clones for my 8-bit, including 2 or 3 of my OWN! Actually, I take that back,
there are two games I was slightly interested in, but they seemed like
very simplified versions of modern games; Fred and some army game. But..
still, there was quite a collection of puzzlers.(

Anyways... I AM a bit interested in the Golf Tour '94/95 game... BUT
I WOULD LIKE TO SEE WHAT IT LOOKS LIKE FIRST! :)

And, to reiterate what others have said; sending cash overseas is not
what us Americans are used to! :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

7767. Re: Lazer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 07:14:04 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dlqfs$7h3@nic-nac.CSU.net>
Source record: 95994

Lazer's an Apple II clone, right? I remember seeing POKE -16395 style commands.. I think you've got a 64K machine but the 2-byte values for the 64K of addresses are SIGNED (hehehe)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

7768. Re: MIO II still available?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 07:30:27 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dlrej$803@nic-nac.CSU.net>
Source record: 95995

All I can say is "ooooOOOOH!!" :) Hmm... and for only ~$70!?

I may just get one of these!

What exact set up do you need to use a Sweet16? ie, can I use it on my
1200xl, or do I need an 800xl or an xe?

-bill!!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

7769. Atari Computers & 2600s - Bundle for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 16:09:46 UTC
From: cas@baste.magibox.net
Message-ID: <D1FE8G.HBo@chaos.magibox.net>
Source record: 95999
Cross-posted to: rec.games.video.marketplace,comp.sys.atari.8bit

I've been collecting Atari stuff for a couple of years now. I've
got a lot of cool stuff, but no time to enjoy it. Lots of the software
comes with manuals, all are orig. disks, not copies.

I'll entertain offers over $250 for everything + $50 for packing and
shipping (FedEx Overnight, or Economy COD). Best offer by Jan 6, 1995.

Computer Carts

Asteriods - Atari
Pacman
Caverns of Mars
Jungle Hunt
Basic - 2
Donkey Kong
Basket Ball
Joust
Defender
Missile Command
Millipede
Star Raider
Atari Logo

Star Wars - Lucasfilm
Frogger - Sega
Miner 2049er - Big Five
Adventure Creater - Spinnaker
Space Shuttle - Activision

Cassettes

States & Capitals - Game Only CX4112
Combat Leader - Strategic Simulations

Atari Disks

Deadline - Infocom
Compute!'s PC Magazine disk - Jan 1988, vol 2 #1 Issue 3
Compute!'s PC Magazine disk - Jan 1988, vol 2 #2 Issue 4
Bandits - Sirius
Zork 1 - Infocom
Timewise - Atari (DX5047)
The Eidolon - Lucasfilm
Koronis Rift - Lucasfilm
Temple of Apashai Trilogy - Epyx

Basic A+ (w/ OS/A+) - Optimized Systems Software
Ultima I - Sierra On-Line
Cape KD Arrange - Cape
Protector II - Synapse
Imperium Galactum - Strategic Simulations
File-Fax - tmq
Temple of Apshai - Automated Simulations
Page 6 - Synapse Software
The Battle of Shiloh - Strategic Simulations Inc
Antic 1030 Communications Disk
Antic Games #1
Castle Wolfenstein - Muse
The Seven Cities of Gold - Electronic Arts
Dragonriders of Pern - Epyx
Lords of Conquest - Electronic Arts
Antic - 8 bit desktop breakthrough, sept 1988
Antic - Graphics - Feb 1988
Antic Sixth Anniversary Antic Awards - May 1988
Analog - Issue 62, July 1988
Antic - Christmas Prints - Dec 1987
Antic - Football Predictor, 10/87
Antic - Desktop video , April 1988
Antic - Atari Animation, 6/87
Compute!'s PC Magazine disk - November 1987, vol 1 # 2 Issue 2
Antic - contest winnersd, Nov 87
Portland atari clunb, Games #6
Atari XL Translator
Karateka - Borderbund
Bop'n Wrestle - Mindscape
Summer Games - Epyx
Temple of Apshai - Automated Simulations
Spy Hunter - Bally/Midway/Sega
Archon II - Adept - Electronic Arts
Basic A+ (w/ OS/A+) - Optimized Systems Software
Choplifter - Broderbund
Wombats I - Dynamic Software Design
Repton - Sirius Software
Santa Cruz Educational Software's Player Missile graphics - Tricky Tutorial #5
Santa Cruz Educational Software's Page Flipping - Tutorial #3
Santa Cruz Educational Software's horiz & vert scrolling, Tricky Tutorial #2
The Eidolon - Epyx
Portalnd Atari Club - Games #1
Archon - Electronic Arts
Mastertype - Lightning Software
Fortress - Iconographics
Rasterblaster - BudgeCo
Conan - Datasoft
Ulysses and the Golden Fleece, Hires Adventure #4, on-line systems
Ghostbusters - Activision
Zork I - Infocom

Mail order monsters - Electronic Arts
Analog Software : Shooting Gallery
World Karate championship - Epyx
The Hitchhiker's guide to the Galaxy - Infocom
Voodoo Castle - Adventure International
Voodoo Castle - Adventure International
Crush, Crumble & Chomp - Automated Simulations
Antic 1030 Communications Disk
M.U.L.E. - Electronic Arts
Compute!'s Best of Atari
Antic - Atari Muscle 8/87
Antic - Work and Play 9/87
Antic - Atari brain transplants 11/87
Antic - Contest Winnders 12/88
Antic - Printers 7/87
Antic - Atari home controller 8/88
Antic - Newsroom 7/88
Antic - Shopper's Guide 1/88
Antic - Powering up the XE game Machine 6/88

Miscellaneous
---
200 previously used atari disks, for sale as media only
various books & magazines

Hardware
---
1 - Indus GT disk drive w/ DOS XL, spreadsheet, word processor &
database & PS & Cable
1 - Atari 1200XL W/PS
2 - Atari 800 48k RAM w/ Basic cart & PS
1 - Atari 810 Disk Drive w/PS & Cable
1 - Atari 1050 Disk Drive W/PS & Cable
1 - Atari 410 Cassette Recorder
1 - Atari 1030 Modem
1 - Atari XMM801 Printer, no top, works fine w/cable
1 - monitor cable

Atari 810 Disk Drive - For Parts
Atari 800XL - For Parts (dead PS)

Atari 2600 stuff -

Atari 2600 game system, 6-switch model W/PS w/manual
Sears Tele-games, 6-switch model W/PS
2 racing controllers
1 set of paddles
1 box of misc-joysticks

cx-2611 indy 500
cx-2632 space invaders w/manual
cx-2603 star ship w/manual

cx-2601 combat
cx-2651 blackjack w/manual
cx-2622 breakout
joust
cx-2613 - adventure
cx-2613 - adventure
cx-26159 - double dunk
cx-2634 - golf
pole position
cx-2628 - bowling
cx-2654 - haunted house
cx-2610 - warlords
cx-2601 - combat
pitfall - activision
cx-2675 - ms pacman
boxing - activision
cx-2638 - missile command
MASH - 20th Century Fox
cx-2650 Berzerk
kaboom! - activision
cx-26151 dark chambers
cx-2646 pacman
telegames 27 - target fun
cx-2631 - superman
cx-2648 - video pinball
battlezone
realsports baseball
centipede
cx-2622 breakout
telegames 112 - space invaders
telegames 34 - missile command w/manual
cx-2609 - defender
cx-2621 - video olympics
solaris
E.T. the Extra Terrestrial
cx-2616 - pele's soccer
cx-2649 - asteriods
cx-2615 - demons to diamonds
moon patrol
cx-2622 - breakout
cx-2620 - basic programming
xenophobe
vanguard

Adventures of TRON - Mattel
Armor Ambush - Mattel
Super Challenge Football - Mattel
Air Raiders - Mattel
Super Challenge Baseball - Mattel
International Soccer - Mattel

Super Challenge Football - Mattel
riddle of the sphinx - Imagic
wizard of war - CBS videogames
atlantis - imagic
infiltrate - games by apollo
megamania - Activision
river raid - Activision
grand prix - Activision
donkey kong - Nintendo
frogger - Sega

------------------------ the end -------------------------

7770. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 19:46:02 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <ZUz3H1y.ransom22@delphi.com>
Source record: 96000

Glenn M. Saunders <krishna@max.tiac.net> writes:

>Even the most virile MS-DOS/Windows advocates will celebrate the day those
>packages are put out to pasture as legacy sections of future OSs and
>emulations of OSs, which will be soon.
>
>Noone will purposefully limit themselves to ancient IBM software, or even
>newer versions of DOS/Windows if there is a better alternative out there.

"better" is a relative term. :) I know several people who
much prefer MS-DOs's command line to the GUI interface. Sure, if something
comes along that they see as being "better", then they will switch.
But I don't see that happening for those who prefer command line over
GUI.

>The comparison of orphandom between the 8-bit age and the 16/32 bit age is
>not really there.

Not in the sense of the computers,which I didn't discuss being
changed vis a vis the IBM world. Rather, I was speaking of the OS or
overall platform changing, ie MS-DOS and Windows to NT (or even OS/2).
Certainly it is true that few, if any, bemoan the increasing
processor speed or the new sound cards available for those machines.
But again, there are those who prefer MS-DOs to a GUI.
It is those MS-DOS lovers that I was writing about in the original
post.

>Not only that, I don't see how any kind of fanatacism can develop over
>any particular clone. What makes one clone that much more unique and
>loveable than another? I can imagine the IBM PC Jr. has its fanatics.
>It has quirks which some call supid incompatibilities, and other call
>loveable uniqueness. But what else?

Again, it isn't the archetecture in the 80x86 world that people
grow attached to, it is the environment.

>Unique computer archetectures and small and unpopular ones go hand in
>hand. At least until now they have. You see not many people have taste ;)

Well, yes, that is a truism that unique archetecturs and unpopularity
go hand in hand. If they were popular, they would no longer be unique.
There is nothing inherent in the ST/Amiga archetecture that makes it
more "unique" than the IBM archetecture. One got popular, the other
did not. So, we say that the ST is unique and unpopular, while the
MS-DOS boxes are "common" or "standard" and popular.

>Even the Amiga desktop machines, the 2, 3, and 4K are as different inside
>from a clone as an Atari 8-bit is different from an Apple II box--despite
>what it might look like from the outside. Obviously Atari's and CBMs
>anachronistic but loveable devotion to continuing to produce CONSOLE home
>computers is another factor of their uniqueness.

True. The console-style computers lost all popularity in the 1980's.
Yet, Atari and CBM continued to produce them. Was there not an Amiga
that accepted expansion cards, tho? Was there an ST or TT that did that?
I'm not sure that I am remembering that right...

>Orphan computer usage I think is similar to other forms of nostalgia.
>It's both nostalgia and a king of computer ascetism (for those with only
>8-bit machines that is). Something can't just be old, it has to have
>uniqueness compared to its peers and/or its present day counterparts.
>Otherwise there is little attraction to old computers. This is why I
>never got into either the Apple II or CP/M computers. CP/M is exceedingly
>bland and businesslike with its lack of graphics. The Apple II has very
>primitive graphics and sound and is therefore equally bland and boring to
>me.

Absolutely. If Atari's ST had been simply a faster 8-bit (perhaps
the entire archetecture of an XL built-in, or better still a new
processor and group of LSI chips that were a superset of those used in
the 8-bit, with all the functionality of the XL plus more graphics modes,
sound range and # of voices, speed, larger address space from being a
16-bit machine, etc.) then we would have next to no "classic 8-bit"
users around.
There was a paradigm shift from the 8-bit to 16-bit computrs
that hasn't happened again since. Apple, Atari and COmmodore each
completely redesigned their computers in such a way that it required
users to buy the computer, peripherals and software all at once in
order to "upgrade". Too bad they didn't retain compatability.

>I simply would not have kept on using my Atari as my sole machine as long
>as I did had it been a rather boring and utilitarian 1.79mhz 8-bit machine.

I can't imagine developing a long-term attachment with a display-
writer. :) You hit the nail on the head again with that one. I had
been trying to figure out what it was that gave the Atari its special
place in my heart, since at the time I returned to the 8-bit I had use
er, used the Atari for 3 years (my first computer), the Apple //c for
five years, and an IBM for one year. Why not the Apple //c, since I
spent most of my computing time on it? Was it just because it was
the first?
I am certain you are correct, at leat in my case. The Atari's
graphics and sound are what brought me back, and kept the computer in
my heart through the years.

>I would not have been able to withstand the lure of the amazing graphics
>and sound of newer machines as long as I did had the Atari8 not been able
>to amuse me with seemingly neverending feats transcending my known
>conception of its limitations. Yet even then, it was a form of forced

>ascetism to me because of how computers had improved remarkably in the
>last decade that as great as the Atari8 is at what it sets out to
>accomplish, far greater glories lie at ones reach, at least these days

>the way the wheels move in the used market to lower better and better
>computers down to truly affordable levels. Computers which are far more
>competent in all but their basest forms, and can be upgraded to be
>competetive even in today's market.

Oh, I watch my SO use CorelDRAW on our '486, and I'm amazed.
Not only does it utilize the tremendous graphics capabilities of that
machine, but the program itself is extremely powerful. A good artist
such as she is can really turn out some amazing stuff. The very best
Paint programs for the Atari8 just can't compete.
yet, I am no artist, so the Atari8 is fine for me. :)

Excellent reply, by the way.

-Joe

7771. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 19:48:30 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Z2z1vd2.ransom22@delphi.com>
Source record: 96001

William Kendrick <kendrick@zippy.sonoma.edu> writes:

>In that list of GUI's for PC's, you forgot DesqView, which I would consider
>if I could find a copy for low and if it works on this old crappy 8086 or
>whatever it is... It is one of the few MULTITASKING environments for PC's.

Hmmm. DesqView isn't a GUI, is it? i use it, and find it
to be completely lacking of Graphics. It is text-based. However, it is
a multitasking environment. But I think GUI (Graphical User Interface)
really requires graphics rather than text...does it not?

As for the price, at $129 it *is* pretty steep. But I haven't
found a better environment to run my BBS under....

-Joe

7772. Re: Atari Computers & 2600s - Bundle for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 19:56:35 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec26.145336.9131@wariat.UUCP>
Source record: 96002

I have a question. It seems c.s.a.8. is being used for quasi-commercial purposed. These LARGE auction/for sales are becoming more frequent. J. King said he was putting one fellow in his Killfile, but I thought that was just to kill incoming e-mail. B. Kok asks if others dislike these massive for sale/auction posts. I do. And I think it is against Internet policy to use internet for commercial purposes, which is waht these people are doing. It may take some help from people more knowledgable about internet and usenet, but we could sure use some help getting rid of these pests.

--

Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org

****

APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point

****

7773. ballblazer: 2 players

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-26 19:58:13 UTC
From: asaidel@manque.usach.cl
Message-ID: <1994Dec26.195813.22029@lauca.usach.cl>
Source record: 95899

Are there any way to play ballblazer against another player ?
mail me,plase.

7774. Re: HELP??? was MASSIVE AUCTION VI -- update #3

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 02:15:27 UTC
From: James King <jeking7@delphi.com>
Message-ID: <psx0XV3.jeking7@delphi.com>
Source record: 96004

I've sent my complaints about these lists to him already, and doubt
he'll stop posting them.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7775. Infocom games wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 02:17:42 UTC
From: James King <jeking7@delphi.com>
Message-ID: <ps5235+.jeking7@delphi.com>
Source record: 95855

I'm still in the market for every Infocom game created. Must be in original packaging and come with all original disks, docs and do-dads.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7776. Re: Infocom games wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 02:24:06 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <psy2Xb2.ransom22@delphi.com>
Source record: 95856

James King <jeking7@delphi.com> writes:

>I'm still in the market for every Infocom game created. Must be in
>original packaging and come with all original disks, docs and
>do-dads.

I have had success in getting these from TOAD Computers. According
to the salesperson I spoke to, people generally kept them in good
condition. I got Deadline, Suspect, Zork I, Zork II and Zork III from
them (each for $7), all in the box with instructins and dodads.

Their # is (800)448-8623

-Joe

7777. Items for sale or trade (prefer trade)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 02:24:11 UTC
From: James King <jeking7@delphi.com>
Message-ID: <pMyUXdz.jeking7@delphi.com>
Source record: 95857

```
Xep80
Okimate 10 w/2 new color ribbons, 2 black ribbons
256k ICD MIO
ATR8000 w/modem, printer and disk drive cables (and 1.2m/1.44m drives)
IBM ProPrinter II NLQ 9pin printer (10 internal fonts)
320k 130xe w/XE Touch, socketed, AC video and audio upgrades (MINT!)
Commodore 1702 split chroma/luma monitor

Wanted as potential trades:
---------------------------

Canon BubbleJet printer
HP 500 inkjet
512k socketed 800xl
80+ meg SCSI hard drive(s) for use with MIO
ICD US Doubler chipsets
SIO2PC cable (latest revision)
CD ROM multi-media kit (for my 386)
All Infocom 8bit games (original packaging, etc..)
Motorola (Cellular One) brick classic cell phone case
Motorola brick and flip-top extra batteries
Ram-upgraded, 800xl compatible socketed 800

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @
```

7778. Wanted: Atari Demopacs

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 02:26:37 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <psyVPl9.ransom22@delphi.com>
Source record: 95858

I would like to own all the Atari DEMOPACs. They produced at
least eight of them. I own #2,4,5. I am looking for #1,3,6,7 and 8.
Would also like to have the errata/tip sheets they produced for
the Assembler/Editor, PILOT, Atariwriter,Macro Assembler, Basic Ref.
Manual, CX-85, 410, Speed Reading and Touch Typing.
Photocopies are fine, if that is legal. :)

E-Mail me if you can help me get these.

Thanks,

Joe

7779. Items for sale or trade (prefer trade)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 04:14:02 UTC
From: Michael.Fitzpatrick@flight.org
Message-ID: <479_9412270427@flight.org>
Source record: 95866

I'm interested in the xep-80 and the 256 MIO but have nothing in the suggested
trade portion of your message. What are you looking at for these items?

---------------------------- -//- ----------------------------
| Internet: Michael.Fitzpatrick@flight.org
| The FlightLine [MSP] 612-544-5118 Aviation & Simulator Resource |
| note: the views of this user are strictly his own..... |
---------------------------- -//- ----------------------------

7780. Re: HELP??? was MASSIVE AUCTION VI -- update #3

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 04:34:01 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3do5mp$2la@charm.magnus.acs.ohio-state.edu>
Source record: 95859

bernard@beco.link.xs4all.nl (Bernard Kok) wrote:
>Michael J. Novak Jr. (dw901@cleveland.Freenet.Edu) wrote:
>> This is a rather large file (just under 34,000 bytes), so if you don't like
>> large files, and/or auctions, PLEASE stop reading now. You have been warned!

Obviously he doesn't know that many people have already wasted the downloading
time when they read these words.

>if it but my problem is that he post this LIST every 24 hours so that is
>about 6 or 7 X 34 kb every week and he comes back every month..
>And I have to download ALL of those message, ALSO the 6 or 7 times that
>34 kb a message....
>And I think I'm not the only on that have do download ALL the mail and
>maybe there are also people that has to PAY for there mail...
>So let me know if you also like to see that he stop with his Selling list
>in the comp.sys.atari.8bit area......

I'm with you! Luckily I use threaded newsreaders that don't force me to
download every article, so I can easily ignore those posts. I still
think they should not be posted.

>I have also try to open his eyes so I have send him back 2 of his lists but
>he go's on....

That wouldn't do any good -- since he's using the Cleveland Freenet, he's
insulated from troubles like long messages. He doesn't pay for them, and
he doesn't have to download them.

>So hope to hear from ALL of you who also DON'T like his list...
>
>> Send all bids to: dw901@cleveland.freenet.edu
>>
>> Michael J. Novak Jr.
>
>This is the Man where is was talking about.....
>
>All of you who don't like his idea of posting his list every 24 hours let
>me know...

I suppose we could try sending a petition of some sort to the Cleveland
Freenet admin, but I don't know how much good it would do.

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

7781. SIO2PC or 850 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 05:11:43 UTC
From: joneil@infi.net
Message-ID: <3do7mf$g5b@lucy.infi.net>
Source record: 95860

I was just about to round up the parts I need to build the
SIO2PC cable when I stumbled on a great find. The local surplus
shop had the SIO cable I needed as well as a box containing
an Atari 800, 850 interface, 2 power supplies, a box of cartridges
and various joysticks! $35 Bucks!!

So my question is: Can I use the SIO2PC software with the 850
instead of building the cable?

If so, what type of serial cable will I need to use?
Null modem or straight DB9M-DB9F?

I need all the disk functions (including boot) of the SIO2PC
software as I have no Atari drive of any kind.

Help?

7782. ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 05:20:53 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9412272320.AA15956@emh.kunsan.af.mil>
Source record: 95861

For a little project I'm working on, would some kind soul mind sending me a description of how exactly Rot-13 encoding works, and a line or so of sample text?

Thanks!

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

7783. Re: ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 05:50:58 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3doa71$33v@charm.magnus.acs.ohio-state.edu>
Source record: 95862

ehalliwe@emh.kunsan.af.mil (Earl C Halliwell) wrote:
>For a little project I'm working on, would some kind soul mind sending me a
>description of how exactly Rot-13 encoding works, and a line or so of sample
>text?

Easy -- all letters are rotated by 13 letters, so "A" changes to "N", "B"
changes to "O", and so on.... "M" changes to "Z", and "N" changes to "A".
It's a basic Caesar cipher that is self-inverting.
The key:
ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz
NOPQRSTUVWXYZABCDEFGHIJKLMnopqrstuvwxyzabcdefghijklm

Non-alphabetic characters remain unchanged.

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A microscope locked in on one point |rfunk@magnus.acs.ohio-state.edu
Never sees what kind of room that it's in" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

7784. 8bit Analog's

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 07:33:15 UTC
From: renae88@aol.com
Message-ID: <3dofvr$t33@newsbf02.news.aol.com>
Source record: 95863

Where is there a ftp site where I can download old analog magazine disks?
I am missing 3 issues and would like to complete my library. Any help
would be appreciated. Thanks.

7785. Re: HELP??? was MASSIVE AUCTION VI -- update #3

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 08:48:03 UTC
From: clisowsk@condor.mcs.kent.edu
Message-ID: <3dokc3$por@ns.mcs.kent.edu>
Source record: 95865

On Tue, 27 Dec 94 04:34:01 GMT,
Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
: That wouldn't do any good -- since he's using the Cleveland Freenet, he's
: insulated from troubles like long messages. He doesn't pay for them, and
: he doesn't have to download them.

: I suppose we could try sending a petition of some sort to the Cleveland
: Freenet admin, but I don't know how much good it would do.

You could try asking him again. If that fails, the email address
for the cleveland freenet admin is: xx998@cleveland.freenet.edu

--BRiT
clisowsk@mcs.kent.edu
aa853@cleveland.freenet.edu

7786. Doug Neubauer still lurking about Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 09:35:41 UTC
From: Ryan 'Rex' Wilhm <wilh0011@maroon.tc.umn.edu>
Message-ID: <28451.wilh0011@maroon.tc.umn.edu>
Source record: 95864

Hi y'all!

I was just wandering if Doug Neubauer still did stuff for Atari, since he has credit for working on thier games at least through 1988. Since he is the progenator of the Star Raiders series, I was wondering if he might be doing (or might be contracted to do) the rumored Jaguar port, 'Star Raiders 2000'. I know this is a long shot, but does anybody know? (This is a game I *REALLY* want... I still play the 8 bit!! :)

(If possible, please send responses to me... I'll probably miss them otherwise... Thanks!)

Much Much Much Much Much Much Thanks,
rex

Ryan 'Rex' Wilhm
University of Minnesota, Institute of Technology
Department of Computer Science
Internet: wilh0011@maroon.tc.umn.edu

Have a day!

7787. Re: Lazer ?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 11:51:14 UTC
From: rstout@legend.akron.oh.us
Message-ID: <rstout.1i2c@legend.akron.oh.us>
Source record: 95871

This thing about a signed or unsigned addresses is due to the fact
that many languages have a 32k limit on integers, so any address over
that limit appears as signed.

7788. Re: Infocom games wanted!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 12:10:53 UTC
From: James King <jeking7@delphi.com>
Message-ID: <xO23-f9.jeking7@delphi.com>
Source record: 95867

Joe Walsh <ransom22@delphi.com> writes:

>condition. I got Deadline, Suspect, Zork I, Zork II and Zork III from
>them (each for $7), all in the box with instructins and dodads.
>
>Their # is (800)448-8623

Thanks for the tip.. didnt think toad would have them.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7789. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 12:20:01 UTC
From: krishna@max.tiac.net
Message-ID: <3dp0ph$s4t@sundog.tiac.net>
Source record: 95868

Joe Walsh (ransom22@delphi.com) wrote:
: "better" is a relative term. :) I know several people who
: much prefer MS-DOs's command line to the GUI interface. Sure, if something

There is no reason a gui and a shell can't coexist. It does in AmigaDOS
and also with Unix/X (and please no semantics about how X isn't a GUI).
If the developers fail to provide a cli fallback that is their own loss.

I am not familiar enough with the newer OSs to know whether they have
this or not. Command.com is something like 50-60K which is miniscule for
32-bit computers. Shells are not hugely difficult to write especially
since so many mimick the others and so there is very little innovation
necessary.

7790. Re: Doug Neubauer still lurking about Atari?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 12:30:17 UTC
From: krishna@max.tiac.net
Message-ID: <3dp1cp$s4t@sundog.tiac.net>
Source record: 95869

Doug's last game was Radar Lock in 1989.

Star Raiders 2K is, at best, a half-shelved project at Atari. For some reason they think things like 3D spacewar and yet another port of Defender are more important than reclaiming the 3D space fighter genre.

Traditional Tramiel-think. And I too was all excited and ready to put away my hatred of the Tramiels when I heard about this. I knew it was too good to be true. If it DOES come out, don't expect them to do with it what they should do... As good as SR is, it needs capital ships and a more graphic docking sequence and maybe some way to represent a cubic galactic map as well as support for ALL axes of movement. Tramiel Atari was more than willing to slap on the name of Star Raiders to a game which didn't deserve the name, so I am not holding my breath that SR2K, if it comes out, will be worthy.

AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA

7791. Re: HELP??? was MASSIVE AUCTION VI -- update #3

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 13:30:39 UTC
From: classics@en.com
Message-ID: <Pp00legEjY3D073yn@en.com>
Source record: 95872

In article <3dokc3$por@ns.mcs.kent.edu>,
clisowsk@condor.mcs.kent.edu (BRiTiSH) wrote:
>On Tue, 27 Dec 94 04:34:01 GMT,
>Rob Funk (rfunk@magnus.acs.ohio-state.edu) wrote:
>: That wouldn't do any good -- since he's using the Cleveland Freenet, he's
>: insulated from troubles like long messages. He doesn't pay for them, and
>: he doesn't have to download them.
>
>: I suppose we could try sending a petition of some sort to the Cleveland
>: Freenet admin, but I don't know how much good it would do.
>
> You could try asking him again. If that fails, the email address
>for the cleveland freenet admin is: xx998@cleveland.freenet.edu
>
>--BRiT
>clisowsk@mcs.kent.edu
>aa853@cleveland.freenet.edu

To anyone who has a problem with Mike Novak posting his obscenely long
forsale lists every day, I ENCOURAGE YOU TO SEND YOUR COMPLAINTS TO
postmaster@cleveland.freenet.edu as well as the address listed above.

Mike Novak has been asked to stop posting his lists by LOTS of people, at least
10 I have personally had contact with, though he claims 'to have had
NO complaints'.

He is already in (well deserved) hot water at Cleveland Freenet for
a number of things, including mailbombing people with his listing (sending
3-4 copies to people who ask him to stop).

When Mike started posting his 'MASSIVE AUCTIONS', I explained to him that
a large # of people PAY FOR ACCESS/E-MAIL/USENET time/space, and that
sending out cancel messages does no help the thousands of people who
read USENET/MAIL offline and have to download it 2-3 times (crossposting)
everytime he posts it. Not that he ever canceled most of them anyway.

Not to mention filled disk quotas, money wasted
for pay service subscribers downloading this junk, local telephone time,
etc. He has made it quite clear that he cares about nothing but making
money, and everyone else can just swallow it.

He contibutes little or (usually) nothing to the groups he inappropriatly
cross-posts to, except his 'MASSIVE AUCTIONS'.

This has gone on quite lone enough, this assult on c.s.a.8 recently is
nothing compared to the spam he dumps on groups like rec.games.video.classic

and its variants.

Address any complaints to these addresses: postmaster@cleveland.freenet.edu
root@cleveland.freenet.edu
xx998@cleveland.freenet.edu

-- @ @ @ ------------------------------------ @ @ @
@ @ @ Steven Tucker - classics@en.com @ @ @
@ @ @ ------------------------------------ @ @ @

7792. Re: SIO2PC or 850 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 14:36:52 UTC
From: bmarcum@iglou.iglou.com
Message-ID: <D1H4LG.MCp@iglou.com>
Source record: 95879

I don't think the SIO2PC software will work with an 850. And, by the way, the 850's 9-pin serial ports have a different pinout from IBM's, so neither a plain nor a null-modem 9-pin cable would work.

--
Bill Marcum bmarcum@iglou.com
"Bah humbug everybody!"
"Good morning, Mister Scrooge!"

7793. San Joe Computers--Dead?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 14:51:20 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F0029F2@POST0.LAAFB.AF.MIL>
Source record: 95873

I read a few days ago here in csa8 that San Jose Computers bit the dust. Is this really true? Has someone been to the store or called good old "what's his face" recently? I'll give him a call myself and post what I find out.

Rick Reaser

7794. Re: Single Joyport printer adaptor!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 16:55:33 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <02c_9412280236@softtech.brisnet.org.au>
Source record: 95874

>I was going through my collection of 8-bit Atari stuff and one thing
>caught my eye. It was a peripheral that the Atari Club in Singapore
>designed and built in 1983:- a single joyport parallel port interface.
>This neat little sucker plugs into the second joyport on any Atari 8-bit
>and gives you a hassle-free parallel port with respectable speed. Of
>course, you would need to install a little (1K) driver before you start
>printing.

>Anyway, our Atari club has long since dissolved and I'm more than willin
>to release the schematics and the driver code to the public domain. It
>really is a very simple and elegant device and most people who know whic
>end of a soldering iron to hold, can assemble it easily. Email me if you
>want it.

>naina@technet.sg

ilDamn! That's just what I am designing at this very moment! Well, you may
ilemail me the schematic. Let's see how much is the same :-)

Just a minute here. This device sounds like a SuperFACE printer interface
that has been around since about 1983. It comes with a special version of
SuperMON called PrintMON. It Has a printer handler to handle the one on
joyport 2, in roms. The fact it is also a hardware translator is beside the
point. Please send the code and schematic and i will check it out. There may
be copyright on this which i hold.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

7795. Re: Transferring Atari disks to PC

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 16:55:37 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <031_9412280236@softtech.brisnet.org.au>
Source record: 95875

RlOne last bit of kibble. Have you guys tried adjusting the speed of the
Rl1050 to 300 RPM before formating/writing the disk used in the transfer?
RlIf you want to give this a go, just run a disk RPM test while adjusting
RlVR2 on the 1050. There may be a problem with the IBM trying to center
Rlon data, ergo it's gets the first part of the data, but the 288 RPM
Rldata of the 1050 gets out of sync. The resistor is located
Rl**********
Rl* *
Rl* x *
Rl* *
Rl* *
Rl* *
Rl* *
Rl**********
Rl FRONT

I don't think this will help. The 810/1050 are set at 288 because of the
processer/sio speed of the drive. The XF551 uses a standard drive mech which
is set to 300 rpm yet it can read/write 810/1050 disks fine. A happy 1050
can read/write 180k ms dos disks. So the problems are nothing to do with the
drive rpm.

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

7796. 1200XL PAL????

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 16:56:09 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <032_9412280236@softtech.brisnet.org.au>
Source record: 95876

To all those out there. Does anybody know if a pal version of the 1200XL was ever made?? I just bought one but it has no place for the PAL colour crystal.....

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

7797. Re: 800XL parallel bus ->ACIA

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 17:20:29 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129962@cup.portal.com>
Source record: 95870

Actually, a schematic is the easiest thing for me to do. The circuit board is about 2nd, but a finished prototype is like pulling teeth. A foil pattern for a pc board isn't that hard to get out since I *think* my cad software will output a postscript file. BTW: By circuit board I meant the design, not an actual board. I guess what I'm saying is if you have friends that will do the building of a prototype board from a schematic, do whatever it takes to keep them happy! It is extremely tedious work. I can do designs in a matter of days, but when the green flag drops & it's time to build the circuit I seldom have the month of weekends it takes to build it. I also don't have the money it takes to have the boards done by a shop.
Rick

7798. Using Usenet for advertising (Policy statements)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 17:56:29 UTC
From: mcurrent@blue.weeg.uiowa.edu
Message-ID: <3dpkgd$2n4b@blue.weeg.uiowa.edu>
Source record: 95877

Someone (Russ I believe) asked about the rules for postings commercial ads on Usenet. The thing about Usenet is, with no central body to rule over the system, there really can be no "official" rules. Every local system administrator can do or permit whatever s/he wishes.

However, to make the whole system work, system administrators and their users have to cooperate by following some guidelines. What follows are excerpts from the FAQ "What Is Usenet?", and the FAQ "What Is Usenet?, A Second Opinion". After just a few minutes of searching, this was the best I could find. Let me know if you found this interesting. -Michael

\/\/\/\/\/
7. Usenet is not an advertising medium.

Because of Usenet's roots in academia, and because Usenet depends so heavily on cooperation (sometimes among competitors), custom dictates that advertising be kept to a minimum. It is tolerated if it is infrequent, informative, and low-hype.

The "comp.newprod" newsgroup is NOT an exception to this rule: product announcements are screened by a moderator in an attempt to keep the hype-to-information ratio in check.

If you must engage in flackery for your company, use the "biz" hierarchy, which is explicitly "advertising-allowed", and which (like all of Usenet) is carried only by those sites that want it.

\/\/\/\/
> 7. Usenet is not an advertising medium.

A man walks into a crowded theater and shouts, "ANYBODY WANT TO BUY A CAR?" The crowd stands up and shouts back, "WRONG THEATER!"

Ever since the first dinette set for sale in New Jersey was advertised around the world, people have been using Usenet for personal and for corporate gain. If you're careful about it and don't make people mad, Usenet can be an effective means of letting the world know about things which you find valuable. But take care...

- Marketing hype will be flamed immediately. If you need to post a press release, edit it first.
- Speak nice of your competitors. If your product is better than theirs, don't say theirs is "brain damaged", "broken", or "worthless". After all someone else might have the same opinion of your product.
- Dance around the issue. Post relevant information (like price, availability and features) but make sure you don't send everything out. If someone wants the hard sell let them request it from you by e-mail.

- Don't be an idiot. If you sell toasters for a living, don't spout off in net.breadcrumbs about an international conspiracy to poison pigeons orchestrated by the secret Usenet Cabal; toaster-buyers will get word of your reputation for idiocy and avoid your toasters even if they are the best in the market.
- Disclaimers are worthless. If you post from foobar.com, and put a note on the bottom "not the opinions of foobar inc.,", you may satisfy the lawyers but your corporate reputation still will be affected. To maintain a separate net.identity, post from a different site.

\/\/\/\
--
Michael Current, Keeper of the 8-Bit Atari FAQ & Vendor/Developer Lists
Cleveland Free-Net Atari SIGOp: aa700 / mailto:mcurrent@carleton.edu

7799. Re: SIO2PC or 850 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 20:40:28 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129964@cup.portal.com>
Source record: 95882

It's best to just think of SIO2PC as converting your clone into
an Atari Disk Drive. You could still use the 850 while the SIO2PC is
plugged in, but only as a straight 850. You can easily build a
SIO2PC cable for less then $10 so unless you need to run copy protected
software <no small matter> it's the cheapest way to get a disk drive.
Rick

7800. Re: San Joe Computers--Dead?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 20:40:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <129965@cup.portal.com>
Source record: 95881

It was probably me. Someone in the local user group, BAAUG, went by the
store & said it had been vacated. The word was Mark <Is that his name?>
was going to try to do some mail order out of his house in Morgan Hill.
No data on if the mail order thing has happened. As a store on Alma Ct.
it is no more, as a mail order outfit it may resurface if it hasn't yet.
Kind of sad for me because the first store where I bought my 800xl in
'84 went under, SJC where I bought my first asm/ed cart as well as
my ST is gone. The only place that is still doing well is B&C and
I use 'well' as a relative term. I'll try to sneak by there myself in
the next day or two so we can get an eye witness report & maybe an
address to send enquiries to.
Rick

7801. Re: Wanted: Atari joysticks

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 21:28:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <27DEC199416282135@pavo.concordia.ca>
Source record: 95883

In article <1994Dec24.012732.22034@cs.mun.ca>, ntizzard@cs.mun.ca (Neil P. Tizzard) writes...
>I'm looking for an atari joystick, preferably not the standard 2600 ones
>but that would do. Please E-Mail me with an offer if you have one that
>you are willing to part with. I am only looking for responses from
>eastern Canada please. Thanks...
>--
>*=======================================*
>| ////// /// /////// //////// /// |
>| /// /// /// /// /// /// |
>| /// /// /// ////// /// /// |
Check out your local Radio Shack - they usually have a few joysticks around,
or at least can order them. Their cheapest model is about $9.95, plus tax
of course. That one has two buttons: base and top of stick.

Dave

7802. Re: SIO2PC or 850 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 21:37:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <27DEC199416373704@pavo.concordia.ca>
Source record: 95885

In article <129964@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes...
>It's best to just think of SIO2PC as converting your clone into
>an Atari Disk Drive. You could still use the 850 while the SIO2PC is
>plugged in, but only as a straight 850. You can easily build a
>SIO2PC cable for less then $10 so unless you need to run copy protected
>software <no small matter> it's the cheapest way to get a disk drive.
>Rick

To run protected software, would it be possible to set up the PC end
to sned bit streams, copied with the BitWriter? Admittedly, this would require
a more complex hardware setup to copy, but it could make those classics
more secure and back-upable on the PC. I've only got my original MULE disk -
if it ever goes, so do I ;-)

Dave

7803. Re: Orphans of the world: Unite!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-27 22:53:49 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <3dq5tt$abr@charm.magnus.acs.ohio-state.edu>
Source record: 95888

In article <3dp0ph$s4t@sundog.tiac.net>,
Glenn M. Saunders <krishna@max.tiac.net> wrote:
>Joe Walsh (ransom22@delphi.com) wrote:
>: "better" is a relative term. :) I know several people who
>: much prefer MS-DOs's command line to the GUI interface. Sure, if something

Some things are easier with a command line, others are easier with
icons etc. That's why I like using X-Windows - you get both.

>There is no reason a gui and a shell can't coexist. It does in AmigaDOS
>and also with Unix/X (and please no semantics about how X isn't a GUI).
>If the developers fail to provide a cli fallback that is their own loss.
>
>I am not familiar enough with the newer OSs to know whether they have
>this or not.

I believe Windows '95 has an MS-DOS style command line available,
which can start Windows programs. I'm sure they're considering it
"deprecated", though. There are a few vendors (mostly shareware)
selling command lines for MS-Windows, but I've only seen one I really
like.
OS/2 has a command line within their "Presentation Manager" GUI.
Dunno about Macs, but I'm not aware of any command lines there.

Basically, major GUI's that are designed for non-computer people (Mac,
MS-Windows) seem less likely to have command lines than those designed
for techies (Unix/X, OS/2).
--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

7804. Re: Items for sale or trade (prefer trade)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 00:23:23 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Ba0Zg2L.ransom22@delphi.com>
Source record: 95891

James King <jeking7@delphi.com> writes:

>Okimate 10 w/2 new color ribbons, 2 black ribbons

The Okimate didn't work out for you, huh? Sorry to hear it.
I hope my ravings about its qualities didn't mislead you, or cause you
to waste money. My apologies if it did.
Mine still works great for my purposes...

-Joe

7805. Re: 8bit Analog's

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 00:36:19 UTC
From: kevina@clark.net
Message-ID: <3dqbu3$gi4@explorer.clark.net>
Source record: 95878

In article <3dofvr$t33@newsbf02.news.aol.com>, Renae88 <renae88@aol.com> wrote:
>Where is there a ftp site where I can download old analog magazine disks?
>I am missing 3 issues and would like to complete my library. Any help
>would be appreciated. Thanks.

ftp.clark.net:/pub/atari/mag/analog

--
* Kevin Atkinson, Clarknet Internet Serv., Maintainer of The Bible of Usenet *
* Finger usenet-b@clark.net for more info on The Bible of Usenet. *
* Or send mail to usenet-b@clark.net with a subject line of HELP. *
* This is in its beginning stages and I could use any help I could get! *

7806. Re: Items for sale or trade (prefer trade)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 03:45:45 UTC
From: James King <jeking7@delphi.com>
Message-ID: <RE0ZAsB.jeking7@delphi.com>
Source record: 95880

Actually, the Okimate worked out just fine.. Printed several Koala pics in color, and dumped text files to it - but I just couldnt find a practical use for it.

I suppose I could put it in my shed for 3 years - and by that time, my new son will be old enough to draw his images, then print them.

--
@ @ @ ------------------------------------ @ @ @
@ @ @ James King - jeking7@delphi.com @ @ @
@ @ @ ------------------------------------ @ @ @

7807. Atari 8-bit PMG page flipping!?!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 04:09:07 UTC
From: KENDRICK@sonoma.edu
Message-ID: <941227200947.206024ba@sonoma.edu>
Source record: 95884
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Ok, I'll admit it, I'm working on an Adventure clone for the XL's.. here's my problem.. I can't seem to get page flipping done correctly when it comes to adding extra players to the screen. I'm stealling the idea used with the 2600 version (or at least what it looks like they did) and have everything split up like this:

There are 13 objects: 3 dragons + 3 keys + 1 Sword + 1 Magnet + 1 Bridge + 1 Door (per screen) + 1 Bat + 1 Chalice + 1 Player

The player can be handled by missiles or a missile.

That leaves 12 objects. There are 4 players allowed on a screen, so what I did was divided the visible objects into three frames.

In frame 1, you see: Dragon 1, Key 1, Sword, Door; if they're there.
2, you see: Dragon 2, Key 2, Magnet, Bat; if they're there.
3, you see: Dragon 3, Key 3, Bridge, Chalice; if they're there.

I know that PMG pages must be multiples of 1K for it to work (ie, if you say 20480, 20481 ... 20736, 20737 ... 21503, it'll not care and act as though you said 20480 was the PMBASE page.)

I didn't realize the paging was 1K, and thought it was 256 bytes, and it ALMOST worked like that.. But two of the frames had the same objects! They were in the same vertical place, of course, but in different horizontal places and of different colors. (The code to do the paging does this: Changes all horizontal locations of the players, Changes the PMBASE, and changes all colors of the players)

Now, I can go around this and just swap in and out 512 bytes of data per frame, but it's SOO much faster just to page through it! What do you folks think? Can you help!

I can post the code, if you want.. it's sorta sloppy (all the debug crap I did) and it's in Action!.. Also, I tried two ways of allocating memory; one was to make an array and have the PMBASE point to the first 1K boundary within the array (I made the array 1K bigger than how much of it I'm going to use), the other was to do PAGE=(DLIST/4096-1)*4096, like Mapping described.. Neither works when my pages are 1024 bytes, I just get a blank screen (no PMGs). When I change the pages to 256 bytes, I (as I said) get two frames with the same objects and vertical positions! :(:(

HELP!

thanx!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

7808. Re: Items for sale or trade (prefer trade)

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 04:16:25 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <Ro4YQmJ.ransom22@delphi.com>
Source record: 95887

James King <jeking7@delphi.com> writes:

>Actually, the Okimate worked out just fine.. Printed several Koala

Glad to hear it!

>pics in color, and dumped text files to it - but I just couldnt
>find a practical use for it.

Hhmmmm. Oh, well. I'm not one for practicality. Now if you
didn't have the desk space for it, I'd understand. :P

>I suppose I could put it in my shed for 3 years - and by that time, my
>new son will be old enough to draw his images, then print them.

Sounds like a good idea. :)

-Joe

7809. ATARI 2600 ---->ATARI 8-Bit Disk Files???

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 04:52:21 UTC
From: ebgevza@oak.grove.iup.edu
Message-ID: <3dqqu5$3tp@jake.esu.edu>
Source record: 95886

Well, As this is the first message Ive posted on the newsreader
Let me take a min to say Hi to everyone....HI!
Any way Im the DISK DOCTOR
Or so Ive been called
Since 5th grade in school..Im now in college going BS in comp sci
and minoring in Chemistry...No sleep for the wicked 8(
Anyway, I was once on the cleveland FREENET, and I was in a sig
for the atari 8-bit...it contained a file for some
project that Ive put off for way too long now. I have the know-how
to make this one work...I hope and Id like to try it
It says that there is a way to WIRE an atari 2600 into MY
8-BIT atari and dump the memory of a 2600 cartridge into
my 8-bits memory buffer, then safe that buffer as a disk file?
Well, I have MANY 2600 cartridges on storage at my place and Id like
to put these cartidges into DISK format to make them
more accessable. Would this be possible to do or not?
If any1 has access to cleaveland FREENET could you please
see about sending me the files down?
I could use them, as I have lost the old copies and need new ones.
Thanks-
^ ^
DISK DOCTOR
()
__/

7810. Action!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 06:25:06 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <EL3SCIUWUP@stingray.manawatu.gen.nz>
Source record: 95894

Are there any shops in the US that still sell 8bit stuff? I would like to buy the Action! cartridge and the runtime package (presume compiler is meant), but have no way of doing so in NZ.

I don't mind it being second hand or anything - just as long as it has all the manuals.

I have only seen a couple of listings in Action! but the 50-200 times faster than Atari basic appeals to me, so that I don't have to write _everything_ in assembler all the time.

So if anyone can give me an opinion of how they find/found Action! that would be handy too.

Thanks,
Richard =8-]

PS. I won't start posting stuff for sale everyday or anything *grin*

--

```
_ _
/(. .)\ )
(*)____/|
/ |
/ |--\ |
(_)(_) (_)
```

Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

7811. Re: ATARI 2600 ---->ATARI 8-Bit Disk Files???

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 07:23:12 UTC
From: krishna@max.tiac.net
Message-ID: <3dr3p0$947@sundog.tiac.net>
Source record: 95889

This won't work for banked ROMs, which are the majority of the really good 2600 titles.

You could try simulating banked ROMs but it just get's more tricky at that stage. Good idea, though.

If you get 4K or 6K games to binary you can probably get the Starpath Supercharger to run them, but you'd use an Apple as the fileserver, not an Atari.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7812. Re: Atari 8-bit PMG page flipping!?!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 08:18:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <28DEC199403185256@pavo.concordia.ca>
Source record: 95896
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

In article <941227200947.206024ba@sonoma.edu>, KENDRICK@sonoma.edu writes...
>Ok, I'll admit it, I'm working on an Adventure clone for the XL's.. here's
>my problem.. I can't seem to get page flipping done correctly when
>it comes to adding extra players to the screen. I'm stealling the
>idea used with the 2600 version (or at least what it looks like they
Would it be possible to use DLIs to enable your multiple creatures? DLIs
will let you redefine X on the fly; provided everything doesn't appear on
the same Y position, it should be workable.

Dave

7813. Re: Atari 8-bit PMG page flipping!?!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 08:36:32 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dr82g$qlk@nic-nac.CSU.net>
Source record: 95897
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

Well, yes, of course I know I could use DLI's, but since it's going to be a cheesy recreation of an originally cheesy games, I figured I'd steal their (his?) idea of PMG page flipping since it seems to work fine on the 2600. :)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

Any other Action! coders out here!?

7814. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 09:12:23 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dra5n$rlv@nic-nac.CSU.net>
Source record: 95890

No, I have some old magazine here with an ad for DesqView (from Sept.1992
Computer Currents) and it IS a GUI! It has the following windows open:

Some DESQview/X (AHH! .. that's it.. that "X" there.. ok, so there's
probably a difference between DESQView and DESQView/X) .. anyways,
it has a menu for controlling windows
MS Windows (yes, running under DESQView/X)
A clock
A picture of a dog
A WP program? with a picture of a car
"Paradox 3.5" looks like some database or user manager or something
Lotus 1-2-3 for DOS

Looks pretty cool.. Wish I could use it but it requires a 386/486 (no
Pentiums back then :)) and costs $275! (Back then).

Not unlike what I'd like to see for the Atari.. (of course, old programs
would need to snap to full-screen and have an interrupt installed which
would allow swapping out of the program temporarily :))

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

7815. WANTED: Dealers for SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 09:49:36 UTC
From: bensmith@teleport.com
Message-ID: <3drcbg$ske@linda.teleport.com>
Source record: 95892
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

Next SwapMeet Dated for January 2nd, 1995 at 7 PM.

WANTED: Dealers to sell at Upcoming Swap Meets. Dealerships sought
fall into such Categories as Computer Dealers, all kinds. All kinds of
Computer HardWare, SoftWare, Peripherals & Accessories for ALL Computer Makes
and Types.

Also Sought are Dealers in Video Gaming Equipment, such as Video Game
Consoles, Cartidges, Video Game CD Players and Video Game CDs. ALL Video Game
Makes and Types. ALL Video Game Consoles, Cartridges, CDs, Peripherals &
Accessories.

Also Wanted are Dealers in ALL Types of Electronics.

WANTED are Dealers in Ham Radio, CB Radio, Music CDs and other
Recorded Music. Stereo Equipment also Wanted.

Also Wanted are VCR's, Video Tapes (NO PIRATED MEDIA OF ANY KIND,
PLEASE!!), TVs and Satelite Gear.

This is an ALL Computers, Game Machine and Electronics Swap Meet!!

Small Businesses, and all Dealers Welcome and Wanted!!

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NO ADMISSION CHARGE!!! PLENTY OF FREE PARKING!!! NO ADMISSION CHARGE!!!

TABLES $10!! FIRST COME FIRST SERVE!! TABLES $10!! FIRST COME FIRST SERVE!!

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To find out about more about the Swap Meet or Table Rentals.
Reply in E-Mail to bensmith@teleport.com.
Or Call Ben Anytime at (503)256-9974 (VOICE/VOICE MESSAGING).

Please Direct all replies to bensmith@teleport.com in E-Mail or Call
Ben Anytime at (503)256-9974.

Next SwapMeet will be January 2nd, 1995 at 7 PM.

You are invited!
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
Proprieter of Bravo Sierra Computers: Ben Smith! Benjamins BBS (503)255-9657.

bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

7816. ALL Computers & Electronics SwapMeet: Pacific NorthWest!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 10:01:34 UTC
From: bensmith@teleport.com
Message-ID: <3drd1u$sqr@linda.teleport.com>
Source record: 95893
Cross-posted to: alt.forsale,alt.satellite.tv.forsale,comp.sys.amiga.marketplace,comp.sys.apple2.marketplace,comp.sys.atari.8bit,comp.sys.atari.st,comp.sys.cbm,comp.sys.hp.misc,comp.sys.ibm.pc.games.marketplace,comp.sys.mac.wanted,comp.sys.misc,comp.sys.tandy,comp.sys.ti

This SwapMeet is Dated for January 2nd, 1995 at 7 PM.

ACE of America, an All Computers and Electronics User Group, with a special emphasis on Atari. At Swap Meets you might find Atari, Apple, Macintosh, Commodore, Amiga, IBM & Clones, Nintendo, SNES, Sega Genesis, Jaguar, Game Boy, Game Gear and Lynx. You could also find the following items to go with your system, such as Printers, MoDeMs, Monitors, Hard Drives, Disk Drives, Power Supplies, MIDI Devices, Mice, Joysticks, CD Roms, Cables, supplies and Accessories.

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FREE ADMISSIONFREE ADMISSION**FREE ADMISSION**FREE ADMISSION**

PLENTY OF FREE PARKINGEVERYONE WELCOME**PLENTY OF FREE PARKING**

FOR ANY INFO INCLUDING TABLES: CALL BEN AT (503)256-9974!!
THESE SWAP MEET SPONSORED BY ACE OF AMERICA!!

This Message is distributed throughout the Pacific NorthWest, everyone reading and their Brother is welcome to come and Attend!!

Please Direct all Replies to bensmith@teleport.com in E-Mail or call Ben anytime at (503)256-9974.

The next SwapMeet is Dated for January 2nd, 1995 at 7 PM.
--
Atari ST and Classic 8 Bit, Hardware, Software, 4 Sale. 24HRs. (503)256-9974.
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bensmith@teleport.COM Public Access User --- Not affiliated with TECHbooks
Public Access UNIX and Internet at (503) 220-1016 (2400-14400, N81)

7817. Re: San Joe Computers--Dead?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 16:50:46 UTC
From: gruber@austin.ibm.com
Message-ID: <D1J5GM.1DKr@austin.ibm.com>
Source record: 95900

In article <129965@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
> It was probably me. Someone in the local user group, BAAUG, went by the
> store & said it had been vacated. The word was Mark <Is that his name?>
> was going to try to do some mail order out of his house in Morgan Hill.
> No data on if the mail order thing has happened. As a store on Alma Ct.
> it is no more, as a mail order outfit it may resurface if it hasn't yet.
> Kind of sad for me because the first store where I bought my 800xl in
> '84 went under, SJC where I bought my first asm/ed cart as well as
> my ST is gone. The only place that is still doing well is B&C and
> I use 'well' as a relative term. I'll try to sneak by there myself in
> the next day or two so we can get an eye witness report & maybe an
> address to send enquiries to.
> Rick

The last I heard was that SJC had to move out to a smaller location
and as a result had many products they were liquidating, this was
spring/94

Scott

Disclaimer : The views of the poster are not necessarily that of IBM

7818. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 17:34:43 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <h29ZYwD.ransom22@delphi.com>
Source record: 95901

William Kendrick <kendrick@zippy.sonoma.edu> writes:

> Some DESQview/X (AHH! .. that's it.. that "X" there.. ok, so there's
> probably a difference between DESQView and DESQView/X) .. anyways,
> it has a menu for controlling windows

ah, yes, that is the difference. :0 DESQView/X implements X Windows,
and is a very different product from DESQView in "look and feel". :)

So, we were both right! :)

-Joe

7819. Re: Atari 8-bit PMG page flipping!?!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 17:52:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <28DEC199412520505@pavo.concordia.ca>
Source record: 95902
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

In article <3dr82g$qlk@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) writes...
>Well, yes, of course I know I could use DLI's, but since it's going to be a
>cheesy recreation of an originally cheesy games, I figured I'd steal their
>(his?) idea of PMG page flipping since it seems to work fine on the 2600. :)
>
>-bill!
>kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
>William (Bill) Kendrick / | \ ** New Breed Software **
>
>Any other Action! coders out here!?
>
Actually, the 2600 doesn't use flipping. I beleive that the
programmer has to redraw the screen for every frame. Since too many objects
take too long, they have to be drawn alternate screens.

(I may be wrong about this; feel free to jump in and correct me)

Dave

7820. Re: SIO2PC or 850 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 18:00:30 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <130028@cup.portal.com>
Source record: 95895

I've thought about doing some hacks with SIO2PC, but never got around
to it. IMO: All that would be necessary is to have a real drive with
the copy protected disk as the boot drive with a SIO2PC cable set up
to listen in & record everything. The IBM/SIO2PC would just replay the
interchange for all subsequent boots. Since we pretty much don't allow
Copyrighted software anywhere on the net, it wouldn't contribute to
piracy since you'd have to have the orignal disk in order to get a
bootable image. What I would suggest for now is making as much of
a back-up as you can. I have had disk go just 'a little' bad in the
data sections, but the bad sectors always seem to last forever. Sometimes
you can save a disk by redoing everything but the copy protection. If
worse comes to worse, maybe a trade in copy protected disk could be done
by people with Happy's where the only thing on the disk is the copy
protection.
I don't want to sound unconcerned, but I don't spend that much time
with commercial software. It's harder for me to get off my duff & do
something when it doesn't affect me on a daily basis.
Rick

7821. Commercials, ads and Massive Auctions

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 18:26:00 UTC
From: da_pate@pavo.concordia.ca
Message-ID: <28DEC199413262941@pavo.concordia.ca>
Source record: 95904

I must admit that I do advertise on the net, in this group actually (though from a commercial provider; the university will cut off access if I do it from here). What it all boils down to is courtesy.

Posting 34k text files every 24 hours for a week will make anyone your enemy. When I advertise, I try to limit it to one screen (about 20 lines). I give enough info for people to decide, and provide all the contact info they'll require. That's it. I don't post to comp.sys.cbm, or alt.fan.lemurs because I'm not selling anything that would interest them.
Our "massive" friend would be well-advised to only post the pertinent parts to the pertinent groups - I wouldn't object to a 1 or 2k file about the Atari 8-bit stuff he's auctionning off. But I _really_ don't care about Intellivision or other stuff. Seems to me that if he's got so many spare computers kicking around, he might as well use one to maintain his auction lists and split them for mail to specific groups.

Common sense and courtesy. That's all it takes.

Dave

7822. Intel outside demo.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 19:07:56 UTC
From: Masstorage@closer.brisnet.org.au
Message-ID: <17c_9412290357@softtech.brisnet.org.au>
Source record: 95705

Have finally got the intel outside demo today. However side B has an error on it. Does anybody have the complete demo??? Could you please diskcom side B and uuencode it to me? I will then update my local ftp sight with it. I got the files from the atari connection bbs. Also does anyone know where and what the inteloutside demo files are on umich??

Just a couple of comments about it. I think the part that has the full screen moving with some sort of blit is i think nothing more then charactor set animation. The top #3 Has a dancing girl, that uses GR0 and Charactor set animation. Tis amazing what can be done.......

The vector graphics i have seen something like before in another demo by OU5SOFT, except it is line drawings that are not filled in. Must dig it out and upload it to my local site.......

* Wave Rider 1.0 [NR] *
... UNREGISTERED EVALUATION COPY
--- Blue Wave/Maximus

7823. Massive Auction Guy

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 19:50:00 UTC
From: John Haines <john_haines@pointless.gen.nz>
Message-ID: <41229090136$6FC8@pointless.gen.nz>
Source record: 95898

Hi Bernard, you were talking about this guy who is plastering those MASSIVE auction messages in this 8-bit area... - I also am getting very sick and tired of getting these messages as I port this base over to my 8-bit BBS so my Atari 8-bit people have access to them, and my importer program has to split up every one of his messages to go into my bases... (which makes the processing time quite a lot longer than it should be...) - I could probably solve the problem on my board by getting the importer to ignore everything from this person, but it doesn't solve the problem for all the other Internet users that have to wade through his messages...
Isn't there a Moderator or some such person that could maybe do something about the problem???

---
* SIMPQWK80 * #1 * for Atari8's

7824. San Jose Computers -- Not Dead Yet --Rumor Dispelled

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-28 22:43:32 UTC
From: REASERRL@POST2.LAAFB.AF.MIL
Message-ID: <2F01EA3E@POST0.LAAFB.AF.MIL>
Source record: 95706

I called the San Jose Computers (SJC) number and got Mark Dalldorf's (sp) answering machine. The machine says San Jose Computers would be closed during the month of January while it moves and gets reorganized. There will be a referral to the new phone number once that happens. Here is the current SJC number if you want to hear the message or leave Mark a word. (408) 995-5080 I will let you know if he returns my call.

Rick Reaser
Atari 8-bit Editor
Current Notes Magazine

7825. Re: Atari 8-bit PMG page flipping!?!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-29 01:45:56 UTC
From: skarg@cyberspace.com
Message-ID: <3dt4ck$52q@case.cyberspace.com>
Source record: 95903
Cross-posted to: comp.sys.atari.8bit,comp.sys.atari.programmer

KENDRICK@sonoma.edu wrote:
: Ok, I'll admit it, I'm working on an Adventure clone for the XL's..

I just have to say, to the world, that I think that's an ultra-cool project!
I hope you complete it and maybe even make some interesting modifications,
and I hope I get to see the results! :)

About the "paging" of PMs... my memory leads me to think the PMs were the
only things being shared, and the "blinking" effect appeared only when a
certain number of PMs were on screen, independent of which PMs they were,
so I'd assume that slots weren't type-specific....

My two cents
(Anyone want an "Atari -Power without the price" balsa glider?)
Skarg/PvK

7826. Re: 8-Bits In 2005

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-29 03:08:43 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3dt97r$ams@news2.delphi.com>
Source record: 95710

I've seen old Wabash disks physically fall apart where the oxide coating just comes off the disk like powder. Depends on the disk.

-Bry

7827. Re: SIO2PC or 850 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-29 06:00:55 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dtjan$lhr@nic-nac.CSU.net>
Source record: 95709

Perhaps it is because I have very little commercial software that I feel this, but I'm VERY uninterested in seeing the next hack of SIO2PC be one for copying protected software! :) 95% of the software I have is PD/Shareware/Demo and the other 5% I never play anymore. :) (Although I'd REALLY liek to borrow my friend's "AR:City" some day again! :))

Anyway.. the hack >I<'m interested in is better PC file support and more automation. Perhaps a device handler or a new version of the MyDOS DUP.SYS and a command line interface for SpartaDOS which let's you read PC directory listings, select files to include, and even be able to write back to the PC files!?

Actually, the ideas are nearly limitless, but my post shall not be (for this you should thank me <hehe>)...

Anyone else have ideas/suggestions? Reply or e-mail (I'd prefer reply so everyone else can read)

-bill!
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **
I go fishing just for the halibut..

7828. Bitter Reality Demo! On TOP9410B.DCM at UMich!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-29 06:07:56 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3dtjns$lmv@nic-nac.CSU.net>
Source record: 95708

Am I the only 8-bit demo lover these days!? You folks should go get a copy of the Top Magazine Oct.1994 at UMich. I DL'd side B because I wanted some new games (hehehe; they usually put some games or game demos and applications or app. demos on side B; the text (usually German) and text reader on side A) and was PLEASANTLY surprised to see the "Bitter Reality" demo I was interested in seeing (which was mentioned in the Shadow's Party (PARTRO*.*) demo disk).

Anyways.. it's very cool! Nice loaders, supports high speed disk I/O, plays music during loading, has the most COLORFUL plasma I've seen (it'd impress most of my VGA/SVGA+PC-owning friends, I'm sure!), has a pretty well done 3D solid-poly vector part, very FEW scrollers, and lots of other unique effects (mirrored sinus-wave scrollers, except they're vertical, and they're multicolored, and they're occupying the same area as a bunch of blittered graphics! ... claims 8 PMG's per scan line down most of the screen).

Anyways, go get it! It's only a 1050 disk worth!

ALSO! on a side note: WHEN IS THE CORRECT VERSION OF CARD STAX TO BE PUT ON UMICH! The current copy is from Dec.10, 1994 and is the corrup version! (which crashed my PC when I ran DCM2DSK on it!)

thanx!
-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

7829. Re: SIO2PC or 850 Interface?

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-29 06:29:15 UTC
From: joneil@infi.net
Message-ID: <3dtkvr$7d6@lucy.infi.net>
Source record: 95707

In article <3dtjan$lhr@nic-nac.CSU.net>, kendrick@zippy.sonoma.edu (William Kendrick) says:
>Actually, the ideas are nearly limitless, but my post shall not be (for this
>you should thank me <hehe>)...
>
>Anyone else have ideas/suggestions? Reply or e-mail (I'd prefer reply so
>everyone else can read)

I just built my SIO2PC cable tonite and my 400 is alive once again!!!
This is so cool!! The next SIO2PC software I'd like to see would be
WIN_SIO2PC!! This would be fantastic! Multiple configs using icons
and such as well as background operation. You're right. The ideas
are limitless! I think I'm gonna look into Windows programming
(C++?) myself! ;-)

7830. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-29 13:53:57 UTC
From: rdell@cbnews.cb.att.com
Message-ID: <D1Krxx.Jts@nntpa.cb.att.com>
Source record: 95711

In article <h29ZYwD.ransom22@delphi.com>,
Joe Walsh <ransom22@delphi.com> wrote:
>William Kendrick <kendrick@zippy.sonoma.edu> writes:
>
>> Some DESQview/X (AHH! .. that's it.. that "X" there.. ok, so there's
>> probably a difference between DESQView and DESQView/X) .. anyways,
>> it has a menu for controlling windows
>
> ah, yes, that is the difference. :0 DESQView/X implements X Windows,
>and is a very different product from DESQView in "look and feel". :)
>
> So, we were both right! :)
>

Perhaps terminology ... DesqView (not X) is not a graphic user
interface, but a windowing system/multitasking system which will
support graphical applications in the separate windows. IE --
DesqView is not necessarily limited to text type applications, but
does not implement an Icon/Graphical environment, more of a
windowed screen switching/sizing environment, much like a number
of dumb terminals with multiple windows available.

Also, as to pricing, I got my copy of Desqview for (as I recall(
something like 49 or 75 dollars as part of a bundle with their
spread sheet, and such. Sometime junk mailing lists are good for
something, as well as the pricing pressure Microsoft seems to put
on everyone when they muscle their way around.

--
Richard Dell

7831. Re: Single Joyport printer adaptor!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-29 16:34:34 UTC
From: mk@anuurn.do.open.de
Message-ID: <2f0323841c286a1@anuurn.do.open.de>
Source record: 95714

In <02c_9412280236@softtech.brisnet.org.au>,
Masstorage (Masstorage@closer.brisnet.org.au) wrote:

>>I was going through my collection of 8-bit Atari stuff and one thing
>>caught my eye. It was a peripheral that the Atari Club in Singapore
>>designed and built in 1983:- a single joyport parallel port interface.
>>This neat little sucker plugs into the second joyport on any Atari 8-bit
>>and gives you a hassle-free parallel port with respectable speed. Of
>>course, you would need to install a little (1K) driver before you start
>>printing.
>
>>Anyway, our Atari club has long since dissolved and I'm more than willin
>>to release the schematics and the driver code to the public domain. It
>>really is a very simple and elegant device and most people who know whic
>>end of a soldering iron to hold, can assemble it easily. Email me if you
>>want it.
>
>>naina@technet.sg
>
>
>ilDamn! That's just what I am designing at this very moment! Well, you may
>ilemail me the schematic. Let's see how much is the same :-)
>
> Just a minute here. This device sounds like a SuperFACE printer interface
>that has been around since about 1983. It comes with a special version of
>SuperMON called PrintMON. It Has a printer handler to handle the one on
>joyport 2, in roms. The fact it is also a hardware translator is beside the
>point. Please send the code and schematic and i will check it out. There may
>be copyright on this which i hold.

No, it sounds very much like a joyport interface _I_ designed and built
back in 1983 (using a 74164 and a 74LS14), complete with a little (<1K)
auto-relocating P: driver...
Possibly we weren't the only ones to come up with this idea? :-)

(BTW: if anybody is interested in the source code for the driver I could
try to dig it up - assuming the disk is still readable...)

--
Martin Koehling | mk@anuurn.do.open.de | Martin_Koehling@un.maus.ruhr.de

7832. Re: 1200XL PAL????

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-29 18:30:00 UTC
From: H.HUSSMANN@LDB.han.de
Message-ID: <5clEtVatvPB@ldb-hh.ldb.han.de>
Source record: 95713

> To all those out there. Does anybody know if a pal version of the 1200XL
> was ever made?? I just bought one but it has no place for the PAL colour
> crystal.....

I donï¿½t think so, because the 1200XL was never sold in Europe/Germany
where PAL is used. They brought us just the 600/800 XL...

cu Heiko

CrossPoint v3.02

7833. Re: Behind the Jaggi Lines

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-29 21:25:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f032a79_Per.Erik.Peterson@ct.se>
Source record: 95722

In The Winter 26.12.94 Wrote Joe Walsh following stuff...

JW> Hmmm. DesqView isn't a GUI, is it? i use it, and find it
JW> to be completely lacking of Graphics. It is text-based. However, it
JW> is a multitasking environment. But I think GUI (Graphical User
JW> Interface) really requires graphics rather than text...does it not?

I have used DeskView whith Sio2Pc and its not a hit when you write stuff to an Diskimage and I dont recomandate it at all. But I have big use for it anyway when I work whith PD-Stuff and write descriptions at the same time in Swedish. Then I have one window whith Sio2pc and another whith Qedit. But you must have the window whith Sio2Pc active when the Atari is reading from his image.!!

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

7834. Re: Atari Computers & 2600s - Bundle for sale

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-29 21:31:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f032b8e_Per.Erik.Peterson@ct.se>
Source record: 95723

In The Winter 26.12.94 Wrote Russ Gilbert following stuff...

RG> is waht these people are doing. It may take some help from people
RG> more knowledgable about internet and usenet, but we could sure use
RG> some help getting rid of these pests.

Isnt this a big differens between Private announces and when Companies make
their Anouncement in Internet.??

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

7835. Wanted: PITFALL II !!!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-29 21:35:00 UTC
From: Ulf_Petersen@antic.sub.org
Message-ID: <5clufsWl2hB@antic.sub.org>
Source record: 95712

Hi!

I'm still looking for PITFALL II on cartridge. If there is anybody out
there who wants to sell it (cartridge with box and manual!) or if you know
company that still carries this hard-to-find game, PLEASE E-MAIL ME !!!
WILL PAY $$$:) !

Cheers,

Ulf Petersen

CrossPoint v3.02

7836. Re: Intel outside demo.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 06:44:02 UTC
From: krishna@max.tiac.net
Message-ID: <3e0a7i$q3n@sundog.tiac.net>
Source record: 95716

Someone has to put this on an FTP site, an extant version, not a
corrupted one.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7837. Re: Bitter Reality Demo! On TOP9410B.DCM at UMich!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 06:51:08 UTC
From: krishna@max.tiac.net
Message-ID: <3e0aks$q3n@sundog.tiac.net>
Source record: 95717

I think some of us get depressed by demos which are so good and yet so useless overall because the programmers seem to only be interested in topping their hacker buddies and throwing useless 'greetinx' scrollers in them rather than taking some of their programming expertise and writing a game or something.

You yourself, Bill, know that the Intel demo people don't seem to have done anything productive with the polygon engine they created.

I think demos should be precursors to something substantial, not be all and end alls.

I think the polygon stuff is really amazing that it is possible, but it is merely another thing to chalk up as a thing with the Atari CAN do that was never taken advantage of if no programmers use it for anything beyond the static demo.

I get too depressed as it is thinking about what the Atari8 can do, but won't because noone will program it to do it. Other platforms have had a far greater percentage of their potential tapped.

```
AAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAAA
A // RIP Jay Miner ||| | G. M. Saunders | "You are not ready A
A \X/ Amy & Atari/ | \ | krishna@max.tiac.net | for immortality." A
A 1200 6502 series | | -Kosh A
AaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaaA
```

7838. ROT-13

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 07:36:49 UTC
From: ehalliwe@emh.kunsan.af.mil
Message-ID: <9412310135.AA10260@emh.kunsan.af.mil>
Source record: 95715

Thanks to everybody who helped me out re: my Rot-13 question. FlickerTerm now supports instant, onscreen Rot-13 decoding!

Hmmm... next up-- text capture, or xmodem send/receive? Decisions, decisions...

--
Clay Halliwell | ATARI XL/XE DO + THE
ehalliwe@emh.kunsan.af.mil | 8 - B I T S M A T H
Lonersoft ... Solutions you don't want, for problems you don't have!

7839. Re: Single Joyport printer adaptor!

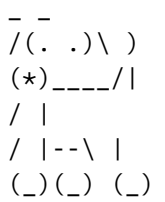
Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 07:42:34 UTC
From: richard@stingray.manawatu.gen.nz
Message-ID: <EL5UDDUVUP@stingray.manawatu.gen.nz>
Source record: 95719

(Martin Koehling) wrote:
>Masstorage wrote:
>
>>>I was going through my collection of 8-bit Atari stuff and one thing
>>>caught my eye. It was a peripheral that the Atari Club in Singapore
>>>designed and built in 1983:- a single joyport parallel port interface.
>>
>>ilDamn! That's just what I am designing at this very moment! Well, you may
>>ilemail me the schematic. Let's see how much is the same :-)
>>
>> Just a minute here. This device sounds like a SuperFACE printer interface
>>that has been around since about 1983.
>
>No, it sounds very much like a joyport interface _I_ designed and built
>back in 1983 (using a 74164 and a 74LS14), complete with a little (<1K)
>auto-relocating P: driver...
>Possibly we weren't the only ones to come up with this idea? :-)
>

Would someone send me a copy of it??? I asked the initial "poster" to send
me it, but got no reply =8-[And everyone seems to be claiming ownership
to it - but no-one seems to be giving it to anyone.

Richard.

--



Richard MORRIS, richard@stingray.manawatu.gen.nz (New Zealand)
If you are sending a large file - please e-mail me for confirmation first

7840. Errors!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 09:12:03 UTC
From: rfunk@magnus.acs.ohio-state.edu
Message-ID: <199412300910.EAA11171@postbox.acs.ohio-state.edu>
Source record: 95718

Finally, here's my quick type-in of Atari error codes. This is directly
from the ANALOG reference card, so it is primarily valid for Atari BASIC and
DOS 2. I plan to add errors for other languages (Action, Mac/65, BXE,
MS-Basic II, and both Atari assemblers) and other DOS's (SDX, SD3.2/2.3,
MyDOS, SmartDOS, maybe DOS 3, whatever else I find lying around here) soon.
Maybe while everybody else is watching football.

```
------------------------------------------------------------------------
Atari BASIC Errors
2 Insufficient memory for a statement, variable, or DIM
3 A value is outside its expected range
4 More than 128 variables have been defined
5 A string exceeded its dimensioned length
6 A READ occurred for which there was no DATA
7 A value is not a positive integer or exceeds 32767
8 Attempted to INPUT a non-numeric value into a numeric variable
9 DIM error
10 Too many nested GOSUBS -- argument stack overflow
11 Floating point overflow/underflow
12 Referenced line number does not exist
13 NEXT with no corresponding FOR
14 Statement is too long or to complex
15 NEXT or RETURN refers to deleted FOR or GOSUB
16 RETURN with no corresponding GOSUB
17 Invalid machine instruction or address encountered
18 String begins with an invalid value, or VAL string is not numeric
19 Insufficient memory to load program
20 Invalid device number
21 Attempted to LOAD a non-LOAD file

DOS or other I/O Errors
128 BREAK occurred during I/O
129 IOCB already open
130 Specified device does not exist
131 Attempted to read a write-only device
132 Invalid I/O command
133 File or device is not open
134 Invalid IOCB number
135 Attempted to write to a read-only device
136 End of file
137 Attempted to read a record longer than 256 bytes
138 Device did not respond to I/O commands
139 I/O error or faulty device
140 Serial bus input framing error
141 Cursor exceeded range of graphics mode
```

142 Serial bus data frame overrun
143 Serial bus data frame checksum error
144 Attempted to write to a write-protected disk
145 Read after write compare error
146 Function not implemented in handler
147 Insufficient memory for selected graphics mode
161 Too many files are open
162 Disk full
163 Unrecoverable system data I/O error
164 File number mismatch
165 Filename error
166 POINT data length error
167 File locked
168 Invalid or privileged instruction
169 Directory full
170 File not found
171 POINT invalid

--
--------------- R o b F u n k -------------|------> Funk.17@osu.edu <------
"A slice of life isn't the whole cake |rfunk@magnus.acs.ohio-state.edu
One tooth will never make a full grin" | funkr@er4.eng.ohio-state.edu
-- Chris Mars, "Stuck in Rewind" | rfunk@freenet.columbus.oh.us

7841. Atari 8-Bit Computers: Frequently Asked Questions

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 14:18:19 UTC
From: Michael Current <MCURRENT@carleton.edu>
Message-ID: <atari-8-bit/faq_788797058@rtfm.mit.edu>
Source record: 95720
Cross-posted to: comp.sys.atari.8bit,comp.answers,news.answers

```
Archive-name: atari-8-bit/faq
Posting-Frequency: monthly

Welcome to the comp.sys.atari.8bit/Info-Atari8 Digest/INFO-A8 discussion group!

Atari 8-Bit Computers

Frequently Asked Questions List

Revised 19-Dec-94

Additions/suggestions/comments/corrections are needed! Please send to:

mailto:mcurrent@carleton.edu
UUCP: ...!umn-cs!ccnfld!mcurrent
Cleveland Free-Net: aa700

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0.1) Table of contents

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Subject: 1.1) What is this 8-bit Atari FAQ List?

The Atari 8-Bit Computers Frequently Asked Questions List was created to provide answers to many commonly asked questions found in news:comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8. It is in a constant state of development.

Much of this FAQ List is geared toward providing information on the various Internet resources available for 8-bit Atari users.

Where to get the latest copy of the 8-bit Atari FAQ List

The home of many FTP archive sites, automatically updated monthly:
ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/faq

The World Wide Web hypertext version, automatically generated monthly:
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/faq/faq.html

Usenet newsgroups where this FAQ List is automatically posted monthly:
news:comp.sys.atari.8bit news:comp.answers news:news.answers

You can also get the latest version by e-mail.
mailto:mail-server@rtfm.mit.edu, message says:
send usenet/news.answers/atari-8-bit/faq
quit

Finally, you can always ask me for a copy at mailto:mcurrent@carleton.edu

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Subject: 1.2) What is an Atari 8-bit computer?

In order of their release, the 8-bit Atari computers include the 400, 800, 1200XL, 600XL, 800XL, 65XE, 130XE, and the XE Game System. The 400/800 models were first shown publicly in November 1978 and first sold in 1979. The final machine, the XE Game System, was released in 1987. Atari Corp. officially dropped all remaining support of their 8-bit computer line on January 1, 199 . [<- I can't believe I forgot already.]

The following text was written by Chris Crawford and appears in De Re Atari (Atari#APX-90008), a book published and copyright by Atari, Inc., 1981-1982. It has been very slightly modified here for generality.

"The internal layout of the Atari 8-bit computer is very different from other systems. It of course has a microprocessor (a 6502), RAM, ROM, and a (PIA). However, it also has three special-purpose (LSI) chips known as ANTIC, GTIA, and POKEY. These chips were designed by Atari engineers primarily to take much of the burden of housekeeping off of the 6502, thereby freeing the 6502 to concentrate on computations. While they were at it, they designed a great deal of power into these chips. Each of these chips is almost as big (in terms of silicon area) as a 6502, so the three of them together provide a tremendous amount of power. Mastering the Atari 8-bit computers is primarily a matter of mastering these three chips.

ANTIC is a microprocessor dedicated to the television display. It is a true microprocessor; it has an instruction set, a program (called the display list), and data. The display list and the display data are written into RAM by the 6502. ANTIC retrieves this information from RAM using direct memory access (DMA). It processes the higher level instructions in the display list and translates these instructions into a real-time stream of simple instructions to GTIA.

GTIA is a television interface chip. ANTIC directly controls most of GTIA's operations, but the 6502 can be programmed to intercede and control some or all of GTIA's functions. GTIA converts the digital commands from ANTIC (or the 6502) into the signal that goes to the television. GTIA also adds some factors of its own, such as color values, player-missle graphics, and collision detection.

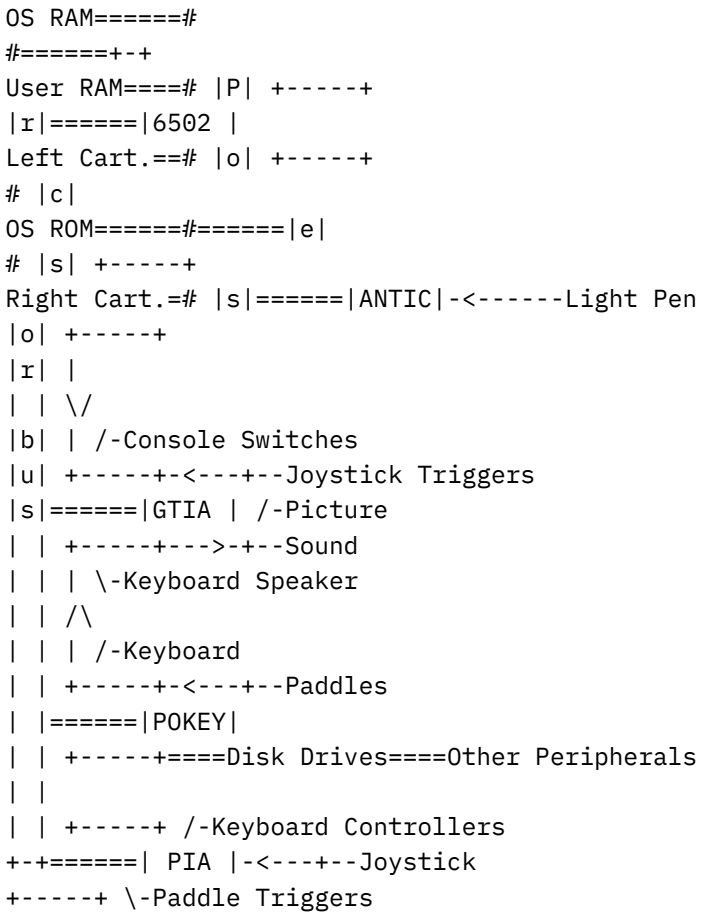
POKEY is a digital input/output (I/O) chip. It handles such disparate tasks as the serial I/O bus, audio generation, keyboard scan, and random number generation. It also digitizes the resistive paddle inputs and controls maskable interrupt (IRQ) requests from peripherals.

All four of these LSI chips function simultaneously. Careful separation of their functions in the design phase has minimized conflicts between the chips. The only hardware level conflict between any two chips in the system occurs when ANTIC needs to use the address and data buses to fetch its display information. To do this, it halts the 6502 and takes control of the buses."

The 130XE and XEGS contain a small additional LSI called FREDDIE. According to Masstorage@closer.brisnet.org.au (Masstorage), "Freddy is a type of memory controller. It takes the address and clock from the CPU

and multiplexes it with the appropriate timings and signals to use DYNAMIC memory. Freddy also buffers the system clock crystal and divides it down then feeds that to GTIA. The XEGS has a freddy but it doesn't have the extended RAM. Even if it did, you would still need the chip that does the REAL bank switching. It is a small 16-pin chip (Atari/Best Electronics catalog number CO25953: rev9/page 42). It gets RAS from freddy, the bank select bits from PIA, A14, A15 and the 6502 halt signal to control which bank of 8 chips RAS goes to. A14 and A15 then go to freddy for the address range of the extra memory bank (or normal address range with no bank switching). The ANTIC/6502 select bits in combination with the 6502 halt line, control the switching of the PIA bank number bits to A14/A15 and which bank of memory RAS goes to. Why people say freddy does the bank switching is beyond me. An 800XL can look like a 130XE with that 16-pin chip installed (That's right NO freddy) and an extra 8 RAM chips."

Hardware Arrangement



Beginners at using the 8-bit Atari platform may wish to contact Bill Kendrick, mailto:kendrick@sonoma.edu, for his Newbie/Emulator FAQ.

Subject: 2.1) What is comp.sys.atari.8bit?

If you have Usenet newsgroup access you can access this discussion group through news:comp.sys.atari.8bit. This is an unmoderated newsgroup for discussion about the 8-bit Atari 400/800/XL/XE computing platform. All postings to news:comp.sys.atari.8bit automatically appear in the Info-Atari8 Digest and in INFO-A8.

[I'd like to include the charter for news:comp.sys.atari.8bit here. Anyone know where to get it?]

news:comp.sys.atari.8bit is archived by the INFO-A8 listserv.

Subject: 2.2) What is comp.sys.atari.announce?

news:comp.sys.atari.announce is the moderated Usenet newsgroup for news items and announcements related to all Atari computing platforms. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari announcements.

[need the moderator's address]

Subject: 2.3) What is comp.sys.atari.advocacy?

news:comp.sys.atari.advocacy is the unmoderated Usenet newsgroup for advocating for or against the various Atari computing platforms. If you enjoy making comparisons between Atari 8-bit and other computing platforms, this is the place to do it.

Subject: 2.4) What is comp.sys.atari.programmer?

news:comp.sys.atari.programmer is the unmoderated Usenet newsgroup for topics in programming on the various Atari computing platforms, including the Atari 8-bit.

Subject: 2.5) What is comp.emulators.misc?

news:comp.emulators.misc is the unmoderated Usenet newsgroup for the discussion of emulating computing platforms on other computing platforms. All emulator discussion that does not involve the Apple][, the Commodore 64, or the WINE MS-Windows emulator (which each have their own emulator groups) may be found on news:comp.emulators.misc.

Subject: 2.6) What is comp.emulators.announce?

news:comp.emulators.announce is the moderated Usenet newsgroup for news items about emulating one computing platform on another. This is a low-volume, high-signal newsgroup, useful for reaching the widest possible audience when making 8-bit Atari emulator announcements.

The moderator may be contacted at mailto:emulators-request@qualcomm.com

---

Subject: 3.1) What is the Info-Atari8 Digest?

If you have Internet e-mail access you can access this discussion group through the Info-Atari8 Digest.

The Info-Atari8 Digest originates from

mailto:info-atari8-request@pine.cse.nau.edu

Subscription requests should be sent to the above address with the subject:

SUBSCRIBE | UNSUBSCRIBE (that is, one or the other)

The first line of the body of the letter should be the person's full name followed by his/her mailing address. For example:

Mike Todd snyder10@convex1.tcs.tulane.edu

To contribute to discussion threads in the Info-Atari8 Digest, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in INFO-A8.

Note that any posting sent to mailto:info-atari8@pine.cse.nau.edu will NOT be cross-posted to news:comp.sys.atari.8bit. The Moderator is presently working to correct this.

The Info-Atari8 Digest is archived by the INFO-A8 listserv.

The Info-Atari8 Digest Moderator is Mike Todd, mailto:snyder10@convex1.TCS.Tulane.EDU

Subject: 3.2) What is INFO-A8?

If you have BITNET or Internet e-mail access you can access this discussion group through INFO-A8.

The BITNET subscription commands are:
tell listserv at marist register <your real full name>
tell listserv at marist subscribe info-a8

The Internet subscription command is:
mailto:listerv@vm.marist.edu, message says
subscribe info-a8 <your real full name>

To contribute to discussion threads in INFO-A8, send your posting to mailto:comp-sys-atari-8bit@cs.utexas.edu. Postings sent here automatically appear on news:comp.sys.atari.8bit and in the Info-Atari8 Digest.

Any postings sent to mailto:info-a8@vm.marist.edu or to INFO-A8@MARIST will not reach news:comp.sys.atari.8bit, so don't send your postings there.

You may leave the list at any time by sending a "SIGNOFF INFO-A8" command to LISTSERV@MARIST, or by sending a message to mailto:listserv@vm.marist.edu that says "unsubscribe info-a8". Please note that this command must NOT be sent to INFO-A8@MARIST nor to mailto:info-a8@vm.marist.edu.

The archive of comp.sys.atari.8bit, the Info-Atari8 Digest, and INFO-A8:

You can obtain a list of the available archive files by sending an "INDEX INFO-A8" command to LISTSERV@MARIST or by sending a message to mailto:listserv@vm.marist.edu that says "index info-a8". These files can then be retrieved by means of a "GET INFO-A8 filetype" command, or by using the database search facilities of LISTSERV. Send an "INFO DATABASE" command for more information on the latter.

The INFO-A8 Moderators are:
HARRY@MARIST (A Harry Williams)
mailto:ravi@mcnc.org (Ravi Subrahmanyan)
mailto:billw@score.stanford.edu (Bill Westfield)

INFO-A8 was created on December 9, 1986.

Subject: 3.3) How can I access the Merit/UMich Archive by e-mail?

For more information on the Merit/UMich archive, see the section of this FAQ list on accessing this archive by FTP.

Downloading - BART

Brode's Archive Retrieval Thang - the Merit/UMich Archive e-mail file server

To learn about using BART to access the Merit/UMich Archive, send e-mail to: mailto:atari@atari.archive.umich.edu. The subject of the message doesn't matter, but let the body of your message be:

help
send 8bit/0index

If you receive nothing within a day (it should take just a few minutes), try including a line of this form:

path [your e-mail address]

BART automatically uuencodes binary files (so they may be mailed over the Internet) and splits up large files into parts of about 30K or less.

Uploading

Simply uuencode the file, (please split it into parts of 60 K or less) and mail the result to mailto:lenn@atari.archive.umich.edu. Please name the parts in the subject line. This is really helpful as the parts usually don't arrive in the proper sequence. Also, please include a message labeled "file transmission," containing a short description of the file, etc. Shar files are also acceptable, but uuencoded is preferred.

Subject: 3.4) How can I retrieve files from FTP sites by e-mail?

There are several general-purpose FTP mail-servers. These may be used to retrieve any files available from anonymous FTP sites on the Internet.

1) mailto:ftpmail@decwrl.dec.com with no subject line, and two-line body with line 1 help and line 2 quit

2) mailto:ftpmail@grasp.insa-lyon.fr (body: help) Please, European users only.

3) mailto:bitftp@pucc.princeton.edu (body: help or ftplist for a list of anonymous ftp sites)

4) mail BITFTP@DEARN or to mailto:BITFTP@vm.gmd.de (body: help or ftplist for a list of anonymous ftp sites) (Europe only)

Subject: 3.5) How can I post to Usenet newsgroups by e-mail?

There are a several 'public' mail/News gateways. Each one has their own ways for addressing syntax. The three most common ones are:

Site: cs.utexas.edu
Syntax: newsgroup-name@cs.utexas.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit', address the message to comp-sys-atari-8bit@cs.utexas.edu

Site: newbase.cs.yale.edu
Syntax: newsgroup.name-news@newsbase.cs.yale.edu
Example: To send to the newsgroup 'comp.sys.atari.8bit', address the message to comp.sys.atari.8bit-news@newsbase.cs.yale.edu

Site: decwrl.dec.com
Syntax: newsgroup.name@decwrl.dec.com
Example: To send to the newsgroup 'comp.sys.atari.8bit', address the message to comp.sys.atari.8bit@decwrl.dec.com

Mail-to-news gateways of this sort tend to be overloaded. Therefore, please do not use these gateways or any other similar gateways if you can post to Usenet directly.

Subject: 4.1) How can I access the Merit/UMich Archive by FTP?

The Merit/University of Michigan Software Archives hold a huge number of files for many computing platforms, including the Atari 8-bit computers. Our 8-bit Atari Archivist is Jody Lenn, mailto:lenn@atari.archive.umich.edu; the Atari Archive as a whole is

maintained by Mickey Boyd, mailto:boydm@atari.archive.umich.edu.

The convention for Anonymous FTP sites is to accept "anonymous" as your
username, and your e-mail address as your password. All of the
FTP sites mentioned in the FAQ list follow this convention.

Downloading (Try the site nearest you first)
---
a) ftp://atari.archive.umich.edu/atari/8bit (141.211.120.11, U.S.A.)

b) ftp://wuarchive.wustl.edu/mirrors/archive.umich.edu/atari/8bit
(128.252.135.4, U.S.A.)

c) ftp://src.doc.ic.ac.uk/computing/systems/atari/umich/8bit
(146.169.2.10, Great Britain)
d)
ftp://info2.rus.uni-stuttgart.de/afs/umich.edu/group/itd/archive/atari/8bit
(129.69.8.13, Germany)

e) ftp://ftp.orst.edu/pub/mirrors/archive.umich.edu/atari/8bit
(128.193.4.2, U.S.A.)

f) ftp://barnone.citi.umich.edu/afs/umich.edu/group/itd/archive/atari/8bit
(141.211.128.22, U.S.A.)

Remember to set file type to BINARY when downloading non-text files
(.arc, .com, .dcm, etc.) by FTP.

Uploading

Place uploads in ftp://atari.archive.umich.edu/atari/8bit/New

No uploads may be made to the Archive's mirror sites.

Remember to set file type to BINARY when uploading non-text files
(.arc, .com, .dcm, etc.) by FTP. Also, please upload a short .text file
describing what your upload is, so our 8-Bit Archivist will be sure to place
it in an appropriate permanent directory.

Note that the 8bit/New directory is "write-only."

Newly uploaded items may be found in the 8bit/Newitems subdirectory.

Subject: 4.2) What is the Boston Archive?

Here's an 8-bit Atari FTP site located at Boston University. It is
maintained by Adam Bryant, mailto:adb@albert.bu.edu. This site seems to
have seen no uploads for years, but there are some files here that aren't
on any of the other sites.

ftp://cs-ftp.bu.edu/PC/ATARI (128.197.13.20)

Subject: 4.3) What is the PVV Archive?

This is a mid-sized Atari FTP site maintained by Eyvind Bernhardsen, mailto:eyvind@lise.unit.no. PVV stands for ProgramVareVerstedet, or The Software Workshop, a student society at the University of Trondheim, Norway.

ftp://nova.pvv.unit.no/pub/Atari/8bit (129.241.36.207)

Uploads go to ftp://nova.pvv.unit.no/incoming/atari/8bit; Eyvind moves them to the appropriate directory. Please include a .readme file with each upload, so people know what they're downloading.

Subject: 4.4) What is the ClarkNet Archive?

This smallish 8-bit Atari FTP site is maintained by Kevin Atkinson, mailto:kevina@clark.net.

ftp://ftp.clark.net/pub/atari (168.143.0.2)

[Is there a place for uploads?]

Subject: 4.5) What is the Gatekeeper's Archive?

This small FTP site offers most of the resources provided on the Atari 8-Bit Home Page. Kept by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper).

ftp://ftp.cs.vu.nl/pub/ipoorten/atari.8bit (192.31.231.43)

Subject: 4.6) What is The Atari Connection II?

This mid-sized archive is kept by mailto:jeking@xmission.com (James King)

ftp://xmission.com/pub/users/jeking/Atari (198.60.22.2)

Uploads may be placed in ftp://xmission.com/pub/users/jeking/Uploads

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Subject: 4.7) What is the Super Archive?

Here is a "small but growing" FTP site in Australia kept (I believe?) by mailto:Dave.Blears@closer.brisnet.org.au (Dave Blears).

ftp://closer2.brisnet.org.au/pub/archive1/8_BIT (203.4.149.98)

Support site for James Bradfords Super 8-bit Products including SuperDos, SuperRam, Super800<->XL and much more.

Uploads go in ftp://closer2.brisnet.org.au/pub/incoming

Subject: 5.1) What is the Cleveland Free-Net Atari SIG?

The Cleveland Free-Net is the hub system of the NPTN, the National
Public Telecomputing Network. It can be accessed by any of the following:
telnet://freenet-in-a.cwru.edu, telnet://freenet-in-b.cwru.edu, or
telnet://freenet-in-c.cwru.edu (129.22.8.32 or 129.22.8.51).
Type "go atari" to reach the Atari SIG.

Those who add their names to the Atari SIG user directories are
automatically members of the official Atari user group C.A.I.N. - Central
Atari Information Network.

The Cleveland Free-Net Atari SIG publishes the CAIN Newsletter, maintains
the CAIN Home Page on the WWW, and keeps the "Who's Who in the Atari
Community E-Mail Directory" listing. Send correspondence and press
releases to mailto:xx004@cleveland.freenet.edu.

Subject: 5.2) What is the Youngstown Free-Net Atari SIG?

Youngstown Free-Net (Youngstown, Ohio USA)
telnet://visitor@yfn.ysu.edu (192.55.234.27)

Type "go atari" to reach the Atari SIG. Write to
mailto:xx140@yfn.ysu.edu for more information.

Subject: 5.3) What is the National Capital Free-Net Atari SIG?

National Capital Free-Net (Ottawa, Canada)
telnet://guest@freenet.carleton.ca (134.117.1.25)

Type "go atari" to reach the Atari SIG. Write to Christopher Browne at
mailto:aa454@Freenet.carleton.ca for more info.

Subject: 5.4) How can I access the World Wide Web by Telnet?

This section swiped from the WWW FAQ, which is kept by
mailto:boutell@netcom.com (Thomas Boutell).

An up-to-date list of these is available on the Web as
http://info.cern.ch/hypertext/WWW/FAQ/Bootstrap.html and should be
regarded as an authoritative list.

telnet://info.cern.ch
No password is required. This is in Switzerland, so continental
US users might be better off using a closer browser.

telnet://www@www.cc.ukans.edu
A full screen browser "Lynx" which requires a vt100 terminal.
Log in as www. Does not allow users to "go" to arbitrary URLs,
so GET YOUR OWN COPY of Lynx and install it on your system if
your administrator has not done so already. The best plain-text

browser, so move mountains if necessary to get your own copy of
Lynx!

telnet://www@www.njit.edu
(or telnet 128.235.163.2) Log in as www. A full-screen browser
in New Jersey Institute of Technology. USA.

telnet://www@www.huji.ac.il
A dual-language Hebrew/English database, with links to the rest
of the world. The line mode browser, plus extra features. Log
in as www. Hebrew University of Jerusalem, Israel.

telnet://sun.uakom.cs
Slovakia. Has a slow link, only use from nearby.

telnet://www@info.funet.fi
(or telnet 128.214.6.102). Log in as www. Offers several
browsers, including Lynx (goto option is disabled there also).

telnet://www@fserv.kfki.hu
Hungary. Has slow link, use from nearby. Login is as www.

Subject: 6.1) How can I retrieve files from the Merit/UMich Archive through
Gopher?

The Merit/UMich Archive has a native Gopher server. Try

gopher://gopher.archive.merit.edu:7055/11/atari/8bit

to connect directly to the Merit/UMich Archive's 8-bit Atari directory. I
personally recommend this method for downloading from the Merit/UMich
Archive.

There is also a mirror archive site with a Gopher server:

gopher://src.doc.ic.ac.uk/11/computing/systems/atari/umich/8bit

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Subject: 7.1) What is the Atari Classic Homepage?

Maintained by Eyvind Bernhardsen, mailto:eyvind@pvv.unit.no, in Norway.
Last I checked there wasn't anything there, but perhaps there is by now.

http://www.pvv.unit.no/~eyvind/atari/

Subject: 7.2) What is the Atari 8-Bit Home Page?

Run by mailto:ipoorten@cs.vu.nl (Ivo van Poorten, The Gatekeeper), in
Holland. Very nice.

Interesting resources include:
ASCII: About the 65c816...
Documentation about the 6502/6510/8500/8502 instruction set.
Schematic of a small MIDI interface for the C64
X-Modem/Y-Modem Protocol Reference
Atari System Reference Manual
Rob Funk's Reference Cards
PostScript: Opcode table for 6502c and 65C02
Hypertext: Atari System Reference Manual
Rob Funk's Reference Cards
Software: MODPlay v1.22 Distribution
UnZip v1.13 Distribution

Also FULLY supports this FAQ List.

Point you Web client to:

http://www.cs.vu.nl/~ipoorten/Atari.8bit.Homepage/index.html

Most resources offered are also made available through his FTP server, the "Gatekeeper's Archive."

Subject: 7.3) What is the Atari 8-Bit Resort?

This one is kept by mailto:un55@rz.uni-karlsruhe.de, Marek Tomczyk, in Germany. Last I looked, the only thing of significance was News from ABBUC (German)

http://rzstud1.rz.uni-karlsruhe.de/~un55/8bit.html

Subject: 7.4) What is the Big Atari 8bit Home Page?

This home page is kept by Tomasz Tatar, mailto:tatar@student.uci.agh.edu.pl, in Poland. Another nice one.

Interesting resources include:
* Atari System Reference Manual by Bob Duhamel
* "Famous Atarians" page
and the following original material by Thomas Tatar:
* Short description of the Disk Operating Systems for Atari 8bit computers
* Short (so far) description of the Atari 8bit languages
* Atari 8bit copy party, Mirow near Czestochowa, 4-5 June 1994: Results of the competitions
* Short list of the Input/Output errors

Supports the hypertext version of this FAQ list.

Point your WWW client to
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/Atari/hp.html

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Subject: 7.5) What is the Central Atari Information Network?

CAIN, the Central Atari Information Network, is an independent
Atari user group dedicated to supporting ALL Atari products.
CAIN serves the Atari community by maintaining a FREE monthly
ASCII newsletter and an Atari Special Interest Group on The
Cleveland Free-Net Community Computer System. Furthermore, CAIN
has recently thrown the CAIN Atari Fun Fest, an Atari products
show in the Cleveland, OHIO (USA) area.

http://ace.cs.ohiou.edu/personal/mleair/cain.html

Subject: 7.8) How can I access the Merit/UMich Archive by AFS?

Downloading

Just cd /afs/umich.edu/group/itd/archive/atari/8bit
[What is the propsero:// URL for this?]

Uploading

Just cp the file into /afs/umich.edu/group/itd/archive/atari/8bit/New
[What is the propsero:// URL for this?]

Subject: 7.9) What is #Atari8?

There is a channel on Internet Relay Chat for 8-bit Atari users. Its
name is #Atari8. Join #Atari8 on port 6667 (EFNet) and enjoy (if you
meet somebody there).

There should be a small bot called XE_BOT on this channel. While on
channel #Atari8 use the command
/msg XE_BOT help
for more information.

The latest information on #Atari8 and the XE_BOT may be found here:
http://www.uci.agh.edu.pl/student/robo1grp/tatar/public_html/Atari/irc.html

Channel #Atari8 and the XE_BOT are the work of Tomasz Tatar,
mailto:tatar@student.uci.agh.edu.pl.

Subject: 8.1) What print magazines support the 8-bit Atari?

Atari 8-Bit Alive
c/o Damon Walker
RD#1 Box 62
Salem, NJ 08079
U.S.A.
CIS: 74354,3015
bimonthly, $8/three issues

Atari Classics
5507 Langford Court
Concord, CA 94521-1614
U.S.A.
mailto:j.hood9@genie.geis.com
1 Year 2 Years 3 Years
USA 2nd Class Mail $25 $46 $63
Canada Surface Mail $30 $56 $78
Other Foreign Surface Mail $32 $60 $84
European Airmail $38 $72 $102
Asia/Pacific Airmail $40 $76 $108
AC Software Disk (Anywhere) $9 $18 $27

ATARI-magazyn
ul. Wasilkowskiego 7
02-776 Warsaw
POLAND
tel: 643-18-40, Friday 13.00-15.30
Address of publisher:
Wydawnictwo "Bajtek"
ul. Rapperswilska 12
03-956 Warsaw
POLAND
tel: 617-50-70
Monthly. Price: 22000 zl (about 1$)
Foreign subsriptions also available

ATARImagazin
Power Per Post
Postfach 1640
D-75006 Bretten
GERMANY
39DM + 6DM p&p/6 months (3 issues)
abroad: 39DM + 12DM p&p/6 months
disk & membership: add 60DM

Current Notes
122 N. Johnson Rd.
Sterling, VA 20164
U.S.A.
tel: (703) 450-4761
mailto:joe.waters@genie.geis.com
mailto:74005.1270@compuserve.com
published bi-monthly
$24 per year ($44/2 years)
foreign surface: $30/year ($55/2 years)
disk subscriptions: $48/year ($92/2 years)
foreign disk subscriptions: $57/yr ($109/2 yrs)
air mail: Canada/Mexico $35; Cen.Am., Caribbean, $42;
S.Amer. Europe, N.Africa, $49; Mid East, Africa, Asia,
Australia, $58

Historically Brewed
Historical Computer Society
2962 Park Street #1
Jacksonville, FL 32205
U.S.A.
mailto:hcsociety@aol.com (HCSociety)
6 bimonthly issues: $18 ; or $2 for a sample issue

LACE Newsletter
London Atari Computer Enthusiasts (LACE)
c/o Roy Whiteman, Secretary
153b Swaby Road
Earlsfield
London SW16
ENGLAND
mailto:trew@def.bae.co.uk
#7.00 / year (monthly), or free to members

New Atari User
Page 6 Publishing
P.O. Box 54
Stafford ST16 1DR
ENGLAND
tel: 0785-213928
FAX: 0785-54335
(bi-monthly) Magazine only Magazine and Disk
UK #15.00 #25.00
Europe (Air Mail) #17.00 #32.00
USA/Canada - Surface #17.00 #32.00
USA/Canada - Air Mail #23.00 #42.00
Other countries as USA/Canada

News-Paper
D.G.S.
62 Thomson Ave.
Balby
Doncaster
DN4 0NU
ENGLAND
tel: +44-302-855-026 (10am - 7pm GMT only)
U.K.: #6.00 / 4 issues
Europe: #8.00 / 4 issues
U.S.A.: #10.50 (US$21) / 4 issues
Far East & Rest Of World: #13.00 / 4 issues
mailto:dx107@cleveland.freenet.edu

STAK Atari
Revista STAK Atari
Casilla 51552 STGO 1
Correo Central
Santiago de Chile
CHILE

air: US$50 (cannot accept checks or credit cards)
magazine + disk, air: US$70

Swiat ATARI
Agencja Wydawnicza B.I.M.
PO BOX 178
Warsaw 4
POLAND
Very irregular

TWAUG Newsletter
TWAUG (Tyne & Wear Atari User Group)
P.O. Box 8
Wallsend
Tyne & Wear
NE28 6DQ
ENGLAND
bimonthly, includes either disk or cassette
1 copy #2.00
6 copies #11.00
Europe 1 copy #2.20
Europe 6 copies #12.50
Elsewhere 1 copy #2.50
Elsewhere 6 copies #14.00

Zong
KE-Soft
Frankenstrasse 24
D-63477 Maintal
GERMANY
tel: +49-6181/87539
FAX: +49-6181/83436
40DM/6 months (3 issues)
magazine + disk: 55DM/6 months (3 mags., 3 disks)
abroad: add 10DM p&p

Subject: 8.2) What disk magazines support the 8-bit Atari?

8-Bit Magazin
Powersoft
Markus Roesner
Fachriastr. 9
D-74226 Nordhausen
GERMANY
tel: (0)7135/2840

Classic 8-Bit Atari
Artacyis Publications
639 W. Grace Suite #336
Chicago, IL 60613

U.S.A.
$5 for sample disk

DCW Magazine
Richard Vermeulen
Princessenpad 3
5502 TV Veldhoven
HOLLAND
free introductory issue,
7.50 Dutch guilders/disk
outside Holland: add 6.00 guilders/disk

Diskmagazin
A.B.B.U.C. e.V.
Wolfgang Burger
Wieschenbeck 45
45699 Herten
GERMANY

Futura
S. J. Murray
71 Walker Road
Torry, Aberdeen
AB1 3DL
SCOTLAND
$3 cash or L2 IMO for sample issue

Mega Magazine
A.N.G. Software
Ridderkerksestraat 60
3114 RK Schiedam
HOLLAND
fl10.00/disk

Phoenix
Robert Paden
54 Ardmillan Crescent
Scrabo Estate, Newtownards, Co. Down
BT23 4PW
NORTHERN IRELAND
public domain

Strange Invasion
Stefan Lausberg
Koerschstr. 58
D-70599 Stuttgart
GERMANY
tel: (0)711/45 51 71
single issue 5DM
6 issues (1/2 year) 25DM

TOP-Magazin
c/o Markus Roemer
Schiefersteinstr. 10
D-55606 Kellenbach
GERMANY
tel: (0)6765-420
BBS: (0)345/78 80 148 (24 hours, 8N1, 16k8bps)
25DM for 6 months (6 issues)

User-Mag
Avatar
Postfach 1103
24318 Luetjenburg
GERMANY
tel: +49/4381/7678
BBS/FAX: +49/4381/4739 (24 hours, 8N1, 300-19200 bps)
mailto:ulf@zodiac.de
FIDO: Ulf Petersen@2:240/2018.22
bi-monthly

Subject: 8.3) What is the CAIN Newsletter?

The Central Atari Information Network Newsletter is the monthly online magazine of the Cleveland Free-Net Atari SIG. The editor is Mark Leair of the Atari SIG. 8-bit computers support is provided by Michael Current and Craig Lisowski. For information, write to the Atari SIG at xx004@cleveland.freenet.edu.

Subject: 9.1) What's this UUEncoding stuff (.uu, .uue files) all about?

UUEncode/UUdecode is a UNIX utility that will convert a binary file into 100% printable ASCII characters, so that the file may be posted or e-mailed anywhere a text message can go. The 8-bit Atari is perfectly capable of UUEncoding/UUdecoding as well. On the archives:

Uudecode 1.2a by John Sangster - very functional.
Merit/UMich: Archivers/uudecode.bas, Archivers/uudecode.doc
Boston: comm/uudecode.lst, comm/uudecode.doc

Yet Another UU-coder by John Dunning - both decoding/encoding.
Merit/UMich: Archivers/yau.arc
Boston: comm/yau.uue, comm/yaue.uue, comm/yau.doc

Uudecode.com, Uuencode.com by ??? - "newer, cleaner, easier to use."
Merit/UMich: Utilities/uue.arc

Dumas UU-coder by John Dunning - should work w/BART-style split files.
Merit/UMich: Cc65/dumasuu.arc

Subject: 9.2) What is an .arc file?

A file with the extender .arc has been archived in a standard manner that
is common in the MS-DOS world. This is done to make the file shorter,
so it takes up less space on your disk and it takes less time to transfer
between computers. The archives contains several 8-bit Atari archivers
fully compatible with this standard, including:

Super Un-Arc 2.3, Super Arc 2.0 by Bob Puff - highly recommended.
Merit/UMich: Archivers/superarc.arc - both Super Un-Arc & Super Arc
Archivers/suprarc2.arc - Super Arc
Archivers/supunarc.com - Super Un-Arc
Archivers/supunarc.uue - Super Un-Arc
Boston: {comm,util}/superarc.uue, {comm,util}/superarc.doc

Subject: 9.3) Okay, how about a .dcm file?

A .dcm file is a format unique to the 8-bit Atari which is used to convert
entire disk images into files. To work with .dcm files you'll need:

Disk Communicator 3.2 by Bob Puff.
Merit/UMich: Archivers/dskcom32.arc or Archivers/diskcomm.arc (same thing!)
Boston: {util,comm}/diskcomm.uue

Subject: 9.4) What is an .xmo file?

This section by mailto:winston@merk.com (Winston Smith)

In the recesses of my memory, I seem to remember ".XMO" as being a
"download extender" for the download section of one of the very early ATARI
BBSes such as A.M.I.S. BBS. I seem to recall that ".XMO" implies that the
file has been transfered with an early version of XMODEM and has therefore
had CONTROL-Z pad characters appended onto the end of the file. To
retrieve a working file again, the CONTROL-Z trailer padding needs to be
stripped off. A copy of the file is made, and then a utility such as Disk
Doctor (the original program, not the SpartaDOS utility) / Download Doctor
is used to strip off the trailing padding. You probably could just load
the file into TEXTPRO and just back over the trailing bytes. The reason to
always use a copy of the file is in case of the rare instances where the
file actually ends with the CONTROL-Z character. In that case, you don't
want to back up all of the way. Bob Puff's SUPERARC was the program that
finally saved everyone from the task of manually having to strip off the
pad bytes. (Please correct me if I am wrong. In any event, that is what I
remember about ".XMO" extenders....)

Subject: 10.1) What 8-bit Atari emulators exist for other computing
platforms?

These are the emulators that are usable.

1) ST Xformer 2.55, from Branch Always (see companion Vendor/Developer
List for complete contact info). A freeware 8-bit Atari emulator for the
Atari ST.
Merit/UMich: /atari/Emulators/stxf255.lzh

2) PC Xformer, from Branch Always (see companion Vendor/Developer
List for complete contact info). The 8-bit Atari emulator for
DOS/Windows/OS/2. Versions 2.0 and 2.5 are freeware; 3.0 is the commercial
version.

The following further info on PC Xformer provided by Bill Kendrick,
mailto:kendrick@sonoma.edu. Contact him for his Newbie/Emulator FAQ.

2.0 emulates an Atari 800. It requires about 300K of
free memory, 320x200x256 (MCGA/VGA/SVGA) graphics, and a 286 CPU.
It does not support ROM files, disk image swapping within the
program, player/missile graphics collision detection, sound,
PC joystick support, modem/printer support, but is free.

2.5 is the replacement for 2.0. It emulates either an Atari 800
or an Atari 800XL. It requires about the same as 2.0. It does
support ROM files and the PC speaker is used to emulate the old
Atari 400/800 internal speaker clicks. It is also free.

3.0 is the first commercial release. It emulates an Atari 800,
800XL, or 130XE (128K RAM; I heard it was to do 320K but I think
that was reduced). It requires a 386 and 512K of memory. It
supports Sound Blaster, player/missile graphics collision detection,
modem/printer and PC joystick support. It
comes with a disk with the software, an ammendum to the printed
documents, and a bunch of Atari 8-bit software (example programs:
demos/games, and a few useful utilities). It supports disk swapping
through a (currently) simple menu.

All versions support .XFD (Xformer disk) format disk images, and
all versions of PC Xformer support SIO2PC disk images (.ATR's).

PC Xformer 3.0 comes with a 36-page printed manual and reference.
It includes appendicies explaining graphics, sounds, colors, BASIC,
subdirectory paths (for MSDOS which in turn explains Sparta/MyDOS),
a quick keyboard reference, ATASCII characters (all 128 drawn out),
the Atari editor, error codes, file IO (commands, devices, XIO calls)
as well as giving breif information on how to contact other Atari
users, common file extenders, and it includes a LARGE glossary
explaining Atari BASIC / TurboBASIC XL commands, Atari computer
terms, and general computer terms.

Merit/UMich: Xf2/xf2.zip, Xf2/xf25.zip

Of importance to PC Xformer users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into
SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 11.1) What are the best terminal emulators available?

Here are some of the more popular PD/freeware/shareware terminal
programs available.

BobTerm 1.22, shareware by Bob Puff
Emulates: VT52
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: XMODEM, YMODEM, FMODEM
Autodial: Yes
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Feature-filled; excellent for BBSing
Merit/UMich: Telecomm/bterm12.arc

Kermit-65 3.7, PD by John R. Dunning
Emulates: VT100
Text: 40 columns in gr.0; 80 col. in gr.8; 80 col. w/ XEP80 (sort of)
File Xfer: Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Excellent VT100 emulation; rock-solid Kermit Xfers
Merit/UMich: Telecomm/k65v37.arc - latest version
Telecomm/k65doc.arc - documentation
Telecomm/k65src.arc - source code

OmniCom by CDY Consulting
Emulates: VT100
Text: 80 columns in gr.8
File Xfer: XMODEM, Kermit
Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Combination VT100, XMODEM, Kermit; buggy at file Xfers
Merit/UMich: Telecomm/omnicom.arc

VT850 B1, shareware by Curtis Laser
Emulates: VT100/VT102 (plus complete VT220 keymap)
Text: 40 columns in gr.0; 80 col. w/ XEP80
File Xfer: None
Autodial: No
Backscroll buffer: No
Capture-to-disk: Yes
Summary: Excellent at VT100 on the XEP80; 1200bps top speed
Merit/UMich: Telecomm/vt850b1.arc

FlickerTerm 80 0.37, freeware by LonerSoft (Clay Halliwell)
Emulates: VT100
Text: 80 column via a special Graphics 0 screen (no hardware req'd)
File Xfer: None

Autodial: No
Backscroll buffer: No
Capture-to-disk: No
Summary: Fastest and most complete VT100 emulation; readability a minus
Merit/UMich: Telecomm/ft80v037.arc

Ice-T 1.0 by IceSoft (Itay Chamiel)
Emulates: VT100
Text: 80 column via a fast-scrolling graphics 8 screen
File Xfer: XMODEM download
Autodial: No
Backscroll buffer: yes (One screen)
Capture-to-disk: No
Summary: Excellent for high-speed VT100 emulation
Merit/UMich: Telecomm/icet.arc

Subject: 11.2) Can I read/write 8-bit Atari disks on an IBM-PC?

There are several programs on the archives of this variety. Note
that these require a DOS and disk drive on the Atari end capable of the SS/DD
180K format (SpartaDOS, MYDOS, etc.; XF551, Indus GT, etc.). The programs are:

ATARIO by Dave Brandman w/ Kevin White - Reads SS/DD 180K Atari disks.
Merit/UMich: Diskutils/atario21.arc

SpartaRead by Oscar Fowler - Reads SS/DD 180K SpartaDOS disks.
Merit/UMich: Diskutils/sr.arc

UTIL by Charles Marslett - Reads/Writes SS/DD 180K Atari disks. Use MyUTIL!
Merit/UMich: Diskutils/dskutil.arc
(Older versions are contained in pcxfer.arc, util.arc, and ataridsk.arc)

MyUTIL by Charles Marslett and Mark Vallevand - The latest version!
Merit/UMich: Diskutils/myutil.zip
PVV: utilities/disk/myutil.zip

Subject: 11.3) Can I read/write MS-DOS disks on an 8-bit Atari?

a) If your highest-capacity floppy drive on your Atari system is the
Atari 1050, you won't be able to use ATARIO, SpartaRead, or UTIL. You
still have the following alternative:

Mule by Rick Cortese - Read/Write 180K MS-DOS disks with an Atari 1050
drive or equivalent. Very limited.
Merit/UMich: Diskutils/mule.arc, Diskutils/mule.exe, Diskutils/mule.txt

b) SIO2PC, described elsewhere in this FAQ List (section 12.4), can be
used to read/write to a hard drive connected to an MS-DOS system. This
can also be a very effective file-transfer solution.

c) The XF551 3.5" Upgrades from Computer Software Services (see the companion vendor/developer list) allow the Atari XF551 disk drive to read 720K 3.5" MS-DOS disks.

d) The Floppy Board, the add-on to the Black-Box from Computer Software Services (see the companion vendor/developer list), allows both low density (360K 5.25", 720K 3.5"), and, in the case of the Deluxe Version, high density (1.2M 5.25", 1.44M 3.5") external MS-DOS-standard floppy drives to be used on the Atari. A utility is included to read/write MS-DOS formatted floppies in all supported densities.

Subject: 11.4) How do I transfer files using a null modem cable?

This section by mailto:cb541@cleveland.Freenet.Edu (James R. Gilbert)

A: Simply put, you need a terminal program and an RS 232 port on each computer. The RS 232 ports need to be connected together using a 'null modem cable'.

For up to 4800 bps, no flow control lines need be connected. Just cross the transmit and receive lines and join the grounds together. (Transmit is pin #2, receive is pin #3 and ground is pin #7 on the 25-pin port.)

The right hand pin on the 'long' side of a female 'D' connector is #1. There are 13 holes on this 'long' side, 12 holes on the 'short' side. The numbers go from #1 on the right to #13 on the left on the 'long' side and from #14 to #25 from right to left on the 'short' side. #25 is closest to being under #13. A male connector is the mirror image of this.

Most terminal programs allow a null connection, without a carrier detect. Notably, '850 Express!' does not.

A convenient way to make a null modem cable, up to about 30 feet long, is to use two female DB25 connectors and some three or more conductor cable. Using the two DB25 female connectors allows unplugging your modem and plugging in the null modem cable. This also avoids the confusion of the wide variety of serial port jacks on different computers. Almost all computers connect into the modem via a DB25 connection.

The SIO port on the Atari cannot be used directly. An 850 Interface Module, P:R:Connection, Multi I/O, Black Box (by Computer Software Services) or similar device that provides an RS232 port must be used.

On the Atari, the port is a female DB9. So you need a male DB9 to male DB25 modem cable to connect to your modem. So why not use this cable as your null modem

cable as well?

For higher speed connections, above about 9600 bps on the
8-bit, you need the flow control lines. You also need
a Multi I/O or Black Box, which use the PBI (parallel bus),
then you can go higher than 9600 bps.

Following are pin assignments for a DB25 pin RS 232 C
port.
13 1
o o o o o o o o o o o o o
o o o o o o o o o o o o
25 14

(Above is female, male is mirror image.)

1. Protective Ground 12. Select Alternate Rate
2. Transmit Data 15. Transmit Clock (sync)
3. Receive Data 17. Receive clock (sync)
4. RTS (Request to Send) 20. Data Terminal Ready
5. CTS (Clear to Send) 22. Ring indicator
6. Data Set Ready 23. Select Alternate Rate
7. Signal Ground 24. Transmit Clock
8. Carrier Detect

A high speed cable would need not only pins 2 and 3 crossed
but also pins 4 and 5 as well as 6 and 8. Or better
yet, make a true 25 wire, straight through cable and use
a commercial null modem. A commercial null modem is
just a small device with the correct lines already
crossed.

(DTE = Data Terminal Equipment, i.e., your computer.
DCE = Data Communications Equipment, i.e., your modem.)

Subject: 12.1) What 5.25" floppy disk drives are available?

Major contributors to this section:
mailto:Krishna@max.tiac.net (Glenn M. Saunders)
mailto:tatar@student.uci.agh.edu.pl (Tomasz M. Tatar)
mailto:Masstorage@closer.brisnet.org.au (James Bradford)

Manufacturer Name	Sides/density	Data rate/name/notes
Atari 810	SS SD	19.2k standard
Happy 810	SS SD/DD	? Warp speed
Atari 1050	SS SD/ED	19.2k standard
Happy 1050	SS SD/ED/DD	Warp speed USDoubler/ 19.2 and 52k. track buffering
Super Archiver 1050	SS SD/ED/DD	Ultra Speed 50+K
Speedy 1050	SS SD/ED/DD	78K mode (European)

unknown DOS restrictions
Supermax 1050 SS SD/ED/DD 19.2k and 52k (ultra speed)
by Super products.
Compatiable with superdos
and USdoubler
Atari XF551 DS SD/ED/DD 38K burst mode usable only
with SDX, superdos 5.1,
turbodos, DOS XE, and patched
spartados 3.2.
XF DS system now considered
"standard".
CSS XF551 DS SD/ED/DD USD compatible. Updates drive
to work better and faster.
Also 3.5" upgrade available
Percom Various/RFD Various
Any IBM mech
from SS/SD
5.25 to 720K
3.5" 19.2K standard only
NOTE: no ED Unique DS system
Trak Various See above Caching system for speedup
Unknown compatibility in
fast mode with MYDOS and
Sparta
Unique DS system
Indus GT SS SD/ED/DD Synchromesh mode usable
with SDX and DOSXL only.
Astra Double-D? DS SD/DD? standard /LEDs and such
Rana 1000 SS SD/ED/DD standard /LEDs and such
can format disks on a
stand alone basis
TOMS 720 DS SD/ED/DD 70000 bps, includes parallel
80-track 720 KB Centronics port,
PC's 180/360 KB
AS SN-360 DS SD/ED/DD 19200 bps
TOMS 710 DS SD/ED/DD 70000 bps
80-track 720 KB
PC's 180/360 KB
LDW 2000 SS SD/ED?/DD? 19200 bps
LDW CA-2001 SS SD/DD up to 38000 bps
ED w/troubles
LDW CA-2002 DS SD/ED?/DD up to 38000 bps
with SpartaDOS 70000 bps

Detailed descriptions of the TOMS 720, SN-360, TOMS 710, LDW 2000,
CA-2001 and CA-2002:

1. TOMS 720
double head disk drive, 5.25", with mounted interface Centronics,
chips: CPU 8085, WD2797, PIA 8255 (for handle Centronics), 32 KB ROM, 8 KB RAM
ROM contains: OS of drive, MYDOS 4.50 and some utilities (copy, format, etc.)

ROM is seen by computer as drive D1: (if drive is open), and D3: (when drive has number D1:) or D4: (when drive has number D2:). It makes possible load DOS from ROMdisk during booting system.
Formats of disks:
- SS/SD - 40 tracks, 18 sects, 128 bytes = 90 KB
- SS/ED - 40 tracks, 26 sects, 128 bytes = 130 KB
- SS/ED - 40 tracks, 18 sects, 256 bytes = 180 KB
- SS/ID - IBM S-9 - 40 tracks, 9 sects, 512 bytes = 180 KB
- DS/DD - 40 tracks, 18 sects, 256 bytes = 360 KB
- DS/QD - 80 tracks, 18 sects, 256 bytes = 720 KB
- DS/ID - IBM D-9 - 40 tracks, 9 sects, 512 bytes = 360 KB
Transmition modes:
- normal - 19200 bps
- Turbo - 70000 bps
- Ultra Speed - 70000 bps
Also tracks buffering.

2. SN-360
double head disk drive, 5.25", CPU 8051, controler WD2797
19200 bps
Available formats:
- SS/SD - (FM) single sided, single density - 90 KB
- SS/ED - (MFM) single sided, enhanced density - 130 KB
- SS/DD - (MFM) single sided, double density - 180 KB
- DS/DD - (MFM) double sided, double density - 360 KB

3. TOMS 710
(The newest polish disk drive and probably the best one)
Similar to TOMS 720, one more format:
- double sided, 80 tracks, IBM (720 KB)
Transmition modes:
- standard 19200 bps
- TOMS Turbo (loaded from ROMdisk if drive is open) - 67000 bps
- Ultra Speed (QMEG-OS, Sparta DOS) - 67000 bps
Also tracks buffering.
ROMdisk contain:
- MYDOS 4.50
- COPY
- INIT
- TURBO - turn on/off TOMS Turbo mode
- BASIC - turn on/off Atari Basic
- AUTORUN.SYS - ramdisk
- README
Also TOMS Navigator instead of DUP.SYS. It is program similar to Norton Commander on PCs.
IBM-ST copier on additional disk.

4. LDW Super 2000
single head, 5.25", CPU Z80A, ROM 4 KB, RAM 256 B
Transmition: 19200 bps or 38000 bps
Formats:

- SS/SD - 90 KB
- SS/ED - 130 KB (with some troubles)
- SS/DD - 180 KB

5. CA-2001
single head, 5.25", CPU Z80A, ROM 4 KB, RAM 256 B
Transmition: 19200 bps or 38000 bps
Formats:
- SS/SD - 90 KB
- SS/ED - 130 KB (with some troubles)
- SS/DD - 180 KB

6. CA-2002
double head, 5.25", CPU 8040, ROM 4 KB, RAM 256 B
Transmition: 19200 bps (70000 with Sparta DOS)
Formats:
- SS/SD - 90 KB
- SS/ED - 130 KB
- SS/DD - 180 KB
- DS/DD - 360 KB

Floppy board various Any standard very fast parallel
DOS-transparent
Requires Black Box
DS system configurable for
XF Percom or ATR style
HDI various Any standard very fast SIO? European
SWP ATR-8000 Any standard standard
except 1.2 and unique DS system
1.44 meg (HD)
nice Z80 CP/M system in which CP/M drive
acccess is parallel only thus faster.
Atari 1450XLD drives DS SD/ED DD? standard, requires DOS4
unusual DS system
Only prototypes exist
Atari XF521 3.5" system Unreleased

Subject: 12.2) How can I use 3.5" floppy disks with my 8-bit Atari?

to be written. volunteers?

Amdek
XF551 upgrades
Floppy Board

Subject: 12.3) What do I need to connect a hard drive to my 8-bit Atari?

original by mailto:Krishna@max.tiac.net (Glenn M. Saunders)

Corvus ? 10 megabytes Fast but still relatively
slow I/O, kludge through
joystick ports for 800.
Rare
Supra/K-P N/A various Some limitations on drive
type and size and total
number of drives in sys.
FTe Multi I/O various 256 byter per sector
restriction. 256K and
1 meg ramdisk models.
Printer and modem, modem
will handle 19.2K bps
CSS Black Box various Will handle all SCSI drives.
Allows 9 drive access for
MYDOS. Currently the only
modem interface with CTS/RTS
hardware flow control. 19.2K
ready.
SWP ATR-8000 unknown limits Rare daughterboard for hard
drives. I/O is probably
fairly slow on this baby and
there may be DOS restrictions.

Subject: 12.4) How can I use an IBM-PC as a storage device for my Atari?

Original by Dave Paterson, mailto:d.paterson2@genie.geis.com

SIO2PC is a cable and software combination that lets you use your PC as up to 4 drives for your 8-bit. Drives can be SD, ED, DD or custom sizes up to 16 megs. SIO2PC also lets you redirect the printer output to your PC printer or to a file on the PC. High speed drives are emulated (a la US Doubler).

All these functions are transparent at the Atari end; you never notice the difference between SIO2PC and regular drives, except that the SIO2PC drives are faster than any others (except Ramdisks and PBI interface drives).

SIO2PC 3.19i is shareware by Nick Kennedy.
Merit/UMich: Sio2pc/sio319i.exe

Of importance to SIO2PC users is:
DcmToDsk, freeware by Jason Duerstock. It converts most .DCM files into SIO2PC .ATR's for use with SIO2PC and PC Xformer.
Merit/UMich: Sio2pc/dcm2dsk2.zip

Subject: 13.1) What's the best DOS for the Atari?

This is a matter of opinion, but general consensus is that all 8-bit Atari users should treat themselves to either MYDOS or SpartaDOS to appreciate the power of the system. MYDOS is modelled after Atari DOS 2.0S/2.5, but provides

subdirectory and hard-drive support. SpartaDOS is a completely different command-line DOS modelled after MS-DOS, though it is perfectly capable of reading all Atari DOS and MYDOS disks. SpartaDOS 3.2g is disk-based; SpartaDOS X 4.21 is cartridge-based and includes many additional features. SpartaDOS is available from Fine Tooned Engineering (see companion vendor/ developer list); MYDOS 4.53/4 is freeware from Wordmark Systems (Charles Marslett and Bob Puff).
It is recommended that all 8-bit Atari users own at least DOS 2.5 for complete compatibility with existing software, and then choose either SpartaDOS or MYDOS as they see fit. DOS 2.5, MYDOS and SpartaDOS are all available on the archives.
Merit/UMich: Os/dos25.arc (DOS 2.5)
Merit/UMich: Fte/fte32g.arc (SpartaDOS)
Merit/UMich: Os/mydos453.dcm (MYDOS - latest version)
Os/mydos45m.arc (MYDOS - latest complete doc's)

Subject: 13.2) What hardware has Atari created in the 8-bit computer line?

Computers:
400 Personal Computer (1979) 8-16K, membrane keyboard, 400/800 OS
800 Personal Computer (1979) 8-48K, two cartridge slots, 400/800 OS
1200XL Home Computer (1982) 64K, early XL OS, F1-F4 keys, 4 LEDs
600XL Home Computer (1983) 16-64K, BASIC, PBI, XL OS
800XL Home Computer (1983) 64K, BASIC, PBI, XL OS
800XE Home Computer (1987?)same as 130XE but 64K. Mostly eastern Europe.
65XE Personal Computer (1985) same as 800XL minus PBI
130XE Personal Computer(1985) same as 65XE with 128K plus ECI
XE Game System (1987) same as 65XE plus Missle Command, detach keybd

Peripherals:
410 Program Recorder -Japan and Hong Kong versions
810 Disk Drive -SS/SD 90K with DOS 1 or DOS 2.0S,MPI&Tandon vers.
820 Printer -40 col.
822 Thermal Printer -40 col.
825 80-Column Printer -req. 850
830 Acoustic Modem -300 baud req. 850, with Telelink I
835 Direct Connect Modem -300 baud, with Telelink II
850 Interface Module -4 9-pin serial, 1 15-pin parallel ports, beige & black metal versions
1010 Program Recorder -Sanyo and Chelco versions
1020 Color Printer -40 col., print/plot in 4 colors
1025 80-Column Printer -7-pin dot matrix
1027 Letter-Quality Printer-80 col., letter quality
1029 Printer -7-pin dot matrix, same as Commodore MPS-801
1030 Direct Connect Modem -300 baud, with ModemLink
1050 Disk Drive -SS/ED 128K with DOS 3 or DOS 2.5
1064 -64K RAM module for 600XL
XC11 Program Recorder
XC12 Program Recorder

XM301 Modem -300 baud, with XE Term
XMM801 Printer -80 col. Ribbon: Mannesman/Tally MS80
XDM121 Printer -80 col.letter quality. Ribbon: Silver Reed CF130
XF551 Disk Drive -DS/DD 360K with DOS XE
XEP80 Interface Module -80 col. video display and DB25 parallel port
SX212 Modem -1200 baud, rarely with SX-Express! package

Atari 8-bit vaporware computers: (note some are more vaporous than others)
1200 1200XL internally, many slight cosmetic differences
800XLF 800XL incorporating a FREDDY chip (as in the XE's)
1250XLD Earlier concept of the 1450XLD
1400XL 800XL plus modem, speech synth.(looks like a 1200XL)
1450XL Earlier concept of the 1450XLD
1450XLD 1400XL plus 5.25" floppy drive
65XEP 65XE plus 3.5" floppy drive, 5" green monitor
65XEM 65XE plus AMIE sound chip

Atari 8-bit vaporware peripherals:(note some are more vaporous than others)
815 Dual Disk Drive -2 x SS/DD 180K with DOS 2.0D
1090 XL Expansion System-for PBI, CP/M/MS-DOS/Apple II compatible
XM128 -12" green monitor w/ built-in 80-column card
XC1411 -composite 14" color monitor
XF521 -5.25" floppy drive - 1050 compatible, in XE style
XTM201 -non-impact printer
XTC201 -non-impact color printer

Subject: 13.3) What are the power-supply requirements for my Atari components?

Please let me know if any of this information conflicts with the units you have!

The most important information is the voltage (in volts) required, and whether you need a transformer (AC output) or an adapter (DC output). The power (in watts) and current (in amperes) specifications of the original equipment as presented here should be regarded as minimum values. Higher-than-specified power and current capacities are entirely usable, and often preferable because such supplies run cooler and last longer.

Power (in watts) = current (in amps) * voltage (in volts)

9 V AC 5.4 VA (600 mA) Atari#CO62195 transformer:
1030

9 V AC ???? VA (??? A) Atari#CO61516 transformer:
1010
9 V AC 15.3 VA (1.7 A) Atari#CO14319 transformer:
400,800,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA014748 transformer:
400,800,810,822,850,1010,1200XL
9 V AC 18 VA (2.0 A) Atari#CA016804 transformer:

400,800,810,822,850,1010,1200XL
9 V AC 31 VA (3.4 A) Atari#CO17945 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO
9 V AC 50 VA (5.6 A) Atari#CA017964 transformer:
400,800,810,822,850,1010,1200XL,1020,1050,XF551,256K FTe MIO

9.5 V AC 40 VA (4.2 A) Atari#CO61636 transformer:
1027

5 V DC 1.0 A (5.0 W) Atari#CO70042 adapter:
65XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CO61982 adapter:
600XL,800XL,65XE,130XE,XE Game System
5 V DC 1.5 A (7.5 W) Atari#CA024814 adapter:
600XL,800XL,65XE,130XE,XE Games System
5 V DC ??? A (??? W) Atari#CO81982 adapter:
XL/XE

6 V DC 300 mA (1.8 W) Atari#??????? adapter:
"410P"

9 V DC 500 mA (4.5 W) Atari#CO16353 adapter:
XEP80,SX212,2600
9 V DC 500 mA (4.5 W) Atari#CA014034 adapter:
XEP80,SX212,2600

9.3 V DC 1.93 A (18 W) Atari#CO18187 adapter:
Indus GT,1 Meg FTe MIO,5200
11.5 V DC 1.95 A (33 W) <- doesn't add up Atari#CA019141 adapter:
Indus GT

5 V / 12 V DC 1.1 A (5.5 W / 13.2 W) Atari#CO62297 adapter:
1400XL,1450XLD

These draw their power from the SIO +5 V:
XM301 (60 mA),XC12;FTe P:R: Connection

These have built-in power supplies (plug directly into the wall):
410,815,820,825,1025,1029,XMM801,XDM121

The power supply requirements for the following are still needed:
??? V DC ???? A (???? W) Atari#CA016751 adapter:
830
??? V DC ???? A (???? W) Atari#CA060535 adapter:
835
XC11 program recorder (no brick needed -> internal or SIO source?)

Subject: 13.4) What are the pinouts for the...?

Serial I/O (Peripheral) Port (all machines):
2 4 6 8 10 12
1 3 5 7 9 11 13

1. Clock Input 8. Motor Control
2. Clock Output 9. Proceed
3. Data Input 10. +5/Ready
4. Ground 11. Audio Input
5. Data Output 12. +12V
6. Ground 13. Interrupt
7. Command

Cartridge Slot (all machines; two on the 800):
A B C D E F H J K L M N P R S
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
1. ~S4 A. RD4
2. A3 B. GND
3. A2 C. A4
4. A1 D. A5
5. A0 E. A6
6. D4 F. A7
7. D5 H. A8
8. D2 J. A9
9. D1 K. A12
10. D0 L. D3
11. D6 M. D7
12. ~S5 N. A11
13. +5V P. A10
14. RD5 R. R/~W
15. ~CCTL S. B02

Enhanced Cartridge Interface (ECI) (130XE and 800XE only):
A B C D E F H
1 2 3 4 5 6 7
A. Reserved 1. ~EXSEL
B. ~IRQ 2. ~RST
C. ~HALT 3. ~D1XX
D. A13 4. ~MPD
E. A14 5. Audio
F. A15 6. ~REF
H. GND 7. +5V

Monitor Jack (all but 400 and XE Game System):
3 1
5 4
2
1. Composite Luminance (not on 600XL)
2. Ground
3. Audio Output
4. Composite Video
5. Composite Chroma (not on 800xl ; grounded on 600xl)

Power Adapter Plug (all but 400, 800):
7 6
3 1

5 4
2
1. +5V
2. Shield
3. Ground
4. +5V
5. Ground
6. +5V
7. Ground

Controller Port (4 on 400/800, 2 on all others):
1 2 3 4 5
6 7 8 9
1. (Joystick) Forward Input
2. (Joystick) Back Input
3. (Joystick) Left Input
4. (Joystick) Right Input
5. B Potentiometer Input
6. Trigger Input
7. +5V
8. Ground
9. A Potentiometer Input

Parallel Bus Interface (PBI) (600XL and 800XL only):
1 3 5 7 9 11 13 15 17 19 21 23 25 27 29 31 33 35 37 39 41 43 45 47 49
2 4 6 8 10 12 14 16 18 20 22 24 26 28 30 32 34 36 38 40 42 44 46 48 50
1. GND ground 2. External select
3. A0 Address output 4. A1
5. A2 6. A3
7. A4 8. A5
9. A6 10. GND
11. A7 12. A8
13. A9 14. A10
15. A11 16. A12
17. A13 18. A14
19. GND 20. A15
21. D0 Data (bidirectional) 22. D1
23. D2 24. D3
25. D4 26. D5
27. D6 28. D7
29. GND 30. GND
31. Phase 2 clock output 32. GND
33. NC Reserved 34. Reset output
35. (IRQ) Interrupt request 36. Ready input
37. NC 38. External decoder output
39. NC 40. Refresh output
41. Column address output 42. GND
43. Math pack disable input 44. Row addr strobe
45. GND 46. Latch read/write out
47. NC (+5v on 600xl only) 48. NC (+5v on 600xl only. used to power 1064)
49. Audio input 50. GND

```
--850 R1-4 pinouts from: mailto:generic@rahul.net (Chris Rosenthal)
R1: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Data Terminal Ready (DTR, Ready Out)
2. Carrier Detect (CRX, In)
3. Send Data (out)
4. Receive Data (In)
5. Signal Ground
6. Data Set Ready (DSR, Ready In)
7. Request to Send (RTS, Out)
8. Clear to Send (CTS, In)

R2: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive Data
5. Signal Ground
6. DSR

R3: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. DTR
3. Send Data
4. Receive
5. Signal Ground
7. RTS
8. -8 Volts

R4: Serial port (850 Interface Module):
5 4 3 2 1
9 8 7 6
1. Send Data +
3. Send Data -
7. Receive Data +
9. Receive Data - (20 mA)

--850 P: pinout from: Jim Evans, mailto:donor@max.u.washington.edu
P: Parallel port (850 Interface Module):
8 7 6 5 4 3 2 1
15 14 13 12 11 10 9
1. Data Strob
2. D0
3. D1
4. D2
5. D3
6. D4
7. D5
8. D6
```

9.
10. Data pins pull up + 5v
11. Ground
12. Fault
13. Busy
14. -
15. D7

P: Parallel port (XEP80 Interface Module):
13 12 11 10 9 8 7 6 5 4 3 2 1
25 24 23 22 21 20 19 18 17 16 15 14
1. Strobe
2-9. Parallel Data
10. Not Used
11. Busy
12-17. Not Used
18-25. Ground

Subject: 13.5) What BBS software can be used on the Atari?

This section by mailto:winston@merk.com (Winston Smith)

Here is the run down of ATARI 6502 8-BIT BBSes that I am aware of:

o A.M.I.S. BBS -- The A.C.E. Message Information Service.
This BBS was written in BASIC by the Atari Computer
Enthusiasts computer club (was it the Michigan chapter?). It included
designs for a ring-detector. You needed a sector editor and had to
allocate message space by hand, hex byte by hex byte.

o F.O.R.E.M. BBS -- Friends of Rick E. Moose BBS.
At the time, there were a lot of BBSes around
called things such as "FORUM-80" and "BULLET-80", ergo the name. FOREM BBS
was the first truly RBBS-like BBS for the ATARI 8-bit. It was programmed
in BASIC and was somewhat crashy. I think that this is the
great-grandparent of the FOREM-XE BBSes that survive today.

o ABBCS -- The ANTIC Bulletin Board Construction Set.
The user design of the ABBCS was very good. It sported
features such as intra-line editors. Unfortunately, the coding of the
ABBCS was really poor. You could practically blow on your keyboard and
crash this BBS. The BBS would sometimes crash several times a day.

o NITE-LITE BBS -- Paul Swanson's BBS with RAM disk.
Paul Swanson was a programmer from the Boston,
Massachusetts, USA, area. I'm not sure whether his BBS for the ATARI 8-bit
has been placed into the public domain or not. This BBS was the first to
support a RAM-disk, which Paul Swanson called a "V:" device for "virtual
disk". This BBS was written in ATARI BASIC and required a joystick
hardware "dongle" device. This was notable as being one of the first ATARI
8-BIT BBSes that could actually go for a week without having to be

rebooted. Pointers to the message base were kept in an ATARI "very long string" (for which ATARI BASIC is famous). The BBS would only have problems (for the most part) if this string became corrupted.

o ATKEEP -- An ATARI 8-BIT version of CITADEL BBS.
I believe that AT-KEEP, like FOREM-XE, requires the use of the commercial BASIC-XE cartridge to run. This BBS program was very popular around Louisiana, USA, from what I understand.

o Benton's SMART BBS -- BBS written in BASIC by Marco Benton.
This program is written entirely in BASIC. It expects to be running under a SPARTA-DOS environment. This was a problem until very recently, when SPARTA-DOS was released into the public domain. This BBS program uses a "modem clock string" rather than an R-TIME-8 cartridge in order to retrieve the current time. It also comes with an ATARI BASIC game door called "Sabotage".

o FOREM-XE -- FOREM using BASIC-XE.
This version of FOREM BBS requires the commercial BASIC-XE cartridge in order to run. It is in the public domain and can import and export messages from the ATARI PRO! BBS EXPRESS-NET (7-BIT text only, control ATASCII graphics are reserved for message data-structure bytes). FOREM-XE BBS is still currently in use as we speak, and may be reached via the PRO! EXPRESS-NET as long as the cross-networking "transnet" is still in effect.

o The BBS Express -- PRO! BBS demo program.
This is the public domain version of EXPRESS!-BBS, which is the Keith Ledbetter companion project of the EXPRESS!-TERM terminal program of days gone by. I am not familiar with this program. I think that it is written in ACTION! and only supports XMODEM Checksum transfers. I have never called or seen this program demonstrated.

o OASIS JUNIOR III -- OASIS BBS demo program.
OASIS JUNIOR III is the --ALL MACHINE LANGUAGE-- demo version of the OASIS BBS program. OASIS is very crash-resistant and comes with a "dial out" screen so that the Sysop can use the BBS as a terminal program to call and fetch files without having to bring the BBS down and reload a terminal program. OASIS supports "Door programs" which it refers to as "OASIS PAL modules". This OASIS demo module comes with an excellent message system. The OASIS file system is one of the most complicated that I have ever seen. It consists of "file libraries" with suites of "file types". There is quite a bit of overhead involved in performing a download (which may be a good thing, as it discourages file hogs). There is a commercial version of OASIS called "OASIS IV" that performs networking. There was an OASIS network between Boston, Massachusets, USA and Murfreesboro(SP?), Tennessee, USA. Occasionally word of the OASIS IV developers reaches the network from New Zealand or Canada.

o Frank Walters BBS -- I know nothing about this BBS except that Frank Walters wrote it.

OASIS IV, CARINA, and BBS-EXPRESS-PROFESSIONAL! are all commercial programs. I haven't heard anything about OASIS IV and CARINA for a while, but PRO!-BBS is still a viable commercial enterprise last that I had heard.

Subject: 14.1) What product developers or vendors support the 8-bit Atari?

There are two files available:

1) Atari 8-Bit Computers: Vendors and Developers

ftp://rtfm.mit.edu/pub/usenet-by-group/news.answers/atari-8-bit/vendev
http://www.cis.ohio-state.edu/hypertext/faq/usenet/atari-8-bit/vendev/faq.html
news:comp.sys.atari.8bit, news:comp.answers, news:news.answers
mailto:mcurrent@carleton.edu
and all other archives of Usenet FAQ lists.

2) "The Official **AC** Vendor List" is maintained by Atari Classics magazine's Advertising Editor, Bob Scholar, mailto:r.scholar@genie.geis.com. This list focuses on North America, but all sources listed have been personally confirmed by the AC staff.

Subject: 14.2) Where is my nearest 8-bit Atari BBS?

The "ATARI CLASSICS Atari Bulletin Board System listing" is maintained by Lawrence Estep, AC's Telecommunications Editor, mailto:71450.1050@compuserve.com.

Subject: 14.3) Where is my nearest 8-bit Atari user group?

An 8-bit Atari user group listing is maintained by Atari Classics magazine's Exchange Editor, James King, mailto:KAMARO_KID@delphi.com.

Subject: 14.4) How do I use my new or emulated Atari?

"The Unofficial Atari 8bit Newbie / Stupid Question / Emulator Help FAQ" is maintained by Bill Kendrick, mailto:kendrick@sonoma.edu. You can write to Bill at New Breed Software, 59 Palm Lane, Novato, CA 94945.

Subject: 14.5) What prominent Atarians are reachable by e-mail?

The "Who's Who in the Atari Community E-Mail Directory" listing covers people involved in all of the Atari computing and gaming platforms. This file is maintained by Len Stys, SIG Manager of the Cleveland Free-Net Atari SIG. Write to the Atari SIG at mailto:xx004@cleveland.freenet.edu.

End of atari-8-bit/faq

7842. Re: Bitter Reality Demo! On TOP9410B.DCM at UMich!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 18:09:08 UTC
From: BRYEDEWAARD@news.delphi.com
Message-ID: <3e1ic4$aok@news2.delphi.com>
Source record: 95721

Demos are usually seen by their authors as an art form, and are therefore complete in and of themselves. I have to agree here. I enjoy popping in a demo just to figure out what's going on and to discover new 8-bit hardware tricks. I think someone could take inspiration from a demo to create something new just as well as the demo coders could. Game programming puts different demands on the programer, and maybe just playing with hardware is all these guys want to do. The fact that the demo scene is alive on the 8-bit is quite amazing. The fact that the demos are so good is incredible. At least we get to see all the programming tricks we didn't see in the pre-demo era, and we learn what the 8-bit is really capable of.

-Bry

7843. Re: PC Xformer and boulderdash

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 19:19:17 UTC
From: svillase@cec.uchile.cl
Message-ID: <D1n1o6.lpz@dcc.uchile.cl>
Source record: 95726

Steve wrote:
>Is there anyone out there who runs boulderdash through PC Xformer?
>Also is there a way to transfer 8-bit software on a 5 1/4 disk
>to a PC, as my atari DD is busted.

I am running B. Dash I and II OK on XFormer 2.0 and 2.5. I "uploaded" it
to my PC using SIO2PC and the cable I built myself following the specs that
came with that nice program.

>---
>___ ___ ___ _ _ ___ All opinions are my own!
>M__ M M_ M M M_ Pitchfsj@aston.ac.uk
>__M M M__ M M__ WWW: http://www.aston.ac.uk/~pitchfsj/

Greetings from Chile,
--
Universidad de Chile, Facultad de Ciencias	Sergio Villaseca Carrasco
Facultad de Cs. Fisicas y Matematicas	svillase@cec.uchile.cl
Dep. de Ingenieria Civil Industrial	

7844. Re: Massive Auction Guy

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 20:35:46 UTC
From: bernard@beco.link.xs4all.nl
Message-ID: <bernard.03xz@beco.link.xs4all.nl>
Source record: 95724

John Haines (john_haines@pointless.gen.nz) wrote:
> Hi Bernard, you were talking about this guy who is plastering those MASSIVE
> auction messages in this 8-bit area... - I also am getting very sick and
> tired of getting these messages as I port this base over to my 8-bit BBS
> so my

Well is your ATARI 8bit BBS also running on a 8-bit and on what BBS
program ? If it is PRO BBS I like to see a copy of you importer program
for that...

> Atari 8-bit people have access to them, and my importer program has to split
> up every one of his messages to go into my bases... (which makes the processing
> time quite a lot longer than it should be...) - I could probably solve the
> problem on my board by getting the importer to ignore everything from this
> person, but it doesn't solve the problem for all the other Internet users
> that have to wade through his messages...
> Isn't there a Moderator or some such person that could maybe do something
> about the problem???

No there is NO Moderator but that guy has to stop posting his messages...
He can POST his message 1 time in a month and people that like to bid can
write to him E-mail adres..... and he DON'T have to post his HOLE message
in c.s.a.8 because there are also other game computers in this list....

Every one who not like his ACTION list write a meesage to him and let him
know, maybe he will stop if there are MORE people that do NOT like it..

Greetinx from Bernard Kok

--
Bernard Kok BECO TEL (XL/XE support)
bernard@link.xs4all.nl Online : every day from 18-07 CET
Amsterdam Baud : 300 to 14.400
The Netherlands Phone : +31-(0)20-6326859

7845. Re: Bitter Reality Demo! On TOP9410B.DCM at UMich!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 20:58:38 UTC
From: richard@rtubb.demon.co.uk
Message-ID: <788821118snz@rtubb.demon.co.uk>
Source record: 95730

In article <3dtjns$lmv@nic-nac.CSU.net>
kendrick@zippy.sonoma.edu "William Kendrick" writes:

> Am I the only 8-bit demo lover these days!? You folks should go get a copy

Does anybody remember the BIG DEMO, marketed by those guys at Page 6/New Atari User?? I was in love for it for weeks and weeks after I bought it! As I remember, it contained a trillion (ahem) or so musics from various Atari and C64 games (which looking back a year or so, were all the rage on the 16-bits and PC's), dozens of different scrollies and gawd knows how many different flying blit screens!

At the time, I thought it was the best UKP 4.95 I'd ever spent! :-)

If anybody has a copy they'd like to donate to the 8-bit addicts hospice, via my E-Mail address, then by all means do so!

Cheers, Ric.

==========
Richard Tubb - InterNet: richard@rtubb.demon.co.uk
richard@gwa.demon.co.uk
or - FidoNet : 2:2500/177.6

7846. Copying ROM cartridges

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 21:00:52 UTC
From: bwbwn@ricevm1.rice.edu
Message-ID: <3e1se5$igs@larry.rice.edu>
Source record: 95727

I just acquire PC XFormer for my machine, and am happily coding and playing classic disk based games. However, I miss my cartridge based games and programming languages like Antic!. I've heard that you could copy ROM cartridges to a 8k file. How do I do it? Ten years ago, I remember disassembling my BASIC cartridge. Ten years ago is a long time to remember. :) Can anyone help me out?
Thanks,
Wes Brown

7847. (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 21:05:48 UTC
From: bwbwn@ricevm1.rice.edu
Message-ID: <3e1snc$inp@larry.rice.edu>
Source record: 95725

I just acquired PC XFormer and am happily playing my old diskbased games. However, there are many games among my forty or fifty ROM cartridges, as well as ANTIC!. Ten years ago, I was able to disassemble BASIC, and reassemble it. However, ten years is a long time to remember. :)
Can anyone help me out? (Sorry about my messed post last time.)
Wes Brown

7848. Re: Bitter Reality Demo! On TOP9410B.DCM at UMich!

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 22:27:04 UTC
From: kendrick@zippy.sonoma.edu
Message-ID: <3e21fo$cu8@nic-nac.CSU.net>
Source record: 95729

Well Glenn, we know that at least SOME software has come from Europe, so it's not like that's ALL they do! Torsten Karwoth did demo stuff, demo music, as well as MegaBlast-I, a GAME (not the best game, very impressive, but still, a small game compared to what could be done) and a CLI for MyDOS 4.50 (which sucks cuz I use 4.53/4).

Hard Soft did at least one game back when they first appeared, and hopefully after they get their next <gulp> demo out, we can convince them to do a game (they've shown interest in ideas I've had lately).

But.. in general I do agree with you. Of course, how do we know that they aren't producing commercial games!? I've heard of a few new commercial titles from Europe but know very very little about them. I'm sure TopMagazin has plenty of info on new games and such, but :) I can't read German!

Oh well.. perhaps we need an Internet liason to these demo-makers.. I mean, their work is getting out her SOMEHOW! Who uploads TopMagazin's and these new demos!?

Anyway.. I'll shut up now, I'm losing my mind I think.. but before I go, if any of those demo-makers are listening, I think they should make some puzzlish game out of those bouncing checkerboards (sorta like the 3D thing in one of those Sega Sonic the Hedgehog games) and they should make either a VRish game or a space game out of the polygon graphics. Everything else can just be mood stuff, or animation for storylines or something...

(OH! AND BE SURE IT ALL WORKS 100% ON OUR NTSC MACHINES! :))

Bye!

-bill
kendrick@vax.sonoma.edu ||| kendrick@zippy.sonoma.edu
William (Bill) Kendrick / | \ ** New Breed Software **

7849. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 23:30:58 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec30.182855.20820@wariat.UUCP>
Source record: 95731

(About copying carts to disk.)
Many, probably most carts are copy protected. Many are bank switched.
In other words, you can't readily copy most commercial game carts.
The person who copied his BASIC cart was no big problem, the BASIC cart
is a straightforward, non-protected, 8k cart. There were very few of
those produced, I think.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7850. Massive Auktion.....

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-30 23:33:00 UTC
From: per.erik.peterson@asb2.ct.se
Message-ID: <ftn_2.203.221.10$fidonet.org_2f049a50_Per.Erik.Peterson@ct.se>
Source record: 95728

From: per-erik_peterson@asb2.ct.se

Bernad Kok writed his thoughts about this Massive Auktion for some days ago.

This is the only newsgroup I read and I heard that this lists goes in a lot of different newsgroups. I support Bernad and Russ Gilbert in this matter. Often I cannot see the lists because I dont have so mutch memory left in my ST or when I do I push my Return buttom as I'm not persinally intrested of them.!!

-=> Mvh.!! Per-Erik "Pekka" Peterson.!! <=-

Gothenburg SWEDEN

7851. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-31 01:40:54 UTC
From: bwbwn@rice.edu
Message-ID: <3e2cr6$p67@larry.rice.edu>
Source record: 95732

In <1994Dec30.182855.20820@wariat.UUCP>, Russ.Gilbert@apk.wariat.org (Russ Gilbert) writes:
>(About copying carts to disk.)
>Many, probably most carts are copy protected. Many are bank switched.
>In other words, you can't readily copy most commercial game carts.
>The person who copied his BASIC cart was no big problem, the BASIC cart
>is a straightforward, non-protected, 8k cart. There were very few of
>those produced, I think.
I got a lot of original 8K cartridges, which I'd doubt is copy protected. I'm talking about 1979-1981 era cartridges. :) Stuff like Star Raiders, Dig Dug, etc. I'm still asking HOW. :) How do you copy these cartridges?

Wes Brown

7852. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-31 04:03:37 UTC
From: Russ.Gilbert@apk.wariat.org
Message-ID: <1994Dec30.225800.3450@wariat.UUCP>
Source record: 95733

(Wes Brown asks how to copy carts.)
There's two ways I know of. Star Raiders I copied using 'The Impersonator', a cart copy program which requires that a dummy cart be used with the disk file you make by inserting the cart in the correct way using the cart copy program that comes with 'Impersonator'. There are other cart copy 'systems' I believe. It also may be possible to use osnxl omnimon os that comes with the ramrod os plug in module available from FTe. osnxl allows you to hit SELECT and RESET and pop into a machine language monitor. From this point you can dump any area of memory to disk sectors, then you have to know how to make the disk sectors into a file. But still, I think Star Raiders worked with the 'Impersonator'. I don't know about 'Dig Dug'.
--
Russ Gilbert, user of the UniBoard System @ wariat.org
E-Mail: Russ.Gilbert@apk.wariat.org
****
APK Public Access UNI* Cleveland, (216)-481-9436
Ohio first telnet/FTP/IRC/MUD/Internet access BBS
E-mail,news feeds, shell, SL/IP, PPP UnixBBS distribution point
****

7853. Weekly Posting of New Atari Stuff

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-31 05:06:15 UTC
From: atari-archivists@atari.archive.umich.edu
Message-ID: <3e2os7$l3b@terminator.rs.itd.umich.edu>
Source record: 95734
Cross-posted to: comp.sys.atari.8bit,umich.archives

```
-rw-r--r-- lenn 1613 Dec 30 02:29 ./8bit/Graphics/bobtest.arc
-rw-r--r-- lenn 98 Dec 30 02:29 ./8bit/Graphics/bobtest.txt
-rw-r--r-- lenn 24916 Dec 30 14:57 ./8bit/Sound/Md8/alphavil.md8.Z
-rw-r--r-- lenn 16749 Dec 30 14:57 ./8bit/Sound/Md8/awesome2.md8.Z
-rw-r--r-- lenn 17051 Dec 30 14:57 ./8bit/Sound/Md8/awesome3.md8.Z
-rw-r--r-- lenn 8444 Dec 30 14:57 ./8bit/Sound/Md8/bach_mix.md8.Z
-rw-r--r-- lenn 9814 Dec 30 14:57 ./8bit/Sound/Md8/rocking1.md8.Z
--
-- Howard Chu @ Jet Propulsion Laboratory, Pasadena, CA
```

7854. Re: ballblazer: 2 players

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-31 09:51:25 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <3e39it$3cr@taiwan.informatik.uni-rostock.de>
Source record: 95735

Ariel D. Saidel Kalisky (asaidel@manque.usach.cl) wrote:
: Are there any way to play ballblazer against another player ?
: mail me,plase.

Yes, in the commercial version (that means Original, press OPTION and use SELECT).
I think you get a Pi... Copy which went arount the world before the
real version came out.
--

Holger Janz |||
hjanz@informatik.uni-rostock.de ||| ATARI
http://www.informatik.uni-rostock.de/~hjanz/ / | \
snail-mail: Holger Janz; Blockmacherring 31; 18109 Rostock; Germany
tel. +49 381 120 3614
+--+
|INTEL/IBM/Microsoft - Solutions you don't want, for problems you don't have!|
| If you can not do it well, learn to enjoy doing it badly. |
+--+

7855. INTERNATIONAL KARATE

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-31 09:55:37 UTC
From: hjanz@informatik.uni-rostock.de
Message-ID: <3e39qp$3cr@taiwan.informatik.uni-rostock.de>
Source record: 95736

Hi there,

I am looking for INTERNATIONAL KARATE for the XL. I would prefer a cartridge.
Does someone have any idea? It would be kind someone could help me.

Bye for now

--

Holger Janz |||
hjanz@informatik.uni-rostock.de ||| ATARI
http://www.informatik.uni-rostock.de/~hjanz/ / | \
snail-mail: Holger Janz; Blockmacherring 31; 18109 Rostock; Germany
tel. +49 381 120 3614
+---+
|INTEL/IBM/Microsoft - Solutions you don't want, for problems you don't have!|
| If you can not do it well, learn to enjoy doing it badly. |
+---+

7856. Re: HELP??? was MASSIVE AUCTION VI -- update #3

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-31 11:32:56 UTC
From: winston@merk.com
Message-ID: <D1oAqx.GEA@merk.com>
Source record: 95738

I wouldn't mind the "MASSIVE AUCTIONS" if they were done intelligently, that is, only posting the items that apply to each NewsGroup and leaving pointers on how to get to the other listings. Something along the lines of:
ATARI 8-BIT:
STAR RAIDERS $5.00
DIG DUG $5.00

TI99: (See Listing in "COMP.SYS.TI99")
Games: 35 carts, 120 disks
Educational: 230 disks

...but why in the world would I want to see 385 listings about the TI99/4A in the ATARI 8-bit Newsgroup, for example ? Maybe his Sysop could help him with a WWW Home Page or a split mailing of some kind, such as an automated SHAR or PWB PUMP to split his list and do piecemeal mailings through a pipe filter. Or maybe he could post in a "forsale" base and post pointing messages to his list into the various NewsGroups. There has to be a more intelligent way to post forsale messages without going so far off-topic. There must be a better method than posting duplicate messages in all of the groups, only a small portion of which is of any interest to any particular group at any one time... I agree. There should be a better method for accomodating everyone by focusing the sales pitch more narrowly. Maybe he could post in REC.VIDEO.GAMES and leave a message in this NewsGroup saying: "Hey! There is some of my ATARI 8-BIT stuff for sale in REC.VIDEO.GAMES...." Most of us would probably check it out.

7857. Re: HELP??? was MASSIVE AUCTION VI -- update #3

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-31 15:22:04 UTC
From: Joe Walsh <ransom22@delphi.com>
Message-ID: <hswY4Gs.ransom22@delphi.com>
Source record: 95737

Winston Smith <winston@merk.com> writes:

>I wouldn't mind the "MASSIVE AUCTIONS" if they were done intelligently,
>that is, only posting the items that apply to each NewsGroup and leaving
>pointers on how to get to the other listings. Something along the lines
>of:

I've read all the discussion about this, and agree with some of
it.
On one hand, it is indeed bothersome to see these messages
repeated so frequently (I'm talking about the auction messages). It is
a waste of a lot of time, bandwidth and disk space.
On the other hand, I find that buying items over the net is
a good way to get things that aren't available any more.
So, for instance, when James King posts a list of items that
he is willing to part with, I applaud him. :) He posts lists of
items that are relevant to our subject matter. He posts them once
only. This is a good thing, as it moves product from those who do
not want it to those who do (as well as some money! [grin]).
But when someone posts a list of TI carts, or even 2600 or
5200 carts, to this newsgroup, I do not appreciate it. I'll read
rec.games.video.classic if I want Atari videogame carts. I don't
need that list here, and I don't think others do either judging from
the response.

So, while I would oppose an all-out ban on commerce over the
net (as that would disallow James King-type posts [Sorry to single you
out, Mr. King :)]), I would like to see some restraints on the subject
matter or products offered within such posts, as well as a restriction
on frequency of posting.

Another alternative would be to create a specific newsgroup for
selling "classic" computer and/or videogame items. However, this would
necessitate reading yet another newsgroup, and wading through a lot
of irrelevant messages (items I don't want).

So, let's keep the ads here, but let's keep them reasonable! :)

Just my thoughts on this...

-Joe

7858. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-31 17:00:32 UTC
From: Rick_Michael_Cortese@cup.portal.com
Message-ID: <130202@cup.portal.com>
Source record: 95739

What kind of Atari do you have? Do you still have a working disk drive?
Rick

7859. Re: (Revised) Copying my ROM cartridges.

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-31 19:49:41 UTC
From: bwbwn@rice.edu
Message-ID: <3e4ckl$dso@larry.rice.edu>
Source record: 95740

In <130202@cup.portal.com>, Rick_Michael_Cortese@cup.portal.com writes:
>What kind of Atari do you have? Do you still have a working disk drive?
>Rick
Yeah...a classic Atari 800 with an old disk drive, I'd believe Atari's original one, single sided, single density? 48K RAM.
Wes Brown

7860. 1050 Drive with DD upgrade

Newsgroup: comp.sys.atari.8bit
Date: 1994-12-31 19:56:00 UTC
From: william.forbes@channel1.com
Message-ID: <40.6660.1844@channel1.com>
Source record: 95742

Does anyone have a 1050 drive with some sort of DD upgrade for sale?
Send me an e-mail describing it and how much you want to part with it.